

CHIVALRY AND SORCERY: THE REBIRTH - CRIB SHEET

These notes are intended to help someone who is playing C&S with a ready made character but is unsure of the principles of the rules. These are just the basics. The male pronoun is used throughout, sorry but the author is an unreconstructed male chauvinist.

WHAT'S MY CHANCE TO DO THINGS.

Chivalry and Sorcery is a percentile system. This means that you have a chance to do something that is measured from 0% (no chance) to 100% (every chance) of succeeding at something. To find out what that is you add two numbers to find a third.

THE BASE CHANCE (BC)
The easier the skill the higher this is.
YOUR "PERSONAL SKILL FACTOR" (PSF)
This is based on bonuses (or penalties) given by natural aptitude and how much you have actually studied that skill.

These two numbers added together give the "**TOTAL SUCCESS CHANCE**" (TSC), which is your chance out of one hundred to succeed. Occasionally though this number can be changed by the situation but that simply is what happens with any skill.

You have to roll under this number on "percentile" dice with a third Critical (or effect) die to determine how well your attempt went. So any roll under your chance to succeed is a success, no matter if it is exactly your chance or the lowest roll possible.

It is the third die which determines how well you did, or not. 1 is a bad number whereas 10 is a good number. A success with 1 is a bare success, a 10 a great success (CRITICAL), and a failure with 1 a catastrophic failure.

E.g. Paul is Playing Stephen, a woodsman, who is trying to jump over a gap in a bridge. Jump gives him a Base Chance of 40%, he has bonuses from aptitude and skill of 12% for a TSC of 52%. Paul rolls the dice getting 51 (a success) but a 1 on the Crit Die. Stephen teeters on the edge but is pulled onto a safe footing by his companion Ian.
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Some factors, for example being exceptionally good at a skill, will give you bonuses to your Crit Die thus you will not only succeed more often but you will obtain extraordinary results more often.

If you are exercising a skill in competition with someone else then you are "Resisting" each others skill use and your own aptitude and study can further aid you. This is done by subtracting the PSF of your opponent from your own skill roll.

E.g. The Goblin Dyrirch and the Orc Baundhir are playing a game of riddles. Dyrirch has a 40% BC + 8% PSF, (TSC 58%) and Baundhir 40% BC with a PSF of 2. Dyrirch must subtract 2% from his skill roll but Baundhir must subtract 8%
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Skill use applies for all skills, including a mage casting spells and a priest petitioning his deity.

RAW CHECKS

If there is a need to check for a chance not covered by a skill, or just a quick instinctive reaction then the GM might call for an "AR" Check.

This is a simple Percentage roll based on an Attribute.

E.g. The knight Alexander Douglas is surprised when a rock tumbles down from the gully above. The GM says that rolling under his Agility AR% will stop the knight tripping over the rolling rock. His Agility is 15, which gives him an AR of 76%. If he can roll under that then he keeps his feet.
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HOW DOES COMBAT WORK?

C&S Combat involves reducing the well-being of the opponent by subtracting **FATIGUE (FAT)** and **BODY POINTS (BPs)** from him. FAT represents energy and BPS the fabric of the body. Damage is usually subtracted from FAT first to simulate bruising, loss of blood and energy expended to minimise damage but especially good hits, (CRITICAL HITS with 10 or more on the CRIT DIE), can subtract damage straight from the body. Some weapons have a **CRIT DIE MODIFIER** that is added to the Crit Die roll which allows roll results over 10 and also more frequent BASHES and CRITICAL HITS. However a natural 1 on a failed roll is STILL a catastrophic failure.

When fighting, one of the most important things is timing:- who is faster than who or whose action will take longer, the halberd wielding guard or the noble squire trying to run and shoulder charge the churl?

This is measured by **ACTION POINTS (AP)**. Combat is divided into TURNS and in each turn you get APs to spend. Everything you want to do will cost you APs so the faster person will get to do more things because they have more points. You know who is faster than who because they will have a higher "BAP" (BASE ACTION POINTS)

At the start of each turn everyone rolls a 10 sided die. and adds the number to the BAP, that is his "POOL" for that turn. The turn is divided into **PHASES** where each combatant can perform an action (an action is any number of acts so long as the AP cost is no more than 10 or is one blow with a cost of no more than 14 APs). The cost of the actions is subtracted from the POOL. The person with the most remaining APs in their pool goes first in the next PHASE. to determine who goes first in the next PHASE. This continues until all APs are either spent or held over until the next turn,

E.g. Tim's character Squire Findlaech has a BAP of 16. In this turn he rolls 8 to have a pool of 24. He wishes to shoulder charge the soldier Alf who is 85 feet away and getting ready to swing a halberd at Findlaech's master and his brother. The halberdier has a pool of 25 and to attack takes 12 action points and will leave him with 13 APs.
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In the first phase the Squire will be sprinting 80 feet leaving him with 14 APS for the next phase. The halberdier therefore strikes and wounds Findlaech's master for the end of the phase. As the Halberd readies for his second blow, Squire Findlaech's charge goes in first (his sprint takes only 1 AP) and as soon as he makes contact he can try and BASH his opponent.

Some actions, e.g. reloading a Crossbow, will take more than one turn, so you'll just have to maintain your count until you are ready. Similarly you can hold over some APs to get a head start in the next turn.

Melee Attack
Missile Attack
Shield Parry
Weapon Parry
Dodge
Bash

In combat you have the types of actions available to you as listed on the left.

Normally combat uses "Resisted" skills so that the attack can have its chance reduced by the defender's PSF, but this can be dropped to make combat quicker if you want to.

Before an attack is made the defender has to decide on an **Active**, **Passive**, or **no** defence. If making a Defence then subtract the attacker's PSF from the Defence Roll.

Passive Defences use either a shield or a weapon. If using a shield then the attack has to come against the side protected by the shield. To make the defence, roll the appropriate Weapon or Shield Play skill, If successful then subtract **half** the PSF from the attack chance. Passive Defences are **Unresisted**, i.e. the attacker doesn't subtract any PSF unless the Defence is successful. If successful with a shield defence but the attack **still** succeeds then the defender subtracts the protection offered by the shield from any damage done.

You can make an **Active** Defence (Parry or Dodge) by spending Fatigue Points. The Action Point chart has the fatigue point cost. According to the rules if the defender pays the fatigue point cost and makes the appropriate **Parry** or **Dodge** skill then all the PSF of the skill is taken from the Attackers chance but in practice most people say that if you make your defence roll then you stop the attack from hitting you.

A failure with an **Active Shield Parry** still allows the defender to subtract the protection offered by the shield from any damage done.

FATIGUE POINT COSTS OF ACTIVE DEFENCES

DEFENCE	PSF OF SKILL		
	BELOW 26%	26% - 45%	46% - 60%
Parry, Light Weapon	1	1	1
Parry, Medium Weapon	2	2	2
Parry, Heavy or 2H weapon	3	3	2
Parry, Polearm	4	4	3
Shield, Buckler	1	1	1
Shield, Target/Heater	2	2	2
Shield, Large	3	3	2
Dodge	1	1	1

If a defence is successful against an unsuccessful attack then the defender can pay a fatigue point cost and take a **Combat Advantage**. With the weapon that means a **riposte** (effectively a free attack) or an attempt to **disarm** or with a shield this means a **Shield Bash**. There is **no** defence against a Combat Advantage attack.

FATIGUE POINT COSTS OF COMBAT ADVANTAGES	FP COST
Natural Weapon	0
Light Weapon/Shield	1
Medium Weapon/Shield	2
Heavy Weapon/Shield	3
Two handed Weapon	4
Polearm	4

DAMAGE

If an attack succeeds then damage is done. In a melee attack this equals

BASE DAMAGE OF THE WEAPON

STR/4 FOR LIGHT WEAPONS AND STR/2 FOR ALL OTHERS

SKILL BONUS (TABLE 7.15 PG. 1-88)

THE ADJUSTED CRIT DIE ROLL

Weapons have various types, e.g. Slashing and Crushing, and Armour gives different protection against each type. Subtract armour from the damage dealt by the weapon.

If the hit is a **CRITICAL HIT** then all damage, after protection is taken into account, is subtracted from BPs. Then a further D10's worth of damage is subtracted from the BPs. This may require a further roll to determine exactly where the blow landed. If you get a solid blow onto a vulnerable spot then you might end the fight there and then.

BASHES

It is possible to knock down an opponent in combat either as an attack itself or as a consequence of an attack (including shield bashes). Each weapon has a **bash chance**. If the roll on the Crit Die is equal to or above the bash chance then the opponent has been bashed.

Add the adjustment from table 7.9 (page 1-85) to the Crit Die roll to find out the result of the Bash on table 7-10 (also Page 1-85).

Someone charging into someone else can try to **Body Bash** their opponent. This is treated as the weapon version of the bash with the charge given an equivalent of its weapon weight (tables 7-8 pg. 1-85 and 7-11 pg. 1-86). A **Body Bash** is an automatic hit unless successfully dodged or if the person being charged can get a weapon in the way.

FEROCIOUS ATTACKS

This is an enraged attack similar to a state of Beserkerang. Knights

E.g. if a knight is wearing armour and is 210 lbs in weight then that is equivalent to a hit from a "heavy" weapon. If the person being charged was NOT braced against the charge then his resistance to the body bash is reduced.

can induce it if they so choose by **failing** a DISC AR at -25%. This adds 25% to the attack chance and +2 to the Crit Die.

However, the character must also check that they don't lose control and go amok (25% chance).

If a character or monster has suffered at least 50% Body Points in wounds or if a loved one is in danger then they might also enter a Ferocious State. Their DISC AR is at **-45%** however.

DESPERATE DEFENCES

If a character feels beset then they can sacrifice all APs for that turn, pay 3 Fatigue Points (1 for a Warrior) and this allows them to make Active Defences against all incoming attacks. Only warriors can make ripostes from a Combat Advantage but they can only use one of these per PHASE.

SAMPLE ACTION POINT COSTS OF ACTIONS

ACTION	PSF OF SKILL		
	BELOW 26%	26% - 45%	46% - 60%
Attack, Natural Light Weapon	5	5	4
Attack, Natural Medium Weapon	7	6	6
Attack, Natural Heavy Weapon	9	8	7
Attack, Light Weapon	7	6	6
Attack, Medium Weapon	9	8	7
Attack, Heavy or 2H Weapon	11	10	9
Attack, Polearm	12	11	10
Draw/Ready Light or Medium Weapon	1	1	1
Ready Heavy Weapon or Shield	3	3	2
Reload and fire sling	10	9	8
Ready and Fire arrow	9	8	7
Ready and Fire Light Crossbow	15	14	12
Ready and Fire Medium Crossbow	30	27	24
Ready and Fire Heavy Crossbow	60	54	48
Cast Cantrip	9	8	7
Cast Hex	19	17	15
Cast Sorcery	29	26	23
Utter Word of Guard	3	3	2