

Mechanics

Roll 1d60, subtract lower roll from higher roll. Higher roll hits with x damage where x is the difference of the rolls.

Injury rolls chart:

https://www.reddit.com/r/ResetReview/comments/71vbgo/magmars_morbidly_magnificent_maiming_methods/

Roll on magmar's chart for a minor injury if a +20 damage hit is scored. The inflicting character will get +5 on further rolls. Note the light injury then roll it after the battle to avoid slowing the pace of the fight.

In the case of a +45 hit, roll 1d20 and consult magmar's chart but with these adjusted odds -

1 - Death

2-7 - Maimed roll

8-20 Severely injured roll

Forced surrender possible upon inflicting severe injury or maiming or if a roll puts a character between 0 and -20 HP, voluntary surrender can be submitted as a yield point or offered upon receiving a severe injury or maiming. Electing to fight to the death does not mean a character can not be forced to surrender in the event they reach an HP that is incapacitating or if they suffer a severe injury or maiming, rendering them unable to effectively fight back.

If a character goes below 0 HP but does not die, they will immediately roll a d20 using the same odds as above.

Bonuses

Character who has lost a duel to a character equal or worse in duel bonus, the character loses 1 duel bonus point.

Character who has won a duel against a character with less bonus gets +1 instead of +2. If it's against a character that is 10 or more below, they get no increase to their bonus.