Success Level	Acrobatics	Bluff	Gossip	Meditation
Botch, Over Failure	Take 1 Fatigue, sent reeling and position doesn't change.	Lie so badly you insult the other person.	You commit an embarrassing faux paux.	Nothing
Failure	Sent reeling & position unchanged.	The other person sees your bluff.	You get nothing.	Nothing
Tie	Unchanged position	They are suspicious of your claim.	Get the latest buzz. Often wrong.	Nothing
Success	Change position and act normally for turn	They believe you.	Get the latest news.	1 Spell Point
Over Success	Change position and act normally for turn	You have converted them to your cause!	You get the inside information!	2 Spell Points and you get a free reroll!
	Speed & Acrobatics vs. Position Chart Difficulties	Mind, Charisma & Fast Talk vs. Mind & Psychology	Etiquette & Carouse vs. Town size	Will & Meditation vs. Distraction Table

Distraction Table	Dice
In your private lodge in a place of magic power	None.
A nice, quiet spot.	2d4
A private room at an Inn or normal household.	2d6
A room shared by others.	2d8
A noisy, boisterous place	2d10

Contests of Strength	Dice
Break down an inner door.	2d8
Break down a barred door.	2d12
Lift a Big Gate	4d12
Arm wrestle someone else	vs. Str

Knowledge Tests

Field of Knowledge	Skill to Use
History	Lore
Landmarks, Local Offices, Points of Interest	Area Knowledge
Guild Structure and Procedures	Appropriate Career
Local Laws, Judges & Rules	Law
Habits of Animals, marks and breeds	Animal Handling
Field of Knowledge & Mind vs. Difficulty	

Hiding
Mind, Will, Camouflage & Stealth
vs.
Mind & Observation

Using a skill without any skill
Roll your Mind twice and take the lower value.

Sequence Of Battle!

Roll Initiative (Mind & Speed or Lowest of Tactics in group).
Reeling individuals don't get an initiative roll.

Count up from 1 to 12. Each person says if they are going to Cover Up (+1 defense)
Use Acrobatics to change position if not reeling or covering up.

Those suffering from Reeling, recover from its effects. Those recovering this turn may only defend.

Count down from 12 for First Rank Maneuvers.
If injured, roll Resolve & Will vs. Damage Dice or you start Reeling.

Count down from 12 for Second Rank Maneuvers.
If injured, roll Resolve & Will vs. Damage Dice or you start Reeling.

Count Down from 12 for Third Rank Maneuvers.
If injured, roll Resolve & Will vs. Damage Dice or you start Reeling.

If no Maneuver had been performed the character is now considered focused.

If injured land are in the Unconscious Band, every turn roll Resolve & Will vs. Unconscious Dice or collapse until injuries are healed with magic or first aid is successfully given.

If injured and are in the Death Band, roll Resolve & Will vs. Death Dice or suffer the icy grip of Death.

Leadership Table	Dice
Outnumbered 2-1 or more	2d8
1/4 of your group is down	2d4
1/2 of your group is down	2d8
3/4 of your group is down	2d10
Charisma & Leadership vs. Difficulty	

Leadership	Results
Botch, Over Failure	Full rout!
Failure	Partial rout. The number rolled is how many flee.
Tie	Stand ground unless a coward or craven
Success	Rally!
Over Success	Heroic rally! Never say die!

Gun Spark Check

Condition	Dice
Clear Day	None
Windy, Fog, Ocean Spray	2d4
Very windy or light drizzle	2d6
unpleasant rain	2d8
driving rain or frosted gun	2d10
underwater	impossible

Any success means the weapon fires, otherwise the gun *Hangfires* and drops by one for spark value.

Melee Modifiers!

Circumstance	Modifier	How to avoid
Your weapon is awkward	Strike Awkwardly or charge	Use lighter weapon or focus
Bad footing	-1	Gift of surefootedness
Torchlight or dusk	-1	Night vision or Echolocation
Starlight or candle	-2	Night vision or Echolocation
Blinded or in pitch darkness	-3	Echolocation
Attacking from front or left	Target gets shield die	Target gets shield die
Attack is unsuspected	+1	Get a code of honor

Throwing

Lift Bonus - 1 Easy	PB	S	M	L	E
0	-	0	1	2	5
1	-	1	2	5	10
2	-	2	4	10	20
3	-	3	6	15	30
4	-	4	8	20	40
5	-	5	10	25	50
6	-	6	12	30	60

Ranged Modifiers!

Circumstance	Modifier	How to avoid
Lying down with bow or sling	-1	Get up
Your weapon is awkward	Must use Awkward maneuver	Use lighter weapon or focus
Bad footing	-1	Gift of surefootedness
Torchlight or dusk	-1	Night vision or Echolocation
Starlight or candle	-2	Night vision or Echolocation
Blinded or in Pitch darkness	-3	Echolocation
Shielded Target	Target gets shield die	Target gets shield die
Unsuspecting foe	+1	Get a code of honor
soft cover like bush or fence	d8	Move to another spot
hard cover like stone or brick	d12	Move to another spot
trace target through others	d8	Move to another spot
Braced with gun or crossbow	-1, but no defense, can abort to defend	Move or abort to defend

Why you missed / What happened

Why you missed	What happened
Failed against range dice.	Missed!
Target defended with shield roll.	Hit shield
Target saved by shield die.	Hit shield
Save by secondary cover.	Struck cover
Save by trace die when firing past someone else.	Traced person must defend or get hit.
Target dodged	Missed and see if someone else got hit

Distance Modifiers	Point Blank	Short	Medium	Long	Extreme
Dice	None	d12	2d12	3d12	4d12

Ranged Maneuvers!

Action	Initiative	Move	Defense	Effect
Throw	Second	Stride	Normal	
<u>Slings</u> Loose loaded, easy sling	First	Stride	Normal	
Loose loaded, awkward sling	Second	Stride	Normal	
Load sling	Second	Stride	Normal	Takes two hands
<u>Bows</u> Loose loaded, easy bow	First	Stride	Normal	Takes two hands
Loose loaded, awkward bow	Second	Stride	Normal	Takes two hands
Load and loose Easy bow	Second	Stride	Normal	Takes two hands
Load and loose Awkward bow	Third	Stride	Normal	Takes two hands
<u>Crossbows</u> Loose loaded, easy crossbow	First	Stride	Normal	
Loose loaded, awkward crossbow	Second	Stride	Normal	
Load a crossbow by hand	Second	Stride	Normal	Takes two hands
Load a crossbow using footstrap	Third	None	None	Takes two hands & foot
Prepare cranequelin	Third	None	None	Takes two hands
Load using cranequelin	Third	None	None	Takes two hands
<u>Guns</u> Fire loaded, easy gun	First	Stride	Normal	
Fire awkward, easy gun	Second	Stride	Normal	
Fire hang fired gun	Third	Stride	Normal	Takes two hands, fire gun that hung earlier. Don't fail!
<u>Other</u> Aim	Third	None	None	Aim at single target, reduce range die by 1 step
Focus	Third	Stride	Normal	You are now focused for next turn

Positions!

Position	Defense	Attack	Move	Acrobatics
Standing	Normal	Normal	Normal	None
Kneeling	-1 dodge, no retreat	-1 to all weapons except normal for crossbows and guns.	Stride or Dash	2d8
Lying Down	-1 on all defense, but can retreat by rolling away.	-1 to all weapons except normal for crossbows and guns.	Roll at stride rate	2d10
Flying	Normal	Normal	Flying	None
Falling	-1 to all defense, no retreat possible	-1 to all attacks	Only Down	2d8 to fly
Reeling	-1 to all defense, no retreat possible	No attack possible	None	None

Melee Maneuvers!

Maneuvers	Rank	Movement	Defense	Effect
Change Position	Second	Stride	Normal	Change position with no roll needed.
Charge!	First	Dash	None	No retreat possible.
Cover Up	Begin	Stride	+1	No attack
Focus	Third	Stride	Normal	Build Focus for next turn
Move	One, Two & Three	3 Strides	Normal	No attack
Recover	Begin	Stride	Normal	Recover from Reeling
Run	One, Two & Three	3 Dashes	None	No attack
Strike Awkward	Second	Stride	Normal	Attack with awkward weapon
Strike First	First	Stride	Normal	
Strike Hard	Second	Stride	Normal	+1 damage
Strike Sure	Second	Stride	Normal	+1 to hit
Strike Tandem	Second	Stride	Normal	2 weapons attack, second is at -1 to hit.
Strike Twice	Second & Third	Stride	Normal	2 attacks with each doing -1 damage.

Retreats can also be added to nearly every maneuver. By backing away by 1 pace, you get an extra d8 for defense.

Ambush!

Ambushers use the lowest Speed score and the highest else wise for multiple characters. Targets use the highest dice of all characters.

Circumstance	Ambusher	Target		Result	Ambusher	Target
Not expecting trouble	Speed	Sixth Sense		Ambusher Botches	Normal state	Focused
Ready for trouble! (Normal during daytime or alert Guards at Night)		Mind		Target Succeeds	Normal state	Normal state
Known Area	Area Knowledge	Area Knowledge		Tie	Focused	Focused
Good Hiding Place	Camouflage, Stealth	Observation		Ambusher Succeeds	Focused	Normal state
Traitor in the Midst	Fast-Talk			Target Botches	Focused	Focused