

Summary Of Combat Actions

Action	Type	Description
Aim	Standard	Every round spent aiming adds a +25% bonus to Ranged Combat skill. May take no other actions.
All Out Attack	Standard	May make two melee attacks at -25% and give up Reaction for round.
Cast Spell	Standard	The spell takes effect when the character's turn comes up in the order of combat (as determined by his INT).
Change Stance	Movement	The character may stand up from prone, or vice versa.
Charge	Standard	Move 2x movement, followed by a close combat attack with +1d6 to damage. Lose Reaction for the round.
Close Combat Attack	Standard	Character attacks opponent with weapon (tests vs. Close Combat skill). If successful does weapon damage plus damage modifier.
Delay	Standard	Character either waits until after another character's action or tries to interrupt it.
Disarming Attack	Standard	Attack at -25% to disarm opponent.
Great Attack	Standard	Gain a +25% to attack, deal maximum damage bonus, and lose reaction for that combat round.
Intimidate/Persuade	Standard	Use Influence skill Vs the enemies' Persistence to either intimidate, or persuade foes who are facing defeat.
Misc. Action	Movement	A simple task - such as opening or closing an unlocked door, picking up an item, drinking a potion, etc.
Movement	Movement	The character may move a distance up to his/her movement score.
Ranged Combat Attack	Standard	Character attacks opponent with weapon (tests vs. Ranged Combat skill). If successful does weapon damage (plus damage modifier if it is a thrown weapon).
Ready Action	Movement	Drawing a sword from its sheath, unhooking an axe from one's belt, nocking an arrow to one's bow, etc.
Set Weapon	Standard	Set spear/polearm in anticipation of charge. If charge occurs, attack first with +25% to weapon skill.
Skill use	Standard	Character uses a non combat skill.
Sprint	Movement	Move a distance up to three times movement score, forsaking all other actions and reactions that turn (except for a single dodge reaction).

Combat Results

Attacker	Defender	Result
Fumble	N/A	Attacker fumbles.
Failure	N/A	Attacker fails to hit defender.
Success	Fumble	Attacker hits. Defender takes damage rolled minus AP and fumbles.
Success	Failure	Attacker hits. Defender takes damage rolled minus armour points.
Success	Success	If dodging, defender avoids the attack. When parrying, then if the attacker's weapon is smaller or equal in size to the defender's, all damage is avoided. If parrying weapon is a rank smaller, halve the damage taken. If two ranks smaller then no damage can be avoided.
Success	Critical	Defender avoids attack and takes no damage. If parrying the weapon size penalty does not come into it.
Critical	Fumble	Attacker does maximum damage and ignores the armour of the defender. Defender fumbles.
Critical	Failure	Attacker does maximum damage and ignores defender's armour.
Critical	Success	Attacker does maximum damage and ignores defender's armour.
Critical	Critical	Attacker hits, defender takes damage rolled minus armour points.

Major Wound Table

d10	Major Wound
1	Lose an eye. -50% to all Perception rolls. Lose 4 points of DEX and 1 point of CHA permanently.
2	Cracked skull & brain damage. Lose 4 points of INT. -25% to all skills involving mental processes, permanently. This includes Perception, Persistence, and all Lore, Culture, Religion and Craft skills.
3	Right Leg muscles badly cut/mangled or leg bone shattered and becomes useless. Fall prone & can only crawl at 2m / round. Lose 2 points of DEX and 2 STR permanently.
4	Left Leg muscles badly cut/mangled or leg bone shattered and becomes useless. Fall prone & can only crawl at 2m / round. Lose 2 points of DEX and 2 STR permanently.
5	Broken ribs. -50% to all skills due to severe pain.
6	Slashed stomach. Lose one extra hit point per round from blood loss. Lose 3 points of CON permanently.
7	Heart stops in shock! Lose consciousness for the next 1d10 combat rounds. Fall prone and can not move. Lose 2 points of CON permanently.
8	Spine broken - character permanently paralysed below the neck (odd result on dice) or the torso (even result on dice). Half DEX permanently.
9	Left arm badly broken and becomes useless permanently. Automatically drop any held items.
10	Right arm badly broken and becomes useless permanently. Automatically drop any held items.

Close Combat Situational Modifiers

Situation	Skill Modifier
Target is helpless.	Automatic Critical
Target is prone or attacked from behind.	+25%
Attacking or defending while on higher ground or on mount.	+25%
Attacking or defending while prone.	-25%
Attacking or defending while on unstable ground.	-25%
Attacking or defending while underwater.	-50%
Defending while on lower ground or against mounted foe.	-25%
Fighting in partial darkness.	-25%
Fighting in darkness.	-50%

Ranged Attack Situational Modifiers

Situation	Skill Modifier
Wind*	
High wind.	-25%
Fierce wind.	-50%
Hurricane.	Automatic Failure
Target Movement*	
Target has moved 10m or more since attacker's last combat action.	-25%
Target has moved 30m or more since last combat round.	-50%
Target Visibility*	
Target obscured by smoke, mist, or is in partial darkness.	-25%
Target obscured by thick smoke, fog, or is in darkness.	-50%
Target is above SIZ 20.	+25%
Target Condition*	
Target is helpless.	+25%
Target prone.	-25%
Attacker Condition †	
Attacker is prone.	-50%
Attacker is underwater ‡	-25%
Attacker is on unstable ground.	-25%
Attacker is blinded.	-50%

* Modifiers within these sections are not cumulative. However, modifiers from different sections are cumulative. Therefore, shooting at a target in the mist who has moved more than 10m since the attacker's last action, imparts a -50% penalty.

† Attacker condition modifiers are cumulative.

‡ Only thrown weapons may be used underwater. Bows and other projectile weapons will automatically miss if fired underwater.

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Healing Actions	
Injury/Action	Treatment
Unconsciousness	A successful Healing test can revive a character from unconsciousness, though drugged patients may inflict a penalty on the Healing test.
Minor Injury	A successful Healing test on a minor injury will heal 1d6 hit points.
Stabilise Major Wound	A successful Healing test on a major wound will not restore the lost hit points. This Healing merely stabilises the patient enough so that they will not die of blood loss.
Curing Diseases	A successful Healing test allows a diseased patient to add a bonus to his next opposed Resilience versus disease Potency test to resist the disease. The bonus is equal to the healer's Healing skill divided by 10 (i.e. the critical success range).
Curing Poisons	A successful Healing test allows a poisoned patient to attempt a second opposed Resilience versus poison Potency test. The patient gains a bonus to his Resilience skill equal to the healer's Healing skill divided by 10 (i.e. the critical success range).
Surgery	Other than magical healing, successful surgery is the only way that a character can recover from a major wound. Once a successful Healing test has been made to quench the bleeding of a major wound, a further Healing test can attempt to set broken bones, stitch together rent flesh and restore the wound location so that it is on the road to recovery. As long as the Healing test is a success, the stricken character gains one hit point and will begin to heal as normal.

Suffocating Substance	
Substance Inhaled	Damage Taken
Water	2d6
Vacuum	2d6
Thick Smoke	1d6
Poison Gas	Character is exposed to the poison. If the gas is also a thick smoke, then 1d6 damage is incurred in addition to the poison's effect.

Fire & Heat		
Damage Source	Example	Damage Per Round
Flame	Candle.	1 point
Large Flame	Flaming brand.	1d4 points
Small Fire	Camp fire, cooking fire.	1d6 points
Large Fire	Scolding steam, large bonfires, a burning room.	2d6 points
Inferno	Lava, inside a blast furnace.	3d6 points

Opposed Skill Test Results				
Player / Opponent	Critical	Success	Failure	Fumble
Critical	Highest Roll Wins	Player Wins	Player Wins	Player Wins
Success	Opponent Wins	Highest Roll Wins	Player Wins	Player Wins
Failure	Opponent Wins	Opponent Wins	Lowest Roll Wins	Player Wins
Fumble	Opponent Wins	Opponent Wins	Opponent Wins	Both Fumble

Daily Travel Rates		
Type	Rate / Day (km)	Notes
Hiking	Movement Rate x 3.5	Ten hours of steady walking on a road or path with no wagons or animals. Need to make fatigue test at the end of the hike to avoid becoming fatigued.
Marching	Movement Rate x 2	Marching in organised groups for ten hours, ready to fight at the end of the day. No need for a fatigue test at the end of the march.
Riding	Mount's Movement Rate	Moving at a steady walk, possibly accompanied by pack animals and wagons.

Illuminating Items	
Example	Radius
Candle / Embers	1m
Torch / Lantern	3m
Campfire	5m
Bonfire	9m
Light spell	9m, but unlike natural light sources, the light spell only illuminates a nine metre radius and does not provide partial darkness or darkness to areas beyond this radius.

Objects		
Object	Armour Points	Hit Points
Boulder	4	40
Castle gate	4	120
Castle wall (2m section)	5	250
Hut wall (2m section)	2	15
Iron door	4	75
Wooden chair	2	6
Wooden door (normal)	2	25

Terrain Modifiers	
Terrain	Effect on movement rate
Road / Path	100 % of normal rate
Light brush	80% of normal rate
Medium scrub / Light woods	70% of normal rate
Rolling hills	70% of normal rate
Heavy woodland	50% of normal rate

Illumination & Darkness		
Environment	Example	Effects
Brightly Illuminated	Blazing summer day.	None.
Illuminated	Heavily candlelit room, overcast day, within radius of illuminating item.	None.
Partial Darkness	Cavern mouth, misty day, within 3 x radius of illuminating item (see below).	-25% to vision-based Perception tests.
Dark	Large cavern illuminated only by embers, foggy day, within 5 x radius of illuminating item.	-50% to vision-based Perception tests. Movement rate halved.
Pitch Black	Sealed room with stone walls, cavern many miles underground, mountaintop whiteout.	Perception tests reliant on vision become near impossible, as are ranged attacks. Close combat attacks are at -75%. Movement rate a quarter of normal.