



CREATURE REACTIONS

Some *Monsters* and *NPCs* will have predetermined personalities and goals that will guide a **GM** when choosing their *Actions* and feelings towards the *Characters*. For those that do not, such as randomly encountered *Creatures*, a **GM** should roll 2d6 on the *Reactions* table:

REACTIONS	
2	Surrender/offer allegiance
3	Give <i>PCs</i> an item/info/aid
4	A mutually beneficial trade
5	Mistake the <i>PCs</i> for allies
6	Wait for the <i>PCs</i> to act first
7	Withdraw to a safer location
8	Demand the <i>PCs</i> withdraw - if they don't add 1d6 to this result
9	Call for 1d6 reinforcements - then see result 6 on this table
10	Trick the <i>PCs</i> using result 2-4 (roll again for true intentions)
11	Capture the <i>PCs</i>
12+	Kill/eat the <i>PCs</i>

POWERFUL FOE

If an opponent's *HD* is higher than the *Character's*, the *Player* should add the difference between the two *HD* values to the d20 when making any *Attribute Tests* to *Attack*, *Defend*, influence, or otherwise interfere with their opponent.

CREATURE MORALE

If 50% of a group of *NPCs* or *Monsters* are taken **OofA**, or a single powerful *NPC* or *Monster* loses 50% of its *HP* - they must pass a *Morale Test* or use all further *Actions* and *Movements* to escape danger and combat.

- The **GM** tests *Morale* by rolling on or under the highest *Creature's HD* value with a d12.

CHARACTER DAMAGE

Damage dealt to the *Characters* can be based on the *HD* of whatever is dealing it. Roll the dice to determine how much damage the *Characters* take - or use the average in brackets.

HD	DAMAGE
1	1d4 (2)
2	1d6 (3)
3	2d4 (4)
4	1d10 (5)
5	1d12 (6)
6	1d6 + 1d8 (7)
7	2d8 (8)
8	3d6 (9)
9	2d10 (10)
10	1d10 + 1d12 (11)

OUT OF ACTION

When a *Character* is taken *Out of Action* they can no longer take *Actions* or *Move*. When they receive aid, or the danger they were in passes, the *Player* must roll on the table below to see what happens to the *Character*.

- If they survive (results 1-5) they regain **1d4 HP** counting up from zero and are no longer **OofA**.

OUT OF ACTION	
1	KO'd - Just knocked out
2	Fat Head - <i>Disadvantage</i> on all tests for the next half hour of play
3	Cracked Bones - <i>Disadvantage</i> on all <i>STR</i> , <i>DEX</i> , and <i>CON Tests</i> for the remainder of the session
4	Disfigured - <i>CHA</i> reduced by 1d4
5	Badly maimed - either <i>STR</i> or <i>DEX</i> is permanently reduced by 2
6	Dead - The <i>Character</i> dies!

ARMOUR DICE

Each piece of armour a *Character* wears gives the *Player* a 'pool' of *Armour Dice* equal to its *Armour Value (AV)*.

- If a *Character* fails to *Defend* or would take damage they can take one *Armour Die* out of the pool, put it to one side and declare it '**Broken**'. In return, this allows **all damage** from that *Attack* or effect to be ignored.
- Armour Dice* that have been **Broken** and put to one side cannot be used to ignore any further damage.

After a *Rest*, any *Players* with **Broken Armour Dice** can try to fix them by rolling them:

- If they roll *above* the armour's *AV* - the die is no-longer **Broken**.
- If they roll *on or below* their armour's *AV*, the die is **Broken** permanently until it's repaired. If all the *Armour Dice* in a pool are permanently **Broken** the armour is destroyed.

ARMOUR	AV
Cloth / Improvised	1
Leather	2
Chain Mail	3
Plate & Mail	4
Shield / Helmet	+1 die

ONGOING DAMAGE

Some *Attacks* and spells deal damage to *Creatures* after their initial effects. When a *Creature* takes *Ongoing Damage* it loses *HP* equal to its *Level* at the start of every *Turn*. An *Attribute Test* of the *GM's* choosing should be made by the *Player* at the end of the *Turn* to see if the *Ongoing Damage* continues.

LARGE WEAPONS

When a *Character* wields a large or two-handed weapon such as a polearm or heavy crossbow, 1d4 should be rolled and added to the *Attribute Test* to *Attack*, *Defend*, and to any *Attack Damage* rolls.



HINDRANCES

Certain abilities, magical effects and consequences of *Actions* will leave *Creatures* hindered until a successful *Attribute Test* of the *GM's* choosing is made, sometimes needing an *Action* to complete.

- Weakened** - All *Attribute Tests* are rolled with *Disadvantage*.
- Distracted** - A *Character* cannot perform any *Actions*, but may still *Move* normally.
- Stuck** - A *Character* cannot *Move*, but they may take *Actions* as per normal.
- Paralysed** - A *Character* cannot *Move* or take any *Actions*.

GAINING LEVELS

Roll a d6 for each story a *Player* shares when their *Character* gains a *Level*, find the highest result and see the table below

CAROUSING	
1	Drunk and Disorderly!: Fined for bad behaviour - roll all the d6s again, adding to the cost
2	Drunken brawl: Lose a number of Max <i>HP</i> equal to the <i>Character's Level</i> , regain them next session
3	Fame: <i>CHA Tests</i> have <i>Advantage</i> for the remainder of the session
4	Revelry!: Roll a d20, if it's higher than <i>CHA</i> , gain 1 point of <i>CHA</i>
5	Real story: Alter a <i>Background</i>
6	Secrets revealed: Gain another entirely new <i>Background</i>

RANDOM ENCOUNTERS

The **GM** should make a secret *Encounter Roll* every 15 minutes of real time play in dangerous environments OR when the *Characters* linger in one place/perform *Actions* that would reveal themselves.

- Secretly roll 1d6 and apply the effects from the table below immediately:

D6	ENCOUNTER ROLL
1	Roll on a <i>Creature</i> table, p.33 in the main rule book.
2	Introduce signs of <i>Nearby</i> life
3	Introduce signs of <i>Faraway</i> life
4	Reduce a light's <i>Usage Die</i> 1 step
5	A randomly determined <i>Character</i> is overcome with stress and suffers <i>Disadvantage</i> on their next die roll
6	All <i>Characters</i> must consume food and water or lose <i>HP</i> equal to their <i>Level</i> through fatigue

USAGE DIE USES

UD	USES
d4	2
d6	5
d8	9
d10	14
d12	20
d20	30

