

Resolution Chart

	Ultimate 4	Heroic 3	Moderate 2	Minor 1	Failure 0
Rank	Red	Orange	Yellow	Green	White
-26 to -30	To 4	To 10	To 18	To 30	To 100
-21 to -26	To 4	To 10	To 19	To 31	To 100
-16 to -20	To 4	To 11	To 20	To 32	To 100
-11 to -15	To 4	To 11	To 21	To 33	To 100
-10	To 5	To 12	To 22	To 34	To 100
-9	To 5	To 12	To 23	To 36	To 100
-8	To 5	To 13	To 24	To 38	To 100
-7	To 5	To 13	To 25	To 40	To 100
-6	To 6	To 14	To 26	To 42	To 100
-5	To 6	To 14	To 27	To 44	To 100
-4	To 6	To 15	To 28	To 46	To 100
-3	To 6	To 15	To 29	To 48	To 100
-2	To 7	To 16	To 30	To 50	To 100
-1	To 7	To 16	To 31	To 52	To 100
0	To 7	To 17	To 33	To 54	To 100
1	To 7	To 18	To 35	To 57	To 100
2	To 8	To 19	To 37	To 60	To 100
3	To 8	To 20	To 39	To 63	To 100
4	To 9	To 21	To 41	To 66	To 100
5	To 9	To 22	To 43	To 69	To 100
6	To 10	To 23	To 45	To 72	To 100
7	To 10	To 25	To 47	To 75	To 100
8	To 11	To 27	To 49	To 78	To 100
9	To 12	To 29	To 51	To 81	To 100
10	To 13	To 31	To 53	To 84	To 100
11 to 15	To 14	To 33	To 56	To 88	To 100
16 to 20	To 15	To 35	To 59	To 92	To 100
21 to 25	To 16	To 37	To 62	To 96	To 100
26 to 30	To 17	To 40	To 66	To 96	To 100

To use this chart, take the appropriate rank or differential, roll a d100 (00 counts as 100) and compare to the chart. If the roll exceeds a the number in one column, go to the next. (Rank 2, roll a 38 = Green.)

Non-Magic Character Talents

Prowess

Acrobatics
Animal Reflexes
Climbing
Movement
Strength
Swimming
Throwing

Endurance

Damage Endurance
Magic Endurance
Poison Endurance
Stamina
Will

Perception

Animal Handling
Medicine
Minstrel
Observation
Pocket Picking
Tracking

Fighting

Brawling
Weapon (from weapon list)
Wrestling

Knowledge

Arcane Languages
Blacksmith
Carpentry
Goldsmith
Herbalism
Language (choose language)
Lockpicking
Lore
Navigation
Reading/Writing (language)
Sailing
Siegecraft
Survival (choose environment)
Trapping

Insight

Animal Senses
Danger Sense
Directional Sense
Hypnotism
Magic Sense
Personal Magnetism
Telepathy
Weather Sense

All Magical Talents are found under Knowledge

Combat

Hitting

Attack Talent
-- Defender's *Movement*
Combat Rank

Roll on Resolution Chart

Combat Turns

1. Check for surprise
2. Declare action
3. Determine initiative
4. Resolve actions in initiative order
5. Repeat until hostilities are over

Surprise

Roll *Animal Reflexes*. Both fighters compare numbers (higher – lower = free actions). If there are more than two fighters, fighters pair off.

Only start combats with this rule, or when a new combatant joins.

Declaration

1. **Fight:** Take some action intended to injure your opponent, from armed attack to dropping a rock on him. If you choose to attack, you must state who you will attack and what part of the body you're aiming for.
2. **Defend:** Take action to avoid injury; this could mean parrying, dodging, blocking with a shield, and so on.

You can only defend actively against one attack per combat turn, and must state how you are defending.

3. **Move:** Run, crawl, jump, swing, swim - whatever is physically possible under the circumstances. You must declare where and how you are moving.
4. **Use Magic:** The caster of a spell must declare which spell is being cast and its intended target.
5. **Wait:** You may declare that you're holding your action until a certain condition arises. When and if it does, you can try to act first.

Initiative

Everyone rolls 1d10 and adds the **highest** of *Animal Reflexes*, *Movement*, or *General Prowess*, and the weapon's initiative modifier.

Order goes from highest to lowest.

Multiple Actions

First Action is done normally. Each extra action has a -3 rank penalty unless the player can make a red result on a roll of *Animal Reflexes*. This penalty also carries to the next round.

Attacks

Attacks are as follows:

Melee: As usual.

Brawl: -2 points of damage (later).

Wrestling: Damages only on a Red result. (only one point of damage, plus Strength.)

Rushing/Bashing: Use *Movement* as attack skill. White result means you fall over. Green to Orange means you get by, but can be attacked. Red means you bow the opponent over.

Two Weapons: First action on turn. Second action is at the end of round. Must choose one action each (attack or defend). Multiple actions only takes effect on the third and later actions.

Knock-Out: Must announce intention first. Then you only succeed on a red result.

Defense: When you get hit, you may make a roll with an attack talent (nothing is subtracted) to reduce damage. Reduce the damage by the number indicated.

Missile/Ranged: No need to aim. Hit location can be determined randomly.

% Die	Roll Location Hit
01-10	Left Leg
11-20	Right Leg
21-45	Gut
46-70	Chest
71-80	Left Arm
81-90	Right Arm
91-100	Head

Damage

Result of attack roll also indicates damage, +1 for each *Strength* rank above 10, plus the weapon's damage bonus, minus armor. Damage comes off of *Damage*. Red results also include specific wounds (next panel)

Specific Wounds

Aiming Point or Area Hit	Brawling	Other
Head	Unconscious; Orange or Red to resist.	Death; any color to avoid
Chest	Stunned 1 round; yellow, orange or red to resist.	Unconscious; orange or red to resist.
Gut	Stunned 2 rounds; yellow, orange or red to resist.	Unconscious; red to resist.
Arm	Drop any object held	Unusable; any color to resist.
Leg	Knocked down; any color to resist	Unusable; yellow, orange or red to resist.

Only major characters (“Foes”) get to make rolls to resist.

Taking Damage

Damage normally comes off of the *Damage* talent. When that hits zero, further damage requires a roll against the new (negative) damage rating.

Roll	Result
White	Die
Green, Yellow, or Orange	Fall unconscious
Red	Continue undaunted

Only major characters (“Foes”) get to make rolls to resist.

Healing

Every day, you regain *Damage* points based on General Endurance +1 (for a minimum of 1 point).

Movement

Talent Rating	Crawl	Walk	Jog	Sprint
-10 or less	1 [10]	P	P	P
-9 to -5	2 [25]	5 [50]	P	P
-4 to -3	2 [25]	5 [50]	10 [100]	P
-2 to 0	3 [35]	5 [50]	10 [100]	15 [150]
1 to 3	3 [35]	5 [50]	15 [150]	20 [250]
4 to 6	3 [35]	10 [100]	15 [150]	25 [300]
7 to 10	3 [35]	10 [100]	20 [250]	30 [350]
11 to 13	4 [50]	10 [100]	20 [250]	35 [400]
14 to 17	4 [50]	10 [100]	20 [250]	40 [500]
18 to 21	4 [50]	10 [100]	25 [300]	45 [550]
22 to 25	5 [50]	10 [100]	25 [300]	50 [600]
26 to 29	5 [50]	15 [150]	25 [300]	55 [650]
30 or above	5 [50]	15 [150]	30 [350]	60 [700]

- The distance in feet a character can move per combat turn

[#] - The distance in feet a character can move in one minute

P - this type of movement is prohibited

Climbing

Roll for every 100 feet. If failed, fall 1d10 x 10 feet behind. Falls greater than 100 feet are fatal.

Fame

Get 1 fame point for:

- particularly wild or dangerous stunts
- defeating an opponent with higher
- leading the victors in a major battle
- deeds of notable savagery
- each Talent rated between 20 and 29
- each Talent rated 30 or higher
- notable displays of mercy
- outwitting a major NPC

Lose 1 Fame point for:

- acts of notable cowardice
- acts of notable stupidity
- being made a fool of
- betraying friends or followers
- leading the losers in a major battle
- being defeated by an opponent

Fame modifications must have witnesses and be extraordinary.

Talent Point Awards

Talent Point Awards	
Action	Talent Points
Show up	1
minor use of a talent	+1
moderate use of a talent	+2
major use of a talent	+5
succeeding at an action for which the character does not have the Talent	+2

Never more than 10 Talent points at a time.

Falling

Damage is Distance in Feet -10, rolled on the resolution chart. Falls at 100+ feet will kill outright unless the character lands on a yielding surface.

Armor does not protect in a fall.

Fire Damage

Rated based on intensity. Armor only provides 1 point of protection against fire.

Intensity	Rating
candle, small lamp	-5
torch, lantern	0
small fire, burning tapestry	5 to 8
large fire, burning beam	10 to 14
bonfire, burning building	15 to 20
lava, magical fire	25 to 30

Drowning

Swim – Water rating roll in any odd condition. (Water ratings head next column.)

Failure means 1 point of damage.

Water Ratings

still, flat calm	0
slow stream, sewer, calm ocean	5
strong current, icy water	10
rapids, ocean swells	15
whitewater, windblown ocean	25
waterfall, river whirlpool, stormy seas	35
ocean whirlpool	40
hurricane on the open ocean	50

Breath may be held for 6 + *Stamina* or General Endurance rounds. Every turn beyond that without breathing means 1 point of damage.

Poison

Poison has three Ratings: Venom, Wound, and Duration.

Roll with *Poison Endurance* (or General Endurance) – the venom rating to see result.

Roll	Result
White	Wound
Green	Wound -1
Yellow	Wound -3
Orange	Wound = 1
Red	No effect

Example Poison Ratings

spider	6/5/6 hrs.
rattlesnake	10/8/2 hrs.
viper	13/15/1 hr.
curare	15/20/5 min.

Luck Points

Each character has a certain number of luck points that he can use to deal with the sudden changes of fortune that are wont to spring up in a sword-and-sorcery world. At character creation, the referee secretly rolls d10 for the character. This is the number of luck points he starts with. The character (and player!) do not know how many points the character has; there is quite literally no knowing when his luck will run out.

1 luck point does the following:

- Grant a re-roll on the Resolution table.
- Reduce damage by one level.
- Do anything that can only be done with sheer luck. Even then, white fails.

Additional luck points may be awarded for original stunts and providing a fun moment.

Acknowledgements

This Referee's screen was compiled by Adam Leisemann. It is based on rules by Zeb Cook, and takes text directly from the *ZeFRS* PDF compiled by Grey Elf. I take no credit for the text. This screen is to be distributed for free, and primarily as a set of inserts for any "do-it-yourself" horizontal Referee's screen.