



**MANA
PUNK**

Health

DEADLY	10	+4 TN Penalty, -4 to Initiative
	9	
	8	
SERIOUS	7	+3 TN Penalty, -3 to Initiative
	6	
	5	
MODERATE	4	+2 TN Penalty, -2 to Initiative
	3	
LIGHT	2	+1 TN Penalty, -1 to Initiative
	1	

TABLE: "Health Bar Example"

Penalties are cumulative across **both** Physical and Mental Health Bars. Make sure to add up penalties from both bars to get your Current Total Penalty Level.

Recovery

Medicine Modifiers

Condition	Modifier
Poor Conditions (Inclement Weather, Dirty)	- 2D6
Excellent Conditions (Superior resources, Clean)	+ 2D6
Stocked Healer's Kit on hand	+ 1D6

Heal Time in days = (2 x # of Physical Damage Boxes) divided by the number of Medicine skill successes.

Magical Healing Modifiers

Condition	Modifier
Penalty per Engineered Arm	- 1D6
Penalty per Engineered Leg	- 1D6

These penalties are applied to the Sorcery skill check made with the related healing spell, and **do not** carry over to the drain check for the casting Mage.

Knockdown

Knockdown Check = STRENGTH (Resisted)

Knockdown TN# = 1/2 Attack Damage Code#

Required Successes to Resist Knockdown

Light Attack	1 Success
Moderate Attack	2 Successes
Serious Attack	3 Successes
Deadly Attack	N/A

If no successes are generated by the knockdown resist check, the target of the knockdown effect is pushed back **1 meter** and thrown to the ground. If at least **1** success is achieved but not the total number required, then the target is not thrown to the ground but is still pushed back **1 meter**. Whenever checking for knockdown, always make sure to check the description of the ability causing the knockdown. Often times these powers or techniques can offer bonuses to knockdown that should be taken into account.

Armor

The S-CAP abbreviation stands for:

SLASHING / CRUSHING / ARCANE / PIERCING

Mana based spell effects deal Arcane Damage while Physical spells will usually either deal Crushing, Slashing or element-specific damage. When checking for damage, use whatever armor rating best makes sense as judged by your group.

Armor Type	S	C	A	P
Padded Cloth	1	0	2	0
Leather	1	1	0	1
Padded Leather	2	1	0	1
Hide Armor	3	1	2	2
Banded Mail	2	3	0	2
Scale Mail	3	3	0	3
Iron Vine	3	3	3	1
Chain Mail	4	4	0	1
Plate Mail	5	5	1	4

Armor Type	Cost	Weight	-Init
Padded Cloth	2s	3	0
Leather	10s	15	0
Padded Leather	20s	20	0
Hide Armor	1g50s	25	-2
Banded Mail	3g50s	30	-3
Scale Mail	6g	30	-2
Iron Vine	28g	40	-2
Chain Mail	16g	40	-4
Plate Mail	120g	60	-6

Shield Type	S	C	P
Buckler	1	1	0
Light Wooden	1	1	0
Light Steel	1	2	0
Heavy Wooden	1	2	1
Heavy Steel	1	2	1
Tower	3	3	2

Armor Type	Cost	Weight	-Init
Buckler	5s	5	-1
Light Wooden	25s	5	-1
Light Steel	1g	6	-2
Heavy Wooden	75s	10	-2
Heavy Steel	3g	15	-4
Tower	30g	45	-8

Action Types

There are various types of actions that can be performed during the course of combat. These actions fall into three basic categories, each of which will be explained in this section.

Example Free Actions

Talk / Shout
Drop Object
Gesture / Point
Examine Object / Scrutinize
Pickup Object (at your feet)
Draw Weapon
Deactivate Spell or Ability

Example Basic Actions

Activate / Deactivate Magic Item
Command Minion / Pet
Ranged Attack
Reload Ranged Weapon
Thrown Weapon Attack
Aim
Use Potion / Salve

Example Advanced Actions

Melee Attack
Charge
Cast a Spell
Conjure Minion / Pet
Activate / Deactivate Artifact
Use a Skill

Combat Modifiers

Combat Target Number Modifiers

Condition	TN# Mod
Partial Cover	+ 1
Full Cover	+ 2
Running Target	+ 2
Partial Darkness (Without enhanced vision)	+ 2
Partial Darkness (Low Light, Heat Vision)	+ 1
Total Darkness (Without enhanced vision)	+ 4
Total Darkness (Low Light, Heat Vision)	+ 2
Direct Sunlight (Dark Vision ONLY)	+ 2
Smoke (Does not affect Heat Vision)	+ 2
Target is prone	- 4
Light Rain / Fog (without Heat Vision)	+ 1
Heavy Rain / Fog (without Heat Vision)	+ 2

Combat Round Instructions

- Everyone rolls initiative (Game Master rolls for any NPCs)
- All pools (except Fate Pool) refresh
- Determine which order everyone goes in, starting with the highest number first.
- Combat Turn
 - A person has 1 advanced action or 2 basic actions that they can perform. (Free actions can be performed at any time; they do not require a person to be 'in their turn' to use.)
 - A person may also choose to "hold action", waiting to go until they choose (or until right before their next action, only 1 combat turn can be held at a time & must be used before that person's next Combat Turn).
 - Combat turn is completed
- The next person in order then takes their Combat Turn, progressing immediately after to the next lower number.
- Once every player has gone at least once, subtract 10 from their last turn number. (If subtracting 10 drops their initiative below 1, they are no longer participants in this combat phase and must wait until the next combat phase.)
- Return to step 3 and repeat the process for everyone that has a remaining initiative of 1 or higher.

Movement

Racial Running Movement Modifiers

Race	Modifier	Race	Modifier
Human	x 4	Brownie	x 3
Common Elf	x 4	Orc	x 4
Dark Elf	x 4	Goblin	x 3
Wood Elf	x 4	Ogre	x 4
Hill Dwarf	x 3	Troll	x 4
Mountain Dwarf	x 3	Giant	x 4
Unghar Dwarf	x 3	Minotaur	x 4
Forest Gnome	x 3	Cyclops	x 4
Plains Gnome	x 3	Bakta	x 4 (x 5)
Rock Gnome	x 3	Avari	x 4 (x 5)
Windling	x 3 (x 4)	Solaran	x 4
Pixie	x 3 (x 4)	Geosan	x 3

Movement ratings in (parenthesis) indicate max flying speed.

These distances represent a "Full Move Action", sacrificing all actions in order to cover a greater distance on the battlefield.

Barrier Ratings

Materials Table (Barrier Ratings)

Object's Material	Barrier Rating (BR)
<i>Cloth / Paper</i>	2
<i>Glass</i>	3
<i>Wood</i>	4
<i>Soft Stone (Marble, Slate)</i>	6
<i>Hard Stone (Granite, Basalt)</i>	8
<i>Iron</i>	8
<i>Steel</i>	10
<i>Diamond</i>	16

Thrown Weapons

Aerodynamic Weapon Ranges & Target Numbers

Range	Distance	Target #
Short	0 - STR	4
Medium	STR x 2	5
Long	STR x 4	6
Extreme	STR x 6	8

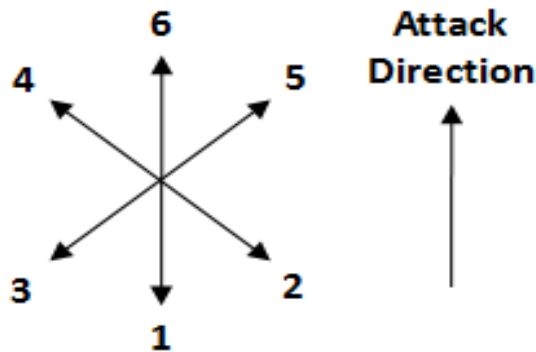
(All of the above distances measured in meters)

Non-Aerodynamic Weapon Ranges & Target Numbers

Range	Distance	Target #
Short	0 - STR	4
Medium	STR x 2	5
Long	STR x 3	6
Extreme	STR x 4	8

(All of the above distances measured in meters)

Bounce Direction Chart



TARGET NUMBER EXAMPLES

2	Easy Task. Pick up a sword and NOT stab yourself with it.
3	Pick up a sword, clean it, and NOT stab yourself with it.
4	Average difficulty task. Use a sword to attack a foe.
5	Above average difficulty. Use a sword to attack a foe behind partial cover.
6	Difficult task. Use a sword to attack a foe in partial darkness.
8	Fairly difficult task. Use a sword to attack a foe in total darkness.
10	Extremely difficult task. Attack a running target in total darkness.
14	Absurdly difficult task. Use a sword to attack a running target in total darkness while you are on fire.
18	"I think the Game Master is trying to kill me" difficulty task. Throwing a sword to hit a moving target in the dark while you are on fire, and you've got this itch in the middle of your back you just CANNOT reach that has been driving you mad all day.

Magic Gear

See the *Astral* or *Mages* chapters for further details regarding the items listed below.

Magical Tools

Foci	Cost	Bonding Cost
Portal Key	Force x 20 g	2 LP x Force
Magic Booster	Force x 75 g	6 LP x Force

Modifier Fetishes

Type	Cost
Combat Fetish	2 g
Detection Fetish	50 s
Healing Fetish	5 g
Illusion Fetish	1 g
Manipulation Fetish	3 g

Spell Formulae

Type	Cost
Combat Spell	(2 x Spell Force) g
Detection Spell	(1 x Spell Force) g
Healing Spell	(3 x Spell Force) g
Illusion Spell	(1 x Spell Force) g
Manipulation Spell	(1 x Spell Force) g
Teleportation Spell of any type	(5 x Spell Force) g

RACIAL UNMODIFIED ATTRIBUTE MAXIMUMS

	Body	Strength	Quickness	Intelligence	Willpower	Charisma
Human	6 (12)	6 (12)	6 (12)	6 (12)	6 (12)	6 (12)
Common Elf	6 (12)	6 (12)	7 (13)	6 (12)	6 (12)	8 (14)
Dark Elf	7 (13)	6 (12)	7 (13)	6 (12)	7 (13)	6 (12)
Wood Elf	6 (12)	7 (13)	8 (14)	6 (12)	6 (12)	6 (12)
Hill Dwarf	7 (13)	8 (14)	6 (12)	6 (12)	7 (13)	6 (12)
Mountain Dwarf	8 (14)	8 (14)	6 (12)	6 (12)	6 (12)	6 (12)
Unghar Dwarf	8 (14)	7 (13)	6 (12)	6 (12)	7 (13)	6 (12)
Forest Gnome	6 (12)	7 (13)	7 (13)	6 (12)	8 (14)	6 (12)
Plains Gnome	7 (13)	7 (13)	6 (12)	6 (12)	8 (14)	6 (12)
Rock Gnome	7 (13)	8 (14)	6 (12)	7 (13)	6 (12)	6 (12)
Winding	6 (12)	6 (12)	6 (12)	7 (13)	6 (12)	8 (14)
Pixie	7 (13)	6 (12)	6 (12)	7 (13)	7 (13)	6 (12)
Brownie	7 (13)	6 (12)	7 (13)	6 (12)	7 (13)	6 (12)
Orc	9 (15)	9 (15)	6 (12)	5 (11)	6 (12)	5 (11)
Goblin	6 (12)	7 (13)	9 (15)	7 (13)	6 (12)	4 (10)
Ogre	9 (15)	8 (14)	6 (12)	5 (11)	6 (12)	5 (11)
Troll	11 (17)	10 (16)	5 (11)	4 (10)	6 (12)	4 (10)
Giant	11 (17)	10 (16)	6 (12)	4 (10)	6 (12)	4 (10)
Minotaur	10 (16)	9 (15)	5 (11)	5 (11)	6 (12)	5 (11)
Cyclops	11 (17)	12 (18)	5 (11)	4 (10)	6 (12)	4 (10)
Bakta	7 (13)	6 (12)	9 (15)	7 (13)	6 (12)	6 (12)
Avari	6 (12)	7 (13)	7 (13)	6 (12)	6 (12)	8 (14)
Geosian	11 (17)	10 (16)	5 (11)	6 (12)	6 (12)	4 (10)
Solaran	6 (12)	4 (10)	9 (15)	6 (12)	8 (14)	7 (13)

The numbers in (parenthesis) represent a race's absolute highest attribute value possible without the use of magic, magic items or artifacts.

RACE BUILD POINT COSTS

Race	BP Cost	Race	BP Cost
Human	0	Brownie	10
Common Elf	5	Orc	5
Dark Elf	5	Goblin	5
Wood Elf	5	Ogre	15
Hill Dwarf	5	Troll	15
Mountain Dwarf	5	Giant	15
Unghar Dwarf	5	Minotaur	15
Forest Gnome	10	Cyclops	15
Plains Gnome	10	Bakta	10
Rock Gnome	10	Avari	15
Winding	15	Geosian	15
Pixie	15	Solaran	15

DICE POOLS

Dice Pool Calculations Table

Combat Pool	Intelligence + Quickness + Strength / 2
Magic Pool	Intelligence + Willpower + Magic Rating / 3
Astral Pool	Intelligence + Willpower + Charisma / 2
Focus Pool	Intelligence + Charisma + Focus Rating / 3
Fate Pool	1 (Starting off)

Building Points Table

Component	Cost (in Building Points)
Warrior	10 (& 6 Power Points)
Mage	20 (& 30 Spell Points)
Mystic	10 (& 6 Lore Points)
Attributes	1 Attribute Point per 2 Building Points
Active Skills	1 Skill Point per 1 Build Point
Resources	
5 Silver	-5 BP
5 Gold	0 BP
20 Gold	5 BP
90 Gold	10 BP
200 Gold	15 BP
400 Gold	20 BP
650 Gold	25 BP
1,000 Gold	30 BP

Active Skills List

Body

Athletics

Strength

Axes

Swords

Shields (*Shield Bearer only*)

Clubs

Polearms / Staves

Innate Weapons

Unarmed Combat

Thrown Weapons

Archery

Steam Powered Weapons

Quickness

Black Powder Weapons

Whips

Stealth

Fencing

Lock Picking

Clockwork Weapons

Reflex

Horsemanship

Clockwork Vehicles

Steam-Powered Vehicles

Boat

Airship

Hang Glider

Intelligence

Aura Reading

Demolitions

Traps

Disguise

Clockwork Engineering

Steam Engineering

Alchemy

Siege Weapons

Medicine

Navigation

Tactics

Tracking

Forgery

Talismongering

Meditation

Charisma

Etiquette

Leadership

Intimidation

Negotiation

Performance

Willpower

Conjuring (*Mages only*)

Sorcery (*Mages only*)

Wilderness Survival

Interrogation

Weapons

SWORDS	SIZE	DAMAGE	COST
Katana	Medium	(STR+3)M	1 g
Katar	Small	(STR+2)L	8 s
Long Sword	Medium	(STR+2)M	5 s
Short Sword	Small	(STR)M	3 s
Bastard Sword	Large	(STR)S	1 g (2 Handed)
Claymore	Huge	(STR+1)S	1 g (2 Handed)
KNIVES/RAPIERS	SIZE	DAMAGE	COST
Dagger	Small	(QUICK+2)L	30 c
Long Dagger	Small	(QUICK+1)M	1 g
Rapier	Medium	(QUICK+2)M	2 g
Kris Knife	Small	(QUICK)M	25 s
AXES	SIZE	DAMAGE	COST
Axe	Medium	(STR+2)M	7 s 50 c
Tomahawk	Small	(STR)M	2 s
Double Axe	Medium	(STR+2)S	10 s (2 Handed)
CLUBS	SIZE	DAMAGE	COST
Club	Small	(STR+1)M Stun	10 c
Cudgel	Medium	(STR+1)S Stun	50 c (2 Handed)
Mace (Light)	Medium	(STR)M Stun	1 s
Heavy Mace	Large	(STR)S Stun	1 s 50 c (2 Handed)
Mace (Spiked)	Medium	(STR+2)M	1 s 75 c
Rattan Stick	Large	(STR+1)M Stun	10 c (2 Handed)
Sai	Small	(STR+2)L Stun	1 s
Sap	Tiny	(STR+3)M Stun	10 c
POLE ARMS / STAVES	SIZE	DAMAGE	COST
Harpoon	Large	(STR+2)M	5 s (2 Handed)
Javelin	Large	(STR+2)L	1 s (2 Handed)
No-dachi	Huge	(STR+1)S	3 g (2 Handed)
Staff	Large	(STR+2)M Stun	50 c (2 Handed)
Pole Axe	Huge	(STR+2)S	1 g (2 Handed)
WHIPS	SIZE	DAMAGE	COST
Morning Star	Medium	(STR+2)M	2 s 50 c
Nunchaku	Small	(STR+1)M Stun	1 s
Three-Section Staff	Large	(STR+2)M Stun	2 s (2 Handed)
Whip	Large	(STR)L	3 s
UNARMED	SIZE	DAMAGE	COST
Iron Knuckle Gloves	Tiny	(STR+3)M Stun	3 s
Gauntlet (Spiked)	Small	(STR+2)M	5 s

Weapon Sizes

Every weapon has a predefined size to it and that size determines the amount of reach advantage it grants the wielder in combat (if any), as well as just how easy it is to hide that weapon under normal circumstances.

TINY

No reach bonus
TN# 8 to spot when concealed

SMALL

No reach bonus
TN# 6 to spot when concealed

MEDIUM

+1d6 reach bonus
TN# 4 to spot when concealed

LARGE

+2d6 reach bonus
TN# 2 to spot when concealed

HUGE

+2d6 reach bonus
Not normally concealable.

MASSIVE

+3d6 reach bonus
Not normally concealable.

The reach bonus a weapon grants goes towards skill checks using that weapon. These bonus dice represent the advantage a larger (or longer) weapon gives a person in melee combat. These extra dice are a bonus, & do not directly raise the weapon's associated skill.

A weapon's concealable rating (based upon its size) is the target number another person must hit on a Perception Check in order to spot it hidden about the wielder's person.

BOWS	SIZE	DAMAGE	COST
Recurve Bow	Large	(STR Min+4)M	120 c x STR Min
Long Bow	Huge	(STR Min+2)M	100 c x STR Min

While recurve bows strike harder than long bows, they are harder to unstring. This makes it harder to hide recurve bows when necessary.

ARROWS	SIZE	DAMAGE	COST
Barbed	-1	See rules	2 c
Hammerhead	-1	See rules	10 c
Screamer	-1	See rules	10 c
Standard	Large	As bow	10 c

CROSSBOWS	SIZE	DAMAGE	COST
Light	Large	6L	3 s
Medium	Large	6M	5 s
Heavy	Huge	8S	7 s 50 c
Crossbow Bolts	Small	As Crossbow	5 c
Pistol Crossbow	Medium	4L	2 s
Pistol Bolts	Tiny	As Pistol Crossbow	3 c
Clockwork Crossbow	Large	6M	8 g
<i>Uses Crossbow Bolts</i>	-	-	-

THROWN	SIZE	DAMAGE	COST
Caltrop	Tiny	(Body)L	5 c
Net	Large	None	5 s
Throwing Knife	Tiny	(STR)L	20 c
Shuriken	Tiny	(STR)L	30 c

BLACK POWDER	SIZE	DAMAGE	COST
Flintlock Pistol	Small	6M	2 g
Flintlock Blunderbuss	Large	8S (Shrapnel)	4 g
Flintlock Long Barrel	Huge	8S	8 g
Wheel-lock Pepperbox	Medium	4L (6M/Both Barrels)	1 g 25 s
Wheel-lock Blunderbuss	Large	7S (Shrapnel)	2 g

Flintlock weapons make use of percussion caps to fire their rounds, and tend to be more reliable in damp environments. Wheel-locks do not require percussion caps & are cheaper but less reliable in damp environments, running the risk of not firing. (Roll 1d6 when firing wet, on a 1 or 6, the weapon is too wet to fire.)

CANNONS	SIZE	DAMAGE	COST	WEIGHT
Falconet	Huge	8D (Shrapnel)	45 g	45 lbs
Falcon	Huge	8D	65 g	120 lbs
Culverin	Huge	14D	120 g	400 lbs
Basilisk	Massive	14D (Shrapnel)	80 g	800 lbs
Great Culverin	Massive	18D	120 g	1,200 lbs
Cannon	Massive	22D	250 g	2,000 lbs

Cannons are not concealable, and use the same ranges as the "Long Barrel" gun.

Ranged Weapons

All ranged weapons have inherent limitations of distance based either upon design and construction, or the strength of the wielder. The categories for these distances are: Short, Medium, Long, and Extreme... with each increment having a set target number to roll for a success.

Ranged Combat Target Numbers

Short	Medium	Long	Extreme
4	5	6	8

(All distances measured in meters.)

Bows

Short	Medium	Long	Extreme
To STR	To STR x10	To STR x30	To STR x60

Light Crossbow

Short	Medium	Long	Extreme
To STR x2	To STR x8	To STR x20	To STR x40

Medium Crossbow

Short	Medium	Long	Extreme
To STR x3	To STR x12	To STR x30	To STR x50

Heavy Crossbow

Short	Medium	Long	Extreme
To STR x5	To STR x15	To STR x40	To STR x60

Pistol Crossbow

Short	Medium	Long	Extreme
To STR x2	To STR x8	To STR x18	To STR x30

Bow & Crossbow distances are measured based on the Strength (STR) of the weapon wielder.

Pistol

Short	Medium	Long	Extreme
0-5	6-20	21-40	41-60

Pepperbox

Short	Medium	Long	Extreme
0-5	6-15	16-30	31-50

Blunderbuss

Short	Medium	Long	Extreme
0-10	11-20	21-50	51-100

Long Barrel

Short	Medium	Long	Extreme
0-50	51-150	151-350	351-550