

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 tactic based on the slower opponent's Intent (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 goes 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+2 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, parry with 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 after combatants have done so, to anticipate their opponent's moves and act accordingly. Either way, the individual who has the Initiative rolls first.

3. GM DETERMINES BONUSES OR PENALTIES

After the player/GM indicates the weapon and tactic being used and describes the character's Intent, the Game Master determines if any bonus or penalty will be applied before the player/GM rolls on the Results Table.

Apply a bonus based on the Combat Skill Rating chosen by the player/GM. To save time 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 on the defender's abilities. Decide which ability is most appropriate, based on the following considerations:

- The DoD to hit an opponent in combat is usually equal to the target's DEX + Evade skill.

Example: Dayn has a melle weapon skill rating of +10. His opponent has an Evade 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 Ave skill of +12. The Hero has a DoD-2.

If the attack is unopposed, then the Degree of Difficulty is based on how simple or difficult it will be for the character to achieve his or her stated Intent.

Example: If Dayn the Forger is trying to hit an unaware 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 of 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 healed of the Critical Wound. Failure or Critical Failure means the victim is incapacitated until healed. See the chapter on Combat for more information of 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 of -8 the final result would have been a 7 (15 - 8 = 7), a Partial Success doing half-damage.

GRAPPLING ATTACKS

A Grappling Attack is any 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 Attacks. However, a defender who has been grabbed or restrained may not 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 throw defender can be hurled up to 2 meters away (+1 meter per +3 STR), and/or body slammed (DR 3 + STR). Choking causes 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 thug, Skelos the Unclean. Dayn knows that Skelos, who is far larger and stronger than he, will try to get him in a hold and choke 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:

WHEN MAKING A GRAPPLE ATTACK:

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 +5 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 partway out 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.

DEATH & DYING

Individuals or creatures reduced to zero or less Hit Points are rendered unconscious and, on the verge of death. Should this happen the Game Master should immediately roll on the Results Table, using the victim's CON versus a DoD equal to the number of points he is below zero Hit Points. The total will yield one of the following results:

Critical Failure: The character is dead.

Failure: Things are looking grim. The victim is fading fast and will need to make another CON roll every minute at a cumulative penalty of -1 per minute. A result of failure, or worse on any of these subsequent CON rolls results in death. A result of partial success or better, and the victim gets to live for another minute. At best, the victim will suffer a permanent injury of some kind (as per a result of Partial Success). The need for the CON roll can be negated if someone with the Heal or Medicine skill stabilizes the Hero with a roll versus a DoD equal to the number of Hit Points below zero. This roll will not restore Hit Points; only stop the need for further rolls.

Partial Success: The victim will recover, but will suffer some sort of permanent injury. Possibilities include disfiguring scars, a -1 point reduction of one of the victim's Attributes, amnesia, or some other disability appropriate to the circumstances surrounding the victim's "near-death experience" (GM's ruling).

Full or Critical Success: The victim will recover completely, with or without medical attention, and suffer no permanent damage. These rules should be reserved only for PCs or important NPCs.

Any other individual reduced to 0 HP or less can simply be considered dead at once.

Example: Dayn (CON+1) has taken damage that has reduced him to -5 Hit Points. His CON roll D20 is -4. He rolls the D20 and gets a Partial Success, meaning that he will eventually recover with some sort of scar or permanent wound.

Full Success: The action achieves the intended result.

Critical Success: the action is even more successful than intended, achieving the player's stated intent and also yielding additional benefits of some sort (attack causes a Critical Wound that disables the opponent, increased effect from a Dynamism, etc.). It's the GM's job to determine the actual results and extent of any Critical Success, based on prevailing circumstances.

Failure: the action fails to achieve the intended result.

Partial Success: the action is only moderately successful, achieving part but not all of the intended effect (such as half-damage from an attack or partial effect from a Dynamism).

Full Success: the action is even more successful than intended, achieving the player's stated intent and also yielding additional benefits of some sort (attack causes a Critical Wound that disables the opponent, increased effect from a Dynamism, etc.). It's the GM's job to determine the actual results and extent of any Critical Success, based on prevailing circumstances.

CRITICAL WOUNDS

Any attack that is made with the intent to kill or injure that yields a Results Table result of Critical Success will cause a Critical Wound. Assuming the victim has not been reduced to zero or less Hit Points, he must make a roll vs. his CON Rating (minus the DR of the attack) to determine the extent of the injury, as follows:

Failure/Critical Failure: Victim is incapacitated and rendered incapable of movement and regardless of actual Hit Point total. No further actions can be taken until the Critical Wound damage is healed with a Medicine skill roll. In the case of minor NPCs, a critical hit can cause instant death or knockout (GM's ruling) without the need for a CON roll.

Partial Success: Victim can continue, but suffers a penalty of -5 on all the rolls until the Critical Wound damage is healed (by Dynamism or non-Dynamism healing, or through rest and recuperation).

Full/Critical Success: Victim can continue without penalty.

Example: A Hero swings his sword and critically hits his opponent. The opponent takes 5 points of damage after armor reduction. The opponent must make a CON roll with a DoD-5 (the damage taken). The opponent rolls a 14 and gets a success to carry on fighting as normal, but with a particularly nasty wound.

Later that same battle, the Hero again scores a critical hit on his opponent who must again make a CON roll. This time the opponent gets only a partial and continues to fight, but now with a penalty of -5 to ALL his actions.

MOOKS' DEATH AND DYING, AND CRITICAL HITS

The critical hit rules are only used for Heroes and important NPCs. A mook or henchman (or any other character not central to the story) dies or is otherwise rendered unconscious and out of combat when they reach zero Hit Points and may not roll on the Death and Dying Chart. When a mook is hit with a critical hit they automatically fall and are taken out of the combat.

HEALING

Normal Healing = 5 Hit Points per day + CON Attribute

Healing occurs at the rate of 5 Hit Points per day, plus one additional point of healing per +1 Constitution Rating. Individuals with negative Constitution Ratings heal at the rate of 5 HP per day, minus one point of healing per -1 CON Rating (the minimum rate of healing is 1 HP per day). These healing rates assume reasonably good conditions and treatment as well as no strenuous activity.

Note that specific injuries, such as broken bones, may take longer to heal than simply regaining the Hit Points lost. This is left to the GM's discretion.

HELLENIC GODS

• AEMOTON
• APHROSIA
• APOLLON
• ARESON
• ARTESIA
• ATHENIA
• HEIRIA
• HEPHAESTON
• HERMIA
• HESTIA
• HEUSON
• HOSEIDON

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.

Heroes earn Glory as they adventure across the stars upholding justice and seeking truth. Points of Glory are earned by doing deeds that no normal person could ever hope to accomplish, such as solving a heroically difficult riddle or stopping a reactor core leak while others escape.

For Glory rewards of 1-5, it doesn't matter if the Hero succeeds or fails; all that matters is that he tried. For such acts the hero takes the character receives the full reward. For Glory acts of 10-20 the character gets a full reward for success and only half for failure (in these cases failure usually means death).

Example: Iolous saves three innocents while defeating a beast. Iolous receives 5 Glory points.

Example: While helping with a disastrous flood in the port city of Athenoi, Iolous sees that a retaining wall is about to give way. Knowing that if the wall fails the area will be flooded and hundreds, if not thousands will die, Iolous braces his back against the wall and pushes. The Game Master decides that the task will be a Legendary level of Strength and calls for a STR roll. Iolous will either live to tell the glorious tale or die and have songs sung of his heroism, but either way the situation will garner him 10 Glory points.

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

NOTE: Always give Glory right on the spot. Do not treat Glory like Experience Points that are doled out at the end of the game. The immediate reward emboldens the players to continue to strive for more Glory.

RESULT TABLE

0 OR LESS CRITICAL FAILURE

1-5 FAILURE

6-10 PARTIAL SUCCESS

11-19 SUCCESS

20 OR MORE CRITICAL SUCCESS

Full Success: the action achieves the intended result.

Critical Success: the action is even more successful than intended, achieving the player's stated intent and also yielding additional benefits of some sort (attack causes a Critical Wound that disables the opponent, increased effect from a Dynamism, etc.). It's the GM's job to determine the actual results and extent of any Critical Success, based on prevailing circumstances.

Failure: the action fails to achieve the intended result.

Partial Success: the action is only moderately successful, achieving part but not all of the intended effect (such as half-damage from an attack or partial effect from a Dynamism).

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DESTINY AND FATE

THE DESTINY & TEMPTING FATE

During the course of play the Hero is constantly trying to complete Ambitions and reach his destiny without succumbing to his Fate. While in the pursuit of these goals his drive manifests in the form of bonus Hero Points that can be used when these goals become paramount. Destiny may be called upon a number of times when the Hero is in a situation that is appropriate to one of his Ambitions. The Hero Points acts as normal Hero Points in every way, and have a few other benefits listed below.

HERO POINTS

Destiny points may be used in the exact same way as Hero Points with the same effects and benefits. The Hero can spend these points in addition to his normal limit as per the Glory rules.

SHARING

It may be the Hero's destiny to help another person reach his goal because doing so may benefit the Hero. A Hero may spend the points on another player's roll. The Hero can spend up to his maximum amount in this way.

A Hero may choose to use either Destiny or Fate in the pursuit of his goals and does not have to use the full amount listed. The difference is that Fate allows for the use of more points at a lower level of Glory. Fate is more enticing and easier to use but ultimately leads to the Hero's demise. If any of the Fate Points are used and roll a natural failure (a roll of 1-5 on the D20), even if ultimately the roll was a success then the player takes a number of Fate Points equal to half the amount of points used (round up). If Fate Points are used for negating damage, the Hero takes a number of Fate Points equal to half the number of points used automatically and no roll is made. As discussed earlier, once the Hero has 10 Fate Points he has caught the attention of the Moirae who enact their dark fortune upon him.

Fate is easier to call upon, but Destiny is more rewarding and safer in the long run.

DESTINY POINTS

Destiny Progression

Hero Points 2 3 4 5 6

Uses Per Adventure DYN+2 DYN+4 DYN+6 DYN+8 DYN+10

Glory Range 1-50 51-100 101-150 151-250 251+

TEMPTING FATE

Tempting Fate Progression

Hero Points 4 6 8 10 12

Uses Per Adventure DYN+3 DYN+6 DYN+9 DYN+12 DYN+15

Glory Range 1-40 41-75 76-150 151-200 201+

NOTE: Fate Points can be used at anytime during the course of play and do not have to be tied to the Hero's Ambitions. If a Hero wants to tempt Fate on trying to impress a young woman at Aphrosia's sacred grove, then so be it.

HELLAS

ZORAN GODS

• CAPRO
• PHERGO
• TARPUL
• EREN
• SARTI
• GEMEN
• SCOHE
• PHECA
• LIBHE
• AQUES
• EUSEOL
• POSCE

Glory as a reward given by the GM when he has performed noteworthy deeds.

Glory has a benefit in combat and social situations. When the GM's characters encounter a player's Hero, they may roll against his Glory to see if he is known by the individual. The more Glory that the Hero possesses, the easier it is to recognize him. This can be a benefit and sometimes a bane, as people will have heard stories of the Hero's deeds, losses, weaknesses, and foibles. To know of someone's legend the person must make an INT roll with a DoD determined by the amount of Glory the Hero possesses. If a player wants to know more about someone, the DOD goes up one level.

Example: Iolous (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 Iolous.

In social situations, Glory adds a bonus of +1 per 50 points of Glory to any social dice roll situation where your name is heard. In some cases it will act as a penalty.

Example: Iolous (150 Glory) is seeking an audience with the King of Argos. While speaking to the palace's Major-Domo, Iolous says, "I am Iolous of Thebes, son of Iphicles. I would like to speak to the great king of this house."

Iolous rolls his CHA with an added bonus of +3 (150/50 = 3). He rolls a success!

Since the Major-Domo knows of Iolous and his great deeds he rushes to his king to tell him of the great Hero that stands outside his doors. If, on the other hand, the Major-Domo had a reason to hate the Spartan Hero or his father, then the Glory would act as a penalty of -3.

LOSING GLORY

Conversely, a Hero can do something that would bring dishonor to his name. This will cause the Hero to actually lose Glory. Imagine when confronting a Hydra that is about to attack a small town the Hero loses his resolve and turns to run. If survivors live to tell the tale they will cry that the Hero was a coward. The gods do not like having their names associated with the deeds of such an ignoble Hero and may well turn on him, so not only will a Hero's name lose luster, but he may lose a divine gift bestowed upon him.

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

ROLL MODIFIERS

Difficulty

No chance of failure

Any fool could do it

Very Easy

Easy

Simple

Routine

Tricky

Difficult

Very Difficult

Extreme

Beyond Extreme

Modifier

No need to roll

+10

+7

+5

+3

+0

-3 to -6

-7 to -10

-11 to -15

-16 to -20

-21 or more

NOTE: Why only a percentage of the money earned? Because it is assumed that the rest goes towards general upkeep and normal expenditure of a normal life. The Hero must pay for lodging and food like everyone else.

The amount is then multiplied by the number of months away during the Respite Phase to get the final amount earned by the Hero.

Example: Iolous is a Spartan who earns 100 Drachmas a month in the employ of the Spartan army. Iolous comes home from a long voyage and goes back to his trade as a trained soldier. The Respite Phase last for 15 months and during that time Iolous performs adequately (rolling a success at the end of the 15 months). During that period Iolous earned 1,500 Drachmas for his trouble but almost all of it goes to the upkeep of his modest home, occasional nights out to the Agora, and the essentials such as food and other necessities leaving him with only 150 Drachmas when all is said and done (10% of his actual earnings).

WHEN DOES THE RESPITE OCCUR DURING THE GAME?

The Respite Phase should occur between story arcs, usually every 3-6 adventures. This helps time pass, allows the characters to age, and creates an epic quality to the campaign. Depending on how ambitious the GM and players are, the Respite Phase can happen as little as 3 times or as many as 10 times.

The Game Master rolls to see how many months are spent in the Respite Phase for the entire group.

THE ADVERSARIES' MACHINATIONS

Roll

Machinations

1 A great Kraken cuts off a busy Slipspace route.

2 A leader on a random planet is assassinated.

3 A close ally of the Hero is missing or dead.

4 A planet close to a random planet is under martial law or suffers civil unrest.

5 A random world cuts off all contact to the outside universe.

6 The Enemy is silent but a random Hero has vivid dreams of a princess on a random world in great danger.

7 A random Hero's world falls sick to a mysterious plague and is quarantined.

8 A pirate fleet salvages a planetary system looking for something.