1) Between Time
2) Movement (up to 12 paces)
3) Missles: Fire vs. Shot Difficulty
4) Melee and Fast-Cast Spells: First Strike vs First Strike
Attack vs Defense
Damage vs Soak

5) Normal Spells and Second Missles

MISSLE	RATE	MISSLE FIRE			
Rate + Skill + Qik	Shots per Round	Attack + Skill + Per + Stress	Difficulty		
up to -30	1/4	9+	point-blank range, slow or non-moving target		
-29 to -15	1/3	13+	point-blank range, target moving		
			standing person, 20 to 50 paces		
-14 to 0	1/2	18+	small or dodging target at point-blank range		
			moving human-size target at 20 to 50 paces		
+1  to  +15	1	22+	dodging target at 20 to 50 paces		
			tiny, quick target nearby (like a bat)		
			long range shot with a bow		
+16 or better	2/1	31+	long range shot with a sling		
			target obscured by darkness, underbrush, dust		

Weapon	Speed	Attack	Damage	Parry	Weapon	Rate	Attack	Damage	Range
Dagger	+1	+4	+2	+1	Sling	+2	+0	+4	100
Short Sword	+2	+4	+4	+2	Self Bow	+3	+0	+8	120
Broad Sword	+3	+4	+6	+3	Longbow	+2	+0	+4	100
Short Spear(1h)	+5	+2	+3	+1					
Short Spear(2h)	+6	+3	+5	+2					
Long Spear	+8	+2	+6	+3					
Hand Axe	+2	+2	+7	+1					
Quarterstaff	+5	+2	+4	+6					

ſ	First Strike	$\mathbf{Speed} + \mathbf{Qik} + \mathbf{Skill} + [\mathbf{Stress}]$	
	Attack	Attack+Dex+Skill+[Stress]	30+ is Exceptional Blow
	Defense	Parry+Skill-Size+[Stress]	
		Qik + Dodge - Size + [Stress]	
	Damage	$\mathbf{Damage} + Str + Skill + [Simple]$	Must exceed Soak
	Soak	Armor+Stm+Size+[Stress]	1 Body Level per 5 over Soak

Material	Cuirass	Hauberk	Full
Leather/Fur	2	4	6
Heavy/Hard L.	3	8	9
Ring Mail	6	10	11
Scale Mail	8	12	N/A
Chain Mail	11	15	17
Plate Mail	N/A	N/A	N/A

Brawling	Your Roll	Opponent's Roll	Close Fighting	Result	
Strike	Str+Brawl	$\operatorname{Soak}$	0	Lose 1 Fatigue (by 10: +1 Wound; by 20: knockout)	
Throw	Str+Size+Brawl	Qik+Size+Brawl+5	-4	Opponent Falls	
Tackle	Str+Size+Brawl	Qik+Size+Brawl	+4	Both Fall (Running: -1Atk,+4Roll)	
Disarm	Str+Brawl	Str+Brawl	0	Winner by 5 gets weapon (otherwise still struggling)	
Immobilize	Str+Brawl	Str+Brawl+5	+4	Opponent Cannot Move	
Closing	Qik+Brawl	Defense	Defense rolls become Qik+Brawl, knives/claws get +3Atk&Dmg		

Treating wounds: roll (Chirurgy + Int + [Simple] - Wound Penalty)

If Total > 4, the patient's wounds are stabilized.

If Total > 13, the patient instantly goes up one Body Level.

	Stm+Chirurgy	0	1-3	<b>4-</b> 8	9-12	13-17	18-21	22-26	27+
Recovery at Home:	Light	Χ	14	10	7	6	5	4	3
	Medium	Χ	60	40	21	18	16	14	12
	Heavy	X	X	80	45	35	28	25	21
	Incon	v	v	v	00	45	35	28	25

Incap. X X X 90

The number listed is the number of days it takes you to "recover".