

Difficulty	TN
Automatic	—
Easy	8
Normal	12
Challenging	16
Heroic	20
Epic	24
Impossible	—

Scalemail Rules Reference

Roll Chance Die (d20) + Mod Die (varies)

Attributes (Mod Die)

- **Strength:** Physical, endurance, athletics, melee
- **Charm:** Social, convincing, tricking
- **Agility:** Quickness, dodging, ranged attacks
- **Logic:** Mental, crafting, memory
- **Ego:** Self-awareness, willpower, inner strength

Mod Steps: See chart and p. 155. +1 Step from a *single* Vocation or Weapon Group. +1 Step from an assistant with at least +d4. Multiple Traits may apply. For NPCs, Steps reduce Combat or Skill.

Critical Success: Beat TN by 5 or more.

Complex Rolls: Three rolls. Failure gives –2 on next roll, critical success gives +2. 0 overall successes is total failure, 1 is marginal success, 2 is basic success, 3 is total success.

Illumination: *Dim Light* makes Vision-reliant rolls Impaired to see things over 10' away. *Darkness* makes them Severely Impaired at any distance.

Mod Steps

+d12
×2
+d12
+d10
+d8
+d6
+d4
±0
–d4
–d6
–d8
–d10
–d12
–d12
×2

Condition	PC	NPC
Cursed	Can't spend or regain Determination.	Treat as Stunned.
Dazed	–1 Step to Attribute rolls.	–1 Combat & Skill.
Dying	See p. 25.	Out of the fight.
Fearful	Move away from the source of fear. If you can't move you cannot act or defend.	
Impaired	–2 Steps to a specific Attribute or roll type.	Lower either Skill or Combat by 2.
Knocked Out	Prone, can't act or defend.	Out of the fight. Undead/Murkbane with 0 ♥ die.
Prone	Flyers land. –2 Steps to defend vs. melee but +2 vs. ranged. Minor action to rise.	
Severely Impaired	–4 Steps to a specific Attribute or roll type.	Lower either Skill or Combat by 4.
Slowed	–15' to Move.	–15' to Move.
Stuck	Can't move.	Can't move.
Stunned	–3 Steps to Attribute rolls.	–3 Combat & Skill.

Weapon Traits

- *Arcing:* Ignore 1 Step of cover penalties.
- *Cleaving:* Crit can hit 2 foes for normal damage.
- *Defensive:* Acts as shield if trained in weapon.
- *Entangling:* May inflict Stuck instead of damage.
- *Flexible:* –1 to foe's Combat or Defense Steps.
- *Forceful:* Crit also knocks foe back 5'.
- *Heavy:* Crit at TN+4.
- *Hidden:* +1 Step to hide weapon (Agility).
- *Light:* May attack with Agility or Strength.
- *Loud:* Noisy.
- *Ranged:* Attack out to listed range, or twice that far at a –2 Step penalty.
- *Reach:* 10' reach.
- *Reload:* After each shot.
- *Throwing:* Up to 30'.
- *Tripping:* +1 Step to trip as Dramatic Tactic.
- *Two-Handed:* Uses 2H.
- *Versatile:* Can use 1H but 2H gains Heavy.
- *Weak:* +2 to foe's Combat or Defense Steps.

Determination (max 3)	Spending	Recovering
• Before rolling, roll 2 Chance Dice (d20s) and take the best.	• Act according to your Drive or Patron's ideals.	• When a Trait says you do.
• After rolling, set Mod Die to the best value.	• After a dangerous or heroic deed.	• After a dangerous or heroic deed.
• At any time, avoid something bad. GM may impose alternate consequences.	• During downtime (p. 149).	• Enhance the game for everyone.

Embracing the Murk

Before acting, choose one. After, roll (effective) Mod Die on the p. 15 chart.

- Ignore all negative Steps on your roll.
- If your Mod Die is ±0 or higher, roll at +3 Steps.
- Hex a foe for –3 to its Combat and Skill until start of your next Turn. Each foe can be hexed once per encounter.

Carrying Capacity

- Body (10 slots)
- Hands (2 slots ea.)
- Back (8 slots)

Item Size in Slots

- Small is 1 slot
- Medium is 2 slots
- Large is 4 slots

Resting

Short (30 min):
Restore 1 ♥ or ✱, or use a Healer's Kit.

Full (6 hrs):
Restore all ♥ and ✱ and remove most Conditions.

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Combat Actions (one Major and one Minor per Turn)

- **Major:** Assist Ally (+1 Step), Attack (for ♥), Cast Spell (✱ cost is spell level), Defend (+2 Defense Steps till your next Turn), Dramatic Tactic, Noncombat/Social Action, Use Item
- **Minor:** Draw/Stow Item, Drink Potion, Move (see p. 21-22), Reassess (redo Initiative at +1 Step), Stand (from Prone)
- **Free:** Drop Prone, Drop Item, Swap Initiative (w/ally), Talk

Dramatic Tactics (roll vs Combat, or vs Skill for Charm)

- *Strength:* Grab (both Stuck unless they're larger than you), Disarm (to an adjacent space), Shove or Throw (5' away)
- *Charm:* Distract (Dazed vs others), Lure (approaches you)
- *Agility:* Bind with Rope or Net (Stuck), Sweep (Prone)
- *Logic:* Study (Combat Impaired vs you till next Turn)
- *Ego:* Spot Weakness (Combat Impaired vs your next attack)