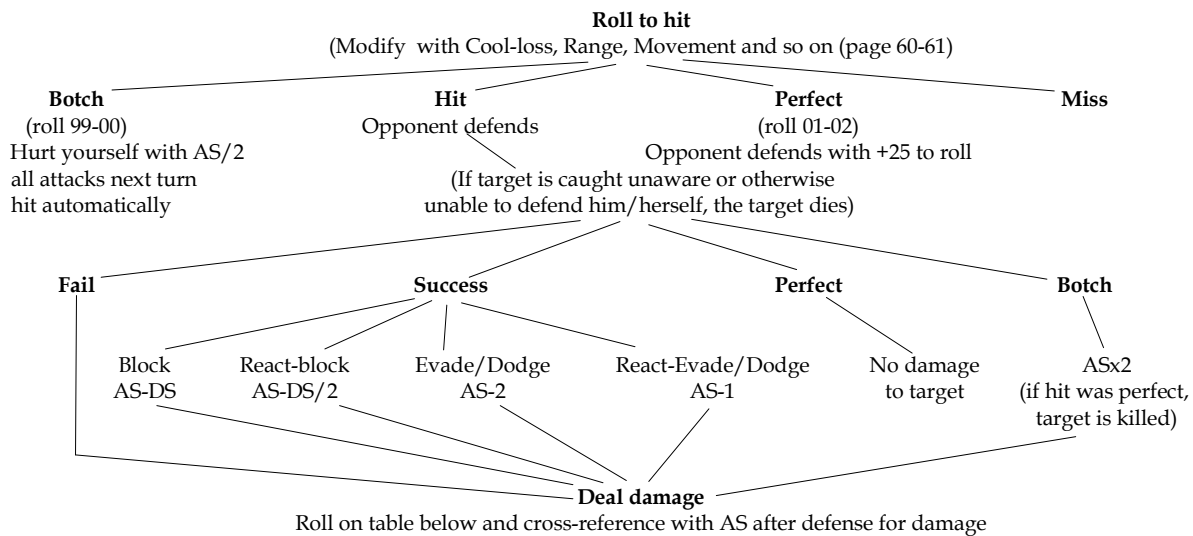


Lost Roads of Lociam

Flow-chart of an attack

First know

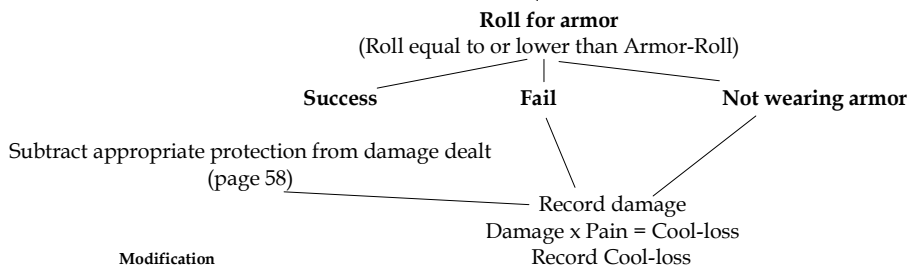
- Attacker's chance to hit
- Defender's chance to block/Evade/Dodge
- Attacker's AS (AS of weapon + damage-bonus)
- DS of defender's weapon/shield (if any)
- Class of damage of attacker's weapon (H/S/C/O)
- Armor-roll and protection of defender's armor



Roll on table below and cross-reference with AS after defense for damage

Roll 1D10	Damage as per AS									
	AS1	2	3	4	5	6	7	8		
1	0	0	0	1	2	3	4	5		
2	0	0	1	2	2	3	4	5		
3	0	1	2	3	3	4	5	6		
4	1	1	2	3	3	4	5	6		
5	1	1	2	3	4	5	6	7		
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- If a 'Good Hit' was rolled (10% or less of attackers change to hit) the roll is always a 10.
- If hit was Perfect then ASx2
- If AS is higher than 8 the attack deals 1D10 + (AS-5) points of damage



Range	Modification	Attacker	Modification	Cover	Modification
<2 m	Not possible	Standing	±0	Full	impossible
2m - Range/3	-2	On knees	+5	Head visible	+20
Range/3 - Range/2	-10	Lying, on stomach	+10	Quarter-figure	+10
Range/2 - Range	±0	Lying, on back	+20	Half-figure	+5
Range - Rangex2	+10	Running	+100(range)/+50 (melee)	All visible	±0
Rangex2 - Rangex3	+20				
Target movement	Modification	Vision	Modification		
Unaware/Unconscious/		Pitch black	+50		
Not defending	-30	Darkness	+20		
Immobile, down	-30	Dim	+10		
Immobile, standing	-10	Smoke, dense fog	+10		
Crawling, walking	±0	Attacker blind	+40		
Running, Flying	+10	Target invisible	+50		
Sprinting	+20				

Lost Roads of Lociam

Combat-actions

Action	Turns
Attack (melee)	1
Attack (projectile)	1+1 *
Block	1
Evade	1
Dodge	1
Thought (magical)	Drain+1
Spell (magical)	Drain+1
Rune (magical)	Drain+40-DEX
Ritual (magic)	Drainx720
Pick up an object	1
Drop an object	0
Change weapon	1
Draw weapon	1
Apply first aid	1D10
Rise up	1
Lay down	0
Talking	0+

* Normally it takes a turn to reload after firing, but a character who succeeds using his/her skill (Fast-draw for thrown weapons) to reload can do so without it taking a turn. The "fast-loaded" shot is done with a +20 modifier for bows and +10 for slings due to haste. If the attempt fails it still takes a turn to load/draw and if it is botched, the shooter/thrower can not do anything for three turns due to the misfortune.

Human unarmed attacks

with Brawl-modifier. Causes C-class damage

Attack	AS	Pain	Modifier
Fist	1	2	±0
Kick	2	2	+20
Head-but	2	3	+40
Knee	1	4	+20

Natural Healing

Healing-time for 1 point of Health.

CON	Time
1-4	54 hours
5-8	48 hours
9-12	42 hours
13-16	36 hours
17-20	30 hours
21+	24 hours

Travel-distance

Terrain	Walking	Stealth	Riding	Wagon	Sailboat	Canoe
Road	35	-	50	30	-	-
Open	30	15	40	10	-	-
Forest	25	12	20	-	-	-
Dense forest *	15	10	7	-	-	-
Hills *	18	7	20	-	-	-
Mountain *	10	7	0 **	-	-	-
Caves *	7 3	-	-	-	-	-
Swamp	10	5	5	-	-	30
River	- -	-	-	30 ***	50 ***	-
Open sea	- -	-	-	80	50	-
Trail	+7	+4	+10	-	-	-
Tracking	x0.9	x0.8	x0.6	x0.5	x0.1	x0.1

* means that the modification for trail can be used if the party is using a marked trail.

** means that a horse can only travel through mountains if a trail is followed.

*** means that the currents may modify the speed by ±1-20 km per day, depending on direction and power of current.

Encumbrance

Modifier to all DEX- and SPD-based skills.

Ratio	Modifier
0-25%	±0
26-50%	+10 (-10% to Movement)
51-100%	+25 (-25% to Movement)
101-200%	+50 (-50% to Movement)
201-300%	+75 (-75% to Movement)
300+%	Can not move or act

Astral roll

per Fathom-level

General roll = general sense, range, MANx10 meters.

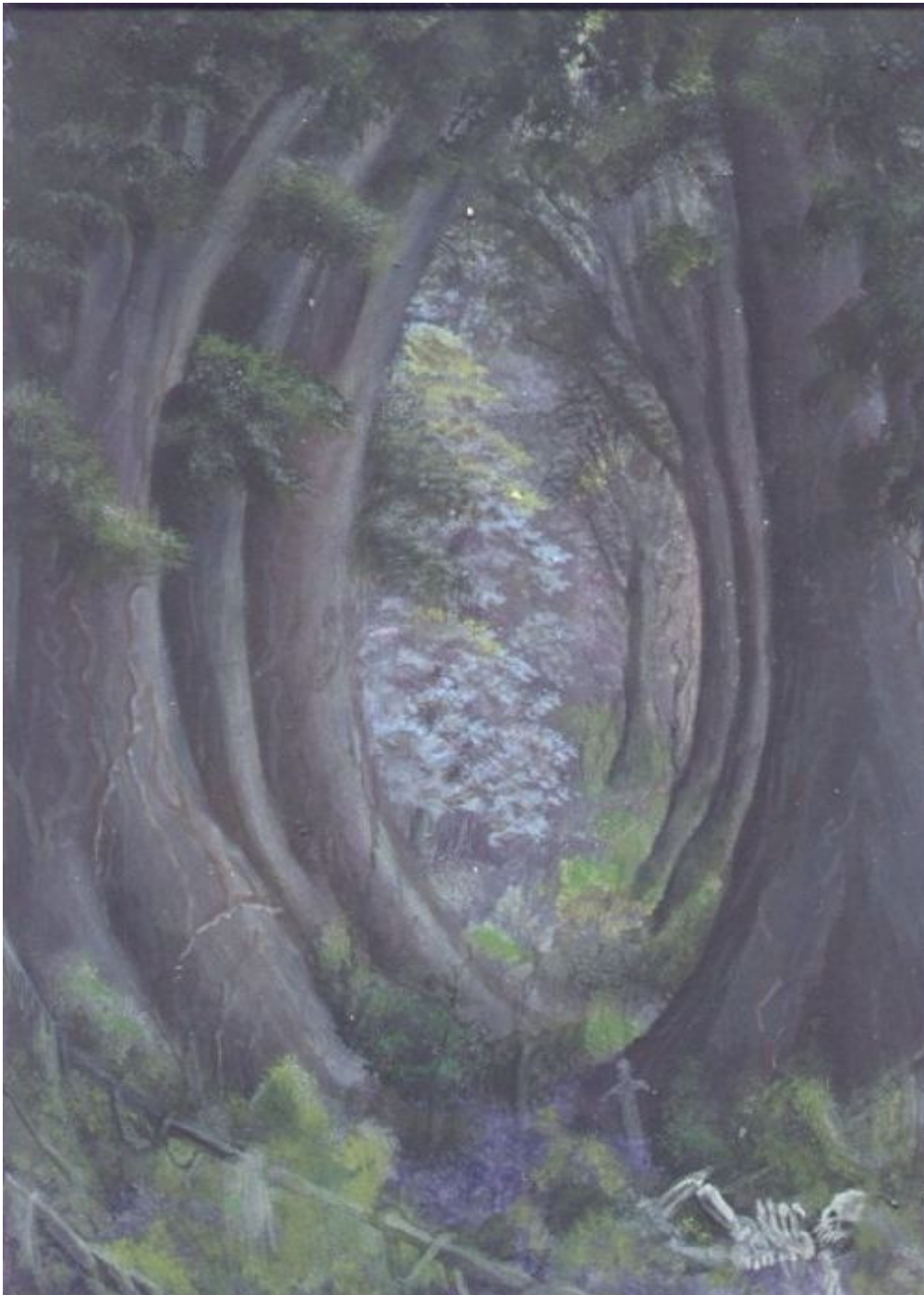
Focused roll = focus on oath, MANx2 meter long and MAN/2 meters wide. Nature of magic will be detected.

Searching roll = search for closest magical item/creature/effect within MANx100 meters.

Fathom	General	Focused	Searching
Non-Fathom	-	-	-
Open-eyed	PERx2.5	-	-
Looking	PERx5	-	-
Seeing	PERx5	PERx2.5	-
Discovering	PERx10	PERx5	PERx2.5
Understanding	PERx10	PERx5	PERx5

Lost Roads of Yociam

Gamemaster Screen

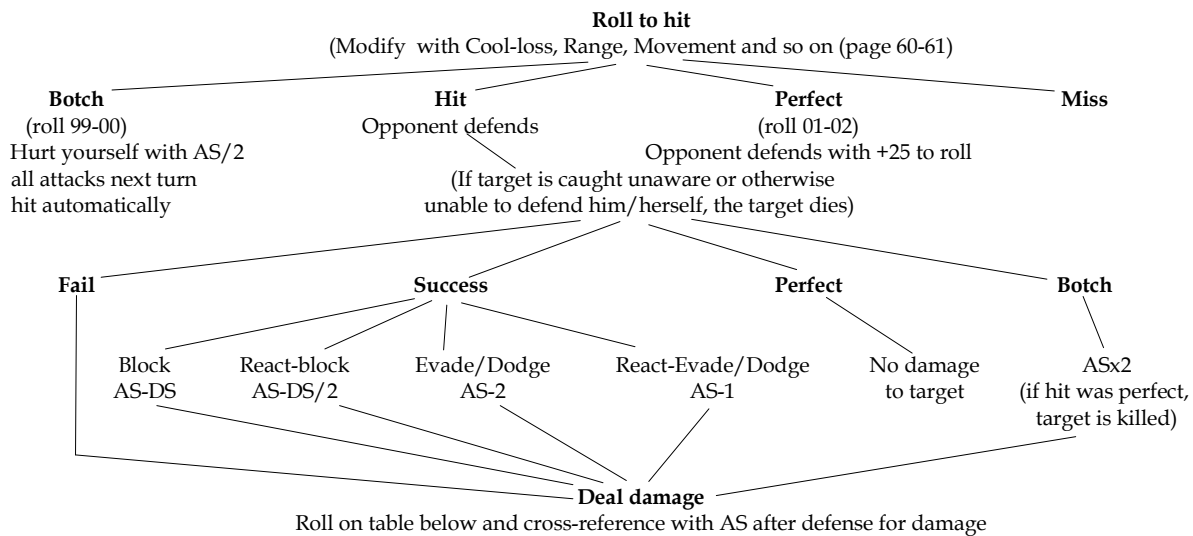


Lost Roads of Lociam

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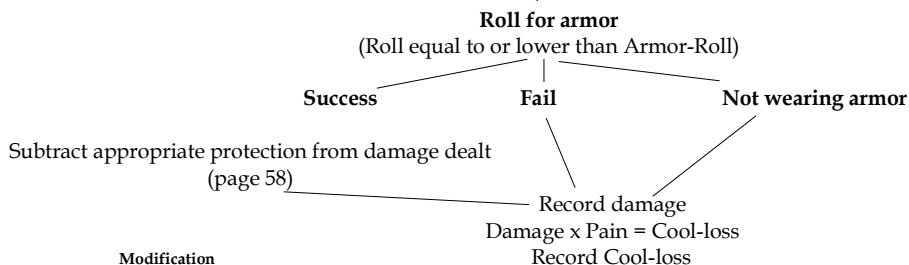
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