

## HORROR FACTOR

Horror Factor (HF) is a number assessed for monsters that possess a natural or magical ability to project fear. A character must make a resistance roll against the HF number or suffer a -2 penalty to all actions until the enemy or threat is defeated. A group who has defeated the same monster or creature before gains +5 to their resistance rolls.

## THREAT VALUE

The Threat Value (TV) of an encounter is based on the higher of the creature(s) HP or their highest ranked skill or power. Each creature is assigned a number found on the first chart below. A character groups Challenge Value (CV) is determined by adding up the total number of levels of each member of the group. This will give you a CV found on the second chart. The TV should not exceed the CV for a standard encounter. You may add 4 to get a difficult encounter or 8 for an extremely difficult encounter.

### MONSTER THREAT VALUE (TV)

HP	TV	MAX SKILL/SPELL RANK
1-5	.5	1 /1
6-10	1	1 /1
11-20	2	2 /2
21-30	4	2 /2
31-40	6	2 /2
41-50	8	3 /3
51-60	10	3/3
61-70	12	3 /3
71-80	14	4 /4
81-90	16	4 /4
91-100	18	5 /5
101+	20	5 /5

\*HP = Health Points

\*TV - Threat Level

\*MAX SK = Maximum combat skill ranks

**THE BOSS RULE:** Choose TV based on maximum combat skill rank or health points (whichever is higher)

### CHARACTER CHALLENGE VALUE (CV)

LVLS	CV
1-2	2
3-4	4
5-6	6
7-8	8
9-10	10
11-12	12
13-14	14
15-16	16
17-18	18
19-20	20

\*LVLS = Total Group Levels

\*CV = Challenge Value

+4 for difficult

+8 for extremely difficult

### THREAT VALUE CALCULATION

1. Determine Attributes & Size (HP Value)
2. Base = HP value or highest skill/spell rank
3. +2 for special attacks (multi - +2 each add)
4. +2 for special defenses

# CRITICAL SUCCESS AND FAILURE

## CRITICAL SUCCESS

A critical success is achieved when rolling an unmodified 20 on a d20. Some abilities or talents allow for an increased range or lower numbers to result in a crit. Listed below are details on critical successes.

TYPE OF CRITICAL ROLL	RESULT
Physical Attack	Roll on Critical Success Table
Defense (parry or dodge)	+3 to next action
Spell	Double damage dice and no power points used
Skill	GM interpretation

## CRITICAL FAILURE

A critical failure is achieved when rolling an unmodified 1 on a d20. Below are details on critical failures.

TYPE OF CRITICAL ROLL	RESULT
Physical Attack	Roll on Critical Failure Table
Defense (parry or dodge)	-3 to next action
Spell	Failed attempt and 2x power points used
Skill	GM interpretation

## RANDOM TARGETS

On a critical spell failure or in other circumstances you may need to determine random or wild targets. The charts below define some examples of rolling on 1d8 to determine results. The X represents the intended target square with the roll determining where the effect actually occurred.

RANDOM TARGET 1

1	2	3
4	X	5
6	7	8

RANDOM TARGET 2

1	2	3
4	5	6
7	X	8

RANDOM TARGET 3

1	X	2
3	4	5
6	7	8

## OPTIONAL CALLED SHOT RULE

On a successful called shot a character may elect to ignore the AR of opponent or hit a specific target or area of the target. A called shot targeting an area is determined using the called shot table, note that you do gain the +3 damage bonus from the critical success table in addition to your roll regarding the specific area hit. Should you chose to ignore the AR of the opponent you still gain the +3 damage bonus.

**CRITICAL SUCCESS TABLE**

% Roll	Unarmed Attacks	Slashing Weapon	Blunt Weapon	Piercing Weapon
1-24	Clean strike, +2 dmg	Clean swing, +2 dmg	Clean swing, +2 dmg	Clean shot, +2 dmg
25-49	Critical strike, +3 dmg	Critical strike, +3 dmg	Critical strike, +3 dmg	Critical strike, +3 dmg
50-59	Weapon/shield disarmed	Weapon/shield break 25%	Weapon/shield break 50%	Weapon/shield dropped
60	Hand hit, drop item	Hand hit, drop item	Hand hit, drop item	Hand hit, drop item
61	Foot stomp, -1 to base move	Foot hit, fall prone	Foot strike, -1 to base move	Foot hit, fall prone
62	Arm strike, drop item	Arm hit, drop item	Arm strike, drop item	Arm hit, drop item
63	Leg hit, fall prone	Leg hit, fall prone	Leg hit, fall prone	Leg hit, fall prone
64	Shoulder hit, drop item	Shoulder cut, drop item	Shoulder hit, -1 to actions	Shoulder hit, drop item
65	Ribs broken, stunned 1 rnd	Chest cut, -1 to actions	Ribs broken, stunned 1 rnd	Chest pierced, -1 to actions
66	Gut strike, -1 to actions	Side cut, -1 to actions	Gut strike, -2 to actions	Side pierced, -1 to actions
67	Groin strike, stunned 1 round	Thigh hit, ½ move	Groin strike, stunned 1 round	Thigh hit, ½ move
68	Neck hit, stunned 1 round	Neck cut, -2 to actions	Neck strike, -1 to actions	Neck pierced, -2 to actions
69	Teeth shattered, bleed 1 HP rnd	Skull hit, stunned 1 round	Teeth shattered, bleed 1 HP rnd	Skull hit, stunned 1 round
70	Hand strike, -1 to actions	Hand cut, -1 to actions	Hand strike, -1 to actions	Hand pierced, -2 to actions
71	Foot strike, fall prone	Foot cut, -1 to actions	Foot strike, fall prone	Foot pierced, -2 to actions
72	Arm dislocated, -1 to actions	Arm cut, -1 to actions	Arm dislocated, -1 to actions	Arm pierced, -1 to actions
73	Leg strike, -1 to base move	Leg cut, -1 to base move	Leg smashed, -1 to base move	Leg pierced, -1 to base move
74	Shoulder hit, -1 to actions	Shoulder wound, -1 to actions	Shoulder hit, -2 to actions	Shoulder pierced, -1 to actions
75	Ribs broken, -1 to actions	Chest wound, -2 to actions	Ribs broken, -1 to actions	Chest pierced, -2 to actions
76	Wind knocked out, stun 1 rnd	Side slashed, -2 to actions	Wind knocked out, stun 1 rnd	Side pierced, -2 to actions
77	Groin strike, fall prone	Thigh cut, fall prone	Groin strike, fall prone	Thigh pierced, fall prone
78	Neck strike, -1 to actions	Neck slashed, bleed 1 HP rnd	Neck smashed, -2 to actions	Neck pierced, bleed 1 HP rnd
79	Nose shattered, bleed 1 HP rnd	Ear removed, bleed 1 HP rnd	Nose shattered, bleed 1 HP rnd	Ear removed, bleed 1 HP rnd
80	Fingers broken, hand useless	Fingers removed, hand useless	Hand smashed, useless	Lost fingers 1d6, hand useless
81	Toes broken, ½ move	Toes removed, fall prone	Foot smashed, ½ move	Lost toes, fall prone
82	Arm broken, useless	Arm slashed, -2 to actions	Arm smashed, useless	Arm pierced, -2 to actions
83	Leg strike, ½ move	Leg slashed, ½ move	Leg smashed, ½ move	Split knee, ½ move
84	Shoulder hit, -2 to actions	Shoulder wound, -2 to actions	Shoulder dislocated, arm limp	Shoulder pierced, -2 to actions
85	Ribs broken, -2 to actions	Chest slashed, incapacitated	Ribs broken, -2 to actions	Chest pierced, incapacitated
86	Wind knocked out, fall prone	Guts exposed, death 1d6 rnds	Wind knocked out, fall prone	Lung pierced, death 1d6 rnds
87	Groin strike, stunned 1d6 rnds	Thigh slash, fall prone, ½ move	Groin strike, stunned 1d6 rnds	Thigh shot, fall prone, ½ move
88	Throat strike, -2 to actions	Throat cut, incapacitated	Throat smash, stun 1d6 rnds	Neck pierced, incapacitated
89	Head strike, stun 1d6 rnds	Eye removed, bleed 1 HP rnd	Skull smashed, stun 1d6 rnds	Eye removed, bleed 1 HP rnd
90	Hand broken, useless	Hand removed, incapacitated	Hand crushed, useless	Hand pierced, useless
91	Foot broken, fall prone	Foot removed, fall prone	Foot crushed, fall prone	Foot pierced, fall prone
92	Arm broken, useless	Arm removed, incapacitated	Arm crushed, useless	Elbow pierced, arm useless
93	Leg broken, fall prone	Leg removed, incapacitated	Leg crushed, fall prone	Leg pierced, fall prone
94	Shoulder dislocated, arm limp	Shoulder slashed, arm limp	Shoulder crushed, arm limp	Shoulder pierced, arm limp
95	Ribs crushed, incapacitated	Chest opened, incapacitated	Chest crushed, death	Heart pierced, death
96	Gut shot, fall & stun 1d6 rnds	Stomach slashed, slow death	Gut shot, fall & stun 1d6 rnds	Stomach pierced, slow death
97	Groin crushed, incapacitated	Groin slashed, incapacitated	Groin crushed, incapacitated	Groin pierced, incapacitated
98	Throat crushed, incapacitated	Throat cut, death	Throat crushed, incapacitated	Throat pierced, death
99	Blow to the head, KO	Head split open, death	Skull crushed, death	Skull pierced, death
100	Nose driven into brain, death	Decapitated, death	Head knocked clean off, death	Eye pierced into brain, death

NOTE 1: Rolling a critical success roll of 50% or higher grants you +3 to damage in addition to any other effects listed on this chart.

NOTE 2: For non-humanoid creatures you may have to modify the description or effect, in most cases the effect will still be valid.

# CRITICAL FAILURE TABLE

## CRITICAL FAILURE TABLE

% Roll	Result	Effect
1-25	Distracted	Trip, roll AGI 12 or fall prone
26-39	Clumsy	Fall, roll AGI 12 or drop primary weapon, 1d6/2 squares away
40-50	Very Clumsy	Fall and drop primary weapon, roll AGI 12 or stunned 1 round
51-53	Useless	Fall and stunned 1 round
54-57	Dazed	Fall, drop primary weapon and stunned 1 round
58-89	Stunned	Fall and stunned for 2 rounds
60	Dazed and Stunned	Fall, drop primary weapon and stunned 2 rounds
61	Unconscious	Fall, hit head, out for 1d6 rounds
62	Inept	Weapon thrown d6 squares in random direction
63-65	Very Inept	Weapon or appendage breaks or is broken (incapacitated appendage)
66-67	Klutz	Twist ankle, ½ move
68-69	Dangerous Klutz	Twist ankle, ¼ move
70	Untrained	Twist wrist, weapon arm incapacitated, drop weapon
71	Vulnerable	Foot caught or stepped on, go last next round
72	Knocked Silly	Helm twists or dirt gets in eyes, blind next round
73-74	Poor Judgment	Wrong move, opponents next attack is at +3
75-76	Blocked with Hand	Knuckles/Hand hit, -3 to next attack
77-79	Embarrassing	Armor damaged, strap cut, knocked off or torn, -1 to AR rating until fixed
80	Staggering in Pain	Groin hit or torn, ½ move and -3 to actions for next 3 rounds
81	Numbness	Funny bone hit in weapon arm, -3 to actions for 3 rounds
82	Irritating	Dirt blinds one eye, -1 to hit until cleaned
83	Very Irritating	Dirt blinds both eyes, -3 to hit until cleaned
84-85	Fool	Hit self, ½ damage
86	Useless Fool	Hit self, ½ damage, stunned 1 round
87-88	Moron	Hit self, normal damage
89	Useless Moron	Hit self, normal damage, stunned 1 round
90	Complete Moron	Hit self, critical hit, roll on critical hit table
91-92	Unaware	Hit ally (½ damage), or stunned 1 round
93	Very Unaware	Hit ally (½ damage) and stunned 1 round
94-95	Unaware Moron	Hit ally (normal damage) or stunned 1 round
96	Liability	Hit ally (normal damage) and stunned 1 round
97	Big Liability	Hit ally (critical hit) or stunned 1 round
98	Very Big Liability	Hit ally (critical hit) and stunned 1 round
99	Bad	Roll twice on this table, reroll 99 and add 1 roll for 100
100	Very Bad	Roll three times on this table, reroll 99 and 100