



SIVESH

Mount Sibirius

Slycrag

Ruins of Nadriska

Aldreia

Harvick

Pantheon of the Doves

Corbryl

DALVOZZEA

Sunspire

Fort Halidale

TORDRYON

Fort Halidale

Fellion

Sparrowgarden

Grimspeid

SUULRAI

ARAKRITH

Clan Fearcher

Magney

For Katal

Rishum, Royal

Fort Domains

Clagwyn Hollow

EVANGLESS

New Wellpypus

Kazule

Fort Malson

Rangston

West Elburg

Vermillion Parish

Oligarib's Eyrie

ZELHOST

Raylbos

Essenbrooke

Feodesta

Chek Dekon

Hagarsweld

Crash Site of the Final Hope

Autlenheim

Lichzig

Lost Pirina

IZEDA

Ruins of Laguai

The Roost

Drywater Oasis

Devonhald

VAIDRU

Miyau

Ethengrand

Ristvale

Crux Laboratories

Merikhal







Head 1
Resist: Brute
Disoriented until the end of your next turn.

Eyes 2
Resist: Dexterity
Blurred sight (-2 to accuracy and evade) until the end of your next turn.

Ears 3
Resist: Cunning
Fuzzy hearing (-2 to evade) until the end of your next turn.

Neck 4
Resist: Brute
Stunned for 1 AP.

Torso 5
Resist: Brute
Knocks you back 5 feet (and the attacker, if in melee, can follow you those 5 feet).

Groin 6
Resist: Spirit
Causes nausea (a -2 on all rolls) until 3 AP have been spent emptying your stomach.

Arm 7-8
Resist: Brute
Gives a -2 on any roll that would use the targeted arm and hand.

Hand 9-10
Resist: Dexterity
Drops whatever the hand is holding.

Leg 11-12
Resist: Dexterity
Either slows you, causing movements to take an extra AP until the end of your next turn, or trips you, knocking you prone.

Wounds	
Effect taken whenever you take wounds damage.	
Disoriented	This wound causes dis-orientation for 1 turn by 3 damage done by the attack and cannot be re-oriented.
Blinded	This wound leaves you blinded (-4 to accuracy and evade) until your next breather.
Deafened	This wound leaves you deafened (-2 on evade and anything else that requires listening) until your next breather.
Bleeding	This wound causes bleeding (1 damage per turn) and lasts for 1 turn per 3 damage done by the attack.
Broken Ribs	Any time you want to act, you must make a tier 2 Bruise result or fail the action and lose 1 AP. This lasts until your next breather.
Purge	You can take no action beyond moving at half speed (rounded down) and you take a -4 to evade. This lasts for 3 turns.
Sprained Arm	This wound causes your arm to take a -6 to all rolls with it until your next breather.
Bruised Hand	This wound ensures that you can't hold anything with that hand until your next breather.
Sprained Leg	You suffer a -10 movement speed (to a minimum of 5 feet) and you're tripped. The speed reduction lasts until your next breather.

<div>Fatal</div> <div>Effect taken whenever you take damage and have no more wounds or hit points.</div>			
<div>Beheaded</div> <div>You die.</div>	<div>Blind</div> <div>You are permanently blinded (suffering a -4 on accuracy and evade) and lose 1 wound.</div>	<div>Deaf</div> <div>You are permanently deaf (suffering a -2 on evade and all hearing rolls) and lose 1 wound.</div>	<div>Slit Throat</div> <div>You will die at the end of your next turn.</div>
<div>Slain</div> <div>You die.</div>	<div>Gutted</div> <div>Unless you can restore 10 damage (wounds or hit points) before the end of your next turn, you die.</div>	<div>Severed Arm</div> <div>You lose your arm and hand. You take a -6 to anything that normally requires 2 hands. You lose 2 wounds. You will die from bleeding in 3 turns if you do not spend 3 AP bandaging the arm.</div>	<div>Severed Hand</div> <div>You lose your hand. You take a -6 to anything that normally requires 2 hands. You lose 1 wound. You will die from bleeding in 6 turns if you do not spend 3 AP bandaging the arm.</div>
<div>Severed Leg</div> <div>You lose your leg. You take a -20 to your speed (to a minimum of 5 feet). Anything that requires two legs takes a -6 to the roll. You lose 1 wound. You will die from bleeding in 3 turns if you do not spend 3 AP bandaging the arm.</div>			

Wounded and Fatal effects can not be resisted.

Status Effects

Bleeding

You take bleeding damage to hit points or wounds at the end of their turn. 1 AP can be spent to decrease the bleeding damage by 5.

Blinded & Poor Vision

When blinded or in darkness, you take a -4 to accuracy and evade and can't target people at a distance. In low levels of light, you take a -2 on accuracy and evade rolls.

Burning

Tier 1	2 unsoakable damage per turn and 2 AP to put the fire out
Tier 2	4 unsoakable damage per turn and 4 AP to put the fire out
Tier 3	8 unsoakable damage per turn and 8 AP to put the fire out
Tier 4	16 unsoakable damage per turn and 16 AP to put the fire out

Burns

Tier 1	-1 to defense rolls
Tier 2	-3 to defense rolls
Tier 3	-5 to defense rolls
Tier 4	-7 to defense rolls

Deafened

While deafened, you suffer a -2 on evade rolls. You also take that -2 on any roll that requires listening, speaking, or performing a sound-based action.

Disoriented

You lose 1 AP per turn that you are disoriented. You can re-orientate yourself by spending 3 AP.

Drowning & Suffocating

When out of air, make a brute roll. The target tier for this roll begins at tier 2 and increases each turn until you fail, at which point you're knocked out. You die within three turns of falling unconscious if you're not rescued.

Enraged

You suffer a -2 to all rolls when doing anything other than attacking what enraged you. You gain a +2 accuracy and strike when attacking the object of your rage. You may spend 2 AP at any time to end the rage.

Fatigued

Your maximum hit points are reduced by one half, rounded down.

Fear

Tier 1	-2 to all resist rolls and -4 when rolling against the source of your fear
Tier 2	-2 to all rolls and -4 when rolling against the source of your fear
Tier 3	-2 to all rolls and -4 when rolling against the source of your fear, and you must spend at least 1 AP per turn moving away from the object of your fear (you cannot move toward the target of your fear)
Tier 4	-4 to all rolls and -6 when rolling against the source of your fear, and you can do nothing aside from attempting to overcome your fear

Nausea

You receive a -2 to all rolls until 3 AP have been spent emptying your stomach.

Paralyzed

You cannot fight back. Any damage dealt goes straight into wounds. You cannot move, talk, or take any other actions (unless specified otherwise).

Prone

You can spend 1 AP to stand from prone, and standing opens you to reflexive attacks. While prone, your move speed is cut down to 5 feet. You take a -1 on all combat rolls (accuracy, evade, strike, and defense) while prone. If you're grabbed while prone, you cannot stand up until you break the grab.

Stunned

You lose a number of AP. If you are stunned for more AP than you have per turn, you cannot act until you have AP again.

Battlefield Modifier

Falling

You take 1 wounds damage per 20 feet that you fall. For every tier result over tier 1 you receive on a dexterity roll, you may ignore 2 wounds damage. For every 2 wounds damage that you take from falling, you roll once on the wounds random effects chart.

Rough Terrain

Minor	You take a -5 to your speed.
Unsteady	You take a -10 to your speed.
Difficult	You take a -15 to your speed.
Impossible	You take a -20 to your speed.

No matter how dense or how many penalties you have to speed, you can always crawl at a 5 feet movement.

Cover

Poor	Covers up to 3 called shot locations Evade: +2 on evade rolls
Light	Covers up to 6 called shot locations Evade: +4 on evade rolls
Medium	Covers up to 9 called shot locations Evade: +6 on evade rolls Hiding: -4 to cunning to hide behind
Heavy	Covers up to 11 called shot locations Evade: +8 on evade rolls Hiding: +0 to cunning to hide behind
Total	Cannot be targeted Hiding: +4 to cunning to hide behind

Weapons & Armor

Melee Weapons

Size	Damage Class	AP	Readying	Range
Unarmed	2	1	-	Adj.
Light	4	2	-	Adj.
Medium	6	2	-	Adj.
Heavy	8	2	-	Adj.
Super-Heavy	10	2	-	Adj.

Polearms: The reach of a weapon can be extended 5 feet by lowering the damage class by 1.

Flexible: A weapon can be made flexible, so that it can be used to make grabs, by lowering the damage class by 1.

Throwing: A weapon can be made throwable, allowing a light throwing weapon to go 25 feet, medium 75 feet, and heavy 50 feet, but lowers the weapon's damage class by 1.

Firearms

Size	Damage Class	AP	Readying	Range
Light	2	2	0	50 ft.
Medium	4	2	0/1	100 ft.
Heavy	6	2	1	200 ft.
Super-Heavy	8	2	2	300 ft.

Blank (Ammo): Doesn't actually fire a projectile.

High Damage Cartridge (Ammo): Increases damage class by 2 but ups the readying cost by 1.

Shot (Ammo): Shot loses damage class for every range increment rather than losing accuracy.

Sniper Cartridge (Ammo): Decreases the damage class by 1, but only loses 1 accuracy per 2 range increments.

Crossbows

Size	Damage Class	AP	Readying	Range
Light	3	2	1	25 ft.
Medium	5	2	1	50 ft.
Heavy	7	2	2	100 ft.
Super-Heavy	9	2	3	150 ft.

Bows

Size	Damage Class	AP	Readying	Range
Light	3	2	-	25 ft.
Medium	5	2	-	50 ft.
Heavy	7	3	-	75 ft.
Super-Heavy	9	3	-	200 ft.

Bladed (Ammo): Causes 1 bleeding damage per tier of damage, but decreases accuracy by 2.

Hooked (Ammo): Requires 2 AP to be removed from the target.

Signal (Ammo): Whistles as they shoot, but deals 1 less damage class.

Armor

Size	Soak Class	Evoke	Land Speed	Other Speeds
Unarmored	0	-	-0 ft.	-0 ft.
Minimal	1	-	-0 ft.	-0 ft.
Light	2	-1	-5 ft.	-5 ft.
Medium	3	-2	-5 ft.	-10 ft.
Heavy	4	-3	-10 ft.	-15 ft.
Super-Heavy	5	-4	-10 ft.	-20 ft.

Actions

Attack: 2 AP for most weapons, 1 AP for unarmed

Called Shot: Attack +1 AP

Deflect: 1 AP interruption

Draw or Swap an Item: 1 AP

Enter a Stance: 1 AP

Grab: as unarmed (1 AP) or with a flexible weapon (2 AP)
Grabs target a single called shot location. The grabber and target cannot move. The victim can attempt to break free for 1 AP by making opposed brute or dexterity rolls. The grabber can let go at any time for 0 AP. If a hand is grabbed, that item cannot be used.

Throw: 2 AP

Resist: Brute (tier down)

Tier 1 Thrown 5 feet

Tier 2 Thrown 10 feet

Tier 3 Thrown 10 feet and knocked prone

Tier 4 Thrown 15 feet and knocked prone

Move: 1 AP

Ready a Firearm or Crossbow: AP cost varies by item

Stand Up from Prone: 1 AP

Opens you up to reflexive attacks.

Sunder: AP as an attack

Resist: Dexterity (tier down)

Decreases damage class of an item by 1 per tier of the attack. Decreases 2 damage class against firearms, crossbows, and bows.

Other Actions typically take 1 AP

Uses for Attributes

single target can only be affected by one intimidation at a time.

Brute

Breath Holding

Last Breath: If you were able to take a last breath, you can hold it this long:

Tier 1	15 turns (about a minute and a half)
Tier 2	30 turns (about 3 minutes)
Tier 3	75 turns (about 7 and a half minutes)
Tier 4	200 turns (about 20 minutes)

No Last Breath: If you weren't able to take a last breath, you can hold it this long:

Tier 1	5 turns (about half a minute)
Tier 2	10 turns (about a minute)
Tier 3	20 turns (about 2 minutes)
Tier 4	40 turns (about 4 minutes)

Difficult Lifting

Tier 1 You can barely lift it. After 3 turns, you'll drop it, and you cannot move while holding it.

Tier 2	You can lift it and move, but it costs 2 extra action points to do so. After 10 turns, you'll drop it.
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Tier 3 You can lift it and move around fairly easily. It costs 1 extra action point to move, and you can hold it for 30 turns.

Tier 4	You can move normally and put it down at your leisure.
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Forceful Intimidation

Resist: Brute or Spirit (tiers down)

Attempt Cost: 1 AP

You can intimidate anyone who can see you. A

Hold

You make opposed brute rolls in order to hold something against somebody else.

Pulling

Pulling an object requires extra effort to move.

Tier 1	Move +3 AP
Tier 2	Move +2 AP

Tier 3	Move +1 AP
Tier 4	As a Move

Cunning

Lockpicking

Attempt Cost: 3 AP

Tier 1 Requires several minutes and is not something that can be done during combat

Tier 2	Requires 9 more action points
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Tier 3	Requires 3 more action points
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Tier 4	You got it on the first try.
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Difficulty of Locks: Some advanced locks will lower the results, and a result below tier 1 is impossible to unlock.

Dexterity

Balance

Attempt Cost: Move +1 AP

Tier 1 An action other than moving or conditions changing will cause you to fall.

Tier 2	An action other than moving or conditions changing will force you to roll again.
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Tier 3 If conditions change, you will roll again.

Tier 4	You balance just fine.
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Jumping

Attempt Cost: as a move

Long Jump: You must get a 20 foot movement before jumping, else you will halve the distance.

Tier 1	10 feet forward
Tier 2	20 feet forward

Tier 3	30 feet forward
Tier 4	40 feet forward

Vertical Jump: You can jump 1 foot up for every 5 feet that you'd be able to move forward in a long jump.

Catching a Ledge: Catching a ledge normally requires a tier 2 dexterity.

Sneaking

Attempt Cost: Move +1 AP

Moving silently is a dexterity roll against their cunning. Armor, coins, and lots of gear can decrease the dexterity roll.

Pickpocket

Resist: Cunning (tiers down)

Attempt Cost: 2 AP

You roll your dexterity tier, and the target resists with their cunning.

Spirit

Heroics

Attempt Cost: Any resist +1 AP

Tier 1	-4
Tier 2	+2
Tier 3	+6
Tier 4	+12

Sciences

Disassemble

You can only disassemble outside of combat.

Tier 1 You can disassemble small items.

Tier 2	You can disassemble Mq.I and Mq.II items.
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Tier 3 You can disassemble up to Mq.III items.

Tier 4	You can disassemble up to Mq.IV items.
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Understand

Tier 1 You can understand the basic function of the item.

Tier 2	You determine up to Mq.I augments.
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Tier 3 You determine up to Mq.III augments.

Tier 4	You determine up to Mq.III augments.
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