Simpler Systems Options: Arms, Armor, and Combat Systems

Version 1.1

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Protective Gear:

Armor:

None		Base AD:	AD + Shield:	Quality:	Slots:
Unarmored	Normal Clothes	6	11	See Shields	

Torso		Base AD:	AD + Shield:	Quality:	Slots:
Light	Leather, Fur, Quilted, Wood/Bone Scale/Rings, & Hide	11	12	2	1
Medium	Banded, Brigantine & Metal Scale/Rings	12	13	3	2
Medium	Chain & Plate	13	14	5	3

Torso & Arms		Base AD:	AD + Shield:	Quality:	Slots:
Light	Leather, Fur, Quilted, Wood/Bone Scale/Rings, & Hide	12	13	3	1
Medium	Banded, Brigantine & Metal Scale/Rings	13	14	5	2
Medium	Chain	14	15	6	3
Heavy	Platemail	15	16	6	4

Torso, Arms, & Legs		Base AD:	AD + Shield:	Quality:	Slots:
Light	Leather, Fur, Quilted, Wood/Bone Scale/Rings, & Hide	13	14	4	2
Medium	Banded, Brigantine, & Metal Scale/Rings	14	15	5	3
Heavy	Chain	15	16	7	4
Heavy	Platemail	16	17	7	5

Additional Armor Rules:

- Helmets add +1 to Armored Defense.
- Jousting plate is heavy and encumbering. Roll damage with disadvantage.

- Skilled master level armorers are required to produce full suits of:
  - Elvish mail add +1 to Armored Defense and -1 slot weight.
  - Dwarvish mail add +2 to Armored Defense and +1 slot weight.
  - Articulated plate, plate without the mail, add +1 to Armored Defense and -1 slot weight.

Helmets:

Type:	Helm Qualities: Armor Defense +1 for all helmets.	Quality:	Slots:
Metal – Heavy Helm	Vision and hearing checks are at disadvantage.	3	1
Metal – Light Helm	Vision and hearing checks are made at -2.	2	1
Non Metal – Light Helm	Vision and hearing checks are made at -1.	1	1

Shields:

Size and Example:	Shield Qualities: See Armor Defense with Shield above.	Quality:	Slots:
Small – Buckler Mounted or foot use.	Defends from the front only. Strength Save resists shove. Shield bash damage 1d4 and is shoved 5 + damage feet.	1	1
Medium – Round or Kite Mounted or foot use.	Defends from the front and left side. Strength Save resists shove. Shield bash damage 1d6 and is shoved 5 + damage feet.	2	1
Large – Scutum or Kite Foot use only.	Defends from the front and left side. Strength Save resists shove. Shield bash damage 1d8 and is shoved 5 + damage feet.	3	2

Shield bash as an extra attack on natural x/d20.

Shield Wall Effects for Medium and Large Shields:

- 2 or more shields together: Ignore all damage rolls of 1.
- 4 or more shields together: Ignore all damage rolls of 1 or 2.

- 7 or more shields together: Ignore all damage rolls of 1, 2, or 3.

Shields Shall be Splintered: adapted from Trollsmyth:

After damage is rolled, a player may sacrifice a point of quality or +1 of a magic shield to nullify the damage of one attack.

Weapons:

Melee Weapons: Melee Weapons adapted from David Stark and Robert Conley.

Name:	Damage:	Reach:	Special:	Quality:	Slots:
Axe, battle	1d8	Medium	d10 two handed. On a natural 20 +1d8 damage.	3	2
Axe, hand	1d6	Short	Common tool.	3	1
Club	1d4	Short	Any available blunt object.	3	1
Dagger	1d6	Close & Short	Easily concealed. May be used off hand as a small shield. Does not bash.	3	1
Knife	1d4	Close	Easily concealed.	3	0
Flail	1d6	Medium	Ignore shield bonus next round on a natural 20.	3	2
Flail, heavy	1d8	Medium	Two handed. On a natural 20 ignore shield bonus next round and foe rolls a Dexterity save or can be tripped or disarmed.	3	3
Hammer, light	1d6	Short	On a natural 20 your foe rolls a Strength save or is knocked prone or backwards up to 5 ft.	3	2
Hammer, war	1d10	Medium	Advantage on damage to metal armor. On a natural 20 your foe rolls a Strength save or is knocked prone or backwards up to 10 ft.	3	3
Lance	1d8	Long	See mounted combat. On a natural 20 +1d8 damage.	3	2
Mace	1d8	Medium	Advantage on damage to metal armor. On a natural 20, your foe rolls a Strength save, or is knocked prone or backwards up to 10 ft.	3	2
Morningstar	1d6	Medium	Ignore shield bonus next round on a natural 20.	3	2
Pick, heavy	1d8	Medium	Two handed. Advantage on damage to metal armor.	3	3
Pick, light	1d6	Medium	Advantage on damage to metal armor.	3	2
Pole arm	1d10	Medium & Long	Two handed. May use from 2nd rank. On a natural 20 +1d10 damage.	3	3
Quarterstaff	1d6	Medium & Long	Two handed. May use from 2nd rank. Great for hiking, monks and the elderly.	3	1

Name:	Damage:	Reach:	Special:	Quality:	Slots:
Scimitar	1d8	Medium	Advantage on damage to any non metallic armor.	3	2
Spear	1d8	Medium & Long	d10 damage if used two handed. May use from 2nd rank. Double damage if set for charge. On a natural 20 +1d8 damage.	3	2
Javelin	1d6	Medium	A short, light, throwing spear	2	1
Sword, long or arming	1d8	Medium	Advantage on damage to any non metallic armor.	3	2
Sword, bastard	d8	Medium	d10 if used two handed. On a natural 20 +1d8 damage.	3	3
Sword, short	1d6	Short	Advantage on damage to any non metallic armor. May be used off hand as a small shield. Does not bash.	3	2
Sword, Great	1d10	Medium & Long	Two handed. On a natural 20 +1d10 damage and your foe rolls a Constitution check or is rattled, acting last next round.	3	3
Great Hammer/ Halberd	1d10	Medium & Long	Two handed. On a natural 20 +1d10 damage. Your foe rolls a Constitution check or is rattled, acting last next round. Or they roll a Dexterity check to avoid a hook or trip. May use from 2nd rank.	3	3
Trident	1d8	Medium & Long	Two handed. On a natural 20, your foe rolls a Dexterity check to avoid a hook, trip, or disarm.	3	3
Unarmed	1d3	Close	Attacks with disadvantage against weapons unless martial arts are good at or better. Unarmed reach may be considered Close or Short when unarmed technique perk increases to Skilled at and considered Close, Short, or Medium increased to Mastered.	3	0
Pike	1d8	Long & Extended	Two handed. May use from 2nd and 3rd rank. The pikes flanks must be protected by allies or it is cramped. It's enemies are pressing. Double damage if set for charge. On a natural 20 +1d8 damage.	3	3

On a natural 20 [Natural x/2d10]: Occurs according to perk level description.

So some one skilled at with flails ignores shield bonuses on 18-20.

Ranged Weapons: Ranged Weapons adapted from David Stark and Robert Conley.

Name:	Damage:	Rate of Aimed Fire:	Quality:	Slots:	Range up to: Feet or Yards Indoors or Outdoors		
					Short: +1	Medium: 0	Long: roll with disadvantage.
Arbalast – Man Portable *	1d12	1 per 3	3	5	90	180	270
Heavy Crossbow **	1d10	1 per 2	3	3	80	160	240
Light Crossbow ***	1d6	1	3	2	60	120	180
Longbow/Composite Bow	1d8	1	3	2	70	140	210
Shortbow	1d6	1	3	2	50	100	150
Axe, thrown	1d6	1	3	0	10	20	30
Knife/Dagger, thrown	1d4	1	3	0	10	20	30
Dart	1d4	1	3	0	10	20	30
Hammer, light	1d4	1	3	2	10	20	30
Holy Water	Special	1	3	0	10	30	50
Javelin	1d6	1	2	1	20	40	80
Oil	Special	1	NA	0	10	30	50
Rock (thrown)	1d3	1	NA	0	10	20	40
Sling	1d6	1	3	1	30	60	90
Spear, thrown	1d8	1	3	2	10	20	30

* +4 hit vs Metal Armor or Shields. +1 vs all others.

** +2 hit vs Metal Armor or Shields. +2 vs all others.

*** +1 hit vs Metal Armor or Shields. +3 vs all others.

RoF	RoF	RoF+1	RoF+2	RoF+3
1	1	2	3	4
1 per 2	1 per 2	1	2	3
1 per 3	1 per 3	1 per 2	1	2

Elf/Warrior shortbow/longbow Level RoF bonuses do not stack .

Ranged Attacks into melee – roll with disadvantage. On a miss, hit random target on a natural 7 or less.

Time:

Rounds & Turns:

Rounds are 6 seconds long. You may complete one normal action sequence.

Turns are ten minutes long and are used for exploration and searching.

Movement:

Movement Rules:

- On their initiative number each combatant may move up to their movement distance and attack any opponent in range. A combatant may not move again until the next round.
- A fighting retreat allows a character to move backwards at ½ their movement with no penalties. However, there must be a clear path for this movement.

- A full retreat occurs when a character moves backwards at a faster rate than ½ of their movement. The character making the movement forfeits his attack options this round. His opponent gets a free attack with a +2 to hit and advantage to damage. Also, shield bonuses do not apply to the character's armor class during any part of the retreat.

Encumbrance Definition:

When less than ½ of your slots are used, you are considered to be unburdened.

More than 2/3 of your slots weighs you down with a heavy load.

½ to 2/3 of your slots gives you a light load.

Movement per round by Armor & Load:

Armor Type:	Dwarves, Elves, & Humans		Gnomes & Halflings	
	Light Load or less:	Heavy Load or less:	Light Load or less:	Heavy Load or less:
No Armor	40	30	30	25
Light	40	30	30	25
Medium	30	25	25	20
Heavy	25	20	20	15

Armor Effects:

Medium Armor: Exhaustion/exposure rolls are at disadvantage during very hot weather.

Heavy Armor: Exhaustion/exposure rolls are at disadvantage during hot and very hot weather.

Movement Types:

There are five movement types:

- 1x is walking.
- 2x is Jogging.
- 3x, 4x, and 5x are all running.

Multiply base movement per round by the movement modifier listed with each type.

Walk 1x does not require Athletics checks. You may walk for two times your Constitution in Turns. Then you gain one level of exhaustion. Gain another level of exhaustion at each additional Constitution defense in Turns spent walking.

Jog 2x does not require Athletics checks. You may jog for your Constitution in Turns. Then you gain one level of exhaustion. Gain another level of exhaustion at each additional Constitution defense in Turns spent jogging.

Run 3x requires an Athletics check vs DC 12 to reach. You may run for two times your Constitution defense in rounds. Then you gain one level of exhaustion. Gain another level of exhaustion at each additional Constitution defense in rounds spent running.

Run 4x requires an Athletics check -load vs DC 12 to reach. You may run for two times your Constitution defense in rounds. Then you gain one level of exhaustion. Gain another level of exhaustion at each additional Constitution defense in rounds spent running.

Run 5x requires an Athletics check –load at disadvantage vs DC 12 to reach. You gain a level of Exhaustion every Constitution defense rounds.

When you attempt to reach a certain speed and fail your Athletics check, you must change to slower speed such as walk or jog. Or, you can rest. If you fail you to reach a run speed, you cannot attempt that specific speed again this run. But you can attempt other run speeds later this running time.

Movement per Turn equals Movement times 60.

Mapping per Turn is ¼ Movement per Turn.

Daily Movement in Miles per Day:

	Foot, Unburdened	Foot, Light Load	Foot, Heavy Load or Searching	Light & Medium Horse	Heavy Horse, Cart & Light Wagon	Heavy Wagon
Paved Road	30	20	15	60	45	30
Dirt Road	30	20	15	50	35	25
Trail	25	20	10	45	30	15
Grasslands	30	20	15	45	30	15
Hills	20	15	10	45	30	10
Mountains	15	10	5	20	10	NA
Light Forest	20	20	15	30	10	5
Medium Forest	20	15	10	30	10	NA
Heavy Forest	15	10	5	10	5	NA
Rocky Desert	20	15	10	45	15	5
Sandy Desert	20	20	5	20	10	NA
Swamp	10	7	5	5	NA	NA

Animal movement rates are based off comparison to horse values. Reduce animals with a heavy load to foot, heavy rates.

Paved roads are degraded to dirt road values and dirt roads are reduced to trail values in Mountains, Sandy Desert, & Swamp. Trails provide no benefit in Mountains, Sandy Desert, & Swamp.

Forced Marches add ½ to Daily Movement Rates. Save twice daily or gain a level of exhaustion.

Combat Sequence & Initiative:

Surprise:

At the beginning of the encounter, roll a wisdom save to determine if the opposing sides are aware of each other.
- If one side is in a prepared position on guard, they roll with advantage.
- Any group not on alert rolls with disadvantage.
- Stealth and camouflage may grant advantage to the roll as the referee determines.
- Large formations, loud sounds such as signaling trumpets, or bright colorful uniforms may cause disadvantage as the referee determines.

Awareness save results:
- Both sides are aware: Begin the encounter at this range.
- If one side is aware and is able to make melee or missile attacks, they may do so with advantage on the first attack.
- If one side is aware and not able to make melee or missile attacks, or wishes to break contact, they may take an unobserved movement round. Afterward another awareness check is made by the unaware side.

Once both sides are aware:
- If one side wishes to break off the engagement, see movement rules.
- If both sides wish break off the engagement, the groups separate.
- If both sides seek conflict, move to combat sequence and initiative.

Order of Battle: Declare and Describe Proposed Actions for the Round

1. Missile fire – Roll all attacks. Apply damage simultaneously.
2. Movement and Melee attacks – Roll Initiative and apply in order of highest first.
   - Initiative: Roll 1d6 + any applicable Bonuses + Reach Effect Condition.
     - Unburdened adds +2 to initiative and Dexterity rolls. This stacks with no armor bonuses.
     - No armor adds +1 to initiative and Dexterity rolls.
3. Cast spells – Highest Sorcery level take effect first. Ties take effect simultaneously.

Reach: Reach rules adapted from David Stark.

Weapon Reach & Effects:

- Reach penalties are applied to shorter weapons initially and until it closes to it's optimal reach.
- Hits and damage do not change reach categories.
- Shorter weapons close at the rate of one reach category for each Dexterity versus save they make (Stunt) per round.
- A longer weapon knocks (pushes) a shorter weapon back to it's starting reach with one Dexterity versus save they make (Stunt) per round.
- When the shorter weapon is at one reach category of difficulty, it suffers from -2 initiative and to hit.
- When the shorter weapon is at greater than one reach category of difficulty, it suffers from disadvantage to initiative and to hit and -2 damage, minimum 1 point damage.
- Any time a longer weapon is in one or more reach categories of difficulty, it suffers from -2 initiative and to hit.
- Longer weapons retain their optimal status until the shorter weapon reaches it's optimal reach. Then the shorter weapon is optimal.
- Rules are for medium sized creatures. [4'-7' tall] +/- one reach category per size difference or 4', whichever is easiest. Greater than 3 levels difference have the same effects. They just take longer to press into closer reach categories.

Melee Rolls:

Melee Attacks:

To Hit: Roll 2d10 + Strength Modifier + Perk Bonus + Reach Effect Condition + Situation Modifiers

Damage: Weapon Damage Die + Class Bonus + Skill/Talent/Ability + Reach Effect Condition + Situation Modifiers

Unarmed attacks vs armed opponents are made with disadvantage. This penalty is removed when unarmed martial ability is good at or greater.

Missile Rolls:

Missile Attacks:

To Hit: Roll 2d10 + Wisdom Modifier + Perk Bonus + Situation Modifiers

Damage: Weapon Damage Die + Class Bonus + Skill/Talent/Ability + Situation Modifiers

Cover:

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover. There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three quarters cover, the target has three quarters cover.

- A target with half cover has a +2 bonus to AD and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

- A target with three quarters cover has a +5 bonus to AD and Dexterity saving throws. A target has three quarters cover if about three quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

- A target with total cover can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

Attack Results:

Result Interpretation:

- Equal to or greater than AD hits for damage. A natural 20 always hits if possible.
- Less than AD is a miss or deflected by armor.
- A roll of natural 2 always fails and the attacker's weapon loses 1 point of quality. See Special Failure Table.
- On a natural 20 [Natural x/2d10]: Occurs on a hit. Increases are 16 through 20. See perk level for increase rates. So an expert with … occurs on a natural roll of 17-20.

- A Special Success is a hit that occurs if you roll a natural 20 or succeed by 10 or more. The target is hit and the defender's armor loses 1 point of quality. See Special Success.
- Each point of quality costs 10-20% of the item's cost to repair. At 0 quality, the item is destroyed.

Special Success Effects:

The recipient of the the special success:
- Must make a Constitution save or be at disadvantage to all rolls. Roll each round. The effect lasts until a save is made.
- Roll on the Fatal Injury Table. Add +1 per three character levels of the recipient to the roll.

- Add one to the recipients Wound Penalty for the purposes or rolling on the Fatal Injury Table. These heal 1 hour after the fight in which they were inflicted ends.

Stunt Rules:

Stunts: Adapted from Knave by Ben Milton.

Stunts are combat maneuvers such as shoving, disarming, tripping, sundering armor, and so on.

They generally do not cause damage directly, but may do so indirectly (for example, pushing an enemy off of a ledge). The referee is the final arbiter as to what stunts can be attempted or do damage in a given situation.

Process:
- The attacker declares the combat maneuver being attempted.
- The stunt is resolved with a versus save. A Dexterity versus save calls for the attacker to roll 2d10 + Dexterity bonus versus the defender's Dexterity defense. The attacker's and the defender's unarmed stunt bonuses are applied as a modifier to their roll.
- On a critical, the stunt occurs with additional effects or causes damage directly.

Here is a list of possible. Feel free to improvise and add to:
- Disarm, grab and pull forward, or close or open reach ranges.
- Force back or push d6 paces [bull rush]: Charge the target, who may only be one size larger than you.
- Switch places or slip past opponent.
- Unhorse.

- Grab to grapple: One handed grappling: Attacker rolls with disadvantage. Advantage/Disadvantage is applied for significant size differences or significant strength differences.
- Once grabbed, additional successes are needed to apply effects or escape from them:
  - Grapple: A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed or AD. 1 success.
  - Pin arms, bind weapon, or grab weapon arm.: 1 Success
  - Restrained: A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage. The creature has disadvantage on Dexterity saving throws. 2 Successes
  - Throw to the ground: Foe becomes prone. 1 Success. Away from you: If same size or larger, throw up to d3 paces for 1d6 damage and becomes prone. 2 Successes

- Choke: Inflicts one "point" of strangulation, +1 for each 5 points by which the save roll fails. If the target accrues points greater than 2, roll a Constitution save – total strangulation points or fall unconscious. Must be vulnerable to choke.

- Inflict Pain: Foe is rattled for one round +1d6 damage. 1 success
- Get out of a Grapple Effect: Make a Strength save – successes of effect.

Wielding Two Weapons:

When you wield a short weapon in your off hand, pick one of the following options:

1. You may use your short weapon as a small shield if this quality is listed in the weapon tables, or

2. Attack without the defensive benefit. On a successful attack roll, roll damage dice for both weapons and use the best result.

Defensive Fighting:

Defensive fighting lasts for at least a full round.

Partial Defense: +4 Armor Defense vs melee attacks. Attack normally. On a successful attack, roll damage with disadvantage.

Full Defense: May not attack. Melee attacks against you are rolled with disadvantage.

Mounted Combat: Adapted from Robert Conley.

A mounted warrior has greatly enhanced mobility, speed, and strength compared to the foot soldier.

When fighting from horseback the following rules are in effect:

- Gains advantaged on attack rolls to hit any target on foot.
- Any target on foot has disadvantaged when attacking a horseman unless using long weapons.
- When the mounted fighting man moves more than ½ move towards his target, he is considered charging. Apply the following charging characters.
  - Automatically wins initiative. If charging characters are present on both sides, initiative is checked first among those charging followed by everyone else.
  - Gains advantage to his damage on a successful hit on any weapon.
  - If the weapon is a lance, he has the option of doubling the lance's damage. When this option is used the lance has to make a saving throw of 15 or better or it be shattered. Knights and other calvary elites will do triple damage.
  - On a charge, the rider may opt to do a knockdown. The horse will slam into the target instead of a rider's weapon attack. If successful the target is knocked prone and must make his saving throw versus Constitution or be knocked unconscious. Damage is 1d10.
- The horse can attack separately from the mounted fighting man.
  - The horse may not attack if charging, except to make a charging knockdown attack.
  - The horse can only attack a target on foot.
  - If a person on foot attacks the horse on the rider's shield side then the horse gains the rider's shield bonus.
  - If you track rations a horse requires rations equal to that of an individual character. The referee may rule that if the party is in a fertile region with grass then horse requires only half of the rations an individual needs.

Special Failure in Combat and Under Stress:

- A roll of natural 2 always fails and the attacker's weapon loses 1 point of quality.

- 5th level characters or those with three or more combat skills of Skilled at roll 1d6. All others roll 1d10.

	Special Failure Table:
1	Your clumsily done attack grants the foe +1d6 on their next attack.
2	You lose balance. Dexterity save or fall prone. With save, disadvantage on attacks for 2 rounds.
3	Armor buckle loosens under stress. -2 AD to minimum of 6. Tighten to restore AD in 1 minute.
4	In a jam. Weapon lodges, wedges, or jams. Ammo is bobbled. No attacks next round.
5	You lose your tempo. -2 to attack and AD, to minimum of AD 6, for 1d6 rounds.
6	You are slowed by your attempt to take it all in. Disadvantage to initiative for 2 rounds.
7	Lose your footing. Disadvantage attacks until you roll a Dexterity save.
8	Lose your tempo. Disadvantage to attacks and -6 AD, to minimum of 6, for 1d6 rounds.
9	Hard to hold onto your weapon. Roll a Dexterity save or drop your weapon.
10	You fall hard and are prone for at least 1 round. Roll a Strength save once a round to rise.

Effects of Damage:

Death:

Death occurs at negative Constitution + Character Level.

Staggered:

When a creature's hit points drop to half or below, they gain the Staggered status, and displays obvious signs of physical trauma. The Staggered condition is useful as an indicator that an opponent is seriously injured (and similarly, the GM can quickly inquire which PCs are Staggered to gauge how a combat is going).

The GM may start apply disadvantage to certain rolls as indicated.

Negative Hit Points:

Each time a character suffers damage resulting in negative hit points, roll on the Fatal Injury Table. This table is sprinkled with injuries that may take days or months to heal. At zero HP's and each time a character takes damage at negative hit points, roll save vs Constitution to remain conscious. Remember, once a character is unconscious or down and out:

- They are down and out. Fall flat, prone or wherever they collapse.
- They can't take actions, move, speak, and are unaware of their surroundings.
- They drop whatever their holding.
- The character automatically fails Strength and Dexterity saves.
- Attack rolls against the character have advantage.
- Any attack that hits the character rolls on the Fatal Injury Table if the attacker is within 5 feet of the character.
- An armed attacker within 5 feet of the character can spend the round killing the character.

Fatal Injury Table Modifiers:

Combat:

Combat Damage: Defender rolls 2d6 + [1 if large to giant sized or 2 if larger] + [1 for wearing heavy helmet] + [1 for shield] + [armor: 3 plate or 1 metal armor] and - [the wound penalty values from any prior wounds] - [1 for each perk level that the attacking weapon has.].

Falling:

Falling Damage: Defender rolls 2d6 + [1 if large to giant sized or 2 if larger] and - [the wound penalty values from any prior wounds] - [1 for each 10 ft. fallen].

Falling damage equals 1d6 per 10' fallen. Falling damage variability diminishes with height.
10' - 20' = Roll and keep result
21'-40' Re roll 1's
41'-60' Re roll 1's & 2's
61+' Re roll 1's, 2's & 3's

Magic:

Magic Damage: Defender rolls 2d6 + [1 if large to giant sized or 2 if larger] + [1 for wearing heavy helmet] + [1 for shield] + [armor: 3 plate or 1 metal armor] and - [the wound penalty values from any prior wounds] - [Sorcery perk level].

Recovery from Injuries:

Hit point damage:

- After a meal and a full night's rest, heal lost hit points equal to 1d8 plus their Constitution bonus.

- Resting at a safe haven and enjoying a meal with a full night's rest restores all lost HP.

Wounds & Wound Points:

- Wound penalties are removed when the wound they are derived from heals or 1 point per day, whichever is slower.

- Wound penalties suffered from special failures heal 1 hour after the fight ends.

Fatal Injury Table: Adapted from Trollsmyth.

2d6	Wound penalties are cumulative. Use the worst of skill penalties.
1 or less	Instant Death: (decapitation, brain destroyed, or other fatal wounds). No save.
2	Fatal Wound: (gutted, severed spinal cord, etc.) Die in 2d6 rounds. Major magic needed to prevent death, change result to #5 below, and does not bestow hit points.
3	Severe Joint/Limb Wound: (see #4 below) Limb unusable. Bleed 1d6 per round until tended to. Moderate magic needed to restore function, change result to #5 below, and does not bestow hit points. Heals on own in 3d6+2 weeks if Constitution save fails. Otherwise, lose use for 1d6 weeks. Wound penalty: -3. Dice Modifiers: -6.
4	Limb (1d6 1-3 right 4-6 left, 1d6 1-3 arm 4-6 leg) Wounded: Limb is impaired [standing, slowly limping – no running etc.] Limb heals on own in 1d6 weeks if Constitution save fails. On a success it heals in 1d6 days. Moderate Magic heals injury and bestows hit points. Wound penalty: -2. Dice Modifiers: -2.
5	Wound to Vitals: Bleed 1d3 per round until tended to or Moderate magic is applied. Does not bestow hit points. Moderate magic heals wound. Wound heals on own in 1d6+3 weeks. Wound penalty: -3. Dice Modifiers: -4.
6	Senses reeling: Use #10 if wearing metal helm. Roll 1d6. You have disadvantage on: 1-3 Eye Injury: checks using sight and attacks are with disadvantage. 4-6 Ear Injury: checks using hearing are with disadvantage. With a Constitution save, the damaged can be mended with Moderate Magic or 2d6 weeks of rest. On a fail the organ is lost. Moderate magic restores. Roll 1d6: 1-3 right or 4-6 left. Wound penalty: -2.
7	Internal injury: Roll 1d6 every round of strenuous action for 1d6 days. On 1 roll with disadvantage this round. Wound penalty: -2.
8	Minor head wound: Unconscious for 2d12 rounds if not wearing metal helm. Rattled 1d6 rounds with light helm and 1 round with heavy helm. Wound penalty: -1.
9	Minor wound: Rattled for 1d8 rounds unless wearing a helm. With helm, only rattled for 1 round. Wound penalty: -1.
10	Rattled for 1d6 rounds. Wound penalty: -1.
11	Knocked prone.
12	#11 and regain 1d6 hit points if below zero. Up to maximum hit points.
13+	A surge of adrenaline restores 2d6 hit points if below zero up to maximum hit points.

Effects:

The world effects characters in many different ways. Effects alter a character's abilities in a many different ways. An effect lasts either until it is changed (being knocked flat is changed by standing up) or for a period of time described by the effect.

If multiple effects are imposed on a character, each can add to the period the effect acts on the character, but the effects don't get intensified. A character either has a condition or doesn't. The following definitions specify what happens to a character while it is subjected to an effect.

Blinded:
- A blinded character can't see and automatically fails any roll that requires sight.
- Attack rolls against the character have advantage. The character's attack rolls have disadvantage.

Dazed:
- The character rolls 1d6 each round of the effect. On a 6 is able to act normally. Otherwise they can only move at half speed, take no actions, and has no penalty to AD.

Deafened:
- A deafened character can't hear and automatically fails any roll that requires hearing.

Down and Out:
- They are down and out. Fall flat, prone or wherever they collapse.
- They can't take actions, move, speak, and are unaware of their surroundings.
- They drop whatever their holding.
- The character automatically fails Strength and Dexterity saves.
- Attack rolls against the character have advantage.
- Any attack that hits the character rolls on the Fatal Injury Table if the attacker is within 5 feet of the character.
- An armed attacker within 5 feet of the character can spend the round killing the character.

Exhaustion:

- Some environments impose exhaustion effects. For example, starvation, extended cold weather, hot, or very hot climates; can be detrimental to character performance. Exhaustion has ten levels in the game. An effect can give a character one or more levels of exhaustion, as specified in the effect's description.

	Effect
1	-3 to d20 rolls & -1 to 1d6 rolls
2	-3 to d20 rolls, -1 to 1d6 rolls, & -2 AD
3	-3 to d20 rolls, -1 to 1d6 rolls, -2 AD, & movement rates are -5
4	-3 to d20 rolls, -1 to 1d6 rolls, -2 AD, & movement rates are -5. Disadvantage to Constitution rolls.
5	-3 to d20 rolls, -1 to 1d6 rolls, -2 AD, & movement rates are -5. Disadvantage to Constitution & Strength rolls.
6	-3 to d20 rolls, -1 to 1d6 rolls, -2 AD, & movement rates are -5. Disadvantage to Constitution, Strength, & Dexterity rolls.
7	Disadvantage on all rolls, movement is halved, & -2 AD to a minimum of 4.
8	Disadvantage on all rolls, movement is halved, & -10 AD to a minimum of 4.
9	Disadvantage on all rolls, all damage taken is doubled, -10 AD to a minimum of 4, and speed is reduced to 5
10	Death

- All exhaustion effects are cumulative and stack.
- Removing exhaustion reduces it's level and reduces the effect. Roll a Constitution save each turn to regain a level of exhaustion, provided that the character has rested and also ingested some food and drink.

Frightened:

- A frightened character has disadvantage on saves and attacks while what they fear is within line of sight.
- The character can't willingly move closer to the source of its fear.

Invisible:
- An invisible character can't be seen without magic or a non visual sense. Invisible character can only be detected if it makes noise or leaves tracks.
- Attacks against an invisible character have disadvantage. Attacks by an invisible character have advantage.

Prone:
- A prone character is flat on the ground.
- They can crawl.
- The character has disadvantage on all attacks, except crossbows.
- An attack roll against the character has advantage if the attacker is within 5 feet of the character. Otherwise, the attack roll has disadvantage.

Rattled:
- All rolls are rolled with disadvantage.

Staggered:
- When a character's hit points drop to half or below, they gain the Staggered status, and displays obvious signs of physical trauma.
- The GM may start apply disadvantage to certain rolls as indicated.

Stunned:
- A stunned character is incapacitated, can't move, and can barely speak.
- The character automatically fails Strength and Dexterity saves.
- Attack rolls against the character have advantage.

Unconscious: See Down & Out.

Light:

Bright: No penalties
Dim: -2 to rolls dependent on sight.

Dark: Disadvantage to rolls dependent on sight.

Object:	Bright out to:	Dim out to:	Duration:
Candle	5'	15'	1d4+2 turns
Lamp, common	20'	40'	10+1d6 turns/pint
Lantern, hooded	30'	60'	18+1d6 turns/pint
Torch	30'	50'	1d4+4 turns

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Change Log:

March 18, 2023: Version 1.1 Modified armor tables, movement rules, weapon length and reach rules. Changed 1d20 to 2d10. Changed on a natural 10 to natural 20. Changed combat special success effects. Added cover rules for missile fire and surprise. Index Updated. Deleted charmed, grabbed, grappled, paralyzed, and restrained from effects as they are defined in context of spell or effect.