

<b>Few</b>	<b>Vampire</b>	<b>Mummy</b>	<b>Wraith</b>	<b>Ghast</b>	<b>Wight</b>	<b>Ghoul</b>	<b>Zomb/Skel.</b>	group/pack... +1/+2...
<b>Difficulty</b>	20	19	18	16	14	12	10	10' dia ± 5' / level
Priest needs = 4' dia, Party ring = 10' diam. Turned undead strike at disadvantage. Turn angle ~120°, 5 minutes								

## Skill Difficulties

12	General Saving throw
15	Stealth (See modifiers)
	Track (See modifiers)
	Climb (See modifiers)
	Pick lock (std) (See modifiers)
	Find / Disarm traps
	Covert* (+ALERT=Spot)
16	Secret doors

## Skill Rolls

Unskilled / Exhausted = 1d8  
 Add skill if in a known weapon group  
**Bodge** = All 1s :  
 Critical event, no HP  
**Critical** = Max. damage

## Falling

<b>Drop</b>	10'	20'	30'
<b>SP</b>	2d4	3d6	4d8
<b>WP</b>	-	1	2
		Crit	Crit

Bludgeon  
 Acrobat 12 + 1 / level  
 dmg -1 level  
 Stun save @ 20' or more

## Running

Each action may have one additional move attached.  
 Cost rises per move  
 Move +1 = 1 SP

## Jump

(Height + acrobatics) x2'  
 - armour move mod  
 Difficulty 9  
 Success level = +/- 1'

## Surprise

### Spot vs Ambush (12+mod)

Ambush mod success level =  
 9 vs INT + stealth - pack size  
 Effect = **Dazed**

### Evade a foe

Opportunity attack at advantage, if struck then the route past is blocked.

### Waking Up

When woken by  
 Round 1 : **Dazed** (Shouting)  
 Round 2 : **Frozen** (Shaken)  
 (manoeuvre to rise)  
 The woken roll and add initiative to remaining time to see if they get an action this round.

### Multiple attempts / people

Attempts / people	Bonus	Undead
2	+2	<i>few</i>
3+	+3	<i>group</i>
d8+3 (8)	+4	<i>pack</i>
3d8+3 (16)	+5	<i>horde</i>

Helpers must be within 2 skill  
 3+ helpers **not** within 2 skill  
 = +1 helper

## Multiple actions

Roll initiative for each action  
 Skills @ -3  
 Same segment = 1 attack max  
 Bodge = end of attacks

## Charging

Dash 20' (1SP)  
 x1.5 damage  
 -2 Defence  
 40' dash with missile @ 20'

## Skill Modifiers

**Combat advantage**  
 Melee target lower  
 Target prone  
 Hasted  
 Aim / Prepare  
 Ranged target stationery

**Combat disadvantage**  
 Insufficient room  
 1 handed < 90°  
 2 handed < 120°  
 Long range  
 Gloomy / dark  
 Lighted  
 Defending (incl damage)  
 Flanking = +1  
 Unaware = Auto hit

## Defence

**Scarper** = Init. of 1  
 Only if dice NOT rolled

## Fire into combat

**Def.** = +1 per 33% cover  
 miss = 20% hit ally (1-2)

## Concealment & hard cover

**Concealed** +1  
**Cover** +1 per 20% cover

## Stuns...

Lose any subsequent actions this round. Effects last to end of your next round.  
 END 12, each success level reduces effect level by 1 place

Attack type	Dmg	Effect	Notes
Bludgeon	8+	Knockdown	Prone + (May only rise as manoeuvre)
Chop/Bludg	6+	Stunned	Init 10, Mel=auto, Rng=½ def, No Maj, ½ spd. 1d8 sve
Any	4+	Dazed	Init 10, -2 def/save, No man, +5 surge, Cmbt Disadv
Any	2+	Frozen	Init +3, -1 def/save, ½ spd, No minor, +3 W. surge

## Saving throw

Bonus	Success	Damage
-10+	Catastrophic	x2
-6 to -9	Dreadful	x 1.5
-3 to -5	Bad	+10%
-1 to -2	Unlucky	Normal
0 to +1	<b>Just made it</b>	<b>3/4</b>
+2 to +4	Good	1/2
+5 to +9	Superior	1/3
+10...	Spectacular	1/4

## Stat Check

Dice	Level
2	Fail
3-4	-2
5-7	-1
8-10	0
11-13	+1
14-15	+2
16	+3

## Morale

50% dead 9+  
 Leader dead 9+  
**Failure**  
 Unlucky = Fall back  
 Bad = Disengage

## Dice Roll chance

2	= 100%	10	= 44%
3	= 98%	11	= 33%
4	= 95%	12	= 23%
5	= 91%	13	= 16%
6	= 84%	14	= 9%
7	= 77%	15	= 5%
8	= 67%	16	= 2%
9	= 56%		