

Front

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TRAPS:

(Trap, Hidden)
Spot: IN vs Hidden
Avoid: CN vs Trap
Remove: CN vs Trap

LOCKS:

(Lock, Hit Points)
Pick lock: CN vs Locked
Bash: 1 HP per ST each round

DOORS:

(Strength, Hit Points)
Force: ST vs ST (3 characters at once)
Bash: 1 HP per ST each round

BIG & STRONG:

Big: SZ is greater than SZ of target
Strong: ST is greater than SZ of target

IMPACT:

(1) Must be big & strong and use blunt weapon
(2) Must successfully hit target first
Impact: ST vs CN = knocked back 2 to 7 inches
If they hit a wall then each inch lost = -2 HP

CORRUPT ACTIONS:

Bluff: CR vs NT
Bribe: CR vs WP
Disguise: CR vs IN
Intimidate: CR vs WP
Nudge: CR vs CN (shift 1 target 1 inch)
Taunt: CR vs WP x2
Trip: CR vs CN

THIEF ACTIONS:

Climb: CN vs Terrain
Eves Drop: NT vs NT
Grab and Hold: CN vs Obstacle
Pick Lock: CN vs Lock
Pick Pocket: CN vs NT
Pick Pocket Fail: CN vs NT (or be noticed)

SQUAT, SPRING & LANDING ATTACK:

(1) Squat: (Action, No roll)
(2) Squat longer to jump farther
(3) Spring (Action)
(4) Travel through the air (-2d Defense)
(5) Land + Attack (Move + Action)
Travel 1 to 5 inches = +1d Attack
6 or more = +2d Attack, x2 Damage

SNEAK ATTACK:

Hide (Action, no roll, previous round)
Resist "Spot" CN vs IN
Sneak + Hide: CN vs IN (Move + Action)
Sneak + Attack: CN vs IN (Move + Action)
+2d Attack, x2 Damage

LOOKING FOR HIDDEN:

Spot: IN vs Hidden (inanimate objects)
Spot: IN vs CN (creatures & characters)
(1) Search entire room (5 to 10 min) = +1d
(2) Search specific area (5 to 10 min) = +1d
(3) Search again = NOT allowed

LOOKING FOR INVISIBILITY:

(1) Detect Magic: MG vs 6d
(2) Dispel Magic: MG vs 10d

FIRE:

(Fire rating)
Fire rating increase
+1 at start of each round
Damage: Fire vs LF
Extinguish requires
a full round, (2 Actions)

FALLING:

Damage = +1d per inch
For example: 6 inches = 6d Attack
Resist = max SP rating
For example: SP = 2/5 = 5d Defense

Back

BRUTAL
Big Bad Ball Busting Bloody Battles

