



Notes:

Smörk

HP

MAX

CURRENT

WEAPONS

EQUIPMENT



Potions, Booze, & Substances

AGILITY

TOUGHNESS

STRENGTH

PRESENCE

LUCK

MAGIC





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Large Enemy Combat

INITIATIVE D6:

Smörks always go first unless the enemy has surprised them.

BODY PARTS

A large enemy's HP is divided between parts. (head, torso, limbs, wings, etc...) A Smörk must target a body part within range for an attack.

MELEE DR8 STRENGTH

RANGED DR8 PRESENCE

CLIMB DR10 AGILITY

DEFENCE DR6-8* AGILITY

*Large enemies have varying Defence ratings. See individual stats for specific details.

LARGE ENEMY MORALE

Enemy stats show overall morale and how many body parts must be damaged (0HP) to trigger a Morale roll.

Once triggered, if you roll over the creature's Morale, d6:

1-3=Flees

4-6=Surrenders

DEFEATING A LARGE ENEMY

You can defeat a large enemy in one of two ways:

Damage all of their Limbs to zero HP

Drop their Torso and Head body parts to zero HP.

LUCK

Each point of Luck can be used to do one of the following:

- Deal maximum damage with one attack
- Reroll any one dice roll
- Avoid damage dealt to you by d6 points
- Ignore the effect of a Crit or Fumble
- Lower a test DR by -4
- Swig some Shrümshine

MAGIC

Uses: Presence +d4 each day.

To Use: Make a **Presence DR12** test. You may only use magic that you already know. You may use the same magic more than once per day.

If you fail, the magic doesn't work, you take d2 damage and are smörked up for an hour.

A critical fumble results in a **Bad Trip**.

EXPLOSIVES

Explosives do their listed damage to anything in the "Close" range of the explosion. If they are in the "Near" range, they take one half of that damage (rounded down). Roll the listed damage one time, and that applies to all affected by the explosion. Armor does NOT protect the victims of explosives.

Some explosives have a Wick that you light on fire. To light an explosive: roll a d20. If you roll a 1, it goes off prematurely in your hand!

If it is a Thrown explosive, it goes off on impact.

Fumble: The explosive detonates in the air. You suffer the same damage as the "Near" range of the explosion.

Abilities & Tests

AGILITY	dodge, defend, jump, run away
PRESENCE	aim, charm, observe, intimidate
STRENGTH	smash, punch, wrestle, drag
TOUGHNESS	resist conditions, stay sober

TESTS	DIFFICULTY [DR]
Roll d20 ± ability equal to or greater than DR to succeed. Creatures only roll unmodified d20 against DR.	6 smörking simple 8 pretty routine 10 easy 12 normal 14 difficult 16 hard 18 smörking hard

Adventuring

REACTION (2D6)	PASS OUT (REST)
2-3 KILL!	Smoke a stem heal d4 HP
4-6 Arrgh!	Pass out heal d6 HP
7-8 Meh!	Infected? No healing
9-10 Hello!	when passed out. Take d6
11-12 Smörk!	damage each day

MORALE (2D6)	ROLL MORALE IF:
If you roll over the creature's Morale, d6: 1-3=Flees 4-6=Surrenders	the leader is killed, half the group is dead, or lone enemy has 1/3 HP left

FALLING DOWN	SING-ALONGS
Take no damage if falling/jumping 5 feet or less. At greater distances, roll a d20. On a result of 1, take d6 Damage.	To sing together, every Smörk must perform a DR12 Presence test. If they drink first, gain +4 to roll. +3 to all with music.
	Effects of a Sing-Along: Re-roll morale, re-roll fumble, 3 rounds of -3DR tests, or recover full HP when passed out.

Combat

INITIATIVE D6:

- 1-3 Enemies Begin
4-6 Smörks go first

Individual: Agility + d6

MELEE	DR12 STRENGTH
RANGED	DR12 PRESENCE
DEFENCE	DR12 AGILITY

CRIT (NATURAL 20)

Attack: x2 damage, armor reduced one tier.

Defence: PS gains a free attack

FUMBLE (NATURAL 1)

Attack: Weapon is broke or lost

Defence: PS takes double damage

BROKEN (0 HP) D4:

1. Pass out for d4 rounds, wake up with d4 HP.
2. Roll a d6: 1-5 = a broken or severed limb. 6 = Lost eye. Smörked for d4 rounds. Wake up with d4 HP.
3. Bleed out and die in d2 hours unless treated. All tests are DR16 the first hour, DR18 the next.
4. You are smörked.

ARMOR TIERS

1-light	2-medium*	3-heavy**
-d2	-d4	-d6

*+2DR Agility tests

**+4DR Agility tests (Defence +2DR)