

COMBAT

TIME IN THE GAME
One Round = 6 seconds

COMBAT IN DETAIL

1. COMBATANTS ROLL FOR INITIATIVE

At the beginning of any combat situation, each combatant makes an SPD Attribute roll. This is called rolling for Initiative. This roll is not judged on the Results Table but is simply the sum of the D20 roll + the Hero's SPD.

The character with the highest Initiative total is allowed to act first, and may choose a combat skill based on the lower opponent's Init (see #2). The combatant with the next highest total goes next, and so on until all the combatants have taken their turns.

Have the combatants roll for Initiative each round of combat, to establish who gets first, second, and so on. Then have all opponents proceed in turn for the remainder of the fight.

Example: Dayn is fighting two opponents. The Hero has a SPD+2, the first opponent has a SPD+0, and the last opponent has a SPD+3. They all roll a D20 and add the result to their SPD Attribute. Dayn rolls a 7 and adds his SPD+0 for a total of 9. The first opponent rolls an 11 and adds his SPD+0 for a total of 11, and the last opponent rolls a 9 and adds his SPD+3 for a total of 12.

The order of the combat round is second opponent, first opponent, and then Dayn.

2. PLAYER/GM STATES INTENT

Before rolling for a combat action, the player or GM must state his character's Intent. The GM states Intent for his NPCs. This is done by choosing a weapon or Combat Skill, and a Combat Tactic.

There are four categories of Combat Tactics: Attack, Defend, Movement, and Stunt.

Each has a number of variations, as described in the section on Combat.

Example: A character's Intent might be to throw a spear, carry a shield, retreat, or try to trip or distract an opponent.

The winner of the Initiative roll can choose to declare Intent first or wait until other combatants have done so, in order to anticipate their opponents' moves and act accordingly. Either way, the individual who has the Initiative first rolls.

3. GM DETERMINES BONUSES OR PENALTIES

After a player/GM states Intent, the bonuses being used and described the character's Intent, the Game Master determines if any bonus or penalty will be applied to the player/GM rolls on the Results Table.

Apply a bonus based on the Combat Skill Rating chosen by the player/GM. Dayn is fighting during the game; it's a good idea to have players figure their characters' modified Combat Skill Ratings in advance and record these numbers on their Character Sheet.

Apply a modifier based on the Degree of Difficulty. If the Combat tactic is being opposed by another individual or creature, the Degree of Difficulty is always based the defender's abilities. Decide which ability is most appropriate, based on the following considerations:

* If the DOD to his opponent in combat is usually equal to the target's Dex - Evade skill.

Example: Dayn has a melee weapon skill rating of +10. His opponent has an Axe skill rating of +6. Dayn has a DOD+4.

* If the opponent is actively parrying, the DOD is equal to the opponent's CR + Parry skill (See Defense Rules).

Example: Dayn has a Sword skill rating of +10. His opponent has an Axe skill rating of +12. The Hero has a DOD-2.

If the attack is unexpected, then the Degree of Difficulty is based on how surprised the target is for the attack, and the GM's job is to determine that.

Example: If Dayn the Forgotten is trying to hit an unwary opponent with an arrow, the Degree of Difficulty would be based on such factors as the target's range and degree of cover, not the opponent's combat abilities.

Compare applicable bonuses and penalties, and use the total as the modifier that will be applied to the player's Results Table Combat roll.

4. PLAYER/GM ROLLS TO ATTEMPT THE ACTION

To determine whether the Combat action is successful or not, the player/GM adds his Combat Skill Rating to the DOD and rolls 1D20, adding it to the result.

Example: Dayn wants to shoot the unaware opponent. Dayn's player rolls the D20 and gets a result of 15, and modifies the roll with the DOD (Degree of Difficulty) of -3. The final number is 12 (15 - 3 = 12), a success.

5. GM JUDGES RESULT

After the player/GM rolls, the GM interprets the Results Table result, taking into account the specific circumstances surrounding the action, and other factors. Combat actions intended to cause damage will produce one of the following results:

Critical Failure: The attack fails due to a mishap of some sort; the attacker stumbles and falls, hits himself, hits an unintended target, breaks the weapon being used, etc. (GM's ruling)

Failure: The attack misses the intended target.

Partial Success: The attacker scores a glancing blow that only does half the attack form's total Damage Rating (rounded up to the nearest whole number).

Full Success: The attack does its full Damage Rating.

Critical Success: The attack does full Damage Rating and achieves the attacker's stated Intent. If the Intent was to injure or kill, the victim suffers a Critical Wound, and must make a roll using his Constitution Rating to determine how badly he is hurt. Subtract the Damage Rating of the attack from this CON roll. Partial Success means the victim suffers a penalty of -5 on all further actions until he heals from the Critical Wound. Failure or Critical Failure means the victim is immediately killed. See the chapter on Combat for more information on Critical Wounds.

Example: Dayn gets a full success with his roll of 12 and does full damage with his arrow. If the roll had a DOD-8 the final result would have been a 7 (15 - 8 = 7), a Partial success doing half-damage.

GRAPPLING ATTACKS

A Grappling Attack is attempt to grab, restrain, or throw an opponent through the use of strength, leverage, or special grappling weapons. Grappling Attacks are handled as per Close Combat. However, a defender who has been grabbed or restrained may take no further actions until he attempts to escape. If the defender's escape attempt is unsuccessful, on the next turn the attacker can either throw or choke the defender without the need for a second attack roll. A thrown defender can be thrown up to 2 meters away (+1 meter per -3 STR), and or held in a hold for up to 3 STR. Close Combat uses STR+4 DR per round until the defender escapes or is rendered unconscious.

Grappling Attacks cannot be used against multiple targets. A single target can be both grabbed and choked or grabbed and thrown in the same turn, at a -5 penalty for the extra action. While engaged in a Grappling Attack, the attacker has a -5 penalty to his defensive Skill Rating and the victim has an effective defensive Skill Rating of zero.

Example: Dayn is having a few drinks in a bar and has had the misfortune of drawing the attention of the local tough, Skelos. Skelos is a burly, balding, and larger than life character. Skelos is strong and will try to get him in a hold and throw him.

Dayn, who is faster, decides to be the first to try to get a hold. He jumps on the back of the brawny Skelos and attempts to apply a choke hold. Dayn's Pankration Rating is +14 while Skelos' is +8 (modifying Dayn's skill to +6).

The GM decides that since Dayn is attempting a very daring

maneuver (tumbling through Skelos' defenses to get at his back) he receives a -3 to his Results Table roll (modifying the brawl skill further to +3). Dayn's player rolls a 7 and adds the modifier of +3 for a result of 10: Partial Success. The GM rules that Dayn has successfully grappled Skelos but his chokehold causes no damage.

Because of their unusual nature and wide variety of effects, Grappling Attacks have different Results Table results than Standard Close Attacks as follows:

Critical Failure: The attacker has twisted himself into an awkward position and failed to effectively hold his opponent. The opponent receives a +5 bonus on their next attack vs. the grappler.

Failure: The attacker fails to grab the defender.

Partial Success: The attacker gets a partial hold but has little leverage. No choke or throw attacks may follow this attack. The defender gets a -3 bonus to his or her attempt to escape this hold.

Full Success: The attacker achieves the hold they were attempting. They may throw or choke the defender with their next action, or simply continue to hold.

Critical Success: The hold is especially well placed and strong. The defender takes an additional -5 penalty to any escape attempts.

WHEN MAKING A GRAPPLING ATTACK:

Critical Failure: The defender twists himself into an awkward position and failed to effectively hold his opponent. The opponent receives a +5 bonus on their next attack vs. the grappler.

Failure: The attacker fails to grab the defender.

Partial Success: The attacker gets a partial hold but has little leverage. No choke or throw attacks may follow this attack. The defender gets a -3 bonus to his or her attempt to escape this hold.

Full Success: The attacker achieves the hold they were attempting. They may throw or choke the defender with their next action, or simply continue to hold.

Critical Success: The hold is especially well placed and strong. The defender takes an additional -5 penalty to any escape attempts.

WHEN ESCAPING:

To escape the victim must make a CR + STR (or Pankration) versus a DoD equal to the grappler's CR + STR (or Pankration).

Critical Failure: The defender twists himself into an even worse position. He takes an additional -5 penalty to any further escape attempts.

Note that further Critical Failure results do not add to this penalty. The maximum is -5.

Failure: The defender remains in the hold.

Partial Success: The defender slips out way of the hold. Add +5 to his next escape attempt.

Full Success: The defender escapes the grapple.

Critical Success: The defender performs a perfect reversal. The defender may make an immediate attack on his opponent at full skill, flee, or perform any other action.

HELLENE GODS

- AEMOTON
- HEIRIA
- APHRODIA
- APOLLON
- ARESON
- ARTESIA
- ATHENIA

GLORY

A Hero's Glory encompasses his deeds and reputation throughout the Known Worlds. This value represents his performance, special abilities, attitude, and all the other subtle acts that together represent his stature in the eyes of individuals.

Glory is a reward given by the GM when he has performed noteworthy deeds. Glory has a benefit in social and spiritual situations. When the GM's characters earn Glory, it is a benefit to the entire group and to the individual.

The more Glory the Hero possesses, the easier it is to recognize him. This can be a benefit and sometimes a bane, as people will hear stories of the Hero's deeds, losses, weaknesses, and foibles. To know of someone's legend possesses. If a player wants to know more about someone, the god gives one level.

Example: Iolus (150 Glory) wants to impress a nymph with his greatness. With 150 Glory she needs to roll DOD+2 to have heard of the great Iolus.

SITUATION

Fighting naked and with abandon

10% of the creatures slain (minimum of 1pt)

Fighting in Hand-to-Hand combat

5 points

Fighting with Style and Heroics

5 points

A Very Difficult skill level attempt in a time of crisis

5 points

An Extreme skill level attempt in a time of crisis

10 points

A Beyond Extreme skill level attempt in a time of crisis

15 points

Legendary skill level (DoD-20) attempt in a time of crisis

20 points

For completing an Ambition successfully

3 points

Saving a planet from destruction with the help of the group

100 points

Slaying a great villain or creature

The Glory he possessed

Falling in love and winning a paramour's affection

10 points

Siring or bearing healthy children

20 points per child

When multiple Glory awards are applicable they stack, yielding a larger award.

Example: A naked Hero fighting and killing a 100 Glory opponent in hand-to-hand combat would receive 115 Glory.

BELOW IS A BENCHMARK LIST OF WHAT GLORY IS

1-10 A Hero known in a local town

21-30 A Hero known in one major city

31-40 A Hero known in one planetary region

41-50 A young Hero known on one world

51-100 A known Hero in one sector

101-150 A Hero known on several worlds over a few sectors

151-200 A Hero known in all of Hellenic Space

300+ A Hero whose deeds have become legend. Recognized throughout Known Space

The more Glory a Hero possesses, the better he is known in civilized areas. Depending on what his deeds are, he will either be regarded or reviled by the common folk. The character will amass

It's much easier to lose Glory than to gain it, and the world's love to see the glorious or blunder. Dishonorable deeds spread much faster than the honorable ones, so therefore a Hero loses a larger proportion of honor than he gains.

HELLAS™

ZORAN GODS

- CAPRO
- PHERGO
- TARPUIL
- EREN
- SARTI
- GEMEN

GODS

HIT POINTS (HP)

Hit Points = CON + Racial Hit Point Total

This is a measure of a character's ability to sustain injury before dying. The average number of Hit Points an individual or creature possesses is determined by race (and may be further modified through the selection of Talents). This total is increased by time only for long-living characters by adding or subtracting a number of points equal to the individual's Constitution Rating. Thereafter, Hit Points do not increase. Hit Points are not used as an Attribute Modifier nor are they used to make Omni Table rolls.

Hero Points can be spent up to his maximum amount of Hero Points in this way.

Example: Iolus is fighting a giant machine construct on the asteroid archipelago in the Myrtion Solar Sea. At his disposal are three Hero Points. The machine shoots a salvo of micro missiles at the nimble Iolus, hitting him for 30 points of damage. Iolus is in the pursuit of a Dromedean hero, fitting him for 30 points of damage. Iolus' hit points are reduced to 150.

Iolus' hit points are now 120. He spends his three Hero Points on the machine's hit points, and the machine is destroyed.

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