

Special Effects					
Special Effect	Offense	Defense	Weapon Type	Roll	Stackable
Accidental Injury		X		Attacker Fumbles	
Arise		X			
Bash	X		Shield/Bludgeon		
Bleed	X		Cutting		
Blind Opponent		X		Defender Criticals	
Bypass Armor	X			Attacker Criticals	X
Choose Location	X			See Description	
Circumvent Cover	X		Ranged		
Circumvent Parry	X			Attacker Criticals	
Close Range	X	X			
Compel Surrender	X	X			
Damage Weapon	X	X			
Disarm Opponent	X	X			
Drop Foe	X		Siege Weapons, Firearms		
Duck Back	X		Ranged		
Enhance Parry		X		Defender Criticals	
Entangle	X	X	Entangling Weapons		
Flurry	X		Unarmed		X
Force Failure	X	X		Opponent Fumbles	
Grip	X		Unarmed		
Impale	X		Impaling Weapons		
Kill Silently	X		Small Weapons	See Description	
Marksman	X		Ranged Weapons		
Maximize Damage	X			Attacker Criticals	X
Open Range		X			
Overextend Opponent		X			X
Overpenetration	X		Ranged Weapons	Critical Only	
Pin Down	X		Ranged Weapons		X
Pin Weapon	X	X		Critical Only	
Prepare Counter		X			X
Press Advantage	X				
Rapid Reload	X				X
Remise	X		Small Weapons		
Scar Foe	X	X			
Select Target		X		Attacker Fumbles	
Slip Free		X			
Spoil Spell	X				



Special Effects (cont)

Stand Fast	X		
Stun Location	X	Bludgeoning Weapons	
Sunder	X	Axes, Two Handed Weapons	
Take Weapon	X	X	Unarmed
Trip Opponent	X	X	
Weapon Malfunction	X	Ranged Weapons	Attacker Fumbles
Withdraw	X		

Difficulty Grade Table

Difficulty Grade	Skill Modifier
Automatic	No need to roll
Very Easy	Double the skill value
Easy	Add half again to the skill value
Standard	No adjustment
Hard	Reduce the skill value by one third
Formidable	Reduce the skill value by one half
Herculean	Reduce the skill value to one tenth
Hopeless	No attempts can be made

Differential Roll Results (cont)

Protagonist	Antagonist wins 3 levels of success	Antagonist wins 2 levels of success	No benefit	No benefit
Fumbles				

Differential Roll Results

Result of Rolls	Antagonist Crit	Antagonist Success	Antagonist Failure	Antagonist Fumble
Protagonist Crit	No benefit	Protagonist wins 1 level of success	Protagonist wins 2 levels of success	Protagonist wins 3 levels of success
Protagonist Success	Antagonist wins 1 level of success	No benefit	Protagonist wins 1 level of success	Protagonist wins 2 levels of success
Protagonist Failure	Antagonist wins 2 levels of success	Antagonist wins 1 level of success	No benefit	No benefit

