

# **JONSYs**

# **COMBAT**

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# OVERVIEW

The combat system in Jonsys is designed for small scale combats, with perhaps up to 20 or so participants. Combat occurs in a continuous sequence - there are no 'combat rounds' as such. Once Combat begins, time is ticked off in seconds, with each participant taking a certain time for each action. Once the requisite period has elapsed, they act then select their next action – which determines when they will next act.

Each action (movement, combat, spell casting) takes a certain number of seconds to enact, dependant on the action and participant. In the case of movement, this will usually be a case of a certain distance travelled in 1 second (divide distance travelled per 5 seconds, with any rounding applied to the 5<sup>th</sup> such second of movement)

For weapons, the time to strike a blow is based on the 'speed factor', dexterity and fighters skill. In addition, some weapons are referred to as 'starred' weapons. These are typically larger weapons, which create a 'danger space' around them. Characters wielding such weapons may have the option of taking an additional attack (out of normal sequence) if attacked.

The GM may also adjust times according to conditions. The most likely of these is for crossbows, which should have a speed factor of 2 if cocked and aimed prior to detailed time!

All actions on a particular second are considered to be simultaneous.

Armour worn by characters has three effects. Firstly it provides a basic defence, the 'Armour Class' – the attacker must overcome this to hit the defender. Secondly, it can slow down a characters ability to dodge, causing a loss of dexterity defence bonus. Thirdly, it can reduce the damage suffered by a character by physically getting in the way.

If the attacker succeeds in hitting their opponent, as is not parried, then the opponent is wounded.

An important concept is wound severity. Dependant on proportion of total hit points a wound is categorised as 'light', 'moderate', 'serious', 'critical' or 'lethal'. As the severity increases the penalties associated with the wound, and the time it will take to heal, increase rapidly.

If total wounds exceed total hit points a character falls unconscious.

# Combat Sequence

## High Level Sequence

1. Determine Action
2. Calculate Time (seconds) for Action
3. After Time has elapsed, perform Action
4. Determine Next Action, etc.

## Common Actions

### 1. Movement

This will usually be Combat Movement – this allows the character to stop to attack or defend as required. Characters may move at other rates while in combat, but moving faster in combat prevents a character from actively defending (no parry).

Divide movement rate by 5 to determine rate per second, round down. Adjust the 5<sup>th</sup> seconds movement to give the correct move per 5 seconds.

If a character stops moving before the 5<sup>th</sup> second the rounding adjustment is lost (IE You cannot move for four seconds, fight for 30 seconds, then move your 5<sup>th</sup> second – the new move is at the 1/5<sup>th</sup> rounded down rate).

### 2. Wait

A character can chose to wait for a second to see what happens.

### 3. Delay

A character can delay their attack for a second.

This is usually to avoid an extra attack from a starred weapon (see below), but can be part of a 'standoff' type situation ("I'll delay for a second to see if he stops attacking me").

If everyone in a combat is delaying the GM may rule that combat has ceased.

### 4. Attack

This is the most common combat action. It is detailed below.

A character is considered to be fighting for the duration of the action, the 'time' for the action is, in effect, the frequency of opportunity to strike an opponent.

### 5. Parry

A character who is attacked while attacking, waiting or moving at Combat Movement rates can chose to parry that attack.

Parrying is detailed below.

A given weapon or a shield may only be used to parry once per second.

### 6. Starred Weapons

If combat occurs between two opponents where one opponent is using a starred weapon and the other is not, then each time the combatant who is not using the starred weapon attacks the combatant with the starred weapon, the combatant with the starred weapon has the option of making an attack on the combatant without the starred weapon, unless they have already made an attack that second.

This extra attack by the wielder of a starred weapon has an additional penalty equal to the number of seconds before they are due to attack.

The character wielding the starred weapon will still attack on their usual second.

### 7. Spell Casting

Character with magical abilities may cast spells during combat. Please see rules on magic for details.

Note that spell casting generally requires a high degree of concentration, and characters are usually unable to defend while spell casting.

Receiving a would while spell casting will usually cause the spell to fail.

# ATTACKING

## Weapon Speed

Speed in Combat = Weapon Speed Adjustment  
+ 6  
+ Dexterity Speed Adjustment (Character Creation, Table 2)  
- Weapon Skill Adjustment (see below)

Weapon Skill Adjustment = (Weapon Skill + Profession Combat Bonus) / 2 (Round UP).

Note that this does NOT include racial skill adjustments.

EG

A Warrior is attacking with a Broad Sword.

He has taken the +2 Profession bonus in swords, and has 3 levels of Broad Sword skill. His Dex is 15.

His speed = 5 (Broad Sword Base)  
+ 6  
+ (-1) (Dexterity = 15)  
- (3 + 2) / 2 (Round up to 3)  
= 7

## To Hit

To hit; 1d20 + Attack bonus - Defence.

Require;10

Natural 20 is automatic hit.

### Attack Modifiers due to circumstance

Height advantage(50%l of body height+)	+2
Height disadvantage(50% of body height-)	-2
Defender prone or on knees	No dexterity in defence.
Prone, attacking standing foe	-4
Attacking to flank	-2
Attacking foes flank	+2
Attacking from behind	+ 4
Attacking while blind	- ( 8 - skill level), Minimum -2
Attacking blind foe	+ (8 - foes skill level), Minimum +2
Charging to attack	+2, Longer weapon counts as stered. No early attack possible.
Foe 2 - 3.9 times taller	+1
Foe 4+ times taller	+2
Foe 0.5 to 0.26 times larger	-2
Foe 0.25- times larger	-4
Wounded	See table 23.

This is a hit on the opponents armour - to score on the opponent you must exceed (10 + armour class).

A hit on the armour may damage the armour, a hit on the opponent will damage them!

If you exceed (15 + armour class) then you have a `Knock back`.

If you roll a `natural 20` then you automatically hit the opponent and cause a knock back.

# PARRYING

You may parry one incoming blow per weapon or shield per second.

If aiming to parry a blow with both weapon and shield then weapon parry must be made first.

Note that a 'natural 20' automatically parries, and is required to parry a 'natural 20' attack roll.

If you parried in the preceding second, there is a cumulative -1 modifier to your chance of success (IE -2 if parried in both of prior 2 seconds).

This negative modifier is removed at the same rate -1 per round you do not parry.

Note that only one count of parries is made regardless of if they were weapon or shield parries.

## To Parry

To Parry; 1d20+ Parry bonus

Require; Adjusted to hit roll or higher

### Parry Modifiers due to attackers weapon type

Thrusting weapon -2 Vs weapon parry only

Flexible weapon -3 Vs weapon parry only

Thrown Weapon -2 Only shields may parry thrown weapons

Missile Weapon -5 Only large or medium shields may parry missile weapons

# WEAPONS TABLES

Table 1: Hand to Hand Weapons

Weapon	Weight	Length	Type	STR	DEX	Space	Speed	DF	HP	Parry	S-M	L
Axe, Battle (2h)	150	5'	S	12	10	5'	9*	7	20	-1	1-10	2-12
Axe, War	75	3'	S	10	10	3'	6	7	15	0	1-8	2-9
Axe, Hand	50	18"	S	8	5	1'	4	5	10	-1	1-6	1-6
Club	30	3'	B	6	4	3'	4	3	5	0	1-4	1-4
Dagger	10	12"	T	3	4	1'	2	7(4)	10	0	1-4	1-4
Dagger, Heavy	25	18"	T	5	4	1'	3	8(4)	15	+1	2-5	1-6
Flail, Heavy (2h)	150	6'	B	10	13	6'	7*	4	20	-1	2-9	2-9
Flail, Light	35	2'	B	9	10	3'	6	3	15	-10	2-5	2-5
Fork, Military (2h)	75	7'	T	7	10	1'	7*	4	20	+1	1-8	2-8
Fist	N/a	(2')	B	N/a	N/a	1'	1	N/a	N/a	N/a	1	1
Halberd (2h)	175	5'	T	12	11	1'	9*	5	20	-1	1-8	1-12
Halberd (2h)	175	5'	S	12	11	5'	9*	5	20	-1	1-10	2-12
Maul (2h)	150	5'	B	10	8	5'	9*	4	20	-1	2-9	2-9
Hammer, War	50	18"	B	9	6	2'	4	5	15	0	2-7	2-7
Lance, Light	50	10'	T	5	9	1'	6*	3	15	N/a	1-8	2-12
Lance, Medium	100	12'	T	6	10	1'	7*	3	20	N/a	2-9	2-13
Lance, Heavy	150	14'	T	7	11	1'	8*	3	25	N/a	3-10	3-14
Mace, Heavy	100	2½'	B	12	6	3'	7	4	20	-1	2-9	2-9
Mace, Light	50	18"	B	8	6	2'	6	4	10	0	1-6	1-6
Morningstar	125	4'	B	13	13	5'	7	4	10	-11	2-9	2-9
Pick, Heavy	60	4'	S	12	10	4'	7	7	20	0	2-7	2-8
Pick, Light	40	2'	S	10	9	2'	5	7	15	0	2-5	1-6
Scimitar	60	3'	S	8	10	2'	4	7(4)	15	0	2-8	2-8
Scimitar, Heavy (1h)	100	4'	S	12	14	4'	7	7(6)	20	0	2-8	2-8
Scimitar, Heavy (2h)	100	4'	S	10	12	5'	6	7(6)	20	0	1-10	2-12
Scimitar, Heavy (2h)	100	4'	T	10	12	2'	5	7(6)	20	0	1-6	1-8
Spear, Short (1h)	10 per 1'	4'-6'	T	10	12	1'	6*	3	17	-6	1-6	1-8
Spear, Short (2h)	10 per 1'	4'-6'	T	8	6	1'	4*	3	17	+1	1-8	1-12
Spear, Long (2h)	10 per 1'	7'+	T	10	7	1'	7*	3	20	0	1-8	1-12
Staff (2h)	10 per 1'	6'-8'	B	7	10	3'	4*	4	20	+2	1-6	1-6
Staff, Metal-Shod (2h)	10 per 1' + 20	6'-8'	B	9	10	3'	5*	5	20	+2	2-7	2-7
Sword, Bastard (1h)	100	4½'	S	12	13	4'	8	7(4)	20	-1	2-8	2-8
Sword, Bastard (2h)	100	4½'	S	10	11	5'	7	7(4)	20	-1	1-10	2-12
Sword, Bastard (2h)	100	4½'	T	10	11	2'	6	7(4)	20	-1	1-8	1-10
Sword, Broad	75	3½'	S	10	9	4'	5	7(4)	15	0	2-8	2-8
Sword, Long	60	3½'	T	8	12	2'	4	7(4)	12	0	1-8	1-10
Sword, Long	60	3½'	S	8	12	4'	5	7(4)	12	0	1-6	1-8
Sword, Short	35	2'	T	6	9	1'	3	8(4)	20	+1	1-6	1-8
Sword, Great (2h)	250	6'	S	16	12	6'	10*	7(4)	25	-3	1-12	2-16
Sword, Great (2h)	250	6'	T	16	12	2'	10*	7(4)	25	-3	1-8	1-10
Trident, Short (1h)	50	4'	T	10	11	1'	8*	5	17	-3	1-6	2-8
Trident, Short (2h)	50	4'	T	8	9	1'	6*	5	17	+1	2-8	3-12
Trident, Long (2h)	90	7'	T	10	10	1'	8*	5	20	0	2-8	3-12

**Notes**

- Type;            S = Slash, T = Thrust, B = Bash
- STR / DEX;     Minimum required in each statistic to wield weapon
- Space:           Space required to wield weapon.
- Speed:           Weapon Speed Factor, \* indicates a 'starred weapon'
- DF:              Damage Factor (Blunting Factor)
- HP:              Hit Points
- Parry:           Parry Modifier
- S-M / L:         Damage vs Small or Medium / Large opponents.

Weapons that are usually used 1h (and do not have a 2h listing) may be used 2h at a reduced strength required by 2.

**Damage factor / Blunting Factor**

A successful parry will damage the parrying weapon by the attacking weapons damage (S-M) minus the damage factor. Once a weapon has taken damage in excess of its hit points, it is broken and must be repaired by a smith before it can be used again.

Exceptions: Thrusting weapons do no damage, and long-hafted weapons are considered to do 1-4 damage for the purpose of weapon damage to parrying weapon.

Listed in brackets after damage factor is the blunting factor for edged weapons. A successful parry will blunt the weapon by the attacking weapons damage minus the blunting factor. For each point of blunting the damage done by that weapon is reduced by one, to a maximum of -5 damage (damage done is always at least 1 point). Weapons can be re-sharpened with a few minutes work with a whetstone by anyone skilled in the weapon, or with Weapon smith skill.

Exceptions: Thrusting weapons will not blunt parrying weapons.

**Table 2: Missile Weapons**

Weapon Type	STR	DEX	Range			Speed	Trajectory	Damage		Note
			Short	Medium	Long			S / M	L	
Short bow	7	9	150'	300'	450'	5	H	1-6	1-6	1
Composite Short bow	9	10	150'	300'	540'	5	M	1-8	1-8	2
Longbow, Sheath Arrow	13	12	180'	360'	450'	5	F	1-10	1-10	3
Longbow, Flight Arrow	13	12	250'	500'	1000'	3	H	1-6	1-6	1,3
Light Crossbow	8	9	180'	360'	540'	8 / 2	F	2-5	2-5	1,4
Medium Crossbow	10	9	240'	480'	720'	12 / 2	F	2-7	2-7	2,4
Heavy Crossbow	10	9	300'	540'	810'	16 / 2	F	2-12	2-12	4
Sling, Bullet	4	13	150'	300'	600'	5	H	2-5	2-5	1
Sling, Stone	4	13	120'	240'	480'	5	H	1-4	1-4	1
Dart	6	11	45'	90'	135'	3	M	1-3	1-3	1
Dagger	6	9	30'	60'	90'	5	M	1-4	1-4	1
Javelin	8	11	60'	120'	180'	6	H	1-6	1-6	1
Spear, Short	9	11	30'	60'	90'	6	H	1-6	1-6	2
Hammer	9	9	30'	60'	90'	7	M	2-5	2-5	2
Hand Axe	9	9	30'	60'	90'	6	M	1-6	1-6	1
Club or Rock	9	6	30'	60'	90'	6	M	1-4	1-4	2



## Notes

- 1 - Requires a natural 20 to penetrate Full Plate or Mail (AC 7 +)
- 2 - Requires a natural 20 to penetrate Full Plate or Mail & Plate (AC 8 +)
- 3 - A Longbow cannot be used if ceiling height is 6' or less. Characters must be 5' or taller to use a longbow.
- 4 - Crossbows have two speeds given - the first is the usual speed, the second is if the weapon is drawn and loaded in advance.

**Table 3: Effect of Ceiling Height on Range**

Trajectory	Ceiling Height					
	Below 5'	5'-8'	9'-12'	13'-18'	19'-24'	25'+
Flat	Full	Full	Full	Full	Full	Full
Medium	No	1/4	1/2	3/4	Full	Full
High	No	No	1/4	1/2	3/4	Full

**Table 4: Armour**

Armour Type	Base Ac	DF	HP	Enc F	Move	Enc	Cost	Repair
No Armour	0	-	-	A	1.0	-	-	-
Heavy Furs	1	2	10	A	1.0	3	200	10
Soft Leather Jerkin	1	2	10	A	1.0	1	200	20
Heavy Leather Jack	2	3	20	A	1.0	4.5	1400	50
Padded (cloth/soft leather)	3	2	30	B	0.9	6	1000	30
Studded Leather	3	4	30	B	0.9	11.5	25 s	150
Cuirboilli Half Plate	4	3	40	B	0.9	8.5	30 s	300
Ring	4	5	40	C	0.9	14	30 s	150
Cuirboilli Lamellar	5	4	50	C	0.7	14	75 s	2s
Metal Half Plate	5	9	50	C	0.7	11.5	150 s	5s
Scale	6	6	60	E	0.5	23	45 s	1 s
Metal Lamellar	6	6	60	D	0.6	17	200 s	2 s
Westlander Plate	6	7	60	C	0.8	14	1 g +	5 s
Mail Shirt	6	7	60	D	0.7	14	120 s	2 s
Elfin Mail Shirt	6	5	60	A	1.0	8.5	1 g +	10 s
Dwarf-Iron Mail Shirt	6	9	60	D	0.7	14	1 g +	5 s
Splint	7	5	70	E	0.5	23	80 s	1 s
Full Mail	7	7	70	E	0.6	20	250 s	2 s
Dwarf-Iron Full Mail	7	9	70	E	0.6	20	2 g +	5 s
Mail-and-Plate	8	9	80	F	0.4	26	400 s	5 s
Dwarf-Iron Mail-and-Plate	8	11	80	F	0.4	26	4 g +	12 s
Full Plate	9	9	90	E	0.6	23	n/a	10 s

## Note

Westlander, Elven and Dwarf-Iron armour is made only by the appropriate smiths, and is very rare. Prices are a minimum for someone of the race concerned and with good standing. Such suits are normally only found by appropriately wealthy and influential leaders. The techniques for manufacture of full plate have been lost, a highly skilled Dwarven smith might be able to make a suit, given time... Repair is the cost to repair each point of damage to a suit. Remember that one in five points is irreparable.

**Table 5: Helms**

Helmet Type	AC	DF	HP	Enc	Cost	Repair
Nothing	0	-	-	-	-	-
Leather Coif	1	3	5	10	1 s	50
Studded Leather Coif	2	4	8	15	3 s	100
Mail Coif	4	7	10	25	8 s	1 s
Cuirboilli Helm	4	5	15	35	7 s	150
Metal Helm	6	7	15	50	15 s	2 s
Metal Great Helm	8	9	25	100	25 s	2 s

**Table 6: Shields**

Shield Type	Parry Adj	Str Req	Dex Req	DF	HP	ENC	Cost	Repair
Small, Hide	+1	5	13	1	10	30	150	8
Small, Wooden	+1	5	13	2	10	30	200	10
Small, Wooden, Metal Bound	+1	6	13	4	10	40	6 s	50
Small, Metal (Buckler)	+1	8	13	9	15	60	20 s	2 s
Medium, Hide	+2	8	11	2	20	50	500	8
Medium, Wooden	+2	8	11	3	20	50	600	10
Medium, Wooden, Metal Bound	+2	10	11	5	20	75	10 s	50
Medium, Metal	+2	14	11	9	30	100	45 s	2s
Large, Hide	+3	12	8	2	30	75	5 s	8
Large, Wooden	+3	12	8	3	30	75	7 s	10
Large, Wooden, Metal Bound	+3	14	8	5	30	100	20 s	50
Heavy Metal Bracers	+1	6	14	6	10	50	20 s	2 s

**Note**

Small shields and bracers are only usable with armour of encumbrance factors A or B.

**Damage to Armour and Helms**

If an attack fails to hit a character due to the armour adjustment, then it is the armour itself which has blocked the blow. Damage should be determined as normal, and any in excess of the armour's DF is taken off its HP.

For every 10 HP lost, the armour adjustment is reduced by 1.

When the HP reaches zero the armour is useless.

**Damage to Shields**

These are damaged by parrying in the same way as weapons.

**Table 7: Effects of Armour Encumbrance**

<b>Enc. Factor</b>	<b>Reduction of Defence Bonus</b>	<b>Missile Weapons</b>	<b>Spell Casting</b>	<b>Pick Pockets</b>	<b>Move Silently</b>	<b>Hide in Cover</b>	<b>Climb Walls</b>
A	0	Any	Yes	-	-	-	-
B	1	Any	Yes	-10%	-5%	-	-10%
C	3	1	4	-20%	-10%	-10%	-20%
D	4	1	4	-25%	-20%	-10%	-30%
E	5	2	5	-50%	-80%	-20%	No
F	6	3	5	No	No	-60%	No

**Missile Weapons / Spell Casting Key:**

- 1 Not Longbow or Sling
- 2 Thrown weapons & Crossbow only (+3 speed)
- 3 Thrown weapons (half range) & Crossbow only (+6 speed)
- 4 Clerical, Power Word (Not Mantra Gesture) & Summoner Only
- 5 Clerical Only.

# WOUNDING

All wounds should be noted individually. For purposes of fatigue and success modifiers, it is the worst wound that is used (IE wound modifiers are not cumulative).

If a characters wound total his hit points (or more) he is unconscious. He will recover consciousness after 5 minutes per excess point (IE 5 minutes for zero,10 for 1, etc).

## Worsening

This should be checked each day for every wound. Wounds that have already started to heal, or which have had magical healing used on them, do not need to be checked.

The chance of worsening is modified by 10% per level of First Aid skill being used, with a further 10% if bandages etc. are used.

Other factors can also modify the chance of worsening, at GM's discretion (EG inability to clean wound, poison, etc).

If the roll is less then or equal to the adjusted worsening chance the wound will become one point greater, otherwise it has started healing and will not require further checks.

The day on which the worsening roll is made counts as the first day of healing.

Note that as wounds heal, they drop in severity factor, and heal faster.

**Table 29: Healing Rates**

Wound Type	Hit Point Range (%)	Healing Rate (Days / Point)	To Hit Modifier	Fatigue Multiplier	Worsening Probability
Light	0-24.9	1	0	1	15%
Moderate	25-49.9	2	-1	2	40%
Serious	50-74.9	4	-4	4	75%
Critical	75-99.9	8	-8	8	100%
Lethal	100+	16	n/a	n/a	125%

EG A character with 14 Hp takes a 6 point wound. This is a moderate wound (4-6 points), so takes 2 days per point to heal. Once it has healed to a 3 point wound (in 6 days) it will heal at 1 point per day until completely healed (a further 3 days, making 9 in total).

## Other Effects Of Wound Severity

Light	No effect
Moderate	Bleeding at 1 per 5 minutes until bound
Serious	Bleeding at 1 per min until bound
Critical	Bleeding at 1 per 10s until stanchd
Lethal	Character dies in 3d100s.First Aid successfully applied within that time will save the character (but in coma if wound is still lethal).

## Accumulated wounds exceeding HP total

Character falls unconscious. Will regain consciousness in a number of hours equal to (wound total-hit point total). Activity severely limited until wound total becomes less than hit point total.

If accumulated wounds exceed three times HP total, this has the same effect as a single lethal wound. All wounds must have first aid successful to prevent death.

## Magical Healing

Magical healing takes two forms, firstly. healing spells, whether clerical, druidical or thaumaturgic, affect a single wound (unless specified otherwise), and will automatically stop any bleeding associated with that wound. The wound will also start healing naturally due to the magical closure of the wound. Any one wound can only be healed magically (by spell or otherwise) once.

The other source of magical healing is in the form of slaves, devices of power, and potions. Most salves and devices of power will simply duplicate a spell effect, and should be treated as if they were an instance of a spell of that type.

Potions are treated differently, however. Upon drinking a potion, all wounds that are not healing will be affected by the potion (so unlike a spell, a potion will not help a wound which has had successful first aid applied). The effect of the potion will usually then duplicate a spell effect. Use of a potion will prevent a spell, salve, device of power, etc. from working on a wound (but obviously, will not affect a wound previously healed magically).

## Damage To Equipment

As stated above, armour may be damaged if it stops a blow. Similarly, if a weapon or shield successfully parries it may be damaged. Thrusting weapons cannot damage weapons used to parry. Edged weapons can be blunted when used to parry.

Damage to Weapon = Damaged rolled - Damage Factor

Bluntness = Damage rolled - Blunting factor.

Weapons which are damaged lose hit points, breaking when they reach zero. Weapons which are blunt do that many less points damage (maximum bluntness = -5 damage). Blunting is not cumulative - simply take the worst effect. Blunt weapons will still do a minimum damage of 1 point (before strength adjustment, if applicable). Armour which is damaged loses armour class, such that loss of 10 HP drops the AC by 1.

Note that 1 point per 5 lost due to damage is irreparable (by normal methods).

# CRITICAL HITS

If a natural 20 is rolled to hit, then a d100 roll is made on the following table to determine critical hit type.

01-50	No Critical
51-75	+1 Damage
76-85	+2 Damage
86-90	+3 Damage
91-94	+ 3 Damage, Stunning Blow
95-97	Double Damage, Stunning Blow
98-99	Double damage, Grievous Blow
00	Mortal Blow

## Double Damage

Strength bonuses are not doubled. +3 Damage is used if worse for foe.

## Stunning Blow

Victim is unable to attack for  $(20 - \text{con}) * 10$  seconds.

During this time all movement is at half rate, and no strength bonuses may be used for parrying.

If hit with with an edged weapon the victim will bleed at 1 point per 20s until stanching.

## Grievous Blow

Victim is unable to attack for  $(20 + 1d10) * 10$  seconds.

During this time he may not move, and all parries are at -2 with no strength bonuses.

A check for permanent damage must be made.

If hit with with an edged weapon he will bleed at 1 point per 10s until stanching.

## Mortal Blow

Victim is immediately put to -5 hp (or to a level based on damage rolled +3 if worse for foe) and is unconscious.

He will bleed at 1 point per 5s until stanching.

Stanching a mortal blow requires a person skilled in first aid or magic.

A roll for permanent damage should be made.

## Stanching Wounds

If a wound is noted as bleeding (due to critical hit, for example), then the following should be used to determine time taken to staunch the flow.

$$\text{Time in seconds} = (1d4 + 3 - \text{Skill in first Aid} + \text{Adjustment}) * 5$$

### Modifiers

Grievous Blow	+1
Mortal Blow	+3
Cauterising	-5

A similar amount of time must then be spent bandaging, etc. or flow will restart (Note that the modifier due to cauterising does not apply this second time).

Use of magic to heal a wound (healing potion, spell, etc.) will automatically stop the flow as soon as it takes effect.

# FUMBLES

If a natural 1 is rolled, the a d 100 roll on the following table should be made to determine fumble type (if any).

01-50	No Fumble
51-75	+3 to speed for next attack
76-85	+6 to speed for next attack, -3 parry modifier
86-90	+9 to speed for next attack, -5 parry modifier
91-94	Lose grip on weapon, falls at feet.
95-97	Lose grip on weapon, flies 1d10', d8 for direction.
98-99	Fall to knees and drop weapon. May rise in ( 25 – DEX ) seconds
00	Fall prone and drop weapon. May rise to knees in ( 30 – DEX ) seconds

Parry modifiers act as an addition to the number of rounds consecutive parry. I.E. If no rounds of prior parry are accumulated, a -3 modifier acts as if you had parried for 3 previous rounds (but this round does not count as around of not parrying!), otherwise it simply adds 3 to the negative.

If a 'flying' weapon 'hits' someone, it attacks as level 1, but the defender gains no dex in defence. Damage is as for thrown club if it hits.

Count for attacks, etc must start again once you are back on feet if dropped to knees or prone.

# KNOCKBACKS

If the to hit roll exceeded that required by 5, or if a natural 20 is rolled, a knock back may have occurred. Roll 1d 8, modify, and consult the following table.

Adjusted Roll	Effect on Opponent
0 or less	No Knock back
1-4	Knocked back 2', +3 on speed for next strike.
5-8	Knocked back 5', +6 on speed for next strike, -3 parry modifier
9-11	Knocked back 10', +9 on speed for next strike, -5 parry modifier
12-13	Knocked to knees ( 5' back ), may rise in ( 25 – dex ) seconds.
14+	Knocked onto back ( 5' back ), may rise to knees in ( 30 – dex ) seconds.

See notes on fumbles.

## Knockback Effect Modifiers

Critical Hit		+ 2
Missile Weapons		
Light Cross bow, Sling		-1
Short bow, Longbow(flight)		-1
Composite short bow, Medium Crossbow		+1
Long bow(sheath), Heavy Crossbow		+2
Target weight per 100 pounds		-1 (Max -5)
Melee and Hand hurled weapons		
Hand hurled weapon		-2
Melee weapon weight	1-50	-1
	51-85	0
	86-125	+1
	126-200	+2
	201+	+3
Thrusting weapon		-1
Attackers Strength		+ parry bonus
Weight advantage ( per 2x )		+2
Weight disadvantage ( per 2x )		-2



# PERMANENT DAMAGE

If a character suffers a grievous or mortal blow (from a critical hit), or takes a lethal wound (single wound equal or greater than total hits), then he may suffer permanent damage.

To determine damage, if any, roll percentiles for location (NB GM may modify this by situation), then roll percentiles for actual effect on the following tables.

The damage effect roll is modified as follows.

## Permanent Damage Modifiers

Wound Type		
Light/Moderate/Serious Wound		-30
Grievous Blow		-20
Melee and Hand Hurlled Weapons		
Weapon Weight	1-20	-30
	21-50	-20
	51-75	0
	76-100	+10
	101-150	+20
	151-200	+30
	201+	+50
Attackers Strength		+10 * Damage Adjustment
Two-Handed Weapon		+10
Melee weapons		
Weight Advantage ( x 2 or more)		+30
Weight Disadvantage ( x 0.5 or less)		-50
Missile Weapons		
Projectile weight	1	-10
	2	+10
	3	+30
	4+	+50

## Damage Location

01-25	Chest
26-40	Lower Torso
41-65	Arm : 65% Shield Arm, if used else 55% Weapon Arm
66-90	Leg
91-00	Head

## Modifiers to Chances of Specific effects

Most specific effects will have an associated chance of occurrence. If this is followed by a (1) or (2) it is a type 1 or 2 effect (which alters how the chance can be modified). Generally, a single roll is made for all specific effects, and all those with that chance, or more, are taken. Note that the effects given are the long term penalties- in the short terms penalties may be much greater! (GM discretion).

### First Aid

Type 1: -5% per level if attended within 1 minute ( internal injuries ), or 1 day (broken bones)

Type 2: -5% per level if attended within 30 s.

### Spells

	Untyped /Type 1	Type 2
Cure Light Wounds	-5 %	-
Cure Moderate Wounds	-10 %	-
Cure Serious Wounds	-15 %	-5 %
Cure Critical Wounds	-30 %	-10 %
Heal	-50 %	-20 %
Regenerate	-100 %	-50 %

## Effects by Weapon Type and Location

### Chest

Edged, Thrusting	Edged, Slashing	Crushing	
30-	20-	20-	No Permanent Damage
-	21-75	21-60	Broken Ribs
-	76-90	61-90	Shattered Ribs
31-75	91-120	91-120	Internal Organs
76-90	-	-	Lungs.
91+	-	-	Heart
-	121+	121+	Broken Backbone

### Lower Torso

Edged, Thrusting	Edged, Slashing	Crushing	
40-	40-	40-	No Permanent Damage
41-80	41-70	41-50	Groin.
81+	71-90	51-80	Broken Hip.
-	91-120	81-120	Shattered Hip.
-	121+	121+	Broken Backbone.

## Arm

Edged, Thrusting	Edged, Slashing	Crushing	
20-	20-	20-	No Permanent Damage
21-50	21-50	21-30	Tendons.
51-70	51-70	31-60	Broken Wrist
71-90	71-80	61-80	Broken Arm
91-110	81-90	81-90	Broken Shoulder
-	91-110	91-110	Shattered Wrist
110+	110-140	111-140	Shattered Arm
-	141-150	141+	Shattered Shoulder
-	151-190	-	Severed Wrist
-	191+	-	Severed Arm

## Leg

Edged, Thrusting	Edged, Slashing	Crushing	
40-	40-	30-	No Permanent Damage
41-65	41-65	31-60	Broken Foot
66-80	66-80	61-75	Broken Shin
81-100	81-90	76-85	Broken Thigh
-	91-110	86-110	Shattered foot
101+	111-130	111-130	Shattered shin
-	131-140	131 +	Shattered thigh
-	141-160	-	Severed foot
-	161+	-	Severed leg

## Head

Edged, Thrusting	Edged, Slashing	Crushing	
10-	10-	10-	No Permanent damage
11-40	11-50	11-50	Broken Nose
-	51-70	51-70	Broken Jaw
-	71-90	71-90	Broken skull
41-90	91-130	91-100	Eyes
91+	131-150	101+	Brain
-	151+	-	Severed Head.

## Specific Effects

### Chest

Broken Ribs (1d3).	30% -1 Con
Shattered Ribs (1d8+1).	100% -1 Con, 40% -3 Con
Internal Organs.	10% Death, 40% -1 Str, 70% -1 Con
Lungs.	30% Death, 60% -1 Str, 100% -1 Con
Heart.	80% Death, 100% -1 Str, 100% -3 Con
Broken Backbone	100% -1 Dex, 70% -3 Dex, 40% Crippled

### Lower Torso

Groin.	10% Death, 70% Sterility.
Broken Hip.	10% Death, 50% -2 Dex.
Shattered Hip.	10% Death, 100% -2 Dex, 40% -4 Dex.
Broken Backbone	100% -1 Dex, 70% -3 Dex, 40% Crippled

### Arm

Tendons.	50% -1 when using arm.
Broken Wrist.	50% -1 when using arm, 10% crippled
Broken Arm.	60% -2 when using arm, 10% crippled.
Broken Shoulder.	70% -2 when using arm, 5% crippled
Shattered Wrist.	100% -1 when using arm, 70% crippled
Shattered Arm.	100% -2 when using arm, 70% crippled
Shattered Shoulder	100% -2 when using arm, 50% crippled
Severed Wrist.	Bleed at additional 1 per 5s. Must be cauterised
Severed Arm.	50% Elbow/Shoulder. Bleed additional 1 per 3s. Must be cauterised.

### Leg

Broken Foot.	50% -1 Dex, 10% -3 Dex.
Broken Shin.	60% -1 Dex, 20% -3 Dex, 10% crippled.
Broken Thigh.	70% -1 Dex, 30% -3 Dex, 20% crippled
Shattered Foot.	100% -1 Dex, 70% -3 Dex.
Shattered Shin.	100% -1 Dex, 80% -3 Dex, 40% crippled
Shattered Thigh.	100% -1 Dex, 80% -3 Dex, 50% crippled
Severed Foot.	Bleed at additional 1 per 5s. Must be cauterised.
Severed Leg.	50% Knee/Hip. Bleed at additional 1 per 2s. Must be cauterised.

### Head

Broken Nose.	50% Disfigurement, 20% -1 Cha
Broken Jaw.	60% Disfigurement & Speech defect, 20% -1 Cha
Broken Skull.	10% Death, 60% Disfigurement, 30% -1 Cha
Eyes.	60% loss of one eye, 20% loss of both eyes.
Brain.	90% Death, 75% -1 d10 Int.
Severed head.	Dead.

# POISONS

Poisons are specified by three factors : Strength, Time factor and Effect.

## Poison Strength

how strong the poison is. It ranges from 1 (weak poison, not likely to affect most people) through to 20 (will kill anyone with a low con due to OD, regardless of what it might normally do!).

## Poison Time Factor

Time factor is how long it takes the poison to work (see notes after table for details).

## Poison Effect

Effect is the type of poison -death, paralysis, coma, euphoria, hallucinations, whatever!

The exact effect any poison has on someone is based on their constitution, with a small random factor to allow for natural resistance, etc.

Poison Strength	Con + 1d4 - 2																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	F	U	U	U	S	S	S	N	N	N	-	-	-	-	-	-	-	-	-	-
2	F	F	U	U	U	S	S	S	N	N	N	-	-	-	-	-	-	-	-	-
3	F	F	F	U	U	U	S	S	S	N	N	N	-	-	-	-	-	-	-	-
4	F	F	F	F	U	U	U	S	S	S	N	N	N	-	-	-	-	-	-	-
5	F	F	F	F	F	U	U	U	S	S	S	N	N	N	-	-	-	-	-	-
6	F	F	F	F	F	F	U	U	U	S	S	S	N	N	N	-	-	-	-	-
7	F	F	F	F	F	F	F	U	U	U	S	S	S	N	N	N	-	-	-	-
8	F	F	F	F	F	F	F	F	U	U	U	S	S	S	N	N	N	-	-	-
9	F	F	F	F	F	F	F	F	F	U	U	U	S	S	S	N	N	N	-	-
10	F	F	F	F	F	F	F	F	F	F	F	U	U	S	S	S	N	N	N	-
11	F	F	F	F	F	F	F	F	F	F	F	U	U	U	S	S	S	N	N	N
12	F	F	F	F	F	F	F	F	F	F	F	F	U	U	U	S	S	S	N	N
13	D	F	F	F	F	F	F	F	F	F	F	F	F	U	U	U	S	S	S	N
14	D	D	F	F	F	F	F	F	F	F	F	F	F	F	U	U	U	S	S	S
15	D	D	D	F	F	F	F	F	F	F	F	F	F	F	F	U	U	U	S	S
16	D	D	D	D	F	F	F	F	F	F	F	F	F	F	F	F	U	U	U	S
17	D	D	D	D	D	F	F	F	F	F	F	F	F	F	F	F	F	U	U	U
18	D	D	D	D	D	D	F	F	F	F	F	F	F	F	F	F	F	F	U	U
19	D	D	D	D	D	D	D	F	F	F	F	F	F	F	F	F	F	F	F	U
20	D	D	D	D	D	D	D	D	F	F	F	F	F	F	F	F	F	F	F	F

## Key

TF = Time Factor, ST = Poison Strength

- No effect other than minor irritation.
- N After  $5*TF$  seconds, victim will feel nauseous for  $ST*TF$  minutes.
- S After  $5*TF$  seconds, victim will feel nauseous for TF minutes, then Sick for  $ST*TF*10$  minutes
- U After  $5*TF$  seconds, victim will feel nauseous for TF minutes, then Sick for TF minutes, then unconscious for  $ST*TF*10$  minutes.
- F After  $5*TF$  seconds, victim will feel nauseous for TF minutes, then Sick for TF minutes, then unconscious for TF minutes, then suffer the final effect for  $ST*TF*10$  minutes.
- D After 1 TF seconds victim feels nauseous, then Sick for  $TF*5$  seconds, then unconscious for  $TF*10$ s, then dies.

In cases where the poison effect is non-fatal, recovery is as for onset, but reversed (EG Sick, recover as nauseas for TF minutes then OK)

### Non-Fatal Effects

- Nauseous -1 Hit Probability, -1 Constitution
- Sick -1 Hit probability, -1 Strength, -3 Constitution  
Save vs. Con (d20, current) or bedridden.  
No strenuous activities  
Double fatigue costs.