

SKYREALMS OF Jorune™

COMBAT SUMMARY SHEET

Step 1: ADVANTAGE

Advantage Rolls for Melea Combat: D20 each round

1 - 5	No attack or Defense Possible.
6 - 10	Defensive tactics, such as a dodge or a block are possible. Player cannot attack.
11 - 15	Player may either defend or use an attack such as a sword swing or a lunge.
16 - 19	Player may attack and defend in the same round.
20	Player may attack and defend in the same round with a special bonus; all attack and defense rolls become 5 points easier.

Advantage Rolls for Range Combat: D20 each round

1 - 5	No attack or special defense possible.
6 - 19	Player may launch an attack. Evades are possible.
20	Player may launch an attack or attempt to evade. Special bonus of 5 to all attacks and defenses.

Advantage Modifiers for Hand-to-Hand Combat

Defender is slightly Surprised	+5 to Attacker's Advantage
Defender is unprepared:	-5 to defender
Defender has fallen, is on the ground:	+5 to Attacker -5 to Defender
Attacker is charging at full speed:	+5 to Attacker
Defender is flanked:	+5 to Attacker
Attacker is behind Defender	+10 to Attacker
Attacker is above Defender:	+5 to Attacker
Combatants have poor footing:	-1 to -10 to All
Combatants have poor mobility:	-1 to -10 to All
Poor visibility:	-1 to -10 to All

Step 2: ROLLING TO HIT

Hand-to-Hand Combat

1. Find base number for attack on character sheet.
2. Choose attack type and location.
3. Add modifiers for location and attack type.
4. Roll against modified base number on a D20.
5. If defending, the opponent rolls against his defense number.

Attack type and location

	Body	Head	Arm	Leg
Swing	0	7	6	6
Thrust	3	10	12	8
Lunge	6	12	11	15
Overhead	6	9	9	12

Attack bonuses for Penetration & Injury

Attack Type	Bonus to roll for Armor Penetration	Bonus on roll To injure
Swing	0	0
Thrust	1	0
Lunge	2	1
Overhead	1	2

Range Combat:

1. Find base number on charts below:
2. Add skill modifier with weapon from character sheet.
3. Penalize for chosen hit location (see bottom chart).
4. The target is hit if the roll of a D20 is \geq the number found in steps 1,2,3. (subtract from injury roll)

Numbers listed in meters for (stationary, moving, running)

Weapon	2-5	5-10	10-20	20-35	35-50
T-knife	2,5,8	5,9,14	12,16,20	18,25,32	
Spear	2,5,8	5,8,12	9,12,16	13,19,22	18,26,32
Sling	2,5,8	4,7,11	13,17,22	20,27,33	
Bola	2,5,8	4,7,11	11,15,19	17,24,30	24,31,42
Rock	2,5,8	4,7,11	11,15,19	17,24,30	24,31,42

Weapon	0-3	3-10	10-25	25-50	50-100	100-200
Bow	2,5,8	3,6,9	5,8,12	9,12,17	15,20,26	22,29,34
Longbow	3,6,9	3,6,9	5,8,12	9,12,17	14,19,25	20,27,32
Cross bow	2,5,8	3,5,8	4,7,12	8,11,16	14,19,25	22,29,34
Dyshas	2,4,7	3,5,9	4,7,14	8,12,17	15,19,25	21,28,33
Pistols	2,4,7	3,5,9	4,7,12	8,11,16	13,18,24	18,25,30
Rifles	2,4,7	3,5,9	4,7,12	7,10,15	10,14,20	14,19,25

Step 3: ARMOR PENETRATION

1. Roll 2D6.
2. Add Attack Bonus from front on Character Sheet.
3. Add any Attack Bonus from Step 2: Attack type.
4. Weapon penetrates armor if roll is \geq the number below.

	Sword	Axe	Club	Spear				
	2-nd	B-axe	Staff	M-star				
	Knife	Halberd	Rock	Thike	Bow	L-bow	Fist	
			Sling	Teeth		x-bow	kick	
Leather	7	6	6	7	6	5	8	
Mail	8	7	6	7	6	5	9	
Carapace	9	7	6	7	7	6	10	
Grander	9	8	7	8	8	6	9	
BEI	9	9	9	8	9	7	10	
Thail	10	9	9	9	10	8	10	

2-Sword = Two Handed Sword
M-Star = Morning Star
X-Bow = Cross Bow

B-Axe = Battle Axe
L-Bow = Long Bow

Weapon	200-500	500-1000	1000-2000	Weapon	Max Rng Pistol,Rifle
Bow	28,35,41	-	-	Blaster	150,1200
Long bow	24,31,37	-	-	Laser	750,2000
Cross bow	29,37,43	-	-	Field Ram	150,800
Dyshas	27,34,42	-	-	Stunner	75,400
Pistols	23,30,37	30,37,45	-	Pulsar	75,400
Rifles	18,24,30	24,32,38	32,38,46		

Location Penalties

Location	Penalty
Body	0
Leg	5
Head	7
Arm	9
Wings	4

Maximum useful rounds of aiming

Weapon	Rounds
Thrown	1
Dysha	2
Bows	3
Pistols	4
Rifles	6

Step 4: ROLL FOR INJURY

1. Roll 2D6.
2. Add attacker's Attack Bonus.
3. Add Attack-Type Bonus.
4. Subtract the defender's Size Modifier (Defense Size)
5. Subtract 1 if the defender is wearing armor.
6. Look up the modified 2D6 roll on the appropriate table below.
7. Look up the injury on the "Effect of Wounds" table below.

Note: Rolls lower than 2 have no effect.

Rolling a random hit location.

Roll 2D6 whenever attack location is not specified.

Location	Melee	Range
Legs	2 - 4	2 - 3
Body	5 - 8	4 - 9
Arms	9 - 10	10 - 11
Head	11 - 12	12

Primitive Hand-to-Hand Weapons

2-hand									Battle								
Sword	Sword	Knife	Axe	Axe	Club	Staff	Mac		M-Star	Thikes	Spear	Pike	Halberd	Punch	Kick	Bite	
2	Sup	Sup	Sup	Sup	Sup	Sup	Sup	2	2	Sup	Sup	Sup	Sup	Sup	Sup	Sup	2
3	-	-	-	-	-	-	-	3	3	-	-	-	-	-	-	-	3
4	-	-	-	-	Min	-	-	4	4	-	-	-	Minor	-	-	-	4
5	-	Min	-	Min	-	-	-	5	5	-	-	-	-	-	-	-	5
6	Min	-	Min	-	Maj	-	-	6	6	-	Minor	Minor	Minor	Major	-	-	6
7	-	Maj	-	-	-	Min	Min	7	7	Minor	-	-	-	-	-	Minor	7
8	Maj	-	Maj	Maj	-	-	Min	8	8	-	Major	Major	Major	-	-	Minor	8
9	-	-	-	-	Crit	-	Maj	9	9	-	-	-	Crit	Minor	-	Major	9
10	Crit	Crit	Crit	Crit	-	Maj	-	10	10	-	Crit	Crit	Crit	-	-	-	10
11	-	-	-	-	Death	-	Maj	11	11	Major	-	-	Death	-	Major	Major	11
12	Death	Death	Death	Death	-	Crit	-	12	12	-	Death	Death	Death	Major	-	Crit	12
13	-	-	-	-	-	-	Crit	13	13	-	-	-	-	-	Crit	-	13
14	-	-	-	-	-	Death	-	14	14	Crit	-	-	-	Crit	-	Death	14
15	-	-	-	-	-	-	Death	15	15	Death	-	-	-	Death	Death	-	15

Range Weapons and Energy Weapons

Range Weapons and Energy Weapons									Dyshas										
Bow	Long Bow	Cross Bow	Rock	Sling	Blaster	Pulsar	Laser	Field Ram	L-Blast	Stiff	Frost Bolt	L-Strike	Cast Energy	Crater	Power Orb	Con-strictor	Fire Touch	Craze	
2	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	2	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	2
3	-	-	-	-	-	-	-	-	3	-	-	-	-	-	-	-	-	-	3
4	-	Minor	Minor	-	-	Minor	-	-	4	-	-	Minor	Minor	-	-	Minor	Minor	-	4
5	Minor	-	-	-	-	-	Min	-	5	Minor	-	Minor	-	Minor	-	-	-	-	5
6	-	Major	Major	-	Minor	Major	Minor	-	6	-	-	Major	-	-	-	-	-	-	6
7	Major	-	-	-	-	-	-	Minor	7	-	-	-	-	-	-	Minor	-	Minor	7
8	-	-	-	Minor	-	Crit	-	Major	8	-	-	Major	-	Major	-	Major	Major	Major	8
9	Crit	Crit	Crit	-	-	-	-	-	9	-	-	Crit	Major	-	-	Crit	Crit	-	9
10	-	-	-	-	Major	Death	Major	-	10	Major	Minor	-	Major	-	-	Sever	-	-	10
11	Death	Death	Death	-	-	-	Crit	-	11	-	-	Death	-	Crit	Major	-	Crit	-	11
12	-	-	-	Major	Crit	-	Crit	-	12	-	-	Crit	-	-	-	-	-	-	12
13	-	-	-	-	-	-	-	Death	13	-	-	-	Crit	-	-	-	-	Major	13
14	-	-	-	Crit	Death	-	Death	-	14	Crit	-	-	-	Fatal	Crit	-	Fatal	-	14
15	-	-	-	Death	-	-	-	Death	15	-	-	Fatal	-	-	-	-	-	-	15
16	-	-	-	-	-	-	-	-	16	-	Major	-	Fatal	-	-	-	-	-	16
17	-	-	-	-	-	-	-	-	17	-	-	-	-	-	Fatal	-	-	-	17
18	-	-	-	-	-	-	-	-	18	Fatal	-	-	-	-	-	-	-	Crit	18
19	-	-	-	-	-	-	-	-	19	-	-	-	-	-	-	-	-	-	19
20	-	-	-	-	-	-	-	-	20	-	-	-	-	-	-	-	-	Fatal	20

Treat the damage of a field ram as bludgeon damage.
Energy Weapons: Subtract 1 for every 3 points of Defense Size

The Effects of Wounds

	Arm	Leg	Body	Head
Superficial	-1 to Advantage until rested	Defender may fall if Running Roll 3D6 higher than Agility and defender falls	-1 to Advantage until rested	Defender falls unconscious on a 3D6 roll higher than Constitution. Give bonus of 5 for non-bludgeon weapons. Lasts D20 seconds.
Minor	Defender drops what's in hand on a 3D6 roll above Strength -2 to Advantage until treated	Defender falls -2 to Advantage until Treated	No attack this round -5 to Advantage next round -2 to Advantage until treated	Defender falls unconscious on a 4D6 roll higher than Constitution. Lasts D6 minutes. -2 to ADV until treated.
Major	Defender drops what's in hand. Cannot use arm until healed. -4 to Advantage until treated.	Defender fall & cannot get up. Cannot use leg until treated. -4 to Advantage until treated.	Defender falls. Defender falls again every round if 4D6 beats Constitution. -4 to Advantage until treated.	Defender unconscious for D20 hours -4 to Advantage until treated.
Critical	Defender cannot use arm. Also counts as a major to the body	Defender falls. Cannot walk. Counts as a major to the body.	Defender falls. Roll 4D6 against Con each round to check for unconsciousness. Will die in a few minutes.	Coma D20 days starting immediately.
Death	Arm destroyed or severed. Also counts as a critical to the body.	Leg destroyed or severed. Also counts as a critical to the body.	Death.	Death.



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