

CONDITIONS

| Condition | Effects |
|----------------------|--|
| Dying | <p>A Dying character will die in a given number of Rounds if this Condition is not removed.</p> <p>Characters Dying from HP loss can be saved by simply bringing their Current HPs over the -50 threshold. Otherwise, the Dying condition will be removed as soon as its causes are healed (e.g.: a character Dying from blood loss will be saved by stopping the bleeding).</p> |
| Engaged | <p>Characters attacked by an opponent with a melee attack are considered to be Engaged with that opponent. Engaged characters cannot take Movement Actions unless they Disengage or try to Run Away first.</p> <p>A character can be Engaged with multiple opponents at the same time.</p> |
| Frightened | <p>Some fear-inducing Spells or abilities may cause characters to become Frightened if they fail a WSR. Frightened creatures cannot attack the object of their fear (but can still Parry if attacked), and must attempt to flee from it, if possible. The duration of this Condition is specified in the description of the Spell or ability causing it.</p> |
| Held | <p>Held characters are restrained by some other creature or force and cannot move freely.</p> <ul style="list-style-type: none"> • Held characters cannot use their Actions to move and suffer a -30 penalty to both their CMB and DEF. • Melee attacks against a Held character gain a special +30 bonus. • Held characters can only use Hand or Short weapons. • A Held character cannot use Ranged Weapons. <p>Note that, while unable to move, Held characters aren't completely paralyzed (paralyzed characters would be Incapacitated).</p> |
| Incapacitated | <p>Characters that are knocked out, sleeping, paralyzed, or otherwise unable to defend themselves are Incapacitated.</p> <ul style="list-style-type: none"> • Incapacitated characters cannot take Actions and cannot Parry. • Melee attacks against Incapacitated characters always inflict maximum damage for the weapon (no Attack Roll is required), and the attacker can choose the Critical Strike result instead of rolling for it. |
| Prone | <p>Characters that are knocked down or lying on the ground are Prone.</p> <ul style="list-style-type: none"> • Prone characters fighting from the ground suffer a -20 CMB penalty and cannot use two-handed weapons. • Prone characters free to side roll get a +20 bonus to their DEF against Ranged Attacks. • Standing characters attacking a Prone opponent gain a Higher Ground Positional Bonus. • Standing characters attacking a Prone opponent they're Engaged with gain a +20 bonus to their Attack Roll. • Standing up from Prone is a Full Action in the Move Phase that requires the character performing to be free to move (e.g. they cannot be Held or Incapacitated). While standing up the character can Parry and apply their DEF but they're still considered Prone. • Prone characters can crawl as a Full Action with 1/10 of their Move Rate. |
| Stunned | <p>Stunned characters are temporarily dazed, staggered, or disoriented.</p> <ul style="list-style-type: none"> • Stunned characters cannot take Full Actions but can still defend themselves using up to half their CMB to Parry. • Attacks against Stunned characters gain a +20 bonus. <p>Characters suffering from the Stunned Condition stop being Stunned at the end of the Other Action Phase, unless they have been Stunned during the course of the same Round.</p> |
| Surprised | <p>A character is considered Surprised when they're attacked without being aware of it. Generally, the Surprised Condition only lasts one Round.</p> <ul style="list-style-type: none"> • Surprised characters cannot Attack and can only take Half or Free Actions. • Surprised characters cannot Parry or apply any Shield bonus to their DEF. • Attacks against a Surprised character get a special +20 bonus. • Characters attacking a Surprised foe with a Hand Weapon gain a special +10 bonus to their Critical Strike Roll. |
| Flanking | <p>Characters who are attacking an opponent from the side are considered to be Flanking.</p> <ul style="list-style-type: none"> • A Flanking attacker gets a +15 bonus to their attacks. • Characters being flanked can only apply their Shield's DEF bonus against attacks coming from the Shield's side. |
| On Rear | <p>Characters attacking their foes from behind are On Rear.</p> <ul style="list-style-type: none"> • Attackers On Rear gets a +30 bonus to their attacks. • Characters cannot apply their Shield's DEF bonus against attacks from the rear. <p>Consider using the following diagram to determine if a character's Flanked or attacked On Rear.</p> |
| Weary | <p>Weary characters move at half their normal Move Rate, can take only one Action each Round, and cannot recover HPs or heal from Bleeding and Injuries until this Condition is removed.</p> <p>The Weary Condition can be removed by resting for a least 8 hours in a safe environment.</p> |





ACTIONS SUMMARY TABLE

| Action | Type | Phase | Notes |
|--|-----------------------------------|--------------------------------|--|
| Assessment Roll | Free Action | Assessment Phase | Roll only when the situation demands it. For example, when the character: Has been surprised/ambushed Awakened in the middle of the action Has been victim of a disorienting Spell of effect Fell or was knocked down. |
| Action Declaration | No Action | Action Declaration Phase | Characters who are casting a Spell or making an attack must also declare their targets for the Round. |
| Talking, Singing, Chanting | Free Action | Any | Can take place anytime in the round, as long as the players and GM see fit. |
| Full Movement | Full Action | Move Phase | Characters can spend a Full Action to cover a number of meters up to their Move Rate. |
| Sprint | Full Action | Move Phase | Sprinting characters move twice their Move Rate in meters, but cannot Parry or add their Shield bonus to their DEF. |
| Half Movement | Half Action | Move Phase | Move up to half the character's Move Rate. Cannot Sprint and take a Half Movement in the same Round. |
| Rolling for a Movement Skill | Full Action | Move Phase | Rolls for Acrobatics, Athletics, Ride, or Stealth during combat will probably fall under this. |
| Casting a Non-Instantaneous Spell | Full Action | Spell Phase A, Spell Phase B | Spells prepared for at least one Round are resolved in Spell Phase A; Improvised Spells are resolved in Spell Phase B, with a -10 to their Spell Casting Roll. |
| Casting an Instantaneous Spell | Half Action | Spell Phase A | Instantaneous Spells gain no benefit from Concentration. |
| Concentrating on a Spell | Multi-Round Action | Spell Phase A | Each Round spent preparing a Spell way grants a +10 bonus to the Spell Casting Roll, up to a maximum of +40. |
| Shooting Missiles, Throwing Weapons | Full Action | Ranged Phase A, Ranged Phase B | Loaded/Readied weapons attack in Ranged Phase A. Weapons that aren't ready to be used at the beginning of the Round attack in Ranged Phase B. |
| Melee Attack | Full Action | Melee Phase | Characters can split their CMB as they see fit, committing a part of it to Parry and add the rest to their Attack Roll. |
| Disengage | Full Action | Other Actions Phase | While Disengaging, characters can use their CMB to Parry their opponent's attacks, but they cannot strike back. Characters who Disengage stop being Engaged at the end of the Other Actions Phase. |
| Running Away | Full Action | Move Phase | Make a Confliction Athletics Skill Roll with the opponent to escape combat. |
| Dive for Cover | Free Action | Any | Characters aware of an incoming Attack can drop Prone to the ground or behind any Cover within 1.5 meters at any time as a Free Action. |
| Reloading a Weapon | Full Action or Multi-Round Action | Ranged Phase A | The exact number of Rounds required to Load each weapon is listed in the Weapon Table. |
| Quick Loading a Weapon | Half Action | Ranged Phase A | Ranged weapons with the Quick Load Quality can be loaded as a Half Action. |
| Readying a Thrown Weapon | Half Action | Ranged Phase A | |

COMBINING ACTIONS

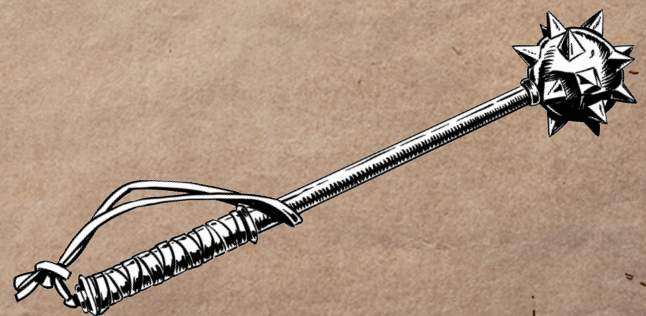
| Combination | Modifiers |
|--|---------------------|
| A Full Action and a Free Action | No Modifiers |
| One Full Action and a Half action, plus a Free Action | -20 penalty to both |
| Two Half Actions and a Free Action | No Modifiers |

EDGED ATTACK TABLE

| Roll | NA | LA | MA | HA | Roll |
|-----------------|---|--------|--------|--------|-----------------|
| Up to 10 | <i>Attack automatically misses & there's a chance of being clumsy</i> | | | | Up to 10 |
| 11-35 | - | - | - | - | 11-35 |
| 36-40 | - | - | - | 0 | 36-40 |
| 41-45 | - | - | 0 | 0 | 41-45 |
| 46-50 | - | 0 | 0 | 1 | 46-50 |
| 51-55 | 0 | 0 | 0 | 1 | 51-55 |
| 56-60 | 0 | 0 | 1 | 2 | 56-60 |
| 61-65 | 0 | 0 | 2 | 2 | 61-65 |
| 66-70 | 0 | 2 | 3 | 3 | 66-70 |
| 71-75 | 0 | 3 | 4 | 3 | 71-75 |
| 76-80 | 7 Sup | 5 | 5 | 4 | 76-80 |
| 81-85 | 9 Sup | 6 | 6 | 5 | 81-85 |
| 86-90 | 10 Lig | 7 | 7 | 5 | 86-90 |
| 91-95 | 11 Lig | 9 Sup | 8 | 6 | 91-95 |
| 96-100 | 13 Mod | 10 Sup | 9 | 6 | 96-100 |
| 101-105 | 15 Mod | 11 Sup | 10 Sup | 7 | 101-105 |
| 106-110 | 17 Gri | 12 Lig | 11 Sup | 8 | 106-110 |
| 111-115 | 19 Gri | 13 Lig | 12 Lig | 8 Sup | 111-115 |
| 116-120 | 20 Gri | 15 Mod | 13 Lig | 9 Sup | 116-120 |
| 121-125 | 21 Let | 16 Mod | 13 Mod | 10 Sup | 121-125 |
| 126-130 | 23 Let | 17 Gri | 14 Mod | 10 Lig | 126-130 |
| 131-135 | 25 Let | 18 Gri | 15 Mod | 10 Lig | 131-135 |
| 136-140 | 27 Let | 20 Gri | 16 Gri | 11 Mod | 136-140 |
| 141-145 | 28 Let | 21 Let | 17 Gri | 11 Gri | 141-145 |
| 146-150 | 30 Let | 22 Let | 18 Let | 12 Gri | 146-150 |
| 151-155 | 34 Let | 26 Let | 21 Let | 14 Gri | 151-155 |
| 156-160 | 38 Let | 30 Let | 24 Let | 16 Let | 156-160 |
| 161-165 | 42 Let | 34 Let | 27 Let | 18 Let | 161-165 |
| 166-170 | 46 Let | 37 Let | 30 Let | 20 Let | 166-170 |
| 171-175 | 50 Let | 40 Let | 33 Let | 22 Let | 171-175 |

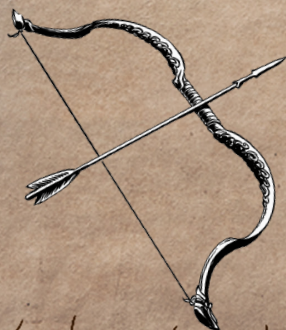
BLUNT ATTACK TABLE

| Roll | NA | LA | MA | HA | Roll |
|-----------------|---|--------|--------|--------|-----------------|
| Up to 10 | <i>Attack automatically misses & there's a chance of being clumsy</i> | | | | Up to 10 |
| 11-35 | - | - | - | - | 11-35 |
| 36-40 | - | - | - | 0 | 36-40 |
| 41-45 | - | - | 1 | 1 | 41-45 |
| 46-50 | - | 2 | 2 | 2 | 46-50 |
| 51-55 | 0 | 3 | 3 | 3 | 51-55 |
| 56-60 | 0 | 3 | 4 | 3 | 56-60 |
| 61-65 | 0 | 4 | 5 | 4 | 61-65 |
| 66-70 | 0 | 5 | 6 | 5 | 66-70 |
| 71-75 | 0 | 5 | 7 | 5 | 71-75 |
| 76-80 | 0 | 6 | 8 | 6 | 76-80 |
| 81-85 | 6 | 7 | 9 | 7 | 81-85 |
| 86-90 | 8 | 8 | 10 | 7 | 86-90 |
| 91-95 | 9 Sup | 8 Sup | 11 | 8 | 91-95 |
| 96-100 | 10 Lig | 9 Sup | 12 Sup | 9 | 96-100 |
| 101-105 | 12 Mod | 10 Lig | 13 Sup | 10 | 101-105 |
| 106-110 | 13 Mod | 11 Lig | 14 Lig | 10 Sup | 106-110 |
| 111-115 | 14 Gri | 12 Mod | 15 Lig | 11 Sup | 111-115 |
| 116-120 | 15 Gri | 13 Mod | 16 Mod | 12 Lig | 116-120 |
| 121-125 | 17 Gri | 15 Mod | 17 Mod | 13 Lig | 121-125 |
| 126-130 | 18 Let | 16 Gri | 18 Mod | 13 Mod | 126-130 |
| 131-135 | 19 Let | 17 Gri | 19 Gri | 14 Mod | 131-135 |
| 136-140 | 21 Let | 18 Gri | 20 Gri | 15 Gri | 136-140 |
| 141-145 | 22 Let | 19 Let | 21 Gri | 16 Gri | 141-145 |
| 146-150 | 23 Let | 20 Let | 22 Let | 16 Gri | 146-150 |
| 151-155 | 26 Let | 22 Let | 23 Let | 17 Let | 151-155 |
| 156-160 | 29 Let | 24 Let | 24 Let | 17 Let | 156-160 |
| 161-165 | 32 Let | 26 Let | 25 Let | 18 Let | 161-165 |
| 166-170 | 34 Let | 28 Let | 26 Let | 18 Let | 166-170 |
| 171-175 | 36 Let | 30 Let | 28 Let | 19 Let | 171-175 |



MISSILE ATTACK TABLE

| Roll | NA | LA | MA | HA | Roll |
|-----------------|---|--------|--------|--------|-----------------|
| Up to 10 | <i>Attack automatically misses & there's a chance of being clumsy</i> | | | | Up to 10 |
| 11-35 | - | - | - | - | 11-35 |
| 36-40 | - | - | - | - | 36-40 |
| 41-45 | - | - | - | - | 41-45 |
| 46-50 | - | - | - | - | 46-50 |
| 51-55 | - | - | - | 0 | 51-55 |
| 56-60 | - | - | - | 0 | 56-60 |
| 61-65 | - | - | 0 | 0 | 61-65 |
| 66-70 | - | - | 0 | 0 | 66-70 |
| 71-75 | - | 0 | 0 | 1 | 71-75 |
| 76-80 | - | 0 | 2 | 2 | 76-80 |
| 81-85 | - | 3 | 4 | 3 | 81-85 |
| 86-90 | - | 5 | 6 | 4 | 86-90 |
| 91-95 | 8 Sup | 7 Sup | 7 | 5 | 91-95 |
| 96-100 | 10 Lig | 9 Sup | 8 Sup | 6 | 96-100 |
| 101-105 | 11 Mod | 10 Lig | 10 Sup | 7 | 101-105 |
| 106-110 | 13 Mod | 12 Lig | 13 Lig | 8 Sup | 106-110 |
| 111-115 | 15 Mod | 13 Lig | 14 Lig | 9 Sup | 111-115 |
| 116-120 | 16 Gri | 15 Mod | 16 Lig | 10 Sup | 116-120 |
| 121-125 | 18 Gri | 17 Mod | 17 Mod | 10 Lig | 121-125 |
| 126-130 | 20 Gri | 19 Gri | 19 Mod | 11 Lig | 126-130 |
| 131-135 | 21 Let | 21 Gri | 20 Gri | 12 Mod | 131-135 |
| 136-140 | 23 Let | 23 Gri | 22 Gri | 13 Mod | 136-140 |
| 141-145 | 25 Let | 25 Let | 23 Let | 14 Gri | 141-145 |
| 146-150 | 27 Let | 26 Let | 25 Let | 15 Let | 146-150 |
| 151-155 | 29 Let | 28 Let | 26 Let | 16 Let | 151-155 |
| 156-160 | 31 Let | 30 Let | 27 Let | 17 Let | 156-160 |
| 161-165 | 33 Let | 32 Let | 28 Let | 18 Let | 161-165 |
| 166-170 | 35 Let | 33 Let | 29 Let | 19 Let | 166-170 |
| 171-175 | 37 Let | 34 Let | 30 Let | 20 Let | 171-175 |



UNARMED/GRAPPLING ATTACK TABLE

| Roll | NA | LA | MA | HA | Roll |
|-----------------|---|--------|--------|--------|-----------------|
| Up to 10 | <i>Attack automatically misses & there's a chance of being clumsy</i> | | | | Up to 10 |
| 11-35 | - | - | - | - | 11-35 |
| 36-40 | 0 | 0 | 0 | 0 | 36-40 |
| 41-45 | 0 | 0 | 0 | 0 | 41-45 |
| 46-50 | 0 | 0 | 0 | 0 | 46-50 |
| 51-55 | 1 | 0 | 0 | 0 | 51-55 |
| 56-60 | 1 | 0 | 0 | 0 | 56-60 |
| 61-65 | 2 | 0 | 0 | 0 | 61-65 |
| 66-70 | 2 | 0 | 0 | 0 | 66-70 |
| 71-75 | 3 | 0 | 0 | 0 | 71-75 |
| 76-80 | 4 | 1 | 0 | 0 | 76-80 |
| 81-85 | 5 | 2 | 0 | 0 | 81-85 |
| 86-90 | 6 | 3 | 1 | 0 | 86-90 |
| 91-95 | 7 | 4 | 2 | 0 | 91-95 |
| 96-100 | 8 | 5 | 3 | 1 | 96-100 |
| 101-105 | 9 Sup | 6 | 4 | 2 | 101-105 |
| 106-110 | 10 Sup | 7 Sup | 5 | 3 | 106-110 |
| 111-115 | 11 Sup | 8 Sup | 6 | 4 | 111-115 |
| 116-120 | 12 Lig | 9 Sup | 7 Sup | 5 | 116-120 |
| 121-125 | 14 Lig | 10 Lig | 8 Sup | 6 | 121-125 |
| 126-130 | 15 Lig | 11 Lig | 9 Sup | 7 Sup | 126-130 |
| 131-135 | 16 Mod | 12 Lig | 10 Lig | 8 Sup | 131-135 |
| 136-140 | 17 Mod | 13 Mod | 11 Lig | 9 Sup | 136-140 |
| 141-145 | 18 Mod | 14 Mod | 12 Lig | 10 Lig | 141-145 |
| 146-150 | 19 Gri | 15 Mod | 13 Mod | 11 Lig | 146-150 |
| 151-155 | 20 Gri | 16 Gri | 14 Mod | 12 Lig | 151-155 |
| 156-160 | 22 Gri | 18 Gri | 15 Mod | 13 Mod | 156-160 |
| 161-165 | 24 Let | 20 Gri | 16 Gri | 14 Mod | 161-165 |
| 166-170 | 26 Let | 22 Let | 18 Gri | 15 Mod | 166-170 |
| 171-175 | 28 Let | 24 Let | 20 Let | 16 Gri | 171-175 |



AREA SPELLS ATTACK TABLE

| Roll | NA | LA | MA | HA | Roll |
|-----------------|---|--------|--------|--------|-----------------|
| Up to 10 | <i>Attack automatically misses & there's a chance of being clumsy</i> | | | | Up to 10 |
| 11-35 | 0 | 0 | 0 | 0 | 11-35 |
| 36-40 | 0 | 0 | 0 | 0 | 36-40 |
| 41-45 | 0 | 0 | 0 | 0 | 41-45 |
| 46-50 | 0 | 0 | 0 | 0 | 46-50 |
| 51-55 | 0 | 0 | 0 | 0 | 51-55 |
| 56-60 | 1 | 0 | 0 | 0 | 56-60 |
| 61-65 | 2 | 0 | 0 | 0 | 61-65 |
| 66-70 | 3 | 0 | 0 | 0 | 66-70 |
| 71-75 | 4 | 0 | 0 | 0 | 71-75 |
| 76-80 | 5 | 0 | 0 | 0 | 76-80 |
| 81-85 | 6 | 0 | 0 | 0 | 81-85 |
| 86-90 | 7 Sup | 1 | 1 | 1 | 86-90 |
| 91-95 | 8 Sup | 2 | 2 | 2 | 91-95 |
| 96-100 | 9 Sup | 3 | 3 | 3 | 96-100 |
| 101-105 | 10 Sup | 4 Sup | 4 | 4 | 101-105 |
| 106-110 | 11 Sup | 5 Sup | 5 Sup | 5 | 106-110 |
| 111-115 | 12 Lig | 6 Sup | 6 Sup | 5 Sup | 111-115 |
| 116-120 | 13 Lig | 7 Sup | 7 Sup | 6 Sup | 116-120 |
| 121-125 | 14 Lig | 8 Sup | 8 Sup | 7 Sup | 121-125 |
| 126-130 | 15 Lig | 10 Lig | 8 Lig | 7 Sup | 126-130 |
| 131-135 | 16 Mod | 12 Lig | 9 Lig | 7 Lig | 131-135 |
| 136-140 | 18 Mod | 13 Lig | 10 Lig | 8 Lig | 136-140 |
| 141-145 | 20 Mod | 14 Mod | 10 Mod | 9 Lig | 141-145 |
| 146-150 | 21 Mod | 16 Mod | 12 Mod | 9 Mod | 146-150 |
| 151-155 | 22 Mod | 18 Mod | 14 Mod | 10 Mod | 151-155 |
| 156-160 | 24 Gri | 20 Mod | 15 Mod | 12 Mod | 156-160 |
| 161-165 | 26 Gri | 22 Gri | 16 Gri | 14 Gri | 161-165 |
| 166-170 | 28 Gri | 24 Gri | 18 Gri | 16 Gri | 166-170 |
| 171-175 | 34 Let | 26 Let | 20 Let | 18 Let | 171-175 |

BOLT SPELLS ATTACK TABLE

| Roll | NA | LA | MA | HA | Roll |
|-----------------|---|--------|--------|--------|-----------------|
| Up to 10 | <i>Attack automatically misses & there's a chance of being clumsy</i> | | | | Up to 10 |
| 11-35 | - | - | - | - | 11-35 |
| 36-40 | - | - | - | - | 36-40 |
| 41-45 | - | - | - | - | 41-45 |
| 46-50 | - | - | - | 0 | 46-50 |
| 51-55 | - | - | - | 0 | 51-55 |
| 56-60 | - | - | 0 | 0 | 56-60 |
| 61-65 | - | - | 0 | 0 | 61-65 |
| 66-70 | - | 0 | 1 | 1 | 66-70 |
| 71-75 | - | 0 | 3 | 1 | 71-75 |
| 76-80 | 0 | 0 | 3 | 2 | 76-80 |
| 81-85 | 0 | 1 | 2 | 2 | 81-85 |
| 86-90 | 0 | 2 | 3 | 3 | 86-90 |
| 91-95 | 8 Sup | 3 | 4 | 3 | 91-95 |
| 96-100 | 10 Sup | 4 | 5 Sup | 4 Sup | 96-100 |
| 101-105 | 11 Sup | 5 Sup | 6 Sup | 5 Sup | 101-105 |
| 106-110 | 12 Lig | 6 Sup | 7 Sup | 6 Sup | 106-110 |
| 111-115 | 14 Lig | 8 Sup | 8 Sup | 7 Sup | 111-115 |
| 116-120 | 16 Lig | 10 Lig | 10 Lig | 8 Sup | 116-120 |
| 121-125 | 18 Mod | 12 Lig | 12 Lig | 12 Lig | 121-125 |
| 126-130 | 21 Mod | 14 Lig | 14 Lig | 13 Lig | 126-130 |
| 131-135 | 24 Mod | 16 Mod | 15 Lig | 14 Lig | 131-135 |
| 136-140 | 27 Gri | 17 Mod | 16 Mod | 15 Lig | 136-140 |
| 141-145 | 30 Gri | 18 Mod | 17 Mod | 16 Mod | 141-145 |
| 146-150 | 32 Gri | 19 Gri | 18 Mod | 17 Mod | 146-150 |
| 151-155 | 34 Let | 20 Gri | 20 Mod | 20 Mod | 151-155 |
| 156-160 | 36 Let | 22 Gri | 22 Gri | 22 Gri | 156-160 |
| 161-165 | 38 Let | 25 Let | 24 Gri | 24 Gri | 161-165 |
| 166-170 | 40 Let | 28 Let | 26 Let | 26 Gri | 166-170 |
| 171-175 | 42 Let | 31 Let | 28 Let | 26 Let | 171-175 |



BEAST ATTACK TABLE

| Roll | NA | LA | MA | HA | Roll |
|----------|---|--------|--------|--------|----------|
| Up to 10 | <i>Attack automatically misses & there's a chance of being clumsy</i> | | | | Up to 10 |
| 11-35 | - | - | - | - | 11-35 |
| 36-40 | - | - | - | - | 36-40 |
| 41-45 | 0 | 0 | 0 | 0 | 41-45 |
| 46-50 | 1 | 0 | 0 | 0 | 46-50 |
| 51-55 | 2 | 0 | 0 | 0 | 51-55 |
| 56-60 | 4 | 0 | 0 | 1 | 56-60 |
| 61-65 | 5 | 1 | 1 | 1 | 61-65 |
| 66-70 | 6 | 2 | 2 | 2 | 66-70 |
| 71-75 | 8 | 3 | 3 | 3 | 71-75 |
| 76-80 | 9 Sup | 5 | 4 | 4 | 76-80 |
| 81-85 | 10 Sup | 7 | 5 | 5 | 81-85 |
| 86-90 | 12 Sup | 8 | 6 | 6 | 86-90 |
| 91-95 | 13 Lig | 9 Sup | 7 | 6 | 91-95 |
| 96-100 | 14 Lig | 10 Sup | 8 Sup | 7 | 96-100 |
| 101-105 | 15 Lig | 11 Sup | 9 Sup | 7 Sup | 101-105 |
| 106-110 | 17 Mod | 12 Lig | 10 Sup | 8 Sup | 106-110 |
| 111-115 | 19 Mod | 13 Lig | 11 Lig | 9 Sup | 111-115 |
| 116-120 | 23 Gri | 14 Mod | 12 Lig | 10 Lig | 116-120 |
| 121-125 | 26 Gri | 16 Mod | 14 Lig | 12 Lig | 121-125 |
| 126-130 | 28 Let | 18 Mod | 16 Mod | 14 Lig | 126-130 |
| 131-135 | 30 Let | 20 Gri | 18 Mod | 16 Mod | 131-135 |
| 136-140 | 32 Let | 22 Gri | 20 Gri | 18 Mod | 136-140 |
| 141-145 | 34 Let | 24 Let | 22 Gri | 20 Mod | 141-145 |
| 146-150 | 36 Let | 26 Let | 24 Gri | 22 Gri | 146-150 |
| 151-155 | 38 Let | 28 Let | 26 Let | 24 Gri | 151-155 |
| 156-160 | 40 Let | 30 Let | 28 Let | 26 Gri | 156-160 |
| 161-165 | 42 Let | 32 Let | 30 Let | 28 Let | 161-165 |
| 166-170 | 44 Let | 34 Let | 32 Let | 30 Let | 166-170 |
| 171-175 | 46 Let | 36 Let | 34 Let | 32 Let | 171-175 |



BEAST CRITICAL STRIKES

| | |
|----------------|---|
| up to 5 | Powerful but flat strike. +10 Damage, you fumble your weapon - roll on the appropriate table. |
| 06-20 | Glancing strike to the foe's side. +6 Damage. |
| 21-35 | A solid blow. +10 Damage. |
| 36-50 | The foe definitely felt that. +13 Damage. |
| 51-65 | Staggered by the strong strike. +12 Damage, -10 activities. Foe is Stunned. |
| 66-79 | Light wound. +10 Damage, and 3 Bleed. Foe is Stunned. |
| 80-89 | Hard blow to upper limbs. +15 Damage and 3 Bleed due to flesh wounds and bruises. -10 to all actions and Stunned. |
| 90-99 | Fine strike to the lower limbs. +16 Damage, 5 Bleed. -20 to all actions and target's Stunned. If the target has four legs or more, only -10 to all actions. |
| 100 | A strike to the neck severs major blood vessels. +15 Damage, target's Stunned. Dies in 6 Rounds, but can act meanwhile. If the target has no neck or blood vessels, then +15 Damage, Stunned, and -20 to all actions. |

Maximum Result for Superficial Critical Strikes

| | |
|----------------|--|
| 101-106 | Flat strike to the head. Target is knocked unconscious and +15 Damage. If the target doesn't have a distinguishable head or has head armor, +15 Damage and Stunned. |
| 107-109 | Strike crushes foot. Target is Prone, Stunned, takes +15 Damage and -40 to all actions. If the target has more than two feet or doesn't need any, then only -10 penalty. |
| 110 | Strike to the groin. Target is doubled over in pain: +20 Damage and Stunned, -30 to all actions. Target is sterilized. If the target does not have a mammal reproductive system, then +20 Damage. |
| 111-116 | Strike across the eyes temporarily blinds target. Stunned and blinded for 6 Rounds, then is at -30 to all actions. If the target doesn't have or does not need eyes, only +20 Damage. |
| 117-119 | Strike severs an artery in lower limb. Target takes 8 Bleed and -20 to all actions. If the target does not have a circulatory system, then +20 Damage and Stunned. |
| 120 | Strike to the chest. If the target's not armored: heart destroyed, instant death, weapon stuck or trapped under the body for 3 Rounds. If the target's armored or does not have a chest: +30 Damage, Stunned, and the attacker fumbles their weapon. |

Maximum Result for Light Critical Strikes

| | |
|----------------|--|
| 121-126 | Strike to upper limb. Limb is severed, +15 Damage, 6 Bleed, and Stunned, limb useless. If the target does not have limbs, then +25 Damage. |
| 127-129 | Direct strike to the head fractures skull. Target takes +20 Damage and is Incapacitated. If the target does not have a skull or has rigid armor: +30 Damage, Stunned, and attacker fumbles their weapon. |
| 130 | Strike to the mouth. Target dies immediately, but the weapon is stuck in the bone for 3 Rounds. If the target does not have a mouth: +40 Damage, Stunned, and the attacker fumbles their weapon. |

Maximum Result for Moderate Critical Strikes

| | |
|----------------|---|
| 131-136 | Powerful strike to the back, broken spine. Target is clobbered Prone and paralyzed from the waist down. If the target doesn't have a spine, then is cut in half and dies instantly. |
| 137-140 | Strike to the abdomen eviscerates target. Target is Stunned and dies in 6 Rounds, during which can act at -40. Attacker covered in bodily fluids. |

Maximum Result for Grievous Critical Strikes

| | |
|----------------|--|
| 141-146 | Vicious strike to the skull. Jaw shattered and target's knocked out, suffers +30 Damage and is in a coma. If the target does not have a distinguishable head, then +50 Damage. |
| 147-149 | Strike through the eye. Target dies instantly and falls over the attacker, who's pinned underneath it for 1 Round. If the target was notably larger than the attacker, then the attacker takes 20 Damage and is pinned 5 Rounds. |
| 150 | Brutal strike destroys a vital organ. Target dies instantly; the attacker gets a +20 bonus to intimidate any nearby foes next Round. |

Maximum Result for Lethal Critical Strikes

IMPACT CRITICAL STRIKES

| | |
|----------------|---|
| up to 5 | Flat but soft strike, no extra damage. |
| 06-20 | Graze to shoulder. +5 Damage. |
| 21-35 | Blow to the upper leg, painful bruise. +5 Damage and -10 activities. |
| 36-50 | Beat to forearm. Drops weapon or shield. If they aren't holding one, target Stunned. |
| 51-65 | Blow to side: broken breath. +4 Damage, target Stunned and at -40 for 1 Round. |
| 66-79 | Side strike. Target is Stunned and +6 Damage. If no rigid armor: 1d5 broken ribs, -5 penalty for each broken rib. |
| 80-89 | Blow smashes weapon hand. Hand broken, +8 Damage, target's Stunned and drops weapon, -20 to all actions. |
| 90-99 | Abdomen strike. Target is doubled over in pain: Stunned and +12 Damage. If no rigid armor: bruised muscles, +15 Damage and -40 to all actions. |
| 100 | Flat strike to the head. If the target's wearing a helm: +10 Damage, Stunned, and eardrum broken, -20 to all actions and -40 hearing Perception. If not: all of the above plus fractured skull, +30 Damage and target is in a coma for 4 weeks. |

Maximum Result for Superficial Critical Strikes

| | |
|----------------|--|
| 101-106 | Blow to thigh. +12 Damage, Stunned and -20 activities. If no leg armor: cracked thighbone, +15 Damage and -40 activities instead. |
| 107-109 | Blow to the knee. Target is knocked Prone, +8 Damage and -30 to all actions for a dislocation. If no leg armor: crushed knee, +20 Damage and -60 to all actions. |
| 110 | Vicious strike to lower back. Target's knocked Prone, Stunned and takes +10 Damage and -20 to all actions. If the target is not wearing waist protection: cracked vertebra, -50 to all actions and risk of being paralyzed from the waist down if not treated. |
| 111-116 | Mighty blow to chest. Target's knocked Prone and drops any weapons, takes +10 Damage, and is Stunned. If no rigid chest armor: broken sternum, -40 to all actions and +20 Damage. |
| 117-119 | Blow to forearm (50R/50L), fractured bones. If the shield is struck: shield useless and target's Stunned. If not: target drops whatever they're holding, takes +10 Damage, is Stunned, and at -30 to all actions. |
| 120 | Neck strike. If the target's wearing rigid protection in the neck area: +12 Damage, Stunned, -20 to all actions, and unable to speak or eat solid food until healed. If not, crushed windpipe: target's Stunned and dies in 12 Rounds. |

Maximum Result for Light Critical Strikes

| | |
|----------------|---|
| 121-126 | Blow breaks shinbone. Target is Prone, Stunned, and at -40 to all actions; +15 Damage. |
| 127-129 | Blow to shoulder and upper arm. Arm broken and useless: +15 Damage, target's Stunned and at -40 activity. |
| 130 | Powerful blow to the jaw. If the target's wearing full helm: jaw shattered, +20 Damage, Stunned, and -30 to all actions, can not speak or eat until repaired. If not, jaw driven into brain, instant death. |

Maximum Result for Moderate Critical Strikes

| | |
|----------------|---|
| 131-136 | Blow shatters elbow in weapon arm. Arm useless and -40 to all actions. Target's Stunned and takes +20 Damage. |
| 137-140 | Blow to hip crushes bones. +35 Damage, Stunned, and -75 to all actions. Target's knocked Prone. |

Maximum Result for Grievous Critical Strikes

| | |
|----------------|--|
| 141-146 | Powerful blow to lower abdomen crushes a variety of innards. If the target's wearing rigid armor: +12 Damage, Stunned, -20 to all actions. If not: internal bleeding, +20 Damage, Stunned, 12 Bleed, -40 to all actions. |
| 147-149 | Blow to the side crushes ribcage and destroys a variety of internal organs. Target drops unconscious and dies in 6 Rounds. |
| 150 | Inexorable blow to the head shatters skull and destroys brain. Instant death. |

Maximum Result for Lethal Critical Strikes

CUT CRITICAL STRIKES

| | |
|--|--|
| up to 5 | Weak strike doesn't cut through. No extra damage. |
| 06-20 | Minor calf wound. 1 Bleed. |
| 21-35 | Graze to shoulder. +2 Damage and 1 Bleed. |
| 36-50 | Minor chest wound. +3 Damage, 1 Bleed, -5 to all actions. |
| 51-65 | Minor forearm cut. +4 Damage, 1 Bleed, and Stunned. |
| 66-79 | Slice through side. If the target's wearing armor: +5 Damage, Stunned. If the target's unarmored: +10 Damage, 2 Bleed, Stunned, and -10 to all actions. |
| 80-89 | Deeper cut to thigh. If the target's wearing leg armor: +3 Damage. If not, +6 Damage, 3 Bleed, Stunned, and -20 to all actions. |
| 90-99 | Slash through abdomen, +10 Damage and target's Stunned. If target's wearing armor, 3 Bleed. If target's unarmored, 6 Bleed and -30 to all actions. |
| 100 | Slash to the side of the head. If target is not wearing full metal helm, ear is cut off: +10 Damage, 3 Bleed, Stunned, and -20 to all actions. If the target is wearing full helm, +4 Damage and Stunned. |
| <i>Maximum Result for Superficial Critical Strikes</i> | |
| 101-106 | Swing to the hand (50R/50L). If the shield is struck: +4 Damage, Stunned, shield unusable. If not: 1d5 fingers severed; 1 Bleed, -10 to all actions for each finger severed, and Stunned. |
| 107-109 | Deep cut to the inside of the leg. Severs tendon and muscles: +12 Damage, Stunned, 6 Bleed, and -40 to all actions. |
| 110 | Deep cut to the lower abdomen. If the target's wearing armor: +10 Damage, Stunned, 6 Bleed, and -30 to all actions. If the target is unarmored, they're gutted: dies in 12 inactive Rounds. |
| 111-116 | Powerful strike to the chest. Target is Prone, Stunned, takes +12 Damage, and -30 to all actions. If the target's not wearing metal armor: 10 Bleed. |
| 117-119 | Vicious strike to the weapon's forearm. Target's disarmed, Stunned, and takes +10 Damage. If target's not wearing arm armor: arm severed, 10 bleed and -40 to all actions. |
| 120 | Strike to the neck. If the target is wearing neck protection, it is destroyed and the target takes +10 Damage, Stunned, and 6 Bleed. If not: throat cut open, target dies in 8 Rounds while Stunned. |
| <i>Maximum Result for Light Critical Strikes</i> | |
| 121-126 | Swing to the shoulder. Deep cut. If the target has rigid armor: +10 Damage, Stunned, 4 Bleed, and -30 to all actions. If not, arm almost severed: +15 Damage, Stunned and 10 Bleed; arm useless and -50 to all actions. |
| 127-129 | Strike severs target's foot. Prone, Stunned, 8 Bleed, and -50 to all actions. |
| 130 | Strike to the face. If the target's wearing helm: helm, nose, and teeth destroyed, +12 Damage, Stunned, 4 Bleed, -40 to all actions, and permanent scar (-10 BEA). If the target has no helm: face split in half, instant death. |
| <i>Maximum Result for Moderate Critical Strikes</i> | |
| 131-136 | Powerful strike severs weapon arm from the elbow, +12 Damage, Stunned, and 12 Bleed. Arm useless and -40 all other activities. |
| 137-140 | Strike severs lower leg from above the knee: +15 Damage, Prone, Stunned, and 15 Bleed. Can not walk and -60 all other actions. |
| <i>Maximum Result for Grievous Critical Strikes</i> | |
| 141-146 | Powerful slash accross the chest. If the target is wearing metal armor: +12 Damage, Stunned, 8 Bleed, and -40 to all actions. If not: lungs destroyed and immediate heart failure - drops and dies in 6 Rounds. |
| 147-149 | Strike through the side severs target's spine. Drops immediately and is paralyzed from the chest down and at -80 all other actions. |
| 150 | Target is beheaded. Instant death. |
| <i>Maximum Result for Lethal Critical Strikes</i> | |

PIERCE CRITICAL STRIKES

| | |
|----------------|--|
| up to 5 | Swoosh! That was close! No extra damage. |
| 06-20 | Graze to the shoulder. +3 Damage. |
| 21-35 | Thigh strike, +3 Damage. If the target's not wearing leg protection, the blow lunges deeper: 3 Bleed. |
| 36-50 | Minor scratch to the forearm: +2 Damage. If the target's unarmored on the forearm, they're also Stunned. |
| 51-65 | Strike grazes target's side: 1 Bleed and Stunned. |
| 66-79 | Direct shot the chest. If the target's unarmored, the strike pierces deep: +8 Damage, 4 Bleed, and Stunned. If the target's wearing armor: +4 Damage and 2 Bleed. |
| 80-89 | Strike to lower leg under the knee. Tendons and muscle torn. +3 Damage, Stunned, and -25 to all actions. |
| 90-99 | Major abdominal wound. If the target's armored: +4 Damage, 3 Bleed. If not: +10 Damage, 6 Bleed, -20 to all actions, and Stunned. |
| 100 | Strike to the ear. If the target's wearing a helm: +5 Damage and Stunned. If the target's unarmored: ear and skull pierced through; target is in a coma and takes 5 Bleed. |

Maximum Result for Superficial Critical Strikes

| | |
|----------------|---|
| 101-106 | Thigh strike. If the target's wearing armor: +5 Damage and 2 Bleed. If not, very deep pierce: +7 Damage, 5 Bleed, Stunned, and -30 to all actions. |
| 107-109 | Strike to lower leg. If the target's armored, torn muscle: +4 Damage, -20 to all actions. If not, severed muscle: +6 Damage, -40 activity, Stunned. |
| 110 | Strike to the groin. If the target's wearing armor: +12 Damage, Stunned, and -20 to all actions. If not: +18 Damage, 5 Bleed, -30 to all actions, Stunned; the character's permanently infertile. |
| 111-116 | Piercing strike to the chest. If the target's wearing rigid armor: +5 Damage, 4 Bleed, Stunned, and -20 to all actions for a deep side cut. If not: lung pierced, +15 Damage, Stunned, and -50 activity, dies in 6 hours. |
| 117-119 | Strike through the upper weapon arm severs tendons and muscle. +4 Damage, 4 Bleed, -20 to all actions, arm is useless. |
| 120 | Strike to the neck. If the target's wearing rigid neck protection: +5 Damage, 4 Bleed, Stunned. If not, artery punctured: +10 Damage, 15 Bleed, and Stunned. |

Maximum Result for Moderate Critical Strikes

| | |
|----------------|--|
| 121-126 | Strike to the rear punctures the glute deep. +8 Damage, Stunned, and -40 to all actions. |
| 127-129 | Strike through the armpit breaks shoulder's ligaments. +10 Damage, 6 Bleed, Stunned, -30 to all actions, and arm useless. |
| 130 | Strike to the forehead. If the target's wearing helm: +8 Damage, knocked unconscious for 30 minutes. If not: skull fractured, target unconscious and dies in 10 minutes. |

Maximum Result for Grievous Critical Strikes

| | |
|----------------|---|
| 131-136 | Strike to the rear of the knee tears ligaments and damages muscle. Target's Prone, -60 activity, +8 Damage, 3 Bleed, and Stunned. |
| 137-140 | Strike through leg severs an artery. Target falls unconscious and Bleeds for 15 to death. |

Maximum Result for Grievous Critical Strikes

| | |
|----------------|--|
| 141-146 | Strike through kidneys. +10 Damage. Target is knocked over and dies in 6 Rounds of agony. |
| 147-149 | Direct shot to the heart. If the target's wearing rigid armor: +20 Damage, Stunned, 8 Bleed, and -30 to all actions for deep cut. If not, target dies instantly. |
| 150 | Strike through the eye into the brain. Instant death. |

Maximum Result for Lethal Critical Strikes

GRAPPLE CRITICAL STRIKES

| | |
|--|---|
| up to 5 | Target grasped, but not held: no additional damage. |
| 06-20 | Light hold, target breaks free: +2 Damage. |
| 21-35 | Arm grapple, but target manages to break free. If the target's wearing loose sleeves: Stunned and +3 Damage. |
| 36-50 | Leg grapple. Target is spun around but breaks free; however is Stunned and takes +3 Damage. |
| 51-65 | Shield arm grapple. If the target has a shield: -50 To all actions until drops shield or breaks free. If the target does not have a shield: Stunned, -30 To all actions while held. |
| 66-79 | Weapon arm grapple. Target is disarmed and a sprained wrist gives -20 To all actions. Stunned and +4 Damage. |
| 80-89 | Chest grasp: Target is Stunned. If the target's not wearing rigid chest armor: 1d10 cracked ribs. +2 Damage and -5 To all actions for each broken rib. |
| 90-99 | Leg entagled. Target dragged Prone and Held, takes +3 Damage and -30 to all actions. |
| 100 | Both legs held, target falls down. +9 Damage, knocked Prone, and Held. Can't stand up and -40 to all actions until gets free. |
| <i>Maximum Result for Superficial Critical Strikes</i> | |
| 101-106 | Grapple to weapon arm: torn ligaments. Target's Held, disarmed, Stunned, and at -30 to all actions. If the attacker continues the hold: 5 Damage/Round. |
| 107-109 | Neck and shoulder grasp. Both attacker and defender locked: -50 to all actions and are considered Held. The attacker can end the hold anytime. |
| 110 | Target is completely immobilized to the ground, yet still conscious. Can try to break free at -60. If the attacker maintains the hold: 8 Damage/Round. |
| 111-116 | Powerful body lock unbalances foe. If target wears rigid armor: +8 Damage, Stunned, Held, Prone and takes 4 Damage/Round until attacker maintains the hold. Otherwise, +16 Damage, Stunned, Held, Prone, -30 to activities due to cracked ribs, and takes 4 Damage/Round until attacker maintains the hold. |
| 117-119 | Grapple to weapon arm cleanly breaks wrist. +10 Damage, target is disarmed, Stunned, and -50 to all actions. If the attacker maintains the hold: +4 Damage/Round. |
| 120 | Grapple to the neck. If target wears rigid armor around the neck: -60 to all actions until breaks free and Stunned. If not: crushed windpipe, Dying in 6 Rounds |
| <i>Maximum Result for Light Critical Strikes</i> | |
| 121-126 | Vicious lock disjoints arm and throws foe to the ground. +12 Damage, target is Stunned and Prone, arm is useless, target drops anything they were holding. If the attacker maintains the hold: 8 Damage/Round. |
| 127-129 | Target neck grappled from rear: Stunned and 5 Damage. If the attacker maintains the hold, target is at -40 and takes 5 Damage/Round. |
| 130 | Solid hold to the neck. Target is knocked down and at -60 to all actions. If the target does not manage to break free in 6 Rounds, passes out due to choking. |
| <i>Maximum Result for Moderate Critical Strikes</i> | |
| 131-136 | Foot entagled. Target stumbles, falls and breaks weapon and both arms. -50 To all actions, Stunned, and 12 Damage. |
| 137-140 | Target's grappled to midsection and sent flying over; falls on its head. If the target's wearing head armor: Stunned, +12 Damage, and -30 to all actions for sprained neck. If not: skull crushed and a broken neck, instant death. |
| <i>Maximum Result for Grievous Critical Strikes</i> | |
| 141-146 | Target's legs wrapped up and target falls down. Incapacitated and -80 to all actions when wakes up due to both legs badly broken. |
| 147-149 | Target's completely entangled and harmless, at the attacker's mercy. |
| 150 | Headlock crushes skull. If the target wears a helm: target is put in coma. If not: instant death. |
| <i>Maximum Result for Lethal Critical Strikes</i> | |

Maintaining a hold: attacker may maintain their hold by spending a Full Action or by hitting the target with another successful Grappling attack.

Breaking free: a character may attempt to break free by spending a Full Action and succeeding in a Conflicting Action, using their Acrobatics or Brawling Skill against the CMB of their opponent. A character automatically breaks free if their opponent stops maintaining their hold.

DARK MAGIC CRITICAL STRIKES

| | |
|--|--|
| up to 5 | A glancing blow leaves a bad mark on target's forearm: +3 Damage. |
| 06-20 | The target half-dodges the blast, but cannot fully evade it: +6 Damage, 1 Bleed. |
| 21-35 | Dark energy rends the flesh of the target's upper leg, leaving it slightly numb: +5 Damage, Stunned, -5 to all actions. |
| 36-50 | The target instantly regrets raising their arm to parry the blow: +10 Damage, 2 Bleed, and target drops whatever they're holding. |
| 51-65 | The blast hits the target hard in the chest, leaving them bruised and staggered: +12 Damage, Stunned, -10 to all actions. |
| 66-79 | Target falls to the ground howling in pain, their side scorched by an eldritch explosion: +12 Damage, 2 Bleed, Stunned and target falls Prone. |
| 80-89 | Dark flames envelop the target's left hand: +10 Damage, 3 Bleed, Stunned, -10 to all actions, and target drops whatever they're holding in their left hand. |
| 90-99 | The target doubles in pain as horrible suppurating blisters appear on their abdomen, where the blast hit them: +13 Damage, 4 Bleed, -20 to all actions and target falls Prone. |
| 100 | A sickly green fire half-carbonizes the side of the target's head. If the target was wearing a helm: +10 Damage, +1 Soul Damage, Stunned, helm destroyed. If not: target is knocked out, +3 Soul Damage, and ear destroyed. |
| <i>Maximum Result for Superficial Critical Strikes</i> | |
| 101-106 | The blast opens a huge gash on the foe's upper leg: +13 Damage, 6 Bleed, Stunned, -30 to all actions. |
| 107-109 | Vicious strike vaporizes knee. If the target is wearing metal armor on the legs: +10 Damage, Stunned, -50 to activities, and armor ruined. If not, leg cleanly cut below the knee: +15 Damage, Stunned, -70 to all actions and target falls Prone. |
| 110 | Tendrils of dark energy ravage the enemy's back. If the target's wearing armor: +12 Damage, 3 Bleed, +3 Soul Damage, Stunned. If not: spine cracked, target paralyzed and dies in 8 rounds. |
| 111-116 | The stench of rotting flesh fills the air as corruption spreads throughout the enemy's chest: +15 Damage, +3 Soul Damage, 4 Bleed, Stunned, -40 to all actions. |
| 117-119 | A surge of eldritch energies corrodes the target's shield arm, melting metal, flesh and bones. If the target's wielding a shield: shield destroyed, +9 Damage, +3 Soul Damage, Stunned. Otherwise, arm rendered useless, +16 Hit, +4 Soul Damage, Stunned, -50 to all actions. |
| 120 | Strike to the neck. If the target's neck is protected by rigid armor: +9 Damage, +4 Soul Damage, 6 Bleed, Stunned. Otherwise, target falls to the ground coughing blood and dies in 6 Rounds of intense agony. |
| <i>Maximum Result for Light Critical Strikes</i> | |
| 121-126 | An explosion of sorcerous energy utterly consumes the foe's lower leg, leaving only a withered stump behind: +14 Damage, Stunned, -70 to all actions, leg useless, and target falls Prone. |
| 127-129 | Massive blast destroys enemy's shoulder: arm useless, +18 Damage, +3 Soul Damage, 6 Bleed, -30 to all actions. |
| 130 | Cruel blow badly maims foe's face. If target is wearing a visored helmet: +15 Damage, +3 Soul Damage, both eyes destroyed. If not: foe Dying in 5 rounds as dark energies corrode their face. 50% their corpse will rise the day after as an Undead Thrall. |
| <i>Maximum Result for Moderate Critical Strikes</i> | |
| 131-136 | The blast impact reverberates through both arms of the target. If target is wearing armor: +16 Damage, +5 Soul Damage, Stunned, -40 to all actions, and drops whatever they were holding. Otherwise, both arms crippled, +6 Soul Damage and target knocked out from pain. |
| 137-140 | Foe stares in disbelief at the rotting mass of flesh that stands where their leg used to be, then falls to the ground, Dying in 8 Rounds. |
| <i>Maximum Result for Grievous Critical Strikes</i> | |
| 141-146 | The enemy's abdomen explodes in a fountain of putrid black blood: +6 Soul Damage, 15 Bleed, Stunned. |
| 147-149 | Spears of pure darkness impale the enemy's sides, causing massive organ damage. Target is knocked out and dies in 4 Rounds. |
| 150 | Target falls to the ground screaming in agony as Darkness consume their soul. Instant death, target's body rises as an Undead Thrall in 1d5 Rounds. |
| <i>Maximum Result for Lethal Critical Strikes</i> | |

LIGHTNING CRITICAL STRIKES

| | |
|---|---|
| up to 5 | Hair stands up because of static. +0 Damage |
| 06-20 | Mild jolt shakes foe: +3 Damage. If the target's wearing metal armor, they're also Stunned. |
| 21-35 | Shock numbs foe's arms: target's Stunned. If target's holding a metal weapon, they drop it. |
| 36-50 | Lightning discharge runs through target's body: +6 Damage and -5 to all actions. If target's wearing a metal armor, they're also Stunned. |
| 51-65 | Strike to the side propagates to the rest of the target's body, causing light muscle damage: +9 Damage, -10 to all actions, Stunned. Target drops any metal object they were holding. |
| 66-79 | Heavy charge Damage foe's shield arm: +12 Damage, -20 to all actions. Target drops any metal shield they're holding. If target is wearing metal armor, they're also Stunned. |
| 80-89 | Blast to chest stops foe's heart for a moment: +10 Damage, Prone, Stunned, and target drops any metal object they're wielding. |
| 90-99 | Strike to the hip causes severe burns: +12 Damage, 4 Bleed, -30 to all actions. Any organic leg covering the target's wearing catches fire and is destroyed. |
| 100 | Strike overloads target's nervous system: target is knocked Prone and unconscious. If target's wearing metal armor, they also fall in coma for one month. |
| Maximum Result for Superficial Critical Strikes | |
| 101-106 | Shock arcs into target's back, magnetizing any metal item carried: +10 Damage, Stunned, -20 to all actions. If target's wearing metal armor: also Held for one Round. |
| 107-109 | Lightning coils around target's legs, searing flesh and muscles: +15 Damage, 5 Bleed, -40 to to all actions, and target's knocked Prone. |
| 110 | Blast to the face illuminates foe's head from within: +15 Damage, blinded for 1d5 rounds, -20 to all actions. If target's wearing a metal helmet: brain damaged, knocked out and Dying in 6 Rounds. |
| 111-116 | Violent strike to weapon arm. If target's wearing organic armor: Stunned, 2 Bleed, -20 to all actions, and drops any metal item wielded. Otherwise, arm's nerves and muscles suffer heavy damage: Stunned, 4 Bleed, arm useless, drops any carried item. |
| 117-119 | Strike reverberates through target's abdomen. If target's wearing armor: +10 Damage, Stunned, -20 to all actions. Otherwise: +10 Damage, Stunned, 2 Bleed, and -40 to all actions. |
| 120 | Electricity runs through foe's body, causing massive burns: knocked Prone, +10 Damage, Stunned, 5 Bleed. If target's wearing metal armor: armor fused and target's Held until armor is somehow removed. |
| Maximum Result for Light Critical Strikes | |
| 121-126 | Target's body seems to conduct electrical energy particularly well: +15 Damage, Stunned, and target suffers another Superficial Lightning Critical Strike at the beginning of the next Round. If target's wearing metal armor, they'll suffer a Light Lightning Critical Strike at the beginning of the next Round instead. |
| 127-129 | Savage chest strike sends foe into a fit of convulsions. If foe's wearing armor: +12 Damage, Stunned, Prone, 2 Bleed, -20 to all actions. If not: lung failure, Dying in 6 rounds. |
| 130 | Target's head's turned into a charred stump: only teeth are intact. Instant death. |
| Maximum Result for Moderate Critical Strikes | |
| 131-136 | Blast electrifies target, then jumps to another victim: +25 Damage, Stunned, Prone, and another random creature within 2 meters from target suffers a Light Lightning Critical Strike. |
| 137-140 | Thunderous deflagration rips target's leg away: +20 Damage, Prone, Stunned, 12 Bleed, cannot walk and -50 to to all actions. |
| Maximum Result for Grievous Critical Strikes | |
| 141-146 | Strike destroys target's nervous system: Prone, knocked out, -100 to all actions. |
| 147-149 | Vicious strike devastates target's midsection. If target's wearing armor: drops Prone, Stunned, and Dying in 8 Rounds. If not: cut in half, instant death. |
| 150 | Brutal charge disrupts cell structure. Entire body turns to dust, swiped away by a gentle breeze. |
| Maximum Result for Lethal Critical Strikes | |

FROST CRITICAL STRIKES

| | |
|----------------|--|
| up to 5 | Just a cool breeze. +0 Damage. |
| 06-20 | Cold blast: +3 Damage. If the target's not wearing a cloak or heavy clothing: +6 Damage and Stunned. |
| 21-35 | Frostbite burn. +7 Damage, 1 Bleed. |
| 36-50 | Frost strike to the upper torso, +5 Damage. If the target's not wearing heavy clothes, also 2 Bleed and -10 to all actions. |
| 51-65 | Back strike. +9 Damage, Stunned. Wood items carried on the back are now frozen and brittle, useless. |
| 66-79 | Frostbite to the pelvis. If the target's wearing armor or heavy clothing: +3 Damage. Otherwise: frozen groin; +12 Damage, Stunned, and target's sterilised. |
| 80-89 | Frost strike to the back. Target is thrown to the ground, disarmed. Stunned and +10 Damage. |
| 90-99 | Blast to the hands (1d10: 1-4 left, 5-8 right, 9-10 both). If the target's wearing gloves: disarmed and +8 Damage. Otherwise: hand(s) frozen, loses 1d5 (or 1d10) fingers: -5 to all actions for each finger lost. |
| 100 | Icy blast to the head. If the character's wearing furs or heavy head clothing: Stunned, +10 Damage. If not, target falls into a month-long coma and loses nose as a result of severe frostbite. |

Maximum Result for Superficial Critical Strikes

| | |
|----------------|---|
| 101-106 | Leg blast +10 Damage Target's knocked Prone and Stunned. If no leg armor or heavy clothing: frostbite makes leg useless; -40 to all actions. |
| 107-109 | Blast to the side of the head. If the target's wearing heavy clothing or armor: Stunned, +8 Damage, -10 to all actions. Otherwise: ear frozen, +12 Damage, target is at a permanent -50 to hearing Perception and -20 all other Perception Rolls. |
| 110 | Blast to the rear of the head and neck. If the target's neck is covered by heavy clothing: Stunned, +8 Damage and 2 Bleed. If not: target is in coma for 3 weeks and paralyzed from the neck down when waking up. |
| 111-116 | Icy tight strike. If the target's wearing heavy clothing: target is knocked Prone, Stunned, and takes 2 Bleed because of frostburn. If not: tight frozen and a broken bone: +13 Damage and -40 to all actions. |
| 117-119 | Frostbite to the feet. If the target's wearing heavy boots: Stunned, +5 Damage and Prone; foot covering destroyed. Otherwise, frozen feet: +20 Damage, target is at -60 to all actions. |
| 120 | Frozen blast to the face. If the target's wearing heavy headwear: Stunned, -20 to all actions, 2 Bleed, and +12 Damage. Otherwise: as above but also frozen eyes, target's blinded and falls into a coma. |

Maximum Result for Light Critical Strikes

| | |
|----------------|---|
| 121-126 | Blast to the arm (1d10: 1-5 left, 6-10 right). If the target's wearing heavy clothes or armor: drops anything held, Stunned, +10 Damage, and 3 Bleed. If not: arm frozen and shattered, target falls unconscious, and arm useless (-50 to all actions). |
| 127-129 | Target inhales freezing fluid. +15 Damage and Stunned. Target makes a TSR against Attack Level 10, failing means death due to internal fluids freezing in 6 Rounds. |
| 130 | Cold blast to the torso shatters chest and freezes lungs and heart. Target's dead in 3 Rounds. |

Maximum Result for Moderate Critical Strikes

| | |
|----------------|---|
| 131-136 | Powerful icy blast to upper chest. If target's wearing armor/heavy clothing: knocked Prone, +10 Damage, and Stunned. If not: target dies in 10 rounds due to lungs and heart failure. |
| 137-140 | Target engulfed in frost begins to feel really cold. If wearing heavy armor and clothing: +20 Damage, Stunned and -30 to all actions. If not, dies in 12 Rounds while shivering and breathing puffs of vapor. |

Maximum Result for Grievous Critical Strikes

| | |
|----------------|---|
| 141-146 | Strike freezes both legs. Target's Prone and Stunned, takes +30 Damage, -100 to all actions. |
| 147-149 | Target's head is frozen. Well preserved, but quite dead nonetheless. |
| 150 | Target's frozen solid into an ice statue, then falls to the ground and shatters into thousands of pieces. |

Maximum Result for Lethal Critical Strikes

FIRE CRITICAL STRIKES

| | |
|--|---|
| up to 5 | The air around the target warms up. +0 Damage. |
| 06-20 | Intense heat, the target sweats heavy, but little extra effect. +3 Damage. |
| 21-35 | Minor superficial burns. +8 Damage and 1 Bleed. |
| 36-50 | Target's blinded for 1 Round by hot smokes +12 Damage Stunned |
| 51-65 | Target's clothes catch fire. It takes 2 Full Actions to extinguish fire. Target takes 8 Damage per Round aflame until the fire's extinguished. After 10 rounds, all clothing's destroyed anyway. |
| 66-79 | Target is knocked Prone by a roaring flame blast. Stunned and +12 Damage. Any flammable piece of armor or clothing covering their feet and lower legs is destroyed. |
| 80-89 | Fire engulfs target's weapon arm. +10 Damage, 4 Bleed, Stunned. Drops any item and -30 to all actions for deep burns. |
| 90-99 | Fiery blast to the chest spins target around. Disarmed, Stunned, and +12 Damage. Target must Assess at the beginning of next Round with a special -40 penalty. |
| 100 | Blast to the face. If the target's wearing some sort of head protection: Stunned, Blinded for 3 Rounds, +15 Damage, and 3 Bleed. If not: knocked unconscious, 6 Bleed, and a horrible scar (-10 BEA). |
| <i>Maximum Result for Superficial Critical Strikes</i> | |
| 101-106 | Fire engulf target's back. All items or clothing carried on the back is destroyed or useless. Target is knocked Prone, Stunned, and takes +12 Damage. |
| 107-109 | Burn to the upper leg. Leg useless due to deep burn and tissue loss. 15 Damage, 5 Bleed, and Stunned, -60 to all actions. |
| 110 | Blast to the neck. If the target is wearing protection: +12 Damage, Stunned, and 4 Bleed. If not: target unconscious and Dying in 12 Rounds. |
| 111-116 | Shield arm blast. Shield destroyed along with the hand that wields it. Stunned, 3 Bleed, -20 to all actions. If no shield: arm burned to the bone and useless, +12 Damage, Stunned, 6 Bleed, and -30 to all actions. |
| 117-119 | Target inhales scalding vapors. +12 Damage, 6 Bleed, target is Prone and incapable of taking any action while coughing for 6 Rounds, then is Stunned. |
| 120 | Strike to midsection bathes target in flames. If the target's wearing protection, they're knocked Prone, Stunned, takes 8 Bleed, and -60 to all actions for widespread burns. If not: legs destroyed, target dies after 6 Rounds of unconsciousness. |
| <i>Maximum Result for Light Critical Strikes</i> | |
| 121-126 | Powerful fiery blast. Target's knocked off their feet and sent flying through the air falling from 3 meters high. Target is disarmed, takes +15 Damage and is Stunned; furthermore, the target takes a Moderate Impact Critical Strike from the fall. |
| 127-129 | Fiery blaze pulverizes target's weapon arm. Arm useless, +12 Damage, 8 Bleed, Stunned, and -40 to all actions. |
| 130 | Fire engulfs target's head. If the target is wearing metal armor: armor fuses on the head and the target dies in 5 Rounds. If the target's wearing non-metal armor: armor destroyed, +12 Damage, 4 Bleed, Stunned, and -20 to all actions. If the target's unarmored: knocked over and dies in 10 minutes due to extensive burns. |
| <i>Maximum Result for Moderate Critical Strikes</i> | |
| 131-136 | Target is bathed in flames. Extreme heat shock deals +50 Damage. Target falls into a 3-month coma. |
| 137-140 | Strike to the head. If the target's wearing helm, blinded for 2 weeks, +15 Damage. If not, dies in 6 Rounds due to massive shock. |
| <i>Maximum Result for Grievous Critical Strikes</i> | |
| 141-146 | Blast to the chest. If the target's wearing chest armor: armor destroyed, +12 Damage, 6 Bleed, and Stunned. If not: +20 Damage, 12 Bleed, and target is Incapacitated. |
| 147-149 | Target is totally engulfed in roaring flame. All organic material on target is destroyed, and metal melts. Target dies in 6 horrible, screaming Rounds. |
| 150 | All that remains of the target is a smoking pile of charred teeth and bones. |
| <i>Maximum Result for Lethal Critical Strikes</i> | |

Skills

SKILLS AND STATS

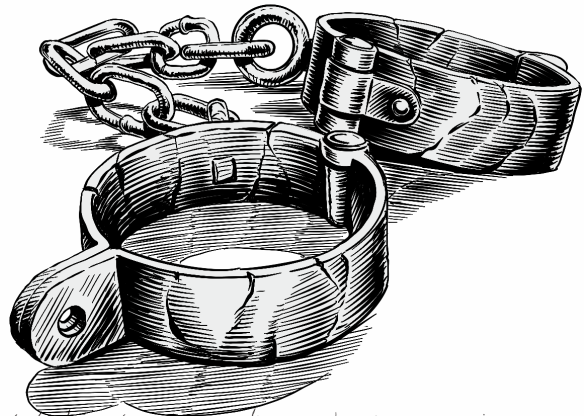
| Skill | Stat | Category |
|---------------|--------|-------------|
| Armor | - | Armor |
| Blunt | BRN | Combat |
| Blades | BRN | Combat |
| Ranged | SWI | Combat |
| Polearms | BRN | Combat |
| Brawl | BRN | Combat |
| Athletics | BRN | Adventuring |
| Ride | SWI | Adventuring |
| Hunting | WIT | Adventuring |
| Nature | WSD | Adventuring |
| Wandering | WSD | Adventuring |
| Acrobatics | SWI | Roguery |
| Stealth | SWI | Roguery |
| Locks & Traps | WIT | Roguery |
| Perception | WSD | Roguery |
| Deceive | WIT | Roguery |
| Arcana | WIT | Lore |
| Charisma | BEA | Lore |
| Cultures | WIT | Lore |
| Healer | WSD | Lore |
| Songs & Tales | BEA | Lore |
| Spell Lores | Varies | Spells |
| Body | FOR | Body |

SECONDARY SKILLS

| | | |
|-----------------------|-----|-------------------|
| Assassination | SWI | Roguery |
| Battle Frenzy | WSD | Combat |
| Craftsmanship | WSD | Lore |
| Cooking | SWI | Adventuring |
| Dual Weapons Training | - | Combat |
| Intimidation | BEA | Combat or Roguery |
| Meditation | WSD | Lore |
| Quick Draw | - | Roguery |
| Scholarship | WIT | Lore |
| Stewardship | WSD | Lore |
| Swashbuckling | - | Combat |
| Swift Step | SWI | Roguery |
| Warfare | WIT | Combat |
| Weapon Specialization | - | Combat |

RANK BONUS TABLE

| Number of Ranks | Skill Rank Bonus |
|-----------------|------------------|
| 0 | +0 |
| 1 | +5 |
| 2 | +10 |
| 3 | +15 |
| 4 | +20 |
| 5 | +25 |
| 6 | +30 |
| 7 | +35 |
| 8 | +40 |
| 9 | +45 |
| 10 | +50 |
| 11 | +52 |
| 12 | +54 |
| 13 | +56 |
| 14 | +58 |
| 15 | +60 |
| 16 | +62 |
| 17 | +64 |
| 18 | +66 |
| 19 | +68 |
| 20 | +70 |
| 21 | +71 |
| 22 | +72 |
| 23 | +73 |
| 24 | +74 |
| 25 | +75 |
| 26 | +76 |
| 27 | +77 |
| 28 | +78 |
| 29 | +79 |
| 30 | +80 |
| 31+ | +1/rank |



Actions

ACTION RESOLUTION TABLE

| Roll | Outcome | Number of Ranks |
|-------------|---------------------|--|
| 4 or less | Critical Failure | You don't get what you were trying to accomplish and you put yourself in danger, break a piece of equipment, take twice the time normally required, or grant your foes a +20 bonus to their next Roll against you. |
| 5 -74 | Failure | You don't get what you were trying to accomplish. |
| 75-99 | Partial Success | You only partially accomplish what you were trying to do, or manage to do it but with a cost, complication, or trouble. |
| 100-174 | Success | You accomplish what you were trying to do. |
| 175 or more | Outstanding Success | You accomplish what you were trying to do and you get a +20 bonus to your (or one of your ally's) next related Roll, gain additional information, or take less time than normally required to complete your task. |

SKILL ROLLS DIFFICULTY TABLE

| Roll | Outcome | Number of Ranks | 50/50* | | |
|----------------|---------|--|-----------------|---------|---------------------|
| | | | Partial Success | Success | Outstanding Success |
| Standard | +0 | A task that an averagely skilled character can accomplish without much trouble, unless in a hurry or stressed. | 25 | 50 | 125 |
| Challenging | -10 | A task easily accomplished by skilled characters; however it can be tricky for novice or unskilled characters. | 35 | 60 | 135 |
| Hard | -20 | A task requiring dedication and effort even by skilled characters. | 45 | 70 | 145 |
| Very Hard | -30 | That's a task challenging even for a skilled character and possibly requiring some luck to be accomplished. | 55 | 80 | 155 |
| Extremely Hard | -40 | Possibly something out of reach for many characters except for highly trained professionals. | 65 | 90 | 165 |
| Heroic | -50 | Something really tough to accomplish even by the most skilled masters without aid or greater luck. | 75 | 100 | 175 |
| Insane | -70 | You should not even think about it, to begin with! | 95 | 120 | 195 |

* This is the Skill bonus required to have a 50/50 chance of getting that result (assuming a '51' roll on 1d100)

Save Rolls

SAVE ROLLS TABLE

| Defender Level | SR Bonus | Attack Level | SR Difficulty |
|----------------|----------|--------------|---------------|
| 1 | 5 | 1 | 55 |
| 2 | 10 | 2 | 60 |
| 3 | 15 | 3 | 65 |
| 4 | 20 | 4 | 70 |
| 5 | 25 | 5 | 75 |
| 6 | 30 | 6 | 80 |
| 7 | 35 | 7 | 85 |
| 8 | 40 | 8 | 90 |
| 9 | 45 | 9 | 95 |
| 10 | 50 | 10 | 100 |
| 11 | 52 | 11 | 102 |
| 12 | 54 | 12 | 104 |
| 13 | 56 | 13 | 106 |
| 14 | 58 | 14 | 108 |
| 15 | 60 | 15 | 110 |
| 16 | 62 | 16 | 112 |
| 17 | 64 | 17 | 114 |
| 18 | 66 | 18 | 116 |
| 19 | 68 | 19 | 118 |
| 20 | 70 | 20 | 120 |
| 21+ | +1/level | 21+ | +1/level |



FEAR SAVE ROLLS TABLE

| Result | Description | Effect |
|-------------|-------------|---|
| -51 or less | Dead Scared | Your heart stops beating. You are literally scared to death. |
| Up to -25 | Scared | Choose one: <ul style="list-style-type: none"> You stand still, motionless, until you get struck by a Critical Strike or the source of your fear remains in sight. You swoon for the duration of the scene. You run away scared from the source of fear in a random direction for the whole scene. If you can not run away (for example, if you are cornered), then you swoon. |
| Up to -1 | Shaken | You suffer a -20 penalty to all actions while the source of your fear is in sight. |
| 0 to 50 | Brave | You resist the effects of fear. |
| 51+ | Fearless | You stand your ground, fearless. You can not be scared anymore in the same scene. Furthermore, all your allies seeing your bravery get to re-roll any failed SR against Fear in the same Round with a special +20 bonus. |

Magic

SPELL CASTING TABLE

| Roll | Target Number | Outcome & Additional Effects |
|----------|---------------|---|
| up to 25 | - | Spell Failure: Roll on the Critical Spell Failure Table |
| 26-50 | - | <p>Partial Success: If the spell requires a Save Roll, the targets automatically succeed in their Save Roll against it.</p> <p>Otherwise, choose the one that applies best:</p> <ul style="list-style-type: none"> • The spell duration is reduced to half the original duration (rounded down). • The spell area of effect is reduced to half the original area (rounded down). • The spell has no effect, but the caster retains the Magic Points. |
| 51-80 | 50 | <p>Success If the Spell does not require a Save Roll, it succeeds.</p> <p>If the Spell requires a Save Roll, targets of the Spell must make a Save Roll against the Difficulty shown on the left..</p> |
| 81-95 | 60 | |
| 96-105 | 65 | |
| 106-110 | 70 | |
| 111-120 | 75 | |
| 121-130 | 80 | |
| 131-135 | 85 | |
| 135-140 | 90 | |
| 141-145 | 95 | |
| 146-150 | 100 | |
| 151-155 | 105 | <p>Outstanding Success If the Spell does not require a Save Roll, it succeeds.</p> <p>If the Spell requires a Save Roll, targets of the Spell must make a Save Roll against the Difficulty shown on the left..</p> <p>Furthermore, choose one:</p> <ul style="list-style-type: none"> • The Spell costs half the Magic Points to cast. • You can choose to add a Warping option to the Spell for free, provided that its cost is no more than half the cost of the Spell itself. |
| 156-160 | 110 | |
| 161-165 | 120 | |
| 166-170 | 130 | |
| 171-175 | 140 | |
| 176+ | 150 | |



SPELL CASTING ROLL MODIFIERS

| General Modifiers | SC Roll |
|--|-----------|
| Improvised Spell (cast without preparation) | -10 |
| First to fourth Round of preparation (up to +40) | +10/Round |
| Target is static | +10 |

| Range Modifiers | SC Roll |
|-----------------|---------|
| Touching | +30 |
| Up to 3m | +10 |
| 4-15m | 0 |
| 16-30m | -10 |
| 31-90m | -20 |
| More than 90m | -30 |

SPELL FAILURES MODIFIERS

| | |
|-----|---|
| +0 | Healing, information and divination spells. |
| +10 | Utility, personal, defensive and Nature Magic spells. |
| +20 | Enchantment Magic. |
| +30 | Alteration Magic. |
| +50 | Dark and Elemental Magic. |



SPELL FAILURES

| 1d100 | Effects |
|---------|--|
| 01-75 | The Caster is Stunned. |
| 76-100 | The Caster is Stunned and chooses one: <ul style="list-style-type: none"> • Loses half the Spell's MPs cost. • The Spell goes off 2 Rounds later, but the caster must still concentrate on it to get it right. |
| 101-125 | The Caster is Stunned and chooses one: <ul style="list-style-type: none"> • Loses the Spell's MPs cost. • The Spell goes off on a different target within range, if applicable. Determine randomly or GM chooses. |
| 126-150 | The Caster is Stunned and chooses two: <ul style="list-style-type: none"> • Loses the Spell Magic Points. • The Spell goes off on a different target within range (including the caster), if applicable. Determine randomly or GM chooses. • Roll on the Magical Resonance Table with a special +20 to the roll. |
| 151+ | The Caster is Stunned and chooses two: <ul style="list-style-type: none"> • Loses the Spell's MPs cost and becomes Weary. • The Spell goes off on a different target within range (including the caster), if applicable. Determine randomly or GM chooses. • Roll on the Magical Resonance Table with a special +50 to the Roll. • The caster is knocked over for 6 hours. |

MAGICAL RESONANCE ROLL TABLE

| Roll | Effects |
|--|--|
| 40 or less | Nothing: An inquisitive shadow passes over the caster, but soon its attention is drawn somewhere else. The character is safe, for now... |
| 41-60 | Awareness: The Darkmaster is aware of the caster's presence but unable to locate their current position. The next Spell the character casts within the next hour automatically results in a Magical Resonance Roll. |
| 61-80 | Attention: The GM chooses one: <ul style="list-style-type: none"> The Darkmaster becomes aware of the general position of the caster, and will send agents and spies to investigate. The caster is plagued by a terrifying vision sent by the Darkmaster, and becomes Stunned. |
| 81-90 | Pursuit: The GM chooses one: <ul style="list-style-type: none"> The caster has been located and deemed worthy of the Darkmaster attention. A small band of servants will be sent to kidnap or apprehend the caster and their allies. The caster's mind is assailed by nightmarish visions. The caster is oblivious to their surroundings and is unable to take Full or Half Actions until they pass an Assessment Roll. |
| Maximum result for Spells of Weave 4 or lower. | |
| 91-100 | Assault: The GM chooses one: <ul style="list-style-type: none"> The Darkmaster has located the caster, and will send a band of capable servants to destroy them. The caster's mind is scorched by the baleful eye of the Darkmaster. The caster falls to the ground, unable to act for 1d10 Rounds, and must choose between losing all their remaining MPs or answering truthfully to a single question the Darkmaster asks in their mind. |
| 101 or more | Lieutenant: The character has been found by a overwhelmingly powerful servant of the Darkmaster, sent to bring them over to the dark side or utterly destroy them. |



MAGICAL RESONANCE ROLL MODIFIERS

| | |
|---|-----|
| In a Safe Haven | -20 |
| In a Blighted Land or Darkland | +20 |
| Healing, Spirit-Related, or Light Spell | -20 |
| Natural, Elven, or Illusory Spell | -10 |
| Attack Spell | +20 |
| Dark Spell | +30 |

ATTACK SPELL MODIFIERS

| General Modifiers | CMB | DEF | Range Modifiers | CMB | DEF |
|---|-----|--------|-----------------|-----|-----|
| Target is the center point of the attack (only Area Spells) | +20 | - | Up to 3 m | +35 | - |
| Target is wearing full helm | - | +10 | 4 to 10 m | +10 | - |
| DEF bonus of the target vs. ranged attacks | - | Varies | 11 to 20 m | +0 | - |
| Shield Bonus | - | Varies | 21 to 30 m | -20 | - |

BOLT SPELLS STATS

| Spell | Max Res | Combat Bonus Modifier | | | | | Critical Type | |
|-------------------|---------|-----------------------|----|-----|-----|-----|---------------|--------------|
| | | NA | SL | RL | CH | PL | 1st Critical | 2nd Critical |
| Stun Bolt | 110 | - | - | - | +10 | +20 | Lightning* | - |
| Water Bolt | 120 | - | - | -10 | - | -20 | Impact | - |
| Frost Bolt | 130 | - | - | - | - | - | Frost** | - |
| Ice Bolt | 140 | - | - | - | - | - | Impact | Frost** |
| Fire Bolt | 150 | +20 | - | - | - | - | Fire | - |
| Lightning | 175 | - | - | - | +20 | +30 | Lightning* | Impact |

* Inflicts double base damage against Metal Armors.

** Characters without heavy clothing or armor suffer 2x base damage

Max Res: Maximum result of the attack on the Area Spells Attack Table

Critical Type: The type of Critical Strike inflicted by the spell attack. If the first Critical Strike inflicted is severity Mod or higher, a secondary Critical Strike of the second type of two levels less severity is also dealt by the attack.

AREA SPELLS STATS

| Spell | Area of Effect | Max Rng | Max Res | Combat Bonus Modifier | | | | | Critical Type |
|------------------------|---|---------|---------|-----------------------|----|----|-----|-----|---------------|
| | | | | NA | SL | RL | CH | PL | |
| Cone of Cold | 15*3m Cone | 15 | 140 | - | - | - | - | - | Frost |
| Dragon's Breath | Varies (According to the Dragon's size/age) | | | +20 | - | - | +10 | +10 | Fire |
| Cold Ball | 6m radius sphere | 50 | 130 | - | - | - | - | - | Frost |
| Fire Ball | 3m radius sphere | 50 | 175 | +20 | - | - | +10 | +10 | Fire |
| Lightning Ball | 3m radius sphere | 50 | 150 | - | - | - | +20 | +30 | Lightning* |

* Inflicts double base damage against Metal Armors.

Area of Effect: The spell's area of effect from the point it originates

Max Rng: The maximum range the spell can reach before its area of effect bursts. Range modifiers apply for the attack

Max Res: Maximum result of the attack on the Area Spells Attack Table

Combat Bonus Mod: Bonus to the CMB of the attack with said spell against each type of armor

Critical Type: The type of Critical Strike inflicted by the spell attack

Travels

ENCUMBRANCE LEVELS

| | |
|--------------------|---|
| Unencumbered | Clothes, a belt with a small pouch, a single weapon or two light weapons, and light traveling gear (a small 5 kg backpack or bag). |
| Lightly Encumbered | Clothes, a belt with a scabbard and a single heavy weapon or two light weapons, a small quiver with a few arrows, and some traveling gear (a 10 kg backpack or bag). |
| Encumbered | Clothes, a belt with a pouch, a heavy weapon or two light weapons, a heavy backpack with 1 week worth of rations, a bedroll, and various traveling equipment. |
| Heavily Encumbered | Clothes, several melee or missile weapons, a big and very heavy (25+ kg) backpack with lots 2 weeks of rations, a camping tent, and other encumbering traveling gear, special equipment like a rope and pulley, chains, heavy treasure (like a bag with a thousand coins). |
| Over Encumbered | The character is really overburdened, like dragging a sled with a big load (or pulling or carrying the body of a wounded companion). Generally this is not how the character runs around while adventuring but more likely a particular condition the character can endure only for a short period. |

OVERLAND MOVEMENT TABLE

| Encumbrance Level | Kilometers per Day of Travel | | | | | |
|--------------------------|------------------------------|--------|---------------|---------|-----------------|--------|
| | Normal Terrain | | Rough Terrain | | Arduous Terrain | |
| | By foot | Mount. | By foot | Mount.. | By foot | Mount. |
| Up to Lightly Encumbered | 50 | 95 | 30 | 40 | 15 | 8 |
| Encumbered | 30 | 65 | 15 | 25 | 8 | 8 |
| Heavily Encumbered | 15 | 30 | 8 | 15 | 3 | 0 |
| Over Encumbered | 0 | 0 | 0 | 0 | 0 | 0 |

WATERBORNE MOVEMENT

| Vehicle | Speed |
|------------|-------|
| Raft/Canoe | 30 |
| Boat | 40 |
| Small Ship | 110 |
| Large Ship | 90 |
| Warship | 180 |

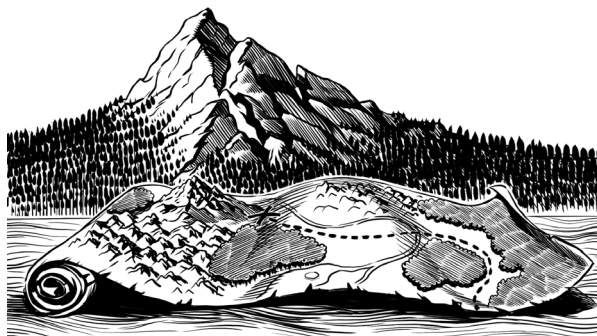
WINDS TABLE

| Roll | Winds | Speed Modifier |
|-------|-------------|----------------|
| 1-33 | Unfavorable | x0.75 |
| 34-66 | Normal | +0 |
| 67-00 | Favorable | x1.25 |

CAMPING ROLL DIFFICULTY

| Group Size | Modifier |
|------------|----------|
| 2 or less | +20 |
| 3 to 4 | +0 |
| 5 to 7 | -20 |
| 8 or more | -40 |

| Terrain | Modifier |
|-----------------|----------|
| Normal Terrain | +0 |
| Exposed Terrain | -20 |
| Dangerous Area | -30 |
| Darklands | -50 |



FINDING A SAFE HAVEN

| Area | Difficulty |
|----------------|----------------------|
| Free Lands | Hard (-20) |
| Wilderness | Very Hard (-30) |
| Borderlands | Extremely Hard (-40) |
| Blighted Lands | Heroic (-50) |
| Darklands | Insane (-70) |

CAMPING ROLL FAILURE

| 1d100 | Event |
|--------|---|
| 01-30 | The heroes can't get much sleep due to biting insects, foul smells, bad weather, or terrible nightmares. They don't gain Exhaustion, but neither do they gain any benefit from their rest. |
| 31-60 | An accident (such as a fire, a cave in, a fallen trunk, or a flash flood) strikes the camp, threatening to injure the heroes and/or damage their gear. Even if the PCs manage to avoid harm, their camp is destroyed and they're unable to get any sleep for the rest of the night. |
| 61-90 | The heroes are ambushed by wild beasts or minions of Darkness halfway through their rest. |
| 90-100 | The spot chosen by the PCs is actually cursed or tainted by Darkness. The heroes must flee or confront the terrible evil that haunts this place. They don't get any rest. |

FORAGING HERBS

| Vegetation | Modifier | Examples |
|------------|----------|------------------------------------|
| Lush | +10 | Jungle, rainforest |
| Abundant | +0 | Wood, forest, marsh |
| Normal | -10 | Cultivated lands, weald, grassland |
| Scarce | -20 | Scrubland, steppe, shoreline |
| Barren | -40 | Glacier, desert, darkland |

| Other Factors | Modifier | Notes |
|-----------------------|----------|--|
| Known Herb | +10 | Characters get a special bonus to their Nature Rolls when looking for healing herbs already recorded in their Herbarium. |
| Area already searched | -50 | Characters cannot search an area multiple times for the same type of herb, but they can look for different types of herbs. |
| Winter | -30 | Or any similarly unfavourable season. |
| Conservable | -30 | Apply when looking for herbs that are not going to be immediately used. |

RANDOM HAZARDS TABLE

| Roll | Area Population Density | | |
|-------|-------------------------|----------------------|----------------------|
| | Populated | Wilderness | Wasteland |
| 01-10 | Weather | Weather | Weather |
| 11-20 | Free People | Weather | Weather |
| 21-30 | Natural Obstacle | Natural Obstacle | Natural Obstacle |
| 31-40 | Minions of Darkness | Natural Obstacle | Natural Obstacle |
| 41-50 | Wild Beast | Weather | Ancient World Perils |
| 51-60 | Weather | Wild Beast | Natural Obstacle |
| 61-70 | Free People | Wild Beast | Wild Beast |
| 71-80 | Minions of Darkness | Minions of Darkness | Natural Obstacle |
| 81-90 | Free People | Free People | Minions of Darkness |
| 91-00 | Ancient World Perils | Ancient World Perils | Ancient World Perils |



ANIMAL ATTACK STATISTICS TABLE

| Attack Type | Attack Table | 1st Critical * | 2nd Critical ** | Small | Medium | Large | Huge | Colossal |
|-------------------------|-----------------|----------------|-----------------|-------|--------|-------|------|----------|
| Beak/Pincer | Beast | Cut | Pierce | 80 | 110 | 130 | 150 | 175 |
| Bite | Beast | Cut | Impact | 90 | 120 | 140 | 150 | 175 |
| Claw/Talon | Beast | Cut | Pierce | 90 | 120 | 140 | 150 | 175 |
| Horn/Tusk/Spike/Stinger | Beast | Pierce | - | 80 | 120 | 140 | 150 | 175 |
| Grapple/Envelop/Swallow | Unarmed/Grapple | Grapple | - | 80 | 110 | 130 | 150 | 175 |
| Bash/Ram | Unarmed/Grapple | Impact | - | 90 | 120 | 140 | 150 | 175 |
| Stomp/Trample | Beast | Impact | Impact | 80 | 120 | 140 | 150 | 175 |

(*) This is the primary type of Critical Strike inflicted by the attack.

(**) This is the secondary Critical Strike inflicted - if any. If the attacking creature is of Large Size or larger, its attack also inflicts a second Critical Strike of two severity levels lower than the first inflicted.

UNARMED ATTACK STATISTIC TABLE

| Attack Type | Critical | Small | Medium | Large | Huge | Colossal |
|---------------------|-----------|-------|--------|-------|------|----------|
| Punch | Impact | 80 | 110 | 130 | 150 | 175 |
| Kick | Impact | 90 | 120 | 140 | 150 | 175 |
| Armored Fist | Impact | 90 | 120 | 140 | 150 | 175 |
| Grappling/Wrestling | Grappling | 80 | 120 | 140 | 150 | 175 |



Wealth

WL vs FARE TABLE

| | |
|---------------------|---|
| WL > Fare | The character can afford buying the good. |
| WL = Fare | The character can afford buying the good, but their WL is reduced by one (to a minimum of 0). |
| WL < Fare | The character can not afford that good on their own. They must have someone loan money to them or either increase their Wealth. |

MODIFIERS TO BASE FARE

| | |
|--|---------------|
| Multiple Purchases (tens of the same good) | +1 Fare |
| Bulk Purchase (hundreds or thousands of the same good) | +2 to +3 Fare |

ITEMS QUALITY MODIFIERS

| Quality | Fare | Item Modifier | Availability |
|------------------|------|---------------|--------------|
| Low Quality | -1 | -10 | Common* |
| Superior Quality | +1 | +5 | Uncommon |
| Masterwork | +2 | +15 | Rare |

Item Quality Modifier Applies To...

| | |
|---------|-------------------------|
| Weapons | CMB |
| Armors | DEF, or reduces Penalty |
| Tools | Skill Bonus |

WEALTH LEVEL vs TREASURE VALUE

| | |
|-------------------------------|-----------------------------------|
| Character's WL < TV | Increase character's WL to the TV |
| Character's WL = TV | Increase character's WL by +1 |
| Character's WL > TV | No change in character's WL |

TREASURE VALUES

| | |
|------------|---|
| TV1 | A pouch of silver or bronze coins, a handful of gold pieces. A small semiprecious stone, a valuable trinket. A very weathered fine art piece. |
| TV2 | A bag of silver coins or a small chest of gold pieces and/or smaller jewellery. A fine art piece, a fine little gemstone. |
| TV3 | A big chest of silver and gold coins. A beautiful jewel set with gemstones. A collection of fine arts pieces or valuable and/or rare, exotic objects like chandeliers, incensories, and the like. |
| TV4 | Elven or Dwarven-made jewellery worth thousands of gold pieces. Precious ore like Truesilver. A fist-sized radiant gemstone. The treasure hidden on the Lost Island by the famous Pirate Captain. |
| TV5 | The hoard of an ancient Dragon. The treasure of the High King. |



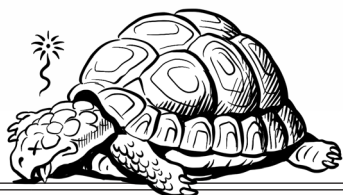
TREASURE SHARING

| | |
|--|---------|
| Up to six characters dividing the Treasure | Base TV |
| Several characters dividing the Treasure | TV -1 |
| Tens of characters dividing the Treasure | TV -2 |

Weapon Fumbles

WEAPON FUMBLES MODIFIERS

| Modifier | Melee or Thrown | Missile |
|----------|---|------------------|
| +0 | Brawl, hand weapons, short impact weapons, thrown daggers | Light crossbow |
| +10 | Short edged weapons, long impact weapons, handed axes, javelins | Short bow, sling |
| +20 | Long edged weapons . | Heavy crossbow |
| +30 | Two-handed weapons, chain weapons | Composite bow |
| +50 | Polearms, net, whip | Longbow |



MELEE AND RANGED FUMBLES

| 1d100 | Melee and Thrown Weapons | Missile Weapons |
|---------|--|---|
| 01-75 | The character must make an Assessment Roll during the next Assessment Phase. | The character must make an Assessment Roll during the next Assessment Phase. |
| 76-100 | <p>The character must make an Assessment Roll during the next Assessment Phase, and gets to choose one:</p> <ul style="list-style-type: none"> • Drops weapon. • Takes a Superficial Critical Strike of the appropriate type. | <p>The character must make an Assessment Roll during the next Assessment Phase and gets to choose one:</p> <ul style="list-style-type: none"> • Drops weapon. • Drops all ammunition. • Breaks the weapon's string (if applicable). |
| 101-125 | <p>The character must make an Assessment Roll during the next Assessment Phase and gets to choose two:</p> <ul style="list-style-type: none"> • Drops weapon. • Takes a Light Critical Strike of the appropriate type. • Inflicts a Superficial Critical Strike upon a nearby ally (if applicable). | <p>The character must make an Assessment Roll during the next Assessment Phase and gets to choose two:</p> <ul style="list-style-type: none"> • Drops weapon. • Drops all ammunition. • Breaks the weapon's string - if applicable. • Takes a Superficial Critical Strike of the appropriate type • Inflicts a Superficial Critical Strike of the appropriate type on an ally within the weapon's range (if applicable). |
| 126-150 | <p>The character is Stunned and gets to choose two:</p> <ul style="list-style-type: none"> • Drops weapon. • Takes a Light Critical Strike of the appropriate type. • Inflicts a Light Critical Strike upon a nearby ally (if applicable). • The weapon breaks. | <p>The character is Stunned and gets to choose two:</p> <ul style="list-style-type: none"> • Breaks weapon. • Drops all ammunition. • Takes a Light Critical Strike of the appropriate type. • Inflicts a Light Critical Strike of the appropriate type on an ally within the weapon's range (if applicable). |
| 151+ | <p>The character is Stunned and gets to choose two:</p> <ul style="list-style-type: none"> • Drops weapon. • Takes a Moderate Critical Strike of the appropriate type. • Inflicts a Moderate Critical Strike upon a nearby ally (if applicable). • The weapon breaks. | <p>The character is Stunned and gets to choose three:</p> <ul style="list-style-type: none"> • Breaks weapon. • Drops all ammunition. • Takes a Light Critical Strike of the appropriate type. • Inflicts a Light Critical Strike of the appropriate type on an ally within the weapon's range. |

Wounds and Recovery

BLEEDING

| Severity | HP Loss | Difficulty | Equipment | Recovery | Notes | Complications |
|----------------|----------------|-------------------|--------------|-----------|-----------------------------|----------------------------|
| Light Bleeding | 1-4 HPs/Round | Standard (+0) | Bandages | immediate | | Spend additional resource |
| Sever Bleeding | 5-10 HPs/Round | Challenging (-10) | Healer's Kit | one day | | Become Weary |
| Exsanguination | 11+ HPs/Round | Very Hard (-30) | Healer's Kit | one day | Dying in 20 Bleeding Rounds | Lower HPs to Bruised value |

INJURIES

| Severity | HP Loss | Difficulty | Equipment | Recovery | Notes |
|-----------|------------|----------------------|--------------|----------|--|
| Minor | up to -20 | - | - | 3 days | Challenging (-10) Healer Roll and Healer's Kit halve recovery time |
| Major | -20 to -50 | Hard (-20) | Healer's Kit | 10 days | turns into a Minor Injury after recovery |
| Crippling | over -50 | Extremely Hard (-40) | Healer's Kit | 20 days | turns into a Major Injury after recovery |



CONDITIONS

| Condition | Effects |
|----------------------|--|
| Dying | <p>A Dying character will die in a given number of Rounds if this Condition is not removed.</p> <p>Characters Dying from HP loss can be saved by simply bringing their Current HPs over the -50 threshold. Otherwise, the Dying condition will be removed as soon as its causes are healed (e.g.: a character Dying from blood loss will be saved by stopping the bleeding).</p> |
| Engaged | <p>Characters attacked by an opponent with a melee attack are considered to be Engaged with that opponent. Engaged characters cannot take Movement Actions unless they Disengage or try to Run Away first.</p> <p>A character can be Engaged with multiple opponents at the same time.</p> |
| Frightened | <p>Some fear-inducing Spells or abilities may cause characters to become Frightened if they fail a WSR. Frightened creatures cannot attack the object of their fear (but can still Parry if attacked), and must attempt to flee from it, if possible. The duration of this Condition is specified in the description of the Spell or ability causing it.</p> |
| Held | <p>Held characters are restrained by some other creature or force and cannot move freely.</p> <ul style="list-style-type: none"> • Held characters cannot use their Actions to move and suffer a -30 penalty to both their CMB and DEF. • Melee attacks against a Held character gain a special +30 bonus. • Held characters can only use Hand or Short weapons. • A Held character cannot use Ranged Weapons. <p>Note that, while unable to move, Held characters aren't completely paralyzed (paralyzed characters would be Incapacitated).</p> |
| Incapacitated | <p>Characters that are knocked out, sleeping, paralyzed, or otherwise unable to defend themselves are Incapacitated.</p> <ul style="list-style-type: none"> • Incapacitated characters cannot take Actions and cannot Parry. • Melee attacks against Incapacitated characters always inflict maximum damage for the weapon (no Attack Roll is required), and the attacker can choose the Critical Strike result instead of rolling for it. |
| Prone | <p>Characters that are knocked down or lying on the ground are Prone.</p> <ul style="list-style-type: none"> • Prone characters fighting from the ground suffer a -20 CMB penalty and cannot use two-handed weapons. • Prone characters free to side roll get a +20 bonus to their DEF against Ranged Attacks. • Standing characters attacking a Prone opponent gain a Higher Ground Positional Bonus. • Standing characters attacking a Prone opponent they're Engaged with gain a +20 bonus to their Attack Roll. • Standing up from Prone is a Full Action in the Move Phase that requires the character performing to be free to move (e.g. they cannot be Held or Incapacitated). While standing up the character can Parry and apply their DEF but they're still considered Prone. • Prone characters can crawl as a Full Action with 1/10 of their Move Rate. |
| Stunned | <p>Stunned characters are temporarily dazed, staggered, or disoriented.</p> <ul style="list-style-type: none"> • Stunned characters cannot take Full Actions but can still defend themselves using up to half their CMB to Parry. • Attacks against Stunned characters gain a +20 bonus. <p>Characters suffering from the Stunned Condition stop being Stunned at the end of the Other Action Phase, unless they have been Stunned during the course of the same Round.</p> |
| Surprised | <p>A character is considered Surprised when they're attacked without being aware of it. Generally, the Surprised Condition only lasts one Round.</p> <ul style="list-style-type: none"> • Surprised characters cannot Attack and can only take Half or Free Actions. • Surprised characters cannot Parry or apply any Shield bonus to their DEF. • Attacks against a Surprised character get a special +20 bonus. • Characters attacking a Surprised foe with a Hand Weapon gain a special +10 bonus to their Critical Strike Roll. |
| Flanking | <p>Characters who are attacking an opponent from the side are considered to be Flanking.</p> <ul style="list-style-type: none"> • A Flanking attacker gets a +15 bonus to their attacks. • Characters being flanked can only apply their Shield's DEF bonus against attacks coming from the Shield's side. |
| On Rear | <p>Characters attacking their foes from behind are On Rear.</p> <ul style="list-style-type: none"> • Attackers On Rear gets a +30 bonus to their attacks. • Characters cannot apply their Shield's DEF bonus against attacks from the rear. <p>Consider using the following diagram to determine if a character's Flanked or attacked On Rear.</p> |
| Weary | <p>Weary characters move at half their normal Move Rate, can take only one Action each Round, and cannot recover HPs or heal from Bleeding and Injuries until this Condition is removed.</p> <p>The Weary Condition can be removed by resting for a least 8 hours in a safe environment.</p> |

NPC and Opponents

NPC QUIRKS

| Roll | Quirk | Roll | Quirk |
|-------|---|-------|---|
| 1-3 | Speaks with a very strong local accent | 52-54 | Dresses in monochrome |
| 4-6 | Insists on calling the PCs m'lord or m'lady | 55-57 | Is very enthusiastic about something but very bad at it |
| 7-9 | Glances nervously around | 58-60 | Likes to quote their grandma/grandpa/ancestors |
| 10-12 | Constantly fidgets with a small object while speaking | 61-63 | Is never late or early, arrives precisely when they mean to |
| 13-15 | Very fussy about their clothes/appearance | 64-66 | Laughs at inappropriate times |
| 16-18 | Has a small pet who follows them everywhere | 67-69 | Loves to haggle |
| 19-21 | Talks VERY loudly | 70-72 | Uncanny resemblance to a PC or another NPC |
| 22-24 | Prominent scar | 73-75 | Thousand-yard stare |
| 25-27 | Tends to forget things around | 76-78 | Often tells they have a "bad feeling" about this |
| 28-30 | Has a bad limp | 79-81 | Fluent in several languages |
| 31-33 | Is very friendly with anyone | 82-84 | Refers to themselves in third person |
| 34-36 | Whistles to themselves while working | 85-87 | Always polite, impeccable manners |
| 37-39 | Misses some fingers or the whole hand | 88-90 | Haughty, Holier-than-thou attitude |
| 40-42 | Has a very easy-going, devil-may-care attitude | 91-93 | Daydreamer |
| 43-45 | Incredibly handsome/beautiful | 94-96 | Overly suspicious of strangers |
| 46-48 | Always swears by their lucky charm | 97-99 | Troublemaker, prone to practical jokes |
| 49-51 | Tugs their braids or beard when thinking | 00 | Roll twice |

OPPONENTS BASE HPS TABLE

| Size | Base HPs |
|----------|-----------|
| Small | up to 10 |
| Medium | up to 30 |
| Large | up to 75 |
| Huge | up to 100 |
| Colossal | up to 250 |



QUICK OPPONENT CREATION TABLE

| Opponent Type | HPs | | Primary Attack | | Secondary Attacks | | Primary Skill | Other Skills |
|---------------|-------------|-----------|----------------|-----------|-------------------|-----------|---------------|--------------|
| | Base HPs | Ranks/Lvl | Base Ranks | Ranks/Lvl | Base Ranks | Ranks/Lvl | Ranks/Lvl | Ranks/Lvl |
| Common | as per size | up to 1 | up to 3 | up to 2 | 0 | 1 | up to 2 | up to 1 |
| Elite | as per size | up to 2 | up to 4 | up to 2 | up to 2 | up to 2 | up to 2 | up to 1 |
| Antagonist | as per size | up to 3 | up to 6 | up to 3 | up to 4 | up to 2 | up to 3 | up to 2 |

REACTION ROLLS TABLE

| Roll | Disposition | Interaction | Combat |
|-------------|-------------------|---|--|
| 0 or less | Very Unfavourable | The NPCs seem to despise the heroes for some reason and won't even listen to their requests. If forced to do something, they'll either turn hostile and resort to violence or demand an outrageous price for it. | The NPCs are out for the heroes' blood. If they're already engaged in combat, they'll continue to fight viciously even if they're outnumbered or badly wounded. Otherwise, they'll immediately attack the PCs. |
| 01-25 | Unfavourable | The NPCs don't like the heroes and aren't likely to listen to their requests. If forced to do something, they'll do it reluctantly or will ask a higher than average price for it. | The NPCs are confident in their abilities. They'll keep aggressively fighting the heroes if they're already engaged in combat and will probably attack them even if they aren't. |
| 26-75 | Neutral | The NPCs aren't impressed by the heroes and will probably just keep going on with their business. They'll listen to the PCs' requests if they're polite and reasonable enough but won't run any risk for them and aren't likely to do anything without receiving something in return. | The NPCs are still gauging their opponents. They'll keep fighting if engaged in combat (possibly selecting the least threatening target in sight) but won't otherwise attack unless provoked. |
| 76-100 | Favourable | The NPCs are favourably impressed by the heroes and are likely to grant their requests if little or no costs are involved for them. They'll also be willing to run some small risk for the heroes, but will probably expect a reward of some kind afterwards. | The NPCs' confidence is shaken and they'll start fighting more defensively. They'll carefully retreat if allowed to and will consider surrender if offered fair conditions. |
| 101 or more | Very Favourable | The NPCs are very impressed by the heroes. They'll listen to their words carefully and can be convinced to suffer small losses to grant their requests. If offered what they consider to be a fair reward, they'll loyally follow the heroes in spite of any danger. | The NPCs are terrified by the heroes' display of martial might and will surrender or flee for their lives. |

| MANNISH WEALD WARRIOR | | | | | | | | | | |
|-----------------------|---|-----|-----|-----|-----|-----|-----|-----|-----|------|
| Level: | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th | 10th |
| Armor | | | | | | | | | | |
| Armor | 20 | 30 | 40 | 50 | 54 | 58 | 62 | 66 | 70 | 72 |
| Combat | | | | | | | | | | |
| Primary Attack | 95 | 105 | 115 | 122 | 126 | 130 | 134 | 138 | 140 | 141 |
| Secondary Attack | 60 | 65 | 70 | 75 | 85 | 95 | 100 | 104 | 106 | 110 |
| Tertiary Attack | 45 | 55 | 65 | 75 | 80 | 82 | 86 | 88 | 90 | 94 |
| Adventuring | | | | | | | | | | |
| Athletics | 60 | 70 | 80 | 90 | 90 | 90 | 90 | 90 | 90 | 90 |
| Ride | 25 | 25 | 30 | 35 | 45 | 55 | 65 | 70 | 70 | 70 |
| Hunting | 25 | 35 | 40 | 45 | 55 | 55 | 55 | 55 | 55 | 55 |
| Nature | 20 | 20 | 20 | 20 | 20 | 25 | 30 | 40 | 50 | 60 |
| Wandering | 20 | 20 | 20 | 20 | 20 | 25 | 30 | 35 | 45 | 55 |
| Roguary | | | | | | | | | | |
| Acrobatics | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 |
| Stealth | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 60 |
| Locks & Traps | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Perception | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 55 | 55 |
| Deceive | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Lore | | | | | | | | | | |
| Arcana | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Charisma | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Cultures | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 |
| Healer | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| Songs & Tales | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Body | | | | | | | | | | |
| Body | 95 | 105 | 115 | 122 | 126 | 130 | 134 | 138 | 140 | 140 |
| Spells | | | | | | | | | | |
| Spell Lore A | | | | | | | | | 10 | 10 |
| Spell Lore B | | | | | | | | | | 10 |
| Spell Lore C | | | | | | | | | | |
| Spell Lore D | | | | | | | | | | |
| Spell Lore E | | | | | | | | | | |
| MPs | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 2 |
| DEF | 35s | 35s | 35s | 35s | 35s | 35s | 35s | 35s | 35s | 35s |
| WSR | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 |
| TSR | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| Background Options | Exceptional Training, Major (Primary Attack); Battle Hardened, Major; Sworn Defender, Minor | | | | | | | | | |

| | Level: | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th | 10th |
|--------------------|---|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|
| Armor | | | | | | | | | | | |
| Armor | | 20 | 30 | 40 | 50 | 54 | 58 | 62 | 66 | 70 | 72 |
| Combat | | | | | | | | | | | |
| Primary Attack | | 95 | 105 | 115 | 122 | 126 | 130 | 134 | 138 | 140 | 141 |
| Secondary Attack | | 60 | 65 | 70 | 75 | 85 | 95 | 100 | 104 | 106 | 110 |
| Tertiary Attack | | 45 | 55 | 65 | 75 | 80 | 82 | 86 | 88 | 90 | 94 |
| Adventuring | | | | | | | | | | | |
| Athletics | | 60 | 70 | 80 | 90 | 90 | 90 | 90 | 90 | 90 | 90 |
| Ride | | 25 | 25 | 30 | 35 | 45 | 55 | 65 | 70 | 70 | 70 |
| Hunting | | 25 | 35 | 40 | 45 | 55 | 55 | 55 | 55 | 55 | 55 |
| Nature | | 20 | 20 | 20 | 20 | 20 | 25 | 30 | 40 | 50 | 60 |
| Wandering | | 20 | 20 | 20 | 20 | 20 | 25 | 30 | 35 | 45 | 55 |
| Roguary | | | | | | | | | | | |
| Acrobatics | | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 |
| Stealth | | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 60 |
| Locks & Traps | | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Perception | | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 55 | 55 |
| Deceive | | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Lore | | | | | | | | | | | |
| Arcana | | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Charisma | | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Cultures | | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 |
| Healer | | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| Songs & Tales | | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Body | | | | | | | | | | | |
| Body | | 95 | 105 | 115 | 122 | 126 | 130 | 134 | 138 | 140 | 140 |
| Spells | | | | | | | | | | | |
| Spell Lore A | | | | | | | | | | 10 | 10 |
| Spell Lore B | | | | | | | | | | | 10 |
| Spell Lore C | | | | | | | | | | | |
| Spell Lore D | | | | | | | | | | | |
| Spell Lore E | | | | | | | | | | | |
| MPs | | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 2 |
| DEF | | 35s | 35s | 35s | 35s | 35s | 35s | 35s | 35s | 35s | 35s |
| WSR | | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 |
| TSR | | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| Background Options | Exceptional Training, Major (Primary Attack); Battle Hardened, Major; Sworn Defender, Minor | | | | | | | | | | |

MANNISH CITY ROGUE

| | Level: | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th | 10th |
|--------------------|--|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|
| Armor | | | | | | | | | | | |
| Armor | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 40 | 40 | 40 | 40 |
| Combat | | | | | | | | | | | |
| Primary Attack | 65 | 75 | 85 | 95 | 100 | 102 | 106 | 110 | 114 | 118 | |
| Secondary Attack | 25 | 30 | 35 | 40 | 50 | 60 | 65 | 67 | 69 | 71 | |
| Tertiary Attack | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 |
| Adventuring | | | | | | | | | | | |
| Athletics | 30 | 40 | 50 | 50 | 50 | 50 | 55 | 65 | 65 | 65 | 65 |
| Ride | 40 | 40 | 40 | 50 | 60 | 70 | 80 | 85 | 85 | 85 | 85 |
| Hunting | 30 | 40 | 50 | 50 | 60 | 70 | 75 | 75 | 75 | 75 | 75 |
| Nature | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 15 |
| Wandering | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| Roguary | | | | | | | | | | | |
| Acrobatics | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 100 | 100 | 100 |
| Stealth | 80 | 90 | 100 | 110 | 112 | 114 | 116 | 118 | 120 | 124 | 124 |
| Locks & Traps | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 90 | 90 | 90 | 90 |
| Perception | 30 | 30 | 30 | 35 | 40 | 45 | 50 | 60 | 70 | 70 | 70 |
| Deceive | 60 | 65 | 70 | 75 | 80 | 80 | 90 | 90 | 90 | 90 | 94 |
| Lore | | | | | | | | | | | |
| Arcana | 20 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 50 | 50 | 50 |
| Charisma | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 |
| Cultures | 45 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 |
| Healer | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| Songs & Tales | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 |
| Body | | | | | | | | | | | |
| Body | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 90 |
| Spells | | | | | | | | | | | |
| Spell Lore A | | | | | | | | | | 25 | 30 |
| Spell Lore B | | | | | | | | | | 25 | 25 |
| Spell Lore C | | | | | | | | | | | |
| Spell Lore D | | | | | | | | | | | |
| Spell Lore E | | | | | | | | | | | |
| MPs | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 2 |
| DEF | 30 | 30 | 30 | 30 | 30 | 30 | 30 | 30 | 30 | 30 | 30 |
| WSR | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 45 | 50 |
| TSR | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 45 | 50 |
| Background Options | Ancient Heirloom, Minor; Burglar, Minor; Gifted, Minor; Lovable Rogue, Major | | | | | | | | | | |

WILDFOLK WOAD ANIMIST

[illegible]

DUSK ELVEN FEY WIZARD

| | Level: | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th | 10th |
|--------------------|--|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|
| Armor | | | | | | | | | | | |
| Armor | | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Combat | | | | | | | | | | | |
| Primary Attack | | 40 | 40 | 40 | 40 | 40 | 40 | 40 | 40 | 40 | 40 |
| Secondary Attack | | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| Tertiary Attack | | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Adventuring | | | | | | | | | | | |
| Athletics | | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| Ride | | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 |
| Hunting | | 30 | 30 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 |
| Nature | | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 |
| Wandering | | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| Roguary | | | | | | | | | | | |
| Acrobatics | | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 |
| Stealth | | 30 | 30 | 30 | 30 | 30 | 30 | 30 | 30 | 30 | 30 |
| Locks & Traps | | 30 | 30 | 30 | 30 | 30 | 30 | 30 | 30 | 30 | 30 |
| Perception | | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 |
| Deceive | | 40 | 40 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 |
| Lore | | | | | | | | | | | |
| Arcana | | 70 | 80 | 90 | 95 | 95 | 95 | 97 | 99 | 103 | 107 |
| Charisma | | 30 | 30 | 30 | 35 | 45 | 55 | 65 | 75 | 75 | 75 |
| Cultures | | 55 | 60 | 65 | 75 | 85 | 95 | 95 | 95 | 97 | 97 |
| Healer | | 15 | 15 | 15 | 15 | 20 | 25 | 35 | 45 | 55 | 60 |
| Songs & Tales | | 50 | 60 | 70 | 75 | 75 | 75 | 75 | 75 | 75 | 75 |
| Body | | | | | | | | | | | |
| Body | | 30 | 35 | 40 | 40 | 40 | 40 | 40 | 40 | 40 | 45 |
| Spells | | | | | | | | | | | |
| Spell Lore A | | 70 | 75 | 80 | 85 | 90 | 95 | 100 | 105 | 109 | 113 |
| Spell Lore B | | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | 95 | 95 |
| Spell Lore C | | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 |
| Spell Lore D | | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 |
| Spell Lore E | | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 |
| MPs | | 9 | 15 | 21 | 27 | 33 | 39 | 45 | 51 | 57 | 63 |
| DEF | | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 |
| WSR | | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| TSR | | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| Background Options | Keeper of the Hidden Lore, Minor; Loremaster, Minor; Magical Affinity, Minor | | | | | | | | | | |

STAR ELVEN NOBLE CHAMPION

| | Level: | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th | 10th |
|--------------------|-----------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|
| Armor | | | | | | | | | | | |
| Armor | | 20 | 30 | 40 | 50 | 54 | 58 | 60 | 60 | 60 | 60 |
| Combat | | | | | | | | | | | |
| Primary Attack | | 70 | 80 | 87 | 91 | 95 | 99 | 103 | 105 | 107 | 109 |
| Secondary Attack | | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 90 | 92 | 94 |
| Tertiary Attack | | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 |
| Adventuring | | | | | | | | | | | |
| Athletics | | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 72 |
| Ride | | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 82 |
| Hunting | | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 50 | 55 | 57 |
| Nature | | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 |
| Wandering | | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 |
| Roguary | | | | | | | | | | | |
| Acrobatics | | 25 | 25 | 25 | 25 | 25 | 25 | 25 | 25 | 25 | 25 |
| Stealth | | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 |
| Locks & Traps | | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| Perception | | 25 | 25 | 25 | 25 | 25 | 25 | 25 | 25 | 25 | 25 |
| Deceive | | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 |
| Lore | | | | | | | | | | | |
| Arcana | | 45 | 45 | 45 | 45 | 50 | 55 | 55 | 60 | 65 | 70 |
| Charisma | | 85 | 90 | 95 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| Cultures | | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 |
| Healer | | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 |
| Songs & Tales | | 65 | 65 | 65 | 65 | 65 | 65 | 65 | 65 | 65 | 65 |
| Body | | | | | | | | | | | |
| Body | | 60 | 70 | 80 | 90 | 97 | 101 | 105 | 109 | 113 | 116 |
| Spells | | | | | | | | | | | |
| Spell Lore A | | 55 | 60 | 65 | 70 | 75 | 80 | 80 | 85 | 90 | 95 |
| Spell Lore B | | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 |
| Spell Lore C | | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 |
| Spell Lore D | | 50 | 50 | 50 | 50 | 50 | 50 | 60 | 70 | 75 | 80 |
| Spell Lore E | | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 |
| MPs | | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 |
| DEF | | 45s | 45s | 45s | 45s | 45s | 45s | 45s | 45s | 45s | 45s |
| WSR | | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| TSR | | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 |
| Background Options | Exceptional Training, Major | | | | | | | | | | |

HALF ELVEN SEAFARING DABBLER

[illegible]

DWARVEN DEEP SAGE

[illegible]

Can you cast that Spell?

