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












WEAPON PENALTY	
If Enc is less than Body score	No Penalty
If Enc equals Body score	-1 Height
If Enc is 1 greater than Body score	-1d & -1 Height
If Enc is 2 greater than Body score	-1d & -2 Height
If Enc is 3 greater than Body score	Cannot Wield

- No Penalty
- 1 Height
- 1d & -1 Height
- 1d & -2 Height
- Cannot Wield

ARMOUR PENALTY

Your total Encumbrance rating from Armour creates a Difficulty for all mobility actions (such as Climb, Dodge, Run etc). Your total Encumbrance is an equivalent die penalty to Arcane spell casting.

A detailed illustration of a female knight in full plate armor, including a helmet with a visor and a red cape. She is holding a large, curved sword and a shield.

SHOCK	    	Woosy -1 Height	WOUND THRESHOLD	
		Stunned -1 Dice Pool Shaky -2 Height Staggered -2 Dice Pool Down	WOUNDS <div>         </div>	
VITALITY				
<div>  -5  -4  -3  -2  -1 </div>	         			
MAGIC WEAPONS & ARMOUR				
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MAGIC WEAPONS & ARMOUR

COMBAT SEQUENCE	
1. Determine Initiative	Roll Sense + Combat Skill or Tactics. Lowest Width/Height has lowest initiative. Surprise attacks do not require Initiative: only the surprising side can act.
2. Declare Action	In order of Initiative, from lowest to highest, all characters declare their action(s). Coordination breaks a tie. Unworthy Opponents always have the lowest Initiative.
3. Dice Roll	All PCs and NPCs roll their dice at the same time. The resulting Height determines the action's Speed, Heightest Speed acting first. A defensive action cannot stop a faster action.
4. Resolution	Determine action effect. Armour stops Shock and Kill damage equal to its AR. Prevented Kill is halved (rounding down) and applied as Shock damage (called Minimum Damage).

ACTIONS			
Attack (Full Offensive Action)	Roll either Body + Fray;Fight or Coordination + Weapon Skill. Deliver damage equal to Width + Weapon Damage.		
Dodge (Full Defensive Mobility Action)	Roll Coordination + Fray;Dodge. Every point of Width cancels 1 die from an incoming set.		
Parry (Full Defensive Action)	Roll Body + Fray;Parry. Every point of Width cancels 1 die from an incoming set.		
Move (Free Action) or Sprint (Full Mobility Action)	Every character may move up to 15ft as a free action. A character may Sprint as an Action to move further: roll Body + Athletics;Run. Every resulting Width adds 5ft.		
Aim (Full Action)	An Aim takes a full round and adds +1d on your next attack. You may take up to two consecutive Aim actions (for a maximum of +2d). You may take a Defensive action at a -1d penalty without taking a multiple penalty.		
Called Shot (Full Offensive Action)	Declare a target location. Make an attack with a -1d penalty and a Difficulty depending on the target location.		
	Head/Neck	6	+2 Kill & +3 Shock Minimum DMG
	Vital Organs	5	+1 Kill & +2 Shock Minimum DMG
	Extremity	4	If you take more Shock damage to a limb or extremity
	Leg	3	than your Body statistic, you lose the use of that area. If
	Arm	2	you take more Kill damage to that area, it is severed.
Multiple Actions	You may take 2 or more Full Actions in a round. Each action beyond the first applies a -1d penalty. Unless otherwise stated, when combining two different skill pools, always use the lower of the two. You must then generate multiple sets.		