

Art by Michael Mussellam

OpenRPG Core Rules

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Every rule you need to play OpenRPG in one place: making a character, rolling the dice, fights and their consequences, gear, and the Red Ledger's critical tables.

Read it free online at **openrpg.ca/rules-handbook**

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CHAPTER 1

Getting Started

Your entry point to OpenRPG - what makes it different, how to play, and where to go next

1.1 What Makes OpenRPG Different

What OpenRPG is built around

OpenRPG is built on percentile dice (d100) with precomputed target numbers. Your character sheet shows exactly what you need to roll for each difficulty tier - no mental math at the table.

Core Ideas

OpenRPG	Impact
Roll d100 vs precomputed target	No table math, targets on your sheet
21 attributes in 3 families	Granular specialization, weighted contributions
Point-buy skills with categories	Build any concept, no class restrictions
Flexible skill investment	Training reflects your choices
GM-narrated outcomes	Success, success-with-cost, failure-with-consequence

> **Design Philosophy**
> OpenRPG rewards character investment over lucky rolls. Your attributes and skills create the targets - the dice determine how well you execute. A master swordsman (One-Handed Sword and Hilt 85) attempting a Hard task (target 57) has room for error. A dabbler (skill 25) attempting Routine (target 39) might still fail.

Who Is This For?

- Players who want mechanical depth without class restrictions
- GMs who prefer narrative outcomes over combat grids
- Groups who enjoy character optimization and meaningful build choices
- Fans of skill-based systems like GURPS, but want simpler math
- Anyone tired of "I rolled a 1" ruining a master's expertise

1.2 Five-Minute Quick Start

Everything you need to start playing immediately

Skip the Rules, Start Playing

You don't need to read the full handbook to play. This section gets you rolling dice in five minutes. Deep-dive later when you're building your first character.

The Core Loop

1. Describe what your character does
2. GM names the relevant skill and difficulty tier
3. Find that skill's target number for that tier on your character sheet
4. Roll d100 (two d10s: one for tens, one for ones)
5. Compare: above the target is a success; at the target or less than 20 below it is a partial success; 20 or more below is a partial failure. In combat an attack or defence needs a roll above the target, so a partial success there is a failure
6. GM narrates the outcome

Difficulty Tiers You'll Use

- Routine: everyday tasks for someone trained
- Simple: straightforward for anyone reasonably prepared
- Easy: favourable, but still needs attention
- Moderate: the default meaningful challenge
- Hard: risky, pressured or strongly opposed
- Very Hard / Improbable: severe opposition, or beyond normal limits

The GM picks the tier based on circumstances; Moderate is the default for a meaningful check. Climbing a ladder? Usually no roll; under pressure, Simple. Climbing a wet cliff in a storm? Hard or Very Hard.

What You Need

- Percentile dice (two d10s, one for tens and one for ones), or one d10 rolled twice
- A character sheet (use the OpenRPG app or print from the site)
- A GM who knows your campaign world
- Imagination and a willingness to roll with the narrative

1.3 Your First Roll

A complete example showing how resolution works in play

The Tavern Brawl

Setup: You're playing Kara, a scout with Dodge skill 62. A drunk patron swings at you and connects unless you get out of the way.

GM: "This is a Dodge check. He's drunk and telegraphing - call it Easy difficulty."

You: Look at your sheet. Dodge at Easy difficulty shows target 38. "I need to roll over 38."

Roll: You roll percentile dice and get 58. Success!

GM: "You sidestep smoothly and he stumbles past you into a table, scattering mugs. The room goes quiet."

What Just Happened:

- Your Dodge skill is 62 (base training + attributes + bonuses)
- Easy difficulty picked the Easy column on your sheet, where skill 62 has target 38
- Rolling 58 beat 38, so you succeeded comfortably
- The GM narrated the outcome based on your success

What If You'd Rolled 20?

Failure doesn't mean you're incompetent. The GM narrates realistic consequences:

> **"You twist away a moment too late. His fist clips your shoulder, and he grins and cracks his knuckles. The crowd starts chanting for a fight."**
> — GM narration of a failed Easy check

Notice: You didn't suddenly become clumsy. The situation escalated. That's how OpenRPG handles failure - consequence, not incompetence.

What About Natural 1s and 20s?

Criticals depend only on the natural roll. A roll of 96–100 is a critical success and 01–05 is a critical failure, whatever your target. Any other roll succeeds only if it is above your target.

> **Your Skill Sets the Floor**
>
> A master swordsman (One-Handed Sword and Hilt 85) attempting a Hard task has a target of 57. They succeed on any roll above 57 - a 43% chance.
>
> A dabbler with fewer than 5 base points in the skill rolls Routine, Simple and Easy on their skill total. For the same Hard task they roll on the skill's PRIMARY attribute instead, and the target is far higher.
>
> This is intentional. Training matters. Lucky dice don't make you an expert.

1.4 Common Scenarios

How to handle typical gameplay situations

Combat

Initiative is on your character sheet; nobody rolls it. Highest goes first. On your turn you get your movement and one main action, and you may split the movement around the action. Attacks use the weapon's own combat skill against the difficulty tier the GM calls.

> **Combat Turn Example**
>
> GM: "Your turn. The bandit is 10 hexes away with a sword drawn."
>
> You: "I draw my bow and shoot. Short Bow attack."
>
> GM: "He's got cover behind the barrel. Hard difficulty."
>
> You: Check sheet. Short Bow 68, Hard target 66. Roll 85. Success!
>
> GM: "Your arrow punches through the barrel and pins his cloak to the wall. He's pinned for this round."

Social Interaction

Persuasion, Deception, and Intimidation are skills like any other. Roleplay first, then roll if the outcome is uncertain. The GM sets difficulty based on how reasonable your argument is and the NPC's disposition.

Exploration

Searching a room? Search check at the difficulty the GM calls. Climbing a cliff? Climbing. Slipping past a guard? Stealth. The pattern is always: describe intent, GM names skill and tier, roll.

When Not to Roll

- Routine tasks for trained characters (walking, basic conversation, known terrain)
- Impossible tasks (jumping to the moon, convincing the king to abdicate instantly)
- When failure has no interesting consequence (picking a lock with unlimited time and tools)

Dice are for when the outcome matters and is uncertain. If neither is true, don't roll.

1.5 Where to Go Next

Your roadmap through the OpenRPG rules

For Players

1. Read Character Rules to understand attributes and skills
2. Browse Professions, Ethnicities, and Religions to shape your concept
3. Use the OpenRPG app to build your first character (200 points to spend at level 1)
4. Reference Combat Rules when your first fight breaks out
5. Dive into Skill Rules to understand category bonuses and specialization

For Game Masters

1. Read Character Rules and Skill Rules to understand what players can do
2. Study Combat Rules for running fights smoothly
3. Review Encounter Rules for pacing guidance
4. Check Consequences Rules for handling failure meaningfully
5. Reference Formulas Reference (Appendix) when players ask "how is this calculated?"

Combat Quick Reference

The Quick Reference appendix puts a fight on one page: the turn, the roll, the difficulty tiers and fatigue. Keep it open at the table.

> **Learn by Playing**
>
> You don't need to memorize the rules. Start with the Quick Start, play a session, then read the sections that came up during play. OpenRPG is designed to support this style of learning - the app handles calculations, you focus on the story.



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CHAPTER 2

Characters

Build your character: origin, attributes and skills, how checks are rolled, and how characters grow as they level.

2.11. Start

Name the character and choose a quick or a detailed build.

STORY LENS

Before the First Roll

Who you are is decided before the dice land.

In her first session Ilene almost talked her way past the gate guard. Her Persuasion was high. Her trade knew nothing of the nobility, and the guard heard it. The numbers were enough. The story was not.

Making a character is a set of choices about where a person comes from and what they lean toward. A people, a faith and a trade shape what the character can do. They also shape what the world assumes before the character speaks.

- 21 attributes in three families, physical, mental and sensory, so no two characters are good at the same things.
- People, faith and trade bonuses stack. Aligned choices make a specialist, and spread choices a generalist.
- The sheet says who this person is under pressure. Build it that way.

Open the builder from My characters. Name the character. A character needs a name to save. Openheim is the only world open for play.

There are two ways to build.

Path	What it does
Quick build	You pick an archetype, such as a hunter or a courtier, or Surprise me for a random one. The builder picks a people, a faith and a trade to fit and spends all the points. You land on Review with the character finished. You can change anything, roll again or undo it.
Detailed build	You choose each step yourself: Origin, Attributes, Skills, Kit, Story & look, Review. Take them in order or jump between them. The sheet beside the steps follows each change.

Nothing exists until you save. The draft stays on your account, and you can come back to it on any device.

2.2 2. Origin

A people, a faith and a trade give tiered bonuses and the character's tongues.

Origin is three choices: a people, a faith and a trade. A character needs all three to save.

Choice	What it gives
People	One of the five peoples of Openheim: Altgrafen, Fenmen, Karnfolk, Suddowen or Wealden. Each people offers five skills from the way it lives. Pick three and rank them primary, secondary and tertiary. A combat skill can be secondary or tertiary, never primary. A people gives no attribute bonus. The proto-human tribes of the wild-lands are not playable.
Faith	A primary, secondary and tertiary bonus to attributes and to skills. Any faith can be chosen except the Hearth-Kin, the Maw-Whispers and the Smothered Covenant. Those are kept for NPCs.
Trade	A primary, secondary and tertiary bonus to attributes and to skills, and the starting kit. Search the trades by name or by a bonus, such as Stealth. With a people and a faith chosen, Best fit puts the trades that share their bonuses first.
Languages	Every character speaks Common and the tongue of their people. A new people replaces the old tongue. Any other language needs the Linguistics skill: one language for every 20 points in it.

The bonuses come in three tiers:

- Primary: +10.
- Secondary: +5.
- Tertiary: +1.

A bonus goes to an attribute or to a skill, and the value is the same for both. Bonuses cost no points. They are added on top of what you spend. People, faith and trade bonuses stack.

A new character is Level 1 with 0 experience. Leveling Rules covers experience and levels.

2.3 3. Attributes

Twenty-one attributes start at 30, and 200 points raise them and the skills.

A character has 21 attributes in three groups: physical, mental and sensory. Each starts at 30 and cannot go below it. At Level 1 a character has 200 points for attributes and skills together. A point raises one attribute by 1. Points cannot take an attribute above 95. Origin bonuses are added on top. Age, height and weight move some attributes too; see Story & look.

Physical attributes cover the body: movement, carrying, resilience and much of combat.

Attribute	Meaning
Strength	Raw physical power and carrying ability.
Reflexes	Reaction speed in unpredictable physical situations.
Coordination	Precision, dexterity, and hand-eye control.
Endurance	Stamina and sustained physical effort.
Flexibility	Range of motion and bodily adaptability.
Balance	Stability, posture, and control on unstable footing.
Appearance	Physical attractiveness and visible presence.

Mental attributes cover focus, reasoning, memory, instinct and force of personality. They carry problem solving, willpower and many social and strategic choices.

Attribute	Meaning
Discipline	Focus, self-control, and persistence.
Intuition	Instinctive leaps of understanding.
Reasoning	Logic and problem solving.

Attribute	Meaning
Memory	Retention and recall of information.
Wits	Mental agility and improvisation.
Wisdom	Judgment informed by experience.
Charisma	Presence, persuasion, and influence.

Sensory attributes cover perception and empathy. There is no single perception score: hearing, sight, smell, taste, emotion, touch and faith are separate.

Attribute	Meaning
Hearing	Ability to detect and interpret sound.
Sight	Visual acuity and detail recognition.
Smell	Sensitivity to scent and chemical traces.
Taste	Ability to discern flavors and impurities.
Emotion	Empathic sensitivity to the feelings of others.
Touch	Sensitivity to texture, pressure, and temperature.
Faith	Spiritual perception and mystical connection.

Derived stats are not bought. Each comes from three attributes, and together they carry the character into play.

Stat	From	Meaning
Hit Points	Endurance, Strength, Discipline	How much damage a character can take.
Base Movement	Reflexes, Endurance, Wits	Hexes a character can move in one combat round.
Fatigue	Endurance, Balance, Discipline	How long the character can keep pushing before fatigue penalties grow.
Encumbrance	Strength, Balance, Endurance	How much weight the character can carry before penalties apply.
Attunement	Wisdom, Faith, Reasoning	Attunement points for talismans and artifacts.
Initiative	Reflexes, Wits, Reasoning	Turn order in combat and other fast situations.

> **Why HP comes from attributes**
>
> Hit points come from Endurance, Strength and Discipline and from nothing else. There is no separate pool, no roll at level-up and no buffer from a class. A scholar who neglects those three is fragile. Levels add no survivability, so danger stays real at every level.

On the hex map a character moves its Base Movement in hexes each round. A sprint covers twice that and costs the main action. Difficult ground costs 2 hexes for each hex entered. Map Combat Rules has the rest.

2.4 4. Skills

Skills share the points with attributes and take a share of three attributes.

Skill Descriptions describes each skill, and Imbuement Descriptions each imbuement. Skill Rules covers rolling.

- Skills draw on the same points as attributes. A point adds 1 to a skill.
- A skill's total is its points, a share of its three linked attributes, and its origin and category bonuses. The share is half the primary attribute, a quarter of the secondary and an eighth of the tertiary, each rounded down.
- Under 5 points a skill is untrained. The first point takes it to 5. Skill Rules covers untrained rolls.
- Each 10 points spent in one category adds +1 to every skill in it that has points, up to +3.
- With no defence skill (Dodge, Block or Parry) the builder warns you. You can still save.
- You cannot save with more points spent than you have. You can save with points left. Spend the rest for me spends them, mostly on suggested skills.

- Imbuements are not part of making a character. They open only when a character attunes to an artifact in play, and that is rare.

2.5 5. Kit

The trade gives a kit, and social standing gives a purse.

The trade gives its basic kit. Social standing gives a purse in Silver Boars. Where a trade fits more than one standing, you pick the standing, and it sets the purse. Both come with the character when you save. Anything else is bought in play, with the GM. Equipment Rules › Starting Equipment has the details.

2.6 6. Story & look

Age, height and weight move attributes. The rest describes the character.

All of it is optional and can wait until after the first session. Most fields only describe. Age, height and weight move attributes.

Field	Effect
Age	17 to 75. Moves attributes; see Age.
Eye Color	Describes only.
Hair Color	Describes only.
Height	75 to 250 cm. With weight, moves physical attributes; see Height and weight.
Sex	Identity and preference. No mechanical effect in the current rules.
Skin Color	Describes only.
Weight	50 to 350 kg. With height, moves physical attributes; see Height and weight.

Age. Each attribute peaks at one age. Before the peak it loses nothing. After the peak it loses 1 for every 6 years, rounded, to at most −12. Wisdom and Faith grow with age. Before their peak they lose 1 for every 8 years, to at most −8. After it they gain 1 for every 4 years, for 20 years. Then they fall back slowly, never below −4.

Peak age	Attributes
25	Reflexes, Coordination, Flexibility, Appearance, Hearing, Sight, Smell, Taste, Touch
30	Strength, Balance, Charisma
35	Endurance, Intuition, Wits
40	Discipline, Memory
45	Reasoning, Emotion
60	Wisdom (grows with age)
70	Faith (grows with age)

At 20, only Wisdom and Faith lose: Wisdom 5, Faith 6. At 60, most lose 3 to 6, Wisdom nothing and Faith 1. A blank age changes nothing.

Height and weight. Height sets an ideal weight: height in cm, minus 100, minus a quarter of (height − 150). At 180 cm that is 72.5 kg, and at 165 cm about 61 kg. Each 2.5% above or below the ideal is one step, rounded, up to 8 steps. Only physical attributes move. Heavier gains strength and loses agility, and lighter is the reverse.

Attribute	Each step heavier	Each step lighter
Strength	+1	−1
Endurance	+1	−1
Reflexes	−1	+1
Coordination	−1	+1
Flexibility	−2 (at most −10)	+1
Balance	−1	+½

Attribute	Each step heavier	Each step lighter
Appearance	–1	–½

Halves round up. A character of 180 cm and 80 kg is 4 steps heavy: Strength and Endurance +4; Reflexes, Coordination, Balance and Appearance –4; Flexibility –8. A blank height or weight changes nothing.

Background. Four questions give the character a past and a direction:

- Where are you from?
- What do you want?
- Where are you going?
- Anything else your GM should know.

Then name two enemies, someone who wants you dead and another, and two friends, someone you trust and another.

Portrait. The player uploads the portrait. Nothing is generated from these details. The builder asks for it after the first save, and My characters can add or change it later. It takes a JPG, PNG, GIF or WebP up to 5 MB and crops it to a 600 × 600 square.

2.7 7. Save & print

Review lists what a save needs, and the sheet prints as a PDF.

Review shows the whole character and a Before you save list. A save needs a name, a people, a faith, a trade, story numbers inside their ranges and no more points spent than you have. Points left and no defence skill are warnings only.

A saved character stays for later sessions. Each account holds a limited roster of characters.

A Level 1 character can be rebuilt freely until its first level-up. That level-up fixes the Level 1 build as a floor. Later level-ups start from it, and nothing goes below it. Story and look stay editable. Leveling Rules has the rest.

The sheet downloads as a PDF, in US Letter or A4, from My characters or from the character's sheet, for tables that play on paper.

2.8 Introduction to Skills

Skills represent practiced capability, while attributes and difficulty determine how often that capability succeeds under pressure.

STORY LENS

Craft, Nerve, and Consequence

A skill check says who you are under pressure

When the lock refused to turn, Ilya could have forced it and risked the alarm. Instead she listened for the tumbler rhythm, slowed her breath, and chose patience over speed. The chest opened, but the delay let patrol boots reach the hallway.

Skill rules carry that tension. A roll is not only pass or fail; it defines cost, pace, and exposure. Expertise should feel reliable, but never frictionless, because every attempt happens inside a living scene that keeps moving.

- Frame checks around stakes the table can name before dice hit the table.
- Use partial success and consequence results to keep momentum instead of hard stalls.
- Let specialization shine, but attach contextual tradeoffs that keep decisions meaningful.

Skills represent what a character has practiced or learned, such as lockpicking, climbing, negotiation, and other trained actions. When an action could reasonably fail, you roll percentile dice to determine the outcome.

Attributes influence many skills, and both skills and attributes improve through leveling and progression. Anyone can attempt anything, but results depend on attributes, skills, and task difficulty.

Investing more points in a category of skills grants Category Bonuses tied to that category. OpenRPG treats category bonuses as shared familiarity: related training helps, but completely untrained skills do not receive that benefit.

2.9 Dice for Skill Checks

Skills use the same difficulty ladder as the rest of the game, with target numbers already shown on the character sheet.

When a skill check matters, first choose the relevant skill, then choose the difficulty tier. The character sheet already shows that skill's target number for each tier, so you do not need to build the number yourself. Roll percentile dice and compare the result to that target.

- Skill Use: pick the skill, pick the difficulty tier, and roll against that tier's target number on the sheet.
- Opposed Situations: when two characters directly compete, both still use the same skill-and-difficulty ladder; the GM decides how the two results interact.
- Examples in dangerous scenes: use the same target-tier approach for things like climbing during a fight, forcing a door under pressure, shouting commands in chaos, or trying to disarm someone unless a special rule says otherwise.

2.10 Category Bonuses

Category bonuses reward investment within a discipline without granting expertise to completely untrained skills.

Category bonuses represent familiarity within a discipline. Learning more inside one skill family makes related trained skills easier to develop and use.

- For every 10 total base skill points invested in a category, trained skills in that category gain +1.
- This bonus is capped at +3.
- A skill must have at least 1 base point invested to receive the category bonus.
- Completely untrained skills do not gain the category bonus.

2.11 Difficulty

The GM chooses a difficulty tier from the fiction, and the character sheet provides the matching target number. Some checks roll an attribute instead of a skill.

For skill checks, the GM assigns a difficulty based on task complexity, conditions, tools, time pressure, and how well the chosen skill fits the job. Once the GM picks the tier, the character sheet provides the matching target number for that skill.

Difficulty	Description	Example
Routine	Automatic or nearly automatic under normal conditions.	Recalling a common law or well-known trade price. Identifying a weapon type you use every day.
Simple	Straightforward for anyone reasonably prepared.	Haggling at a market stall. Climbing a ladder with both hands free. Treating a clean, shallow wound.
Easy	Favorable, but still requires attention.	Persuading someone already inclined to agree. Tracking fresh prints in soft mud. Identifying a known herb in good light.
Moderate	The default meaningful challenge under pressure.	Negotiating a fair deal with a cautious merchant. Navigating an unfamiliar city. Diagnosing a common illness without instruments.
Hard	Risky, pressured, or strongly opposed.	Persuading a hostile noble to grant passage. Tracking prey across rocky ground after rain. Picking a quality lock with improvised tools.
Very Hard	Severe opposition or extremely poor conditions.	Bribing a guard explicitly warned about you. Climbing a wet cliff face in a storm. Treating a serious wound without proper supplies.
Improbable	At or beyond normal limits; success requires exceptional luck or mastery.	Convincing a sworn enemy to switch allegiance in a single conversation. Picking a lock blind while being actively searched. Identifying a rare poison by smell alone.

Attribute Checks

Sometimes you do not roll a skill at all. Instead, you roll directly against the most relevant attribute: Sight or Touch to notice a hidden trap, Hearing to catch a quiet conversation, Memory to recall a fact under pressure, Emotion to read a room, Strength to force a door, or Endurance to outlast a pursuit. Three quarters of the attribute score,

rounded down, stand in for the skill total, and the GM picks the tier from the fiction as for a skill check. Use the skill instead whenever a trained skill covers the task.

Spotting a trap is not a skill of its own. The GM rolls the sense that would catch it, usually passively: Sight for a tripwire or a loose flagstone, Hearing for a click underfoot, Smell for lamp oil or poison, Touch for a plate that gives under a hand, each at three quarters of the attribute, with the tier set by how well the trap is hidden. A character who searches on purpose rolls Search instead, and Observation still catches what is in plain view. Once a trap is found, making it safe, getting past it or setting one of your own is Trapcraft; opening a lock is Lockpicking. For example, an ordinary Sight of 30 rolls at 22, so a Moderate trap needs a roll over 81, a 19% chance; Search at an Average 45 makes it 66, a 34% chance.

2.12 Active vs. Passive Use

Some checks are declared openly by the player, while others are triggered or resolved passively by the GM.

Active Checks

Active checks are things the player intentionally does and rolls for. They can use either a skill or a direct attribute, such as climbing, searching a room, picking a lock, disarming a trap, tracking, forcing a door, resisting fear with Discipline, or making an opposed check in a tense exchange.

Passive Checks

Passive checks are things the GM may resolve without the player explicitly calling for a roll. These can come from skills or attributes, such as noticing a trap with Sight, Hearing, Smell or Touch, overhearing a conversation with Hearing, reading a room with Emotion, or catching danger through skills like Sense Ambush, Search, Observation, or Detect Lies. No skill spots traps: the senses and Search find them, and Trapcraft deals with them.

2.13 Outcomes

Roll results should produce more texture than simple pass or fail when that texture meaningfully changes the scene.

Compare the natural roll to the target number for the chosen tier. Criticals depend only on the number rolled.

Outcome	Description	Range
Critical Success	You succeed brilliantly and gain an extra edge, speed, or benefit.	Natural 96–100
Full Success	You accomplish exactly what you set out to do.	Above the target
Partial Success	You make progress but incur a cost, complication, or lesser effect. Not in combat: an attack or defence roll here fails.	At the target, or less than 20 below it
Partial Failure	No progress; potential setback.	20 or more below the target
Critical Failure	You fail spectacularly; trouble escalates.	Natural 01–05

The Partial band is a drama tool. Use it when it meaningfully changes the scene through time lost, noisy success, resources spent, worsened position, or similar tradeoffs. Combat has no Partial band: in combat there is no try, only do. An attack or defence roll, with a weapon or with an attack imbuement, at the target or less than 20 below it fails, the same as a Partial Failure. Other rolls made during a fight, such as a leap or a climb, keep the Partial band.

2.14 Opposed Checks

Opposed checks are used when two characters directly compete and the GM must compare their efforts.

Opposed Checks

When two characters directly compete, such as arm-wrestling, debate, or stealth versus perception, use an opposed check. Let A be your relevant score and B be the opponent's.

- A's success chance is approximately A / (A + B).
- B's success chance is approximately B / (A + B).
- You can implement this either by having both sides roll normally and comparing degrees of success, or by converting the relative chance into a single target number.
- Example: if A = 50 and B = 100, then A's chance is about 33% and B's chance is about 67%.

If using degree-of-success, you can apply momentum. A near miss in an arm-wrestle, for example, might impose –10 on that side's score for the next attempt because of fatigue or lost leverage.

2.15 Impossible Tasks

Do not roll when success is automatic, failure is uninteresting, or the task is not plausible in the fiction.

Do not roll for things characters always do or when success is certain and failure would not change anything interesting. Likewise, do not roll for superhuman feats unless the character's stats and the fiction make success plausible.

If success is not plausible, the task is simply not possible without new tools, assistance, setup, or a change in circumstances.

2.16 Skill-Based Rolling

The skill loop in three steps: settle the tier, read that tier's target from the sheet, then roll above it; a modifier shifts the skill total the sheet's targets come from, or steps the tier.

Skill-based rolling is resolved by choosing a difficulty tier, reading the corresponding target number from the character sheet, and then trying to roll greater than that target to succeed. Below 5 base points in a skill, the sheet serves that skill's targets above Easy from its PRIMARY attribute instead.

1. Determine Difficulty: discuss with the GM and settle on a difficulty tier. The target becomes the number shown in the relevant difficulty column for that skill.
2. Apply Modifiers: active consequences and other modifiers adjust the skill total or step the difficulty tier, which moves the target on the sheet. Nothing is added to the roll.
3. Roll Percentile Dice: a roll above the target succeeds. A natural roll of 96 or higher is a critical success and 5 or lower a critical failure, whatever the target. Then read the result from Outcomes above.

2.17 Leveling System

Character growth paced through experience, milestone breakthroughs, and a persistent point pool.

STORY LENS

What Survives Changes You

Growth is earned through play, not session count

Character growth in OpenRPG is paced through experience, milestone breakthroughs, and a persistent pool of points you can spend when your build needs them.

OpenRPG leveling is built around cumulative experience and point rewards. Characters do not rebuild from scratch at each level — they cross XP thresholds, gain points, and invest those points where the build needs them. This makes progression flexible. A character can sharpen a strength, patch a weakness, or save points for a later pivot instead of following a rigid class track.

- Experience thresholds unlock point rewards — advancement is earned through play, not session count.
- Points are spent freely across attributes and skills — no rigid class track, no wasted picks.
- Milestones mark the moments that change a character — every fifth level brings a larger reward.

2.18 How Leveling Works

Leveling follows a repeatable loop: earn XP, cross the next threshold, gain points, and invest them where the build needs them.

Every level follows the same loop. XP accumulates from play and never resets. When the next threshold is crossed the character gains points, which can be spent immediately or saved for later.

1. Gain experience from objectives, victories, discoveries, and meaningful play. XP is cumulative and never resets between sessions.
2. Cross the next threshold. When total XP reaches the next level boundary, the character gains one level and receives their point reward.
3. Spend points across attributes and skills. There is no class track — points go where the build needs them.
4. Save if needed. Unspent points persist across sessions and can be spent at any time.
5. Repeat. The loop continues at the same pace: 2,000 XP per level, with a larger reward every fifth level.

2.19 Core Progression

Key numbers that drive the leveling curve.

Every level costs the same amount of XP. Point rewards are consistent, with a larger bonus every fifth level to mark milestone growth.

Key	Value	Notes
XP per level	2,000	XP needed to move from one level to the next.
Regular level reward	+10 points	Granted on standard level-ups between milestone thresholds.
Milestone level reward	+50 points	Granted every fifth level (5, 10, 15…) in place of the regular reward.
Starting point pool	200 points	Granted at character creation to establish the initial build.

2.20 Progression Table

Quick-reference leveling curve for players and GMs, Levels 1–20.

Level	XP to next	Cumulative XP	Points gained	Cumulative points	Notes
1	2,000	0	200 (starting)	200	Starting characters
2	2,000	2,000	+10	210	
3	2,000	4,000	+10	220	
4	2,000	6,000	+10	230	
5	2,000	8,000	+50	280	Milestone
6	2,000	10,000	+10	290	
7	2,000	12,000	+10	300	
8	2,000	14,000	+10	310	
9	2,000	16,000	+10	320	
10	2,000	18,000	+50	370	Milestone
11	2,000	20,000	+10	380	
12	2,000	22,000	+10	390	
13	2,000	24,000	+10	400	
14	2,000	26,000	+10	410	
15	2,000	28,000	+50	460	Milestone
16	2,000	30,000	+10	470	
17	2,000	32,000	+10	480	
18	2,000	34,000	+10	490	
19	2,000	36,000	+10	500	
20	2,000	38,000	+50	550	Milestone

2.21 Worked Examples

The system supports both single-level progress and large XP jumps that cross multiple thresholds at once.

Scenario	What happens
Single level gain	A character who reaches the next XP threshold gains one level and receives the standard point reward for that level.
Milestone breakthrough	If the new level is a milestone level, the character receives the larger milestone reward instead of the regular one for that step.
Large XP award	If one award crosses several thresholds, the system applies every intervening reward in order, including milestone bonuses.

2.22 Player Notes

Point rewards persist cleanly across sessions and can be saved instead of spent immediately.

Characters do not need to spend their points the moment they level up. Points persist until spent, and there is no pressure to allocate them before they are ready.

- Starting characters begin with a substantial opening point pool during creation — enough to build a functional character across attributes and skills.
- Unspent points persist across sessions. There is no expiry and no penalty for holding them.
- Multiple level-ups in one session stack — if a character crosses two thresholds in a single session, they receive both point rewards and can spend them together.
- Points can be spread across attributes, skills, or both — there is no requirement to spend within a category.
- Milestone levels (every fifth level) deliver +50 instead of +10 — plan for them.

2.23 GM Guidance

The system expects a steady pace of XP rewards, with room for quest bonuses and pacing corrections.

XP awards should feel earned without being stingy. The baseline is designed so that consistent play produces regular level-ups, keeping progression visible and meaningful across a campaign.

- A practical baseline is roughly 500 to 1,000 XP per session, adjusted upward for major breakthroughs or decisive victories.
- Small quests sit in the 250 to 500 XP range. Major quest completions, campaign milestones, or exceptional roleplay moments can award 1,000 to 2,000 XP.
- At the baseline pace, characters level roughly every 2 to 4 sessions — fast enough to feel progression, slow enough for each level to mean something.
- If the party has fallen behind due to a slow arc or heavy roleplay sessions, a single larger award can correct the pace without needing to retroactively adjust past sessions.
- Milestone levels at 5, 10, 15, and beyond are worth framing as story moments — the larger point reward reflects that these levels represent real transformation.

2.24 Level Rollback

During an active level-up, before saving, a character can roll back one level and redo their point spend from scratch.

If a character has started spending their level-up points and does not like where the build is heading, they can roll back to their previous level's stat line and begin the point spend again. This is available at every level-up, with no limit on how many times it can be used across a character's progression.

Rule	Detail
Scope	One level back only. Cannot roll back multiple levels at once.
XP	XP total is kept. The character stays at the same level — only the point spend is reset.
When	Only available during an active level-up, before the character sheet is saved.
Partial spends	If some points have already been spent, rolling back resets all of them. The full point reward is returned.

Rule	Detail
Frequency	Available at every level-up with no limit.

What rollback is not

Level rollback is not a full respec. It only applies to the current level-up in progress. All decisions from previous levels remain locked in. If a character is at level 4 and triggers a rollback, they return to their level 3 stat line and spend their level 4 points again from zero — levels 1 through 3 are untouched.



Art by Michael Mussellam

CHAPTER 3

Combat

How a fight runs: turns and actions, attacks and defences, the hex playmat, weapons and fatigue.

3.1 Introduction to Combat

Fights in OpenRPG resolve in seconds of in-world time, but at the table they play out with full tactical depth.

STORY LENS

Steel, Space, and Seconds

Combat rewards position and timing, not just big numbers

At the bridge choke point, Tamsin did not win by hitting hardest. She stepped inside the spear line, forced the raider backward into uneven stones, and bought her ally one clean opening. The fight turned because of placement, not damage alone.

Combat rules in OpenRPG model that tempo. Initiative, reach, line of sight, and pressure all matter from round to round. You can still be heroic, but heroics land best when the table can see the tactical trade you made to earn them.

- Resolve intent, then position, then roll — so fiction and mechanics stay synchronized.
- Treat advantages like cover, spacing, and setup as real resources that shape outcomes.
- Escalate danger when players overextend, and reward disciplined teamwork with cleaner turns.

Combat in OpenRPG is unforgiving. Most fights last seconds — a skirmish ends in one or two exchanges, a larger battle in minutes. At the table, the same combat takes longer: each combatant acts in turn, positioning and consequences compound round by round, and a fight involving many factions can fill a session. That pacing is intentional. The tactical detail is what makes the danger feel real.

3.2 Dice in Combat

Combat checks use the same difficulty ladder as the rest of the game — pick the skill, pick the tier, and the sheet provides the target number.

When a combat check matters, choose the relevant skill, then the difficulty tier. The character sheet already shows the target number for that skill at each tier, so you do not build the number yourself. Roll percentile dice and compare the result to that target.

- Attack: choose the relevant combat skill, pick the difficulty tier, and roll against the sheet's target number.
- Defend: choose the defending skill and resolve the same way — the sheet provides the target number.
- Skill use in combat: checks like climbing, shouting commands, or forcing a door during a fight work the same way — each resolves against that skill's target number at the chosen tier.

3.3 Difficulty in Combat

Difficulty tier reflects the situation, not the opponent's level. The tier picks the column; the character sheet provides the number.

Difficulty tier reflects the situation — terrain, position, light, footing — not the opponent's level. A level-5 wolf in an open field is still Moderate. Level makes a creature dangerous through its attributes: higher reflexes mean a harder evasion number, higher coordination means a more accurate strike. The tier tells you which column to read; the attributes determine what you are rolling against.

Quick GM Rubric

Difficulty	Description	Example
Routine	Automatic or nearly automatic under normal conditions.	Striking a helpless, restrained, or unconscious target. A finishing blow on a downed enemy who cannot resist.
Simple	Straightforward for anyone reasonably prepared.	Attacking a prone opponent who cannot actively defend. Striking an unarmored target at close range with a weapon you are trained in.
Easy	Favorable, but still requires attention.	Attacking from elevated ground or downhill. Flanking an opponent already engaged with an ally. Hitting a cornered or off-balance target.
Moderate	The default meaningful challenge under pressure.	A 1–on–1 sword fight between two trained opponents of similar skill on open ground. The baseline for most combat exchanges.
Hard	Risky, pressured, or strongly opposed.	Attacking uphill or into a shield wall. Fighting a faster or more skilled opponent. Defending against two opponents simultaneously.
Very Hard	Severe opposition or extremely poor conditions.	Fighting bloodied and exhausted against a fresh opponent. Striking a fully armored target with an inappropriate weapon. Attacking in near-darkness.
Improbable	At or beyond normal limits; success requires exceptional luck or mastery.	An untrained farmer striking a knight in full plate in an open field. Threading an arrow through a murder hole at maximum range. Disarming a master swordsman barehanded.

3.4 Movement

Movement is measured in hexes — one hex is two metres. A combat round is approximately six seconds. Characters may move before and after their main action.

Each combatant has a base movement value derived from their Reflexes, Endurance, and Wits. This value is the number of hexes they can move in a single combat round. Movement may be split freely before and after the main action on a combatant's turn.

- Base movement is measured in hexes. One hex is two metres, so a move of 6 hexes covers 12 metres.
- A combat round is approximately six seconds.
- Movement may be split — a combatant may move, take their main action, then move again with any remaining movement.
- Sprint speed is base movement ×2 and costs the main action.
- Fleeing costs the full round with no main action, allowing greater distance than a sprint.
- Difficult terrain and unstable ground cost 2 hexes to enter for the movement type they hinder. A ground mover entering unstable ground also makes a Balance roll, and a failure leaves them Prone (Map Combat Rules).

3.5 Surprise

A character caught off guard when combat begins loses their first-round action and cannot act until the second round.

Surprise is assessed when one side initiates combat without warning — an ambush, a sudden draw, or an attack from outside a character's awareness. The GM determines whether surprise applies based on the situation. Characters with the Sense Ambush skill may receive a passive check to avoid being caught off guard; a failed check or no applicable skill means the character is surprised. A surprised character loses their first-round action entirely and joins normal initiative order from round two onward.

- A surprised character loses their entire first-round action — they cannot attack, defend, or move until round two.
- The GM may apply surprise to one side, individual characters, or no one, depending on the scene.
- A passive Sense Ambush check gives a character a chance to avoid surprise; the GM sets the difficulty tier from the fiction.
- A character who is surprised but not incapacitated still benefits from any passive armor or damage reduction.

3.6 Initiative and Turn Order

Initiative is a sheet-calculated interoperable skill. Combatants act in descending order each round; the GM tracks the sequence.

Each combatant's initiative is an interoperable skill value calculated on the character sheet — no roll required. Before combat begins, the GM records the order from highest to lowest. That sequence holds for the duration of the fight. When every active combatant has taken their turn, the round ends and the cycle repeats from the top.

- Ties are broken by Reflexes first, then Wits. If still tied, the GM determines the order.
- A combatant who joins mid-combat enters the order at their initiative value and acts when their position next comes around.
- Incapacitated or fled combatants are removed from the order.

3.7 Turn-Based Combat

Combat is resolved in rounds of about six seconds, with a repeatable sequence for each exchange.

1. Assess Surprise: characters caught off guard may lose the first round.
2. Determine Initiative: highest initiative acts first, with Reflexes and Wits breaking ties.
3. Calculate Fatigue: combat actions reduce stamina, and severe exhaustion imposes escalating action penalties.
4. Apply Active Consequences: both short-term and long-term penalties may modify the turn.
5. Resolve Attacker Action: choose attack type, determine skill, apply modifiers, and roll percentile dice.
6. Resolve Defender Action: choose defense type, determine skill, apply modifiers, and roll percentile dice.
7. Resolve Hit and Damage: roll weapon damage; the GM describes where it lands, and that spot's armor DR applies. A critical uses the Red Ledger for location, effect and armor sundering.
8. Apply Consequences: if thresholds are crossed, assign short-term or long-term effects.
9. Record Fatigue: both attacker and defender track expenditure after the exchange.
10. End of Round: once everyone has acted, return to Step 1 and repeat until combat ends.

See **Combat Actions** (openrpg.ca/combat-actions) — Full catalogue of movement, attack, and use actions available each turn.

3.8 Attack and Defense Resolution

Attacks and defenses follow parallel structures: choose the method, determine skill, apply modifiers, then resolve on percentile dice. Both sides roll against their own skill-derived target.

Attacker Action

- Choose attack type or weapon: ranged, thrown, one-handed, two-handed, polearms, shield, unarmed, or other.
- Determine the relevant combat skill from the combat skills reference.

- Apply modifiers, including difficulty, weapon effects, and active consequences.
- Roll percentile dice: 96–100 is a critical success, 01–05 is a critical failure. Ordinary success still requires beating the current target number. In combat there is no Partial Success: an attack at the target or below misses.

Defender Action

If the attack roll succeeds, the defender selects a defense from the options available to them and rolls against their own skill-derived target number at the current difficulty tier. The defence also needs a roll over its target; at the target or below, it fails and the blow lands. A critical success (natural 96–100) cannot be defended: go straight to the Red Ledger.

Defense	What it does	Key attributes
Block	Stop a melee or ranged blow with your current weapon or a shield; a shield adds its block bonus to the Block skill total. Success negates the hit.	Strength, Reflexes, Balance
Parry	Melee only. Needs weapon proficiency, and the weapon's parry modifier applies. Success negates the hit and gives +5 to the skill total of your next attack.	Coordination, Reflexes, Wits
Dodge	Move out of the path of a melee or ranged blow. Success negates the hit.	Reflexes, Balance, Flexibility
Riposte	Melee only. Needs weapon proficiency, and the weapon's riposte modifier applies. Success negates the hit and allows an immediate attack, with no bonus, during the attacker's turn.	Reflexes, Coordination, Wits

> **Not every defender has every option**
>
> Characters can use any defense their skills and equipped weapons support. Creatures and NPCs are limited to the defense skills their archetype defines — a brute may have block but no dodge; a skirmisher can parry, dodge, and riposte but cannot block. Available options are visible on each stat entry.

See **Combat Actions** (openrpg.ca/combat-actions) — Full catalogue of movement, attack, and use actions available each turn.

3.9 Hit, Consequences, and End of Round

Once an attack lands, the exchange shifts to damage, consequence thresholds, fatigue accounting, and round continuation. The GM describes where an ordinary hit lands; only criticals roll location.

- If an attack lands, roll weapon damage. The GM describes where an ordinary hit lands, and the DR of the armor on that spot applies (Armor Rules).
- On a critical success or fumble by either side, consult the Red Ledger: a critical rolls d100 for location, then the weapon table, and checks for armor sundering. A critical cannot be defended.
- If consequence thresholds are crossed, the GM decides whether the effect is short-term or long-term and assigns the relevant penalty or bonus.
- Record fatigue changes for both attacker and defender after the exchange.
- At the end of the round, repeat the process from Step 1 until the fight ends.

See **Map Combat Rules** (openrpg.ca/map-combat-rules) — Hex playmat rules — movement, factions, zone of control, facing, flanking, and reach on the tactical grid.

3.10 Consequences in Combat

Consequences are threshold-based effects triggered by hit outcomes, ranging from short-term penalties to lasting injuries.

When an attack lands, the GM assesses whether the outcome crosses a consequence threshold. Consequences may be physical or mental, short-term or long-term, and can modify skills or attributes.

See **Consequences Rules** (openrpg.ca/consequences-rules) — How consequences work, short-term and long-term effects, named statuses, and recovery.

See **The Red Ledger** (openrpg.ca/red-ledger) — Critical hit and fumble tables by weapon type, location, and damage category.

3.11 Hex Playmat Combat

Hex playmat combat adds a tactical grid layer to OpenRPG encounters, governing movement, positioning, and zone of control. One hex is two metres across.

Hex playmat combat places all combatants on a hex grid where position, movement budget, and threatened zones are tracked explicitly. This optional layer is used when precise tactical adjudication matters — ambushes, fortress assaults, ship boarding actions, or any encounter where flanking and positioning change outcomes.

One hex is two metres across. Movement budgets, weapon reach, zone of control and forced movement are counted in hexes. A distance given in metres, such as an imbuement's range, the radius or length of its area, or a creature's attack reach, is half that many hexes, rounded down, and never less than 1 hex: a 10–metre range is 5 hexes, a 5–metre range 2 hexes and a 1–metre reach 1 hex.

Every combatant on the hex grid belongs to a faction, has a movement type, and starts each turn with a movement budget expressed in hexes. The GM tracks initiative order, records movement budgets, and advances turns manually.

3.12 Factions

Every combatant on the hex grid belongs to one of four factions that determine allegiance and zone of control interactions.

Faction determines whose zone of control affects a combatant. A combatant threatening an enemy creates a zone of control only against enemy-faction participants.

Faction	Description
PLAYER	Player characters and their controlled units.
ENEMY	Hostile NPCs and monsters opposing the players.
ALLY	Friendly NPCs fighting alongside the players but not directly controlled.
NEUTRAL	Bystanders or creatures not aligned with any side; not subject to opposing zone of control.

3.13 Movement Types

Each combatant is assigned a movement type before the encounter begins. Movement type determines which terrain conditions increase hex movement cost and which the combatant ignores entirely.

Movement type reflects the primary mode of travel for a creature or character. A combatant has one active movement type at a time, assigned during setup. Zone of control applies regardless of movement type — flying and swimming combatants are still threatened by armed enemies.

Type	Description
Ground	Standard land movement. Affected by all difficult terrain types — ground obstacles, strong wind, and water flow each cost 2 hexes to enter.
Flying	Aerial movement. Ignores ground obstacles and water flow entirely. Strong wind is the primary hazard — flying combatants pay 2 hexes to enter wind-affected hexes.
Swimming	Aquatic movement. Ignores ground obstacles and strong wind. Water flow is the primary hazard — swimming combatants pay 2 hexes to move against a current.

Terrain	Ground	Flying	Swimming
Ground obstacles	2 hexes	1 hex	1 hex
Strong wind	2 hexes	2 hexes	1 hex
Water flow	2 hexes	1 hex	2 hexes
Unstable ground	2 hexes	1 hex	1 hex

- A normal hex costs 1 hex of movement regardless of movement type.
- A combatant may only enter a hex if they can pay the full cost — movement remaining cannot go below zero.
- Forced movement ignores terrain costs unless the pushing effect says otherwise.

3.14 Movement Budget and Terrain

Each combatant begins their turn with a movement budget in hexes. Terrain type and movement type determine the cost to enter each hex.

At the start of a combatant's turn, their movement remaining is reset to their movement maximum. The GM spends movement in hex increments during the turn. Any unspent movement is lost when the next turn begins.

- Normal hex: costs 1 movement for all movement types.
- Difficult terrain hex: costs what the Movement Types table lists for the combatant's movement type (2 for the terrain that hinders it, 1 for terrain it ignores).
- Unstable ground hex (loose scree, ice, a rolling deck): costs 2 movement to enter for a ground mover, the same as difficult terrain. A ground mover who enters it also makes a Balance roll at the tier the GM sets; on a failure they fall Prone in that hex (Consequences Rules).
- Movement remaining can never go below zero — the GM must confirm a move is affordable before spending.
- Partial moves are allowed; a combatant may stop on any hex as long as movement remaining covers the cost to enter it.

3.15 Zone of Control (Threatening)

A threatening combatant exerts a zone of control over the hexes they can currently threaten, exhausting the movement of any enemy who enters those hexes through voluntary movement.

A combatant that is armed and engaged — ready to strike at anyone who moves through their reach — is marked as Threatening. Any enemy combatant who enters a hex currently threatened by that combatant through voluntary movement immediately exhausts all remaining movement for that move action. They may complete the move into the threatened hex, but cannot move further that turn.

- Threatening status is assigned by the GM to combatants that are armed, engaged, and positioned to strike.
- Threat is normally adjacent for ordinary melee weapons, but extends farther for weapons or creatures that legally threaten beyond adjacency.
- Zone of control only affects combatants of an opposing faction — a threatening PLAYER does not exhaust ALLY movement.
- The movement exhaustion occurs when the enemy enters the threatened hex, not when they start adjacent to it.
- A combatant that begins their turn already inside threatened space is not automatically exhausted; only movement into threatened space triggers ZoC.
- Flying and swimming combatants are still subject to zone of control from threatening enemies regardless of movement type.

3.16 Session Lifecycle

A combat encounter moves through three phases. The GM manages each transition.

Phase	Description
Setup	Combatants are placed on the map, movement types assigned, and the initiative order recorded from highest to lowest.
Active	Combat is in progress. The GM cycles through initiative, tracks each combatant's movement budget per turn, and resolves exchanges in order.
Complete	Combat has ended. Record wounds, fatigue, and consequences before moving on.

See **Combat Rules** (openrpg.ca/combat-rules) — Initiative and turn order, surprise, joining mid-combat, and the round sequence.

3.17 Facing and Flanking

Combatants on the hex grid use facing to determine defended arcs, rear pressure, and flanking penalties.

Facing matters on the hex grid. Every combatant has a front, left, right, and rear orientation that helps determine which sides are defended cleanly and which angles are more vulnerable to coordinated pressure.

- For a standard one-hex combatant, the front covers the three forward-facing hex sides.

- The left and right each cover one side-facing hex.
- The rear covers the single back-facing hex.
- Turning is free on the combatant's own turn: it costs no movement and no action, unless another rule prevents it.
- A creature bigger than one hex has the same arcs, measured from the edge of its footprint: an enemy touching the footprint is in the arc of the hex side it touches, as if that side belonged to a one-hex combatant facing the same way. If the enemy touches sides in different arcs, it is in the arc better for the attacker: rear before left or right, and left or right before front.

Flanking

A target is flanked when opposing melee combatants pressure meaningfully different sides of its facing. Left-and-right pressure counts as a flank, and so does any pressure from the rear hex, even alone. Front-and-rear pressure at once is Rear Pressured, the stronger surround.

Positional State	Effect
Flanked	–5 to the defender's defence skill total.
Rear Pressured	–10 to the defender's defence skill total.

Use only the strongest applicable positional penalty. Flank and rear penalties do not stack. Apply the penalty to the defender's skill total rather than as an attacker bonus.

3.18 Reach, Ranged Attacks and Cover

Weapon reach sets attack distance and zone-of-control pressure on the hex grid. An adjacent enemy and cover make ranged attacks harder.

Reach matters in OpenRPG hex combat. The weapon in hand determines not only how far a combatant can strike, but also how early they can project battlefield pressure into approaching space.

- Ordinary melee weapons threaten adjacent hexes.
- Longer weapons threaten farther: a weapon's reach band (Close, Standard, Long or Extended) sets how many hexes it threatens (Weapon Rules, Reach and Zone of Control).
- A threatening combatant projects zone of control through the hexes they can legally threaten.
- A Long or Extended weapon can attack an adjacent enemy at one difficulty tier harder (Weapon Rules).
- A creature's natural attack reach is given in metres. On the map it reaches half that many hexes, rounded down, and never less than 1: a 1–metre bite threatens adjacent hexes, a 4–metre tail reaches 2 hexes. Weapons use their reach band instead, not their length in metres.

This makes long weapons especially effective for holding lanes, checking approach, and supporting formations, while shorter weapons remain strongest in close pressure and tight scrums.

See **Weapon Rules — Reach and Zone of Control** (openrpg.ca/weapon-rules) — The four reach bands, the hexes each threatens, and the inside-distance penalty.

Ranged Attacks

A ranged attack, thrown weapons included, made while an enemy is adjacent to the attacker is one difficulty tier harder, whoever the target is. It is the same rule as a Long or Extended weapon attacking an adjacent enemy, and it applies on the attacker's turn.

Line of Sight and Cover

For a ranged attack, thrown weapons included, or an imbuement aimed at a target, draw a straight line from the centre of the attacker's hex to the centre of the target's hex. When either combatant is bigger than one hex, draw the line between the two hexes, one in each footprint, that are nearest each other; if several pairs are equally near, use the line that gives less cover. Look at what the line passes through, other than the attacker and the target, and at what the target stands behind, and take the worst grade in the table below. Grades do not add up: only the worst counts.

Cover	What is on the line	Effect
None	Open ground only.	No change.
Light	A low wall, a fence, brush or a hedge, a cart, or another creature, friend or foe.	One tier harder.
Heavy	Something that hides most of the target's body: an arrow slit, a battlement, a tree trunk, a doorway the target stands in.	Two tiers harder.
Full	A wall or obstacle hex, or anything that hides the target completely.	No line of effect: the target cannot be attacked or targeted.

- A wall or obstacle hex is filled from the ground to above head height: a wall, a pillar, a large boulder. It blocks line of sight, so nobody sees through it, and it gives full cover.
- Difficult terrain, ground obstacles such as rubble included, costs movement but blocks nothing by itself. A wall or obstacle hex is not the same: it blocks line of sight.
- Cover is a tier shift like any other: light cover turns a Moderate attack into a Hard one. It adds to other shifts, such as an adjacent enemy.
- If the line runs exactly along the edge between two hexes, use the one that gives less cover.
- When you set up the map, mark the wall and obstacle hexes and anything that gives light or heavy cover, so the grade can be read straight off the line.

3.19 Disengage and Passing Through Pressure

Combatants may pass by danger without free strikes, but disengaging is the deliberate way to break melee pressure safely.

OpenRPG does not use attacks of opportunity or free melee strikes as the default punishment for movement. Passing by an engaged combatant is not the same as stopping to engage them.

- A combatant may pass through threatened space without being attacked just for transit.
- Zone of control shapes movement by exhausting the mover's remaining movement when they enter threatened space through voluntary movement.
- This zone-of-control exhaustion applies only the first time the combatant voluntarily enters threatened space during that turn.
- Forced movement does not trigger zone-of-control exhaustion, but still interacts with battlefield hazards unless a specific effect says otherwise.
- There are no other reactions. Outside their own turn a combatant acts only to defend when attacked: Block, Dodge, Parry or Riposte (Combat Rules). Reach sets how far a combatant can attack on its own turn; it gives no strike on an enemy's turn, even one who approaches.

Disengage

A combatant who wants to break melee pressure in order to reposition or go do something else uses Disengage as their main action. Roll the skill that fits the method below at the tier the GM sets. On a success, the combatant leaves without zone of control exhausting their movement this turn. On a failure, zone of control applies as normal. Disengage does not ignore terrain or hazards.

Disengage is method-based rather than universal. The player should describe how space is being created, then choose the most relevant existing combat skill based on what the combatant is wielding and what they are best trained to do.

Method	Typical Skill	When it fits
Evasive withdrawal	Dodge	Slip past pressure using footwork, timing, and body control.
Shield-led separation	Shield or Block	Create space with a guarded shove, shield press, or defensive check.
Guarded reset	Guard or Brace	Hold structure, deny the opening, then step off safely.
Reach-led spacing	Polearms and Spears	Use length, leverage, and threat of point control to keep the enemy off while withdrawing.

Players choose the method that best matches both their current weapon or equipment and the skill they are actually strongest in. Disengage should feel like creating an opening on the battlefield, not claiming a free movement exemption.

3.20 Large and Giant Creatures

Large creatures occupy multiple hexes and project threat from the edge of their footprint.

Size matters on the hex grid. Large and giant creatures should own visible space on the battlefield rather than behaving like standard one-hex bodies.

Size	Occupancy
Tiny, Small or Medium	1 hex
Large	3 connected hexes
Huge or Gargantuan	7 connected hexes

- Adjacency to any occupied hex counts as adjacency to the creature.
- Threat for multi-hex creatures is measured from the edge of the occupied footprint.
- A multi-hex creature may only move if its full new footprint fits legally in the destination space.

3.21 Introduction to Weapons

Weapons are defined by form, damage type, reach, fatigue cost, and the tactical role they play in a fight.

STORY LENS

The Right Tool Ends It Faster

What you carry into a fight shapes what kind of fight it becomes

Corren brought a halberd to the ambush in the narrow alley and spent the first exchange trying to find room to swing. His companion drew a knife and ended it. The halberd wasn't wrong — the situation was. Every weapon is correct somewhere and wrong somewhere else.

Weapon rules in OpenRPG give each weapon type mechanical identity: reach, damage type, critical behavior, and weight. Choosing a weapon is a statement about how you intend to fight — and the rules hold you to it.

- Weapon type determines which critical and fumble table applies — the same roll means different things with a slashing weapon versus a piercing one.
- Reach and size interact with spacing and positioning — not every weapon works in every environment.
- Attack modes within a weapon type let trained fighters adapt; untrained fighters use what the weapon offers by default.

Weapons in OpenRPG are categorized by form and function: cleaving axes, thrusting spears, slashing swords, and crushing hammers. Each weapon has its own reach, parry and riposte profile, and damage that scales with the wielder's size.

Some weapons are agile and precision-based, while others depend on strength, commitment, and two-handed leverage. Properties such as finesse, versatile, and reach help distinguish their tactical identities.

3.22 How Weapons Work

A weapon determines tactical options, damage, reach pressure, and zone of control on the hex map.

The weapon in your hand determines your tactical options, the damage you inflict, and your ability to defend yourself. Each weapon has an Attack Type that defines how you strike — slash, thrust, bash, or cleave — and a Damage Type that determines how armor responds to the blow.

Damage type interacts directly with armor. Plate excels against slashing but struggles against bludgeoning. Padding absorbs cuts but fails against concentrated thrusts. Choosing a weapon means choosing how you want to threaten the armor in front of you.

Reach determines both your attack range and your zone of control on the hex map. Longer reach lets you threaten more hexes and strike first in an approach — but closing distance becomes a liability for Long and Extended weapons when an opponent steps inside their effective range.

3.23 Weapon Basics

Attack type, armor interaction, hand usage, reach, and fatigue define the core logic of weapon choice.

- Attack type determines technique: a mace can bash or cleave, a rapier thrusts, and some weapons like longswords support multiple attack types.
- Damage type interacts with armor: armor resists some damage types better than others. Plate struggles against bludgeoning; padding fails against concentrated thrusts.
- Reach falls into four named bands — Close, Standard, Long, and Extended — each with different zone-of-control implications on the hex map.
- Hand usage shapes options: one-handed weapons leave the off-hand free for a shield or second weapon; two-handed weapons trade that flexibility for leverage and damage.
- Fatigue from weapons comes from proficiency, not the weapon itself. Non-proficient use adds +1 fatigue per attack action. The weapon does not have its own fatigue rating.
- Proficiency in a weapon category unlocks its full tactical options — parry, riposte, and special attack types.

3.24 Attack Types

Attack types describe the physical technique used by the weapon, and that technique shapes both tactics and outcomes.

Attack Type	Description
SLASH	Wide, sweeping arc that carves through flesh and cleaves limbs.
THRUST	Focused point attack driving deep into vital organs and gaps in armor.
CLEAVE	Devastating overhead or angled strike with maximum force and weight.
BASH	Blunt trauma impact that crushes bone, dents armor, and stuns foes.
HOOK	Catching or pulling technique using curved blades, bill hooks, or flails that snag limbs, drag shields, and disrupt footing.
GRAPPLE	Body-to-body control technique that seizes, restrains, and pins — removing the opponent's ability to fight freely.

3.25 Weapon Properties

Properties determine how a weapon behaves beyond raw damage, especially in defense, range control, and stamina cost.

Property	Effect
REACH	How far the weapon reaches, in metres, and the reach band (Close, Standard, Long or Extended) of each of its attack modes. On the hex map the band of the attack mode used, not the metres, sets how many hexes it threatens and whether attacking an adjacent enemy is one tier harder. Longer reach strikes first; shorter weapons excel in tight quarters.
HANDS REQUIRED	One-handed leaves options open for shields, grappling, or dual-wielding. Two-handed usually hits harder.
BONUS	Accuracy modifier to the skill total when attacking with the weapon.
PARRY BONUS	Defensive modifier when using the weapon to deflect attacks.
RIPOSTE BONUS	Modifier to a Riposte made with the weapon.

3.26 Damage Tiers and Size Scaling

Weapon damage scales with two factors: the weapon's damage tier and the wielder's size. Medium humans are the baseline.

Every weapon belongs to a damage tier based on its form and how it is wielded. The tier sets the base damage die for a Medium-sized wielder. Size then scales the die up or down from that baseline. The weapon data follows this table: every weapon's listed damage is its tier's row.

Tier	Die (Medium)	Avg	Examples
Light 1H	1d6	3.5	Dagger, knife, short sword, hand axe
Standard 1H	1d8	4.5	Arming sword, falchion, axe, mace, war hammer, spear (1H)
Versatile	1d10	5.5	Bastard sword, war axe (1H or 2H)
Standard 2H	2d6	7	Claymore, greatsword, spear (2H), halberd and other polearms
Heavy 2H	2d8	9	Maul, great axe, dane axe

Size scaling

The same weapon deals more or less damage depending on the size of the creature wielding it. Find the weapon's tier in the left column, then read across to the wielder's size. Ranged weapons scale the same way, crossbows as well as bows; their tiers are in the ranged table below.

Tier	Tiny	Small	Medium	Large	Huge	Gargantuan
Light 1H	1d2	1d4	1d6	1d8	1d10	2d6
Standard 1H	1d4	1d6	1d8	1d10	2d6	2d8
Versatile	1d6	1d8	1d10	1d12	2d8	3d6
Standard 2H	1d8	1d10	2d6	2d8	3d6	4d6
Heavy 2H	1d10	2d6	2d8	3d6	4d6	6d6

Ranged tier	Weapons	Tiny	Small	Medium	Large	Huge	Gargantuan
Improvised	Stone, bottle, anything thrown that was not made for it	1	1d2	1d4	1d6	1d8	1d10
Light	Thrown knife, hurling axe, javelin, sling	1d2	1d4	1d6	1d8	1d10	2d6
Standard	Short bow	1d4	1d6	1d8	1d10	2d6	2d8
Heavy draw	Long bow, composite bow	1d6	1d8	1d10	1d12	2d8	3d6
Crossbow	Light crossbow	1d8	1d10	2d6	2d8	3d6	4d6
Heavy crossbow	Heavy crossbow	1d10	2d6	2d8	3d6	4d6	6d6

- Tiny: cats, rats, ravens, the smallest creatures that can bite or claw.
- Small: children, badgers, jackals, eagles.
- Medium: humans — the baseline.
- Large: brown bears, warhorses, oversized humanoids.
- Huge: trolls, mammoths.
- Gargantuan: the largest creatures in play, such as the great whales.

3.27 Practical Weapon Choices

Example loadouts show how role, reach band, damage type, and proficiency combine into meaningful weapon selection.

Militia Fighter — "The Conscript"

Cheap, effective in formation, and easy to train. Reach is the primary advantage — a spear keeps enemies at distance while the shield covers the gap.

Weapon	Attack type	Reach band	Damage (M)	Why
Spear	Thrust	Long	1d8	Long reach, cheap, effective in formation. ZoC extends one hex out.
Short sword	Slash / Thrust	Standard	1d6	Light one-handed sidearm when the spear is too slow at close range. Light proficiency.

Mercenary Veteran — "The Professional"

Versatile loadout built around a weapon with multiple attack types and strong defensive options. Proficiency unlocks parry and riposte.

Weapon	Attack type	Reach band	Damage (M)	Parry	Riposte	Why
Longsword	Slash / Thrust	Standard	1d8	+2	+1	Versatile, excellent parrying, supports multiple lines of play.
Dagger	Thrust	Close	1d6	+1	+2	Inside-distance option when grappled or at close quarters.

Heavy Infantry — "The Breaker"

Built to punch through heavy armor with bludgeoning damage and two-handed leverage. Trades speed and flexibility for maximum damage output against armored targets.

Weapon	Attack type	Reach band	Damage (M)	Hands	Why
Maul	Bash / Cleave	Standard	2d8	2	Bludgeoning damage counters plate. Heavy proficiency. Non-proficient use adds +1 fatigue per attack.
Dane Axe	Cleave	Long	2d8	2	Long reach: ZoC extends one hex out. Cleave threatens adjacent targets in tight formations.

Fatigue and weapons

Weapons do not have their own fatigue rating. Weapon attacks cost 0 fatigue by default. Non-proficient use adds +1 fatigue per attack action — the cost is from fighting badly, not from the weapon itself. Improvised attacks are the exception: they never add fatigue. Sprint, charge, and imbuement use are the actions that carry a base fatigue cost.

3.28 Weapon Tags & Special Properties

Tags describe how a weapon changes tactics, build priorities, and combat rhythm.

- Finesse: relies on precision and speed rather than raw strength.
- Light: quick in the hand, suited to dual-wielding and prolonged exchanges.
- Two-Handed: requires both hands and usually improves damage or reach.
- Versatile: can be used one-handed or two-handed depending on tactical need.
- Reach: extended reach allows earlier strikes but can be unwieldy in tight spaces.
- Parry-Capable: grants defensive value when deflecting attacks.
- Riposte-Capable: rewards enemy mistakes with immediate counters.
- Armor-Piercing: ignores part of damage reduction and is designed to defeat armor.

3.29 Reach and Zone of Control

Weapon reach falls into four named bands. Each band determines attack range and zone of control on the hex map.

All weapons are classified into one of four reach bands. The band determines how far the weapon can legally strike and — on the hex map — how many hexes it threatens with zone of control. Reach is not just about striking; it is about controlling space.

Band	Distance	Hex threat	ZoC	Tactical note
Close	≤ 0.8m	Adjacent only	Adjacent hexes	Daggers, punching weapons. Effective inside an opponent's guard.
Standard	0.9–1.2m	Adjacent only	Adjacent hexes	Most swords, including the longsword, axes, maces. The default combat range.
Long	1.5–2.0m	Adjacent + 1 hex out	Adjacent + 1 hex out	Spears, halberds. Strikes first on approach; one tier harder against an adjacent enemy.
Extended	2.5–3.0m	Adjacent + 2 hexes out	Adjacent + 2 hexes out	Pikes, lances, long polearms. Dominant at range; one tier harder against an adjacent enemy.

Inside-distance penalty

Long and Extended weapons suffer a difficulty penalty when an opponent closes inside their effective range. This represents the loss of leverage and the inability to bring the full weapon to bear at close quarters.

Weapon band	Penalty trigger	Penalty
Long	Enemy is adjacent (within Close or Standard range)	One difficulty tier bump on attack rolls
Extended	Enemy is adjacent	One difficulty tier bump on attack rolls

- Zone of control is determined by the weapon's reach band, not a flat adjacent-only rule.
- A threatening combatant with a Long weapon exhausts an enemy's remaining movement when the enemy voluntarily enters any hex within ZoC range — adjacent or one hex out. With an Extended weapon the range is adjacent or up to two hexes out.
- Forced movement does not trigger ZoC exhaustion regardless of reach.
- The inside-distance penalty applies on the attacker's turn — not automatically to all rolls while adjacent.

See **Map Combat Rules** (openrpg.ca/map-combat-rules) — Full zone of control rules, movement exhaustion, and how reach interacts with hex positioning.

3.30 Combat Integration & Tactics

Weapon choice should respond to armor type, formation, space, and fatigue. Attack type modifiers make the right weapon meaningfully more effective.

Damage type modifiers are applied to the raw damage roll before DR is subtracted. A positive modifier means the weapon exploits a weakness in the armor's construction. A negative modifier means the armor is specifically designed to resist that type of blow.

Attack type	vs Cloth / Padding	vs Leather	vs Mail	vs Plate
SLASH	–1	–1	–2	–3
THRUST	+2	+1	+2	0
BASH	0	+1	+2	+3
CLEAVE	+1	+1	–1	–1

What this means in play

Scenario	Base damage	Modifier	DR	Avg dealt
Longsword SLASH vs conscript (padding)	1d8 (4.5)	–1	3	0.5
Longsword THRUST vs mercenary (mail)	1d8 (4.5)	+2	8	0 (max 2)

Scenario	Base damage	Modifier	DR	Avg dealt
Maul BASH vs mercenary (mail)	2d8 (9)	+2	8	3
Maul BASH vs knight (plate)	2d8 (9)	+3	15	0 (max 4)
Longsword SLASH vs knight (plate)	1d8 (4.5)	−3	15	0 (impossible)

- Apply the modifier to the damage roll, then subtract total DR at the hit location. Minimum damage is 0.
- A weapon with multiple attack types can choose which to use each strike — a longsword can slash or thrust depending on the situation.
- DR used here is the total stacked DR at the specific body location hit, not a global value.
- The damage-interaction table in the armor rules describes these interactions qualitatively — this table is the mechanical implementation.

See **Armor Rules — Damage Interaction** (openrpg.ca/armor-rules) — Qualitative description of how each armor family responds to different attack types.

3.31 Introduction to Fatigue

Fatigue tracks the accumulating cost of exertion. It creates meaningful pressure without ending fights prematurely.

STORY LENS

The Weight of the Road

Exhaustion is slow ruin, counted one hard step at a time

Mira marched two nights through rain with wet boots and no fire. By the ruins she could still fight, but her hands shook on the bowstring and she judged distance poorly. Nothing dramatic happened at once; the world simply grew heavier and less forgiving.

Fatigue tracks that grind. Long travel, missed sleep, hunger, harsh weather, and overexertion pile strain before steel ever meets steel. You can push for one more scene, but every push narrows options and forces hard calls about pace, camp, and risk.

- Gain fatigue from explicit stressors: forced march, no rest, deprivation, exposure, and repeated strain.
- Each fatigue step must apply visible pressure: weaker checks, reduced tempo, or constrained recovery.
- Clear fatigue through structured recovery with clear requirements and partial-rest outcomes.

Fatigue is how OpenRPG tracks the cost of pushing hard. It does not punish characters for fighting — it punishes overextension. A standard combat round costs nothing. Sprinting, charging, using imbuements, and wearing Medium or Heavy armor, or armor you are not trained for, all cost something. That cost accumulates across a fight and eventually forces choices.

3.32 What is Fatigue?

Fatigue creates tactical pressure by making overextension matter before a character is fully defeated.

Every character has a fatigue pool derived from their Endurance, Balance, and Discipline. An average character has a pool of around 10. As fatigue accumulates against that pool, penalties escalate in four stages — Fresh, Winded, Taxed, and Exhausted. Exhausted characters are at serious risk.

A typical 4 to 5 round fight with moderate exertion costs 3 to 4 fatigue — enough to feel the effort, not enough to cripple. A brutal extended fight or a character making poor equipment choices will push further. Managing fatigue is a tactical layer, not a punishment for showing up.

3.33 Fatigue Pool

Your fatigue pool is derived from Endurance, Balance, and Discipline. Average characters have a pool of around 10, and the fatigue states scale with it.

Fatigue pool is calculated as: (Physical Endurance + Physical Balance + Mental Discipline − 20) / 7. The pool represents how much strain a character can absorb before penalties escalate. A higher pool means more room to push before paying a cost.

Pool size	What it means
6–8	Low resilience. Must manage exertion carefully. One or two strenuous actions before entering Winded.
9–11	Average. Can sustain a moderate fight with a few strenuous actions before penalties begin.
12–15	High resilience. Can push hard across a longer fight before fatigue becomes a real concern.
16+	Exceptional stamina. Fatigue is rarely a limiting factor in a single engagement.

3.34 Gaining Fatigue

Standard combat costs nothing. Exertion, non-proficiency, and heavy armor accumulate fatigue over time.

Most actions in a combat round cost no fatigue. Fatigue accumulates from deliberate overexertion and from the sustained cost of equipment that exceeds a character's training or physical tolerance.

Action	Fatigue cost
Standard attack, defend, guard, brace, normal movement	0
Sprint	1
Charge	1
Imbuement use	1
Sustained climb or swim (per round)	1
Flee (full round)	2
Two imbuements in one turn	2
Forced march (per hour beyond [normal travel](/travel-rules))	2

Equipment modifiers

Situation	Additional fatigue cost
Non-proficient weapon (not improvised) — per attack action	+1
Non-proficient armor — per round of active combat	+1
Medium armor (proficient) — per 3 rounds of active combat	+1
Heavy armor (proficient) — per 2 rounds of active combat	+1

- Equipment modifiers accumulate passively — a proficient soldier in heavy armor in a 6-round fight pays +3 fatigue from armor alone.
- Non-proficiency and armor weight stack — a non-proficient character in heavy plate will exhaust their pool quickly.
- Light armor worn by a proficient character costs no additional fatigue.

3.35 Fatigue Effects

As fatigue accumulates, penalties escalate through four stages measured against your own pool.

Fatigue states scale with your pool. Compare your current fatigue with your pool after each cost is applied; round each threshold up.

State	Fatigue spent	Effect
Fresh	Under 40% of your pool (0–3 for a pool of 10)	No penalty. Operating at full capacity.
Winded	40% of your pool or more (4–6 for a pool of 10)	−5 to all physical skill totals.
Taxed	70% of your pool or more (7–9 for a pool of 10)	−10 to all physical skill totals.
Exhausted	Pool empty (10 for a pool of 10)	−20 to all physical skill totals. On the next strenuous action, the GM may apply a risk of Downed. See Exhausted (Consequences Rules).

- Physical skills are every skill in the Athletic, Combat: Melee, Combat: Ranged and Combat Skills categories. Penalties apply to their totals only — mental and social actions are not directly penalised by fatigue.
- A character who becomes Exhausted is not automatically incapacitated but is at serious risk if they push further.
- Fatigue penalties stack with other modifiers — a Winded character who is also Prone pays both penalties.

3.36 Recovering from Fatigue

Fatigue recovers through rest and safety. Short rests restore partial fatigue; long rests and sleep restore the full pool.

Rest type	Fatigue recovered
Short rest (10 minutes, no active threat)	2–3
Long rest (8 hours, sleep in safety)	Full pool

- A short rest requires at least 10 minutes without active combat or forced movement.
- Short rests can typically be taken once per hour — back-to-back short rests do not stack.
- A long rest requires safety and relative comfort. Sleeping in heavy armor or in a dangerous environment may reduce recovery at GM discretion.
- Exploration fatigue (forced march, deprivation) recovers on the same schedule but may require more than one long rest if the character is Exhausted.

3.37 Tactical Considerations

Fatigue rewards pacing, equipment discipline, and knowing when to stop pushing.

- Sprint and charge sparingly — each costs 1 fatigue, and a fight with three or four sprints will push an average character into Winded before it ends.
- Equipment proficiency is a fatigue issue, not just a skill issue. Wearing armor or using weapons outside your training drains you faster than it drains the enemy; improvised attacks are the exception and cost no fatigue.
- Heavy armor wearers pay a passive cost per round — in short fights this is irrelevant; in extended engagements it becomes a real consideration.
- Groups should manage who pushes hard and who conserves. A character at Taxed should not be the one sprinting to cut off the fleeing target.
- Short rests are the primary recovery tool mid-session. Plan for them. A 10-minute pause after a hard fight keeps the party functional for the next one.
- Imbuement users should count their uses before combat — two imbuements in one turn costs 2 fatigue, the same as a full-round flee.

3.38 GM Combat Resolution Guide

How to narrate combat outcomes when the app handles mechanics

> **For Game Masters**
>
> This section helps you narrate combat when OpenRPG handles the math. Your players roll against precomputed targets - your job is to make those numbers feel alive at the table.

The Division of Labor

The App Handles	You Handle	Together You Create
Initiative calculation	Turn order narration	Dynamic pacing
Skill totals & targets	Difficulty tier choice	Appropriate challenge
Damage formulas	Injury description	Visceral consequences
Hit point tracking	Wound severity	Dramatic stakes
Attribute bonuses	Circumstantial modifiers	Tactical depth

The app is your calculator, not your storyteller. Use it to eliminate table math, not to eliminate drama.

Three-Outcome Framework

When a player rolls against their target, use this framework to narrate the outcome. The dice tell you success or failure - you decide what that means in the fiction.

Clear Success (Roll > Target)

On a full success the player achieves their intent cleanly. Narrate competence and control.

> **Clear Success Example**
>
> **Player:** "I swing my sword at the bandit."
> **GM:** "One-Handed Sword and Hilt attack, he's off-balance from the last hit - Easy difficulty."
> **Player:** Rolls 81 against target 45. Success!
> **GM:** Rolls the bandit's Parry, off-balance, and fails it, so the blow lands.
> **Player:** Rolls the sword's damage, enough to drop him.
> **GM:** "Your blade finds the gap between his ribs. He gasps, drops his weapon, and collapses. One threat eliminated."
>
> **What Happened:** Clean execution. The player succeeded with room to spare (81 vs 45), the bandit's defence failed, and the damage was enough. You narrated decisive victory.

Success with Cost (Partial Success: at the target or less than 20 below it)

The player succeeds, but something goes wrong. Use this on a Partial Success, or when the situation demands complications. Attack and defence rolls never land here: in combat there is no try, only do, so a Partial Success on an attack or a defence is a failure.

> **Success with Cost Example**
>
> **Player:** "I leap across the chasm while the archers fire at me."
> **GM:** "Jumping check, Hard difficulty with arrows in the air."
> **Player:** Rolls 67 against target 71. Just short - a Partial Success.
> **GM:** "You make the leap - barely. An arrow grazes your shoulder mid-flight. Take 2 damage. You land hard on the far side, but you're across. The archers are reloading."
>
> **What Happened:** The roll fell within 20 of the target (67 vs 71), a Partial Success: the player achieved their goal (crossed the chasm) but paid for it (arrow wound, hard landing). The scene escalates. A leap is not an attack or a defence, so its Partial band still counts in a fight.

- Minor injury or exhaustion
- Lost or damaged equipment
- Positional disadvantage (now prone, exposed, or separated)
- Alerted additional enemies
- Time pressure (reinforcements coming)
- Resource expenditure (used last arrow, broke lockpick)

Failure with Consequence (Partial Failure: 20 or more below the target)

The player fails to achieve their intent, and the situation worsens. Never narrate incompetence - narrate escalation.

> **Failure with Consequence Example**
>
> **Player:** "I try to slip past the guard before he turns around."
> **GM:** "Stealth, Moderate difficulty - the floor is old and the hall is quiet."
> **Player:** Rolls 40 against target 65, 25 below it. Partial Failure.
> **GM:** "A floorboard groans under your boot. The guard spins, lantern raised, and shouts for the others - you hear boots on the stairs."
>
> **What Happened:** Failure meant the guard saw you AND raised the alarm. Not "you're clumsy" but "the situation is now worse." The player is still competent - the dice represented bad luck or a tough challenge.

Failure Is Not Fumbling

In OpenRPG, a failed roll doesn't mean your character suddenly forgot how to hold a sword. It means the opponent was skilled, the terrain was treacherous, or luck wasn't on your side.

Bad narration: "You swing wildly and trip over your own feet."
Good narration: "You swing true, but he's faster than he looks - he sidesteps and now you're overextended."

Master swordsmen can fail rolls. That's not incompetence - that's drama.

- Enemy gains advantage (high ground, flanking, initiative next round)
- Collateral damage (ally in danger, environment hazard triggered)
- Information revealed (enemy learns your tactics, sees your weakness)
- Resource loss (weapon breaks, arrows spent)
- Injury or debuff (wounded, dazed, disarmed)
- Time pressure (enemy escapes, backup arrives, timer advances)

Choosing Difficulty Tiers

Your most powerful GM tool is choosing the difficulty tier. This lets you adjust challenge on the fly based on story needs, not just raw mechanics.

Difficulty	When to Use	Example Context
Routine	Trained character, favorable conditions	A knight mounting her own horse
Easy	Straightforward with minor complications	Knight mounting a nervous horse during battle prep
Moderate	Real challenge, neutral conditions	Knight mounting a spooked horse while arrows fly
Hard	Expert-level challenge	Knight mounting a wounded, panicking horse mid-retreat
Very Hard	Near-impossible, multiple complications	Knight mounting a burning horse while enemies charge
Improbable	Legendary feat, story moment	Knight vaulting onto a bolting warhorse from a wall

Calibrate to Drama, Not Just Realism

If you want the scene to be tense, call Hard. If you want them to feel competent, call Easy. The difficulty tier is your dial for pacing.

Example: Same player, same enemy, but the first fight of the session can be Easy (they feel heroic) while the climactic boss can be Very Hard (they feel challenged).

The player's skill total stays the same. Your difficulty tier creates the tension.

Handling Edge Cases

When a Master Fails a Routine Task

A master (Escape 85) slipping a Routine set of bonds (target 12) should succeed 88% of the time. If they roll 12 and fail, don't narrate clumsiness - narrate bad luck or external interference.

> **"The knots give way one by one - you've slipped a hundred bonds like these. But this last one... the rope has swollen with damp. It holds."**
> — Not incompetence, just misfortune

When a Novice Succeeds at Something Hard

A dabbler (Polearms and Spears 35) attempting a Hard attack (target 82) only succeeds 18% of the time. If they roll 92, don't narrate genius - narrate desperation or luck.

> **"You swing wild, more panic than skill. But the orc turns at exactly the wrong moment - your blade finds his throat. He goes down, shocked. So are you."**
> — Not mastery, just fortune favoring the bold

Quick Reference for GMs

Roll vs Target	Narrative Approach	Example Verbs
Success by 20+	Dominant, effortless mastery	Crush, dominate, dismantle, overwhelm
Success by 10–19	Clean execution, controlled	Strike true, sidestep, parry, land
Success by 1–9	Narrow victory	Barely, scrape by, survive
Partial Success (at the target or less than 20 below it)	Goal reached, but at a price (never on an attack or defence: in combat it fails)	Pay the price, overextend, give ground
Partial Failure (20 or more below the target)	Defeat with consequences, or crisis	Countered, outmaneuvered, wounded, routed

Let the Dice Surprise You

Don't pre-decide outcomes. Let the roll tell you what happens, then narrate that truth. The best combat moments come from unexpected dice - the master who rolls 01 and suffers a critical failure, the desperate rookie who rolls 99 and lands a critical success.

Trust the math. Your job is to make it feel real.

Final Advice

OpenRPG gives you the math. You bring the magic. The app calculates initiative, skill totals, and hit points - but those are just scaffolding. Your narration is what players remember.

When in doubt: describe what the character tried, acknowledge the dice, then show the consequence. The story flows from the mechanics - let it.



Art by Michael Mussellam

CHAPTER 4

Equipment & Armor

What a character carries and wears: load, condition, starting gear, and how layered armor turns a blow.

4.1 Introduction to Equipment

What equipment means mechanically — the four categories and how they interact with your character.

STORY LENS

What You Carry Into It

Equipment is the gap between who you are and what you can do

Davan checked his kit the way experienced soldiers do — not counting, just touching. Sword. Knife. Water. The gambeson was stiff from the cold but intact. The mail had a loose ring near the collar he hadn't fixed. That ring would matter tonight or it wouldn't.

Equipment in OpenRPG is not a shopping list. It is a set of decisions about what risks you are prepared to handle and what risks you are not. The rules exist to make those decisions feel real.

- Equipment interacts with your stats — weight affects encumbrance, armor affects damage taken, weapon choice affects which attack tables apply.
- Nothing is free: every piece of gear has weight, cost, and condition. Maintaining equipment is part of the game.
- Four categories cover everything: weapons, armor, items, and artifacts. Each has its own rules layer.

The Four Categories

Category	What It Covers	Key Rules Layer
Weapons	All offensive equipment — melee, ranged, and natural attacks	Attack type, damage dice, reach, crit/fumble tables
Armor	Protective layers worn on the body — from gambeson to full plate	Damage reduction by location, sunder chance, layer stacking
Items	Tools, supplies, trade goods, and consumables	Weight, encumbrance contribution, situational skill bonuses

Category	What It Covers	Key Rules Layer
Artifacts	Magically imbued objects — relics, talismans, and enchanted gear	Attunement, imbuement effects, activation conditions

4.2 Load and Encumbrance

How carried weight translates into mechanical penalties through your Encumbrance stat.

Load and Encumbrance

Your Encumbrance stat is derived from your physical attributes and sets the threshold at which carried weight begins to slow you down. It is not a binary — penalties increase incrementally as you exceed it.

Load State	Condition	Effect
Unencumbered	Total weight ≤ Encumbrance	No penalty
Encumbered	Weight exceeds Encumbrance by up to 50%	Reflexes –10, Balance –10, base movement –1
Heavily Encumbered	Weight exceeds Encumbrance by 51–100%	Reflexes –20, Balance –20, base movement –2, fatigue accumulates faster
Overloaded	Weight exceeds Encumbrance by more than 100%	Cannot run, Reflexes –30, Balance –30; GM may call forced rest

Encumbrance formula

Encumbrance = (Strength + Balance + Endurance) / 4. A character with Strength 60, Balance 50, Endurance 55 has Encumbrance 41 — they can carry up to 41 kg without penalty.

4.3 Equipment Condition

How gear degrades through use, sunder checks, and neglect — and what it takes to restore it.

Equipment Condition

All equipment exists on a condition track. Armor degrades through sunder checks triggered by critical hits. Weapons degrade through heavy use and fumbles. Items and artifacts have their own triggers. A piece of equipment at Broken condition provides no benefit until repaired.

Condition	Effect	Repair
Intact	Full stats apply	No action needed
Damaged	DR or effectiveness reduced by 25%	Short rest + tools, or settlement visit
Compromised	DR or effectiveness reduced by 50%; sunder checks more frequent	Skilled craftsperson required (an armourer, smith or other relevant trade)
Broken	No benefit. Armor provides 0 DR; weapons cannot be used	Full workshop repair; some items cannot be restored

Sunder checks

When a critical hit strikes a location covered by armor, or when a fumble result calls for it, the outermost covering piece makes a sunder check: roll d100, and a roll above 100 minus its sunder chance drops it one condition step. Defense profiles list sunder chance — lighter armor sunders more easily than plate.

4.4 Starting Equipment

How characters begin play with equipment and what determines their initial loadout.

Starting Equipment

Starting equipment is determined by your profession and social standing, and agreed with your GM before the first session. You do not begin with everything you might eventually acquire — you begin with what your background justifiably gives you.

> **Equipment and character concept**
> Equipment choices at character creation are a statement about your character's history, not just a resource allocation. A soldier begins with military-issue gear. A merchant begins with tools of trade. A noble begins with quality equipment their station demands. If the equipment doesn't fit the concept, either the concept or the equipment needs to change.

Characters begin with their trade's starting kit and a small purse, set by their social standing: from 2 Silver Boars and 5 bits for an outcast to 60 Silver Boars for a noble. Both come with the character when it is saved. Equipment that requires significant wealth — full plate, named artifacts, rare materials — typically requires narrative justification rather than simply having the coin.

> **Money**
> The Silver Boar is the standard coin. Every list price for weapons, armor, equipment and artifacts is in Silver Boars. 10 Copper Skarns (bits) make a Silver Boar, 10 Silver Boars make a Gold Stag, and 10 Gold Stags make a Blood Crown, a rare coin kept for blood-debts, royal oaths and vaults. A Mail Shirt at 150 is 150 Silver Boars, more than any starting purse. A Full Plate Harness at 15,000 is out of reach for any new character.

4.5 Introduction to Armor

Armor is a layered protection system shaped by material, proficiency, and the type of threat you expect to face.

Armor reduces incoming damage through Damage Reduction (DR). When a hit lands, DR is subtracted from raw damage before it reaches the target. With hit point pools kept deliberately low, good armor is a primary survival tool — not a supplement to HP but an alternative to losing it.

Armor is built in layers. Each layer sits on top of the last, and their DR values stack at each body location. A character in mail over a gambeson over a linen shirt has three layers of DR on their torso — each contributing its value to the total absorbed before damage lands.

Heavier armor costs more than gold. It slows movement, drains fatigue faster, and demands proficiency to wear effectively. Non-proficient wearers pay a penalty in both fatigue and movement — they can still wear it, but the cost mounts quickly in a long fight.

4.6 How Armor Works

Armor in OpenRPG is built from underlayers upward, combining damage reduction, condition, and encumbrance into a layered system.

Protection in OpenRPG is built from the ground up. Start with basic cloth underlayers, add quilted padding, then layer on leather, mail, composite, or plate depending on budget, need, and proficiency. Each layer adds its DR to the total — more layers means more protection at each location.

Armor is organized into three proficiency tiers — Light, Medium, and Heavy — each unlocking a wider set of layers. Within your tier, armor costs some movement, and Medium and Heavy armor a slow fatigue drain. Exceeding your tier costs fatigue every round and drops movement a further step.

Each armor piece has a sunder chance on its defense profile. When a critical hit lands on a location it covers, or a Red Ledger result calls a Sunder Check, the outermost piece there checks: roll d100, and a roll above 100 minus its sunder chance drops it one step on the condition track (Equipment Rules). Damaged and Compromised pieces lose part of their DR; a Broken piece gives none until repaired.

STORY LENS

The Weight of Protection

Coverage is explicit. What you do not protect can still be reached.

Armor in this system reduces damage through Damage Reduction (DR). When a hit lands, DR is subtracted from the raw damage before it is applied to the target. DR is not absolute — a sufficiently powerful blow will still deal damage — but against typical combat threats, layered armor changes the outcome of a fight.

Armor is organised into layers numbered 0 through 5, plus add-ons and shields. Each layer represents a different class of protection. Layers stack additively when worn together, and each layer can only contribute one piece per body location.

Each armor piece covers specific body locations. DR only reduces damage dealt to a covered location. A blow that targets an exposed location ignores armor entirely.

- Each armor piece applies its DR to a specific body location — coverage is explicit, not assumed.
- Layers stack within rules: underlayer, padding, leather, mail, composite, and plate each contribute their DR.
- Sunder tracks condition — a piece struck by enough critical blows degrades and eventually fails.
- Proficiency determines how efficiently you carry the weight.

4.7 Armor Basics

Five operating principles cover how armor layers, stacks, degrades, costs, and requires proficiency.

- One piece per layer per location: you cannot wear two breastplates on the same body location, but you can layer different categories on one location and plate on different locations.
- Damage Reduction stacks: the DR of every piece covering a location is summed and subtracted from incoming damage at that location.
- Sunder tracks degradation: on a critical hit or a Sunder Check result, the outermost piece on the hit location rolls against its sunder chance and may drop one condition step. At Broken it gives no DR until repaired.
- Proficiency determines cost: wearing armor outside your proficiency tier adds fatigue every round and drops your movement to the next tier down, with a minimum of ×0.5 base movement.
- Coverage is explicit: DR only applies to locations the piece actually covers. Exposed locations receive no reduction.

4.8 Layer Reference

The layer system defines what armor can be worn together, what DR each layer contributes, and how pieces stack.

Every armor piece belongs to a layer. Layers are numbered so that outer layers sit on top of inner ones. Each layer can only contribute one piece per body location. DR values are per piece — total DR at a location is the sum of all pieces covering it.

Layer #	Category	DR range	Can stack?	Examples
0	Underlayer	1	Yes	Linen shirt, wool hose, braies
1	Padding	2	Yes	Gambeson, arming doublet, padded coif
2	Leather	3	Yes	Leather cuirass, bracers, leather greaves
3	Mail	4–5	Yes	Mail hauberk, mail coif, mail chausses
4	Composite	5–6	Yes	Scale, lamellar, brigandine
5	Plate	6–8	No — one plate piece per location	Breastplate, vambraces, greaves, great helm
–1	Add-on	1–3	Yes — fills gaps only	Gorget, pauldrons, knee cops

Plate restriction

Plate armor does not stack with other plate pieces at the same body location. A character can wear one plate piece per location. Wearing a breastplate and a full plate harness on the torso simultaneously is not possible — the harness already covers the torso completely. Plate from different locations (chest and legs, for example) is fine.

4.9 Add-ons

Add-ons fill the gaps the other layers leave and can be worn over any of them.

Add-ons (layer -1) exist outside the normal numbering. They are designed to fill specific gaps — a gorget covers the neck that most helms leave exposed, pauldrons cover the shoulders not enclosed by a cuirass — and can be worn over any combination of other layers.

4.10 Damage Reduction

DR is summed across all worn layers for each body location and subtracted from incoming damage. Critical hits test the outermost piece's condition.

When a character is struck, the GM describes where the blow lands, and the armor on that spot applies; a critical rolls its location on the Red Ledger instead. Sum the DR of every armor piece covering that location. Subtract the total from raw damage — the remainder is dealt as actual damage. If total DR equals or exceeds the raw damage, no damage gets through.

On a critical hit, or a Red Ledger result that calls a Sunder Check, the outermost piece on the hit location also checks its condition. The outermost piece is the highest-numbered layer covering that location. Roll d100: a roll above 100 minus its sunder chance drops it one condition step.

Example

A fighter wears a linen shirt (DR 1, Torso), a gambeson (DR 2, Torso), mail hauberk (DR 5, Torso), and a breastplate (DR 7, Torso). Total torso DR = 15. A sword blow deals 12 damage — fully absorbed, 0 damage gets through. It was an ordinary hit, so nothing sunders. Had it been a critical, the breastplate (outermost) would check its sunder chance: at 8%, a d100 roll above 92 drops it to Damaged.

Sunder mechanic

Each armor piece sits on the condition track: Intact, Damaged, Compromised, Broken. A failed sunder check drops it one step; each step lowers the DR it adds at its locations.

Event	Effect
Critical hit, or a Sunder Check result, on a covered location	The outermost piece rolls d100; above 100 minus its sunder chance, it drops one condition step.
Damaged	The piece's DR is reduced by 25%.
Compromised	The piece's DR is reduced by 50%.
Broken	The piece gives no DR until repaired.
Repair	As the condition track on Equipment Rules: tools and a short rest for Damaged, a skilled craftsperson for Compromised, a full workshop for Broken.

- Only the outermost piece checks per critical — inner layers are protected by what sits above them.
- If the outermost piece is Broken, the next layer becomes the outermost and takes future sunder checks.
- A Damaged or Compromised piece still contributes its reduced DR to the total — it is degraded, not gone.
- Several criticals in the same fight can push a piece down several steps.

4.11 Damage-Type Interaction

Armor choice matters because materials blunt some threats well and fail badly against others.

Armor Family	Strong Against	Weak Against	Practical Read
Padding / Cloth	Minor cuts, glancing blows, friction, cold	Heavy thrusts, concentrated crushing force, fire	Good first layer and shock absorber, but not enough by itself in brutal fights.
Leather	Light cuts, weather, everyday hazards	Heavy thrusts, repeated crushing blows	Flexible and practical, but it does not like spears or hammers.
Mail	Slashing, many light weapon hits	Bludgeoning, armor-piercing thrusts	Excellent battlefield protection, but it still needs padding and fears crushing force.
Composite / Scale / Brigandine	Mixed battlefield threats, arrows, general cuts	Heavy armor-piercing hits, sustained blunt trauma	Balanced protection when you do not know exactly what is coming.
Plate	Cuts, many arrows, incidental impacts	Dedicated anti-armor weapons, grappling pressure, fatigue	The best broad protection, but expensive, exhausting, and not invulnerable.

GM handling

Use these interactions as the default battlefield logic. When a weapon is explicitly built to pierce armor or a strike lands in a vulnerable gap, favor the weapon. When the blow is broad, glancing, or badly angled, favor the armor.

4.12 Donning and Removing Armor

Armor must be donned in layer order and takes time to put on properly. Rushing reduces protection.

Donning armor takes time proportional to its complexity. Lighter layers can be pulled on in minutes; a full plate harness requires an assistant and the better part of an hour. Armor removed in haste is not removed safely — pieces may be damaged or lost.

Layer	Don time (alone)	Don time (assisted)	Doff time
Underlayer	1 minute	1 minute	1 minute
Padding	5 minutes	3 minutes	3 minutes
Leather	5 minutes	3 minutes	3 minutes
Mail	15 minutes	10 minutes	10 minutes
Composite	20 minutes	10 minutes	10 minutes
Plate	40 minutes	15 minutes	10 minutes
Add-ons	2 minutes	1 minute	1 minute

Layers must be donned in order

Layers must go on in order: you cannot put on a mail shirt without first wearing padding beneath it. Armor cannot be worn out of sequence.

4.13 Shields

Shields are actively wielded rather than worn, adding a block bonus to a declared block.

Unlike worn armor, a shield must be actively interposed against an incoming blow. Using a shield is a defense action — the bearer declares a block with the shield and adds the shield's block bonus to their Block skill total. On success, the hit is negated.

Shields do not passively stack with worn armor. Their block bonus only applies when they are actively used to block. A character wearing plate and carrying a tower shield has excellent passive DR from the plate but must block to benefit from the shield.

Shield	Block bonus	Sunder chance	Notes
Buckler	+10	28%	Can be used without occupying the off-hand fully. −10 to the Block skill total vs two-handed weapons.
Round Shield	+20	22%	Versatile. Standard starting shield for most soldiers.
Heater Shield	+20	22%	Good mounted and on foot. Favoured by cavalry.
Kite Shield	+25	18%	Covers legs when standing. Penalty to shield bashes.
Tower Shield	+25	18%	Can be planted for cover. Requires Strength 60+ to wield without penalty.

Shield Break

A shield that sunders drops one condition step, like worn armor. A Broken shield gives no block bonus and must be repaired or replaced.

4.14 Proficiency

Armor proficiency is tiered into Light, Medium, and Heavy. Wearing armor outside your tier costs fatigue and reduces movement.

Armor proficiency determines which layers a character can wear efficiently. There are three tiers. Each tier includes all layers up to its ceiling — a character proficient in Medium can wear everything up to and including composite without penalty.

Tier	Layers included	Categories
Light	0–2	Underlayer, Padding, Leather
Medium	0–4	Underlayer, Padding, Leather, Mail, Composite
Heavy	0–5	All layers including Plate

Fatigue cost

Light armor worn within your tier costs no fatigue. Proficient Medium and Heavy armor cost a slow drain over a long fight. Exceeding your tier costs +1 fatigue every round of active combat.

Situation	Fatigue cost
Light armor — proficient	None
Medium armor — proficient	+1 per 3 rounds of active combat
Heavy armor — proficient	+1 per 2 rounds of active combat
Any armor — non-proficient	+1 per round of active combat

Movement cost

Heavier armor reduces base movement speed. Proficient wearers take a manageable reduction. Non-proficient wearers drop one further tier, with a hard floor of ×0.5.

Situation	Movement multiplier
Unarmored	×1.0
Light armor — proficient	×0.9
Medium armor — proficient	×0.8
Heavy armor — proficient	×0.65
Light armor — non-proficient	×0.8
Medium armor — non-proficient	×0.65

Situation	Movement multiplier
Heavy armor — non-proficient	×0.5 (minimum)

- Apply the multiplier to the character's base movement value and round down. A character with base movement 6 in heavy plate (proficient) moves 3 hexes per round (6 × 0.65 = 3.9).
- Sprint is ×2 of the adjusted base — not ×2 of the unarmored base.
- ×0.5 is the hard floor regardless of additional penalties.

4.15 Practical Armor Loadouts

Example loadouts show how the layer system produces recognizable battlefield roles with different DR totals, fatigue costs, and movement profiles.

Light Infantry — "The Conscript"

Basic protection for militia and levies. Cheap, mobile, and sufficient against common threats. No proficiency requirement beyond Light.

Body part	Layer 0	Layer 1	Total DR
Torso	Linen shirt	Quilted gambeson	3
Arms	—	Gambeson sleeves	2
Legs	Wool hose	—	1
Head	—	Padded coif	2

Profile: Light proficiency. Movement ×0.9. No fatigue cost. Torso DR 3 reduces an 8-damage blow to 5 — hurts, but survivable. Good mobility for skirmishing.

Professional Soldier — "The Mercenary"

Balanced protection for experienced fighters. Mail over padding gives strong defense without sacrificing too much mobility. Requires Medium proficiency.

Body part	Layer 0	Layer 1	Layer 3	Total DR
Torso	Linen shirt	Arming doublet	Mail hauberk	8
Head	Coif liner	—	Mail coif	5
Arms	—	Padded sleeves	Mail sleeves	7
Legs	Hose	—	Mail chausses	6

Profile: Medium proficiency. Movement ×0.8. +1 fatigue per 3 rounds. Torso DR 8 reduces an 8-damage blow to 0 — fully absorbed. Strong against slashing, weaker against heavy bludgeoning.

Armored Knight — "The Wall"

Maximum protection for elite warriors. Full plate over mail and padding creates near-impervious defense at the cost of movement and sustained fatigue pressure. Requires Heavy proficiency.

Body part	Layer 0	Layer 1	Layer 3	Layer 5	Total DR
Torso	Shirt	Doublet	Mail	Breastplate	15
Arms	—	Sleeves	Mail	Vambraces	13
Legs	Hose	—	Mail chausses	Greaves	12
Head	Liner	Padded coif	Mail coif	Great helm	14

Profile: Heavy proficiency. Movement ×0.65 (base 6 → 3 hexes, rounded down). +1 fatigue per 2 rounds. Torso DR 15 fully absorbs most standard blows. The counter is weapon type, sunder checks on critical hits, and exposed gaps — not raw damage.

4.16 Layer Overrides & Special Cases

Not every armor piece fits neatly into its default category, so some pieces intentionally override the normal layer progression.

Armor Piece	Category	Override Layer	Reason
Heavy Gambeson	Padding	Layer 2	Thick enough to function as standalone armor rather than a pure underlayer.
Studded Leather	Leather	Layer 3	Metal reinforcement pushes it toward composite-level protection.
Reinforced Brigandine	Composite	Layer 5	Internal plates are heavy enough to qualify as true plate armor.
Ceremonial Plate	Plate	Layer 3	Thin, decorative metal worn for status rather than real plate-level protection.

4.17 Armor Assembly Guide

A practical assembly flow helps players build legal armor sets instead of guessing at valid combinations.

1. Start with underlayers: linen shirts, hose, and other cloth basics protect skin and manage comfort.
2. Add padding: gambeson or arming doublet cushions impacts and supports heavier armor.
3. Layer rigid protection: leather, mail, composite, or plate depending on budget and expected threats.
4. Fill gaps with addons: gorgets, spaulders, besagews, and other small pieces protect vulnerable seams.
5. Equip a shield if desired: shields occupy a hand but add substantial defense and active blocking potential.

4.18 Cold-Weather Gear

How clothing, shelter and snow gear hold off bitter cold, counted in hours.

Cold-Weather Gear

In bitter cold, clothing is counted in hours. Each piece has a warmth: the hours a day it holds the cold off. A cloak gives 1, wool layers 1, a fur-lined coat 2, and the coat with layers and mittens together 4. When the cold would leave a character Exposed for some hours in a day (Consequences Rules), take their warmth off those hours, once a day and never below 0. What is left is the hours they are Exposed. The GM says how many hours the cold costs a day and a night; an adventure set in the cold gives its own numbers.

Item	Warmth	Effect
Cloak	1	—
Wool Layers	1	Worn under a cloak or a coat.
Fur-lined Coat	2	A long fur-lined outer coat with a hood.
Fur Mittens	—	Without gloves or mittens, an Exposed character is at −10 to skill totals that use Coordination.
Full cold kit (coat, layers and mittens)	4	Reduces the hours Exposed by 1 each night.
Snowshoes	—	A day's walk through deep snow costs 2 fatigue instead of 4.
Crampons	—	Climbing on ice is one tier easier.
Snow Tent	—	Making camp in snow is a Survival roll at Moderate instead of Hard, and it reduces the hours Exposed by 2 that night. Sleeps two.

Nights. Warmth counts against the day's hours. At night, take the full cold kit's hour and a snow tent's two off the night's hours instead. In bitter cold a tent is not the shelter that ends Exposed; a roof and a fire are.

Snow and ice, unless the adventure says otherwise. A day's walk through deep snow costs 4 fatigue, or 2 in snowshoes. Climbing on glacier ice is Hard, or Moderate in crampons. Making camp in snow is a Survival roll: Moderate in a snow tent, Hard in an ordinary tent, Very Hard with none.

Coming back from the cold

Endurance lost while Exposed does not come back on the trail. All of it comes back after one long rest indoors by a fire, Worn Down or not. Exhausted and Worn Down themselves clear by their own rules.



Art by Michael Mussellam

CHAPTER 5

Consequences

What happens when things go wrong: named statuses, injuries, social and exploration consequences, and recovery.

5.1 Introduction to Consequences

Consequences are threshold-based effects that follow from the outcomes of actions — the ongoing weight of what happened in play.

STORY LENS

Scars, Not Sudden Death

When luck runs dry, trouble sticks to your name

At Black Ford, Harl missed one parry and paid in blood, but he did not fall. The spear tore his shoulder, his grip weakened, and every swing after that cost him breath. By dawn he still stood, marked and slower, carrying the fight in his body.

Consequences in OpenRPG are the story of that cost. A bad roll does not always end you; it leaves a tag the table can use. Wounds, panic, broken gear, and bad footing turn future choices harder until someone buys time, treatment, or shelter.

- On failed or risky outcomes, apply a concrete consequence tag instead of instant defeat.
- Each consequence must change play now: penalties, blocked actions, tighter margins, or new danger windows.
- Consequences persist until fiction and mechanics both support recovery.

Consequences are threshold-based effects that follow from the outcomes of actions. They are not punishment for failure or reward for success — they are the ongoing weight of what happened. A bad hit leaves a wound. A fumbled negotiation leaves a reputation. A brutal fight leaves something that needs healing before the next one.

Consequences arise from four contexts: combat outcomes, skill challenges, social encounters, and exploration attrition. The same three-tier framework applies across all of them — short-term effects that last at most the battle and clear after a short rest, transition effects that can worsen into lasting harm, and long-term effects that persist across sessions until properly healed.

The framework does not distinguish between a broken arm and broken confidence. Both are real. Both require care. Both can be healed — but neither goes away on its own.

5.2 How Consequences Work

The three-tier framework — short-term, transition, and long-term — that organises every consequence in the system.

Every consequence in this system belongs to one of three tiers. The tier determines how long a consequence persists and what it takes to clear it. The tiers apply equally to physical injuries, psychological wounds, social damage, and environmental attrition — the framework does not distinguish between a broken arm and a broken confidence. Both are real. Both require time or care to mend.

Tier	Duration	Clears By	Examples
Short-term	One round to the end of the battle	Expires at the end of its duration or when its condition ends (such as standing up from Prone); anything still active after the battle clears after a short rest	Dazed, Stunned, Prone, Grappled
Transition	Varies by status; can become long-term	Arm and Leg Impaired: a short rest after the battle, unless a result made them long-term. Bleeding: First Aid. Combat Shock: its duration. It becomes long-term only when its own rule says so, such as the same limb impaired twice or severe or repeated Combat Shock	Bleeding, Arm Impaired, Leg Impaired, Combat Shock
Long-term	Until healed — persists across sessions	Time and rest, healer treatment, imbuement, or (for psychological injury) roleplay + time	Severe Injury, Downed

Transition statuses: the fork in the road

A Transition status is a warning and an opportunity. Bleeding drains Endurance until First Aid stops it, and left alone it kills. A limb impaired twice, or shock that is severe or repeated, becomes a long-term consequence that will outlast the fight. The choice to use a First Aid action on Bleeding is not just a mechanical decision — it is a story decision.

Re-application

Short-term statuses can be re-applied within the same encounter. Being Stunned once, recovering, and being Stunned again are two separate events — both are valid. Each application runs its own duration and clears independently. Multiple applications of the same status do not extend duration; each instance expires on its own timeline.

Physical and psychological injuries

The framework applies without distinction to physical wounds and psychological ones. An impaired leg and a combat shock response are both Transition statuses, and both can become long-term: through a result that says so, the same leg impaired twice, or shock that is severe or repeated. Both require time and care to heal. A healer can treat either. The only difference is that psychological injury — Combat Shock, and its long-term form — can also be resolved through roleplay and time: the scene after the battle, the conversation that names what happened, the slow return of the self that was shaken loose.

Venom, poison and fear

Every venom or poison has a potency on the same 1–100 scale as attributes: Weak 20, Common 30, Strong 45 or Deadly 60. It only works once it is inside the body: a bite, sting or coated weapon whose hit deals at least 1 damage after armour, or a dose that is swallowed or breathed in. When it gets in, the victim makes an opposed check, its Physical Endurance against the potency. As with any opposed check, its chance of fighting the venom off is Endurance ÷ (Endurance + potency).

- On a success, the body fights it off. There is no poison damage and no status, unless the poison's entry says it still deals half its damage.
- On a failure, the venom takes hold. The victim takes the entry's poison damage and the status the entry names.
- A sickening venom leaves the victim Dazed.

- A paralytic venom leaves the victim Stunned. At the end of each of its turns it makes the check again, and it stays Stunned until one succeeds.
- A wasting venom drains Physical Endurance the way Bleeding does, at the rate its entry gives, until First Aid or an antidote stops it.
- An antidote, either The Countering or a Herb Lore remedy, ends a venom's ongoing effects. Diagnose tells you which venom it is.

Potency	Score	Resisted at Endurance 30	Resisted at Endurance 45
Weak	20	60%	69%
Common	30	50%	60%
Strong	45	40%	50%
Deadly	60	33%	43%

Fear works the same way. A howl, a bark or a horror has a potency on the same scale, and the victim makes an opposed check, its Mental Discipline against that potency. On a failure, the victim suffers Combat Shock.

5.3 Named Status Conditions

All named status conditions used in this system, organised by tier with full mechanical definitions and recovery paths.

Named statuses are the system's vocabulary for what has happened to a character. Every status has a tier, a mechanical effect, and a clear recovery path. When a table result or ability references a named status, this section is the authoritative definition. In effects, Combat: Melee skills means every skill in the Combat: Melee category, Combat: Ranged skills every skill in the Combat: Ranged category, and defence skills the four defences (Block, Dodge, Parry, Riposte); the penalty applies to each of their skill totals.

Status	Tier	Duration	Primary Effect	Clears By
Dazed	Short-term	1d3 rounds	Mental Wits −20, defence skills −10	Duration expires
Stunned	Short-term	1 round	Physical Reflexes −20, defence skills −20; no offensive actions	Duration expires
Prone	Short-term	Until standing	Combat: Melee skills −20, defence skills −20	Main action to stand
Grappled	Short-term	Until escaped/released	Combat: Melee skills −20, defence skills −20; no two-handed weapons	Opposed Strength check (main action)
Bleeding	Transition	Until treated	Physical Endurance −2 to −12 per round	First Aid check (a tourniquet, on a limb wound)
Arm Impaired	Transition	Rest of the battle	Physical Coordination −20+, Combat: Melee skills −20+	Short rest after the battle; healer + rest if long-term
Leg Impaired	Transition	Rest of the battle	Physical Balance −20+, defence skills −20+; movement halved	Short rest after the battle; healer + rest if long-term
Combat Shock	Transition	1d3 rounds / long-term if severe or repeated	Mental Discipline −20, Mental Wits −10	Duration expires; or roleplay + time; or healer/imbuement
Severe Injury	Long-term	Until healed	Varies by injury — typically −20 to −40 on relevant attributes	Healer + rest; some injuries permanent without surgery
Downed	Long-term	Until stabilized/healed	Unconscious or incapacitated; no actions possible	First Aid (stabilize); First Aid check (restore to 1 HP)

Short-term Statuses

Short-term statuses are encounter-bound. Each expires automatically at the end of its listed duration, and any short-term status still active at the end of the battle clears after a short rest. They can be re-applied: recovering from Stunned and being Stunned again are separate events.

Dazed

A blow to the head, a flash of blinding light, or any concussive impact that disrupts the senses without fully incapacitating. The world reorganizes itself around the target. Thought comes slow.

Field	Detail
Tier	Short-term
Duration	1d3 rounds
Mechanical Effect	Mental Wits −20, defence skills −10
Recovery	Automatic at end of duration. Cannot be cleared early.
Interactions	Stacks with other short-term statuses. Cannot escalate to long-term.

Stunned

A sufficiently heavy impact, concussive force, or nerve strike. For the length of a held breath, the body overrules the will.

Field	Detail
Tier	Short-term
Duration	1 round
Mechanical Effect	Physical Reflexes −20, defence skills −20; no offensive actions this round. The target may still defend and move at half speed.
Recovery	Automatic at end of duration. A second Stun result while Stunned refreshes the duration rather than stacking.
Interactions	Stun does not stack. Re-application restarts the 1-round duration.

Prone

Knockdown, leg sweep, or any result that puts a character on the ground. The ground comes up fast. The fight continues from a different angle.

Field	Detail
Tier	Short-term
Duration	Until standing
Mechanical Effect	Combat: Melee skills −20, defence skills −20. Ranged attacks against a Prone target from beyond adjacent range: −10 to the attacker's skill total (harder low profile). Melee attacks by a standing adjacent attacker against a Prone target: +10 to the attacker's skill total.
Recovery	Main action to stand. Standing from Prone does not trigger zone-of-control exhaustion.
Interactions	While Grappled and Prone, standing requires escaping the grapple first.

Grappled

A successful grapple attack, joint lock, or chokehold. The body is being directed by someone else.

Field	Detail
Tier	Short-term
Duration	Until escaped or released by the attacker
Mechanical Effect	Combat: Melee skills −20, defence skills −20. Cannot use two-handed weapons. Movement only possible if the grappler moves and takes the target with them.
Recovery	Opposed Strength check once per round as the main action. Success ends the grapple.
Interactions	Grappled + Prone is a common combination; the target cannot stand without first escaping the grapple.

Transition Statuses

Transition statuses can worsen into long-term consequences. Bleeding drains Endurance until First Aid stops it. Arm and Leg Impaired last the battle and clear after a short rest unless a result made them long-term, and the same limb impaired twice becomes a Severe Injury. This applies equally to physical injuries and to psychological ones — Combat Shock that is severe or repeated becomes the same kind of long-term wound as a broken arm.

Bleeding

A wound that opens a vessel — cut, puncture, or torn tissue. Blood has its own urgency. It moves toward the floor regardless of what you need it to do.

Field	Detail
Tier	Transition
Duration	Ongoing each round until treated
Mechanical Effect	Physical Endurance loses the listed amount per round at the start of that character's turn. Amount is specified by the result that caused it (typically −2 to −12).
Recovery — treated	Successful First Aid check stops bleeding entirely. One check, no ongoing rolls. The wound remains; the blood loss stops. Endurance lost to Bleeding returns with a long rest (8 hours).
Recovery — untreated	Continues until treated. At 0 Physical Endurance the character dies.
Tourniquet	On a limb wound, First Aid can use a tourniquet: it stops the bleeding and keeps the character from dying, but it must come off within one hour or it causes permanent damage.
Interactions	Multiple Bleeding wounds do not stack — use the highest rate. A stabilized character still has the wound; only the active blood loss stops.

Arm Impaired

Significant damage to arm muscle, tendon, or joint — short of full loss but enough to compromise function. The arm is still present. Its participation is reduced.

Field	Detail
Tier	Transition
Mechanical Effect	Physical Coordination −20 or more (as specified by the result that caused it), Combat: Melee skills −20 or more. Two-handed weapons add −10 if the impaired arm is the grip or support arm.
Recovery	Lasts the rest of the battle; a short rest afterwards clears it, and the arm recovers enough for basic function.
Escalation	Two Arm Impaired results on the same arm become a Severe Injury at once, which requires healer and rest to resolve. A result that lists Arm Impaired as long-term needs the same.
Interactions	Arm Impaired stacks with Grappled on the same arm — the locked joint combines with the functional impairment.

Leg Impaired

Significant damage to leg muscle, joint, or ankle — enough to compromise movement. The leg continues to function as a leg. It has lodged a formal complaint.

Field	Detail
Tier	Transition
Mechanical Effect	Physical Balance −20 or more (as specified), defence skills −20 or more. Movement speed halved. Cannot run.
Recovery	Lasts the rest of the battle; a short rest afterwards clears it, and movement returns to normal.
Escalation	Two Leg Impaired results on the same leg become a Severe Injury at once, which requires healer and rest to resolve. A result that lists Leg Impaired as long-term needs the same.
Interactions	Leg Impaired + Prone is a common combination from leg-targeted attacks.

Combat Shock

Witnessing or experiencing trauma severe enough to disrupt psychological function — extreme injury, witnessing the death of allies, facing a threat that overwhelmed the mind's ability to process. The mind has encountered something it was not equipped for. It is doing its best.

Field	Detail
Tier	Transition
Duration	1d3 rounds (short path) or until recovered (long path)
Mechanical Effect	Mental Discipline -20, Mental Wits -10
Recovery — short path	Duration expires and the character returns to normal. No action required.
Recovery — long path	If the initial shock is severe (GM determination), or if Combat Shock is triggered repeatedly without resolution, it escalates to a long-term psychological consequence with the same penalties applied persistently. Recovery then requires: (1) roleplay + time — meaningful narrative engagement with the experience at the table; (2) healer or imbuement treatment (accelerated); or (3) extended downtime. A healer is not required if the table engages the fiction of recovery.
Interactions	Combat Shock is the only Transition status with a roleplay recovery path. It is treated identically to a physical Severe Injury in terms of the recovery framework — the wound is real, the mechanism of healing is different.

Long-term Statuses

Long-term statuses persist beyond the encounter and across sessions. They cannot be cleared by rest alone in most cases. They require active treatment — a healer, a physician, an imbuement, or sustained recovery through play.

Severe Injury

Any injury designated Severe: major structural damage to a body part, organ involvement, significant bone fracture, or a Transition status that has worsened. Something has been changed. The body or the mind has been altered and is in the process of trying to return to what it was.

Field	Detail
Tier	Long-term
Duration	Until healed. Persists across sessions.
Mechanical Effect	The listed attributes are reduced by the listed amount. Varies by injury — typically -20 to -40 on relevant attributes. Specified by the result that caused it.
Recovery	Successful First Aid check by a trained healer + rest. GM determines recovery timeline based on severity (days to weeks). Some Severe Injuries may be permanent without surgical intervention or powerful imbuement.
Interactions	Multiple Severe Injuries on the same character do not stack numerically — use the highest penalty in each affected attribute. Overlap escalates fiction, not raw numbers. At GM discretion, accumulating multiple unhealed Severe Injuries may impose additional narrative consequences.

Downed

HP reaching 0 or below; or an explicit result that states Downed regardless of HP. The fight has been resolved — for this character, at least. What happens next belongs to the healers and to whoever is still standing.

Field	Detail
Tier	Long-term
Duration	Until stabilized (unconscious but stable) or healed (returned to 1 HP)
Mechanical Effect	The character is unconscious or incapacitated. Cannot take any action. May be moved, carried, or protected by allies.
Recovery — stabilize	Successful First Aid check stops the death clock. The character remains unconscious but stable. Bleeding must also be stopped separately if active.

Field	Detail
Recovery — restore	Successful First Aid check returns the character to 1 HP and ends Downed status. Without stabilization, untreated Bleeding continues; death follows when Physical Endurance reaches 0.
Recovery — regain consciousness	A Downed character with HP above 0 may attempt a Discipline roll to regain consciousness after 1d3 rounds.
Interactions	A Downed character with active Bleeding requires both to be addressed. Stopping Bleeding removes the death clock but does not end Downed status. A stable character at 0 HP recovers 1 HP per hour of rest, ending Downed status after the first hour.

5.4 Statuses Within the Framework

How named status conditions map onto the short-term and long-term consequence framework, and how the two layers work together.

The named status conditions are implementations of the broader short-term and long-term framework — not a separate system running alongside it. Every named status belongs to one of the framework's tiers, and the rules for that tier govern its behavior.

Framework tier	What it means	Named statuses
Short-term	Expires on its own within the battle; anything still active clears after a short rest. Can be re-applied.	Dazed, Stunned, Prone, Grappled
Transition	Can worsen into a long-term consequence. Arm and Leg Impaired last the battle and clear after a short rest, unless a result made them long-term or the same limb is impaired twice; Bleeding runs until First Aid stops it; Combat Shock becomes long-term if severe or repeated (GM judgment).	Bleeding, Arm Impaired, Leg Impaired, Combat Shock
Long-term	Persists across sessions. Tracked on the character. Requires healer, imbuement, or (for Combat Shock) roleplay + time.	Severe Injury, Downed

> **The short-term section covers "encounter duration" and "rounds"**
>
> The short-term rules section describes modifiers that last a scene or encounter. Named statuses that last 1 round (Stunned) and named statuses that last until a condition is met within the encounter (Prone, Grappled) both fall within short-term. The duration precision is in the individual status entry; the framework tier is the organizational category.

When multiple statuses apply

A character can hold statuses from multiple tiers simultaneously. A fighter can be Prone (short-term), Bleeding (Transition), and carrying a Severe Injury from last session (long-term) at the same time. Apply all effects. After the battle, a short rest clears the remaining short-term effects and any Arm or Leg Impaired that is not long-term; Bleeding continues until First Aid stops it; long-term effects persist unchanged.

The fiction drives severity. A character who is Bleeding and Prone is in immediate danger but may recover fully. A character whose arm is impaired twice in one fight carries a Severe Injury into the next session. The table should always know which consequences are ticking.

5.5 Short-Term Consequences

Short-term consequences are named status conditions that apply immediately and, in combat, last at most the battle; any still active clear after a short rest. They change what a character can do, not just how well they do it.

Short-term consequences are concrete named statuses — not generic roll modifiers. Each applies specific mechanical effects: attribute penalties, blocked action types, or changed positioning rules. They last for a defined duration, at most the rest of the battle; any still active at the end of the battle clear after a short rest.

Status	Triggered by	Key effect	Clears
Dazed	Concussive hit, flash, impact	Mental Wits −20, defence skills −10	1d3 rounds

Status	Triggered by	Key effect	Clears
Stunned	Heavy impact, nerve strike	Physical Reflexes -20, defence skills -20; no offensive actions	1 round
Prone	Knockdown, leg sweep	Combat: Melee skills -20, defence skills -20	Main action to stand
Grappled	Grapple attack, hold	Combat: Melee skills -20, defence skills -20; no two-handed weapons	Opposed Strength (main action)

- Short-term statuses do not escalate — they expire, they do not compound into long-term.
- A status can be re-applied; recovering from Stunned and being Stunned again are separate events.
- Stun does not stack — re-application restarts the duration rather than extending it.
- Standing from Prone does not trigger zone-of-control exhaustion.

See **Named Status Conditions** (openrpg.ca/consequences-rules) — Full mechanical definitions, recovery paths, and interactions for every named status.

5.6 Long-Term Consequences

Long-term consequences persist beyond the encounter and across sessions. They arise from transition statuses that worsen or from critical results severe enough to apply lasting damage immediately.

Long-term consequences are the system's most serious outcomes. They are not cleared by rest or the end of a scene — they require active treatment, healing, or sustained recovery through play. Two named statuses occupy this tier: Severe Injury and Downed.

Long-term consequences arise in two ways: a transition status worsens into one (the same limb impaired twice, or severe or repeated Combat Shock); or a critical result delivers a long-term consequence directly, bypassing the transition tier entirely.

Status	Common sources	Clears by
Severe Injury	Worsened transition status; direct critical result	Healer + rest; some injuries permanent without surgery or powerful imbuement
Downed	HP reaches 0; explicit Downed result	First Aid to stabilize; First Aid check to restore to 1 HP

- Multiple Severe Injuries do not stack numerically — use the highest penalty per affected attribute.
- Accumulating unhealed Severe Injuries may impose additional narrative consequences at GM discretion.
- A Downed character with active Bleeding requires both to be addressed separately — stabilizing does not stop blood loss.
- Psychological long-term consequences from severe or repeated Combat Shock follow the same framework — healer, imbuement, or roleplay and time.

See **Named Status Conditions** (openrpg.ca/consequences-rules) — Full mechanical definitions, recovery paths, and interactions for Severe Injury and Downed.

See **The Red Ledger** (openrpg.ca/red-ledger) — Critical hit and fumble tables that specify which results deliver long-term consequences directly.

5.7 Recovery & Healing

Long-term penalties and injuries should be reversible through meaningful play, not treated as permanent dead ends.

Characters who take long-term penalties or suffer lasting physical harm can recover through meaningful play. Recovery addresses both confidence and injury. A confidence penalty is taken after a critical failure (01–05) on a skill when the GM rules the failure shook the character: –10 to the skill totals of every skill in that skill's category, or –20 if the failure was public or costly. It lasts until removed by the methods below.

Regaining Confidence

Recovery Method	Effect	Requirements
Opposite Critical	Remove entire penalty	Critical Success (96–100) in same category

Recovery Method	Effect	Requirements
Ally Support (Success)	+5 confidence restoration	Relevant skill check by ally
Ally Support (Critical)	Remove entire penalty	Critical Success by ally
Downtime Training	Gradual improvement	Multiple successful checks or milestone
Experience Points	Buy off penalties	GM discretion, XP cost

Healing Physical Injuries

- Medical treatment: care by someone skilled in healing, medicine, or alchemy reduces severity; a critical success may fully heal the injury.
- Rest and downtime: minor injuries heal naturally over days to weeks, while serious trauma may require several long rests.
- Imbuement healing: an imbuement that restores the body can partially or fully heal damage.
- Permanent scars: rare lasting marks may require a powerful imbuement or a major narrative event to remove.

5.8 Social Consequences

Consequences that arise from social encounters — reputation damage, broken trust, and public disgrace. Same three-tier framework as combat.

Social consequences follow the same framework as combat consequences. They have tiers, mechanical effects, and recovery paths. A broken reputation is not a flavor note — it is a tracked state that changes what a character can do until it is repaired. The fiction of social damage and social recovery is different from physical injury; the architecture is identical.

Status	Tier	Duration	Primary Effect	Clears By
Rattled	Short-term	1 scene	Mental Discipline −10 on social checks this scene	Scene ends
Off-Footing	Short-term	Until scene ends	Social leverage lost; next social check at −10	Scene ends or narrative recovery within scene
Distrusted	Transition	Until trust is rebuilt	Social checks with affected party at −20	Active repair (demonstrated reliability); or downtime
Shamed	Transition	Until vindicated	Social checks in affected community at −15; reputation damaged	Public vindication or demonstrated contrary evidence
Disgraced	Long-term	Until restored	Social checks broadly at −25; some doors close entirely	Sustained reputation repair over sessions; GM adjudicates
Marked Enemy	Long-term	Until resolved	Specific party treats character as hostile; active opposition possible	Narrative resolution — reconciliation, defeat, or departure
Favoured	Transition	Until lost	Social checks with that faction one tier easier; it will vouch for the character	An act against the faction's interest that it learns of
Sworn	Long-term	Until the oath is broken or a call is refused	Treated as one of the faction's own; social checks with its members one tier easier; it may call on the character	Breaking the oath, or refusing one of the faction's calls (Shamed within it)

Short-term Social Statuses

Short-term social statuses are the immediate echoes of a misstep. They sharpen the current scene and expire when it ends. They do not follow the character out of the encounter.

Rattled

A surprise challenge, an unexpected accusation, or a moment of visible uncertainty. The character is present in the conversation but no longer fully in control of it.

Field	Detail
Tier	Short-term
Duration	1 scene or social encounter
Mechanical Effect	Mental Discipline -10 on all social checks this scene
Recovery	Automatic at scene end
Interactions	Rattled can stack with Off-Footing if both are triggered in the same scene

Off-Footing

The character has said the wrong thing, revealed too much, or ceded narrative leverage in an exchange. They are still in the conversation. They are no longer directing it.

Field	Detail
Tier	Short-term
Duration	Until scene ends or narrative recovery within the scene
Mechanical Effect	The next social check the character makes is at -10. Social leverage is counted as held by the opposing party until recovered.
Recovery	Automatic at scene end. Within the scene: a successful social check that recaptures the initiative (GM determination) ends Off-Footing early.
Interactions	A partial social success while Off-Footing clears the status but does not restore lost leverage — the scene continues at neutral.

Transition Social Statuses

Transition social statuses have been written into the world. Other characters know. The damage persists past the scene and requires active work to undo — not just time, but demonstrable change.

Distrusted

A specific person, faction, or community has lost confidence in the character. This is not a vague unease — it is a tracked state tied to a specific relationship. The door is not closed; it is guarded.

Field	Detail
Tier	Transition
Scope	A specific named party, faction, or community. Not universal.
Mechanical Effect	Social checks with the affected party at -20. Some assistance or information may be refused regardless of roll.
Recovery — short path	Before the relationship fully deteriorates: a specific demonstrated act of reliability or honesty — acknowledged by the party — can clear Distrusted within the session it occurs.
Recovery — long path	If left unaddressed across sessions, Distrusted escalates to Disgraced (within that community) or Marked Enemy (for specific individuals). Active repair over downtime or multiple sessions can restore the relationship.
Interactions	A character can be Distrusted by multiple parties simultaneously. Track each separately.

Shamed

A public failure, a revealed deception, or an act witnessed broadly enough to travel. The community holds this now. Not as malice — simply as information.

Field	Detail
Tier	Transition
Scope	A community or social context — a city, a guild, a noble court, a religious order.
Mechanical Effect	Social checks within the affected community at -15. First impressions in that community begin at a disadvantage. Some formal opportunities (contracts, introductions, titles) may require additional justification.

Field	Detail
Recovery — short path	Public vindication within the same session: the truth comes out, a superior reverses judgment, or the character publicly demonstrates the contrary. Clears Shamed immediately if witnessed by enough of the same community.
Recovery — long path	Left unaddressed, Shamed persists and can deepen into Disgraced over time, especially if further failures occur. Downtime reputation repair (GM adjudicates based on scope of the shame) can clear it.
Interactions	A character who is both Distrusted and Shamed within the same community applies the higher penalty only. They do not stack.

Long-term Social Statuses

Long-term social statuses have been written into the world's memory. They persist across sessions and require sustained narrative effort to resolve. Recovery is always possible, but it is measured in sessions and story beats, not actions.

Disgraced

The reputation is damaged broadly. Not a single relationship but a standing. The character's name precedes them now, and not in the way they would choose.

Field	Detail
Tier	Long-term
Duration	Until restored through sustained reputation repair
Mechanical Effect	Social checks broadly at -25. Certain doors are closed entirely until the status is cleared — formal titles, certain contracts, audiences with specific figures. GM determines scope.
Recovery	Sustained reputation repair over multiple sessions: demonstrable acts, allies who vouch, narrative events that rewrite the story the community holds. GM adjudicates the threshold. This cannot be rushed.
Interactions	Disgraced supersedes Shamed and Distrusted — if all three apply, track only Disgraced. If Disgraced clears, check whether Shamed or Distrusted conditions remain underneath it.

Marked Enemy

A specific individual or faction has moved past distrust to active opposition. This is not passive hostility — the Marked Enemy will work against the character when the opportunity arises.

Field	Detail
Tier	Long-term
Duration	Until resolved by narrative — reconciliation, decisive defeat, or departure from the enemy's sphere of influence
Mechanical Effect	The named party treats the character as hostile. They may: withhold assistance, provide misinformation, alert rival parties, or take direct action when capable. Social checks with this party automatically fail unless extraordinary circumstances apply.
Recovery	Narrative resolution only. Reconciliation requires the enemy to have a reason to change their position — not just the character's desire for it. Defeat ends the status if the enemy is removed from play. Departure works if the character leaves their sphere of influence permanently.
Interactions	A character can have multiple Marked Enemies. Each is tracked separately. They do not stack mechanically but may compound narratively.

> **Social consequences and the fiction**
>
> Social consequences are not punishments for making interesting choices. They are the world's memory of what happened. A character who burns a bridge should feel that bridge being gone — and should also have a reason to try to rebuild it, or to find a different crossing. Recovery paths exist for every social status. The table should always know that the damage is not permanent unless they choose to leave it so.

Standing with Factions

A faction is any body of people that acts as one and remembers as one: the Church of the Eternal Flame or one of its orders, an Earl's household, a guild hall, a heretic congregation, a rival company, a frontier steading. The GM keeps the company's standing with each faction it has dealt with. Standing is not a new score. A bad standing is one of the social statuses above, with that faction as the affected party or community; Disgraced keeps its broad reach: a faction can cause it, but not confine it. A good standing is one of two more: Favoured and Sworn. Each is held by the character with the faction: the character is Favoured with a chapel's clergy, or Distrusted by them.

Standing	Tier	Effect with the faction	Gained by	Lost by
Sworn	Long-term	Treated as one of its own: its doors, shelter and counsel are open, and social checks with its members are one tier easier. It may call on the character for service.	Taking its oath, or long service it acknowledges in public	Breaking the oath, once the faction learns of it: Marked Enemy. Refusing a call: Shamed within the faction, which ends Sworn.
Favoured	Transition	Social checks with its members are one tier easier, and it will vouch for the character where its word carries.	A service the faction acknowledges	Acting against its interest, once it learns of it: Favoured ends. A second offence makes the character Distrusted.
No standing	—	Dealt with as any stranger is.	—	—
Distrusted, Shamed, Disgraced, Marked Enemy	As above	As above, with the faction as the affected party or community; Disgraced stays broad	As above	As above

A good standing and a bad one with the same faction never stand together: the bad one replaces the good, and clearing it returns the character to no standing, not to what they held before. Favoured and Sworn do not stack; Sworn is the higher. Making a check one tier easier follows the usual rule for modifiers: it changes the tier, never the roll. A faction's standing reaches its members wherever they are, and no further. When two factions are in open conflict and one learns that a character has become Favoured or Sworn with the other, the GM may make the character Distrusted by it. Where a faction deals with the company as one, the company holds a standing of its own; each character also keeps theirs, and a check made for the company uses the worse of the two.

Faith in Play

A character's religion grants its background bonuses (see Character Rules). In play, faith is also a standing: with the Church of the Eternal Flame, whose clergy serve almost every parish in the realm, and with the character's own congregation if they follow a fringe faith. The world pages say what each faith believes. This section says what the Church's rites ask of a character, and what follows when a character fails them. The rules never decide which faith is true.

What the Church asks

Rite	What it asks of a character	Kept	Failed
Unbroken Vigil	Priests keep the Unbroken Vigil. When they ask, the character stands it with them, keeping a temple pyre or shrine brazier fed through the night until dawn. A night on vigil is not a long rest.	Clears the character's Shamed within that parish, once, as public vindication; or the character becomes Favoured with its clergy	Letting the flame fall low: Shamed in that parish. Letting it go out: Shamed in that parish and Distrusted by its clergy, who report it to their bishop.
Fuel Tithes	A householder pays a share of fuel, or its price, each year at the winter tithes, set by the chapel by district risk. A company on the road owes nothing; a character who holds a house or land owes for it.	Nothing beyond what is owed	Unpaid: the character is Distrusted by the chapel's clergy. A false tithe book found by a Church auditor: Shamed in the parish, and the debt still stands.

Rite	What it asks of a character	Kept	Failed
Ember Census	At the yearly count, every hearth the character keeps lit, and kindled from a sanctioned fire. The register writes a hearth only as lit or dark, and sanctioned or not.	The household is written down as lit	Found dark or unsanctioned: the hearth is relit from the chapel at the household's cost, and the household's name is read aloud in the square: Shamed in the parish until it has paid. Found dark twice, or caught lying to the counter: Distrusted by the Church, and written up for the Eternal Vigil. Being written up is not yet a writ: the character becomes a Marked Enemy of the Eternal Vigil only once an inquisitor holds a writ for them (Under writ, below).
Rite of Twin Shadows	On the great feast days, two of the faithful stand as the shadows of the Sovereign and the Maw, cast from one flame, and must not let the shadows touch. Being asked is an honour; refusing in public leaves the character Off-Footing for the scene.	Standing the rite without fault: the character becomes Favoured with the parish clergy	The parish takes shadows that touch as an ill omen on whoever moved: Shamed in that community. If the rite is disrupted, or the character is shaken, the GM may call for a Dancing or Acting check.

Heresy and the Church

A character who follows a fringe faith (the Ashen Diplomats, Ember Thieves, Pyre Ascetics or Twin-Blade Kindlers), or who is one of the Godless, starts with no standing with the Church so long as the Church does not know. Keeping the Church's forms in front of its clergy while believing otherwise, at the Census, on a vigil or before a priest who asks, is a Deception check: Moderate by default, Hard before an inquisitor or in a parish that has lately found heretics, and Easy where the clergy would rather not look. A character with 5 or more base points in Theology knows the words of the rites, and the GM may make the check one tier easier. A Critical Success keeps the secret, and those clergy will not ask again this year. A Full Success keeps it for the scene. A Partial Success keeps it, but the priest means to ask again, and the character is Off-Footing for the scene. A Partial Failure makes the character Distrusted by the clergy who saw it. A Critical Failure, or proof, means the character is found out.

- **Found out**: the character is Distrusted by the parish's clergy. Even if that clears, the character's standing with those clergy can rise no higher than no standing until they recant before a priest or leave the parish.
- **Named in chapel**: the Church condemns the character by name, and they are Disgraced in every community that keeps the Church. Rank delays this; it does not prevent it.
- **Under writ**: an inquisitor of the Eternal Vigil holds a writ for the character, who is a Marked Enemy of the Eternal Vigil. Knights of the Order of the Stable Blade may ride with the writ.
- **Struck from the register**: a household, chapel or village the Church no longer counts. Each of its people is Distrusted by the Church, and the Church's clergy will not keep its rites.
- Each sanction clears as its status does. A public recantation before a priest counts as public vindication for Shamed, and starts the long repair of Disgraced. A writ ends only as a Marked Enemy ends.

A congregation of the character's own faith is a faction like any other. Keeping its rites in secret can make the character Favoured with it, and keeping them for years can make the character Sworn to it. A character who betrays it to the Church is its Marked Enemy.

5.9 Exploration Consequences

Consequences that arise from travel, wilderness, and environmental encounter — attrition, disorientation, and the slow cost of the land.

Exploration consequences arise from the environment — weather, terrain, distance, and the slow attrition of time spent away from safety. The land does not intend harm. It simply continues to be what it is, and characters are small within it. Exploration consequences follow the same three-tier framework as combat and social: short-term effects clear with the scene, Transition effects demand attention before they compound, and long-term consequences persist until real recovery.

Status	Tier	Duration	Primary Effect	Clears By
Disoriented	Short-term	Until reoriented or scene ends	Navigation checks at −15; movement speed halved in unfamiliar terrain	Successful navigation check; landmark found; guide consulted
Exposed	Short-term	While conditions persist	Physical Endurance −2 per hour of exposure; Mental Discipline −10	Shelter found; conditions change
Exhausted	Transition	Until rested / long-term if untreated	−20 to physical skill totals; the same state as an empty fatigue pool	Long rest (8 hours); imbuement; or short rest reduces to −5 temporarily
Resource-Depleted	Transition	Until resupplied	Specific resource absent; related checks at −20 or impossible	Resupply; foraging success; trade
Worn Down	Long-term	Until full recovery	Physical Strength −15, Physical Endurance −15; recovery from other statuses slowed	Extended rest (multiple days) in safety; healer or imbuement

Short-term Exploration Statuses

Short-term exploration statuses are immediate responses to environmental pressure. They resolve when the pressure resolves — a navigator finding their bearings, a traveler reaching shelter. They do not follow the party out of the scene that generated them.

Disoriented

The path has become uncertain. A fog bank, an underground complex with identical corridors, a dense forest that swallowed the landmarks — something has removed the party's confidence about where they are relative to where they need to be.

Field	Detail
Tier	Short-term
Duration	Until reoriented, or until the scene ends
Mechanical Effect	Navigation checks at −15. Movement speed halved in unfamiliar terrain while Disoriented. If the party moves while Disoriented and fails a navigation check, they travel in a direction of the GM's determination.
Recovery	Successful navigation check (no penalty applied to the recovery check itself). Finding a known landmark. Consulting a reliable guide. Ascending to a vantage point (GM discretion).
Interactions	Disoriented compounds at night or in severe weather — the GM may apply an additional −5 to navigation checks under those conditions.

Exposed

Extreme cold, sustained rain, desert heat, or any environmental condition that the body cannot maintain itself against indefinitely. The environment is not hostile — it is indifferent, and that is enough.

Field	Detail
Tier	Short-term (clears when conditions change or shelter is found)
Mechanical Effect	Physical Endurance −2 per hour of exposure (this compounds — the body is losing ground). Mental Discipline −10 while Exposed.
Recovery	Adequate shelter found. Conditions change (storm passes, temperature moderates). Warming imbuement or similar. Once Exposed clears, Physical Endurance lost to exposure does not come back on the trail, even with rest. All of it comes back after one long rest indoors by a fire, Worn Down or not. Exhausted and Worn Down themselves clear by their own rules.
Interactions	Exposed while already Exhausted: Physical Endurance loss increases to −4 per hour. The body has fewer reserves to draw on.

Transition Exploration Statuses

Transition exploration statuses have accumulated past the point of easy resolution. They require specific action — rest, resupply, or treatment — before they become long-term problems. The wilderness rewards parties who address these before pressing on.

Exhausted

The body has been asked to give more than it had available. Forced march, sleepless nights, sustained cold, or the cumulative weight of days without adequate rest. There is a point past which the will is no longer a useful instrument.

Field	Detail
Tier	Transition
Mechanical Effect	−20 to all physical skill totals (every skill in the Athletic, Combat: Melee, Combat: Ranged and Combat Skills categories). This applies to combat, travel, and all physical checks. This is the same state as an empty fatigue pool (Fatigue Rules).
Recovery — short path	Long rest (8 hours of sleep in safe conditions). A short rest reduces Exhausted to a −5 temporary penalty for 1 scene, but does not clear it. An imbuement of restoration can clear Exhausted immediately.
Recovery — long path	If Exhausted persists across multiple sessions without resolution — continued forced march, denied rest, compounding Exposed — it escalates to Worn Down. Worn Down requires multiple days of safety to clear.
Interactions	Exhausted slows recovery from all other statuses. A character who is Exhausted and Bleeding will stabilize normally but will take longer to recover from the wound. Healer checks for a character who is Exhausted take a −5 penalty.

Resource-Depleted

A critical supply has run out. Water, food, rope, lantern oil, medicine — the specific resource defines the consequence. The wilderness does not negotiate on this.

Field	Detail
Tier	Transition
Scope	Tied to a specific resource. Track each depletion separately.
Mechanical Effect	Checks that require or benefit from the absent resource are at −20 or impossible (GM determines which). Without water: Physical Endurance −3 per day and Exhausted advances faster. Without food: Physical Endurance −1 per day after the first. Without light: navigation and perception at −20 in darkness.
Recovery — short path	Successful foraging, hunting, or trade within the current scene or camp. Clears the specific depletion immediately.
Recovery — long path	If depletion of critical resources (water, food) continues untreated across multiple sessions, Physical Endurance damage accumulates and Exhausted escalates to Worn Down. Some resources (medicine, specific materials) cannot be foraged and require resupply from civilization.
Interactions	A party can be Resource-Depleted on multiple resources simultaneously. Prioritize by urgency: water before food, light before rope.

Long-term Exploration Status

Long-term exploration consequences are the mark of time spent hard in the wilderness — the body carrying the weight of sustained attrition. They do not resolve overnight. They require the safety and rest that only a return to civilization or a well-provisioned sanctuary can provide.

Worn Down

The accumulated cost of sustained hardship — weeks of difficult terrain, deprivation, or exposure without adequate recovery. The body has been spending reserves it no longer has. Every check is harder. Every wound takes longer to close.

Field	Detail
Tier	Long-term

Field	Detail
Duration	Until full recovery. Persists across sessions.
Mechanical Effect	Physical Strength −15, Physical Endurance −15. All recovery from other statuses is slowed — healing from First Aid takes twice as long to restore full function; Exhausted requires two full nights of rest to clear rather than one.
Recovery	Extended rest in safety: multiple days (GM determines based on duration of attrition, typically 3–7 days). Healer treatment can reduce this timeline. Restorative imbuement can clear Worn Down immediately. Cannot be cleared by a single night's sleep regardless of quality.
Interactions	A character who is Worn Down and sustains combat injuries recovers from those injuries at half the normal rate. The body does not have the resources to do both at once.

The land is not the enemy

Exploration consequences are not punishment for exploring. They are the honest cost of the world's scale and indifference. A party that manages their resources, rests when they can, and treats Transition statuses before they compound will find the wilderness hard but navigable. A party that ignores the accumulating weight will find it lethal — not because the land wanted that, but because it continued to be a wilderness while they were in it.

5.10 A Day's Travel

A normal travel day is about 8 hours on the move. Distances by mode, on a road or open water.

A normal travel day is about 8 hours on the move, with stops to eat and rest. It covers these distances on a road or open water.

Mode	Per day
On foot	30 km (19 miles)
Horse	50 km (31 miles)
Wagon or cart	25 km (16 miles)
Sailing ship (coastal)	120 km (75 miles)
River barge	50 km (31 miles)

The world map's measure tool and route planner use these numbers.

5.11 Terrain

Off the road a day covers less ground. Multiply by the terrain.

Off the road a day covers less ground. Multiply the day's distance by the terrain. Over mixed ground, use the slowest terrain of each stretch.

Terrain	Multiplier	On foot, per day
Road	×1	30 km
Trail	×0.75	22.5 km
Open rough ground or forest	×0.5	15 km
Mountain or deep snow	×0.33	about 10 km

- Wagons and carts stay on roads.
- Ships and barges keep to open water. Terrain does not change their day.

5.12 Winter

Snow slows travel on land. Winter ice closes the sea routes through it.

- Snow slows every land mode, roads included. The snow's edge counts as rough ground (×0.5). Deep snow is as slow as mountains (×0.33).

- Ground that is already slower keeps its own multiplier.
- Sea routes through winter ice are closed.

5.13 Forced March

Each hour past the normal day costs 2 Fatigue.

A party can push on past the normal day. Each hour beyond it costs every traveller 2 Fatigue and covers one more eighth of the day's distance: about 4 km on foot on a road.

See **Fatigue Rules** (openrpg.ca/fatigue-rules) — What Fatigue costs, its states, and how to recover it.

5.14 Getting Lost

A failed Navigation check leaves the party Disoriented.

Away from known roads the GM may call for a Navigation check. On a failure the party is **Disoriented**: Navigation checks at −15, and movement speed halved in unfamiliar terrain, until they find their bearings.

See **Consequences Rules** (openrpg.ca/consequences-rules) — Disoriented and the other exploration statuses: what they do and how they clear.

CHAPTER 6

Artifacts & Imbuements

Ancient artifacts, how a bearer attunes to one, and the imbuements they can channel through it.

6.1 Introduction to Artifacts

Artifacts are spiritually charged items that unlock divine and magical capability through contact, attunement, and long-term growth.

STORY LENS

What It Cost to Find This

Artifacts carry history. Most of that history is not good.

Maren found the gauntlet three days into the ruins, beneath a soldier who had died still wearing it. The attuning took most of the night. By morning she understood why the previous owner hadn't been able to leave.

Artifacts in OpenRPG are not equipment. They are relationships — with an object, with its history, with the question of how much power you're willing to carry before it starts carrying you. The rules exist to make that question feel real.

- Attunement is a deliberate act with costs and limits — artifacts resist casual use.
- Power comes with conditions: activation requirements, fatigue, and sometimes side effects that accumulate.
- The history encoded in an artifact is a resource the GM can use as freely as the player does.

Artifacts are spiritually charged items that grant characters access to divine power through attunement. They sit at the center of the imbuement system and can appear as humble talismans, broken relics, or rare survivals from ancient divine histories.

An artifact does more than add a static bonus. It strengthens faith, improves one school of imbuement, and unlocks imbued skills whose powers scale with the wielder and the artifact itself.

> **How artifacts fit the wider rules set**
>
> Read artifacts with the character, skill and imbuement rules. An artifact is a conduit for power, not just treasure.

6.2 Ancient Relics of Power

Every artifact grants a faith bonus, category expertise, and access to imbued techniques tied to its theme.

- Faith Bonus (equal to the artifact's power rating): the artifact strengthens the bearer’s spiritual connection and improves divine channeling.
- Category Expertise: each artifact is aligned with a single imbuement school and grants a scaling bonus there.
- Imbuement Skill Access: the artifact unlocks one or more imbued skills from its category, with stronger relics opening deeper techniques.

This makes artifacts qualitatively different from ordinary gear. They are not simple stat sticks: they shape identity, expand magical reach, and often anchor a character’s long-term progression.

6.3 What Counts as an Artifact

Artifacts may be small talismans or fractured divine relics, but all grant passive contact benefits before deeper attunement.

- Talisman: a wearable or portable focus such as a brooch, ring, or bracelet.
- Relic: a larger or older sacred fragment such as a divine shard, broken weapon, or ceremonial remnant.

All artifacts grant a passive boon on contact. Their deeper value appears only once the character has endured attunement and opened the associated imbued path.

6.4 Attunement Flow

Attunement is a story-facing progression from contact to trial to unlocked imbued skill access.

1. Find or receive an artifact. Contact activates its passive effect and reveals its presence to the bearer.
2. Attempt attunement. The character undergoes a Trial of Faith and rolls Faith, starting at Improbable. Each failed attempt makes the next one tier easier.
3. Unlock the imbued path. A successful attunement links the character to the artifact's category and grants access to its imbued skill and associated powers.

Trial of Faith

The Trial of Faith is story-driven. The GM decides when it arrives and what belief, resolve, or sacrifice the artifact demands.

Retries, easing, and failure

A failed attunement attempt does not lock the character out. Each failed attempt makes the next one tier easier: Improbable, then Very Hard, then Hard, and so on.

Failure should leave a mark even when it does not cause damage: doubt, dread, social suspicion, spiritual backlash, or a temporary inability to draw on the artifact cleanly are all appropriate consequences.

6.5 Artifact Progression

Artifacts evolve through contact, attunement, and mastery as the bearer's spiritual relationship deepens.

Stage	What it grants
Contact	Passive faith benefit while the bearer touches, wears, or carries the artifact.
Attunement	Unlocked imbued skill access after the Trial of Faith succeeds.
Mastery	At Faith 75+, artifact bonuses and imbuement potency improve by 15 percent.

6.6 Mechanical Summary

Artifact power rating, contact requirements, magical bonuses, and mastery define how strong a relic becomes in play.

Contact

Physical contact is mandatory. Without carrying, wearing, or touching the artifact, the bearer loses all artifact-granted bonuses.

Attunement benefits

- Faith Bonus: equal to the artifact's power rating. Daily uses are Faith Bonus ÷ 10, rounded down (Imbuement Rules).
- Three magical bonuses: primary at power divided by 10, secondary at power divided by 15, and tertiary at power divided by 20.
- Access to one or more imbuement powers that normally match the artifact's category.
- Attunement capacity is counted in points: your Attunement stat, (Wisdom + Faith + Reasoning) / 3. Each attuned artifact costs its power rating ÷ 10, rounded down.

Mastery and power rating

- Mastery begins when Faith reaches 75 or higher.
- Mastery improves all artifact bonuses by 15 percent and also increases the potency of granted imbuement powers by 15 percent.
- Artifacts use a power rating from 1 to 100.
- Each artifact belongs to one imbuement category and grants powers according to both category and rating.

6.7 Imbuements: Ancient Powers Awakened

Imbuements are primordial forces awakened through artifacts rather than conventional learned spellcasting.

Imbuements are not ordinary spells learned from study. They are ancient forces awakened through attunement to artifacts that resonate with the world's oldest powers.

An artifact does not create this power so much as unlock it. The bearer becomes a conduit for one primordial aspect, channeling a force that predates civilization and often feels half-remembered rather than newly learned.

6.8 Core Imbuement Rules

Imbuement depends on physical contact, casting time, daily frequency, and rest-based recovery.

STORY LENS

What the Conduit Carries

Magic in this world comes through the artifact, not the speaker

Ser held the shard for eleven nights. She didn't speak incantations. She didn't draw symbols. She kept her palm on the cold stone at the right hour, with the right attention, until it answered. By the twelfth night the blade in her other hand held heat differently than iron should. The power had not come from her. It had come through her.

Imbuement in OpenRPG is channelling, not performance. The power comes from an artifact's ancient aspect, opened through attunement and held through contact. The rules model what that conduit grants and what it costs.

- Imbuement is channelling, not spellcraft — the artifact holds the power, and the bearer's attunement and contact open it.
- Each aspect of imbuement (evocation, warding, summoning, and so on) defines what kind of power an artifact can carry.
- Power is never free — repeated channelling leaves its mark on the bearer, and losing contact closes the conduit.

Physical contact required

An artifact is the conduit for primordial power. Breaking contact severs access to every imbuement it grants until contact is restored.

Not every artifact is portable

Some artifacts are fixed monuments such as standing stones, obelisks, or colossal crystal formations. They can only be used while the bearer is physically present and touching them.

Creatures can attune

A creature can attune to an artifact through physical contact, such as a relic necklace placed on it. The artifact is still the conduit: the power comes through it, and when contact breaks the creature loses every imbuement it grants.

Attunement is a Faith roll, made with the creature's Faith as a character makes it (Artifact Rules, Attunement Flow). Capacity is counted in points, also as for a character: the creature's Attunement stat, with each attuned artifact costing its power rating ÷ 10, rounded down.

Casting time and frequency

Rule	Summary
Instant	Reaction-speed or appended to another action.
1 Action	Uses the character's main action.
1 Minute	Sustained concentration outside combat.
10 Minutes	Ritual-scale preparation for major effects.

Rule	Summary
Minor imbuements	At will, but still respect casting time.
Lesser imbuements	3 × the artifact's daily uses per day.
Moderate imbuements	2 × the artifact's daily uses per day.
Greater imbuements	1 × the artifact's daily uses per day. Daily uses = Faith Bonus ÷ 10, rounded down (3 at Faith Bonus 30).
Supreme imbuements	Once per day regardless of Faith Bonus.

- Imbuements require no material components beyond the artifact itself.
- Expended uses recover after a long rest unless a specific artifact demands extra ritual or meditation.
- An imbuement that rolls an attack (Attack Roll) follows the combat rule: there is no Partial Success, so a roll at the target or below misses. Every other imbuement keeps its Partial Success outcome.

How to read uses per day

Uses per day are tied to the currently wielded or currently contacted artifact, not a shared pool. If a bearer changes artifacts, they change what powers are available and how often those powers can be used.

If multiple artifacts are in play, the GM should require the bearer to declare which artifact is being used as the active conduit for that effect. Do not stack multiple artifact use limits into one shared casting total unless a specific rule later says otherwise.

6.9 The Fourteen Ancient Aspects

Each artifact aligns with one primordial aspect, shaping the flavor and capability of the powers it unlocks.

Aspect	Theme	Manifestation
Alchemy	Transformation of matter	Awakens dormant potential and reveals how substances want to combine.
Divination	Sight across time and probability	Perceives futures, truths, and hidden currents as echoes of timeless awareness.
Enchanting	Binding and resonance	Rewrites an object's nature by touching its underlying song or true name.
Evocation	Elemental violence and raw force	Channels the primal storm so fire, lightning, and ruin answer as kin.
Illusion	Perception shaping reality	Makes near-possibilities briefly real by shifting what minds accept as true.
Necromancy	The threshold between life and death	Touches the animating spark and redirects it across the living and the dead.
Runesmithing	Primordial symbols and commands	Writes laws into reality using the first language of creation.
Summoning	Connections between realms	Reopens remembered paths so beings and forces can cross impossible distances.
Telekinesis	Will as force	Treats thought and motion as the same act, extending intent into matter.
Teleportation	Space made flexible	Folds location and traverses distances by reminding space it can be fluid.
Warding	Protection and preservation	Extends the universe's first defensive impulse into shields and boundaries.
Forging	Shaping possibility into form	Gives concrete reality to ideal forms rather than merely crafting objects.
Transmutation	Fundamental change of essence	Rewrites what a thing is while preserving the continuity of its existence.
Shapeshifting	The fluid self	Treats identity and body as negotiable, letting new forms feel naturally true.

6.10 Channeling Ancient Power

Using an imbuement is less like learned technique and more like awakening a remembered path.

Imbuements are awakened through attunement, not ordinary training. When the artifact recognizes a bearer, it opens dormant pathways that feel both foreign and deeply familiar.

Each artifact grants access to a set of powers from its aspect, with stronger artifacts unlocking deeper manifestations. The user does not memorize these powers so much as remember them when the conduit opens.

Using an imbuement often feels like brief vertigo or borrowed certainty: motions arrive older than the caster, words feel remembered instead of invented, and afterward the experience can linger like a vivid dream.

6.11 The Weight of Ancient Memory

Primordial power is never free; repeated use can reshape perception, identity, and the bearer's relationship to the world.

Channeling primordial force leaves traces. Repeated use can alter dreams, perception, and the bearer's sense of self as ancient memory presses against ordinary human consciousness.

Those who attune to multiple artifacts may remember impossible histories, feel nostalgia for places they never visited, or adopt habits that seem borrowed from something older than humanity.

> **Respect the conduit**
>
> Artifacts do not explain themselves. Push too hard, and the ancient memory behind the power can overwhelm the human identity trying to channel it.



Art by Michael Mussellam

CHAPTER 7

GM Tools

For the Game Master: building balanced encounters, reading creature entries, and running notable figures.

7.1 Encounter Rules

How to build and balance encounters against a party of any size or level.

STORY LENS

The Space Before It Starts

An encounter is a question the situation is asking. Answer it.

The merchant caravan had been shadowed for two hours before Petra called a halt and turned to face the tree line. Nothing had happened yet. The encounter was already happening — in the spacing between trees, in the guards' posture, in the silence where birds should have been.

Encounter rules govern the structure around conflict, not just the conflict itself. Stakes, approach, environment, and information all shape what the dice mean before anyone rolls. A well-framed encounter makes every outcome feel earned.

- Define the stakes before initiative — the table should know what success and failure each look like.
- Environment is mechanical, not decorative: cover, elevation, terrain, and light all change what's possible.
- Encounters end when the fiction is resolved, not just when one side runs out of hit points.

OpenRPG encounter building treats creature level and party level as fast planning tools so a GM can estimate pressure before the first action is rolled.

7.2 Encounter Balance

Creature level is a shorthand for pressure, but action economy matters once multiple enemies enter the scene.

Creature Level is a shorthand for difficulty: a Level N creature is an even fight for four Level N characters carrying the expected kit for their level (Bestiary Rules, Encounter Guidance).

When more than one creature is in the fight, numbers matter more than levels. Every creature acts each round, so a second creature at the party's level makes it about four times as likely that someone is Downed, while a creature a

few levels below the party is still nearly as dangerous as one at its level. The Encounter Budget below turns this into points a GM can add up at the table.

7.3 Encounter Budget

Use a three-step budgeting rule to estimate fair, hard, or deadly encounters.

1. Find each creature's threat points in the table below, from its size (or its two attacks a round) and its level against the party's level.
2. Add up the points for every creature in the fight.
3. Compare the total with the budget for the party's size to read the difficulty.

Party level

Use the characters' level. If their levels differ, use the average, rounded down. A creature's level is the level set on its bestiary entry.

Creature	3+ levels above the party	1–2 levels above	Party level to 5 below	6+ levels below
Small or Tiny	¾	½	½	½
Medium or larger	1½	1¼	1	¾
Two attacks a round (the bear, the elk)	2	2	1½	1

Budget for four characters

Trivial: up to ½ point. Even: up to 1¼. Hard: up to 2. Deadly: more than 2.

For each character more than four, add ¼ to the Even and Hard limits (five characters: Even up to 1½, Hard up to 2¼). For each character fewer, take ¼ off (three characters: Even up to 1, Hard up to 1¾).

The difficulties are those of Bestiary Rules, Encounter Guidance: an Even fight gives up to a 1 in 10 chance that someone is Downed, a Hard one 1 in 10 to 1 in 4, and a Deadly one more.

7.4 Quick Rule for Same-Level Creatures

When all creatures match party level, you can estimate threat by comparing creature count to player count.

If every creature is between the party's level and 5 levels below it, you can skip the points and count the creatures. For four characters:

Difficulty	Medium or larger	Small or Tiny	What to expect
Trivial	—	1	Over in a round or two; a Downed character is rare.
Even	1	2	Up to a 1 in 10 chance that someone is Downed.
Hard	2	3 or 4	A 1 in 10 to 1 in 4 chance that someone is Downed.
Deadly	3 or more	5 or more	Over a 1 in 4 chance; with four at the party's level, more often than not.

Tip

Two Small or Tiny creatures count as one larger one, and a creature that attacks twice a round (the bear, the elk) counts as one and a half. For creatures above the party's level, or a party of more or fewer than four, use the points.

Creatures that give up early (at half their HP, or when the first of them falls) usually make a fight one difficulty easier. Creatures that hunt the weakest character can make it one harder. From party level 10, Small and Tiny creatures hit harder than their half point: treat four of them as Deadly.

7.5 Worked Example

A four-player Level 3 party produces a Party Total of 12 creature levels.

- Party: four Level 3 characters. The budget: Even up to 1¼, Hard up to 2, Deadly above 2.
- Even: one Level 3 dire wolf (1 point), or two Level 1 dire rats (½ + ½ = 1).
- Hard: a Level 3 dire wolf with two Level 1 jackals (1 + ½ + ½ = 2), or a Level 3 flat-faced bear on its own (two attacks a round: 1½).
- Deadly: three Level 3 dire wolves (3), or the bear with two Level 1 dire wolves (1½ + 1 + 1 = 3½).
- The same wolf and jackals against only three characters: the Hard limit drops to 1¾, so 2 points is Deadly.
- A Level 1 party against the Level 3 bear: two levels above, two attacks a round, 2 points. Hard.

7.6 Encounter Caveats

Level budget is a starting point, not the whole answer once terrain, role mix, and attrition enter play.

- Elites versus swarms: one elite creature and six weaker enemies can share a budget but feel very different because action economy changes the danger.
- Ranged pressure matters: enemies who can attack before the party closes distance effectively hit above their level budget.
- Terrain matters: choke points, elevation, darkness, mud, or narrow interiors can make a fair encounter feel deadly.
- Fatigue matters across the day: a mathematically fair fight becomes harsher when it lands after travel, injuries, or earlier combat.
- Imbuement users and strange abilities should be treated as swing factors; if the group cannot answer their toolkit, lower the raw encounter budget.

7.7 Introduction to the Bestiary

The Openheim bestiary is a living reference for every creature in the world, built on the same shared stat model as player characters.

STORY LENS

Reading the Threat

The creature does not know it is in an encounter. You do.

Vash watched the flat-faced bear from the ridge for a full minute before signaling the others. It wasn't the size that told her what she needed to know — it was the way it moved. Favoring the left. Scenting upwind. Not searching; waiting. That changed the plan entirely.

The bestiary rules exist to give creatures inner logic, not just stat blocks. A creature that behaves correctly — that hunts, retreats, defends, and communicates threat — is more dangerous and more interesting than one that simply hits back. The rules support that texture.

- Creature archetypes define behavioral tendencies as much as combat statistics.
- Tactics entries describe how a creature actually fights — use them to make encounters feel earned rather than calculated.
- Encounter notes give GMs the fiction context needed to frame a creature encounter before the first roll.

The Openheim bestiary catalogues every creature in the world as a playable reference for both players and GMs. Every entry shares the same underlying stat model as player characters -- the same 21 attributes, the same derived stats, the same combat chassis.

Creatures are presented at their base level. Any player or GM can use the level control on a creature entry to scale it up, one level at a time, and see how its stats change. There is no locked GM-only view -- the bestiary is a shared reference.

Built on the shared chassis

A creature hit points, initiative, and movement are derived the same way as a character. A wolf reflexes drive its initiative. A troll endurance drives its hit points. The numbers on the page are not invented -- they come from the same rules the players use.

7.8 Creature Types

Creature type shapes lore, behavior, and how the creature interacts with the world beyond raw combat stats.

Every creature belongs to one type. Type is a broad classification that conveys behavioral, ecological, and narrative identity. It affects how the creature interacts with certain artifacts, environmental conditions, and encounter contexts.

Type	Description
Beast	Natural animals driven by instinct, hunger, territory, and survival.
Humanoid	Upright tool-users with social structure, language, and adaptive problem-solving.
Monster	Unnatural predators that fit no natural order -- the Akraal themselves and the gorrok.
Akraal	Creatures born of or bent by the Akraal's darkness -- the bramble spider, the woebringer.
Undead	Reanimated remains or bound spirits -- persistent, purposeful, resistant to morale pressure. None in the bestiary yet.
Construct	Built or clockwork creatures animated through craft or spiritual binding rather than natural life. None in the bestiary yet.
Elemental	Manifested forces of fire, earth, water, or air -- bound to their element and hostile to disruption. None in the bestiary yet.
Plant	Animate vegetation -- slow, patient, territorial, often immune to morale-based pressure. None in the bestiary yet.

7.9 Creature Size

Size determines base hit points, hex grid footprint, reach, and the scale of a creature threat in confined or open space.

Size is not just a description -- it has direct mechanical consequences. Larger creatures have more hit points at every level, occupy more space on a hex grid, and threaten a wider area. Smaller creatures are fragile but harder to pin down.

Size	HP Multiplier	Hex Footprint	Examples
Tiny	0.5	1 hex	Bat, rat, spider, weasel
Small	0.75	1 hex	Badger, jackal, eagle, vulture
Medium	1.0	1 hex	Wolf, human, boar, deer
Large	1.5	3 hexes	Brown bear, dire wolf, crocodile, elk
Huge	2.0	7 hexes	Mammoth, troll, killer whale
Gargantuan	3.0	7 hexes	The largest whales; none in the bestiary yet

7.10 Creature Archetypes

Archetypes define the behavioral and physical chassis that underlies a creature stats -- how it moves, hunts, defends, and scales.

Every creature is built on an archetype -- a biologically grounded chassis that defines its baseline attributes, attribute growth pattern, and combat identity. The archetype is not visible as a label in the creature entry, but it drives every number on the page.

Archetypes are grounded in real animal morphology and ecology -- body plan, locomotion, feeding pattern, and survival behavior. A wolf is a pursuit pack predator. A crocodile is an amphibious lurker. A bat is a small nocturnal predator. The archetype makes the numbers make sense.

Archetype	Combat Identity
Pursuit Pack Predator	Social carnivores that exhaust and isolate prey through coordinated pressure.
Solitary Stalk Predator	Lone hunters built for stealth and a decisive first strike.
Charging Herbivore	Heavy-bodied grazers that answer threats with momentum and mass.
Herd Browser	Vigilant prey animals built for sustained flight and endurance.
Endurance Ungulate	Long-distance travellers with surefootedness and load capacity.
Fossorial Burrower	Tunnel-adapted creatures with digging strength and close-range stubbornness.
Web Trapper	Patient predators that let silk or terrain do the work.
Ambush Predator	Concealment-reliant hunters built for one clean strike before prey reacts.
Aerial Raptor	Flying hunters that convert height and sightlines into lethal vector attacks.
Opportunistic Scavenger	Cautious generalists that exploit weakness rather than create it.
Aquatic Pursuit Predator	Streamlined hunters adapted to three-dimensional underwater pursuit.
Amphibious Lurker	Wetland predators that win by lurking, sudden seizure, and dragging.
Tool-Using Biped	Generalist bipeds that solve danger through hands, tools, and adaptation.
Massive Terrestrial	Large bodies that absorb mistakes and answer problems with force and reach.
Territorial Defender	Creatures built to hold ground and absorb sustained pressure.
Small Nocturnal Predator	Light-bodied night hunters relying on sensitivity and evasion over mass.
Reptilian Ambush Hunter	Cold-blooded predators built for patience, terrain blending, and burst acceleration.
Marsh Forager	Wetland opportunists that exploit poor footing and vibration through soft ground.

7.11 Creature Attributes

Creatures use the same 21 physical, mental, and sensory attributes as player characters, scored on the same 1 to 100 scale.

Creatures share the same attribute system as player characters. All 21 attributes -- physical, mental, and sensory -- exist on every creature entry. The archetype determines which attributes sit high and which sit low.

- Physical attributes (Strength, Reflexes, Coordination, Endurance, Flexibility, Balance, Appearance) drive HP, movement, and melee effectiveness.
- Mental attributes (Discipline, Intuition, Reasoning, Memory, Wits, Wisdom, Charisma) drive initiative, resistance to manipulation, and tactical adaptability.
- Sensory attributes (Hearing, Sight, Smell, Taste, Emotion, Touch, Faith) drive detection, tracking, and certain special behaviors unique to the archetype.

> **Why this matters at the table**
>
> A creature with high Sight and Smell cannot be easily surprised in open terrain. A creature with low Reasoning but high Intuition reacts well but cannot be manipulated into complex traps. Attributes tell you how the creature behaves, not just how hard it hits.

7.12 Hit Points

Creature hit points are derived from archetype and size -- not stored as a fixed number. They recalculate automatically as level changes.

A creature's hit points are not a number a designer picks. They come from its archetype and size: at its lowest level a creature has the archetype's base HP times the size multiplier (rounded, halves up), and every level above that adds

the archetype's HP per level. Size multiplies the base only, so the growth per level is the same for a small and a huge creature of one archetype.

Why HP is derived, not stored

Storing HP as a fixed number creates drift -- when archetypes are updated, stored values go stale. Deriving HP from the archetype and size keeps every creature coherent with its archetype at all times. A mammoth's survivability is not an arbitrary design choice; it is the direct expression of its archetype and its physical mass.

Archetype	Base HP	Medium (x1.0)	Large (x1.5)	Huge (x2.0)
Pursuit Pack Predator	10	10	15	20
Solitary Stalk Predator	12	12	18	24
Massive Terrestrial	15	15	23	30
Territorial Defender	14	14	21	28
Web Trapper	8	8	12	16
Small Nocturnal Predator	6	6	9	12

7.13 Creature Level

Creature level is a scalable threat signal -- not a fixed property. Anyone can adjust it on the creature entry, and the stats update automatically.

Every creature in the bestiary is presented at its base level -- its biological base. Level is not a fixed property of the creature. It is a threat rating that any player or GM can adjust using the level control on the creature entry.

Why level is adjustable

Threat is contextual. The same wolf is trivial for a veteran party and lethal for novices. Rather than locking danger to a fixed number, the system lets anyone explore what a creature looks like at different levels of development. The base entry represents the creature as it exists in nature; the level control represents what experience, age, or exceptional conditioning produces.

The level control

The level control on every creature entry lets you increase level one step at a time. As you do, attributes scale according to the creature archetype, hit points recalculate, and the derived stats update. The base entry is never permanently changed -- your session level is local to your view.

Level	What it signals
1	Base -- a young, small, or typical specimen of this creature.
2–3	Experienced -- a seasoned hunter or above-average pack member.
4–6	Dominant -- a regional apex, pack leader, or unusually large specimen.
7–9	Legendary -- a creature with years of survival and hardened instincts.
10+	Ancient or exceptional -- a named creature or a world-shaping threat.

7.14 Leveling Up a Creature

When a creature level increases, its attributes grow according to its archetype and its hit points follow automatically. The formula is the same used for characters and NPCs.

Same formula as characters and NPCs

The leveling formula below is identical for characters, creatures, and NPCs: 200 points at level 1, +10 per regular level, +50 on milestone levels. The difference is distribution — characters invest freely, creatures and NPCs follow archetype weighting.

When you increase a creature level, its attributes increase according to the distribution pattern set by its archetype. A pursuit-pack predator's Reflexes, Endurance and senses grow fastest. A massive terrestrial's Strength and Endurance dominate. The archetype determines the shape of growth — level determines how far along that shape the creature has travelled.

Why HP grows slowly

HP grows by the archetype's HP per level, a point or a few a level, not with every point a creature spends. Characters and creatures of the same level grow together, so a creature whose hit points also piled up would turn every fight into a slog. A level-10 wolf is dangerous because its attack and defence are genuinely higher, not because a number was bumped.

- Level 1: 200 attribute points distributed from the archetype baseline.
- Each additional level: +10 points.
- Every fifth level (5, 10, 15...): +50 points instead of +10.
- Points are distributed by archetype weight — the attributes the archetype favours grow fastest.

Creature	Size	Lowest level	HP at its lowest level	4 levels higher	9 levels higher
Raven	Tiny	1	5	9	14
Dire Wolf	Large	1	15	19	24
Flat-faced Bear	Large	3	18	26	36
Mammoth	Huge	2	22	30	40

7.15 Interoperable Stats

Initiative, movement, and fatigue are derived the same way for creatures as they are for characters -- from the same shared attribute formulas.

Creatures share the same interoperable stat derivation as characters. Initiative, movement, and fatigue follow directly from the creature attributes using the same formulas.

Stat	Driven By	What it means in play
Initiative	Reflexes, Wits, Reasoning	When the creature acts in turn order. High-reflex creatures like aerial raptors and ambush predators strike early. Massive terrestrials act late.
Base Movement	Reflexes, Endurance, Wits	Hexes the creature covers per turn. Pursuit pack predators move fast. Fossorial burrowers and massive terrestrials are slow.
Fatigue	Endurance, Balance, Discipline	How long the creature can sustain combat pressure. Endurance ungulates and territorial defenders outlast most opponents.

No separate monster stat block

There is no parallel system for creature combat stats. A wolf initiative comes from the same formula that drives a character initiative. Creatures are not balanced against a separate monster economy -- they are part of the same shared rules.

7.16 Reading a Creature Entry

Each creature entry combines a mechanical stat block with ecological context, tactics, and encounter guidance written for actual play.

Field	What it contains
Lore	The creature's place in the world -- where it lives, how it behaves, what makes it distinctive. Written for GMs to read aloud or paraphrase.
Tactics	How the creature actually fights -- what it prioritises, how it uses terrain, when it breaks off. Not how to kill it, but how it behaves.
Encounter Notes	Specific mechanical callouts for running the creature -- pack bonuses, morale triggers, special conditions.

Field	What it contains
Environments	Where this creature is naturally found. Used for encounter placement and random encounter tables.
Attacks	Named attack profiles with damage, to-hit notes, and any special effects. Scaled by creature size.
Defense Profiles	Natural armor -- hide, scale, bone -- listed by body location with damage reduction values.
Default Loot	What a defeated creature typically yields -- pelt, meat, bone, or other harvested material.

7.17 Attacks and Natural Defense

Creature attacks follow the same damage type and size-scaling system as character weapons. Natural armor works like worn armor — location by location. Creature combat skills derive from archetype attributes and feed the same difficulty table as characters.

Creature attacks use the same damage types, attack types, and size-based damage scaling as character weapons. A wolf bite is a thrust attack. A bear maul is a cleave. Natural attacks scale with creature size using the same damage die steps as the weapon system.

Natural Armor	Typical DR	Strong Against	Notes
Dense Fur	1–2	Cold, minor cuts	Common on predators and herd animals. Limited protection against thrusts and crushing.
Thick Hide	3–5	Cuts, glancing blows	Found on large mammals and reptiles. Better protection but still vulnerable to armor-piercing attacks.
Scales	4–7	Cuts, piercing	Reptilian and draconic. Excellent against slashing, weaker against crushing.
Bone or Shell	6–10	Cuts, piercing, some blunt	Exceptional protection. Heavy and inflexible — may reduce movement.

Combat Skills

Creatures do not use a separate hit-and-evasion formula. They attack and defend through the same 7–tier difficulty table that governs all combat. Each creature archetype defines which combat skills the creature has and how those skills are weighted from its attributes.

Skill	What it represents	Key attributes
Attack	Initiating a strike with precision and force	Coordination, Strength, Reflexes
Block	Stopping a melee or ranged blow with your current weapon or a shield; a shield adds its block bonus. Success negates the hit	Strength, Reflexes, Balance
Parry	Melee only. Redirecting a strike with a weapon; needs weapon proficiency, and the weapon's parry modifier applies. Success negates the hit and gives +5 to the skill total of its next attack	Coordination, Reflexes, Wits
Dodge	Moving out of the path of a melee or ranged blow; success negates the hit	Reflexes, Balance, Flexibility
Riposte	Melee only. Countering a strike with a weapon; needs weapon proficiency, and the weapon's riposte modifier applies. Success negates the hit and allows an immediate attack, with no bonus, during the attacker's turn	Reflexes, Coordination, Wits

Null means unavailable

Not every archetype supports every skill. A brute has no dodge. An aerial hunter has no block or parry. When a skill is absent from the archetype, the mechanic does not exist for that creature. An absent defense means an attack that lands is simply a hit — there is no fallback roll.

7.18 Encounter Guidance

Build the fight with the Encounter Level Budget, then use the level control and the terrain to fit the story beat.

Build the encounter with the Encounter Budget on Encounter Rules: give each creature its threat points, add them up, and compare the total with the budget for the party's size. Then set each entry's level with its level control.

- A solo creature: a Level N creature is an even fight for four Level N characters carrying the expected kit for their level (the tables below). Against a higher-level party it is easier; against a lower-level one, harder.
- Numbers matter more than levels: for four characters, two Medium or larger creatures at the party's level are a Hard fight and three are Deadly; Small and Tiny creatures count half, and a creature that attacks twice a round counts one and a half (Encounter Rules, Encounter Budget).
- Terrain matters: an aerial raptor at level 3 indoors is far less dangerous than the same creature at level 3 in open sky.
- Special abilities -- fear, grapple, petrification, dragging, regeneration -- can make a lower-level creature far more encounter-defining than raw HP suggests.
- Beasts respond to instinct and fear, and bloodied beasts often disengage; creatures that give up early make a fight about one difficulty easier. Raw combat is not always the answer.

Level is not lethality

A level-10 creature is dangerous, but a level-3 creature in the right environment at the wrong moment can end a campaign. Start from the budget, then let terrain and the story beat adjust it.

What a creature's level means

A Level N creature is an even fight for a party of four Level N characters carrying the expected kit for their level (the table below). The level assumes that gear: a party still in its starting kit at Level 5 or Level 10 will find the same creature hard.

A creature's lowest level comes from its threat: how much damage it deals a round and how many hit points it has at Level 1. A creature set to a higher level grows from there, so a bear starts at Level 3 and a Level 5 bear is a Level 3 bear grown two levels.

Party level	Expected kit
1–2	Kit A, the starting purchases: an arming sword and round shield, or a woodsman's axe; a gambeson or leather jack; a light crossbow for a shooter; a quarterstaff for a caster.
3–4	Kit B: a full leather layer (jack, skullcap, leggings) over the gambeson for the fighters, a leather jack for everyone else; the fighters move up to a bastard sword or war axe.
5–9	Kit C: Kit B plus mail (a mail shirt for everyone; coif and chausses for the front line); a kite shield in place of the round shield; a heavy crossbow for the shooter.
10+	Kit D: Kit C plus a breastplate and open helm for the fighters, and a brigandine for the shooter and the caster.

Difficulty	What it means for the party
Trivial	At most a 3% chance that anyone is Downed, and over in under 3 rounds (median).
Even	Up to a 10% chance that someone is Downed. A Level N creature against a Level N party.
Hard	A 10% to 25% chance that someone is Downed.
Deadly	Over a 25% chance that someone is Downed.

7.19 Introduction to NPCs

Notable figures are named characters in the world -- they share the same stat chassis as player characters and creatures, expressed through an archetype.

STORY LENS

The World Has Its Own Agenda

An NPC with a goal is more dangerous than one with a stat block

Lord Carven didn't oppose the party. He simply continued pursuing the grain contract he'd been negotiating for three months, which happened to require the same bridge the players were trying to burn. He wasn't a villain. He was inconveniently right about something that didn't serve the players' plan.

NPC rules in OpenRPG give non-player characters structure, tendency, and motivation — the mechanical bones of someone who would exist even if the players weren't in the scene. An NPC built this way will surprise you too.

- NPCs have archetypes that define how they allocate attributes and skills — their competencies reflect who they are, not what the plot needs.
- Social standing and profession shape what NPCs know, who they know, and what they're willing to risk.
- An NPC's level reflects genuine experience — a high-level NPC isn't a boss; they're someone who has survived a lot.

Notable figures are named NPCs with lore, factions, and individual levels. They are not generic monsters or procedural encounters -- they are specific people in the world, built on the same 21–attribute chassis as player characters.

Every notable figure is assigned an archetype that defines their behavioral and professional role. That archetype provides a baseline for their attributes, the skill disciplines they draw from most, and a minimum survivability floor appropriate to their role.

The same chassis as everything else

A magistrate initiative, a mercenary captain endurance, and a field physician reasoning all derive from the same 21 attributes that drive player character stats and creature behavior. There is no separate NPC stat economy. When you interact with a notable figure, you are interacting with a system that plays by the same rules you do.

7.20 NPC Archetypes

Archetypes define the professional and behavioral chassis of a notable figure -- what attributes they prioritize, what skills they draw from, and what their role guarantees.

Each notable figure is built on one of twenty archetypes grounded in the Openheim setting. Archetypes are social and professional roles -- not fantasy classes. There are no magic-users or clerics. Every archetype is grounded in practical reality or tied to artifact use.

Archetype	Role	Primary Skill Disciplines
Laborer	Physical workers -- farmers, millers, dock hands	Trade, Athletic, Animal
Tradesperson	Skilled craft practitioners -- bakers, smiths, apprentices	Trade, Business, Artistic
Innkeeper	Hosts and road-house keepers	Trade, Social, Business
Guild Master	Merchant guild and consortium heads	Business, Social, Scholastic
Master Craftsman	Expert guild-sanctioned artisans	Trade, Scholastic, Artistic
Field Physician	Practical healers and surgeons	Medical, Scholastic, Animal
Street Thug	Hired muscle and enforcers	Combat Melee, Combat Skills, Social
Bandit Chief	Outlaw leaders and road captains	Combat Melee, Combat Skills, Social
Court Agent	Discreet envoys and information couriers	Subterfuge, Social, Athletic
Informant	Embedded watchers and intelligence sources	Subterfuge, Social, Business

Archetype	Role	Primary Skill Disciplines
Soldier	Guards, levies, and city watch	Combat Melee, Combat Skills, Athletic
Mercenary Captain	Veteran commanders of hired companies	Combat Melee, Combat Skills, Social
Court Blade	Noble-retained assassins	Combat Melee, Combat Skills, Subterfuge
Courtier	Palace social operatives	Social, Business, Artistic
Justiciar	Appointed arbiters and magistrates	Scholastic, Social, Business
Master of Whispers	Intelligence network controllers	Subterfuge, Business, Social
High Lord	Kings, sovereign rulers, regional lords	Social, Scholastic, Business
Field Chaplain	Ordained pastoral figures and relic-assisted healers	Resonance, Social, Medical
Reliquary Warden	Relic scholars and artifact keepers	Resonance, Scholastic, Business
Living Marvel	Sentient non-humanoids and impossible beings	Subterfuge, Athletic, Animal

The Resonance discipline

Resonance is not spellcasting. It is the disciplined cultivation of natural perception beyond its ordinary range -- sharpened sight, attuned hearing, faith that reads what words cannot carry. Developed through practice, study, and artifact attunement. Field chaplains and reliquary wardens draw on it through relic contact and faith discipline, not innate power.

7.21 NPC Combat

Notable figures attack and defend through the same skill and difficulty system as characters. Available defenses depend on the figure's skills.

Notable figures are not reduced to a single number to hit. They attack and defend through the same 7-tier difficulty table that governs all combat. Their skill values — built from archetype-weighted attributes at their current level — determine the targets on that table.

- Attack: the NPC rolls against a difficulty tier set by the situation. The target number comes from their relevant combat skill, and only a roll over it hits: combat has no Partial Success.
- Defense: when an attack lands, the NPC selects a defense from their available skills and rolls against the target that skill generates at the current tier; the defence holds only on a roll over it. A critical attack cannot be defended.
- Riposte-capable figures — such as court blades or mercenary captains — can choose riposte as their defense. A successful riposte negates the hit and allows an immediate attack, with no bonus, during the attacker's turn.
- If an NPC has no applicable defense skill, a landed attack is a hit.

Archetype shapes what is available

A guild master with strong social and scholastic skills will have genuinely low combat skill values — making their attack targets easy to beat and their defenses easy to overcome. A mercenary captain will generate demanding targets. The numbers reflect archetype and level, not a separate NPC threat economy.

7.22 Notable Figure Level

Named figures have lore-driven levels set by story and role. Procedurally generated NPCs default to level 1 from the archetype.

The level shown on a notable figure entry is not a challenge rating or a threat signal -- it is a measure of accumulated experience and investment. Albrecht the Hollow is level 10 because he has ruled for decades. Mira the apprentice is level 2 because she is at the beginning of her path.

Level type	Set by	Can change?
Named figure (lore-driven)	Story and character design	Only through deliberate narrative decision
Procedural NPC (archetype default)	Archetype default level (always 1)	Yes -- adjust to fit the encounter

Level is not equivalent across entity types

A level-7 magistrate and a level-7 wolf are not equivalent threats. Creature level is a threat rating measured against party level (Encounter Rules). NPC level reflects individual experience and investment. They use the same attribute system but serve different narrative functions.

7.23 Hit Points and the Archetype Floor

NPC hit points are attribute-derived, but the archetype provides a floor so that role-appropriate survivability is always preserved.

For player characters, HP is purely attribute-derived -- low Endurance and Strength means low HP, and that tradeoff is intentional. For notable figures, the archetype adds a floor.

Why notable figures get an HP floor

A level-10 High Lord who invested heavily in reasoning and charisma is still a survivor of court life, campaigns, and years of physical danger. The archetype floor ensures the role carries minimum physical competence -- not because attribute choices do not matter, but because decades in a demanding role imply a baseline the numbers should reflect. The floor only activates when attribute-derived HP would fall below it. A figure with strong physical stats still gets the higher attribute-derived value.

Supporting figures -- field physicians, informants, innkeepers -- have genuinely low HP when their attributes reflect it. This is intentional. A field physician with 8 HP who steps into direct fire is making a positioning mistake, not a design error. The game does not inflate survivability to make everyone bulletproof.

7.24 NPC Leveling

Notable figures level using the same formula as characters and creatures. Archetype weighting distributes the points.

Whether a figure is set at level 2 for a fresh apprentice or level 10 for a veteran ruler, their stats are calculated from the same underlying formula used for characters and creatures.

- Level 1: 200 points distributed by archetype weighting.
- Each additional level: +10 points.
- Every fifth level (5, 10, 15...): +50 points instead of +10.
- Points go to the attributes the archetype prioritises — not freely distributed like a player character.

What the level control does

Adjusting a notable figure's level in the app recalculates their full attribute block, skill values, hit points, and combat skill targets from scratch at the new level. You are not tweaking a number — you are scaling the complete chassis.

7.25 Reading a Notable Figure Entry

Each notable figure entry combines mechanical stats with lore, faction, and role context written for actual play.

Field	What it contains
Title	The figure formal role or honorific within their faction or society.
Faction	The organization, family, or power structure this figure belongs to or serves.
Summary	A one-line description for quick GM reference -- who they are and what makes them notable.
Background	The full narrative context -- history, motivation, relationships, and what drives their decisions.
Archetype	The professional chassis that defines their attribute priorities, skill disciplines, and HP floor.
Level	Their accumulated experience and investment -- a narrative measure, not a combat rating.
Artifacts	Any artifacts they carry or are attuned to. These shape their imbuement access and faith capabilities.



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APPENDIX A

Quick Reference

Combat Quick Reference

The turn, the roll, the difficulty tiers and fatigue on one page.

On Your Turn

- You get your movement and one main action, and you may split the movement around the action.
- Standing up from Prone costs the main action.
- Disengage is a main action: on a success, zone of control does not exhaust your movement this turn; on a failure, zone of control applies as normal.
- Initiative comes from the character sheet and holds for the whole fight: highest first, ties broken by Reflexes, then Wits.

Attack and Defence

- Pick the skill and the difficulty tier; the character sheet gives the target number. Roll percentile dice and roll over the target to succeed.
- There is no Partial Success in combat: a roll at the target or below misses.
- 96–100 is a critical success: it cannot be defended and goes straight to the Red Ledger. 01–05 is a critical failure, which also goes to the Red Ledger.
- A defender who is hit may Block, Dodge, Parry or Riposte (Parry and Riposte are melee only). A successful defence negates the hit.
- A hit rolls weapon damage. The DR of the armor where the blow lands is subtracted before it reaches the target.

Difficulty Tiers

Routine, Simple, Easy, Moderate, Hard, Very Hard, Improbable. The tier comes from the situation (terrain, position, light, footing), not from the opponent's level. A fight between two trained opponents on open ground is Moderate.

Fatigue

State	Fatigue spent	Effect
Fresh	Under 40% of your pool	No penalty.

State	Fatigue spent	Effect
Winded	40% of your pool or more	–5 to all physical skill totals.
Taxed	70% of your pool or more	–10 to all physical skill totals.
Exhausted	Pool empty	–20 to all physical skill totals.

See **Named Status Conditions** (openrpg.ca/consequences-rules) — Every status a hit or a Red Ledger result can give, with its effect and how it clears.



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APPENDIX B

Formulas Reference

Core Mechanics Summary

Overview of OpenRPG's percentile-based resolution system

Resolution System

OpenRPG uses percentile dice (d100) for resolution. Most actions require rolling against a target number determined by your skill total and the chosen difficulty tier.

> **Targets on the Sheet**
> Your skill sheet shows the target number you need to roll over for each difficulty tier.

Difficulty Tiers

- Routine (easiest)
- Simple
- Easy
- Moderate
- Hard
- Very Hard
- Improbable (most difficult)

The GM chooses the difficulty tier based on the situation. Roll d100: a natural 96–100 always succeeds (a critical success) and 01–05 always fails (a critical failure), whatever the target; any other roll succeeds only if it is above your target number for that tier.

Attribute Contributions to Skills

How attributes boost your skill totals through weighted bonuses

Every skill links to up to three attributes (primary, secondary, tertiary). Each attribute contributes a weighted bonus to your skill total.

Contribution Formula

Attribute Role	Formula	Contribution
Primary	floor(value / 2)	Half the attribute value (rounded down)
Secondary	floor(value / 4)	Quarter the attribute value (rounded down)
Tertiary	floor(value / 8)	Eighth the attribute value (rounded down)

Worked Example: Two-Handed Sword and Hilt

Two-Handed Sword and Hilt links to Strength (primary), Balance (secondary), and Reflexes (tertiary). If you have Strength 60, Balance 40, Reflexes 30:

- Primary: floor(60/2) = 30
- Secondary: floor(40/4) = 10
- Tertiary: floor(30/8) = 3
- Total attribute bonus: 30 + 10 + 3 = 43

Add this to your base Two-Handed Sword and Hilt points, then any profession, ethnicity, religion and category bonuses, for your total.

This weighted system rewards specialization while still giving value to well-rounded characters.

Tier Bonuses

Attribute and skill bonuses from profession, ethnicity, and religion

Your profession and religion each grant tier bonuses to specific attributes and skills. Your ethnicity grants them to skills only: three you choose from the five your people offer and rank primary, secondary and tertiary, with a combat skill never primary. These bonuses are applied during character creation and represent your background, training, and cultural strengths.

Tier Bonus Values

Tier	Bonus	Meaning
Primary	+10	Core strength or specialty
Secondary	+5	Supporting capability
Tertiary	+1	Minor affinity

Multiple Sources Stack

If your profession gives +10 Stealth (primary) and your ethnicity gives +5 Stealth (secondary), you receive +15 total to Stealth. This allows for powerful specialization when backgrounds align.

Sources of Tier Bonuses

- Profession: Represents your training and life's work
- Ethnicity: Reflects your upbringing, the skills learned from how your people live
- Religion: Grants blessings and focus from your faith

Each source typically grants 2–3 tier bonuses to different attributes or skills; an ethnicity's are always skills, the three you chose from its five. Check your profession, ethnicity, and religion descriptions for your specific bonuses.

Derived Statistics

Combat and gameplay stats calculated from your attributes

Several key gameplay statistics are calculated directly from your attribute values. These are automatically computed by the application but shown here for reference.

Core Derived Stats

Statistic	Formula	Purpose
Hit Points (HP)	(Endurance + Strength + Discipline – 20) / 7	How much damage you can sustain
Base Movement	(Reflexes + Endurance + Wits + 60) / 30	Hexes moved per combat round
Fatigue	(Endurance + Balance + Discipline – 20) / 7	Fatigue pool
Encumbrance	(Strength + Balance + Endurance) / 4	Kilograms carried without penalty
Attunement	(Wisdom + Faith + Reasoning) / 3	Attunement points for artifacts
Initiative	(Reflexes + Wits + Reasoning) / 30	Turn order in combat

Application Handles the Math

You don't need to calculate these manually. The character sheet automatically computes all derived statistics whenever your attributes change. This reference is provided for understanding how your attribute choices affect gameplay.

Notice that each derived stat uses a different combination of attributes. This encourages diverse attribute investment rather than min-maxing a single stat.

Skill Category Bonuses

How investing broadly in a category boosts all related skills

Skills are organized into fourteen categories, such as Athletic, Combat: Melee, Scholastic and Trade. Investing broadly in multiple skills within a category grants bonus points to all trained skills in that category.

Category Bonus Formula

For every 10 total base skill points invested in a category, trained skills in that category gain +1 (maximum +3).

Total Category Investment	Bonus Per Trained Skill
0–9 points	+0
10–19 points	+1
20–29 points	+2
30+ points	+3 (maximum)

Trained Skills Only

A skill must have at least 1 base point invested to receive the category bonus. Completely untrained skills (0 base points) do not benefit from the category bonus, even if the category has 30+ points invested.

Category Bonus Example

You invest in Combat: Melee skills: One-Handed Sword and Hilt 8, Polearms and Spears 6, Shield 4, Two-Handed Sword and Hilt 5, One-Handed Improvised 3. Total = 26 points.

All trained skills in the category gain +2 from category bonus (base + bonus shown; attributes and background bonuses add on top):

- One-Handed Sword and Hilt: 8 + 2 = 10
- Polearms and Spears: 6 + 2 = 8
- Shield: 4 + 2 = 6
- Two-Handed Sword and Hilt: 5 + 2 = 7
- One-Handed Improvised: 3 + 2 = 5

If you had 0 points in Two-Handed Trauma and Cleaving (also a Combat: Melee skill), it would receive no bonus despite the category having 26 points invested.

Difficulty Availability

What a skill with fewer than 5 base points can do, and what it rolls instead

Below 5 base points, a skill is rolled on its own only at Routine, Simple and Easy. Its base value, not its total, decides how you roll it.

Availability Threshold

Base Skill Value	Available Difficulties
Less than 5	Routine, Simple and Easy: the skill total, never lower than the PRIMARY attribute roll. Moderate and harder: roll the PRIMARY attribute instead. No PRIMARY attribute: no fallback.
5 or more	All tiers (Routine through Improbable) on the skill

Base Value vs Total

This threshold uses your base skill points only, not your total skill value (base + attributes + bonuses). Example: a character with 3 base points in Climbing and a Climbing total of 45 rolls that total for a Routine, Simple or Easy climb. For a Moderate or harder climb, they roll Strength, Climbing's PRIMARY attribute, instead.

Dabbling (1–4 base points) handles Routine, Simple and Easy tasks; Moderate and harder fall back on raw attribute. Mastery requires investment.

Strategic Threshold

The 5-point threshold means minimal investment puts every tier on the skill instead of the attribute. Consider putting 5 base points in critical skills even if you rely on attributes for the actual totals. This gives you flexibility to attempt harder tasks when the situation demands it.



Art by Michael Mussellam

APPENDIX C

Character Examples

Bjorn the Knight

STR-focused warrior archetype - the optimizer

> **The Optimizer Archetype**
>
> Bjorn represents the player who wants to maximize combat effectiveness. He puts Strength first and builds the skills that Strength feeds, so his mace and shield hit hard and hold.

Character Concept

Bjorn is a young knight from the northern marches. Years of drilling for mounted combat against raiders have made him a hard man to stop. He believes in overwhelming force - strike hard, end fights quickly, protect the weak through strength.

- Character level: 1 (no class; 200 points, invested freely as a character: 95 on attributes, 105 on skills)
- Profession, ethnicity and religion: not yet chosen; their bonuses add on top of the totals shown here
- Age: 22, newly knighted
- Hit Points: 19.3 = (Endurance 50 + Strength 60 + Discipline 45 – 20) / 7
- Fatigue pool: 17.1 = (Endurance 50 + Balance 45 + Discipline 45 – 20) / 7
- Equipment: mail with a breastplate, mace, round shield, warhorse

Stat Allocation

Every attribute starts at 30. Bjorn spends 95 points raising six of them, Strength most, and 105 on skill base points. Each point raises an attribute or a skill base by 1.

Attribute	Value	Why This Matters
STR	60	+30. Primary for his mace, Shield and Block: half of it (30) goes into each total
END	50	+20. Feeds HP and fatigue; secondary for his mace (+12)
DIS	45	+15. Feeds HP and fatigue
BAL	45	+15. Primary for Riding (+22); feeds fatigue

Attribute	Value	Why This Matters
REF	40	+10. Secondary for Shield and Block (+10)
APP	35	+5. A little presence for Intimidation (+4)
Others	30	Untouched at 30: Sight, Charisma, Coordination and the rest

Resulting Skills

Skill	Base	Attributes	Bonuses	Total	Moderate target (chance)
One-Handed Trauma and Cleaving	35	STR 60→30, END 50→12, CRD 30→3 (+45)	+3 category	83	41 (59%)
Shield	15	STR 60→30, REF 40→10, TOUCH 30→3 (+43)	+3 category	61	56 (44%)
Block	25	STR 60→30, REF 40→10, BAL 45→5 (+45)	+2 category	72	48 (52%)
Riding	20	BAL 45→22, REF 40→10, FLX 30→3 (+35)	+2 category	57	58 (42%)
Intimidation	10	CHA 30→15, STR 60→15, APP 35→4 (+34)	+1 category	45	66 (34%)

Reading the Numbers

Total = base + floor(primary/2) + floor(secondary/4) + floor(tertiary/8) + category bonus. One-Handed Trauma and Cleaving: 35 + 30 + 12 + 3 + 3 = 83. Combat: Melee holds 50 base points, so the category bonus is the +3 cap. At skill 83, Moderate is target 41, a 59% chance; Easy is 24 (76%); Hard is 58 (42%). He's built to HIT.

Combat Example

Bjorn faces a bandit chief in the village square. The GM calls Moderate difficulty.

1. Bjorn's One-Handed Trauma and Cleaving skill: 83
2. Moderate difficulty: the sheet's Moderate target for skill 83 is 50
3. Bjorn rolls d100: gets 52
4. Success! 52 is above 50, so the attack hits unless defended. The chief rolls his Parry and fails it
5. Damage: a mace is Standard 1H, 1d8 for a Medium wielder
6. Rolls damage: 7, before the chief's armor

> **Bjorn's mace crashes through the bandit's guard. The man's sword clatters to the cobblestones, his arm hanging useless. He backs away, eyes wide with pain and fear. This fight is over.**
>
> — The GM narrates the hit

What Bjorn Sacrificed

By pumping STR, Bjorn gave up versatility:

- No Climbing: untrained, so a Moderate climb is a Strength roll, target 66 (34%)
- No Observation: a Moderate spot is a Sight roll, target 81 (19%)
- Intimidation 45: Moderate target 66; Charisma 30 holds it back
- Terrible at stealth and subterfuge
- One-dimensional: when violence isn't the answer, he struggles

The Optimizer Trade-Off

Bjorn dominates his niche but needs party members for everything else. He's the battering ram - effective, reliable, and completely unsuited for picking locks or sweet-talking guards.

Lyra the Scout

Balanced finesse archetype - the versatile survivor

> **The Versatile Survivor**
>
> Lyra represents the player who wants options. She spreads points across multiple attributes to handle diverse challenges. Not the best at any one thing, but rarely caught unprepared.

Character Concept

Lyra grew up in the borderlands where survival meant reading terrain, people, and threats equally well. She scouts for merchant caravans, threading the line between soldier, tracker, and spy. Her strength is adaptability - she survives where specialists die.

- Character level: 1 (no class; 200 points, invested freely as a character: 100 on attributes, 100 on skills)
- Profession, ethnicity and religion: not yet chosen; their bonuses add on top of the totals shown here
- Age: 20, still learning
- Hit Points: 10 = (Endurance 30 + Strength 30 + Discipline 30 – 20) / 7
- Fatigue pool: 12.9; base movement 5.5 hexes
- Equipment: leather, short bow, two daggers, traveling gear

Stat Allocation

Lyra spreads 100 points across six attributes and 100 across five skills, avoiding extremes. She's built for "good enough" at many things.

Attribute	Value	Why This Matters
SIGHT	55	+25. Primary for Short Bow and Observation (+27 each)
BAL	50	+20. Primary for Stealth (+25), secondary for Dodge (+12)
CRD	50	+20. Tertiary for Short Bow (+6)
REF	45	+15. Primary for Dodge (+22); initiative
FLX	40	+10. Climbing's secondary attribute: floor(40 / 4) = +10
TOUCH	40	+10. Stealth's secondary attribute: floor(40 / 4) = +10
Others	30	Strength, Endurance and Discipline stay ordinary, so her HP is low

Resulting Skills

Skill	Base	Attributes	Bonuses	Total	Moderate target (chance)
Short Bow	30	SIGHT 55→27, CRD 50→6 (+33)	+3 category	66	52 (48%)
Stealth	25	BAL 50→25, TOUCH 40→10, DIS 30→3 (+38)	+3 category	66	52 (48%)
Observation	20	SIGHT 55→27, RSN 30→7, MEM 30→3 (+37)	+3 category	60	56 (44%)
Dodge	15	REF 45→22, BAL 50→12, FLX 40→5 (+39)	+1 category	55	60 (40%)
Climbing	10	STR 30→15, FLX 40→10, WIT 30→3 (+28)	+1 category	39	70 (30%)

> **Reading Lyra's Numbers**
>
> Lyra has four skills at 55 or better. At Moderate she succeeds 40–48% of the time with each, where an untrained character rolling a 30 attribute succeeds 19%. She's competent at many things but master of none. With 10 HP she won't out-duel a knight. She picks her battles.

Combat Example

Lyra spots bandits setting an ambush ahead. Instead of charging in like Bjorn, she uses her versatility.

1. Observation, Moderate (target 56): rolls 70. Spots the ambush from 200 yards.
2. Stealth, Moderate (target 52): rolls 64, above the target: a success. She circles wide to flank, unseen.

3. Short Bow from surprise: the GM calls Easy (target 35).
4. Rolls 45. Hit! Damage from the bow's weapon entry.
5. Bandits scattered, caravan warned. Fight avoided entirely.

> **The bandit captain drops, arrow through his shoulder. The others scatter into the woods – leaderless, outnumbered, facing an enemy they never saw. The caravan rolls on, merchants oblivious to how close they came to robbery.**
> — Different tactics, same success

Lyra vs Bjorn

Scenario	Bjorn (Optimizer)	Lyra (Versatile)
Pure melee duel (Moderate)	Mace hits on 50%	No melee skill: loses but survives to flee
Spot ambush early (Moderate)	Sight roll: 12%	Observation 60: 37%
Climb wall to escape (Moderate)	Strength roll: 20%	Climbing 39: 25%
Negotiate with guards (Moderate)	Charisma roll: 12%	Charisma roll: 12% (tie!)
Slip past sentries (Moderate)	Balance roll: 16%	Stealth 66: 41%
Shoot a fleeing enemy (Moderate)	Coordination roll: 12%	Short Bow 66: 41%

Different Heroes, Different Stories

Bjorn and Lyra face the same enemies but play completely different games. Bjorn ends fights with violence. Lyra avoids, outmaneuvers, or strikes from advantage. Both are viable - which one sounds like YOUR hero?

Theron the Relic Bearer

Artifact wielder archetype - the imbuement user

The Artifact Wielder

Theron represents players who want power in a low-fantasy world. He's not born with it - he FOUND it. Relics and artifacts grant him abilities normal people can't access.

Character Concept

Theron was nobody special - a merchant's son who found an old amulet in a collapsed ruin. The moment he touched it, he KNEW things. Felt strength flowing into him. Now he seeks more relics, learning to use their imbuements without losing himself to their whispers.

- Character level: 1 (no class; 200 points, invested freely as a character: 100 on attributes, 100 on skills)
- Profession, ethnicity and religion: not yet chosen; their bonuses add on top of the totals shown here
- Age: 24, new to artifact use
- Hit Points: 15 = (Endurance 40 + Strength 40 + Discipline 45 – 20) / 7
- Attunement: 51.7 points = (Wisdom 50 + Faith 60 + Reasoning 45) / 3
- Equipment: Amulet of Warding, Gauntlet of Striking, leather

Stat Allocation

Theron spends 100 points on the attributes that feed attunement and his Faith roll, and 100 on skills. Physical stats stay modest.

Attribute	Value	Why This Matters
FAITH	60	+30. His attunement roll is Faith: half of it, 30, is the effective total
WIS	50	+20. Feeds attunement; primary for Theology (+25)
RSN	45	+15. Feeds attunement and initiative
DIS	45	+15. Feeds HP and fatigue; tertiary for Resonant Faith

Attribute	Value	Why This Matters
STR	40	+10. Primary for the gauntlet's skill (+20)
END	40	+10. Feeds HP and fatigue
Others	30	Reflexes 30 leaves his Dodge weak

Base Skills (Without Artifacts)

Skill	Base	Attributes	Bonuses	Total	Moderate target (chance)
Resonant Faith	30	FAITH 60→30, WIS 50→12, DIS 45→5 (+47)	+3 category	80	43 (57%)
Theology	20	WIS 50→25, FAITH 60→15, CHA 30→3 (+43)	+3 category	66	52 (48%)
History	15	MEM 30→15, WIS 50→12, FAITH 60→7 (+34)	+3 category	52	62 (38%)
One-Handed Trauma and Cleaving	20	STR 40→20, END 40→10, CRD 30→3 (+33)	+2 category	55	60 (40%)
Dodge	15	REF 30→15, BAL 30→7, FLX 30→3 (+25)	+1 category	41	69 (31%)

Without artifacts, Theron is mediocre at everything except Resonant Faith (80). Attuning is a Faith roll on an effective 45 (three quarters of Faith 60): Improbable first, target 91 (9%), then one tier easier after each failure — Very Hard 86 (14%), Hard 77 (23%). His power comes from EQUIPMENT.

Equipped Artifacts

Amulet of Warding

Artifact: power 30, Warding aspect. Faith Bonus +30 (equal to power), so its daily uses are 3 (30 ÷ 10): a Greater imbuement 3 times a day, a Moderate 6, a Lesser 9. Attunement cost 3 points. Magical bonuses +3 / +2 / +1 (30÷10, 30÷15, 30÷20). The artifact's entry names the skills they apply to; here, Dodge, Resonant Faith and Theology.

Cost: works only while worn against the skin

History: Found in a sealed tomb, belonged to a royal guard captain

Gauntlet of Striking

Artifact: power 40, Telekinesis aspect. Faith Bonus +40, so its daily uses are 4 (40 ÷ 10); attunement cost 4 points. Magical bonuses +4 / +2 / +2 (40÷10, 40÷15 and 40÷20, rounded down). Here they apply to One-Handed Trauma and Cleaving, Dodge and Resonant Faith.

Cost: Cannot be removed during combat (attunes until fight ends)

History: Forged for a monastery's warrior monks

Enhanced Skills (With Artifacts)

Skill	Base	+ Artifacts	Total	Comparison
One-Handed Trauma and Cleaving	55	+4	59	Moderate 60 (40%) → 57 (43%)
Dodge	41	+5	46	Moderate 69 (31%) → 65 (35%)
Resonant Faith	80	+4	84	Moderate 43 (57%) → 41 (59%)

Combat Example

Theron faces the same bandit chief as Bjorn and Lyra. Without artifacts, he'd struggle. WITH them, he holds his own.

1. Theron's gauntlet skill: 59 (was 55)
2. Moderate difficulty: target 57

3. Rolls 69 - Success!
4. Gauntlet damage: a fist weapon is Light 1H, 1d6 for a Medium wielder
5. Bandit counterattacks - Theron rolls Dodge
6. Enhanced Dodge: 46 (was 41), Moderate target 65. Rolls 74 - Success!
7. Amulet flares, deflecting the blade. Theron unharmed.

> **Theron's fist glows with unnatural light as it connects with the bandit's jaw. The man crumples. The amulet hums against Theron's chest, warm to the touch. He can feel it drinking his stamina, but the power... the power is worth it.**
>
> — Artifact imbuement in action

The Artifact Trade-Off

Theron is powerful BUT dependent. Consider:

- **Contact or nothing:** Without artifacts, he's back to 55 with the gauntlet's skill
- **Fatigue Costs:** each imbuement use costs 1 fatigue, two in one turn cost 2
- **Attunement Time:** each new artifact starts at Improbable on his Faith roll (9%)
- **Limited points:** 51.7 attunement points, of which the amulet costs 3 and the gauntlet 4
- **Corruption Risk:** Some relics whisper, tempt, corrupt over time
- **Target on Back:** Other relic-seekers will hunt you for your collection

> **This Is How Power Works Here**
>
> In OpenRPG, there are no spellcasting classes. Power comes through artifacts. Theron hunts relics the way a scholar hunts lost texts, and studies their aspects and histories as closely. He channels power through ITEMS, not inherent gift.
>
> His campaign is a treasure hunt. Every ruin might hold the next piece of his power.

Comparing All Three

Character	Philosophy	Strength	Weakness
Bjorn (Knight)	Overwhelming force	Mace 83: Moderate 50%, HP 19.3	One-dimensional, low versatility
Lyra (Scout)	Options and adaptation	Four skills at 55+, rarely caught flat-footed	Master of none, HP 10
Theron (Relic Bearer)	Power through artifacts	Resonant Faith 80; artifacts lift his fighting	Weak without contact; attunement is slow

Three ways to play. Three stories. Same brutal medieval world, same percentile system, completely different experiences.

Which hero calls to you?

APPENDIX D

The Red Ledger

The Red Ledger

A registry of what weapons do to bodies. Introduction and how to use this reference.

STORY LENS

A Registry of What Weapons Do to Bodies

Roll the dice. Then tell the truth about what just happened.

The fight was going the party's way until it wasn't. Kel rolled a 97 on the attack. The GM reached for the slashing table, found the torso row, and read the result aloud. The room went quiet. Not because the number was big — because the description was exact.

The Red Ledger is not a cruelty engine. It is a commitment to specificity. When a weapon connects at critical force, something specific happens to a specific body. These tables exist so that moment has weight, language, and mechanical consequence that the table can carry forward.

- A critical hit triggers on an unmodified roll of 96–100. Roll d100 for location, then consult the weapon table for that zone.
- A fumble triggers on 01–05. The consequence applies to the attacker — the weapon, the position, or the moment went wrong.
- Skill criticals and fumbles follow the same threshold but use the skill domain tables, not weapon tables.

> Compiled from surgical records, battlefield reports, and the private notes of those paid to observe wounds that others could not bring themselves to describe. What follows is not a celebration. It is a record. The difference matters.

A critical hit is triggered when the unmodified attack roll falls between 96 and 100. A fumble is triggered when the unmodified attack roll falls between 01 and 05. Once a critical is confirmed, resolve it in two rolls: first d100 for hit location, then consult the appropriate weapon table for the effect at that location. Work through both rolls before applying anything.

When a table entry lists consequences, apply them in the order written. The flavor text at the end of each entry belongs in the room — said aloud as the GM describes what just happened. The mechanics and the flavor are two sides of the same wound. Neither is optional.

Roll Sequence

The complete step-by-step dice chain for resolving a critical hit or fumble.

Critical Hit Roll Sequence

1. Confirm the trigger. A critical hit occurs when the unmodified attack roll is 96–100. A fumble occurs when the unmodified attack roll is 01–05.
2. Roll d100 for hit location. Cross-reference the result on the Hit Location table to determine which zone was struck.
3. Identify the weapon type. Choose the correct weapon table: Slashing, Piercing, Blunt, Ranged Piercing, Ranged Blunt, Ranged Slashing, or Unarmed.
4. Find the location section within that table and read the result for the rolled effect.
5. Apply all consequences in the order listed. If two effects are simultaneous, the attacker chooses resolution order.

> **Both dice before any effect**
>
> Roll location and then the effect table before applying anything. A result that would Down a target should still be read in full — additional consequences may apply even if the target falls.

Fumble Roll Sequence

1. Confirm the fumble. Unmodified attack roll is 01–05.
2. Identify the weapon type. Choose the correct fumble table.
3. Roll d10 to determine fumble severity tier (1–3 Minor, 4–6 Moderate, 7–9 Serious, 10 Catastrophic).
4. Apply the consequence. Fumble consequences apply to the attacker, not the target.

Downed and Death

A character whose HP falls to 0 or below is Downed — unconscious and out of the fight, but not dead. Death occurs only when a table result explicitly states it, or when a Downed character receives no stabilization and continues to bleed out. A Downed character requires a successful First Aid check to stabilize; untreated bleeding will kill them within rounds.

Hit Location

Roll d100 to determine which body zone a critical hit strikes.

Hit Location (d100)

After confirming a critical hit, roll d100. Cross-reference the result with the table below to determine which zone was struck. Then consult the weapon-specific table, finding the section for that zone.

Roll (d100)	Zone	Coverage
01–10	Head	Skull, face, jaw, ears, eyes
11–14	Neck / Throat	Throat, cervical spine, major vessels
15–24	Shoulders	Shoulder joints, clavicles, upper trapezius
25–66	Torso	Chest, ribs, abdomen, flanks, lower back
67–82	Arms	Upper arm, elbow, forearm, wrist, hand
83–100	Legs	Thigh, knee, shin, ankle, foot

Torso is the most common result

Torso accounts for 42% of all location results — the largest zone and the most frequently presented target in a standing exchange. Head and Neck are rare (14% combined) but carry the most severe consequences. Frequency and severity run in opposite directions.

Consequences in This Reference

How The Red Ledger maps to the Consequences system. Effects are short-term, Transition or long-term and modify attributes or skills.

Consequences in This Reference

All effects in this reference are expressed as Consequences — modifiers to attributes or skills with a defined duration. They use the three tiers on Consequences Rules: short-term effects last at most the battle and clear after a short rest, Transition effects can worsen into long-term ones, and long-term effects persist until healed.

Effect	Type	What It Modifies	Typical Amount	Duration
Glancing penalty	Short-term	combat skills	–10	1 round
Staggered	Short-term	Combat: Melee skills, defence skills	–10 to –20	1d3 rounds
Dazed	Short-term	Mental Wits, defence skills	–20, –10	1d3 rounds
Stunned	Short-term	Physical Reflexes, defence skills	–20	1 round (no offensive actions)
Prone	Short-term	Combat: Melee skills, defence skills	–20	Until standing (costs the main action)
Arm impaired	Transition	Physical Coordination, Combat: Melee skills	–20	Rest of the battle; clears after a short rest
Leg impaired	Transition	Physical Balance, defence skills	–20	Rest of the battle; clears after a short rest
Bleeding	Transition	Physical Endurance per round	–1 to –12 per round	Until treated (First Aid check)
Combat shock	Transition	Mental Discipline, Mental Wits	–20, –10	1d3 rounds; long-term if severe or repeated
Severe injury	Long-term	listed attributes (often Strength, Endurance)	–20 to –40	Until healed

Sunder Check

Some results trigger a Sunder Check on the armor covering the struck zone. The outermost piece rolls against its sunder chance and may drop one condition step (Equipment Rules). Repair by an armorer or smith (metal armor) or a tailor (leather, padding, or cloth).

Quick Draw — Critical Hits

A fast, weapon-agnostic d10 table for critical hit resolution when speed matters more than detail.

Quick Draw — Critical Hits (d10)

When speed matters more than granularity, roll d10 and read the result. No location roll required. All effects use the Consequence system and are recoverable. For full resolution with location and weapon type, use the weapon-specific tables.

d10	Effect	Consequence	Duration	Flavor
1	Glancing Blow	Defence skills –10	1 round	The hit catches you mid-breath — footing holds, timing does not.
2	Bloodletting Cut	Physical Endurance –1 per round (Bleeding)	Until treated (First Aid check)	A clean opening, not deep but insistent — blood runs before you register the pain.
3	Rattled	Mental Wits –20, defence skills –10	1d3 rounds	Your eyes ring shut for a fraction of a second and the world reassembles itself slightly wrong.
4	Weapon Arm Compromised	Physical Coordination –20, Combat: Melee skills –20	Rest of encounter	The arm still holds the weapon. The strength behind it has gone quiet.

d10	Effect	Consequence	Duration	Flavor
5	Knocked Prone	Combat: Melee skills −20, defence skills −20	Until standing (costs the main action)	The blow does not just hurt you, it relocates you — the ground comes up fast.
6	Off-Balance and Bleeding	Combat: Melee skills −10, defence skills −10; Physical Endurance −1 per round	Combat penalties: 1d3 rounds; Bleeding: until treated	Two things at once — off-balance and losing ground you cannot afford.
7	Stunned	Physical Reflexes −20, defence skills −20 (no offensive action this round)	1 round	For the length of a held breath, the body overrules the will.
8	Disarmed	Combat: Melee skills −30 (until rearmed)	Until weapon retrieved (costs movement and the main action)	The weapon leaves your hand before you decide to let it go.
9	Sunder Check	Armor covering the struck location triggers a Sunder Check	Immediate	The blow lands on something you were trusting and asks whether it holds.
10	Prone and Leg Impaired	Combat: Melee skills −20, defence skills −20 (prone); Physical Balance −20 (leg impaired)	Prone: until standing; Leg impaired: rest of encounter	You go down, and when you come back up something in the lower half of you is arguing with the plan.

Quick Draw — Fumbles

A fast d10 fumble table. All effects apply to the attacker.

Quick Draw — Fumbles (d10)

When a fumble is confirmed (01–05), roll d10. All consequences apply to the attacker. Fumble severity never exceeds a Solid critical against the attacker — these results punish, they do not destroy.

d10	Tier	Effect	Consequence	Duration
1	Minor	Wild Swing	Combat: Melee skills −10 next attack only	1 attack
2	Minor	Off-Balance	Defence skills −10	1 round
3	Minor	The Self-Introduction	Physical Endurance −1d4 (glance off own limb); Combat: Melee skills −10	1 round; "In a motion witnesses agreed was technically impressive, the attacker struck themselves with the flat of their own blade and sat down."
4	Moderate	Weapon Dropped	Combat: Melee skills −30 until rearmed; weapon lands 1d3 feet away	Until retrieved
5	Moderate	Overextended	Defence skills −20; opponent may make one free attack	Immediate free attack; penalty 1 round
6	Moderate	The Ground's Opinion	Attacker falls prone; Combat: Melee skills −20, defence skills −20	Until standing; "He charged. The ground had a different plan."
7	Serious	Wrist Strain	Physical Coordination −20, Combat: Melee skills −20	Rest of encounter
8	Serious	Weapon Strikes Ally	Nearest ally takes half weapon damage; attacker Combat: Melee skills −10	Ally damage immediate; penalty 1d3 rounds
9	Serious	Armor Snag	Attacker's own armor triggers Sunder Check; defence skills −10	Sunder immediate; penalty 1 round
10	Catastrophic	The Generous Arc	Weapon leaves hand, strikes nearest creature (ally or foe) for full damage; attacker is prone and disarmed	"The axe completed its swing, left the hand during the follow-through, and came to rest in the shield of an ally who had no opinion on the matter before this moment."

Slashing — Head

Critical hit results for slashing weapons striking the head. Scalp lacerations, brow gashes, and catastrophic face wounds.

Slashing — Head (d10)

The skull deflects edges. Most slashing hits to the head open the scalp rather than the bone — profuse bleeding that looks worse than it is, until it is not.

d10	Effect	Consequence	Duration	Flavor
1	Scalp Nick	Bleeding: Physical Endurance −1 per round	Until treated (First Aid check)	A thin line parts the scalp. Blood runs along the brow but the mind is clear.
2	Ear Catch	Mental Wits −10, defence skills −5	1 round	The blade clips the ear and the world becomes a single high note.
3	Brow Gash	Physical Reflexes −10; Bleeding: Physical Endurance −2 per round	Reflex penalty 1d3 rounds; Bleeding until treated	Blood enters the eye before the pain does. The next few seconds are red.
4	Cheek Opened	Mental Wits −15; Bleeding: Physical Endurance −3 per round	Wits penalty 1d3 rounds; Bleeding until treated	The cheek parts cleanly. It is the sound — a wet tearing — that reaches the brain first.
5	Eye Threatened	Physical Coordination −20, Combat: Melee skills −20; Bleeding: Physical Endurance −2 per round	Combat penalties rest of encounter; Bleeding until treated	The edge passes close enough that the eye closes on instinct and does not open properly for the rest of the fight.

d10	Effect	Consequence	Duration	Flavor
6	Temple Strike	Mental Wits –20, defence skills –15 (Dazed)	1d3 rounds	The skull rings. The body remains upright only because it has not been told what just happened.
7	Deep Scalp Slash	Physical Reflexes –20, defence skills –20 (Stunned); Bleeding: Physical Endurance –4 per round	Stun 1d3 rounds; Bleeding until treated	Bone shows white through the scalp. The target staggers, one arm going loose.
8	Jaw Split	Physical Endurance –10 (immediate damage); Mental Discipline –20, Mental Wits –20 (combat shock); Bleeding: Physical Endurance –5 per round	Shock 1d3 rounds; Bleeding until treated; jaw damage long-term until healed	The jaw gives way differently than expected — not breaking so much as opening in the wrong direction.
9	Skull Opened	Physical Strength –20, Physical Endurance –20 (Severe injury, long-term); Bleeding: Physical Endurance –6 per round; Downed if not stabilized within 2 rounds	Severe injury until healed; Bleeding until treated	The skull does not stop the edge. Everything after that is the body trying to cope.
10	Catastrophic Face Wound	Downed immediately; Bleeding: Physical Endurance –8 per round; Physical Endurance –30 (Severe injury, long-term); Sunder Check on any helm	Downed; Severe injury until healed; Bleeding until treated	The face is a record now. It will be a different record after this.

Slashing — Neck / Throat

Critical hit results for slashing weapons at the neck. Arterial exposure and windpipe damage escalate quickly to lethal.

Slashing — Neck / Throat (d10)

Neck wounds are the most feared result of a slashing weapon. The arteries are close to the surface. Even a grazing result can become fatal quickly without treatment.

d10	Effect	Consequence	Duration	Flavor
1	Throat Nick	Bleeding: Physical Endurance –2 per round	Until treated	A shallow cut at the collar. More alarming than dangerous, for now.
2	Neck Muscle Graze	Physical Strength –10, Combat: Melee skills –10	1d3 rounds	The neck tightens involuntarily. The next swing has less behind it.
3	Windpipe Catch	Mental Discipline –15; Physical Endurance –5 (immediate damage)	Discipline penalty 1d3 rounds	The breath catches on something it should not. Coughing takes over the body's attention briefly.
4	Collar Slash	Physical Strength –20, Combat: Melee skills –20; Bleeding: Physical Endurance –3 per round	Strength penalty 1d3 rounds; Bleeding until treated	The trapezius opens across the shoulder and neck junction. The arm still works. It just works less.
5	Carotid Graze	Mental Wits –10; Bleeding: Physical Endurance –5 per round	Wits penalty 1 round; Bleeding until treated	A thin red line appears at the neck. The target knows what it means. So does everyone watching.
6	Deep Neck Cut	Physical Strength –20, Physical Coordination –20 (long-term until healed); Bleeding: Physical Endurance –5 per round	Long-term until healed; Bleeding until treated	Muscle and tissue part down to a depth that changes the shape of the neck. The head lolls slightly.
7	Jugular Threatened	Mental Wits –20 (combat shock); Bleeding: Physical Endurance –7 per round; Downed if not stabilized within 2 rounds	Shock immediate; Bleeding until treated	The vein is visible in the wound. The target has seconds to make good decisions.
8	Trachea Slashed	Physical Endurance –20 (immediate damage); Physical Strength –30 (long-term, breathing compromised); Bleeding: Physical Endurance –6 per round; Downed	Downed; long-term until healed	The breath comes out wrong — wet and ragged where it should not be. The body has learned something new about itself and does not like it.
9	Artery Opened	Downed immediately; Bleeding: Physical Endurance –10 per round; death in 3 rounds without successful First Aid	Downed; death without stabilization	The blood moves with a pressure that speaks to how close the heart is to everything.
10	Throat Cut	Downed immediately; death in 1d3 rounds without immediate First Aid; Bleeding: Physical Endurance –12 per round	Death without stabilization	This is the blow the Red Ledger was written to describe. It is exactly as quick as the records say.

Slashing — Shoulders

Critical hit results for slashing weapons at the shoulders. Muscle separation and clavicle damage degrade weapon arm function.

Slashing — Shoulders (d10)

Shoulder wounds attack the weapon arm at its root. The muscles here connect reach to force, and a cut that severs any of them translates immediately to fighting capability.

d10	Effect	Consequence	Duration	Flavor
1	Armor Graze	Sunder Check on shoulder armor; Physical Coordination –5	Coordination penalty 1 round	Steel screams against steel. The shoulder armor holds but the noise tells you something about the margin.

d10	Effect	Consequence	Duration	Flavor
2	Deltoid Nick	Combat: Melee skills −10; Bleeding: Physical Endurance −1 per round	Weapon penalty 1 round; Bleeding until treated	A shallow cut across the shoulder muscle. Enough to feel, not enough to stop.
3	Shoulder Gash	Physical Coordination −15, Combat: Melee skills −15; Bleeding: Physical Endurance −2 per round	Penalties 1d3 rounds; Bleeding until treated	The deltoid opens. The arm still lifts but complains about the decision.
4	Deep Shoulder Cut	Physical Coordination −20, Combat: Melee skills −20; Bleeding: Physical Endurance −3 per round	Penalties rest of encounter; Bleeding until treated	The cut goes through two layers of muscle. The arm is still in the fight but working against itself.
5	Clavicle Grazed	Physical Strength −20, Physical Coordination −20, Combat: Melee skills −20	Rest of encounter	Edge meets bone. The clavicle survives this time. The shoulder does not work the same way for the rest of the fight.
6	Trapezius Opened	Physical Strength −15, Physical Coordination −15 (long-term until healed); Bleeding: Physical Endurance −4 per round	Long-term until healed; Bleeding until treated	The large muscle across the upper back and neck parts along the shoulder. The head is still attached. It just sits differently now.
7	Shoulder Muscle Severed	Arm Impaired: Physical Coordination −30, Combat: Melee skills −30 (long-term until healed); Bleeding: Physical Endurance −4 per round	Long-term until healed; Bleeding until treated	The muscle retracts from the bone. The arm hangs. It is present but not participating.
8	Clavicle Fractured	Physical Endurance −10 (immediate damage); Physical Coordination −30, Combat: Melee skills −30, Physical Strength −20 (long-term until healed); Bleeding: Physical Endurance −4 per round	Long-term until healed; Bleeding until treated	The collarbone breaks under the edge rather than against it. The shoulder drops. The weapon arm is still attached but no longer under useful control.
9	Shoulder Joint Destroyed	Physical Endurance −20 (immediate damage); Physical Coordination −40, Combat: Melee skills −40, Physical Strength −30 (Severe injury, long-term); Bleeding: Physical Endurance −5 per round; Sunder Check on shoulder armor	Severe injury until healed; Bleeding until treated	The blade reaches the joint. The socket opens. The arm is still there, but it has no anchor left worth the name.
10	Limb Loss Check	Roll on the Limb Loss table. Pending outcome: Downed; Bleeding: Physical Endurance −8 per round	Downed; see Limb Loss table	The shoulder comes apart under the blade and the question changes from "how bad" to "how much is left."

Slashing — Torso

Critical hit results for slashing weapons striking the torso. Abdominal wounds and organ grazes are the dominant concern.

Slashing — Torso (d10)

The torso is the most common crit location and the most variable in severity. A glancing cut is an inconvenience. A deep abdominal wound is a death sentence measured in minutes.

d10	Effect	Consequence	Duration	Flavor
1	Clothing Catch	Sunder Check on torso armor; Physical Coordination −5	1 round	The edge catches fabric and pulls. The body goes with it slightly before the cloth gives.
2	Shallow Cut	Bleeding: Physical Endurance −1 per round	Until treated	A line of red appears across the flank. Shallow enough to ignore. Not shallow enough to forget.
3	Side Gash	Physical Balance −10; Bleeding: Physical Endurance −3 per round	Balance penalty 1d3 rounds; Bleeding until treated	The cut opens the side and the body flinches away from itself.
4	Rib Scrape	Physical Endurance −8 (immediate damage); Physical Strength −10	Strength penalty 1d3 rounds	The blade drags along the rib cage. Bone stops the cut. Pain does not stop the target, but it slows them.
5	Abdominal Gash	Physical Strength −15, Physical Endurance −15; Bleeding: Physical Endurance −4 per round	Penalties rest of encounter; Bleeding until treated	The muscle wall of the abdomen opens. Nothing has escaped yet. That may change.
6	Deep Flank Cut	Physical Strength −20 (long-term until healed); Bleeding: Physical Endurance −5 per round	Long-term until healed; Bleeding until treated	The cut goes past muscle into the cavity. The wound is quiet at first and very loud later.
7	Organ Graze	Physical Endurance −15 (immediate damage); Physical Strength −20, Physical Endurance −20 (long-term); Bleeding: Physical Endurance −6 per round	Long-term until healed; Bleeding until treated	Something internal has been involved in the decision. The target will not know how badly for some time, and "some time" is not long.
8	Abdominal Wound	Physical Strength −30, Physical Endurance −30 (Severe injury, long-term); Bleeding: Physical Endurance −7 per round	Severe injury until healed; Bleeding until treated	The abdominal wall is open. What was inside is now negotiating its position. Stabilization required immediately.
9	Deep Chest Wound	Downed; Physical Strength −30, Physical Endurance −30 (Severe injury, long-term); Bleeding: Physical Endurance −8 per round; Sunder Check on torso armor	Downed; Severe injury until healed; Bleeding until treated	The blade reaches past armor and flesh to the chest cavity. The air that comes out afterward has company.

d10	Effect	Consequence	Duration	Flavor
10	Catastrophic Torso Wound	Downed immediately; death in 1d3 rounds without immediate First Aid; Bleeding: Physical Endurance −10 per round; Physical Strength −40 (Severe injury, long-term)	Downed; death without stabilization	The wound is extensive enough that the question is no longer about the fight.

Slashing — Arms

Critical hit results for slashing weapons striking the arms. Tendon and muscle damage degrade weapon control and grip.

Slashing — Arms (d10)

Arm wounds are among the most common and most consequential slashing results. The tendons and muscles that control grip and swing lie close to the surface, unprotected except by armor.

d10	Effect	Consequence	Duration	Flavor
1	Glancing Forearm	Combat: Melee skills −10	1 round	The edge skips off the forearm. The arm tingles and the grip tightens reflexively.
2	Arm Cut	Combat: Melee skills −10; Bleeding: Physical Endurance −2 per round	Weapon penalty 1d3 rounds; Bleeding until treated	A clean cut along the outer arm. The sleeve changes color and the weapon feels less certain.
3	Bicep Slash	Physical Coordination −15, Combat: Melee skills −15; Bleeding: Physical Endurance −3 per round	Penalties 1d3 rounds; Bleeding until treated	The bicep opens and the arm cools at the elbow. The swing still comes but the follow-through is wrong.
4	Forearm Opened	Physical Coordination −20, Combat: Melee skills −20; Bleeding: Physical Endurance −3 per round	Penalties rest of encounter; Bleeding until treated	The forearm is cut through to the tendons. The grip holds but the arm works on diminishing returns.
5	Tendon Threatened	Physical Coordination −25, Combat: Melee skills −25	Rest of encounter	The blade passes through the outer layers and taps something below that should not be touched. The fingers go uncertain.
6	Wrist Slash	Physical Coordination −20, Combat: Melee skills −30; Bleeding: Physical Endurance −4 per round	Penalties rest of encounter; Bleeding until treated	The wrist opens. The weapon is still held by a hand that is increasingly unsure of why.
7	Arm Muscle Severed	Arm Impaired: Physical Coordination −30, Combat: Melee skills −30 (long-term until healed); Bleeding: Physical Endurance −4 per round	Long-term until healed; Bleeding until treated	The muscle retracts. The arm still bends but the force behind the bend is gone. The weapon may fall without instruction.
8	Tendon Cut	Physical Coordination −30, Combat: Melee skills −30 (long-term until healed); Bleeding: Physical Endurance −5 per round	Long-term until healed; Bleeding until treated	The tendon parts cleanly. The finger or wrist it controlled stops mid-intention. The body adapts; the grip does not.
9	Arm Functionally Lost	Physical Endurance −20 (immediate damage); Physical Coordination −40, Combat: Melee skills −40 (Severe injury, long-term); Bleeding: Physical Endurance −6 per round	Severe injury until healed; Bleeding until treated	The arm hangs from the shoulder like something borrowed. It is still attached. It has ceased to participate.
10	Limb Loss Check	Roll on the Limb Loss table. Pending outcome: Downed; Bleeding: Physical Endurance −8 per round	Downed; see Limb Loss table	The blade has completed what it started. The question is only how much of the arm made it.

Slashing — Legs

Critical hit results for slashing weapons striking the legs. Hamstring and thigh damage degrade mobility and balance.

Slashing — Legs (d10)

Leg wounds redirect the fight. A cut that reaches the hamstring or thigh changes a standing combat into a ground situation, and the ground belongs to whoever is still on their feet.

d10	Effect	Consequence	Duration	Flavor
1	Thigh Graze	Defence skills −10	1 round	The edge skips off the thigh. The leg holds but the stride shortens.
2	Leg Cut	Physical Balance −10; Bleeding: Physical Endurance −2 per round	Balance penalty 1 round; Bleeding until treated	The calf or thigh opens. Not deep. Not yet.
3	Thigh Slash	Physical Balance −15, defence skills −15; Bleeding: Physical Endurance −3 per round	Penalties 1d3 rounds; Bleeding until treated	The thigh muscle opens. Walking still works. Running does not.
4	Knee Grazed	Physical Balance −20, defence skills −20	1d3 rounds	The joint takes an edge it was not designed to accommodate. It accepts this. For now.
5	Hamstring Threatened	Physical Balance −25, defence skills −20	Rest of encounter	The blade passes along the back of the leg close enough to matter. Every step afterward is a negotiation.
6	Deep Thigh Cut	Leg Impaired: Physical Balance −20, defence skills −20 (long-term until healed); Bleeding: Physical Endurance −4 per round	Long-term until healed; Bleeding until treated	The thigh opens to muscle. The leg still bends; it has simply become less interested in the direction requested.

d10	Effect	Consequence	Duration	Flavor
7	Knee Opened	Prone immediately; Physical Balance −30, defence skills −30 (long-term until healed); Bleeding: Physical Endurance −4 per round	Prone until standing (costs the main action); long-term until healed; Bleeding until treated	The knee collapses inward, and the fighter follows it. Whatever was being fought over just got farther away.
8	Hamstring Cut	Leg Impaired: Physical Balance −30 (long-term); movement reduced to crawling for rest of encounter; Bleeding: Physical Endurance −5 per round	Long-term until healed; Bleeding until treated	The hamstring releases. The leg still exists below the knee, but the negotiation with the knee is over.
9	Deep Leg Wound	Physical Endurance −20 (immediate damage); Leg Impaired: Physical Balance −30, Physical Endurance −30 (Severe injury, long-term); Bleeding: Physical Endurance −6 per round; Downed	Downed; Severe injury until healed; Bleeding until treated	The leg gives way. The target does not go down because they chose to.
10	Limb Loss Check	Roll on the Limb Loss table. Pending outcome: Downed; Bleeding: Physical Endurance −8 per round	Downed; see Limb Loss table	The edge has passed through the leg in a way that resolves the question of how much leg is left.

Slashing — Fumbles

Fumble results for slashing weapons. Overextension, self-nicking, and weapon deflection apply to the attacker.

Slashing — Fumbles (d10)

Slashing fumbles punish overcommitment. The edge goes somewhere other than intended — into nothing, into armor, or into the attacker. All consequences apply to the attacker.

d10	Tier	Effect	Consequence	Duration
1	Minor	Wild Swing	Combat: Melee skills −10 next attack only	1 attack
2	Minor	Overswing	Defence skills −10	1 round
3	Minor	Flat of Blade	Physical Endurance −1d4 (struck self with flat); Combat: Melee skills −5	Weapon penalty 1 round
4	Moderate	Edge Deflected	Defence skills −15; Sunder Check on attacker's weapon	1 round
5	Moderate	Weapon Dropped	Combat: Melee skills −30 until rearmed; weapon lands 1d3 feet away	Until retrieved
6	Moderate	Self-Nick	Physical Endurance −1d6 (self-inflicted cut); Bleeding: Physical Endurance −2 per round	Bleeding until treated
7	Serious	Prone from Overreach	Attacker falls prone; Combat: Melee skills −20, defence skills −20	Until standing (costs the main action)
8	Serious	Wrist Sprain	Physical Coordination −20, Combat: Melee skills −20	Rest of encounter
9	Serious	Friendly Arc	Nearest ally takes half weapon damage; attacker Combat: Melee skills −10	Ally damage immediate; penalty 1d3 rounds
10	Catastrophic	Full Release	Weapon leaves hand, strikes nearest creature for full weapon damage; attacker is prone and disarmed	"The blade completed its arc without the hand. It found someone to finish the work for it."

Piercing — Head

Critical hit results for piercing weapons striking the head. Eye penetration and skull puncture dominate the high-end results.

Piercing — Head (d10)

A point striking the head goes where edges cannot. Helmets that deflect slashes offer less certainty against thrusts, which seek gaps and joints. The consequences of penetration here are fast and severe.

d10	Effect	Consequence	Duration	Flavor
1	Helm Catch	Sunder Check on helm; Physical Reflexes −5	1 round	The point taps the helm and skids. Nothing penetrates. The skull is reminded of how close it came.
2	Scalp Puncture	Bleeding: Physical Endurance −2 per round	Until treated	A shallow puncture parts the scalp without reaching bone. It bleeds insistently.
3	Ear Canal Graze	Mental Wits −15, defence skills −10	1d3 rounds	The point enters the ear only slightly. The world becomes high and narrow.
4	Cheek Puncture	Mental Wits −10; Bleeding: Physical Endurance −2 per round	Wits penalty 1d3 rounds; Bleeding until treated	The point passes through the cheek cleanly. Two small holes are the only record of it.
5	Eye Threatened	Physical Coordination −25, Combat: Melee skills −25; Bleeding: Physical Endurance −2 per round	Penalties rest of encounter; Bleeding until treated	The point skims the orbit. The eye weeps. Whether it weeps blood or tears does not matter to the fighter's aim.
6	Skull Glanced	Mental Wits −20, Physical Reflexes −20 (Dazed); Bleeding: Physical Endurance −3 per round	Dazed 1d3 rounds; Bleeding until treated	The point slides along the skull and the brain receives the full vibration of that meeting.
7	Eye Penetrated	Physical Coordination −30, Combat: Melee skills −30 (long-term, loss of eye depth perception); Mental Discipline −20 (combat shock); Downed	Downed; long-term until healed	The eye is no longer present in the way it was. What the target knows now is pain and the sudden rearrangement of what sight means.

d10	Effect	Consequence	Duration	Flavor
8	Skull Punctured	Physical Endurance –20 (immediate damage); Mental Wits –30, Physical Reflexes –30 (Stunned); Downed	Downed; severe injury until healed	The bone gave. What happens next belongs to the surgeons.
9	Temple Penetration	Downed immediately; Mental Wits –40, Mental Discipline –40 (Severe injury, long-term); death in 1d6 rounds without First Aid	Downed; death without stabilization	The temple is thin. The point knows this.
10	Brain Reached	Downed immediately; death in 1 round without a successful First Aid check one tier harder than usual; Physical Endurance –50 (Severe injury)	Downed; death without immediate stabilization	There is a stillness that follows this result that differs from other stillnesses. The records note it without dwelling.

Piercing — Neck / Throat

Critical hit results for piercing weapons at the neck. Tracheal puncture and arterial penetration are the primary concerns.

Piercing — Neck / Throat (d10)

The throat is a collection of structures that do not tolerate puncture. A thrust here finds arteries, trachea, or spine in close proximity. The results escalate fast.

d10	Effect	Consequence	Duration	Flavor
1	Throat Graze	Bleeding: Physical Endurance –2 per round	Until treated	The point skims the throat without depth. The skin parts briefly and closes over the question.
2	Neck Muscle Puncture	Physical Strength –15, Combat: Melee skills –10	1d3 rounds	The thrust buries itself in the neck muscle and withdraws. The neck will move. It will just remind the target that it happened.
3	Windpipe Graze	Physical Endurance –5 (immediate); Mental Discipline –20 (coughing, panic)	Discipline penalty 1d3 rounds	Something grazes the trachea. The cough comes from somewhere urgent.
4	Windpipe Punctured	Physical Endurance –10 (immediate); Physical Strength –20, Physical Endurance –20 (long-term, breathing compromised); Bleeding: Physical Endurance –4 per round	Long-term until healed; Bleeding until treated	Air that should stay inside comes out wet and audible. The breathing problem is now a visible problem.
5	Vein Punctured	Mental Wits –10; Bleeding: Physical Endurance –5 per round	Wits penalty 1 round; Bleeding until treated	The point finds a vein. The blood follows the blade out.
6	Deep Neck Thrust	Physical Strength –25 (long-term); Bleeding: Physical Endurance –5 per round	Long-term until healed; Bleeding until treated	The thrust penetrates to a depth that rearranges the neck's working parts.
7	Artery Punctured	Bleeding: Physical Endurance –8 per round; Mental Wits –20 (shock); Downed if not stabilized within 2 rounds	Downed without stabilization; Bleeding until treated	The pressure changes immediately. The target understands in a new way what the heart does every second.
8	Throat Pinned	Physical Endurance –15 (immediate); Physical Strength –30, Physical Endurance –30 (Severe injury, long-term); Bleeding: Physical Endurance –7 per round; Downed	Downed; Severe injury until healed; Bleeding until treated	The weapon enters and the target goes still around it. Moving makes it worse. Not moving also makes it worse.
9	Carotid Penetrated	Downed immediately; Bleeding: Physical Endurance –10 per round; death in 3 rounds without First Aid	Downed; death without stabilization	The artery opens fully. The count begins.
10	Throat Through and Through	Downed immediately; death in 1 round without immediate First Aid; Bleeding: Physical Endurance –12 per round	Downed; death without immediate stabilization	The point entered one side and asked a question of the other. The answer was quick.

Piercing — Shoulders

Critical hit results for piercing weapons at the shoulders. Deep thrusts reach the joint and nerve roots.

Piercing — Shoulders (d10)

Piercing weapons reach past armor at the shoulder through gaps around the joint. A thrust here can find the socket, the nerves beneath it, or the subclavian vessels — each with different consequences.

d10	Effect	Consequence	Duration	Flavor
1	Armor Deflection	Sunder Check on shoulder armor	Immediate	The point strikes armor and is turned. The armor knows what happened even if the wearer does not yet.
2	Shoulder Puncture	Physical Coordination –15; Bleeding: Physical Endurance –2 per round	Coordination penalty 1d3 rounds; Bleeding until treated	A clean entry through the outer shoulder. The arm flinches at the end of its swing.
3	Deltoid Puncture	Physical Coordination –20, Combat: Melee skills –15; Bleeding: Physical Endurance –3 per round	Penalties 1d3 rounds; Bleeding until treated	The deltoid takes a thrust and closes around the withdrawal. The arm loses its certainty.
4	Through the Shoulder	Physical Coordination –25, Combat: Melee skills –25; Bleeding: Physical Endurance –4 per round	Penalties rest of encounter; Bleeding until treated	Entry and exit. Two holes in the shoulder and the arm working through the interruption.

d10	Effect	Consequence	Duration	Flavor
5	Nerve Root Touched	Physical Coordination −30, Combat: Melee skills −30; Physical Reflexes −15	Rest of encounter	The point finds something it should not have. The arm lights up from shoulder to fingertip with a sensation that is not quite pain.
6	Deep Shoulder Thrust	Physical Coordination −25, Physical Strength −20 (long-term); Bleeding: Physical Endurance −4 per round	Long-term until healed; Bleeding until treated	Depth has been reached. The withdrawal changes the wound's character. The shoulder will not return to what it was before the healer sees it.
7	Joint Penetrated	Arm Impaired: Physical Coordination −35, Combat: Melee skills −35 (long-term until healed); Bleeding: Physical Endurance −4 per round	Long-term until healed; Bleeding until treated	The point enters the socket. The joint knows. The arm announces this to every muscle in the chain.
8	Subclavian Graze	Physical Endurance −15 (immediate damage); Physical Coordination −30, Physical Strength −25 (Severe injury, long-term); Bleeding: Physical Endurance −6 per round	Severe injury until healed; Bleeding until treated	The major vessel beneath the clavicle is involved now. The shoulder is a secondary concern.
9	Shoulder Destroyed	Physical Endurance −20 (immediate damage); Physical Coordination −40, Combat: Melee skills −40, Physical Strength −30 (Severe injury, long-term); Bleeding: Physical Endurance −7 per round; Downed	Downed; Severe injury until healed; Bleeding until treated	The joint has given way to the point. The socket, the tendons, the ligaments — all have changed their relationship to each other.
10	Limb Loss Check	Roll on the Limb Loss table. Pending outcome: Downed; Bleeding: Physical Endurance −8 per round	Downed; see Limb Loss table	The thrust has entered and the question of how much arm exits with it is now being answered.

Piercing — Torso

Critical hit results for piercing weapons in the torso. Lung puncture, organ skewering, and gut wounds define the range.

Piercing — Torso (d10)

Torso thrusts are designed to reach what armor tries to protect. A lung that collapses, a gut that opens, a heart that is interrupted — these are the instruments a piercing weapon plays. These tables record them without commentary on the instrument.

d10	Effect	Consequence	Duration	Flavor
1	Armor Turned	Sunder Check on torso armor; Physical Coordination −5	1 round	The point is redirected by the armor rather than refused by it. The distinction matters to the point.
2	Shallow Thrust	Bleeding: Physical Endurance −2 per round	Until treated	A puncture that does not reach depth. Clothing and skin record it.
3	Side Puncture	Physical Balance −10; Bleeding: Physical Endurance −3 per round	Balance penalty 1d3 rounds; Bleeding until treated	The point enters the side between the ribs. It finds nothing vital on this pass.
4	Rib Deflected Inward	Physical Endurance −10 (immediate damage); Physical Strength −15	Strength penalty 1d3 rounds	The rib cracks inward rather than stopping the point. The rib is now a secondary problem.
5	Abdominal Thrust	Physical Strength −15, Physical Endurance −15; Bleeding: Physical Endurance −4 per round	Penalties rest of encounter; Bleeding until treated	The abdomen takes a thrust. What was inside is now asking whether it needs to be outside.
6	Gut Wound	Physical Strength −20 (long-term); Physical Endurance −15 (immediate); Bleeding: Physical Endurance −4 per round	Long-term until healed; Bleeding until treated	The bowel is involved. The infection question follows immediately after the bleeding question.
7	Lung Punctured	Physical Endurance −15 (immediate); Physical Strength −25, Physical Endurance −25 (long-term, breathing compromised); Bleeding: Physical Endurance −5 per round	Long-term until healed; Bleeding until treated	The lung does not collapse immediately but it is heading there. Each breath is a smaller version of the last.
8	Organ Skewered	Physical Endurance −20 (immediate damage); Physical Strength −30, Physical Endurance −30 (Severe injury, long-term); Bleeding: Physical Endurance −7 per round; Downed	Downed; Severe injury until healed; Bleeding until treated	Something internal has been rearranged by the passage of the blade. What it was is less important than what it is now.
9	Lung Collapsed	Downed; Physical Strength −35, Physical Endurance −35 (Severe injury, long-term); Bleeding: Physical Endurance −8 per round; each round without stabilization: additional Physical Endurance −5	Downed; Severe injury until healed; Bleeding until treated	The chest is not working correctly. The target's body is spending all available attention on the lung and losing.
10	Heart Threatened	Downed immediately; death in 1d3 rounds without immediate First Aid; Bleeding: Physical Endurance −12 per round	Downed; death without immediate stabilization	The point has reached a place where the record stops. What follows is for surgeons and for records like this one.

Piercing — Arms

Critical hit results for piercing weapons striking the arms. Through-and-through punctures and joint damage define the high-end results.

Piercing — Arms (d10)

Piercing wounds to the arm go deeper than slashing equivalents. A blade that enters the forearm may reach bone. A thrust through the elbow joint disables the arm through structural failure rather than pain.

d10	Effect	Consequence	Duration	Flavor
1	Glancing Puncture	Combat: Melee skills −10	1 round	The point enters the arm shallowly and is withdrawn before depth. The arm registers it.
2	Arm Puncture	Combat: Melee skills −10; Bleeding: Physical Endurance −2 per round	Weapon penalty 1d3 rounds; Bleeding until treated	A clean hole enters and exits. The arm continues its function with the addition of a new awareness.
3	Bicep Thrust	Physical Coordination −15, Combat: Melee skills −20; Bleeding: Physical Endurance −3 per round	Penalties 1d3 rounds; Bleeding until treated	The bicep takes a thrust through the belly of the muscle. The arm will lift again. Later.
4	Through and Through	Physical Coordination −20, Combat: Melee skills −25; Bleeding: Physical Endurance −4 per round	Penalties rest of encounter; Bleeding until treated	Entry and exit. The wound has two sides, both of which bleed.
5	Bone Struck	Physical Endurance −8 (immediate); Physical Coordination −25, Combat: Melee skills −25	Penalties rest of encounter	The point hits the radius or ulna and the arm sends the information upward in a loud, clear signal.
6	Elbow Joint Reached	Physical Coordination −30, Combat: Melee skills −30; Bleeding: Physical Endurance −4 per round	Penalties rest of encounter; Bleeding until treated	The elbow joint is inside the wound now. The arm bends where it previously refused to and refuses where it used to bend.
7	Artery Punctured	Arm Impaired: Physical Coordination −30, Combat: Melee skills −30 (long-term until healed); Bleeding: Physical Endurance −6 per round	Long-term until healed; Bleeding until treated	The brachial or radial artery is involved. The bleeding has priority over the arm.
8	Bone Fractured	Physical Endurance −15 (immediate); Physical Coordination −35, Combat: Melee skills −35 (long-term until healed); Bleeding: Physical Endurance −5 per round	Long-term until healed; Bleeding until treated	The forearm or upper arm breaks around the wound. The arm still hangs from the shoulder but has developed an intermediate opinion about the matter.
9	Arm Functionally Destroyed	Physical Endurance −20 (immediate); Physical Coordination −40, Combat: Melee skills −40 (Severe injury, long-term); Bleeding: Physical Endurance −6 per round	Severe injury until healed; Bleeding until treated	The arm is present but has withdrawn from the conversation. The weapon may still be in the hand; the hand has no useful instructions.
10	Limb Loss Check	Roll on the Limb Loss table. Pending outcome: Downed; Bleeding: Physical Endurance −8 per round	Downed; see Limb Loss table	The thrust has passed through the arm at a depth and angle that resolves the question of continuity.

Piercing — Legs

Critical hit results for piercing weapons striking the legs. Femoral artery involvement and joint penetration define the lethal range.

Piercing — Legs (d10)

The femoral artery runs through the inner thigh. A piercing weapon that finds it ends the fight immediately and everything else soon after. Even without that result, deep thrusts to the knee or ankle joint produce disability through structural failure.

d10	Effect	Consequence	Duration	Flavor
1	Thigh Graze	Defence skills −10	1 round	The point skims the thigh without depth. The leg considers the information.
2	Leg Puncture	Physical Balance −10; Bleeding: Physical Endurance −2 per round	Balance penalty 1 round; Bleeding until treated	A clean hole in the calf or thigh. The leg continues working with the new information.
3	Thigh Thrust	Physical Balance −15, defence skills −15; Bleeding: Physical Endurance −3 per round	Penalties 1d3 rounds; Bleeding until treated	The thrust enters the thigh and withdraws. The leg shakes on the next step.
4	Knee Punctured	Physical Balance −20, defence skills −20; Bleeding: Physical Endurance −3 per round	Penalties 1d3 rounds; Bleeding until treated	The point enters the knee joint. The joint has not decided what this means for the rest of the encounter.
5	Deep Thigh Thrust	Physical Balance −25, defence skills −20; Bleeding: Physical Endurance −4 per round	Penalties rest of encounter; Bleeding until treated	The depth reached in the thigh is not comfortable for the thigh. Every step costs more than it should.
6	Knee Joint Opened	Leg Impaired: Physical Balance −25, defence skills −25 (long-term until healed); Bleeding: Physical Endurance −4 per round	Long-term until healed; Bleeding until treated	The joint is open to the point. The leg still works in the way that a broken hinge works.

d10	Effect	Consequence	Duration	Flavor
7	Femoral Graze	Bleeding: Physical Endurance −7 per round; Physical Balance −20 (long-term); Downed if not stabilized within 2 rounds	Downed without stabilization; Bleeding until treated; balance long-term until healed	The major vessel has been introduced to the point. The count starts here.
8	Ankle Destroyed	Physical Endurance −15 (immediate); Leg Impaired: Physical Balance −35 (long-term until healed); Prone; Bleeding: Physical Endurance −5 per round	Prone until standing; long-term until healed; Bleeding until treated	The ankle joint is no longer a joint in the useful sense. The foot is still attached. The attachment is now decorative.
9	Femoral Punctured	Downed immediately; Bleeding: Physical Endurance −10 per round; death in 3 rounds without First Aid	Downed; death without stabilization	The femoral artery is involved. A tourniquet applied immediately changes the outcome. Nothing else does.
10	Limb Loss Check	Roll on the Limb Loss table. Pending outcome: Downed; Bleeding: Physical Endurance −8 per round	Downed; see Limb Loss table	The question of how much leg continues past the point of entry is now being determined.

Piercing — Fumbles

Fumble results for piercing weapons. Thrusts that go wide, overextend, or embed in armor apply to the attacker.

Piercing — Fumbles (d10)

Piercing fumbles involve the committed thrust going somewhere wrong — into nothing, into armor it cannot exit cleanly, or into footing that does not hold. All consequences apply to the attacker.

d10	Tier	Effect	Consequence	Duration
1	Minor	Short Thrust	Combat: Melee skills −10 next attack only	1 attack
2	Minor	Wide	Defence skills −10	1 round
3	Minor	Self-Graze	Physical Endurance −1d4 (grazed own arm on withdrawal); Combat: Melee skills −5	1 round
4	Moderate	Point Deflected	Defence skills −15; Sunder Check on attacker's weapon	1 round
5	Moderate	Weapon Stuck	Combat: Melee skills −30; the main action required to free weapon (or abandon it)	Until freed or abandoned
6	Moderate	Overextended	Defence skills −20; opponent may make one free attack	Immediate free attack; penalty 1 round
7	Serious	Prone from Overreach	Attacker falls prone; Combat: Melee skills −20, defence skills −20	Until standing (costs the main action)
8	Serious	Wrist Locked	Physical Coordination −25, Combat: Melee skills −25	Rest of encounter
9	Serious	Weapon into Ally	Nearest ally takes half weapon damage; attacker Combat: Melee skills −10	Ally damage immediate; penalty 1d3 rounds
10	Catastrophic	Point Buried	Weapon buried in terrain or target; attacker disarmed and prone; retrieval requires the main action	"The thrust entered something more substantial than intended and the fighter went with it. The weapon stayed."

Blunt — Head

Critical hit results for blunt weapons striking the head. Concussion, skull fracture, and unconsciousness define the spectrum.

Blunt — Head (d10)

The blunt weapon communicates with the skull through force rather than edge or point. The skull distributes the energy inward. What lies inside the skull does not benefit from this arrangement.

d10	Effect	Consequence	Duration	Flavor
1	Glancing Ring	Mental Wits −10, defence skills −5	1 round	The weapon clips the helm or skull. The world reorganizes itself briefly.
2	Ringing Blow	Mental Wits −15, Physical Reflexes −10	1d3 rounds	A solid hit that the skull transmits faithfully to the brain. Ears ring. Eyes correct slowly.
3	Helm Dent	Sunder Check on helm; Mental Wits −15, defence skills −10	Penalties 1d3 rounds	The helm absorbs the blow and informs the skull of the exchange. The helm is now uncomfortable.
4	Jaw Strike	Mental Wits −20, Mental Discipline −15 (Dazed); Physical Endurance −8 (immediate damage)	Dazed 1d3 rounds	The jaw takes a blow it was not designed to receive in that direction. The teeth compare notes briefly.
5	Temple Hit	Mental Wits −25, Physical Reflexes −20 (Dazed); defence skills −15	1d3 rounds	The temple is thin and the brain is close. The target is present for the next several seconds in only the most technical sense.
6	Concussive Strike	Physical Reflexes −20, defence skills −20 (Stunned); Mental Wits −20	Stunned 1d3 rounds; Wits penalty rest of encounter	The brain is oscillating inside the skull in a way that disrupts the queue of instructions. The body acts on old orders.

d10	Effect	Consequence	Duration	Flavor
7	Skull Cracked	Physical Endurance –15 (immediate); Stunned: Physical Reflexes –30, defence skills –30; Mental Wits –30 (long-term until healed)	Stun 1d3 rounds; Wits penalty long-term until healed	The skull has been rearranged. The bone is doing its best but the crack is structural now.
8	Hard Knockdown	Physical Endurance –15 (immediate); Prone; Mental Wits –30, Physical Reflexes –30 (Severe concussion, long-term); Sunder Check on helm	Prone until standing; severe concussion until healed	The body goes down in one decision. The mind is busy with the impact and is not available to negotiate.
9	Skull Fractured	Downed; Mental Wits –40, Physical Reflexes –40, Mental Discipline –40 (Severe injury, long-term); Physical Endurance –20 (immediate damage)	Downed; Severe injury until healed	The fracture is not a question of whether but of where and how much. The target is not making decisions for some time.
10	Catastrophic Head Blow	Downed immediately; Severe injury (all mental and reflex attributes –40, long-term); Physical Endurance –30 (immediate); death if not stabilized in 1d6 rounds	Downed; death without stabilization	The force has reached everything the skull contains. What it found there is the healer's problem now.

Blunt — Neck / Throat

Critical hit results for blunt weapons at the neck. Tracheal crush and cervical fracture dominate the severe results.

Blunt — Neck / Throat (d10)

Blunt weapons do not cut the throat — they crush it. The trachea and cervical vertebrae are the structures at risk. A blow hard enough to crack a vertebra can end movement permanently.

d10	Effect	Consequence	Duration	Flavor
1	Neck Knock	Physical Strength –10, Combat: Melee skills –10	1 round	The side of the neck takes a blow. The head clarifies its position on the matter.
2	Throat Glance	Mental Discipline –15; Physical Endurance –5 (immediate)	Discipline penalty 1d3 rounds	The throat takes a hit and objects strongly. The cough arrives before the pain.
3	Neck Muscle Strike	Physical Strength –20, Combat: Melee skills –15	1d3 rounds	The neck muscles compress and the next swing has less coordination behind it.
4	Windpipe Blow	Physical Endurance –8 (immediate); Mental Discipline –25 (gagging); Physical Strength –20	Discipline penalty 1d3 rounds; Strength penalty rest of encounter	The trachea compresses. The body's first response is not combat — it is breathing.
5	Side of Neck	Physical Strength –25, Physical Coordination –20 (combat shock); Mental Discipline –20	Rest of encounter	The major muscle on the side of the neck takes a direct blow. The head lists slightly. The body compensates by becoming less useful.
6	Tracheal Bruise	Physical Strength –20, Physical Endurance –20 (long-term until healed); Mental Discipline –20	Discipline penalty rest of encounter; long-term until healed	The windpipe is bruised. It still passes air in both directions but it is making this known on every breath.
7	Tracheal Crush	Physical Endurance –15 (immediate); Physical Strength –30, Physical Endurance –30 (Severe injury, long-term); Downed if not stabilized within 2 rounds	Downed without stabilization; Severe injury until healed	The trachea has been partially collapsed. Air passes but not well. The sound is a new sound that should not exist.
8	Cervical Strike	Physical Endurance –15 (immediate); Stunned: Physical Reflexes –30, defence skills –30; Physical Strength –25 (long-term); Downed	Downed; long-term until healed	The blow reaches the spine through the neck muscle and the body registers this in every extremity simultaneously.
9	Cervical Fracture	Downed immediately; Physical Endurance –25 (immediate); Physical Strength –40, Physical Endurance –40 (Severe injury, long-term); risk of permanent disability without immediate surgical intervention	Downed; Severe injury until healed or permanent	The vertebra has been compromised. The body does not know yet what this means. Neither does anyone else.
10	Neck Broken	Downed immediately; death or permanent paralysis (GM determination based on severity); Physical Endurance –50 (Severe injury)	Downed; permanent	The neck has ended the conversation between the body and the brain. The body is still present. The conversation is over.

Blunt — Shoulders

Critical hit results for blunt weapons at the shoulders. Clavicle fractures and shoulder joint separation disable the arm through bone.

Blunt — Shoulders (d10)

Blunt force to the shoulder works on bone. The clavicle is long, exposed, and not designed for lateral impact. The shoulder joint itself tolerates compression poorly. Either way, the weapon arm suffers.

d10	Effect	Consequence	Duration	Flavor
1	Armor Impact	Sunder Check on shoulder armor; Physical Coordination –5	1 round	The force transmits through the armor to the joint beneath.
2	Shoulder Glance	Combat: Melee skills –10, Physical Coordination –10	1 round	The weapon strikes the shoulder and the arm loses its line briefly.

d10	Effect	Consequence	Duration	Flavor
3	Shoulder Blow	Physical Coordination –15, Combat: Melee skills –15	1d3 rounds	Solid contact. The shoulder absorbs it. The arm communicates its displeasure.
4	Shoulder Bruise	Physical Coordination –20, Combat: Melee skills –20, Physical Strength –15	Rest of encounter	Deep bruising settles into the shoulder immediately. The arm still functions but has complaints.
5	Clavicle Stressed	Physical Strength –20, Physical Coordination –20, Combat: Melee skills –20	Rest of encounter	The clavicle bends under the blow without breaking. The shoulder will do what is asked of it, minus a meaningful fraction.
6	Shoulder Joint Compressed	Physical Coordination –25, Combat: Melee skills –25 (long-term until healed)	Long-term until healed	The joint has been compressed beyond its tolerances. It will work. It will work badly.
7	Clavicle Fractured	Physical Endurance –10 (immediate); Physical Coordination –35, Combat: Melee skills –35, Physical Strength –25 (long-term until healed)	Long-term until healed	The clavicle has broken. The shoulder drops. The arm is still attached and still entirely not working correctly.
8	Shoulder Separated	Physical Endurance –12 (immediate); Physical Coordination –35, Physical Strength –30, Combat: Melee skills –35 (Severe injury, long-term); Sunder Check on shoulder armor	Severe injury until healed	The joint has been knocked out of its socket. The shoulder hangs in a way that shoulders are not meant to hang.
9	Shoulder Shattered	Downed; Physical Endurance –20 (immediate); Physical Coordination –40, Physical Strength –35, Combat: Melee skills –40 (Severe injury, long-term)	Downed; Severe injury until healed	The shoulder joint, the clavicle, and the surrounding structures have all had opinions about the blow and none of those opinions agree.
10	Limb Loss Check	Roll on the Limb Loss table (shoulder-level amputation). Pending outcome: Downed; Physical Endurance –30 (immediate)	Downed; see Limb Loss table	The shoulder has been destroyed at a scale that changes the next question.

Blunt — Torso

Critical hit results for blunt weapons striking the torso. Rib fractures, internal bleeding, and organ bruising are the dominant results.

Blunt — Torso (d10)

The torso takes blunt force badly. The ribs are a cage, not a shield — they absorb energy by cracking, and their fragments create secondary damage. The organs behind them have no tolerance for compression.

d10	Effect	Consequence	Duration	Flavor
1	Armor Absorbed	Sunder Check on torso armor; Physical Strength –5	1 round	The armor takes the blow and passes some of it through.
2	Wind Knocked Out	Physical Strength –15, Physical Endurance –10; Mental Discipline –15	1 round	The diaphragm convulses. The body's first priority is now finding air. The fight is an afterthought.
3	Rib Strike	Physical Strength –15, Physical Balance –10	1d3 rounds	The rib cage receives the full report of the blow. The lungs begin their complaint.
4	Rib Bruised	Physical Strength –20, Physical Endurance –10 (immediate)	Strength penalty rest of encounter	Deep bruising settles into the rib. Every breath is a reminder.
5	Solar Plexus	Physical Strength –25, Physical Endurance –15; Mental Discipline –25 (no offensive action this round)	Discipline penalty 1 round; Strength penalty 1d3 rounds	The nerve plexus behind the stomach receives the full force. The body has a single opinion and it is not combat.
6	Rib Cracked	Physical Strength –20, Physical Endurance –20 (long-term until healed); Physical Endurance –8 (immediate)	Long-term until healed	The rib has fractured. Every breath will make this known for the duration of healing.
7	Multiple Ribs Cracked	Physical Endurance –12 (immediate); Physical Strength –25, Physical Endurance –25 (long-term); Bleeding (internal): Physical Endurance –2 per round	Long-term until healed; internal bleeding until treated	Two or three ribs report damage simultaneously. The chest now moves as a group with some members dissenting.
8	Rib Driven Into Organ	Physical Endurance –20 (immediate); Physical Strength –30, Physical Endurance –30 (Severe injury); Bleeding (internal): Physical Endurance –4 per round; Downed	Downed; Severe injury until healed; internal bleeding until treated	The fractured rib has introduced itself to something that prefers its own company. The damage here is compounding.
9	Organ Ruptured	Downed; Physical Endurance –25 (immediate); Physical Strength –35, Physical Endurance –35 (Severe injury, long-term); Bleeding (internal): Physical Endurance –6 per round	Downed; Severe injury until healed; internal bleeding until treated	Something inside has failed under compression. The damage is not visible but the target's body is allocating all available resources to the problem.
10	Catastrophic Torso Blow	Downed immediately; Physical Endurance –30 (immediate); Severe injury to all physical attributes; Bleeding (internal): Physical Endurance –8 per round; death if not stabilized within 1d6 rounds	Downed; death without stabilization	The blow has compressed everything the torso contains simultaneously. The cascade of damage is internal, invisible, and fast.

Blunt — Arms

Critical hit results for blunt weapons striking the arms. Bone fractures and elbow damage define the high-end results.

Blunt — Arms (d10)

Blunt force to the arm seeks bone. The radius, ulna, and humerus are relatively thin and exposed. A solid blow can fracture any of them, and the elbow joint does not survive lateral impact well.

d10	Effect	Consequence	Duration	Flavor
1	Arm Knock	Combat: Melee skills –10	1 round	The arm takes a blow. It bounces back.
2	Arm Bruise	Combat: Melee skills –10, Physical Coordination –10	1d3 rounds	Deep bruising settles into the arm muscle. The next few swings know about it.
3	Forearm Strike	Physical Coordination –15, Combat: Melee skills –15	1d3 rounds	The forearm absorbs the impact. The grip tightens then loosens against intention.
4	Elbow Strike	Physical Coordination –20, Combat: Melee skills –20; Physical Endurance –8 (immediate)	Penalties rest of encounter	The elbow receives the blow and announces this through the funny bone to every finger.
5	Wrist Blow	Physical Coordination –25, Combat: Melee skills –25	Rest of encounter	The wrist has been struck. The grip becomes provisional.
6	Forearm Fractured	Physical Endurance –12 (immediate); Physical Coordination –30, Combat: Melee skills –30 (long-term until healed)	Long-term until healed	The radius or ulna has broken. The arm is still functional in the way a bridge with a crack is still functional.
7	Elbow Joint Damaged	Physical Endurance –12 (immediate); Physical Coordination –35, Combat: Melee skills –35 (long-term until healed)	Long-term until healed	The elbow joint has been compromised. The arm bends but the angle and the force available are both wrong.
8	Weapon Arm Shattered	Physical Endurance –15 (immediate); Physical Coordination –40, Combat: Melee skills –40, Physical Strength –25 (Severe injury, long-term); Sunder Check on arm armor	Severe injury until healed	The bone in the weapon arm has fractured in a way that disables the arm through structural failure. The weapon may drop. The arm cannot catch it.
9	Arm Destroyed	Physical Endurance –20 (immediate); Physical Coordination –45, Combat: Melee skills –45, Physical Strength –30 (Severe injury, long-term); Downed	Downed; Severe injury until healed	The arm has been damaged past the point of combat utility. It is still attached to the body but the body has a different relationship with it now.
10	Limb Loss Check	Roll on the Limb Loss table. Pending outcome: Downed; Physical Endurance –25 (immediate)	Downed; see Limb Loss table	The force at this level changes the question from fracture to continuity.

Blunt — Legs

Critical hit results for blunt weapons striking the legs. Kneecap destruction and femur fracture end mobility absolutely.

Blunt — Legs (d10)

The legs support everything and protect very little. A blow to the knee or thigh from a mace or maul communicates directly to the bone. The femur will fracture before the muscle above it does. The knee does not tolerate lateral impact at all.

d10	Effect	Consequence	Duration	Flavor
1	Leg Knock	Defence skills –10, Physical Balance –5	1 round	The leg takes a hit. It remains a leg.
2	Shin Strike	Physical Balance –15, defence skills –10	1d3 rounds	The shin bone, which is entirely unprotected, meets the weapon with the intimacy this deserves.
3	Thigh Bruise	Physical Balance –15, defence skills –15	1d3 rounds	The thigh muscle absorbs a blow that will make itself known for the rest of the day.
4	Knee Strike	Physical Balance –20, defence skills –20; Physical Endurance –8 (immediate)	Penalties rest of encounter	The knee takes a blow from a direction the knee was not designed to receive. It objects.
5	Knee Joint Compressed	Physical Balance –25, defence skills –20	Rest of encounter	The joint has been compressed by impact. Running is now theoretical.
6	Patella Cracked	Physical Endurance –12 (immediate); Leg Impaired: Physical Balance –30, defence skills –25 (long-term until healed)	Long-term until healed	The kneecap has cracked under the blow. The leg still extends but the joint is compromised.
7	Knee Shattered	Physical Endurance –15 (immediate); Prone; Leg Impaired: Physical Balance –35, defence skills –35 (long-term until healed)	Prone until standing; long-term until healed	The patella has been destroyed rather than cracked. The knee is now a location rather than a joint.
8	Femur Blow	Physical Endurance –15 (immediate); Physical Balance –30 (long-term); Prone; Bleeding (internal): Physical Endurance –3 per round	Prone until standing; long-term until healed; internal bleeding until treated	The largest bone in the body has been struck hard enough to crack. The surrounding muscle hemorrhages. The leg still bends. It will not bear weight.
9	Femur Fractured	Downed; Physical Endurance –25 (immediate); Severe injury: Physical Balance –40, Physical Endurance –30 (long-term); Bleeding (internal): Physical Endurance –5 per round	Downed; Severe injury until healed; internal bleeding until treated	The femur has broken. Internal bleeding from the fracture site is significant and immediate. The leg is no longer load-bearing in any sense.
10	Limb Loss Check	Roll on the Limb Loss table. Pending outcome: Downed; Physical Endurance –25 (immediate)	Downed; see Limb Loss table	The force has reached a scale that questions the continuity of the leg as a concept.

Blunt — Fumbles

Fumble results for blunt weapons. Heavy weapons that miss carry momentum into bad positions. All consequences apply to the attacker.

Blunt — Fumbles (d10)

Blunt weapons are heavy. When they miss, they take the attacker with them. The momentum problem is the defining feature of a blunt fumble — the weapon ends up somewhere, and the attacker ends up somewhere else.

d10	Tier	Effect	Consequence	Duration
1	Minor	Short Swing	Combat: Melee skills −10 next attack only	1 attack
2	Minor	Off-Line	Defence skills −10	1 round
3	Minor	Weapon Shudder	Combat: Melee skills −10, Physical Coordination −5 (vibration in handle)	1 round
4	Moderate	Over-Swing	Defence skills −20; opponent may make one free attack	Free attack immediate; penalty 1 round
5	Moderate	Weapon Dropped	Combat: Melee skills −30 until rearmed; weapon lands 1d4 feet away	Until retrieved
6	Moderate	Momentum Spin	Attacker falls prone; Combat: Melee skills −20, defence skills −20	Until standing (costs the main action)
7	Serious	Shoulder Strain	Physical Coordination −20, Physical Strength −20, Combat: Melee skills −20	Rest of encounter
8	Serious	Weapon Strikes Ground	Sunder Check on weapon; Physical Coordination −15, Combat: Melee skills −15	1d3 rounds
9	Serious	Ally Caught in Arc	Nearest ally takes half weapon damage; attacker Combat: Melee skills −10	Ally damage immediate; penalty 1d3 rounds
10	Catastrophic	Full Momentum Release	Weapon leaves hand on follow-through, strikes nearest creature for full damage; attacker prone and disarmed; wrist or shoulder strain: Physical Coordination −20 (rest of encounter)	"The hammer completed its arc. It did not need the attacker for the second half."

Ranged Piercing — Head

Critical hit results for ranged piercing weapons (arrows, bolts) striking the head. Shaft retention and penetration depth define severity.

Ranged Piercing — Head (d10)

An arrow or bolt finds the head differently than a thrust does. The range adds velocity; the shaft can lodge and become a secondary problem. Removing an arrow from a wound badly done is often worse than the wound itself.

d10	Effect	Consequence	Duration	Flavor
1	Helm Deflected	Sunder Check on helm; Physical Reflexes −5	1 round	The bolt skips off the helm. The head is reminded of the proximity.
2	Scalp Graze	Bleeding: Physical Endurance −2 per round	Until treated	The arrowhead furrows the scalp and continues. A shallow wound, a deep noise.
3	Cheek Graze	Mental Wits −10; Bleeding: Physical Endurance −2 per round	Wits penalty 1d3 rounds; Bleeding until treated	The shaft passes close enough to open the cheek. The wind of it was the first warning.
4	Ear Struck	Mental Wits −20, defence skills −10; Bleeding: Physical Endurance −2 per round	Wits penalty 1d3 rounds; Bleeding until treated	The bolt clips the ear. The ringing is sharp and specific.
5	Bolt Lodged in Skull Surface	Physical Reflexes −15, defence skills −15; bolt must be removed before wound heals (removal: First Aid check, failure deals Physical Endurance −5)	Penalties until bolt removed and wound treated	The bolt has lodged in the outer skull without penetrating. It needs to come out. That process is its own event.
6	Eye Struck	Physical Coordination −25, Combat: Melee skills −25 (long-term, loss of eye); Mental Discipline −20 (combat shock); Downed	Downed; long-term until healed	The bolt has entered the eye socket. The eye is not recoverable. The body is still being sorted.
7	Temple Penetration	Downed; Mental Wits −35, Physical Reflexes −35 (Severe injury, long-term); Physical Endurance −20 (immediate)	Downed; Severe injury until healed	The bolt has reached past the temple. Consciousness is an open question.
8	Skull Penetrated	Downed immediately; Severe injury: all mental attributes −40; Physical Endurance −25 (immediate); death in 1d6 rounds without First Aid	Downed; death without stabilization	The bolt is inside the skull now. The records here become medical records.
9	Brain Reached	Downed immediately; death in 1d3 rounds without immediate surgical First Aid; Physical Endurance −40 (immediate)	Downed; death without immediate stabilization	There are degrees of this result. None of them are good.
10	Through Skull	Death. No stabilization possible. Physical Endurance −60.	Death	The bolt traveled the full depth of the skull. The record does not dwell on it.

Ranged Piercing — Torso

Critical hit results for ranged piercing weapons striking the torso. Lodged shafts and deep organ wounds are the primary concerns.

Ranged Piercing — Torso (d10)

A bolt or arrow in the torso has unique problems beyond the wound itself. The shaft protrudes or is buried, it moves with the target, and removing it requires skill and time neither party typically has in the middle of an encounter.

d10	Effect	Consequence	Duration	Flavor
1	Armor Stopped	Sunder Check on torso armor; Physical Coordination −5	1 round	The bolt pierces the armor surface and stops. The arrowhead is visible in the material.
2	Shallow Hit	Bleeding: Physical Endurance −2 per round	Until treated	A shallow wound that will close once the bolt is removed.
3	Bolt Lodged Shallow	Physical Balance −10; Bleeding: Physical Endurance −2 per round; bolt must be removed (First Aid check; failure deals Physical Endurance −3)	Penalties until bolt removed; Bleeding until treated	The bolt is embedded in the outer muscle. It will need to come out.
4	Rib Struck	Physical Endurance −10 (immediate); Physical Strength −15	Strength penalty 1d3 rounds	The arrowhead strikes rib and deflects into muscle. The rib stopped it. The rib also fractured.
5	Bolt Lodged Deep	Physical Strength −15, Physical Endurance −15; Bleeding: Physical Endurance −3 per round; bolt must be removed (difficult: First Aid at −20; failure deals Physical Endurance −6)	Penalties rest of encounter; Bleeding until treated	The bolt is deep in the torso muscle. Every movement negotiates with the shaft.
6	Gut Pierced	Physical Strength −20 (long-term until healed); Physical Endurance −12 (immediate); Bleeding: Physical Endurance −4 per round	Long-term until healed; Bleeding until treated	The abdominal cavity has been entered. The infection concern arrives alongside the bleeding concern.
7	Lung Pierced	Physical Endurance −15 (immediate); Physical Strength −25, Physical Endurance −25 (long-term); Bleeding: Physical Endurance −5 per round	Long-term until healed; Bleeding until treated	The lung has been punctured. Each breath is a shorter version of the last. The bolt remaining in place is the only thing preventing faster blood loss.
8	Organ Struck	Physical Endurance −20 (immediate); Physical Strength −30, Physical Endurance −30 (Severe injury, long-term); Bleeding: Physical Endurance −6 per round; Downed	Downed; Severe injury until healed; Bleeding until treated	The bolt has reached an organ. The organ has recorded this. The target's body is reallocating.
9	Chest Cavity Entered	Downed; Physical Endurance −25 (immediate); Severe injury: Physical Strength −35, Physical Endurance −35; Bleeding: Physical Endurance −7 per round	Downed; Severe injury until healed; Bleeding until treated	The bolt is inside the chest cavity. This is the healer's problem and it is not a small one.
10	Heart or Major Vessel	Downed immediately; death in 1 round without immediate First Aid; Bleeding: Physical Endurance −12 per round	Downed; death without immediate stabilization	The bolt has reached a place where the urgency of all other concerns becomes secondary.

Ranged Piercing — Limbs

Critical hit results for ranged piercing weapons striking arms or legs. Used for both limb locations when rolling ranged piercing crits.

Ranged Piercing — Limbs (d10)

Use this table for ranged piercing hits to Arms, Legs, Shoulders, and Neck — locations where the wound depth and shaft retention are the dominant concerns. For Head and Torso, use those dedicated tables.

d10	Effect	Consequence	Duration	Flavor
1	Glancing Hit	Defence skills −10 or Combat: Melee skills −10 (attacker's choice of limb impacted)	1 round	The bolt grazes the limb and passes on.
2	Shallow Penetration	Bleeding: Physical Endurance −2 per round	Until treated	The arrowhead is in the limb muscle, shallowly. It comes out easily enough.
3	Bolt Lodged	Physical Coordination −15 or Physical Balance −15; Bleeding: Physical Endurance −2 per round; bolt must be removed (First Aid check; failure: Physical Endurance −3)	Penalties until bolt removed; Bleeding until treated	The bolt is in the limb. Every movement is a reminder.
4	Through and Through	Physical Coordination −20 or Physical Balance −20; Bleeding: Physical Endurance −3 per round	Penalties rest of encounter; Bleeding until treated	Entry and exit. Two wounds, both bleeding.
5	Bone Struck	Physical Endurance −8 (immediate); Physical Coordination −25 or Physical Balance −25	Penalties rest of encounter	The bolt hits bone and the limb reports the interaction immediately.
6	Deep Penetration	Physical Coordination −25 or Physical Balance −25 (long-term until healed); Bleeding: Physical Endurance −4 per round	Long-term until healed; Bleeding until treated	The bolt is deep. Removing it without additional damage requires a skilled hand and a calm patient, neither of which may be available.
7	Artery Grazed	Bleeding: Physical Endurance −6 per round; Physical Coordination −20 or Physical Balance −20 (long-term)	Long-term until healed; Bleeding until treated	The bolt has found a vessel. The count is now in effect.

d10	Effect	Consequence	Duration	Flavor
8	Bone Fractured	Physical Endurance –15 (immediate); Physical Coordination –35 or Physical Balance –35 (long-term until healed); Bleeding: Physical Endurance –4 per round	Long-term until healed; Bleeding until treated	The bone has broken. The limb is still attached but has stopped being useful in the way it was.
9	Artery Struck	Bleeding: Physical Endurance –8 per round; Physical Coordination –30 or Physical Balance –30 (long-term); Downed if not stabilized within 2 rounds	Downed without stabilization; long-term until healed	The major vessel has been opened by the bolt. Immediate pressure and skilled treatment are the only answers.
10	Limb Loss Check	Roll on the Limb Loss table. Pending outcome: Downed; Bleeding: Physical Endurance –8 per round	Downed; see Limb Loss table	The penetration has reached a depth and angle that makes the continuity of the limb uncertain.

Ranged Blunt — All Locations

Critical hit results for ranged blunt weapons (sling stones, lead bullets). Concussive force delivered at range. Use the location from the d100 roll to shade flavor.

Ranged Blunt — All Locations (d10)

A sling stone or lead bullet delivers concentrated blunt force at range. Unlike a mace, there is no follow-through — only impact. The zone struck modifies the expected anatomy but the mechanical principle is the same: concussion, fracture, organ compression. Cross-reference the d100 location for anatomical flavor; the consequences below apply regardless of zone.

d10	Effect	Consequence	Duration	Flavor
1	Glancing Impact	Defence skills –10 or Mental Wits –10 (Head); Combat: Melee skills –10 or Physical Balance –10 (other zones)	1 round	The stone catches the edge of the target. The energy does not fully transfer.
2	Solid Strike	Physical Endurance –5 (immediate); relevant attribute –10 (zone-appropriate)	1 round	A clean hit that finds flesh or bone and leaves a bruise the size of the stone.
3	Ringing Hit	Mental Wits –15 (Head) or Physical Coordination/Physical Balance –15 (limb zones)	1d3 rounds	The impact resonates through the struck zone. The ringing is literal for head hits. For limb hits it is the numbness that follows bone contact.
4	Staggering Blow	Physical Endurance –8 (immediate); Staggered: Combat: Melee skills –15, defence skills –15	1d3 rounds	The impact is solid enough to stagger the target. Forward momentum has become a problem.
5	Bone Contact	Physical Endurance –10 (immediate); zone-relevant penalty –20	Rest of encounter	The stone has reached a bone through the muscle above it. The bone has filed a report.
6	Dazed	Mental Wits –20, defence skills –15 (Head / Neck); Physical Coordination or Physical Balance –20 (limbs); Stunned: Physical Reflexes –20 (Torso)	1d3 rounds	The concussive force disrupts the target's immediate capacity for organized action.
7	Bone Cracked	Physical Endurance –12 (immediate); zone-relevant severe penalty –30 (long-term until healed)	Long-term until healed	A bone in the struck zone has fractured under the impact. The damage is structural.
8	Hard Knockdown	Physical Endurance –15 (immediate); Prone; zone-relevant attribute –25 (rest of encounter)	Prone until standing	The impact has moved the target from standing to not-standing. This was not a voluntary decision.
9	Severe Impact	Downed; Physical Endurance –20 (immediate); Severe injury: zone-relevant attributes –35 (long-term until healed)	Downed; Severe injury until healed	The stone has delivered enough force to close this chapter of the fight. The target will need time before the next one.
10	Catastrophic Strike	Downed immediately; Physical Endurance –25 (immediate); death if not stabilized within 1d6 rounds (Head/Neck result) or Severe injury (other zones)	Downed; Head/Neck: death without stabilization; other zones: Severe injury until healed	The stone has delivered a killing force. For head results this is immediate. For other zones it is a long and difficult recovery.

Ranged Slashing — All Locations

Critical hit results for ranged slashing weapons (thrown blades, chakrams). Flying edges cause cutting wounds with the momentum of ranged delivery.

Ranged Slashing — All Locations (d10)

A thrown blade or chakram combines the cutting properties of slashing weapons with the velocity of a projectile. The wound is a cut, often deeper than a comparable melee slash, and without the attacker's close involvement in the aftermath. Cross-reference the d100 location for anatomical flavor; apply the consequences as written.

d10	Effect	Consequence	Duration	Flavor
1	Glancing Cut	Bleeding: Physical Endurance –1 per round; defence skills –5	Bleeding until treated; penalty 1 round	The blade catches the target at an angle. A shallow cut, moving fast.
2	Clean Cut	Bleeding: Physical Endurance –2 per round; zone-relevant attribute –10	Bleeding until treated; penalty 1d3 rounds	The blade opens a clean wound and embeds nearby or continues past.

d10	Effect	Consequence	Duration	Flavor
3	Deep Cut	Bleeding: Physical Endurance −3 per round; zone-relevant attribute −15	Bleeding until treated; penalty 1d3 rounds	The velocity carries the blade deeper than a hand-held strike would have.
4	Blade Embedded	Bleeding: Physical Endurance −3 per round; zone-relevant attribute −15; blade must be removed (First Aid check; failure: Physical Endurance −4)	Penalties until blade removed; Bleeding until treated	The blade has lodged in the wound. Removal is its own problem.
5	Severe Cut	Bleeding: Physical Endurance −4 per round; zone-relevant attribute −20	Bleeding until treated; penalties rest of encounter	A deep wound that opens more than the surface.
6	Tendon or Vessel Caught	Bleeding: Physical Endurance −5 per round; zone-relevant attribute −25 (rest of encounter)	Bleeding until treated	The cutting edge has reached something functional below the surface.
7	Major Vessel Cut	Bleeding: Physical Endurance −6 per round; zone-relevant attribute −20 (long-term until healed)	Long-term until healed; Bleeding until treated	The blade has opened a significant vessel. The blood confirms it.
8	Deep Structural Cut	Physical Endurance −12 (immediate); Bleeding: Physical Endurance −6 per round; zone-relevant Severe injury −30 (long-term)	Severe injury until healed; Bleeding until treated	The cut has gone deep enough to damage structural tissue. Muscle, tendon, and potentially bone have all been involved.
9	Catastrophic Cut	Downed; Bleeding: Physical Endurance −8 per round; Severe injury: zone-relevant attributes −35 (long-term)	Downed; Severe injury until healed; Bleeding until treated	The wound is extensive. The blade has passed through the zone with a thoroughness that changes the prognosis.
10	Limb Loss Check or Death	Head/Neck/Torso: Downed; death in 1d3 rounds without First Aid; Bleeding: −10 per round. Limb zones: Roll on Limb Loss table; Downed.	Downed; death (vital zones) or Limb Loss table (limb zones)	The blade's passage at this velocity has resolved the question of the struck zone's continuity.

Ranged — Fumbles

Fumble results for all ranged weapons. Misfires, broken strings, and stray shots apply to the attacker or their equipment.

Ranged — Fumbles (d10)

Ranged fumbles are equipment and positioning failures. The weapon misfires, the string breaks, the throw goes wrong. All consequences apply to the attacker. This table applies to all ranged weapon types.

d10	Tier	Effect	Consequence	Duration
1	Minor	Short Shot	Projectile falls short; no damage to any target	Immediate
2	Minor	Wide	Combat: Ranged skills −10 next attack	1 attack
3	Minor	Poor Form	Combat: Ranged skills −10, defence skills −5	1 round
4	Moderate	String Snap (bows/crossbows) / Grip Slip (thrown)	Weapon inoperable until restrung or retrieved; Combat: Ranged skills −30 until repaired	Until repaired or retrieved
5	Moderate	Misfire	Projectile misfires; Sunder Check on weapon; Combat: Ranged skills −15	Weapon penalty 1d3 rounds
6	Moderate	Exposed	Defence skills −20 (exposed during draw/throw); opponent may make one free ranged or melee attack	Free attack immediate; penalty 1 round
7	Serious	String Cuts Hand (bow only) / Wrist Sprain (thrown)	Physical Coordination −20, Combat: Ranged skills −20; Bleeding: Physical Endurance −1 per round (bow string cut)	Rest of encounter; Bleeding until treated
8	Serious	Bolt Jammed (crossbow) / Throw Inverted	Weapon requires the main action to clear; attacker prone (thrown weapons); Combat: Ranged skills −30	Until cleared/standing
9	Serious	Ally in the Arc	Nearest ally takes half weapon damage; attacker Combat: Ranged skills −10	Ally damage immediate; penalty 1d3 rounds
10	Catastrophic	Weapon Destroyed or Critical Self-Hit	Weapon destroyed (Sunder fails catastrophically); OR attacker takes full weapon damage to arm location; attacker prone	"The bow came apart in both hands. The investigation afterward determined that something had been wrong with it for some time."

Unarmed — Head

Critical hit results for unarmed strikes to the head. Concussion-spectrum results dominate; direct kills are rare.

Unarmed — Head (d10)

An unarmed strike to the head carries the force of a body in motion — a fist, elbow, knee, or headbutt. Bare knuckles do not cut; they compress. The brain receives this compression as a series of objections to the skull's sudden deceleration.

d10	Effect	Consequence	Duration	Flavor
1	Glancing Cuff	Mental Wits −10	1 round	The fist catches the side of the head. Not enough to stop anyone. Enough to remind them.

d10	Effect	Consequence	Duration	Flavor
2	Ringing Slap	Mental Wits −15, defence skills −5	1 round	An open palm or the flat of a forearm catches the ear. The ring is brief and specific.
3	Solid Hook	Mental Wits −15, Physical Reflexes −10	1d3 rounds	A clean punch to the jaw or temple. The target is still present but their attention has been redistributed.
4	Jaw Hit	Mental Wits −20, Mental Discipline −15; Physical Endurance −6 (immediate)	Wits penalty 1d3 rounds; Discipline penalty 1 round	The jaw takes the strike. Teeth compare notes. The target's next few thoughts are slow.
5	Eye Strike	Physical Coordination −20, Combat: Melee skills −20	1d3 rounds	A thumb, knuckle, or elbow catches the eye. It weeps and closes. The fight continues on one eye.
6	Daze Strike	Mental Wits −25, defence skills −20 (Dazed)	1d3 rounds	A heavy strike to the temple or crown. The brain is working but not on this problem.
7	Hard Knockdown	Prone; Mental Wits −25, Physical Reflexes −20; Physical Endurance −8 (immediate)	Prone until standing; Wits penalty 1d3 rounds	The blow puts the target on the ground. The decision was made for them.
8	Stunned	Physical Reflexes −30, defence skills −30 (Stunned, no actions); Physical Endurance −12 (immediate)	1 round	The brain has paused. The body is managing on its own for one round, and it has a limited repertoire.
9	Concussion	Downed; Mental Wits −30, Mental Discipline −25 (Severe concussion, long-term until healed); Physical Endurance −15 (immediate)	Downed; Severe injury until healed	The brain has been shaken into a state that the body will spend time correcting. The target is down and the question of when they get up again belongs to the healer.
10	Knockout	Downed immediately; unconscious for 1d6 minutes; Mental Wits −30, Mental Discipline −30 (long-term until healed); Physical Endurance −20 (immediate)	Unconscious 1d6 minutes; then Downed; long-term until healed	The body handles this administratively. The fighter is present. The fighter is not available.

Unarmed — Neck / Throat

Critical hit results for unarmed strikes at the neck. Throat strikes and choke-range control define this zone.

Unarmed — Neck / Throat (d10)

An unarmed throat strike or choke is among the most effective unarmed techniques and among the most dangerous. Unlike weapon attacks, unarmed neck attacks tend toward control rather than immediate death — a choke ends the fight by ending consciousness, not by ending the target.

d10	Effect	Consequence	Duration	Flavor
1	Throat Tap	Mental Discipline −10	1 round	The strike catches the throat just below full force. The target coughs.
2	Carotid Tap	Mental Wits −15, Physical Reflexes −10	1d3 rounds	A strike to the carotid sinus. Brief pressure disrupts circulation. The target goes slow.
3	Throat Strike	Mental Discipline −20; Physical Endurance −6 (immediate)	Discipline penalty 1d3 rounds	A direct blow to the trachea. The body redirects all resources to the breathing problem.
4	Neck Muscle Strike	Physical Strength −20, Combat: Melee skills −15	1d3 rounds	A hard edge or forearm across the side of the neck. The head tilts. The arm weakens.
5	Choke Attempt	Target is Grappled (Combat: Melee skills −20, defence skills −20); attacker may maintain hold each round (opposed Strength vs Endurance)	Until escaped or released	The arm is around the throat. The question is now about who wins the contest of endurance vs grip.
6	Wind Choke	Physical Strength −20, Physical Endurance −15; Mental Discipline −25 (panic)	Rest of encounter	The windpipe is partially compressed. Breathing is labored. The panic is a secondary problem that becomes primary.
7	Blood Choke	Physical Reflexes −25, defence skills −25; if maintained 2 rounds: Downed (unconscious)	Penalties until escaped; unconscious 1d6 minutes if fully applied	The carotid vessels are compressed. The brain is being asked to work on a reduced supply. It will manage this for a limited time.
8	Neck Crank	Physical Endurance −10 (immediate); Physical Strength −25, Combat: Melee skills −30 (long-term until healed); Grappled	Grappled until escaped; long-term until healed	The neck is being leveraged against its preferred range of motion. Every degree of resistance costs.
9	Full Choke Applied	Downed if not escaped within 1 round (contested roll); unconscious for 1d6 minutes; Physical Strength −25 (long-term)	Downed; unconscious 1d6 minutes; long-term until healed	The blood choke has been fully applied. The count is brief.
10	Neck Break	Downed immediately; Physical Endurance −30 (immediate); death or permanent paralysis (GM determination); cervical fracture	Downed; permanent unless treated immediately by skilled healer	The neck has been compromised at a structural level. The body's conversation with the brain has been interrupted.

Unarmed — Shoulders

Critical hit results for unarmed strikes at the shoulders. Joint locks and arm control dominate this zone.

Unarmed — Shoulders (d10)

Unarmed shoulder attacks prioritize control. A throw, a joint lock at the shoulder, or a precise strike to the acromioclavicular joint produces disabling results that a punch to the torso cannot match.

d10	Effect	Consequence	Duration	Flavor
1	Shoulder Shove	Physical Coordination −10, Combat: Melee skills −10	1 round	The strike pushes the shoulder off-line. The weapon arm finds itself pointing somewhere else.
2	Deltoid Strike	Physical Coordination −15, Combat: Melee skills −15	1d3 rounds	A hard blow to the deltoid. The arm absorbs it and loses power.
3	Nerve Strike	Physical Coordination −20, Combat: Melee skills −20	1d3 rounds	A precise strike to the brachial plexus region. The arm lights up with a sensation between pain and electricity and resolves itself into numbness.
4	AC Joint Strike	Physical Coordination −20, Physical Strength −15, Combat: Melee skills −20	Rest of encounter	The acromioclavicular joint takes a direct hit. The shoulder is still functional in a reduced sense.
5	Shoulder Throw	Prone; Physical Coordination −20, Combat: Melee skills −20	Prone until standing; penalties 1d3 rounds	The attacker uses the shoulder as a lever point. The target meets the ground.
6	Shoulder Lock	Grappled; Physical Coordination −25, Combat: Melee skills −30 (while locked)	Until escaped (opposed Strength vs Coordination)	The shoulder joint is being controlled. The arm goes where the attacker directs it and nowhere else.
7	Shoulder Dislocated	Physical Endurance −12 (immediate); Physical Coordination −35, Physical Strength −25, Combat: Melee skills −35 (long-term until healed)	Long-term until healed	The ball has left the socket. The shoulder tells everyone about this loudly and continues to object until it is reduced.
8	Arm Bar from Shoulder	Prone; Grappled; Physical Coordination −30, Combat: Melee skills −35; if opponent maintains: risk of break (Strength vs Strength contest, failure: Severe injury)	Prone and Grappled until escaped; Severe injury if break occurs (long-term)	The arm is extended and leveraged against the shoulder socket. The physics are unfavorable for the target.
9	Shoulder Destroyed	Physical Endurance −20 (immediate); Physical Coordination −40, Combat: Melee skills −40, Physical Strength −30 (Severe injury, long-term); Downed	Downed; Severe injury until healed	The joint has been broken in the process of the lock or throw. The dislocation and fracture are now one event.
10	Full Arm Control + Break	Downed; Physical Coordination −45, Combat: Melee skills −45, Physical Strength −35 (Severe injury, permanent without healer); Grappled until released by attacker	Downed; permanent disability without healer intervention	The arm has been broken at the shoulder. The attacker controls the wreckage.

Unarmed — Torso

Critical hit results for unarmed strikes to the torso. Body blows, grapples, and takedowns define this zone.

Unarmed — Torso (d10)

Torso strikes from an unarmed fighter aim for the solar plexus, liver, kidneys, and floating ribs. The high-end results are grappling and takedown techniques that remove the target from the fight structurally.

d10	Effect	Consequence	Duration	Flavor
1	Glancing Body Blow	Physical Strength −10	1 round	The blow catches the side and the body absorbs it.
2	Body Shot	Physical Strength −15, Physical Endurance −8 (immediate)	Strength penalty 1d3 rounds	A hard shot to the midsection. The body communicates this upward.
3	Floating Rib Strike	Physical Strength −15, Physical Balance −10	1d3 rounds	The floating rib is an easy target and the body makes its feelings clear.
4	Wind Knocked Out	Physical Strength −20; Mental Discipline −20 (no offensive action this round)	Discipline penalty 1 round; Strength penalty 1d3 rounds	The solar plexus is a reliable target and a predictable result. The body is doing other things for a moment.
5	Liver Shot	Physical Strength −25, Physical Endurance −15 (immediate)	1d3 rounds	The liver has a limited sense of humor about being struck. The pain is sharp and immediate and the body communicates its position on the matter clearly.
6	Kidney Strike	Physical Strength −20, Physical Endurance −20 (long-term); Physical Endurance −10 (immediate)	Long-term until healed	The kidney takes a blow and the pain is a different quality than other pain — deeper, more insistent.
7	Takedown	Prone; Physical Strength −20, Physical Endurance −10 (immediate)	Prone until standing (costs the main action)	The attacker puts the target on the ground through body mechanics rather than strength. The ground arrives before the decision to go there.

d10	Effect	Consequence	Duration	Flavor
8	Clinch and Drive	Grappled; Prone; Physical Strength −20, Combat: Melee skills −25	Prone and Grappled until escaped	The attacker has closed distance and taken the target to the ground. Both are now dealing with the different problem of ground fighting.
9	Rib Break	Physical Endurance −15 (immediate); Physical Strength −25, Physical Endurance −25 (long-term until healed); Downed	Downed; long-term until healed	A rib has broken under the impact. The pain is the first problem. The lung proximity is the second.
10	Full Body Slam	Downed; Physical Endurance −20 (immediate); Physical Strength −30, Physical Endurance −30 (Severe injury, long-term); possible rib-into-organ (GM determination)	Downed; Severe injury until healed	The full weight of the attacker has been applied to the target through a controlled slam. The ground and the attacker have cooperated against the target.

Unarmed — Arms

Critical hit results for unarmed strikes and joint attacks to the arms. Joint locks and elbow breaks are the primary tools.

Unarmed — Arms (d10)

Unarmed arm attacks are the heart of grappling technique. A straight arm is a lever; the elbow joint is the fulcrum. The high-end results here are joint-control techniques that disarm and disable simultaneously.

d10	Effect	Consequence	Duration	Flavor
1	Arm Parried Away	Combat: Melee skills −10	1 round	The weapon arm is knocked off its intended line.
2	Forearm Strike	Physical Coordination −15, Combat: Melee skills −15	1d3 rounds	A hard strike to the forearm. The weapon stays in the hand but the grip becomes provisional.
3	Hammer Fist to Forearm	Physical Coordination −20, Combat: Melee skills −20	1d3 rounds	The weapon arm receives a heavy impact. The hand considers releasing the weapon and decides against it, this round.
4	Elbow Strike	Physical Endurance −8 (immediate); Physical Coordination −20, Combat: Melee skills −20	Rest of encounter	The elbow joint is struck. The funny bone delivers its unfunny report to every finger.
5	Disarm Attempt	Weapon drops if Strength check failed (opposed: attacker Coordination vs defender Strength); Combat: Melee skills −25 until rearmed if disarmed	Until rearmed	The strike targets the weapon hand. The weapon is now a negotiation.
6	Wrist Lock	Grappled (weapon arm); Physical Coordination −25, Combat: Melee skills −30 (while locked)	Until escaped (contested Coordination vs Strength)	The wrist has been captured and is being controlled. The weapon is still in the hand. The hand is going where the attacker decides.
7	Arm Bar	Grappled; Prone if fully applied; Physical Coordination −30, Combat: Melee skills −35; if maintained: Severe injury risk (contested Strength)	Grappled and Prone until escaped; Severe injury if break occurs	The arm is extended and controlled. The elbow is pointing the wrong direction relative to where the attacker is applying force.
8	Elbow Hyperextended	Physical Endurance −12 (immediate); Physical Coordination −35, Combat: Melee skills −35 (long-term until healed)	Long-term until healed	The elbow has gone past its range. The tendons have expressed their objection. The arm will work again — differently, and later.
9	Arm Broken	Physical Endurance −15 (immediate); Physical Coordination −40, Combat: Melee skills −40, Physical Strength −25 (Severe injury, long-term); Downed	Downed; Severe injury until healed	The arm has broken under the joint lock or direct strike. The weapon is down. So is the fighter.
10	Full Joint Destruction	Physical Endurance −20 (immediate); Physical Coordination −45, Combat: Melee skills −45, Physical Strength −35 (Severe injury, permanent without healer); Downed	Downed; permanent without healer intervention	The elbow or wrist joint has been destroyed through the leverage applied. The arm is functionally finished.

Unarmed — Legs

Critical hit results for unarmed strikes and leg attacks. Knee strikes, leg sweeps, and joint attacks define this zone.

Unarmed — Legs (d10)

Leg attacks from an unarmed fighter favor sweeps, kicks, and knee destructions. A fighter who cannot stand cannot fight. The legs are the foundation, and an unarmed specialist knows how to remove it.

d10	Effect	Consequence	Duration	Flavor
1	Leg Tap	Physical Balance −10	1 round	A strike to the thigh. The leg is reminded of the fight.
2	Shin Kick	Physical Balance −15, defence skills −5	1d3 rounds	The shinbone is unguarded and unforgiving as a surface. Both parties know this immediately.
3	Thigh Kick	Physical Balance −15, defence skills −15	1d3 rounds	The quad receives a strike and the muscle cramps in response.

d10	Effect	Consequence	Duration	Flavor
4	Back of Knee	Physical Balance −20, defence skills −15; Physical Endurance −6 (immediate)	Penalties rest of encounter	The strike behind the knee exploits the joint's weakest direction. The leg folds slightly.
5	Leg Sweep	Prone; Physical Balance −20	Prone until standing; balance penalty 1d3 rounds	The sweep takes the leg and the body follows the leg.
6	Knee Kick	Physical Balance −25, defence skills −20; Physical Endurance −8 (immediate)	Rest of encounter	A kick to the side of the knee. The joint was not designed for this input.
7	Knee Destroyed	Prone; Physical Balance −35, defence skills −30 (long-term until healed); Physical Endurance −12 (immediate)	Prone until standing; long-term until healed	The knee joint has been compromised by the lateral force. The leg is still attached to the body in all the usual ways. The joint is not working in the usual way.
8	Ankle Lock	Grappled (leg); Prone; Physical Balance −30, defence skills −30	Prone and Grappled until escaped; penalties until escaped	The ankle is controlled. The leg is controlled. The fighter is controlled, laterally.
9	Leg Broken	Physical Endurance −15 (immediate); Physical Balance −40, defence skills −40 (Severe injury, long-term until healed); Downed	Downed; Severe injury until healed	The leg has broken under the kick or joint attack. The fighter is no longer a standing problem.
10	Full Leg Destruction	Downed; Physical Endurance −20 (immediate); Physical Balance −45, defence skills −45 (Severe injury, permanent without healer)	Downed; permanent without healer intervention	The leg has been disabled at a structural level. The fight is over from the ground up.

Unarmed — Fumbles

Fumble results for unarmed combat. Missed strikes, overextended grapples, and self-inflicted impact apply to the attacker.

Unarmed — Fumbles (d10)

Unarmed fumbles involve the attacker's body becoming the problem. Overextension, lost balance, and contact with the target's armor or weapon at the wrong angle. All consequences apply to the attacker.

d10	Tier	Effect	Consequence	Duration
1	Minor	Wild Swing	Combat: Melee skills −10 next attack only	1 attack
2	Minor	Off-Balance	Defence skills −10	1 round
3	Minor	Knuckle Strike on Armor	Physical Endurance −1d4 (hand struck armor); Physical Coordination −5	1 round
4	Moderate	Overextended Grapple	Defence skills −20; opponent may make one free attack	Free attack immediate; penalty 1 round
5	Moderate	Missed and Pulled	Prone; Combat: Melee skills −15, defence skills −15	Until standing (costs the main action)
6	Moderate	Grapple Reversed	Grappled by opponent; attacker Combat: Melee skills −20, defence skills −20	Grappled until escaped
7	Serious	Wrist Sprain	Physical Coordination −25, Combat: Melee skills −20	Rest of encounter
8	Serious	Takedown on Self	Attacker thrown to ground; Prone; Physical Endurance −8 (immediate); Combat: Melee skills −20, defence skills −20	Prone until standing; penalties 1d3 rounds
9	Serious	Struck Own Weapon (if armed ally nearby)	Nearest armed ally takes half weapon damage OR attacker Physical Endurance −1d8 from own impact	Immediate
10	Catastrophic	Full Self-Takedown	Attacker prone and pinned (opponent may choose to auto-Grapple); Physical Coordination −25, defence skills −25; Physical Endurance −10 (impact)	"The attempt at a takedown failed in all the ways that suggest it was the first attempt, and perhaps the last."

Limb Loss

Resolution table for critical results that trigger a Limb Loss check. Rolled when weapon tables produce a result referencing this table.

Limb Loss

When a weapon table result directs you here, roll d10. This table determines whether the limb has been lost and, if so, at what level. Limb Loss is not automatic on a 10 — the weapon-table result that referenced this table must have reached a catastrophic threshold first.

> **When to roll this table**
>
> Only roll here when a result explicitly says "Roll on the Limb Loss table." Not all critical 10s produce limb loss — only those that reference this table. Weapon type and zone determine eligibility.

d10	Result	Consequence	Bleeding	Long-term
1–2	Limb Intact	Severe injury to limb only; no loss	Physical Endurance −4 per round	Severe injury until healed

d10	Result	Consequence	Bleeding	Long-term
3–4	Partial Severing	Limb attached by tissue only; functionless; surgical amputation required or Severe injury remains permanently	Physical Endurance –6 per round	Severe injury; limb non-functional until surgically addressed
5–6	Distal Amputation	Hand or foot lost (arm/leg) or fingers/toes (hand/foot result); or ear/nose (head result)	Physical Endurance –5 per round; First Aid (tourniquet) stops bleeding	Permanent: relevant fine-motor attributes –30; prosthetic may partially compensate
7–8	Mid-Limb Amputation	Arm lost at elbow or leg lost at knee; Downed; immediate unconsciousness from shock (1d6 minutes)	Physical Endurance –8 per round; First Aid (tourniquet) stops bleeding	Permanent: limb absent; Physical Coordination –40 or Physical Balance –40; prosthetic restores limited function
9	High Amputation	Arm lost at shoulder or leg lost at hip; Downed; immediate unconsciousness; death in 3 rounds without immediate First Aid (a tourniquet)	Physical Endurance –10 per round	Permanent: limb absent; no prosthetic equivalent; major attribute reduction
10	Catastrophic Loss	Limb lost at highest possible level; Downed; immediate unconsciousness; death in 1 round without immediate intervention	Physical Endurance –12 per round	Permanent: death without immediate First Aid and surgical follow-up

Tourniquet

A tourniquet is a First Aid method. Applying one takes the main action and a First Aid check (no penalty); on a success it stops limb bleeding immediately, so the character does not bleed to death. The limb still requires surgical treatment. A tourniquet left on longer than one hour causes permanent damage to the limb below the application point.

Mounted Combat — Critical Modifications

How mounted combat modifies crit and fumble resolution. Mount crits and dismount results are covered here.

Mounted Combat — Critical Modifications

When a critical hit or fumble occurs in mounted combat, the presence of the mount changes the resolution. A mounted fighter striking down at a ground opponent and a ground fighter striking up at a mounted opponent each face different tables of outcomes. This section provides those modifications.

Critical Hits Against a Mounted Target

When a critical hit strikes a mounted target, roll d10 after the location roll. On a 1–6, the result strikes the rider as normal. On a 7–9, the result strikes the mount instead (use Creature table). On a 10, the rider is Dismounted: Prone and Downed; mount panics (full Morale check).

d10	Target	Effect
1–6	Rider	Resolve using the normal weapon table for the zone rolled.
7–9	Mount	The blow strikes the mount. Use the Creature table below for zone and severity. If the mount is Downed, the rider must make a Riding check (difficulty tier increases by 1) or be Dismounted (Prone).
10	Dismount	Rider is thrown. Prone and Downed. Mount panics — Riding check required to control on the mount's next activation or it flees.

Fumbles While Mounted

d10	Effect	Consequence
1–4	Normal fumble result	Resolve using the attacker's weapon fumble table. Mounted position provides no protection from fumbles.
5–7	Mount Disturbed	Mount loses composure; Riding check or mount moves erratically 1d3 hexes away from intended direction.
8–9	Saddle Loss	The fumbling rider loses secure seating; Combat: Melee skills –15, defence skills –15 until reseated (main action, Riding check).
10	Involuntary Dismount	Rider falls. Prone. Physical Endurance –1d8 (fall). Mount may flee.

Charging Criticals

A mounted charge that produces a critical hit resolves the normal weapon table but adds: if the target is Medium or smaller, a Knockdown check triggers after the wound is applied (Physical Balance –20, resisted vs Strength; failure: Prone and pushed 1 hex).

Creature Critical Hits

Modified resolution for creatures with non-standard anatomy. Used when crits land on creatures that lack normal humanoid zones.

Creature Critical Hits

Creature critical hits follow the same two-roll sequence as humanoid crits — location then effect — but the anatomy differs. Use the Creature Location table below in place of the standard d100 location table when the target is a non-humanoid creature.

Creature Hit Location (d100)

Roll (d100)	Zone	Notes
01–10	Head / Face	Eyes, jaw, horns if present. Use Head column from weapon table.
11–20	Neck	Throat, cervical area, if applicable. Use Neck/Throat column. Creatures without defined necks: reroll.
21–50	Torso / Body	Main body mass. Use Torso column from weapon table.
51–60	Forelimbs / Arms / Claws	Front limbs, wings (if primary weapons), tentacles. Use Arms column.
61–70	Hindlimbs / Legs	Rear limbs, haunches. Use Legs column.
71–85	Flanks / Abdomen	Exposed belly or flank, often unarmored. Use Torso column at +1 severity tier.
86–95	Tail / Appendage	Tail, secondary limb, or distinctive appendage. Use Legs column; Limb Loss table applies on 10.
96–100	Exposed Weakness	Eyes, underbelly, gills, exposed heart — GM defines per creature type. Treat as Head result at full severity regardless of weapon type.

Creature Severity Modifiers

Creature Type	Modifier	Notes
Standard beast	None	Use weapon tables as written.
Large creature	−1 tier on d10 result	Large creatures absorb damage better. Reduce effective d10 by 1 (minimum 1).
Huge / Giant creature	−2 tiers on d10 result	Minimum effective d10 result is 1. Catastrophic effects require a natural 10 before modifier.
Exposed weakness zone	+2 tiers on d10 result	Maximum effective d10 result is 10. Natural 10s on the location roll add +1 to the effect roll.
Undead / Construct	Bleeding effects ignored; Stunned effects halved	Undead and constructs do not bleed and may not be stunned. All other Consequence effects apply.
Elemental	Physical Severe injuries inapplicable; use GM-defined equivalent	Elementals lack organs. Wound effects should be translated to equivalent functional disruption (fire creature: core disrupted, water creature: form dispersed, etc.).

Creatures without the relevant zone

If a location roll produces a zone the creature does not have (e.g., Neck for a serpent, Legs for a flying creature currently airborne), reroll the location once. If the second roll also produces a missing zone, treat it as a Torso result.

Status Glossary

Where the statuses in these tables are defined.

Status Glossary

The statuses these tables give (Bleeding, Dazed, Downed, Grappled, Prone, Severe Injury, Stunned, Arm Impaired, Leg Impaired and Combat Shock) are defined once, in Named Status Conditions in Consequences Rules: effect, duration and how each clears. When a table entry differs from that general rule, the table entry wins for that result.

See **Named Status Conditions** (openrpg.ca/consequences-rules) — Effect, duration and recovery for every status in these tables.

Attributes and Skill Groups

The attribute names and skill groups the Red Ledger tables use.

Attributes and Skill Groups

Consequence entries name attributes by their system name (Physical Endurance, Mental Wits and so on); Character Rules describes what each of the 21 attributes governs. Three names in these tables stand for a group of skills:

Term	Means	Affected by
Combat: Melee skills	The skill total of every skill in the Combat: Melee category	Arm impairment, coordination loss, weapon-arm injuries
Combat: Ranged skills	The skill total of every skill in the Combat: Ranged category	Hand and wrist injuries, balance disruption, visual impairment
Defence skills	The skill total of each defence: Block, Dodge, Parry and Riposte	Leg impairment, prone status, stagger effects, mental disruption

See **Character Rules** (openrpg.ca/character-rules) — What each of the 21 attributes governs, in its physical, mental and sensory family.

Healing and Recovery Reference

Where recovery from these results is defined.

Healing and Recovery Reference

Recovery from what these tables deal is defined in Consequences Rules: Bleeding, Severe Injury and Downed in Named Status Conditions, and longer recovery in Recovery & Healing. In short, a First Aid check stops bleeding and stabilizes a Downed

character; a Severe Injury needs a trained healer's First Aid check and rest; rest does not restore a lost limb, which needs surgical treatment.

See **Named Status Conditions** (openrpg.ca/consequences-rules) — How Bleeding, Severe Injury and Downed are treated and how long they last.

> **Field stabilization**
> A character who is Downed but stable (bleeding stopped, HP at 0) is out of the fight but not dying. They can be moved, carried, or hidden. They will survive unless attacked again. "Stabilized" and "healed" are different states — a stabilized character needs further treatment before they can rejoin the fight.

Skill Criticals & Fumbles

Rules and tables for critical successes and fumbles on non-combat skill checks across all domains.

Skill Criticals & Fumbles

A roll of 96–100 on any skill check produces a critical success. A roll of 1–5 produces a fumble. These thresholds apply to all skills, not just combat — a merchant rolling Persuasion, a scout rolling Stealth, a healer rolling First Aid, a sage rolling History. The domain determines which table applies.

> **Determining which table to use**
> Match the skill's category to its table: Social (Social and Business skills), Physical (Athletic, Animal, Subterfuge and Wilderness skills), Knowledge & Craft (Scholastic, Medical, Trade, Artistic and Seafaring skills), Magical & Resonance (Resonance skills). When a skill spans categories — a combat-adjacent skill used outside combat, for instance — the GM determines which table fits the fiction of the moment.

Social — Critical Successes

Critical results for social skills: Persuasion, Deception, Intimidation, Negotiate. Leverage gained, composure broken, unexpected alliances formed.

Social — Critical Successes (d10)

Social criticals exceed the intended outcome. The target concedes more than asked, the room shifts, or a position the character could not have engineered through normal negotiation is simply offered. All consequences apply from the target's perspective — a crit on Intimidation breaks composure differently than a crit on Persuasion, but both move things past what was possible.

d10	Effect	Consequence	Duration	Flavor
1	Perfect Timing	+20 to next social check against this target	Next check this encounter	The words arrived at exactly the moment the target was ready to receive them.
2	Unexpected Accord	Target concedes one minor additional point beyond what was asked	Scene	They came to say no. They leave wondering when they changed their mind.
3	Crowd Reads It	All witnesses gain +10 to social checks against this target this scene	Scene	The room saw it. That knowledge shifts the balance for everyone present.
4	Reputation Leverage	Social checks against associates of this target gain +15 for the rest of the session	Session	Word travels faster than the target can correct it.
5	Rattled Composure	Target's next social check against the character suffers −20	Next check	The mask slipped. The target knows they lost something and cannot quite name what.
6	Committed	Target is bound by their own words — breaking the agreement costs them socially with all present	Until broken	They said it in front of people. That sentence is now load-bearing.
7	Disposition Shifted	A hostile NPC becomes neutral; a neutral NPC becomes favorable	Rest of session	The argument was the wrong one to give, and they know it now.
8	Information Extracted	Target inadvertently reveals one piece of hidden information	Immediate	They told you something they did not mean to.
9	Genuine Ally	Target offers unsolicited assistance beyond the scope of the interaction	Ongoing	Something in the exchange convinced them. They will remember which side to be on.
10	Social Mastery	Character sets the terms of the entire situation; all witnesses are favorable; any who openly oppose gain Shamed status	Scene	The room has been claimed. Opposing now costs more than anyone present is willing to spend.

Social — Fumbles

Fumble results for social skills. Backfire, Shamed status, revealed intentions, and damaged relationships apply to the character who fumbled.

Social — Fumbles (d10)

Social fumbles do not merely fail — they leave the character worse than before the attempt. The approach backfired, an intention was revealed, or a relationship was damaged in a way the character cannot immediately correct. All consequences apply to the character who fumbled.

d10	Tier	Effect	Consequence	Duration
1	Minor	Awkward Silence	−5 to next social check with this target	Next check
2	Minor	Misread the Room	All opposition social checks this scene gain +10	Scene
3	Minor	Overpromised	Character is committed to a minor concession not originally intended	Until resolved
4	Moderate	Revealed Interest	Target now knows what the character actually wants from this interaction	Permanent knowledge
5	Moderate	Backfire	Social approach achieves the opposite effect; target is now more resistant	Scene
6	Moderate	Public Slip	Witnesses remember the failure; −15 to social checks in this location for the rest of the session	Session
7	Serious	Shamed	Shamed status: −20 to all social checks until reputation is actively repaired	Until repaired
8	Serious	Accusation Triggered	Target or a witness openly accuses the character of deception, manipulation, or hostility	Scene onward
9	Serious	Burned Contact	One allied or neutral NPC relationship is permanently strained; future checks with them at −20	Long-term
10	Catastrophic	Social Collapse	All present become hostile or deeply suspicious; Shamed status; cannot re-attempt this scene	Scene permanently closed

Physical — Critical Successes

Critical results for physical skills: Athletics, Stealth, Riding, Animal Handling, Acrobatics. Extraordinary execution that exceeds what the moment required.

Physical — Critical Successes (d10)

Physical criticals produce an outcome that exceeds what the difficulty demanded. The body did something that training only partially explains — a stride that covered impossible ground, a silence that should have broken, an animal that trusted when it had no reason to. The table result reflects what domain the check was in; the GM interprets which row fits the skill used.

d10	Effect	Consequence	Duration	Flavor
1	Clean Execution	Obstacle or challenge cleared without any fatigue or penalty cost	Immediate	The body did exactly what was asked of it.
2	Faster Than Expected	Task or movement completes 1d3 rounds or time increments sooner than normal	Immediate	Distance submitted before resistance could organize.
3	Sustained Concealment	On Stealth: remain undetected for 1d3 additional rounds without a new check	1d3 rounds	They looked right through the space where the character stood.
4	Perfect Stride	On Athletics or Riding: this round's movement costs no stamina; +10 to next physical check	This round	All effort, no cost.
5	Animal Trust	On Animal Handling: creature responds to all commands without hesitation for the rest of the encounter	Encounter	Something in the approach communicated what words could not.
6	Environmental Read	Character identifies one hidden hazard, shortcut, or tactical advantage in the current environment	Immediate	The space opened up in a way that training alone doesn't teach.
7	Instructive Moment	An ally who observed this check gains +10 to the same skill type for the rest of the session	Session	Watching this was worth more than a lesson.
8	Impossible Position	Character gains perfect tactical position; +20 to next attack, defense, or physical check	Next action	They ended up exactly where no one expected them to be.
9	Fear Response	One observer becomes hesitant or backs down; −15 to their checks this scene	Scene	What they saw required a recalibration of what they thought was possible.
10	Legendary Act	The feat is remembered; one bonus social concession or morale effect for the rest of the session	Session	This will be described later in terms that probably exaggerate it only slightly.

Physical — Fumbles

Fumble results for physical skills. Injury, exposure, falls, and broken concealment apply to the character who fumbled.

Physical — Fumbles (d10)

Physical fumbles exceed failure — they produce a consequence the character cannot immediately walk back. An ordinary failure may leave a character off balance or prone; a fumble's fall also hurts. A sound ends concealment. An injury costs Physical Endurance. All consequences apply to the character who fumbled.

d10	Tier	Effect	Consequence	Duration
1	Minor	Stumble	−5 to next physical check	Next check
2	Minor	Sound Made	On Stealth: roll a new detection check at −10	Immediate
3	Minor	Animal Spooked	On Animal Handling: creature refuses next command; −10 to Animal Handling this scene	Scene
4	Moderate	Exposed	Character's position or intent is revealed to at least one relevant party	Remainder of scene
5	Moderate	Off Balance	Physical Balance −15; movement halved	1 round
6	Moderate	Minor Injury	Physical Endurance −1d6 (sprain, bruise, wrenched joint)	Until rested
7	Serious	Hard Fall	Prone; Physical Endurance −1d8; Physical Balance −10 for rest of encounter	Prone until standing (costs the main action); balance penalty for encounter

d10	Tier	Effect	Consequence	Duration
8	Serious	Fully Detected	On Stealth: all nearby hostiles are immediately alerted; concealment ends	Permanent for this scene
9	Serious	Injury	Physical Endurance −2d6; one physical attribute −10 for rest of encounter	Attribute penalty until end of encounter; HP loss until treated
10	Catastrophic	Disabling Injury	Prone; Physical Endurance −3d6; Severe Injury — GM determines type based on activity	Long-term until healed

Knowledge & Craft — Critical Successes

Critical results for knowledge and craft skills: Lore, First Aid, Smithing, Alchemy, Seamanship, and any trade or scholastic skill.

Knowledge & Craft — Critical Successes (d10)

Knowledge and craft criticals produce results beyond the expected scope — insight that would have required more time, quality that exceeds the available materials, or a diagnosis that shortcuts what should have been a long investigation. The table applies to any scholastic, medical, trade, business, artistic, or seafaring skill check.

d10	Effect	Consequence	Duration	Flavor
1	Faster Work	Task completed 1d3 time increments sooner than normal	Immediate	The hands knew the shape of the problem before the mind finished describing it.
2	Unexpected Find	On Lore: one additional relevant detail uncovered beyond what was asked	Immediate	The record turned. There was more on the other side.
3	Superior Quality	On crafting: result is Masterwork; enhanced durability or effectiveness	Permanent	This piece will outlast the maker's other work.
4	Teaching Moment	An observing ally gains +10 to the same skill type for the rest of the session	Session	Watching this was worth more than the instruction.
5	Efficient Triage	On First Aid: patient stabilizes fully with no further checks needed this encounter	Encounter	The wound understood the treatment.
6	Diagnosis	On medical or scholastic: root cause of a problem identified without extended research	Immediate	The symptoms arranged themselves into something legible.
7	Lucky Salvage	On crafting: failed or wasted materials are recovered; next craft attempt uses half normal materials	Next attempt	Nothing was wasted. That is unusual.
8	Expert Application	Effect of the skill check is doubled in potency or duration	As rolled	The technique was applied at exactly the right moment in exactly the right way.
9	Breakthrough	Gain insight into an adjacent field; one Lore or Craft check in a related area auto-succeeds	Next related check	The question answered itself by answering a different question first.
10	Masterwork	The result is exceptional by any standard and adds a lasting narrative benefit; GM determines nature	Permanent	This is the thing they will be asked about later.

Knowledge & Craft — Fumbles

Fumble results for knowledge and craft skills. Dangerous mistakes, wasted materials, and false conclusions apply to the character who fumbled.

Knowledge & Craft — Fumbles (d10)

Knowledge and craft fumbles leave the character worse than before the attempt — time wasted, materials consumed, a patient harmed, or a false conclusion confidently delivered. The severity escalates from minor error to disaster. All consequences apply to the character who fumbled.

d10	Tier	Effect	Consequence	Duration
1	Minor	Miscalculation	One minor error in the output; discovered later at GM discretion	Discovered later
2	Minor	Wasted Time	Time cost doubled; goal not yet achieved	Immediate
3	Minor	Substandard Work	On crafting: item is functional but −10% effectiveness or quality	Permanent to item
4	Moderate	Misdiagnosis	On medical: incorrect treatment plan delivered; patient gains no benefit this scene	Scene
5	Moderate	Materials Wasted	Crafting or medical materials consumed; must resupply before next attempt	Until resupplied
6	Moderate	Harmful Error	On medical or alchemy: patient or character takes Physical Endurance −1d6	Immediate
7	Serious	Wrong Conclusion	On Lore: false information is confidently delivered; GM plants one incorrect belief	Until actively corrected
8	Serious	Tool Damage	Primary tool or instrument is damaged; −20 to next check without repair	Until repaired
9	Serious	Incident	A dangerous mistake — fire, spill, structural failure, or contamination; GM determines scope	GM determined
10	Catastrophic	Disaster	The work fails catastrophically; lasting consequence to the item, patient, or location	Long-term

Magical & Resonance — Critical Successes

Critical results for magical and resonance skills: Spellcraft, Imbuement, Faith, Attunement. Surges, amplified effects, and moments of convergence.

Magical & Resonance — Critical Successes (d10)

Magical and resonance criticals produce effects that exceed what the practitioner directed. The channel carried more than asked. The artifact responded beyond expectation. Faith resolved a moment the logic of the situation did not justify resolving. These results apply to any Spellcraft, Imbuement, Faith, or Attunement check.

d10	Effect	Consequence	Duration	Flavor
1	Amplified Reach	Effect extends to one additional valid target at no extra cost	Immediate	The channel found more to carry than was asked of it.
2	Extended Duration	Duration of the effect is doubled	As doubled	The resonance held longer than it had any reason to.
3	Clean Attunement	No attunement check required for any related item or effect this scene	Scene	The channel opened without resistance.
4	Surge	Effect magnitude or potency increased by 50%	Immediate	Something answered from further out than expected.
5	Veil Parted	One hidden magical phenomenon, entity, or property becomes briefly visible or perceptible	Moment	The world showed a layer it does not usually show.
6	Artifact Resonance	One attuned item temporarily gains an enhanced property; GM determines nature	Scene	The artifact recognized the moment.
7	Backlash Absorbed	The first negative magical effect targeting this character this scene is negated	Scene (once)	The resonance turned what was sent back.
8	Faith Anchored	On Faith checks: next social check against a believing target auto-succeeds	Next relevant check	Conviction, when it lands correctly, is indistinguishable from proof.
9	Channel Mastered	Next three resonance or magical checks in this scene auto-succeed	3 checks	The path is clear. Everything cooperates.
10	Convergence	A permanent minor magical benefit or attunement is established; GM determines nature	Permanent	Something recognized the moment and chose to remain.

Magical & Resonance — Fumbles

Fumble results for magical and resonance skills. Attunement disruption, wild flares, channel blowback, and inversion apply to the character who fumbled.

Magical & Resonance — Fumbles (d10)

Magical fumbles do not merely fail to achieve their intent — they create a consequence the practitioner must manage. The channel pushed back. The attunement broke. The effect inverted. All consequences apply to the character who fumbled.

d10	Tier	Effect	Consequence	Duration
1	Minor	Interference	All resonance and magical checks this scene at −5	Scene
2	Minor	Static	Artifact attunement disrupted; requires a new attunement check	Until re-attuned
3	Minor	Overreach	Sense Faith or primary resonance attribute −10	1 round
4	Moderate	Attunement Lost	One attuned item loses its bonus until the character takes a long rest	Until long rest
5	Moderate	Wild Flare	Visible or audible magical discharge attracts attention from all within range	Immediate
6	Moderate	Channel Blowback	Physical Endurance −1d6 from feedback; Sense Faith −5 for the scene	HP immediate; attribute for scene
7	Serious	Resonance Drain	Sense Faith and Mental Wisdom −15 for rest of scene	Scene
8	Serious	Inversion	Effect targets the caster or reverses entirely; GM determines specifics	Immediate
9	Serious	Breach	A contained magical element releases; GM determines nature and scope	GM determined
10	Catastrophic	Unraveling	All active attunements drop; magical and resonance checks are impossible until long rest	Until long rest

Glossary

Action
Something a character does. In combat, each turn gives a character their movement and one main action, and the movement may be split around the action. Outside combat, an action is anything a character attempts that the GM asks them to roll for.

Archetype
The template the GM builds a creature or a notable NPC from: its starting attributes, how they grow with level, and its combat role. Creatures use archetypes grounded in real animals; NPCs use social and professional roles. Player characters have no archetype and no class: they are built freely from attributes and skills.

Attribute
One of the 21 scores that describe what a character can naturally do, in three families: physical, mental and sensory. Attributes feed skill totals, and a few checks roll an attribute directly instead of a skill.

Fatigue
The strain a character builds up from strenuous actions and heavy armor, counted against a fatigue pool worked out from Endurance, Balance and Discipline. As it fills, the character is Winded, then Taxed, then Exhausted, with growing penalties to physical skill totals. Rest recovers it.

Imbuement
A power an artifact gives the bearer attuned to it, usable only while they touch the artifact. Imbuements come in grades from Minor to Supreme, and how often one can be used each day depends on its grade and the bearer's Faith Bonus. They are not spells learned from study.

Skill
A trained ability, such as Dodge, First Aid or Lockpicking, in one of fourteen categories. A skill's total combines the points invested in it, the attributes behind it and a category bonus; the character sheet turns that total into a target number for each difficulty tier.