TASK RESOLUTION

Action Difficulty	Missile Fire Range	Modifier
Easy	-	+1
Moderate	Close	0
Tricky	Medium	-1
Hard	Long	-2
Tough	Distant	-3
Demanding	Extreme	-4

SUCCESSES & COMBAT

- Normal Success: Roll per weapon
- Mighty Success:
  - Rabble: Normal roll = # taken out
  - Villains: Weapon Max + 1d6
- Legendary Success:
  - Rabble: Roll twice = # taken out
  - Villains: Weapon Max + 6 + 1d6

DAMAGE MODIFIERS

- Melee & Thrown Weapons: Add Strength to roll
- Missile Weapons: Add ½ Strength to roll

COMBAT CONCEPTS

Initiative
Roll 1d6 + Agility

Movement
Base 25 feet
+ 5 feet per point of Agility

SPELL CASTING

Spell Magnitude	Difficulty	Arcane Power Cost
Cantrip	Auto/Easy	1 or 2
First	Moderate/Tricky	5 (min 2)
Second	Hard/Tough	10 (min 6)
Third	Demanding	15 (min 11)

COMBAT MANEUVERS

Attack
Roll 2d6 + Agility + Skill - Opponent's Defense

Dodge
Forfiet Attack;
Gain +2 Defense For Round

Parry
Forfeit Attack;
Roll 2d6 + Agility + Skill - Opponent's Melee

Using Two Weapons
May attack twice or attack & parry;
-2 modifier to both rolls

WEAPONS			
Weapon	**Damage**	**Notes**	**Great**
Axe	d6	throwable (10')	1d6+2
Bow	d6	60' range	d6+2
Club	d6-1	throwable (10')	d6+1
Crossbow	d6+1	80' range, 2 round to load	d6+3
Dagger	d3	throwable (10')	-
Fist	d2	d3 w/ gaunlets	-
Kick	d3	-1 defense for round	-
Flail	d6+1	-1 to hit	d6+3
Mace	d6	throwable (10') but at -1 to hit	d6+2
Sling	d3	30' range	d6-1
Spear	d6	throwable (20'), + d3 vs charge	d6+2
Staff	d6-1	2-handed	d6+1
Sword	d6		d6+2

ARMOR		
Armor Type	**Protection**	**Notes**
Battle Harness	1	
Boots	1	
Bracers	1	
Chainmail Bikini	1	
Full Helm	2	-1 perception
Gauntlets	1	-1 manipulation; 1d3 punch
Greaves	1	
Helm/Coif	1	
Leather Coat	2	-1 Agility
Mail Shirt	3	-1 Agility; Max Defense 3
Plate Cuirass	4	-2 Agility; Max Defense 3
Shield, Large	2	
Shield, Small	1	

SUCCESS: 2D6 + ATTRIBUTE + SKILL OR CAREER + MODS > 9

NOTES ON COMBINING ARMOUR

• A combination of armour types providing 3 points of protection or more also slows a character down. Reduce the wearer's maximum defence to 3.

• A combination of armour types providing 5 points of protection or more also slows a character down. Reduce the wearer's maximum defence to 2.

• A combination of armour types providing 7 points of protection or more also slows a character down. Reduce the wearer's maximum defence to 1.

• A combination of armour types providing 9 points of protection or more also slows a character down. Reduce the wearer's maximum defence to 0.

USING HERO POINTS

A Twist of Fate
Where the narrative of a scene has not clearly defined a certain piece of information the player might suggest something that sounds reasonable and make that suggestion become fact. Use of a Hero Point in this manner should be at the discretion of the GM and shouldn't be to effect major changes in a scene and can't be used to change something that has already been established as a fact.

The Luck of the Gods
You can spend a point to roll the dice again whenever you make a task resolution roll (even if you roll a 2, which would otherwise be an automatic failure). If you do this you must use the result of your second roll. If you have a boon that allows you to use three dice instead of two, you use all three dice the second time as well.

Turn a Success into a Mighty Success
Whenever a player succeeds in combat (or even in non-combat situations), he can turn the success into a Mighty Success at the expenditure of a Hero Point. The results of a Mighty Success depend on what the character is doing.

Note: This is effectively the same as rolling 12 on your Task roll, where 12 would normally have been a success. You can do this even if you spent a Hero Point rolling the dice again.

Turn a Mighty Success into a Legendary One
If you roll a natural 12 when making your task roll that would have been a success in any event (a Mighty Success), at the expenditure of a Hero Point, you can turn that into a Legendary Success. You can do this even if you spent a Hero Point rolling the dice again (as long as you got 12 on the second roll). However, you cannot make a Legendary Success unless you roll 12 on the dice. (In other words you cannot bump up a normal success into a Mighty Success and then spend another Hero Point to make it a Legendary Success).

Defy death
Hero Points can always be used to keep a Hero alive where he would otherwise be killed. If you have taken sufficient damage to put you below zero Lifeblood but above -6, you may spend a point to put your Lifeblood to zero: alive but unconscious.

If you have received sufficient damage to put you below –5 Lifeblood, you may spend a Hero Point to stabilize and remain alive. You are still unconscious but will recover with several days rest.