

Quickstart Rule Reference Sheets v1.00

Standard Rule Armour Table					
Armour Type	Arms and Legs	Torso	H2H	Hacking/ Slashing	Impact/ Crushing
Leather Armour	0	-4	2	1	2
Studded Leather	0	-6	3	1	3
Leather +Plates	-1	-8	4	2	3
Light Chainmail	-1	-10	5	2	3
Medium Chainmail	-2	-12	5	3	3
Heavy Chainmail	-2	-14	6	3	4
Light Scale	-3	-14	6	4	3
Medium Scale	-3	-16	7	4	4
Heavy Scale	-4	-18	7	5	4
Medium Plate	-4	-20	8	5	4
Heavy Plate	-5	-22	9	5	5
Medium Breast Plate	-5	-25	10	6	5
Heavy Breast Plate	-6	-30	11	6	6
Light Iron Helm	-2		6	4	4
Medium Iron Helm	-3		9	6	5
Heavy Iron Helm	-4		9	7	6
Great Iron Helm	-5		11	8	7
Leather Cap	0		4	2	3
Leather Mask	0		3	2	2
Spiked Leather Mask	0		4	3	3
Leather Helmet	-1		5	3	3
Iron Helmet	-1		4	4	3
Iron Helmet with Nose Piece	-2		5	4	4
Full Iron Helmet	-2		6	5	5
Heavy Felt Hat	0		2	0	1
Full Leg Riding Boots	0		2	0	1
Full Armour Gloves	0		2	0	1
Small Shield or Targe	+5		Please note that the second and third columns relate to the Parry/Dodge penalties that apply when wearing armour in a specific location. Please check 3.2.1.6 on page 64 of the Main Sourcebook for more information.		
Medium Shield or Condar Buckler	+10				
Large Shield or Shield of Telos	+15				

Cursed Empire – Quickplay Rules

Skill rolls

When you want to carry out a task you should choose an appropriate skill and roll 1d100. The MT will assign modifiers as appropriate from the table below. If you roll under the skill plus (or minus) the modifier then you have succeeded.

Skill adjustment

Level of difficulty	+/-
Unmissable	+50%
Very easy	+30%
Easy	+25%
Not too easy	+15%
Feasible	+10%
Average	0
Slightly difficult	-10%
Relatively difficult	-20%
Difficult	-25%
Very difficult	-30%
Almost impossible	-50%

Example of an unmissable task:
hitting a Darkun tied to a tree

Combat

1. Choose target
2. Roll 1d10 and add your reflexes modifier, highest number acts first
3. Roll 1d100 against your skill with the weapon you are using, if you roll under, you have hit, if you roll over, you have missed: your opponent makes their attack roll
4. Your target rolls against his parry/dodge, if he passes then he has dodged or parried your blow and takes no damage
5. Roll 1d20 to see where you have hit, locations are on the character sheet
6. Your target deducts his armour absorption versus the damage of your weapon at that location (see Standard Rule Armour Table)
7. Roll damage appropriate to your weapon and add your strength modifier
8. Return to phase 3, changing sides

Ability checks

Roll 1d20. A roll under the appropriate ability is a pass. A roll over is a fail.

Magic

To cast magic simply make sure that you have access to the appropriate spell list, and check that you have enough MPs. If you have enough then cast the spell and deduct the cost. Wizards must have some way to write their runes in order to cast.

Pain endurance

If a location is reduced below 0 by a blow then the victim must make a pain endurance throw to remain conscious. This is a roll against their endurance whenever a location drops below 0, or is hit while below 0. If the head goes to 0 the character falls unconscious

Projectiles

It is impossible to dodge or parry any projectile weapons, they are simply too fast to avoid.

Note

Since this is a quickplay sheet many advanced rules have been left out, such as perfect actions and some of the more complex aspects of armour rolls and magic. If necessary your MT will let you know when these are needed, but this sheet is designed to allow people to play a stripped down version of the game within a few minutes.