

House Rules

Table of Contents

- [Combat Rules](#)
 - [Facing](#)
 - [Knockback](#)
 - [Attacks and Parries](#)
 - [Damaging Weapons](#)
 - [Dodges](#)
 - [Special Damage](#)
 - [Close Combat](#)
 - [Determining Weapon Skill Percentages](#)
 - [Strike Ranks](#)
 - [Splitting Attacks](#)
 - [Other Weapon Rule Changes](#)
 - [New Weapons](#)
 - [Entangling Weapons](#)
- [Non Combat](#)
 - [Spirit Combat](#)
 - [Allied Spirits](#)
 - [Spirit Magic](#)
 - [Rune Spells](#)
 - [Spirit Binding, etc.](#)

Combat Rules [\[TOC\]](#)

Facing [\[TOC\]](#) 2020/03/01



Every human sized character has the following zones:

- Ranged zone
- Melee zone
- Rear

Melee weapons can only be used in your melee zone. Missile and ranged weapons can only be used in your ranged zone. Double function weapons like javelins and hand axes can be used in both the ranged zone and the melee zone but may do different damage.

You cannot parry to your rear though you can dodge attacks you are aware of.

Knockback [\[TOC\]](#) 2020/03/18

Every blow has the possibility of causing knockback. Take the total damage caused minus your SIZ (plus 1 per every 3 ENC). For every five points over your SIZ round down you get knocked back 1 meter. You must make a DEX x 5 roll to remain standing. Mounted warriors can attempt a Ride roll. If this roll succeeds add your mounts SIZ to your own.

If you are knocked back into a person of similar size both parties must make a DEX x 5 roll or fall down.

If you are knocked back 3 or more metres into a solid object you take 1D6 HP to a random hit location per metre travelled. Armour and magic protect.

Blows coming from above knock you straight down into a solid object. Roll DEX x 5 to remain standing PLUS take the damage you would from the knockback.

You can brace to avoid knockback. This makes it impossible for you to dodge but you get to add your STR to your SIZ for the purpose of defending against knockback.

Example

Carl is unlucky and gets hit by a Great Troll wielding a Maul 2D8 weapon damage plus 2D6 damage bonus. The troll rolls 20 points of damage. Carl is SIZ 13 and has 6 ENC so he has a defensive SIZ of 15. Since the troll did enough damage he gets knocked back 1 meter and has to make a DEX x 5 roll to remain standing. He couldn't take any damage from this blow for running into anything.

Now say the troll rolled a special. This would be 11 points of weapon damage plus 12 points (the trolls max damage bonus) plus the roll of 2D6 say 10 points. That's 33 points minus Carl's 15 for a result of a 3 metre knockback ($18/5=3$). If Carl hits anything he takes another 3D6 in some location.

If the troll rolled a critical hit he would ignore Carl's SIZ for knockback. His damage would be 16 (weapon) + 12 (maximum damage bonus) + 5 (rolled damage bonus). That knocks Carl back $33/5 = 6$ metres for 6D6 to a random location.

In the case of impaling weapons the wielder gets their standard remove percentage before knockback occurs. If the weapon is stuck they lose hold of it as their target goes backwards!

Attacks and Parries [\[TOC\]](#) 2020/03/18

This section shows how to interpret damage and special/critical rolls. In the case of special hits hitting a successful parry the weapon takes 1 HP if its HP are exceeded. These results are indicated by a yellow background.

On entries shown as critical hits any successful parry results in the parrying weapon taking full damage after its HP are subtracted from the damage. This result is indicated by a red background in the table below.

	Critical Parry	Special Parry	Normal Parry	Failed Parry	Fumbled Parry
Critical Hit	No damage	Special hit	Critical hit	Critical hit	Critical hit
Special Hit	No damage	Normal hit	Special hit	Special hit	Special hit
Normal Hit	No damage	No damage	Normal hit	Normal hit	Normal hit
Failed Hit	No damage	No damage	No damage	No damage	Normal hit
Fumbled Hit	No damage	No damage	No damage	No damage	No damage

Note that impaling weapons can only damage shields!

In the case of special and critical parries they may damage weapons as well. Cells with an orange background show cases where 1 point can be done if HPs are exceeded and the cell with a green background indicates cases where all damage in excess of HP are done. In neither case is the attacker ever injured!

Example

Otto is wielding a broadsword with Bladesharp 3 and a 1D4 damage bonus. He's fighting Sven who has a mace and a medium shield. Otto gets a special hit on Sven who only gets a normal parry with his medium shield. Otto rolls 2D8 + 5 + 1D4 and gets 13 points of damage. Sven's shield goes down 1 point and the 1 point goes through.

Later in the same fight Otto gets really lucky and rolls a crit! This does maximum damage! (Otto rolled a 4 on his damage bonus). The damage is 25 points of damage. This is what could happen to Sven:

- He rolls a critical parry and escapes all damage!
- He rolls a special parry Otto would have to roll his weapon damage twice as a special attack and loses the armour ignoring. Say 22 points of damage. Sven's shield would block 11 points, lose another HP and let 11 points get through. These can be stopped by armour and/or magic.
- He rolls a normal parry. His shield is destroyed by the blow stopping 11 of the points. The other 14 get through and mangle or sever his shield arm .
- Failed parry. 25 points get through any armour and/or magical protection and either cut off a limb or kill him.
- Fumbled parry. See failed parry results PLUS a rolled fumble.

Damaging Weapons (Rune Metal) and Otherwise [\[TOC\]](#) 2020/03/18

Weapons may be damaged during attacks or parries.

A parrying weapon can be damaged in the following case:

- A critical hit versus a special parry will cause 1 HP of damage if the parrying weapon's HP are exceeded.
- A special hit versus a normal, failed or fumbled parry will cause 1 HP of damage if the parrying weapon's HP are exceeded.
- A critical hit versus a normal, failed or fumbled parry will cause all damage in excess of a weapon's HP to be taken by the weapon.

Similarly a parrying weapon can damage an attacking weapon in the following cases:

- A critical parry versus a special hit will cause 1 HP of damage if the attacking weapon's HP are exceeded.
- A special parry versus a normal, failed or fumbled attack will cause 1 HP of damage if the attacking weapon's HP are exceeded.
- A critical parry versus a normal, failed or fumbled attack will cause all damage in excess of a weapon's HP to be taken by the weapon.

Enchanted copper or iron weapons would take damage only if its HP are more than doubled. So

- A copper great sword would need to take 25 HP before losing a HP. (Though any points over 12 still go through to the user's armour.)
- An iron great sword would need to take 37 HP before losing a HP. Though again it only stops 18 points of damage.

To destroy these weapons completely they would need to be struck by the following damage:

- Bronze great sword = 24 points (HP x 2)
- Copper great sword = 36 points (HP x 3)
- Iron great sword = 54 points (HP x 3)

These amounts only damage a weapon. To destroy a weapon they would need to be subjected to the following amounts in a single blow:

- Bronze great sword = 36 points (HP x 3)
- Copper great sword = 48 points (HP x 4)
- Iron great sword = 72 points (HP x 4)

Rune metal weapons can be damaged by non-rune metal weapons if they take these amounts of damage.

Dodges [\[TOC\]](#) 2020/03/18

This table shows what happens in the case of dodges versus attacks.

	Critical Dodge	Special Dodge	Normal Dodge	Failed Dodge	Fumbled Dodge
Critical Hit	No damage	Special hit	Critical hit	Critical hit	Critical hit
Special Hit	No damage	No damage	Special hit	Special hit	Special hit
Normal Hit	No damage	No damage	No damage	Normal hit	Normal hit
Failed Hit	No damage	No damage	No damage	No damage	Normal hit
Fumbled Hit	No damage	No damage	No damage	No damage	No damage

Special Damage [\[TOC\]](#) 2020/03/18

This section shows the effects special (1/5 chance) and critical (1/20th) rolls have.

Type	Special	Critical	Special Effects
Impale	<ul style="list-style-type: none"> • Weapon damage rolled twice + magic + DB. • A long spear does 2D10+2 + magic adds + rolled DB. • For someone using Bladesharp 2 with a 1D4 DB this would be 2D10+2+2+1D4 	<ul style="list-style-type: none"> • Maximum damage that ignores armour. • Using the previous example the long spear would cause 24 + 1D4 points of damage. 	<ul style="list-style-type: none"> • Impaled weapons that pierce armour are stuck in the target. To remove them the round they get stuck in is ½ weapon skill for the wielder. • Every full MR the wielder spends trying to pull his weapon out, neither parrying nor dodging gives them a full weapon skill chance of pulling it out in SR 12. After 5 MR the weapon is automatically pulled out. • Someone impaled has a [STR+CON – Weapon ENC] x 2% chance of pulling the weapon out themselves. • Impaled weapons do half damage if you move. So for the long spear with Bladesharp 2 roll

Type	Special	Critical	Special Effects
			1D10 + 3 halved. In the case of arrows and quarrels roll 1D6/2. Plus Speedart if applicable.
Slash	<ul style="list-style-type: none"> • Weapon damage rolled twice + magic + DB. • A broadsword slashing would do 2D8+2 + magic adds + rolled DB. • For someone using Bladesharp 2 with a 1D4 DB this would be 2D8+2+2+1D4 	<ul style="list-style-type: none"> • Maximum damage that ignores armour. • Using the previous example the broadsword would cause 20 + 1D4 points of damage. 	<ul style="list-style-type: none"> • If the hit points in a location are equalled or exceeded the target may be incapacitated and must roll [CON-Damage taken] x 5 or less to remain conscious. If failed the victim is unconscious for 1D6 hours unless woken.
Crush	<ul style="list-style-type: none"> • Weapon damage + magic + DB + max DB. • For someone with a DB of 1D6 using a Maul with bludgeon 3 this would be 2D8 + 3 + 1D6 + 6 	<ul style="list-style-type: none"> • Maximum damage that ignores armour. • Using the previous example the maul would cause 25 + 1D6 points of damage. 	<ul style="list-style-type: none"> • Target suffers from Knockback. This means the target goes backwards 1 meter for every five points of damage without subtracting the target's SIZ.

Close Combat [\[TOC\]](#) 2020/03/18

It is possible to go into close combat with an opponent. You and your opponent may be rolling around on the ground or just in the same hex. Only unarmed combat or weapons with a base SR of 4 can be used in close combat.

If someone wishes to engage in close combat with an opponent armed with a longer weapon they can state their intent to go into close by attempting an attack with a weapon allowed in close combat. If the opponent can keep this attack from landing they will keep them out of close combat. If they fail they are engaged in close combat and must drop their oversized weapon.

The only way to disengage from close combat is to defeat your opponent or use the standard disengaging rules found on page 195 in the rules.

Determining Weapon Skill Percentages [TOC] 2020/03/01

The weapon skill you use in combat is affected by a number of factors. The order in which these factors are added is important.

Spells like Axe, Spear or Sword Trance, Berserk and Fanaticism affect your weapon skill while spells like Bladesharp, Bludgeon and Speedart affect your weapon's chance to hit. Your weapon skill and adds to it can be broken down in the following manner:

A					B		C
Base Chance	Manipulation Bonus ¹	Rune/Passion Augment	Weapon Trance Spells ²	Fanaticism or Berserker ³	Weapon Mods Magic and Otherwise ⁴	Situational Modifiers	%
Weapon skill	±	±	+	X 1.5	±	±	

For example: Sticklebrix has an axe skill of 65%. His Manipulation bonus is +25 and he knows the following Spirit Magic spells: Fanaticism, Strength and Bladesharp 4. He also invokes his Hate Chaos passion for a +30 add. He is also attacking an unaware Chaotic enemy (+40%) in complete darkness (-75%).

His axe skill is: 65% (base skill) +25% + 10% (Manipulation bonus + 10% for the Strength spell) +30% for the Hate Chaos augment x 1.5 for Fanaticism + 20% for Bladesharp, +40 for attacking an unaware opponent and -75% for attacking in total darkness.

A					B		C
Base Chance	Manipulation Bonus ⁵	Rune/Passion Augment	Weapon Trance Spells ⁶	Fanaticism or Berserker ⁷	Weapon Mods Magic and Otherwise	Situational Modifiers	%
65%	+25% + 10% ⁸	+30%	+0	X 1.5	+20%	+40% -75%	180

- $(65 + 25 + 10 + 30) \times 1.5 = 195 + (20 + 40 - 75) = 180\%$

¹ This can be modified by the use of Strength and/or Coordination spirit magic spells.

² You cannot use weapon trance spells AND Fanaticism or Berserker.

³ Berserker doubles your skill when facing Chaos.

⁴ Dullblade would subtract from the chance to hit.

⁵ This can be modified by the use of Strength and/or Coordination spirit magic spells.

⁶ You cannot use weapon trance spells AND Fanaticism or Berserker.

⁷ Berserker doubles your skill when facing Chaos.

⁸ From the Strength spirit magic spell.

Splitting Attacks 2020/02/08 [\[TOC\]](#)

Anyone with a skill of 100% with a weapon can split their attacks. The following applies:

- You use the skill determined in section A of the previous section as the amount to be divided. So in the previous example this would be 195%;
- Each attack has to be at least 50%;
- Your attacks do not have to be the same percentage but they do have to be at least 50%;
- You can only have as many attacks as you have SRs keeping in mind each attack has its own SR. So if a single attack has a SR of 3 you can only attack 4 times in a round IF your skill is at least 200%⁹;
- Your parry chance with the weapon you are splitting is divided by the number of attacks you are doing.
- Note that the adds/subtracts under B do not apply to parries except in the case of fine weapons that have a built in adds and the Parry spell applied to shields.

For example: Using the previous example Sticklebrix is going to use his skill of 195% to attack twice in the round. He can attack at the following percentages:

- 50 and 145, 97 and 98 or any variation thereof as long as the lowest attack chance is at least 50%.

To these chances are added the values under B. So if Sticklebrix was doing two attacks at 97 and 98 his final chances to hit would be 82 and 83 percent.

- $97 + 20 + 40 - 75 = 82$ and $98 + 20 + 40 - 75 = 83$.

If his base SR is 4 he can attack at SR 4 and 8.

Remember that his parry chance would be halved IF he could parry which he can't because of the Fanaticism.

Weapons normally take 1 or more points of damage IF their HP are exceeded. In the case of enchanted copper and all iron weapons the weapon only takes damage IF their HP are more than doubled¹⁰.

If you are splitting your attacks with a two-handed weapon your parry percentage is divided by the number of attacks you are making.

⁹ Remember that Bladesharp and that class of spells add to each individual attack not to your overall skill.

¹⁰ Remember that unenchanted iron weapons only have as many HP as their bronze equivalents.

E.g. Troll Todd has a skill of 180 with his maul. He's attacking twice and has two attacks of 90% and a base parry of 90%.

Strike Ranks [\[TOC\]](#) 2020/03/18

Closing 2020/03/18

Because weapons come in different lengths it is possible for someone with a shorter weapon to close with their opponent to try and negate the advantage that the longer weapon has. This cannot happen in the first round of combat. In the second round the combatant with the shorter weapon can state that they will close. If the person with the longer weapon has room to maneuver they can back up and keep their advantage. If they can't or won't back away the respective weapon SR are reversed.

For example:

Ted DEX 13 (SR 2) and SIZ 15 (SR 1) armed with a short sword (SR 3) is attacking Dave, DEX 11 (SR 3) and SIZ 14 (SR 2) armed with a long spear (SR 0).

Ted is SR 6 while Dave is SR 5. If Ted closes and Dave is unable or unwilling to distance himself Ted's SR will change to 3 and Dave's will change to SR 8.

Innate Abilities 2019/12/31

Innate monster abilities like a succubus' charm occur on SR 1 like rune magic.

Other Weapon Rule Changes [\[TOC\]](#)

Sling Stones 2019/12/31

Sling stones of all sorts do double damage on specials and maximum damage on criticals. So on a special a sling stone will do 2D8 damage and on a critical it will do 16 points. Note that this is not impaling damage!

This rule does not apply to thrown rocks which do normal crushing damage.

New Weapons 2020/03/11 [\[TOC\]](#)

Melee 2020/03/11

Category	Name	Base%	STR	DEX	Damage	HP	ENC	Length	SR	Type
Spear: One-handed (1H)	Trident	05%	6	10	3D3	10	2	1.5	2	I
Spear: One-handed (1H)	1H Spear	05%	9	7	1D8+1	10	2	1.5	2	I

Thrown/Missile

Category	Name	Base%	STR	DEX	Damage	HP	ENC	Range	SR	Type
Javelin	Trident	05%	7	10	1D8	10	2	20	1/MR	I
Net	Net	05%	9	13	-	10	3	3	1/MR	-
Whip	Whip	05%	9	9	1D4	6	1	5	1/MR	S

Entangling Weapons 2020/03/11 [\[TOC\]](#)

Pole lassos and whips work similarly. The attacker makes a melee attack and needs to score a normal, special or critical hit. A location is rolled for and that location is immobilized. The only way for the immobilized limb to be freed is to either succeed in a STR vs. STR contest or to destroy the entangling weapon.

Nets entangle the entire body and must be destroyed or untangled to escape from. The net wielder can state they are holding tension on the net by engaging in a STR vs STR struggle. The person in the net has to have no tension to escape a net. The person held in the net can use either unarmed combat or SR 3 weapons to attempt to damage the net.

Non Combat [\[TOC\]](#) 2020/03/18

Spirit Combat [\[TOC\]](#) 2019/12/31

As described in the rules Spirits must spend one round manifesting themselves in the material world before engaging an opponent in spirit combat. They finish materializing in strike rank 12 of that round. This is the only strike rank of that round they can be attacked with enchanted weapons or spells. If any character is prepared or in range they can strike or cast spells on the spirit.

The following round the spirit can attack someone in spirit combat. Because spirit combat requires contact this means:

- Anyone other than the person in spirit combat who tries to attack with physical weapons has to use the Shooting into Melee rules found on page 214 of the rules (215 in the PDF).
- The person engaged in spirit combat can only use weapons with a base SR of 4 due to the proximity of the spirit.
- If someone wants to hit the spirit without striking a random target they can enter spirit combat as well and use weapons with a base SR of 4. They will be attacked by the spirit in SR 12 though.

Allied Spirits [\[TOC\]](#) 2019/12/31

If a priest or rune lord dies their allied spirit remains on the mortal plane for 1 week losing a point of either INT or POW decide randomly each day to see if the rune level will return to this plane.

If an allied spirit is inside a weapon or other object that is broken irreparably it will remain trapped in the shards and unable to do anything until it is transferred into a new vessel using the proper ceremonies.

Allied spirits and their rune lord/priest can see through each other's senses. In times of stress this requires a concentration roll of 3 x INT. This just allows the hitchhiker to use the host body's senses.

Normally an allied spirit and a rune level can freely use spells known by either party. Allied spirits and rune levels can also freely cast spells on each other no matter the range. However if an allied spirit or a rune level wishes to cast a spell on someone or something outside of the shared bodies they have to take control of that body.

For example: Bjorn Windchaser's allied spirit is a hawk. If Bjorn is inside a cave and his hawk which stayed outside wishes to cast a Disrupt at a Gorp in the cave this is what has to happen:

The hawk has to take control of Bjorn with a Concentration roll of 3 x INT. This takes 5 Strike Ranks. It can then cast the spell using Bjorn's body. While it is casting the spell it is in charge of the body and uses its skills, not Bjorn's to defend should Bjorn be attacked physically. The hawk has to be in command of Bjorn's body for at least 5 SR plus the SR required to cast the spell. After the spell is cast it returns control to Bjorn but this also takes 5 SR but without a Concentration roll.

Note that an allied spirit in an object can only cast magic on the object or the rune level it is allied to. The rune level can always use its ally's spells but if they are unconscious the allied spirit can only cast on the rune level.

The only way an allied spirit in an object can gain a POW check is by taking control of their rune level as described above.

Note that spirits that are not embodied use their INT if they have it or their POW to determine their Strike Rank when casting spells.

Spirit Magic [\[TOC\]](#)

Coordination 2020/02/02

This spell adds 3 points to DEX. This adds 5% to Agility, Manipulation and Stealth skills by 5%. It will also reduce DEX SR by 1 point. This will take DEX SR down to zero but will not affect SIZ or weapon based SRs.

Parry 2020/02/08

Parry adds 1 point to the HP of a Shield per point of spell. These points last for the duration of the spell.

Strength 2019/12/31

This spell adds 8 points to your strength. Calculate any agility and manipulation skill bonus increase based on the new Strength. The spell will always add one level to the damage bonus for the duration of the spell, e.g. from 1D4 to 1D6, 1D6 to 2D6, etc.

Rune Magic [\[TOC\]](#)

Shield 2019/12/31

This spell is now a Common Rune Spell available to all cults that have access to all Common Spells.

Yelmalio 2019/12/31

Yelmalio has the spell Spear Trance as a Special Rune Magic and Truespear as an associated cult spell from Yelm. Both of these use Sky as their main rune.

Arrow, Axe, Spear, Sword Trances 2020/02/02

Trance spells only last for the duration of the spell or the duration of a battle¹¹. The god won't let them be misused by allowing them to be extended.

Spirit Binding, etc. [\[TOC\]](#) 2019/12/31

A rules clarification: Second Sight, Soul Sight, Pierce Veil all allow the caster to see spirits in the material world, sorry Middle World (damn Police song references). Even if they're inside a familiar, or a binding item. None of these will allow the caster to see spirits in the Spirit World from the Middle World. Only shamans can do that!

¹¹ If they're extended. There's little point in using more than 2 points of extension on a weapon trance spell.

Natural binding objects

A spirit of any size may be bound into a MP storage crystal. Note that in this case they cannot also be used for storing MPs. You can use their MPs or spells/knowledge.

Other types of natural binding objects may exist.

Manmade binding objects

Page 249 - Binding objects and animals must be enchanted with 1 point of POW per characteristic that the spirit possesses. 2 points for a basic unintelligent spirit to 7 points for something like a nymph.

You may want conditions (p. 250) placed on your enchantment (that limit who can use it) because if you don't have any conditions anyone who can see your spirit, i.e. anyone with Second Sight, Soul Vision or Pierce Veil cas, may cast a command spell on the spirit to get it to do things for them.

Someone else can create the item for you, the creator always has to spend 1 point of POW but you or someone else can contribute the rest of the POW points.

Binding enchantment - Spirit magic pg. 258

Binding enchantment - Rune magic pg. 321

Bind spirit - Sorcery pg. 391

Bind elemental – Sorcery pg. 391

These are the spells required to create binding items. You could buy these.

Finding a spirit

Shamans can find any spirits they like be travelling to the Spirit World.

Priests/rune lords/initiates can use the Summon cult spirit pg. 342 to summon cult spirits. Or Summon Elemental (type) pg. 342 to summon elementals.

Once you have a spirit present you have to bind it into your item or familiar.

Binding that spirit

Control (Entity) - Spirit – 258 – must be specific to type of spirit.

Command (Cult Spirit) - Rune – 323 - covers any spirit allowed to the cult.

Dominate (disincorporate spirit) - Sorcery – 394 – must be specific to type of spirit.

Dominate (elemental) - Sorcery – 395 – must be specific to type of spirit.

Note that Command Cult Spirit is the only general spell (sort of) as it will control any spirit associated with a cult. In the case of elementals the size would be limited to the size allowed to the cult. The other spells are tied to a specific type of entity.

A spirit bound into an item/familiar cannot do much. You can use its MP or cast any spells it may know BUT without releasing it from the item it cannot do anything else.

If you release it without casting the control, etc. spell on it the spirit will perform one action and then will usually flee. If you cast a control, etc. spell on it first it will come out operate for the duration of the spell and then can be returned to the binding item. Note that once bound into a familiar the spirit can only be released by the death of its host animal.

Note that you can only have CHR/3 spirits bound to you.

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