

Tests	
Simple Tests	Roll a d100 under skill (modified by difficulty) to determine Success / Failure.
Dramatic Tests	Like a <i>Simple Test</i> , but the effectiveness of the test is determined by SL . See Outcomes Table below.
Opposed Tests	Same as <i>Dramatic Test</i> , but with two parties making a test, comparing SL. The difference in SLs equals the final SL of the <i>Opposed Test</i> (+2 SL vs. -6 SL = 8 SL).
Extended Tests	Like <i>Dramatic Test</i> , but the SL scored from multiple rolls are added together to reach a specified target SL. Can be interrupted and resumed with GM Discretion. (<i>Optional</i>) 0 SL results in +1/-1 depending on success / failure.

Tests (cont)	
Assisting Tests	Each assisting character gives a +10 modifier to the test. Assisting characters must: • Have at least 1 advance in the skill being tested. • Be adjacent to the testing character. • Number of assisting characters cannot exceed appropriate Characteristic Bonus of the testing character.
SL	Skill 10s die - Rolled 10s die
Auto Success / Failure	01-05 Auto Success 96-100 Auto Fail

Turns & Rounds	
In Combat, the exact timing of actions matters more, so time is organised into: • Turns: During a Round, each combatant has a Turn to perform an Action and a Move. • Rounds: Enough time for all characters to take their turns. Usually a few seconds in duration.	

Combat Summary (pg. 156)	
1. Determine Surprise: Opposed Stealth vs Perception Test, using lowest Stealth opposing all spotters. On Success, target group gain the Surprised Condition. 2. Determine Initiative by Characteristic. 3. Characters Take Turns: In Initiative order (highest to lowest), each combatant takes a Turn. 1 Move, 1 Action, + 1 free Action. 4. Round Ends: When all combatants have taken a turn. 5. Repeat Steps: Repeat steps 3 & 4 until combat is resolved.	
Taking Your Turn	
Move : On your turn, you can move around the battlefield. Difficult terrain will also require an Action to be traversed.	
Action : Can be used to do anything, from swinging a sword to jumping from a rooftop. Your actions are only limited by your imagination. They often require a Test to be made.	
Free Action : Smaller, easier Actions not requiring checks, can be made for free. Shouting a warning, drawing your weapon, drinking a potion, etc.	



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Combat Movement (pg. 165)

Battle Mat: 2 yards = 1 square

In general, use *walk* speed to determine your speed in combat.

Yards = Move x2 (e.g. M 4=8 yards).

Running

Use *Action* to sprint/run **in addition** to your *Move*.

Distance equals: Run Movement + SL's of Average (+20) Athletics Test.

(e.g. M of 4 and a roll of -2 SL would sprint **an additional** 14 yards(7 squares) for a total of 22 (11 squares)).

Charging

If not Engaged, Move can be used as a Charge up to 2x Movement.

If Charge distance > Movement, gain +10 for the first Melee Test of the Charge.

- Action for the Turn must be a **Melee Test**.

Engaging

You are Engaged when attacking or being attacked.

If you stop attacking and you are not attacked for a full round, you are no longer Engaged.

Combat Movement (pg. 165) (cont)

Disengaging

The following are options for Disengaging:

Use Advantage:

Spend 2 advantage for **Flee from Harm**.

Use Dodge:

Use Action to make an Opposed Dodge/-Melee Test against each opponent Engaged.

On **Success**, gain +1 Advantage and Move as normal.

On **Failure**, opponent gains +1 Advantage, if you move you're Fleeing.

Fleeing:

Voluntary or involuntary leaving combat.

- Opponent gains +1 Advantage.
- Opponent gets 1 free unopposed Melee Test with +20.

If hit, enact a Challenging (+0) Cool Test.

On **Failure**, gain *Broken* Condition, +1 per SL below 0 and Move as normal.

Fleeing:

Voluntary or involuntary leaving combat.

- Opponent gains +1 Advantage.
- Opponent gets 1 free unopposed Melee Test with +20.

If hit, enact a Challenging (+0) Cool Test.

On **Failure**, gain *Broken* Condition, +1 per SL below 0 and Move as normal.

Leaping & Falling

Leaping

Can leap **without a test** M/2 as a *Move*.

If has room for run up for at least M/2, can make Athletics Test (+20).

If doesn't have room, test is (+0).

Each +SL is **an additional** third yard.

+0 is just enough to reach an extra square.

-SL is **no additional** distance.

Falling

If intentional, test Athletics (+20). For every +SL, fall height is reduced by 1 yard. If reduced to 0, take no damage.

If **not intentional**, take 3 x yards fallen + 1d10 damage.

• Damage is reduced by your Toughness only.

• If Wounds > Toughness Bonus, gain Prone.



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