

FANTASY EXPRESS PRIMER



The purpose of this document is to give a quick overview of the system for those who have never played before. This will explain some of the items on the Pre-Generated Character Sheets and allow players to more easily understand how the system works.

BASIC MECHANICS

Dice Rolls: Fantasy Express uses 2d10 roll plus modifiers to resolve all rolls. The final result is looked up on the Fantasy Express Action/Task table (FEAT table) to determine if you succeed or fail. There are a few little special rules that aid in this determination.

Critical Failure: If you roll a 1 on each die, for result of 2 **before** any modifiers applied, this is an automatic failure, regardless of how good your skill bonus or any other modifiers that might apply. For combat or spellcasting, this will require rolling on the proper Fumble Table. For other skills, the GM will determine the proper results.

Open-Ended Roll (Exploding Dice): If your dice roll, before any modifiers is a 19 or a 20, you get to reroll the dice and add the result to your first roll. If this second roll is also a 19 or 20, you can roll a third time and add that result to the first two roll. This exploding can continue for however long you continue to roll within the Open-Ended (oe) range. Once you make a roll that is not in the open-ended range, you then apply any modifiers as required.

FANTASY EXPRESS ACTION/TASK (FEAT) TABLE

Total	Result/Success Levels	Difficulty	Modifier
UM 2	Critical Failure	Easy	+4
3 - 15	Failure	Standard	+/-0
16 - 19	Failure/Partial Success	Challenging	-3
20 - 22	Success (1 SL)	Hard	-6
23 - 26	Success (2 SL)	Very Hard	-9
27 - 30	Success (3 SL)	Heroic	-12
31 - 34	Success (4 SL)	Legendary	-15
35+	Critical Success (5 SL)	Mythical	-20

Potential Results: The FEAT table provides us with a number of potential results as follows:

Critical Failure: This is described to the left. If the roll is an attack roll or spell casting roll, it will result in a Fumble.

Failure: Any results, after modifiers are applied, that are 15 or less result in failure to complete the action or task being attempted.

Failure/Partial Success: Some Actions or Tasks may allow for completing part of the desired result. For those types of Actions, this allows for that. While those that are more binary in their result options would consider this the same as a Failure.

Success: The character has accomplished the Action or Task that they have set out to attempt. Depending on how well they roll, this can earn them 1 or more Success Levels which may then be used to purchase enhancements to that success from the relevant Success Level Options table.

Critical Success: This is the most powerful success possible, earning 5 Success Levels.

CHARACTER OVERVIEW

For this section, we will be reviewing the different aspects of one of the Pre-Generated Characters. This will give you an idea of what each section is about.

1. Name: This is the name of the character.

2. Descriptive Information: This section tells us the character's age, and gives some descriptive elements about their appearance and the way that they act. It also include the Race of the character.

3. Vocation/Level Information: This section lists the character's level, what Vocational Packages he has, his Culture, and his total amount of Experience Points.

4. Basic Stats: This lists the character's 7 stats, as well as his Save bonuses, how much Mana he has, how many Drive Points he has, how far along the Heroic Path he is, and his movement rate (in feet per round).

5. Defensive Stats: This section tells you how many Hit Points the character has, along with their Defensive Modifier, which is broken down for the player to know where it comes from, their Armor Ratings, and what type of shield that they might be using during combats.

6. Attacks: This section lists the Attack Bonus, the weapon used for the attack, the Damage Rating(s) for the attack, and if it is a ranged attack, the range increment of the attack. This is done for each type of attack that the character can make. The numbers will take into account changes to which stat is used and any other additions that might apply to a specific attack.

7. Combat Skills: This section starts off by indicating how many Development Points (DP) the character receives in the Skill Category, *Combat*, each level. It then lists each skill that the character has ranks in. It gives the skill name, then in brackets, it tells how many ranks the character has in that skill, and then the number after the brackets is the total skill bonus, stat and other bonuses that apply to all uses of the skill included.

8. Adventuring Skills: This section starts off by indicating how many Development Points (DP) the character receives in the Skill Category, *Adventuring*, each level. It then lists each skill that the character has ranks in. It gives the skill name, then in brackets, it tells how many ranks the character has in that skill, and then the number after the brackets is the total skill bonus, stat and other bonuses that apply to all uses of the skill included.

9. Roguery Skills: This section starts off by indicating how many Development Points (DP) the character receives in the Skill Category, *Roguery*, each level. It then lists each skill that the character has ranks in. It gives the skill name, then in brackets, it tells how many ranks the character has in that skill, and then the number after the brackets is the total skill bonus, stat and other bonuses that apply to all uses of the skill included.

EDDYRIM YITANA

AGE: 35 EYES: Violet HAIR: Blonde HEIGHT: 6'5" WEIGHT: 185 lbs RACE: Sylvari (High Elf) SEX: Male SKIN: Fair DRESS: Foppish DEMEANOR: Aloof, Uncaring TRUE ATTITUDE: Determined, Loyal
LVL: 1 VOCATION: Warrior/Warrior CULTURE: Urban: Upper XP: 12
STATS: Br: 1 Dx: 3 St: 2 Ws: 3 In: 3 Ch: 4 Re: 1 TSR: 10 RSR: 12 WSR: 8 Mana: 11 Drive: 2 Heroic Path: 0 Mv: 23
HITS: 24 DM: 5 (3+2 sh) AR: B7/S10/P6/E6/SLO Sh: Round Shield
ATTACKS: 10 Arming Sword (11s/9p); 10 Long Bow (12p, Rng 115); 4 Short Spear (7s/10p, Rng: 20); 10 Thrown Dagger (6s/7p, Rng: 10); 9 Dagger (6s/7p);
COMBAT SKILLS (6 DP): Blades [8] 9; Blunt [4] 5; Brawl [4] 5; Polearms [3] 4; Ranged [7] 10;
ADVENTURING SKILLS (6 DP): Athletics [4] 5; Hunting [4] 7; Nature [4] 7; Pilot [1] 8; Ride [5] 8; Wandering [4] 7;
ROGUERY SKILLS (2 DP): Perception [4] 9; Stealth [1] 4;
KNOWLEDGE SKILLS (2 DP): Acumen [3] 6; Appraisal [1] 4; Arcana [1] 8; Cultures [2] 5; Influence [1] 9; Lore [1] 8;
SPELL LORES (0 DP - Sorcery): Bladeturn [1] 4; Deflect [1] 4;
MISC. SKILLS: Armor (2 DP) [2] 3; Body (2 DP) [5] 7; Mana (0 DP) [0] 3;
LANGUAGES (0 DP): Ard Tafodd S3/W3; Æglits S3/W0; Gaelsh S2/W1; Sprak S2/W1;
SPECIAL SKILLS: <ul style="list-style-type: none"> Weapon Brawling (Throw melee weapons, Rng 10; may make secondary attack with weapon (i.e. Pommel strike, etc., treat as Improvised weapon) as Half Action at -4) Weapon Focus (Arming Sword, +1 to all uses & DR, multiple attacks if over 10 ranks)
SPECIAL ABILITIES: <ul style="list-style-type: none"> Natural with Armor (3 BP — no Move Penalties or AB Penalties from worn armor) Chivalrous (-1 BP — always gives sentient foes the init on first round (often using a <i>Full Parry</i> as well), will never fight from horseback if foe on foot, and always allow foe to pick up dropped weapon; if asked, will always grant quarter, accepting surrender & treating foes honorably) Keen Senses (Racial: +2 Perception; <i>Night Sight</i>: See up to 100' in Dim Light, the first 50' as if Well Lit) Light-Footed (Racial: treat rough terrain as normal for movement, as long as not encumbered or wearing armor heavier than reinforced leather) Shipwrights (Racial: Renowned sailors, +4 to Pilot skill and to Craft skills for building and repairing ships) Star-Blessed (Racial: Charisma is their best stat, gain +4 to Arcana, Influence, & Lore skills) Lore of the Ages (Racial: Natural Affinity with magic, <i>Sorcery</i>, 2 ranks split between 2 Spell Lores)
PASSIONS: <ul style="list-style-type: none"> Motivation: I am seeking fame and fortune in the wider world to prove myself to my family. Nature: Chivalry is not just a concept, but a way of life. Allegiances: My family always comes first, then those that I call my friends.

10. Knowledge Skills: This section starts off by indicating how many Development Points (DP) the character receives in the Skill Category, *Knowledge*, each level. It then lists each skill that the character has ranks in. It gives the skill name, then in brackets, it tells how many ranks the character has in that skill, and then the number after the brackets is the total skill bonus, stat and other bonuses that apply to all uses of the skill included.

11. Spell Lores: This section starts off by indicating how many Development Points (DP) the character receives in the Skill Category, *Spellcraft*, each level. It also lists which Schools of Magic that the character has access to. It then lists each spell that the character has ranks in. It gives the spell's name, then in brackets, it tells how many ranks the character has in that spell, and then the number after the brackets is the total skill bonus, stat and other bonuses that apply to the spell.

12. Miscellaneous (Misc.) Skills: There are three Skill Categories that only have a single skill each in them. They are listed here. Since the only skill within each of those three Skill Categories has the same name as the Skill Category, we list them here as a single name, followed by the number of DP per level in parenthesis for the Skill Category, followed by the number of ranks in brackets, and finally by the total skill bonus of the given skill.

13. Languages: This section lists all of the languages that the character knows. Since ranks in languages operate differently from other skills, our listings here are different. You have the language name followed S#/W#, where S stands for spoken, and W stands for written, and the number beside each letter is the number of ranks known in that language

14. Special Skills: Special Skills are skills that do not operate as normal skills. Instead, they normally operate to enhance or improve one of those normal skills in some fashion. Or they work to provide some special usage of a skill that would not normally be known to those without the Special Skill. In this section, we give the skill's name, along with a short description of its effects. Unless stated otherwise, those effects are already figured into any skill bonuses to which they might apply.

15. Special Abilities: This section lists any Racial Abilities, or Background Options (i.e. Gifts or Drawbacks) that the character might have. Each is tagged as to their source, and for Background Options, their Background Point (BP) cost. If the BP cost is negative, that means that it is a Drawback that gave the character additional BP to spend.

Whenever possible, the Background Options are already figured into all relevant skills and other aspects of the character. Some background options also give characters mounts or companion animals. They would be listed in this section as well.

16. Passions: This section lists the character's Passions. These are short sentences which explain how and/or why your character acts in the manner in which they act. This also gives you guidelines on how to play the Pre-Generated Character that you selected.

17. Other Information: This is not part of the image given, but Pre-Generated Characters also include a few paragraphs that detail a bit of the character's background and history.

We also provide a list of the character's equipment, such as weapons and armor, along with their standard adventuring gear.



FANTASY EXPRESS PLAYER CHEAT SHEET

DICE ROLLS

- **2d10:** roll 2 ten-sided dice for most rolls

ROLL TYPES

- **SKILL ROLLS:** Used when a character is attempting to accomplish an Action or Task of some kind.
- **SAVE ROLLS:** Used to resist the effects of spells, diseases, poisons, and other Hazards.
- **ATTACK ROLLS:** Used to assault another character or monster with a weapon or spell (this is not for casting the spell).
- **SPELL CASTING ROLLS:** Used to determine the effectiveness of a spell being cast.
- **UNMODIFIED ROLLS:** Some results may depend upon an unmodified dice roll. *Critical Failures* are the most common instance of this.
- **OPEN-ENDED ROLLS:** Any unmodified dice result of 19-20 allows you to roll the dice again and add the result to any previous results. Most rolls are open-ended in this manner.

FEAT TABLE

The *Fantasy Express Action/Task* table is better known as the **FEAT** table, and it is used to resolve almost every roll you could want to make in Fantasy Express. You can achieve any one of the following results from the **FEAT** table:

- **CRITICAL FAILURE:** This is an unmodified roll of 2 on the dice. This means that you have failed in the worst way possible, and for combat or spell casting, means you need to roll on the appropriate Fumble table.
- **FAILURE:** Any results, after all modifiers have been applied, that are 15 or less result in failure to complete the Action or Task being attempted.
- **FAILURE/PARTIAL SUCCESS:** Depending on the type of roll, any results within this range could either fail or result in part of the action being completed.
- **SUCCESS:** Depending on how well you succeed, you can earn from 1 to 4 Success Levels which can be spent to enhance your success in various ways (using the various *Boon* tables — pp. 14-15).
- **CRITICAL SUCCESS:** This is the best possible result and earns 5 Success Levels to enhance your results.

DRIVE

Drive is a measure of how strongly a character is motivated. Drive values range from 0 to 5.

Characters start the game with 2 Drive.

INCREASING DRIVE

When a character puts himself into danger, into a challenge, in a bad light, or pulls the story in a new or interesting direction by following his Passions, he gets to increase his Drive by 1, up to a maximum of 5.

SPENDING DRIVE

Drive can be spent to aid in rolls or in an attempt to mitigate bad rolls. This can save them from the effects of a bad roll or help them do things that might otherwise not be possible.

- Gain +2 per Drive spent to all rolls for the duration of the current scene. Only 3 Drive may be spent in this manner.
- Reroll a failed roll, gaining +2 for each Drive point spent. May be spent all at once, or in steps (+2 for first Drive spent, if that fails, spend another Drive for a second reroll at +4, etc.).
- Reduce a Critical just suffered by 1 Success Level for each Drive point spent. If reduced to zero, no Critical is received.
- Character may steel themselves against Critical Damage, with each Drive spent reducing any SL used for Critical Results against them by 1 for the entire scene.
- Drive Points may be spent for special uses of Special Skills (*Fantasy Express*, p. 55).
- For each Drive you spend, you can cause the target of a spell that you just cast to receive a -2 against that spell. Must be spent before the Save is rolled.
- For each Drive spent, you gain +1 SL to an attack roll for determining Critical Results. May be spent before or after roll, but if before and the attack does not hit, the Drive is lost.
- May spend 2 Drive to double Area of Effect, # of targets, range, duration, or base damage of one spell you are about to cast.
- For 3 Drive, you may treat any dice roll as if you rolled a natural 20. This may be done before or after the roll is made.
- For 5 Drive, you ignore all penalties and adverse Conditions (prone, stunned, etc.) for an entire scene.

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35+	Critical Success (5 SL)	Mythical	-20

SKILL ROLLS

When an action that the character wants to attempt may not automatically succeed, the GM may call for a Skill Roll. Roll 2d10 open-ended, and add in the relevant Skill Bonus. Look up the results on the *Fantasy Express Action/Task (FEAT)* table.

DIFFICULTY

When a Skill Roll is called for, the GM must determine how difficult it will be for the character. The roll is then modified by the amount listed on the *FEAT* table.

- **EASY (+4):** A task that an averagely skilled character can accomplish with no trouble at all.
- **STANDARD/NORMAL (+/-0):** A task that an averagely skilled character can accomplish without much trouble, unless in a hurry or stressed. This is considered to be the average difficulty inherent in any standard adventuring situation.
- **CHALLENGING (-3):** A task easily accomplished by skilled characters; however it can be tricky for a novice or unskilled character.
- **HARD (-6):** A task requiring dedication and effort even by skills characters.
- **VERY HARD (-9):** That is a task challenging even for a skilled character and possibly requiring some luck to be accomplished.
- **HEROIC (-12):** Possibly something out of reach for many characters except for highly trained professionals. Only an extremely skilled and lucky expert or someone with unbelievable luck would be able to accomplish tasks or actions of this difficulty.
- **LEGENDARY (-15):** Something really tough to accomplish even by the most skilled masters without aid or with greater luck. This difficulty is reserved for efforts that are considered to be on the edge of human capabilities.
- **MYTHIC (-20):** These tasks or actions are a step above the normal possibilities of the vast majority of people. Such tasks or actions should only be attempted by those who desire to be heroes.

TAKING THE TIME

When there is no hurry, a character can *Take his Time* and receive a special +4 to his Skill Roll. This implies taking at least twice the amount of time normally required to perform the task.

HELPING

When characters team up, one will be the lead and the rest will act as helpers. Helpers will make Skill Rolls based on the action that they perform, before the lead makes his Skill Roll.

- **CRITICAL FAILURE:** The helper gets into trouble without providing any bonus to lead.
- **FAILURE:** Helper provides no bonus to lead.
- **FAILURE/PARTIAL SUCCESS:** Helper provides +1 bonus to lead, but the helper will also suffer a complication.
- **SUCCESS:** Helper provides a +1 bonus to lead for each *Success Level (SL)* earned.
- **CRITICAL SUCCESS:** Helper provides an additional +2 bonus in addition to the +5 from SL earned (total of +7) to the lead.

If the lead's Skill Roll fails, all helpers share in the consequences of the failure. Only Skill Rolls can benefit from the rules for Helping: Attack, Spell Casting, and Save Rolls can never be Helped.

TOOLS

If a character does not have the necessary tools to accomplish a specific task, he will receive a -2 to -6 penalty to his Skill Roll, or he might possibly not be able to roll for it at all.

CONFLICTING ACTIONS

Conflicting Actions occur when two or more characters are attempting mutually exclusive goals (i.e. Stealth vs. Perception). It can also be used when characters are racing to achieve the same goal (i.e. a foot race).

- Any character rolling a *Critical Failure* fails.
- All other results are compared: the higher result wins.
- Tied results may vary, based on the Actions involved.
- Conflicting Actions may have Difficulty modifiers applied.

SAVE ROLLS

- **TOUGHNESS SAVE ROLLS (TSR):** Represents a character's resistance to physical threats. **TSR bonus** = 7 + Stamina + Level + other modifiers.
- **REFLEXES SAVE ROLL (RSR):** Represents a character's innate reaction time to avoid sudden threats. **RSR bonus** = 7 + Dexterity + Level + other modifiers.
- **WILL SAVE ROLL (WSR):** Represents a character's innate resistance to mind and/or soul influencing effects. **WSR Bonus** = 7 + Resolve + Level + other modifiers

RESOLVING SAVE ROLLS

- Make an open-ended rolls and add in the relevant Save Roll Bonus. Subtract the level or difficulty of what is being Saved against (i.e. -5 if saving against a Tier 5 spell or ability of a Level 5 creature, if a different Level is not given for the ability to be Saved against.).
- Compare the result to the *FEAT* table to determine success or failure. Some things may have their own specific results tables based on the *FEAT* table, or based on how many points the Save is failed by

COMBAT

THE TACTICAL ROUND

A Round (i.e. a Combat Round) is 5 seconds long, representing a series of tactical actions that take place during combat.

INITIATIVE

- Characters roll 2d10 (not open-ended) and add Dexterity to determine Initiative.
- Creatures roll 2d10 + (RSR - (7+Level)) for their Initiative.
- Initiative is normally only rolled once per combat, but may be adjusted each round due to specific modifiers.
- **Initiative Modifiers** include the following:
 - Weapon not ready: -10 (first round only)
 - Shorter Weapon (when in *Close Quarters*, less than 5'): +2 per step difference in size.
 - Longer Weapon (when at *Standard Melee Distance*, 5', 10' for weapons with Reach): +2 per step difference in size.
 - Longer Weapon (only when closing to melee): +5
 - Two Weapon Fighting: -5
 - Weapon with Quality of *Heavy*: -5
 - Shield: -1 per size (i.e. Target = -1, Tower = -5)
 - Surprised (first round only): -20
 - Lightly Encumbered: -0
 - Medium Encumbered: -5
 - Heavily Encumbered: -10
 - Wounded more than 50%: -10
 - Casting a non-Instant Spell: -1 per every 2 Tiers
 - Cast Instantaneous Spell: +5

COMBAT ROUND SEQUENCE

- **PHASE 1: INITIATIVE & UPKEEP** – Roll Initiative if it has not already been done. Apply any Initiative modifiers that might apply to this round. Perform Upkeep, such as removing Stuns or marking Hits of Bleeding
- **PHASE 2: DECLARE ACTIONS** – The GM declares the actions for the creatures and NPCs first, and then the players declare their actions. If declared Actions will trigger *Conflicting Actions* rolls, those are resolved in **Phase 3**. The following combination of Actions may be declared:
 - 1 Full Action & 1 Free Action **OR**
 - 2 Half Actions & 1 Free Action **OR**
 - 1 Full Action & 1 Half Action & 1 Free Action (-4 to all Actions) **OR**
 - 3 Half Actions & 1 Free Action (-4 to all Actions)
 - 1 Half Action may be replaced by 2 Free Actions
 - Only one **Spell Casting Action** per round
- **PHASE 3: RESOLVE ACTIONS** – Actions are resolved in Initiative order, from highest to lowest. Characters may opt to hold their action to later in the Round or *Cancel their Actions* if they have not yet performed them. If they **Cancel their Actions**, they may do one of the following:
 - Melee with half normal Attack Bonus
 - Move half normal Move Rate
 - Make a Skill Roll at -6
 - Perform a *Free Action*

DECLARED ACTIONS

- **FULL ACTIONS**
 - Melee a single Melee Attack with no modifiers
 - Aim a Ranged weapon (+4 AB next round)
 - Casting Scaled Up spell, of any Tier
 - Overcasting a spell (requires 2 *Full Actions*)
 - Walk/Jog Base Move distance
 - Set vs. Charge (*see p. 8*)
 - Sprint 2x Base Move (-4 to DM & all actions)
- **HALF ACTIONS**
 - Make a Ranged Attack
 - Make a Melee Attack at -4 (no *Heavy* weapons)
 - Make a single Melee Attack with no modifiers (*Swift* weapons only)
 - Load/Reload Action (some weapons require multiples of this Action)
 - Aim ranged weapon (+2 AB)
 - Walk/Jog half Base Move
 - Sprint Base Move (-4 to DM and all actions)
 - Cast non-Instantaneous, non-Scaled spell
 - Concentrate on certain spells or abilities
 - Ready item or Draw weapon
 - Remove item from pack (if pack not worn)
 - Remove/Don backpack
- **FREE ACTIONS**
 - Load/Reload Action using Quick Load
 - Cast Instantaneous Spell
 - Cast a Cantrip
 - Aim ranged weapon (+1 AB)
 - Move up to 5'
 - Drop held item
 - Make Assessment/Perception Roll
 - Talking/singing/chanting (for 5 seconds)
 - Activate certain special abilities or items
 - Concentrate certain spells or special abilities
 - Remove/consume item from a belt pouch or other readied location
- **OPPORTUNITY ACTIONS:** Any Action may be delayed to take place later in the round. Once delayed, no other Action may be performed until the Action is resolved or canceled. However, the delayed Action may be performed at any time within the round or the following round. As such, it will always happen before any other Actions to be performed by others at the same Initiative.
 - **Opportunity Attack:** Character may attack any foe passing within 5' of them (their combat zone). This is **not** a *Free Action*; this would replace any declared actions.
- **MULTI-ROUND ACTION:** Some Actions may require multiple rounds to complete. These types of Actions may only be combined with *Free Actions* that do **not** disrupt the main Action.

DEFENSIVE ATTRIBUTES

- **Defensive Modifier (DM):** Your *Defensive Modifier* acts as a negative modifier against attacks made against you. It is comprised of your *Dexterity* plus any other modifiers that might apply, such as *Shields* or special training.
- **Armor Rating (AR):** Your *Armor Rating* is used to reduce damage that you receive from an attack. Armor has ratings against Bash, Slash, Piercing, and Elemental/Energy attacks. The numeric values used for these values are used to reduce Hit Point damage the character might receive from an attack. Some armors will also have an SL rating, which increases the SL cost of any Critical Damage against the character wearing the armor.
- **Armor Qualities:** Armors (& Shields) have different special qualities that may affect any attacks received.
 - **ASF (#):** This is an *Abnormal Spell Failure* modifier applied to any spells cast while wearing this armor.
 - **Cover(#):** May act as cover against ranged/reach attacks and Ball/Cone/Line type spells. The number is the amount of DM provided.
 - **Flammable:** This armor has a chance of catching fire if the damage dealt by a fire based attack exceeds the armor's Elemental AR.
 - **Heat(#):** The number in parenthesis is used as a bonus to DM and Saves against Heat based attacks and *Extreme Temperatures* (FX, p.204).
 - **Cold(#):** The number in parenthesis is used as a bonus to DM and Saves against Cold based attacks and *Extreme Temperatures* (FX, p.204).
 - **Metal:** Fire and Electrical attacks against armor with this Quality gain +1 SL, if the target is hit (i.e. even with *Partial Success*). Slashing attacks will do **Bash Critical Results** rather than **Slash Critical Results**.
 - **Rigid:** Provides Armor Rating of SL1 against **Slash/Pierce** attacks. The Armor skill can only remove half of the **Move Penalty** (rounded up) (i.e. Boiled Leather armor cannot have its *Move Penalty* reduced to below -2).

WEAPONS & ATTACKS

WEAPONS

- **DAMAGE RATING:** Every weapon has one or more Damage Ratings. These are based on the type of damage that may be done based on the type of attack.
- **WEAPON QUALITIES:** Weapons have a wide variety of Qualities that can affect combat (*Fantasy Express*, p. 103).
 - **Agile:** May use either *Brawn* or *Dexterity* as Stat for Attack Bonus.
 - **Backstab:** When attacking a *Surprised* or *Held* enemy or even if attacking with the *On Rear* modifier in melee, gets to ignore the armor worn by the enemy.
 - **Entangling:** Target must make a RSR or be knocked *Prone* & *Held*. It takes a *Full Action* to get free, if possible.

- **Flexible:** Gain a +2 to Attack Rolls if the target is using a shield. If the weapon is not **Heavy** or **Mighty**, character may use either *Brawn* or *Dexterity* as the Stat when determining Attack Bonuses.
- **Hand and a Half:** May be used with two hands, or may be used one-handed with a -2 to Attack Bonus (and +1 to CF).
- **Heavy:** Requires a *Full Action* to make an attack.
- **Impale(#):** Successful Piercing attack will do the number as additional *Bleeding*, over whatever the *Critical Damage* delivers.
- **Load(#):** This is the number of *Half Actions* required to load or reload a weapon.
- **Martial:** Weapons with this Quality gain a +2 bonus to any *Martial Moves* attempted.
- **Mighty:** The character gains a +2 to their Attack Bonus if they attack without attempting to parry. These weapons also do 2 hits per point over 20, up to a maximum of 4x DR.
- **Parry(#):** Number is added to DM in any attempts to *Parry*, in addition to amount used to *Parry*. Double the number added to DM for *Full Parry* if attack is given up.
- **Quick Load:** May perform 1 Load/Reload action each round as a Free Action.
- **Reach:** Able to engage or attack foes up to 10' away. May also be used with the Martial Move, *Maintain Distance*, with a +2 modifier. Does not stack with the modifier from the *Martial* Quality.
- **Swift:** May be used attack as a *Half Action* without the normal -4 modifier.
- **Unreliable:** Always deals at least 1 SL of *Critical Damage* to wielder on *Critical Failure* regardless of Fumble roll.

RESOLVING ATTACKS

- **THE ATTACK ROLL:** Roll 2d10 open-ended, add your Attack Bonus, subtract foe's DM. Look up result on FEAT table to determine how successful the attack was.
 - **Critical Failure:** Fumble weapon, roll on *Weapon Fumbles* (p. 16) table.
 - **Failure:** The attack missed or only did a glancing blow that dealt no damage.
 - **Partial Success:** The attack deals the *Damage Rating* (DR) in Hit Damage. This is reduced by the the foe's AR against this type of attack.
 - **Success:** Attack Hits, deals damage equal to the weapon's Damage Rating for the attack, plus 1 hit for each point that the total roll was above 20, minus the foe's Armor Rating against this type of attack. Also earns 1-4 *Success Levels* which may be spent on the *Critical Boons* table (p. 14).
 - **Critical Success:** As *Success* (earns 5 *Success Levels*), plus foe must make TSR against Attacker's Level or die. Successful Save means that they are *Incapacitated* (page 9) for 24 hours.

COMBAT ACTIONS

OFFENSIVE ACTIONS

- **AIMING:** Can spend 1 or 2 rounds to increase AB
 - Spend Half Action to get +2 AB
 - Cannot exceed +8 AB in total
 - Cannot perform other Actions while Aiming
 - Opponents get +4 when attacking an Aiming character
- **CHARGE:** Moving to foe at top speed and attacking
 - Charge is a *Full Action*
 - May move up to half Base Move, gain +4 to AB
 - Must move at least 10' when charging
 - Cannot Charge while *Engaged*
 - Cannot *Parry* while *Charging*
- **SET VS CHARGE:** Preparing against an incoming Charge
 - Set requires a *Full Action* (combined prepare & attack)
 - Set weapon gains +4 AB (and -2 DR if not braced against hard, unmoving surface, such as the ground)
 - Longer weapon strikes first, regardless of *Initiative*.
 - Only Polearms may be set against Mounted attacks.
- **DASHING ATTACK:** This is a quick lunge at foe, in an attempt to make a surprise blow.
 - Dashing attack is always a *Full Action*
 - Receives -6 to AB
 - Receives +10 to *Initiative* for the Round
 - Not allowed to *Parry* while making a Dashing Attack.
- **RANGED ATTACKS:** Must be able to see at least a portion of the target
 - < 0.5 Range: +4 AB
 - 0.5x – 1x Range: +/-0 AB
 - 1x – 2x Range: -4 AB
 - 2x – 3x Range: -10 AB
 - 3x – 4x Range: -16 AB
 - > 4x Range: Unable to attack

DEFENSIVE ACTIONS

- **BLOCK:** This is a *Half Action* that is resolved as a *Conflicting Action* that pits AB versus AB
 - Blocker receives -1 for each step difference in weapon size.
 - May attempt to Block with *Improvised Weapons* (*Fantasy Express*, p. 129)
 - A *Critical Failure* results in a *Weapon Fumble*
 - If Blocker wins, attack fails
 - If opponent wins, attack resolves normally
 - If tie, Blocker gets one third of his AB (rounded up) to DM, attack then resolves normally
- **PARRY:** This is shifting points of your Attack Bonus to your DM when performing an attack.
 - **Versus 1 Foe:** Gain +1 DM for every -1 AB
 - **Versus Multiples Foes:** Gain +1 DM for every -2 AB
 - If all of AB is shifted to DM, a +0 AB attack may still normally be performed, unless other things prevent it
 - Unarmed characters *without Martial Arts* may only Parry unarmed or animal attacks

- **Improvised Weapons:** Each point to DM costs one more point of AB than normal (i.e. gain +1 DM versus multiple foes for every -3 AB)
- Characters attempting to Parry using a ranged weapon treat it as an *Improvised Weapon*
- If wielding a shield, Parrying multiple foes is the same as against a single foe (1:1). Parrying bonus comes from the weapon being wielded.
- Opponents who receive *On Rear* or *Surprise* modifiers against you cannot be Parried
- If *Stunned*, gain +1 DM for every -3 AB; may only Parry a single foe, no attack roll allowed
- If *Incapacitated*, *Held*, *Surprised*, or suffering conditions that negate DM, the character may not Parry
- **COVER:** This is the use of terrain features (i.e. trees, overturned tables, etc.) to make oneself harder to hit.
 - **Half Soft Cover:** up to 50% hidden by soft objects (i.e. webbing, Dim Light, etc.), gain +2 DM
 - **Half Hard Cover:** up to 50% hidden by hard objects (i.e. trees, rocks, etc.), gain +4 DM
 - **Full Soft Cover:** 50%-90% hidden, gain +4 DM
 - **Full Hard Cover:** 50%-90% hidden, gain +10 DM
 - **Dive For Cover:** May move up to 5' to dive behind Cover as a *Free Action*, ending with character being *Prone* afterwards. May be done outside normal initiative order.
- **DISENGAGING:** Requires a *Full Action* to do *Full Parry* without an attack roll. Is no longer engaged at the end of the Round.
- **DODGING:** This is a *Full Action*, and cannot be performed in same round as an attack. May cancel declared actions to Dodge. To Dodge, make a **RSR** adding *Acrobatics* Skill Ranks (not total Bonus) to roll. Attack level of Save is the AB of the attack being Dodged.
 - Dodge attempts are -2 against thrown weapons and at -4 against fired (bows/crossbows) weapons
- **RUNNING AWAY:** When a character simply wants to get away. This is resolved as a *Conflicting Action*
 - If either character receives a *Critical Failure*, they fall *Prone*
 - If escaping character wins, they may make a *Full Action* move (likely at a *Sprint*)
 - If the opponent wins, they get to make an attack with the *On Rear* bonus, the escaping character may then make a *Full Move*, if still standing.
 - If a tie, the opponent may make an attack using half their AB before the escaping character can move out of range.
- **WEAPON FUMBLES:** Every weapon has a *Critical Failure* (CF) range. **Unmodified** attack rolls within that range are weapon fumbles. Make a roll on the *Weapon Fumbles* table (p. 16)

CONDITIONS

- **BRUISED:** The character has lost more than half his total Hits. Receives a -4 to all Actions and attacks (excluding DM and Saves)
- **DAZED:** Character is slightly staggered, unbalanced or disoriented for one or more rounds
 - Considered *Stun* for purposes of relieving *Stun*
 - Receive -4 to all actions while *Dazed*
 - *Stuns* and *Dazed* stack, with rounds of *Stun* happening before rounds of *Dazed*
 - If *Dazed* before acting in the round, receives a -2 for actions, and *Dazed* begins in the next round
- **DYING:** The character will die in a given number of Rounds
 - If Dying from Hit loss, bringing Hits up over -20 threshold will stop death.
 - If Dying from other conditions, Dying is stopped by removing that condition.
- **ENGAGED:** If character is within melee range of a hostile foe's weapon, he is considered Engaged.
 - May not move away from foe without triggering an *Opportunity Attack* unless attempting to *Disengage* or *Running Away*
 - **Close Quarters:** 4' or less between combatants
 - **Standard Melee Distance:** 5' for most weapons, 10' for most weapons with *Reach*
- **FACING:** For the most part, characters do **not** need to worry about facing unless they are up against multiple foes, or other situations force it upon them.
 - **Flanking:** Attacking a foe from the side gives a +3 to attacks. Defenders may only get their shield bonus against Flank attacks if the attack is on their shield side.
 - **On Rear:** Attacking a foe from behind gives a +6 to the attack and they foe does not get to use their shield.
- **FRIGHTENED:** Cannot attack, but may Parry if attacked. Will attempt to flee the source of the fear.
- **HELD:** A character is *Held* when restrained in some fashion
 - Cannot Move, receive -6 to DM and Attack Bonus
 - Attacks against *Held* character are at +6 (in addition to the above)
 - May only use Hand or Short weapons
 - Cannot use Ranged weapons
- **INCAPACITATED:** This means that the character is sleeping, knocked out, or paralyzed.
 - Cannot take Actions or Parry
 - Attacks against *Incapacitated* treated as if the total result was 35. No modifiers are ever applied to this.
- **PRONE:** This means that the character is laying on the ground for some reason.
 - Only receive half of their DM while Prone
 - Receive -4 to AB, cannot use two-handed weapons
 - May make a side roll as a *Free Action* to gain +4 DM against Ranged attacks
 - Standing foes gain *Higher Ground* positional bonus (+4)
 - Standing up is a *Full Action* Character receives full DM and may parry, but still considered Prone

- **STUNNED:** Character is severely staggered, unbalanced or disoriented for one or more rounds
 - Cannot take *Full Actions*
 - Cannot Attack or Cast Spells, except for spells that relieve *Stun*
 - May Parry, gain +1 DM for every -3 AB; may only Parry a single foe, no attack roll allowed
 - If *Stunned* before acting in the round, may still act at -4, and will be *Stunned* starting the following round
- **SURPRISED:** To determine *Surprise*, use *Conflicting Action* roll using *Perception* skill. Loser is *Surprised*, ties mean neither is *Surprised*. If *Surprised*:
 - Cannot Attack or Cast a spell
 - May only perform *Half Actions* or *Free Actions*
 - Cannot Parry and do not receive Shield bonus to DM
 - Attacks against *Surprised* characters receive +4
- **WEARY:** May not move faster than **half** Base Move, may only perform a single Action per round and cannot Heal any damage
 - May only be removed by resting 8 hours in a safe location

COMBAT OPTIONS

IMPROVISED WEAPONS

- Use appropriate skill at -4 or use *Brawl* skill
- Improvised weapons have a *Damage Rating* that is 2 points less than the most similar weapon
- Critical Failure range is 1 point higher than similar weapon

MOUNTED FIGHTING

- Only *Long* or *Longest* weapons may be used for melee combat when mounted
- Only Short Bows or Crossbows (of any type) may be used when mounted
- Mounted combatants are considered to have *Higher Ground* (+4 AB) against non-mounted foes
- Declaring intention to fight mounted requires *Ride* check
 - **Critical Failure:** Fall from mount, take appropriate consequences.
 - **Failure:** Requires *Half Action* each round to control mount. Uncontrolled mounts will attempt to flee battle. This could have other consequences. Riders are at -4 to their DM on uncontrolled mount.
 - **Partial Success:** Requires *Free Action* to control mount. Requires another *Ride* check on the following round.
 - **Success:** Requires *Free Action* to control mount, no further rolls required for this combat. Attacks do +1 Hit of Damage for each SL gained in this *Ride* check.
 - **Critical Success:** As *Success*, but mounted character gains +4 DM as well.
- **Attacks against the Mount:** Resolved normally, but any Critical Results will require another *Ride* check. If the mount is killed or seriously injured, this may cause other complications.
- **Charging while Mounted:** If the rider succeeds in their *Ride* check, will receive an additional +4 AB above the normal modifiers for their attack.

RANGED ATTACKS IN MELEE

- Attempts at a *Ranged* attack while *Engaged* are made at -4 AB.
- Combatants may Parry non-magical ranged attacks made by Engaged foes as if wielding a Buckler (if no shield), or as if their shield was one size larger than normal if they had a shield.
- Readied thrown weapons would not receive the -4 AB mentioned above.

SHOOTING INTO MELEE

- Characters *Engaged* in melee are considered to have *Half Hard Cover* (+4 DM)
- If the Attack Roll misses, the original roll, not including the original target's DM, is used to see if the attack strikes any target, friend or foe, in a 5' wide path from attacker to and past the original target.

FIGHTING WITH TWO WEAPONS

- Weapons requiring 2 hands or with the Quality of *Heavy* cannot be used in *Two Weapon Fighting*.
- Attacks follow normal guidelines for the type of *Actions* required to make the attack.
- Both attacks receive a -2 modifier.
- Attacks with the off-hand receive an additional -4 (-6 total).
- Both attacks must be directed against a single foe in front of the character.
- The CF range for each weapon is increased by 2.
- Initiative receives a -5 modifier when wielding two weapons.
- When Parrying, the amount to be applied to Parrying is subtracted from both weapons (i.e. +4 DM against a single foe means -4 to the Attack Bonus of both weapons).

MARTIAL MOVES

Martial Moves are special tricks or tactics that can be used in certain situations. Not every Move is suitable for every weapon. GMs should use their judgment. Some weapons have a Weapon Quality known as *Martial*. This provides them with a +4 to any rolls required by the following Moves.

- **DISARM:** This is a *Full Action*, resolved as a *Conflicting Action*, to separate a foe from his weapon.
 - If either combatant rolls within CF range of their weapon, they must roll on *Weapon Fumbles* table.
 - If combatant performing the Disarm loses, or there is a tie, the Disarm attempt fails.
 - If the one performing the Disarm wins, the opponent is Disarmed, and their weapon lands 1-10 feet away.
 - If the one performing the Disarm wins with a *Critical Success*, the opponent is Disarmed, and the one performing the Disarm has the option of grabbing the weapon if they have a free hand, otherwise it lands 6-15 (5+1d10) feet away.
 - If the defender wins with a *Critical Success*, the one performing the Disarm must roll on the *Weapon Fumbles* table.

- **FEINT:** This is an attempt to trick foe into Parrying a false attack, followed by a strike. A Feint is considered to be a *Full Action* overall. This requires using a *Half Action* for misdirection; followed by a *Half Action* attack. The misdirection is resolved as a *Conflicting Action*, the attacker's *Deceive* skill versus the target's *Perception* skill.
 - If the attacker rolls within the CF of his weapon on the *Deceive* skill roll, they will Fumble their weapon.
 - If the attacker wins the *Conflicting Action*, their attack roll receives a bonus equal to their *Deceive* roll minus the target's *Perception* roll for attack rolls for the remainder of the Round.
 - If the target of the Feint wins, they get a bonus (*Perception* roll minus *Deceive* roll) to their DM against the attacker for the remainder of the Round.
 - If case of a draw, neither receives a bonus.
- **GRAPPLE:** A Grapple or Grab requires a *Full Action* and is resolved using a *Conflicting Action* with *Brawl* skill rolls on both sides (the RSR of creatures or animals). Grapple attempts using *Martial Arts* can also inflict damage.
 - *Critical Failure* on either side results in requiring a roll on the *Weapon Fumbles* table.
 - If attacker wins, the target is *Held*.
 - If the attacker wins with a *Critical Success*, the target is considered to be both *Held* and *Incapacitated*.
 - If the defender wins, the attacker must make an *Assessment Roll* at the start of the next Round.
 - If the defender wins with a *Critical Success*, the attacker is *Held*.
- **KNOCK DOWN:** This is an attempt to knock a foe to the ground. It requires a *Full Action* and is resolved using a *Conflicting Action* using the *Brawl* skill of both opponents (or RSR if one of the opponents is a creature or animal). If the attacker knows *Martial Arts*, this can inflict damage as well.
 - If either results in a *Critical Failure*, they must roll on the *Weapon Fumbles* table.
 - If the attack wins, defender is knocked *Prone*.
 - If the attack wins with a *Critical Success*, the defender is knocked *Prone* and *Stunned* for one round for each point of difference between the rolls.
 - If the defender wins, the attacker must make *Assessment Roll* at the start of the next Round.
 - If the defender wins with a *Critical Success*, the attacker is knocked *Prone* and *Stunned* 1 Round.
- **LOCK:** This Move is used to bind or trap a foe's weapon. It requires a *Full Action*, and is resolved as a *Conflicting Action*, using each combatant's Attack Bonus.
 - If either results in a *Critical Failure*, they must roll on the *Weapon Fumbles* table.
 - If the attack wins, or there is a tie, both characters are *Locked* (consider to be *Held*). While *Locked*, characters cannot move, attack or Parry. Must make another roll each Round to see if situation changes. May also break the *Lock* by simply dropping their weapon.
 - If defender wins, attack must roll on *Weapon Fumbles* table.

- **MAINTAIN DISTANCE:** This Move is used to keep a foe with a shorter weapon from closing to their most effective melee range. This is resolved as a **Conflicting Action**, using the Attack Bonus of the longer weapon (the Attacker) against the foe's (the Defender) *Athletic* or *Acrobatics* skill bonus.
 - *Critical Failure* results in roll on *Weapon Fumble* table for the one who failed.
 - A tie results in no change in the situation at all.
 - If Attacker wins, he prevents Defender from closing and gets an attack this round at an additional -4.
 - If Attacker gets *Critical Success*, Defender cannot close and Attacker gets normal attack roll this round.
 - If Defender wins, he may close and attack or *Disengage*.
- **RIPPOSTE:** A Riposte combines a Parry with a counterattack. This is a *Full Action*, where the character allows the foe to attack first, using *Parry* to pull the foe out of position.
 - If the character is using a weapon with the Quality of *Martial*, the *Martial* bonus is added to AB before declaring amount use to Parry.
 - Character declares Parry amount and then holds action to allow foe to strike first.
 - If the foe's attack does Critical Damage (earns Success Levels), the character gains no benefit.
 - If foe's attack does only Hit Point damage, the character receives +2 to his strike.
 - If the foe's attack does no damage at all, the character receives +4 to his attack.
- **SHIELD BASH:** May attempt a Shield Bash attack using their Brawl weapon skill at a -2, or using their Blunt weapon skill.
 - Making a Shield Bash attack is a *Half Action*.
 - Using a Shield to attack removes its bonus to DM for the Round.
 - Shields have a Damage Rating equal to double their DM modifier.
 - Shields may be considered secondary weapons for *Fighting with Two Weapons*.

ENCUMBRANCE

Encumbrance is measured in 5 Encumbrance Levels:

- **Unencumbered (UE):** The character has no penalties,
- **Lightly Encumbered (LE):** The character suffers no penalties, but may be prevented from using certain traits of abilities.
- **Encumbered (EN):** Movement Rate is reduced by one third (rounded down). The character suffers -2 to all Actions.
- **Heavily Encumbered (HE):** The character halves their Move Rate and suffers -4 to all Actions.
- **Over Encumbered (OE):** The character is limited to one quarter their Move Rate. They cannot Sprint, attack or travel. They do not receive their Dexterity to their Defensive Modifier.

MAGIC & SPELLS

SPELLS

- There are 8 Schools of Magic and each has its own Codex of spells.
- There is also a Folio of 10 Universal Spells that is considered to be part of every School.
- Each School of Magic is treated as a separate *Skill Category* determining the cost of learning the spells.
- Each spell is a separate skill that must be learned.
- Each spell is **Scalable**, so that there are many different ways to cast it.
 - Spells may have *Scaling Options* that can increase the Tier (and the Mana cost) of spells.
 - Spells may also have *Scaling Options* that apply *Casting Modifiers*, which make spells harder to cast, but do not increase the Tier of the spell.

MANA

- This is a measure of how much magical energy a character may manipulate in a day.
- When casting a spell, the magic user must spend an amount of Mana equal to the Tier of the spell in order to power it.
- Mana is recovered through sleep. 8 hours of sleep fully restores a character's Mana to its maximum value.

CASTING SPELLS

- A magic user may not attempt to cast a spell that they do not have at least one skill rank in.
- **CASTING REQUIREMENTS:** The following conditions must be met to cast a spell without risking *Abnormal Spell Failure (ASF)*.
 - The spell must be from the caster's Codex and/or Folio (i.e. their normally allowed spell list).
 - The caster must have a number of skill ranks in the spell equal to double the Tier that they want to cast it at.
 - The caster must expend an amount of Mana equal to the Tier that they wish to cast the spell at.
 - The cast must be able to speak the verbal components of the spell in a normal voice.
 - The caster must have at least one hand free. Holding a *Casting Focus* does not count against having a free hand.
- **CASTING MODIFIERS:** Magic users may employ some casting tricks to enhance their chances of successfully casting a spell.
 - **Casting Focus:** This could be a pouch of spell components, a wand, holy symbol, or other item specific to the caster. It provides a +4 to *Casting Rolls*.
 - **Flamboyant Gestures:** By using larger, more flamboyant gestures, a caster gains +2 to their Casting Roll. This is very easy to spot as spell casting.
 - **Flamboyant Incantations:** By speaking in a loud voice, a caster gains a +2 to their Casting Roll.
 - **Armor:** Any *Move Penalties* from wearing Armor also apply to casting spells.

- **CASTING RESOLUTION:** To cast a spell, the player totals all modifiers and makes a Casting Roll. The results of which are determined as follows.
 - **Critical Failure:** Caster has Fumbled the spell and must roll on the *Spell Fumbles* table (p. 17), adding the spell's Tier to their roll, along with any other appropriate modifiers.
 - **Failure:** The spell fails. The Mana is still expended.
 - **Failure/Partial Success:** The spell either fails with no mana cost, has half normal effect, if possible, at normal mana cost, or is cast as intended at double mana cost (player's choice).
 - **Success:** The spell succeeds. The caster also earns from one to four Success Levels which may spent on the *Casting Success Levels* table (p. 15) to enhance the spell.
 - **Critical Success:** As with Success, but the caster gains five Success Levels to spend.
- **Casting Time:** Different spells take different amounts of time to cast.
 - **Overcasting:** This requires 2 Full Actions (2 rounds) to prepare and cast the spell.
 - **Non-Scaled Spells:** Require a Half Action to cast.
 - **Scaled Up Spells:** Require a Full Action to cast.
 - **Instantaneous Spells:** Require a Free Action to cast.

CANTRIPS

Cantrips are minor spells that are not Scalable. Cantrips *never* trigger *Spell Fumbles* or *Magical Resonance* rolls.

- Cantrips are always cast as Free Actions.
- Magic users gain 5 Cantrips for each Arcane Kit they have.
- Magic users gain 3 Cantrips for each Hybrid Kit they have.
- Characters that gain ranks in Spells from their Race gain 1 Cantrip plus 1 additional Cantrip for each rank gained in a spell.
- Characters may spend 1 Development Point in the Spellcraft Skill Category to learn 2 Cantrips.
- Casting a Cantrip will always use the character's best Spell skill bonus with the following results:
 - **CRITICAL FAILURE:** Takes 1 Hit of damage as the Cantrip backfires in some fashion.
 - **FAILURE:** The Cantrip fizzles in a harmless sputter.
 - **PARTIAL SUCCESS:** The Cantrip succeeds, & costs 1 Mana.
 - **SUCCESS:** The Cantrip succeeds, and costs zero (0) Mana.
 - **CRITICAL SUCCESS:** The Cantrip is cast so perfectly, that the character may cast it at will for the next 24 hours and no skill roll is required and it costs no Mana.

ABNORMAL SPELL FAILURE (ASF)

This is a group of Casting Modifiers that apply if the caster is unable to meet the basic *Casting Requirements* listed previously.

- Spells normally only receive a *Critical Failure* on an **Unmodified** roll of 2.
- *Abnormal Spell Failure* (ASF) modifiers increase this **Unmodified Critical Failure** range.
- All ASF modifiers are cumulative.
- If *Critical Failure* occurs, **triple** the ASF modifiers are applied to the *Spell Fumble* roll.
- **ASF MODIFIERS:**
 - **Within School, Outside Codex/Folio:** If the spell does not come from the caster's list of allowed spells, but is still within the same School of Magic, gain +5.
 - **Spells from Different Schools:** If the spell is from a different School of Magic than the caster's, gain +10.
 - **Overcasting:** Gain +1 ASF for each skill rank missing from what is required for the spell.
 - **Undercasting:** Gain +3 for each point of Mana that is missing from what is required to cast the spell.
 - **No Gestures:** This adds +4 to the total ASF modifier.
 - **Subtle Gestures:** This adds +2 to the total ASF modifier.
 - **No Incantations:** This adds +4 to the total ASF modifiers for all Schools of Magic except Mysticism. For Mysticism, this only adds +2 to the total.
 - **Quiet Incantations:** Whispering the incantation adds +2 to the total ASF modifier.
 - **Soul Burn:** This adds +5 to total ASF for each point of *Soul Damage* (*Fantasy Express*, p. 219) taken. Each point of Soul Damage taken grants up to 5 Mana for the spell currently being cast.
 - **Armor:** Certain Armors have a built in ASF modifier. Refer to *Fantasy Express*, pp 88-89 for more information.

ATTACK SPELLS

Unlike Ranged weapons, spells do not have range increments like ranged weapons.

- **SAVE ROLLS:** The Tier of the spell acts as a negative modifier for Save Rolls against spells.
- **BOLT SPELLS:** Caster must make a separate Attack Roll, after making a successful Casting Roll.
- **BALL SPELLS:** The Attack Roll is separate from the Casting Roll. All within the radius take the damage.
 - If aimed at 1 target, they get a RSR to avoid being *Center of Effect* (and taking +4 Hits).
 - If within 3' of edge, may make RSR to take Half Damage or No Damage on a *Critical Success*.
- **CONE SPELLS:** 1' wide at caster, 2.5' wide at far end for every 5' of length.
 - If within 3' of edge, may make RSR to take Half Damage or No Damage on a *Critical Success*.
- **LINE SPELL:** Line spells are 1' for their entire length.
 - A successful RSR means that the target can dodge out of the way of the attack.

CIRCLES

The size of the circle determines how many may be within it. It takes 7 square feet per person. The following table shows how many occupants may be in a circle of a given size.

- Large occupants (such as Asgerdi) count as 2 individuals for how many occupants can be in a Circle.
- Small occupants (such as Gnomes or Dwelfs) count as half a person for how many occupants can be in a Circle.

Circle Radius	Max # of Occupants	Circle Radius	Max # of Occupants
2'	1	12'	64
3'	4	13'	75
4'	7	14'	87
5'	11	15'	100
6'	16	16'	114
7'	21	17'	129
8'	28	18'	145
9'	36	19'	161
10'	44	20'	179
11'	54	21'	197

COUNTERSPELLS

Used to disrupt spells as they are being cast.

- **Method 1:** Use an opposing spell (light vs. darkness)
- **Method 2:** Use the spell named, Counterspell.
- **Method 3:** Use Arcana skill to spike the spell using double the Mana in the spell to be countered.
- **Counterspell Process:** All 3 methods have some steps in common.
 - **Assessment Roll:** Make an Assessment Roll using Perception or Arcana skill. Success gives you're the Tier of the spell. Higher successes can give you more information. If the spell is from another School, you receive a -4 unless using the Opposing Spell method.
 - **Choose Method:** Next, you choose which Method to use and make the attempt. If your method uses less Mana than the spell to be countered, you receive a -1 for each point of difference.
 - **Resolve Counterspell:** The attempt to counter the spell is resolved as a *Conflicting Action*, with the spell being countered if there is a tie or the person attempting to do the Counter wins.

ESSENTIAL SALTS

- May have a maximum number of ounces of *Essential Salts* equal to double the character's *Magic Stat*. There are 8 drams in each ounce. Each dram may be used in place of 1 Mana.
- Rules for finding Essential Salts can be found in *Fantasy Express*, p. 137.

MAGICAL RESONANCE

Each time that a character rolls doubles on the dice (i.e. 1-1, 2-2, 3-3, etc.) of his Casting Roll, if the doubles are equal to or less than the Tier of the spell being cast, this triggers a roll on the *Magical Resonance* table (p. 17). This roll is the GM's choice, based on the campaign and setting.

MEDITATION

Successful Meditation rolls allow the character to treat 1 hour of Meditation the same as 2 hours of sleep.

SPELL FUMBLES

- **SPELL FUMBLES:** Every spell has a Critical Failure range of 2. Unmodified *Casting Rolls* within that range are spell fumbles. Make a roll on the *Spell Fumbles* table (p. 16).

WYRSTORMS

These are magical storms that can happen when there is too much magical energy in a region. Each time that a character rolls doubles on the dice (i.e. 1-1, 2-2, 3-3, etc.) of his Casting Roll, the GM should check for a Wyrstorm (2d10 + [2 x Spell's Tier] + [sum of Tiers of all other spells cast in same round] > 20 = Wyrstorm). If the Wyrstorm Check fails to produce a Wyrstorm, the GM should then check for *Magical Resonance* if he is using it in his campaign.

COMBAT BOONS

CRITICAL DAMAGE

SL	Bash	Slash	Pierce	Magic/Energy	Martial Arts	Tooth & Claw
1*	+6 Hits Dazed (1)	+3 Hits Pain (1)	+2 Hits Bleed (1)	+4 Hits Dazed (1)	+3 Hits Dazed (1)	+5 Hits Dazed (1)
2*	+9 Hits Dazed (2) Stun (1)	+6 Hits Dazed (1) Pain (2)	+4 Hits Dazed (1) Pain (1)	+7 hits Dazed (2) Pain (1)	+5 Hits Dazed (2) Pain (1)	+8 Hits Pain (1) Bleed (1)
3*	+11 Hits Pain (1) Bleed (1)	+9 Hits Bleed (1) Pain (2)	+6 Hits Stun (1) Bleed (2)	+10 Hits Pain (2) Bleed (1)	+8 Hits Stun (1) Bleed (1)	+10 Hits Stun (1) Bleed (2)
4*	+16 Hits Stun (2) Pain (2)	+12 Hits Pain (3) Bleed (3)	+8 Hits Pain (2) Bleed (4)	+14 Hits Stun (2) Pain (3)	+11 Hits Stun (3) Pain (2)	+15 Hits Pain (2) Bleed (3)
5*	+20 Hits Stun (3) Bleed (3)	+15 Hits Stun (1) Bleed (4)	+10 Hits Pain (3) Bleed (5)	+18 Hits Stun (3) Pain (4)	+15 Hits Stun (4) Pain (3)	+20 Hits Stun (2) Bleed (4)

COMBAT OPTIONS

1+	Combat Shuffle: You are able to move your foe and/or yourself 5' in a specific direction for each SL spent on this option. This also allows for changing <i>Engagement Distance</i> without a RSR, if desired.
1	Defensive Posture: Your attack leaves you in a better position. Gain +2 to your DM next round.
1	Disarm Foe: Foe has to make a TSR or RSR (whichever is better) against your level or his weapon goes flying 1'-10' in a random direction. This is not the same as the Martial Move, <i>Disarm</i> . This is a side effect of the attack.
1	Hold Foe: Foe must make a RSR (or a TSR using <i>Brawn</i> as the stat, whichever is better) against your level or be <i>Held</i> .
1+	Initiative Boost: You gain +2 to your initiative in the next round for each SL spent on this option.
1	Knock Prone: Foe must make a RSR against your level (bash, grapple, or martial arts attacks only) or be knocked <i>Prone</i> . This is not the same as the Martial Move, <i>Knock Down</i> . This is a side effect of the attack.
1	Rapid Reload: You may immediately reload your bow or slingshot as an extra <i>Free Action</i> for the Round.
2+	Attack Boost: You gain a +1 modifier to your Attack Bonus in the next round for each SL spent on this option (i.e. spending 3 SL gives a +3 bonus). Requires spending a minimum of 2 SL.
2	Improved Hold: Foe is <i>Held</i> , no Save allowed this round, but they may attempt to escape starting on the following round.
2+	Inspiring Attack: Your move so inspires your friends that they all gain +1 to initiative in the next round for each SL spent on this option. Requires spending a minimum of 2 SL.
2	Lightning Strike: You may make a second attack against the same or a different foe (within range) with a -4 modifier. If you are using a ranged weapon, you must have a loaded missile weapon in hand (this option may be used with <i>Rapid Reload</i> above).
2	Pierce Armor: You find a chink in your enemy's armor. His Armor Rating is halved (rounded down) against this attack.
3	Advantageous Attack: Your attack leaves foe in an awkward and exposed position. This allows you to attack him from <i>On Rear</i> (+6 AB, no shield bonus to DM for foe) in the next round. This also allows other position-based attacks, such as <i>Backstab</i> , to be used in combat.
3	Disarm Foe II: Foe has been <i>Disarmed</i> . His weapon goes flying 1'-10' in a random direction, no Save allowed. This is not the same as the Martial Move, <i>Disarm</i> . This is a side effect of the attack.
3	Double Shot: You may select an additional target within 30' of your original target who is on the same line of attack. If the attack is a Piercing attack, the first of the two targets gets a slashing attack, rather than piercing (i.e. the attack sliced the first target before embedding in the second). Only a single roll is used, full result against first target, result -4 against the second.
3	Incapacitated: Foe makes a Save versus the number of ranks in your Combat Skill or they are knocked out.
3	Knocked Prone: Foe is knocked <i>Prone</i> . No Save allowed.
3	Multiple Strikes: Your attack roll may be used to strike an adjacent foe within reach of your melee weapon, using the original roll at -2.
3	Pierce Armor II: Foe's Armor Rating is one quarter normal (rounded down) against this attack.
3	Ricochet: Your ranged attack that does bashing damage strikes the first target normally, and then strikes a second target within 10' of the first one. The attack on the second target uses the same roll as the first with a -4 modifier.
4	Deadly Strike: Foe must make a TSR against your Level. Success means that they are <i>Incapacitated</i> . Failure means that foe dies in 10 rounds, minus the number of points that they Failed the Save by.
4	Knocked Out: Foe is totally incapacitated (knocked out). No Save Roll.
4	Pierce Armor True: You completely ignore foe's Armor Rating for this attack.
5	Death Strike: Foe must make TSR against your Level or immediately die. If foe makes the Save, he is <i>Incapacitated</i> for 24 hours.
6	Instant Death: Foe is killed instantly. No Saving Roll allowed.

* = This is the base SL cost. This cost may be increased based on the SL rating of armor being worn by the target of the attack.

+ = May spend multiple Success Levels on this option to gain the effect multiple times.

CASTING BOONS	
SLs	Success Level Effects
1+	Attack Advantage: Gain a +1 modifier to the caster's attack roll for this spell.
1+	Harder Save: Increase the negative modifier applied to the Save Roll by 1.
1+	Increased Targets: Spell affects 1 extra target more than normal.
2+	Increased Range: The range of the spell is increased by 1 <i>increment</i> . A range of Self can be increased to Touch, and a range of Touch can be increased to 10'.
2+	Increased Duration: The duration of the spell is increased by 1 <i>increment</i> . May not be used on spells with no duration.
2+	Increased Radius: The radius of the spell is increased by 1 <i>increment</i> . May not be used on spells that do not have an effect with a radius.
2+	Increased Distance: Some spells have an effect that includes a specific distance (i.e. moves point of sight 10'). This increases that type of effect by 1 <i>increment</i> .
2+	Increase Numerical Effect: When used on any spell whose non-damaging effect is measured by a number, that effect is increased by one <i>increment</i> .
+ = Each Success Level beyond the initial amount required adds another instance of the Boon to the spell. Increment = A number of the options refer to "increment". An increment is considered to be what is normal for the spell as it was cast (i.e. a range of 10' means the increment is 10', but another spell with a range of 50' would have an increment of 50'; a Duration of 1 round per rank would become 2 rounds per rank; etc.). Increment never applies to the damage a spell attack might do.	

SKILL BOONS	
SLs	Success Level Effects
1	Character learns an extra bit of relevant information that he was not expecting.
1*	Player gains a +2 bonus on the character's next attempt at a task related to this one.
1+	Result of skill use is increased by 10%, if possible. May be taken multiple times, but cannot increase result by more than 50%.
1	Saves against the skill just used receive a -2 modifier. This does not apply against Conflicting Actions.
1*	Task was performed more quietly than expected. Character gains a +2 bonus to any rolls to which a quiet result of this task will be of benefit.
1+	The task was performed quicker than expected. Each SL spent reduces the amount of time required by 10%. May not reduce required time by more than 50%.
2	Character gains or remembers information that can aid in resolving the adventure (i.e. the Dragon's cave has a back entrance, but not where).
2*	Character is so pumped from his success that he gains a +4 on his next die roll, regardless of its purpose.
2	Stunning Success: Onlookers are in awe of your skill, and are literally stunned 1 round.
3*	Character gains a +2 modifier to all future attempts to use this skill, until the first time he earns a <i>Critical Failure</i> for its use, then the modifier disappears.
3	Character gains or remembers information that can greatly aid in resolving the adventure (i.e. you know where the back entrance to the Dragon's cave is).
3*	Character is so pumped from his success that he gains a +2 to all of his rolls for 24 hours.
4	Character and all allies receive a +3 modifier to their next roll. It need not be related to the task that generated this.
5	Inspiring Success: Character and all allies within 50' gain a +4 bonus on their next roll. It need not be related to the task that generated this.
* = only one of these bonuses may apply at any given time. + = May spend multiple Success Levels on this option to gain the effect multiple times.	

FANTASY EXPRESS ACTION/TASK (FEAT) TABLE			
Total	Result/Success Levels	Difficulty	Modifier
UM 2	Critical Failure	Easy	+4
3 - 15	Failure	Standard	+/-0
16 - 19	Failure/Partial Success	Challenging	-3
20 - 22	Success (1 SL)	Hard	-6
23 - 26	Success (2 SL)	Very Hard	-9
27 - 30	Success (3 SL)	Heroic	-12
31 - 34	Success (4 SL)	Legendary	-15
35+	Critical Success (5 SL)	Mythical	-20

WEAPON FUMBLE MODIFIERS		
Mod.	Melee or Thrown	Missile
+0	Brawl, Hand weapons, Short impact weapons, thrown daggers	Hand or Light Crossbow
+2	Short edged weapons, Long impact weapons, hand axes, javelins	Short bow, sling shot, slings
+4	Long edged weapons	Heavy crossbow
+6	Two-handed weapons, chain weapons	Composite bow
+10	Polearms, net, whip	Long bow
-1 for every 2 ranks (rounded down) in the appropriate weapon skill		
-1 for each instance of Weapon Focus in the fumbled weapon		

WEAPON FUMBLES		
2d10	Melee & Thrown Weapons	Missile Weapons
≤ 15	Make an <i>Assessment Roll</i> during the next <i>Upkeep Phase</i>	Make an <i>Assessment Roll</i> during the next <i>Upkeep Phase</i>
16-20	Make an <i>Assessment Roll</i> during the next <i>Upkeep Phase</i> and choose one: <ul style="list-style-type: none"> • Drops weapon • Takes 1 SL worth of <i>Critical Damage</i> of type appropriate to the weapon to self 	Make an <i>Assessment Roll</i> during the next <i>Upkeep Phase</i> and choose one: <ul style="list-style-type: none"> • Drops weapon • Drops all ammunition • Break the weapon's string (if applicable)
21-25	Make an <i>Assessment Roll</i> during the next <i>Upkeep Phase</i> and choose two: <ul style="list-style-type: none"> • Drops weapon • Take 2 SL worth of <i>Critical Damage</i> appropriate to the weapon to self • Inflict weapon's DR in Hit damage and 1 SL of <i>Critical Damage</i> to nearby ally within range of weapon (if applicable) 	Make an <i>Assessment Roll</i> during the next <i>Upkeep Phase</i> and choose two: <ul style="list-style-type: none"> • Drops weapon • Drops all ammunition • Break weapon's string (if applicable) • Take 1 SL of <i>Critical Damage</i> of appropriate type to self • Inflict weapon's DR as Hit damage and 1 SL of appropriate type of <i>Critical Damage</i> to ally within weapon's range (if applicable)
25-30	Make an <i>Assessment Roll</i> during the next <i>Upkeep Phase</i> and choose two: <ul style="list-style-type: none"> • Drops weapon • Take 2 SL worth of <i>Critical Damage</i> appropriate to the weapon to self • Inflict weapon's DR in Hit damage and 2 SL of <i>Critical Damage</i> to nearby ally (if applicable) • The weapon breaks 	Make an <i>Assessment Roll</i> during the next <i>Upkeep Phase</i> and choose two: <ul style="list-style-type: none"> • Drops weapon • Drops all ammunition • Break weapon's string (if applicable) • Take 2 SL of <i>Critical Damage</i> of appropriate type to self • Inflict weapon's DR as Hit damage and 2 SL of appropriate type of <i>Critical Damage</i> to ally within weapon's range (if applicable)
30+	Make an <i>Assessment Roll</i> during the next <i>Upkeep Phase</i> and choose two: <ul style="list-style-type: none"> • Drops weapon • Take 3 SL worth of <i>Critical Damage</i> appropriate to the weapon to self • Inflict weapon's DR in Hit damage and 3 SL of <i>Critical Damage</i> to nearby ally (if applicable) • The weapon breaks 	Make an <i>Assessment Roll</i> during the next <i>Upkeep Phase</i> and choose two: <ul style="list-style-type: none"> • Drops weapon • Drops all ammunition • Takes 3 SL of <i>Critical Damage</i> of appropriate type to self • Inflict weapon's DR as Hit damage and 3 SL of appropriate type of <i>Critical Damage</i> to ally within weapon's range (if applicable)

MAGICAL RESONANCE MODIFIERS	
Tier of spell being cast	+varies
Spell cast with <i>Abnormal Spell Failure</i> modifiers	+(ASF)
In a Safe Haven	-4
In a Blighted Land or Darkland	+4
Healing or beneficial spell	-4
Nature-based or Illusionary spell	-2
Attack or harmful spell	+4
Dark or Infernal Spell	+6

SPELL FUMBLE MODIFIERS	
Level of spell being cast	+varies
<i>Abnormal Spell Failure</i> modifiers	+(3 x mod)
Skill Ranks (not total bonus) in Spell	-(ranks)
Healing, informational or divination spells	+0
Utility, self, defensive, or nature-based spells	+2
Enchantment magic	+4
Alteration magic (changes target in some way)	+6
Dark magic or elemental magic	+6

MAGICAL RESONANCE	
Roll	Effect
≤ 14	Nothing: You fully escaped notice.
15-18	Shiver: An inquisitive shadow passes over the caster, but soon its attention is drawn somewhere else. The character is safe, for now...
19-22	Awareness: The Darkness is aware of the caster's presence but unable to locate their current position. The next Spell that the character casts within the next hour automatically results in a Magical Resonance roll.
23-26	Attention: The GM chooses one: <ul style="list-style-type: none"> The Darkmaster becomes aware of the general position of the caster, and will send agents and spies to investigate. The caster is plagued by a terrifying vision sent by the Darkmaster, and become Stunned for 1-4 Rounds (Magical Resonance total roll minus 22 = # of rounds Stunned).
27-30	Pursuit: The GM chooses one: <ul style="list-style-type: none"> The caster has been located and deemed worthy of the Darkmaster's attention. A small band of servants will be sent to kidnap or apprehend the caster and their allies. The caster's mind is assailed by nightmarish visions. The caster is oblivious to their surroundings and is unable to take either Full or Half Actions until they are able to pass an Assessment Roll.
31-34	Assault: The GM chooses one: <ul style="list-style-type: none"> The Darkmaster has located the caster, and send a band of capable servants to destroy them. The caster's mind is scorched by the baleful eye of the Darkmaster. The caster falls to the ground unable to act for 1d10 Rounds, and must choose losing all their remaining Mana for the day or answering truthfully to a single question the Darkmaster asks in their mind.
≥ 35	Lieutenant: The character has been found by an overwhelmingly powerful servant of the Darkmaster, sent to bring the caster over to the dark side or to utterly destroy them.

SPELL FUMBLE	
Roll	Effect
≤ 18	The caster loses the Mana Points for the spell he attempted to cast.
19-22	The caster loses the Mana Points required by the spell and is Stunned for 1 Round.
23-26	The caster is Stunned 1 Round and chooses one: <ul style="list-style-type: none"> Loses double the Mana Points for the spell. The Spell goes off 2 Rounds after it was cast, but the caster must concentrate (<i>Half Action</i>) each round from the round he cast it until it goes off in order to get it right. The Stun takes effect the round after the spell goes off.
27-30	The caster is Stunned 2 Rounds and chooses one <ul style="list-style-type: none"> Loses double the Mana Points for the spell. The Spell goes off on a different target within range, if applicable. Determine randomly or GM chooses.
31-34	The caster is Stunned 3 Rounds and chooses two of the following: <ul style="list-style-type: none"> Loses triple the Mana Points for the spell. The Spell goes off on a different target within range, if applicable. Determine randomly or GM chooses. Roll on the <i>Magical Resonance</i> table with a special +4 to the roll.
≥ 35	The caster is Stunned 4 Rounds and chooses two of the following: <ul style="list-style-type: none"> Loses triple the Mana Points for the spell and becomes <i>Weary</i>. The Spell goes off on a different target within range, if applicable. Determine randomly or GM chooses. Roll on the <i>Magical Resonance</i> table with a special +10 to the roll. The caster is knocked out for 6 hours (starting after the Stun Rounds).