

# COMBAT OVERVIEW 2.5

## Initiative:

Roll initiative. Everyone declares their actions. The character with the highest initiative performs her action first and the character with the lowest initiative declares his action first. Actions can be delayed to any time later in the order of initiative.

$1d10 + \text{DEX} + \text{WITS} + \text{Modifiers} - \text{Armor penalty (DEX)}$

**Battlecraft/Stealthcraft (Backstabbing)** =  $(\text{Discipline}/2 \text{ rounded down}) + \text{Weapon Initiative}$   
(Bludgeoning, Slashing, Piercing, Backstabbing)

**Spellcraft** = +1 for using element/spelltype of religion or -1 for using other elements/spelltypes  
(Spirit, Nature, Fire, Water, Earth, Air)

## To Hit:

There is quite a few situational combat rules and a possibility for the player to split the To Hit dice pool to do more than one action per combat round. You do not have to attack during combat. Instead, you can perform other actions in the usual order of Initiative. Please refer to Combat chapter of Core Rule Book for further information.

### **Battlecraft/Stealthcraft (Backstabbing)**

**To Hit:**  $\text{DEX} + \text{Melee, Archery or Brawl} = \text{Amount of dice}$ .

**Difficulty:**  $6 + \text{Weapon Difficulty} - (\text{Specialization}/2 \text{ rounded down})$  (Minimum Difficulty 3)

For Backstabbing, add the AC value of your item with the highest AC to the Difficulty

**Critical Fumble/Hit:** See below.

### **Spellcraft**

**Spellcasting:**  $\text{INT} + \text{Spellcraft Discipline} = \text{Amount of dice}$

**To Hit:**  $\text{Spellcraft} + \text{Spellcasting successes}$

**Difficulty:**  $4 + \text{Circle}/2 \text{ rounded up} + \text{armor penalty (+1 for each point above 3 for any body armor)}$

**Critical Fumble/Hit:**  $\text{STA} + \text{Spellcraft Discipline} = \text{Amount of dice}$

**Critical Difficulty:**  $\text{Spellcraft} + 3 + \text{armor penalty (+1 for each point above 3 for any body armor)}$

### **Critical Fumble/Critical Hit**

Any roll between 2 and 9 counts as usual. If she rolls a 10, she may score a Critical Hit, while a roll of 1 risks may be causing a Critical Fumble. A 10 and a 1 will cancel each other out. After this stage, if there are any 1s remaining, each of them remove two success rolls. If there is one or more 1s remaining and the total number of successes reaches 1 or below, it is a Critical Fumble. But if there is more than one 10s remaining, it is a Critical Hit. Additionally, each remaining 10 counts as 2 successes. A spellcaster loses the Mana used and forgets how to cast this particular spell until she has rested for at least 6 hours. If the Critical Fumble roll succeeds, she has only lost the Mana used for casting the spell. For each remaining Critical Hit or Critical Fumble, a side effect might happen, at the Storyteller's discretion.

## Damage:

Roll a d100 to determine where the target is hit using the Hit Location table. If the result is logically impossible either divide or multiply the result by 2.

**Battlecraft:**  $\text{STR} + \text{Battlecraft Discipline} + \text{To Hit Successes} - \text{the target's Absorb} = \text{Amount of dice}$  (always retaining at least one die). **Damage** = Amount of successes + Weapon Damage

**Spellcraft:** Dependent on the spell - Spellsave or Absorb.

**Stealthcraft:**  $\text{STR} + \text{Piercing Discipline} + \text{Backstabbing Discipline} + \text{To Hit Successes} - \text{the target's Absorb} = \text{Amount of dice}$  (always retaining at least one die). **Damage** = Amount of successes + Weapon Damage

**Difficulty:** 7

## Defense:

### **Parry (Physical only, requires splitted dice pool or replace planned attack):**

$\text{DEX} + \text{Melee} = \text{Amount of dice to remove from To Hit dice pool}$

**Difficulty:** Shields = 4-8 (dependent of type/usage) / Weapons = 5-8 (dependent of size)

### **Dodge (Physical only, requires splitted dice pool):**

$\text{DEX} + \text{Dodge} = \text{Amount of dice to remove from To Hit dice pool}$

**Difficulty:** 7 - (Specialization/2 rounded up)

### **Absorb (Physical damage):**

$\text{STA}/2 \text{ (rounded up)} + \text{Armor Class for hit location} = \text{Amount of dice to remove from Damage dice pool}$  (always retaining at least one die)

### **Spellsave (Mental Only):**

$\text{Wits} + \text{Spellcraft} = \text{Negate/Partial/Half Damage}$  dependent on spell

**Difficulty:** 7 - (Specialization/2 rounded up)



# D100 HIT LOCATION TABLE

*If the result is logically impossible either divide or multiply the result by 2.*

