



Guide for Players

Resolving Actions:

Characteristic + Ability + Die Roll vs. Ease Factor set by Storyguide

Die Rolls:

Simple Die = d10, Each number counts for its value, zero = 10
Stress Die = d10, Zero and one have special meanings, other numbers count for their values.
zero = 0, '1' = roll again and double the result
(keep doubling if you roll additional '1's)

Botches:

When a zero is rolled on a stress die, a botch may result. Roll a number of d10 according to the Storyguide's direction. Each zero that results on this second roll indicates a botch. One zero = single botch, two zeroes = double botch, etc. Higher numbers of botch dice increase both the chance of a botch, and the possible severity of the results.

Characteristics:

There are eight characteristics. The average value is '0.' Positive numbers indicate an above-average talent in that characteristic, while negative numbers indicate a below-average talent. You add the characteristic score directly when including that characteristic in a total.

Abilities:

There are many different abilities, falling into several broad categories.

- General abilities are abilities that anyone can potentially learn, without any special background or education. Many general abilities may be attempted without any previous experience.
- Academic abilities require formal education to acquire, and may not be attempted without training.
- Arcane abilities require formal mystical training of some kind, and most may not be attempted without training.
- Martial abilities require specific background and/or training to learn, but may be attempted without training.
- Supernatural abilities require specific talent in the supernatural ability in question, and may not be attempted without that talent.

Virtues and Flaws:

Virtues and Flaws represent essential elements of your character, which are typically permanent. They are part of what makes your character different from other characters with similar backgrounds and abilities. Virtues tend to give your character an edge in some respect, while 'flaws' are elements that represent aspects that tend to get your character into 'interesting' situations. They may be hindrances (physical, mental, social, mystical) or just facets of your character that make for more interesting role playing or stories. Each virtue or flaw has specific story effects, some of which may influence abilities or other statistics. You should familiarize yourself with the virtues and flaws of your character(s). They are part of who your character is, and will likely be significant influences on your characters beliefs, personality, and actions.

Confidence:

Some characters have a Confidence score and pool of Confidence Points. This includes both central PC and key NPC characters.

Confidence Points may be spent on most rolls, adding +3 to the total for each Confidence Point spent. Players may decide to spend the Confidence Point(s) after the dice are rolled and putative results are determined, but may not spend points on a roll that was botched.

The number of Confidence Points that may be spent is limited by the Confidence Score of the character (typically 1). Once a Confidence Point is spent, it is gone forever. Confidence Points do not refresh in any way. They may be awarded, however, as events of a story play out.

Tactical Movement:

| | |
|---------|----------------------------|
| Walking | 10 + Qik - Enc paces |
| Hurry | 2 * (10 + Qik - Enc) paces |
| Run | 4 * (10 + Qik - Enc) paces |

(all are also reduced by wounds and/or fatigue penalties)

Combat:

ArM combat tries to establish a balance between mythic heroics and gritty realism, while avoiding pages of detailed rules and charts.

Combat Totals (for attack, defense, etc.) are calculated on the sheet for each character

- Action Sequence:
- 0) Establish initiative order (Stress die + Init bonus as applicable)
Then, in order of decreasing initiative (i.e. highest goes first):
 - 1) Attacker rolls for Attack Total (Stress die + Atk bonus)
 - 2) Defender rolls for Defense Total (Stress die + Dfn bonus)
 - 3) Calculate Attack Advantage (Attack Total – Defense Total)
 - 4) If Attack Advantage > 0, calculate Damage & Wounds
(Damage Total = Attack Advantage + Damage Bonus)
 - 5) Defender Wound = Damage Total – Soak Total, index to chart)

Repeat steps 1-5 for each initiative in descending order.

- Combat Options: Characters have a number of options for each action:
- Attack with Melee Weapon
 - Attack with Missile Weapon
 - Defend another character
 - Disengage
 - Magic
 - Non-lethal combat: grappling or scuffling
 - Special actions: Require minimum attack advantage to perform:
 - Disarm opponent 9
 - Trip 3
 - Grab item 6
 - Take weapon 12
 - Exertion – expend Fatigue level, add bonus = combat ability to either attack or defense total for that round

- Combat Modifiers: Some modifiers may apply to combat totals, for example:
- Mounted + Ride score, up to max. +3
(note mount may also attack in some cases)