



Resistance

Resistance is not falling apart in the face of physical hardship be it flames, lack of sleep, or being wacked too hard with a club.

The Shock/Stun Resistance Roll

The damage tables often refers to Shock/Stun resistance rolls.

To make a Shock/Stun Resistance Roll, roll 3D12, add any modifiers, and check to see if it is below the STA of the affected character.

If a Shock/Stun roll is failed by 10 or more, the character is rendered incapacitated through fatigue and should immediately make another Shock/Stun roll. If this roll is failed, the character is rendered completely unconscious.

Resistance against Special Attacks

Special attacks include many attacks that cannot be handled with the normal combat rules such as dragon's fire and poison. The Resistance Roll (RR) made by a character attempting to avoid the effects of one of these attacks is very similar to a normal ability check with a few exceptions.

The RR is made by rolling 3D12. The modifiers to the required target roll are dependent upon the attack form. See the table below for specific details on an attack form. Add or subtract modifiers from the relevant ability score. The player then attempts to roll higher than the target number (the higher the better, as per the rules below). The ability used for the RR is dependent upon the attack form as well. For example, poisons require CO checks, while dragon's fire uses RE. The GM may alter the relevant statistic if needed to better fit a specific situation.

There are three possible outcomes for a Resistance Roll, namely, Greater Effect, Lesser Effect, or No Effect. If the RR is failed (i.e., the roll is below the target number), the Greater Effect column is used to determine effect. If the RR is passed by 5 or less, then the Lesser Effect column determines the effects of a special attack. If the RR is passed by 6 or more, then no damage occurs. See the sidebar for an example of this.

Example

Kol'Kanep the Huntress is engaged in battle with a Drake which has fire breath. The Drake coughs on Kol'Kanep, and she must make an RR roll or perish. First, the statistic relevant to fiery breath is RE, and Kol'Kanep's RE is 24. The ability modifier for fiery breath is -8, so Kol'Kanep needs to roll a 16 or below on 3D12, which gives her roughly a 68% chance of avoiding the Greater Effect - death. She must roll above 22 (16 plus 6) to avoid the Lesser Effect as well. She has about a 32% chance of avoiding all damage.

If Kol'Kanep's RE were more average, say 19, then the base chance would now be 11. She would now need to roll above an 19 to avoid the Greater Effect of fiery breath, giving about a 50% chance of success. To avoid the Lesser Effect, she would have to roll a 25 or higher (19 plus 6), giving approximately a 17% chance of avoiding all damage. Note the dramatic effect that better abilities play in avoiding damage.

Table Effects

The following are brief descriptions and details of the various basic Resistance Rolls. Of course the GM should feel free to make new RRs to fit different circumstances.

Blindness

This effect results in blindness. There is a 10% chance that the blindness is permanent. Otherwise, the victim will regain sight within six hours.

Burns, Mild

Mild burns are very unpleasant but not necessarily incapacitating. Roll a hit location for this wound. If a limb is affected, the victim will treat the limb very carefully until it has fully healed. If the head of the person is the location rolled, the unlucky recipient will have revolting facial disfigurement along with temporary blindness. If the torso is the affected region, the victim must move slowly.

Burns, Moderate

This category applies to wounds caused by the likes of oil, flaming clothing, etc. Either roll hit location or have the GM rule on which areas are burned. Moderate burns are burns that cause the area(s) affected to be useless until they have healed. This means that moderately burned arms cannot be used to wield weapons or even hold objects, and burned legs cannot be walked upon. Burned torsos result in general immobility, although the victim is coherent and can crawl about slowly. Less severe than incapacitating burns, the victim will likely survive if treated kindly without resorting to professional medical treatment. Finally, if the head receives such a wound, temporarily blindness and terrible scarring are the inevitable outcomes of the damage. Permanent blindness will occur either on a 30+ on 3D12 or at GM's discretion.

Burns, Incapacitating

The person who receives such a wound will require extensive medical attention within the next month in order to survive the burns and remain functional. The victim is capable only of slow movement and cannot fight because of the immense pain of such burns. Scarring will be horrible.

Death

The recipient of this effect is slain.

Dehydration

Usually an annoyance, this effect causes the victim to sweat profusely. The victim must drink three times as much for one day to avoid heat exhaustion and perhaps death. This can be extremely problematic in times of limited water.



Table 69: Resistance Roll Table

Name	Stat	Ability Mod	Greater	Lesser
Burned for one round	RE	-6	Moderate Burns	Mild Burns
For each additional round	Increase the burn category by one degree of severity - Mild, Moderate, Severe, Incapacitating, Death			
Dragon's Fire	RE	-12	Death	Incapacitating Burns‡
Fiery Breath	RE	-8	Death	Incapacitating Burns‡
Fire-Stalk Bolt	RE	-6	Death	Mild Burns‡
Koss Stink Cloud	ST	-6	Vomiting	Extreme Nausea
Poisons				
Blindness	CO	-3	Blindness	Nausea
Death I	CO	+0	Death	Nausea
Death II	CO	-6	Death	Nausea
Death III	CO	-9	Death	Vomiting
Death IV	CO	-14	Death	None
Death V	CO	-19	Death	Unconsciousness
Dehydration	CO	-9	Dehydration	None
Incapacitation I	CO	-9	Temp. Paralysis	None
Incapacitation II	CO	-12	Temp. Paralysis	None
Incapacitation III	CO	-14	Temp. Paralysis	Nausea
Permanent Paralysis	CO	-10	Perm. Paralysis	Temp. Paralysis
Uncontrollable Vomiting	CO	-14	Vomiting	Extreme Nausea
Wasting I	CO	+0	Wasting Illness	None
Wasting II	CO	-9	Wasting Illness	None
Wasting III	CO	-13	Wasting Illness	Nausea
Stoning Gaze	CO	-8	Petrifaction	None
Venom, Moderate	CO	-6	Death	Extreme Nausea
Venom, Strong	CO	-10	Death	Temp. Paralysis
Venom, Mild	CO	-10	Extreme Nausea	Nausea

‡ Large and wall shields will provide some protection. Large shields give a bonus of +2 to the RR roll, while wall shields give a bonus of +3.

Nausea

Persons with nausea fight a -1 Attack Class and -1 Defense Class if engaged in combat. The victim will likely prefer to sit instead of move until the effects have passed. Nausea lasts 1 to 2 hours.

Nausea, Extreme

Extreme nausea causes penalties of -2 Attack and Defense Classes during combat. Otherwise, extreme nausea is the same as nausea.

Paralysis, Permanent

The unhappy recipient of such an effect is

permanently paralyzed. Asphyxiation will ensue unless the victim is attended at all times.

Paralysis, Temporary

The victim of such attacks is mostly paralyzed for 1D4 hours. Limited movement of limbs is allowed, but no movement faster than a slow crawl is possible. Obviously, combat is extremely difficult in this condition. Usually accompanied by a high fever, the victim may also hallucinate.

Petrifaction

The victim is turned to stone.

Unconsciousness

The victim is unconscious for 1D4 hours.

Vomiting

More severe than nausea, the person vomiting may move but may not engage in combat as the urge to retch repeatedly is completely overwhelming. This state usually last for about 30 minutes, followed by 2 hours of nausea.

Wasting Illness

This effect is caused by special slow poisons designed to appear as diseases. The victim of such poisoning will seem to have a wasting disease, and only a very skilled physician can determine the actual cause. Unless treated, this type of poisoning leads to death in one to two month

Special Resistance Rolls - Starvation, Etc.

We here provide brief rules regarding starvation, dehydration, sleep deprivation, and fatigue. For these ailments, we have devised a system which uses the Fatigue Roll, as described in the Combat System. However, we recommend using the CO ability score instead of the ST ability score for determining the base target number.

What follows are loose guidelines as all of these ailments depend heavily on the circumstances and the characters. We recommend that the GM should assign penalties as fit the situation.

Starvation

For starvation we suggest making the sufferer make a Fatigue roll at the end of every day. They should suffer a penalty of +5 per day without food. If this roll is failed, assign a penalty of -1 Classes to all activities and skills. Furthermore, if they have lost 10 or more classes, we recommend prescribing death as a penalty.

If the sufferer is engaging in physical activity, we suggest either forcing the sufferer to make two rolls per day, or to take a penalty of +3 to their roll at the end of the day.

Dehydration

Dehydration is much the same as Starvation, except we recommend forcing two rolls per day and raising the penalty on the roll to +10 per day, cumulative.

We also would like to note that the person will begin to hallucinate when they have lost 7 classes.

Dry and hot weather should raise the number of rolls per day, or cause the person to loose 1 Class guaranteed every day.

Sleep Deprivation

For every day spent without sleep the person should loose 1 class if they fail a Fatigue Roll. If they fail a Fatigue Roll, they should immediately make another or pass out. For every day they should get a +5 penalty for their Fatigue rolls.

Furthermore, on any activity requiring concentration, subtract twice the number of classes they have lost.

Fatigue

If the GM feels a character has been spending a lot of time engaged in constant physical activity, such as backpacking or ditch digging, she may feel it to be appropriate to assign penalties to reflect the effects of fatigue. We recommend that at the end of any sequence of physical exercise, the sufferer should make a Fatigue roll, as described in the combat section, or be at -1 Classes in all activities for the remainder of the day. Such lost classes are only regained through resting for a full day.

Furthermore, we suggest that for every hour spent



performing the heavy exercise, assign a +1 penalty to this roll.

Fatigue, Damage, and Skill

All Classes lost due to fatigue and damage should be used as a die roll penalty for skill rolls. However the GM is encouraged to modify these penalties depending on the skill being used. For example, a character who was extremely fatigued would probably have a harder time scaling a wall than remembering some esoteric fact about weasels and stoats.

Holding One's Breath

One third the ST ability equals the number of minutes a person can be without oxygen and still live. One seventh equals the number of minutes a person can spend without oxygen and still be conscious. One fifteenth is the number of minutes a person can spend without oxygen before desperately seeking air.

