

# CHARTS & TABLES

**POISON TABLE**

Poison Type	Spell Defense/ Step Number	Onset Time	Duration
Damage	5-9	Instant/1-2 days	1-6 rounds
Debilitation	5-7	Instant	Effect Test days
Paralysis	5-9	Instant	Effect Test hours
Death	10-13	Instant/1-2 days	Instant

**CURSE TABLE**

Curse Type	Step Number*	Effect
Minor	7-8	Reduced steps, minor damage
Major	9-15	Scars, reduced Attribute Values
Horror	Horror's Spellcasting step	Horror-marked items or characters, use of Horror powers through item

\* The step number used to determine if a curse affects a character.

**TRAVEL RATE TABLE**

Method of Travel	Travel Rate
Airship	255 miles (per 16 hour day)
Caravan (foot)	20 miles (per 8 hour day)
Caravan (mounted)	30 miles (per 8 hour day)
Namegiver (foot)	25 miles (per 8 hour day)
Namegiver (mounted)	45 miles (per 8 hour day)
Riverboat	160 miles (per 16 hour day)

**BARRIER RATING TABLE**

Barrier Material	Physical Armor	Death Rating
Blood Ivy	3	15
Cave or Natural Wall	30	150
Wood (up to 2 inches thick)	7	20
Wood (more than 2 inches thick)	9	30
Stone Wall (mortared)	12	45
Stone Block	20	85

**DETECTION DIFFICULTY TABLE**

Detection Difficulty	Difficulty Number
Easy	5
Average	9
Hard	15
Very Hard	21
Heroic	25

**LIGHT SOURCE VISIBILITY TABLE**

Light Source	Radius
Candle	2 yards
Torch	5 yards
Campfire	10 yards
Lantern	10 yards
Light Quartz	5 yards

**LEGEND AWARD TABLE**

Current Circle	Legend Award*	Total Legend Points Awarded Per Session*
1	25-75 (50)	100-300 (200)
2	100-300 (200)	400-1,200 (800)
3	200-500 (350)	800-2,000 (1,400)
4	250-700 (475)	1,000-2,800 (1,900)
5	500-1,500 (1,000)	2,000-6,000 (4,000)
6	900-2,700 (1,800)	3,600-10,800 (7,200)
7	1,650-4,900 (3,275)	6,600-19,600 (13,100)
8	2,350-7,000 (4,675)	9,400-28,000 (18,700)
9	4,800-14,200 (9,500)	19,200-56,800 (38,000)
10	8,600-25,800 (17,250)	34,400-103,200 (68,800)
11	15,450-46,350 (30,900)	61,800-185,400 (123,600)
12	22,950-68,850 (45,900)	91,800-275,400 (183,600)
13	42,500-127,500 (85,000)	170,000-510,000 (340,000)
14	77,500-232,500 (155,000)	310,000-930,000 (620,000)
15	120,000-360,000 (240,000)	480,000-1,440,000 (960,000)

\* The Average Award for each Circle is shown in parentheses.

**FALLING DAMAGE TABLE**

Distance Fallen	Damage Step
2-3 yards	5
4-6 yards	10
7-10 yards	15
11-20 yards	(2) 20
21-30 yards	(2) 25
31-50 yards	(3) 25
51-100 yards	(3) 30
101-150 yards	(4) 30
151-200 yards	(4) 35
201+ yards	(5) 35

**FIRE DAMAGE TABLE**

Size of Fire	Damage Step
Campfire (small)	6 (touch)
Campfire (large)	8 (touch)
House Fire	10
Forest Fire	12
Torch	4 (touch)

**CLIMBING DIFFICULTY TABLE**

Surface	Difficulty Number
Tree	5
Pole	7
Rocky Cliff	9
Wall	12
Sheer Surface	15

### PERCEPTION DIFFICULTY TABLE

Situation	Typical Difficulty Number
Hidden target	Target's Dexterity step
Locate trap	Trap Detection Difficulty
Spot secret doors	8+
Notice clues	5+
Notice anything unusual about surroundings	6

### PERCEPTION MODIFIERS TABLE

Environmental Condition	Difficulty Modifier
Sight:	
Dusk/dawn	+2
Darkness:*	
Partial	+1
Full	+2
Complete	+3
Light rain/precipitation	+1
Heavy rain/precipitation	+3
Target concealed:	
Partial	+2
Full	+4
Complete	+6
Target camouflaged, same color as surroundings	+3
Target color contrasts with surroundings	-3
Target uniquely shaped compared to surroundings	-2
Viewer knows what to look for, i.e., has seen specific object or character before	-2
Sound:	
Soft background noise	+1
People talking	+2
Boisterous talk/singing	+3
Loud noises/battle sounds:	
10-20 yards away	+1
21-50 yards away	+2
More than 50 yards away	+4
Sound lower in pitch than background noise	+2
Sound higher in pitch than background noise	-2
Sound has steady rhythm that contrasts with background noise	-2
Listener heard sound before and recognizes it	-2
Listener trying to identify the only audible sound	-3
Smell:	
Obvious odor	-2
Other odors present	+2
Touch:	
Extreme temperature (hot or cold)	-3
Perceiver is wearing gloves	+3
Taste:	
Taste is obvious	-3
Perceiver has a cold	+3
Astral Sensing (see the <b>Workings of Magic</b> chapter of the <i>Player's Guide</i> )	Varies

\* In addition to any Action Test penalties (see **Situation Modifiers** on p. 226 of the *Combat* chapter of the *Player's Guide*).

### DIFFICULTY NUMBER TABLE

Acting Character	Easy	Average	Hard	Very Hard	Heroic
Ordinary	1-2	3-5	6-9	10-12	13-15
Novice	1-2	3-7	8-12	13-16	17-20
Journeyman	3-6	7-12	13-18	19-22	23-27
Warden	6-8	12-16	18-24	25-29	30-35
Master	8-11	17-20	25-28	29-34	35-41

### INTERACTION SUCCESS TABLE

Type of Interaction Test	Result Level
Deceit:	
Exaggeration	Average
Fabrication	Good
Half-Truth	Average
Insight:	
Detect basic emotions	Average
Detect deception	Good
Detect deception when target's features are obscured	Excellent
Intimidation:	
Do nothing	Average
Take action	Good
Make an Impression:	
Improve target's attitude by one level	Average+
Worsen target's attitude by one level	Poor-
Ask for a Favor:	
Refer to the Favor Success Table	Varies

### FAVOR SUCCESS TABLE

Target Attitude	Small Favor	Large Favor
Awestruck	Poor	Average
Loyal	Average	Good
Friendly	Good	Excellent
Neutral	Excellent	Extraordinary
Unfriendly	Extraordinary	NA
Hostile	NA	NA
Enemy	NA	NA

### VISIBILITY TABLE

Condition	Short Range	Medium Range	Long Range
Daylight	20	200	750
Dawn/Dusk	15	125	500
Light fog	10	75	250
Heavy fog	2	5	10
Light rain/drizzle	15	175	350
Heavy rain	10	50	100
Night with moon	5	60	200
Night with no moon	5	15	30

# COMBAT QUICK REFERENCE

COMBAT OPTIONS TABLE

Combat Option*	Effect/Modifier
Aggressive Attack (1 per attack)	+3 bonus to Attack and Damage Tests; -3 penalty to Physical and Spell Defense
Aiming (1 per round)	+2 (1 round) or +3 (2 rounds) bonus to next ranged Attack Test (see text)
Attacking to Knockdown	Possibly knocks opponent down; inflicts no real damage to opponent
Attacking to Stun	Damage Test inflicts Stun damage; Wounded opponent is also Stunned
Called Shot (1)	-3 penalty to Attack Test; if successful, attack hits designated area
Defensive Stance	+3 to Physical and Spell Defense; -3 penalty to all Action Tests (except Knockdown Tests)
Giving Ground (1)	+1 to Physical Defense per yard given (up to maximum of Melee Weapons or Unarmed Combat Rank); -2 penalty to Attack Tests
Going Inside a Shield	Negates opponent's shield bonuses; -2 penalty to Attack Test
Jumping Up (2)	Allows the character to stand up and perform a Standard action; no other movement allowed
Running (1)	Character doubles his Movement Rate, but is Harried
Setting Against a Charge	Allows the character to unhorse a charging opponent
Shattering a Shield (1)	Breaks opponent's shield
Splitting Movement (1)	Allows a move/action/move combination; character is Harried
Tail Attack [t'skrang only]	Allows an additional Unarmed Combat attack (-2 to all Action Tests)
Tail Parry [t'skrang only]	+1 to Physical Defense per -1 to all Action Tests (max. +3 bonus)

\* The number shown in parentheses after the combat option is the Strain cost for using that option.

## COMBAT ROUNDS

- 1 Declare Actions (p.214)
- 2 Determine Initiative (p.214)
- 3 Resolve Actions (p.215)
- 4 Begin a New Round (p.215)

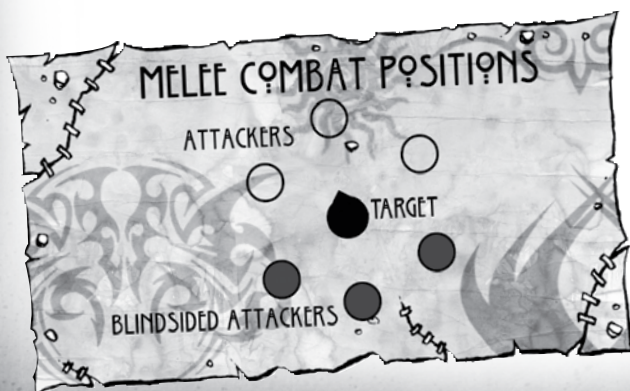
## RESOLVING ATTACKS

- 1 Make an Attack Test (p.218)
- 2 Determine Success (p.218)
- 3 Make a Damage Test (p.218)
- 4 Adjust Damage for Armor (p.219)
- 5 Check for Wounds (p.219)
- 6 Make a Knockdown Test (p.219)
- 7 Check for Unconsciousness or Death (p.219)

SITUATION MODIFIERS TABLE

Situation	Action Test Modifier	Defense Modifier*
Blindsided	-	-2
Cover	-	Partial: +2 Full: +4 Complete: NA
Darkness (Blindness; Dazzled)	Partial: -1 Full: -3 Complete: -5	-
Distance	Short: NA Long: -2	-
Harried	-2	-2
Overwhelmed	-3	-3
Impaired Movement	Light: -2 Medium: -3 Hard: -4	-
Knocked Down	-3	-3
Stunned	Simple actions only; Harried (-2)	-2
Surprised	No Action Tests allowed	-3

\* Also applies to Social Defense, at the gamemaster's discretion.



# **RESULT LEVEL TABLE**

Difficulty Number	Pathetic	Poor	—Result—			
			Average	Good	Excellent	Extraordinary
2	*	1	2-4	5-6	7-8	9+
3	*	1-2	3-5	6-7	8-9	10+
4	*	1-3	4-6	7-9	10-11	12+
5	1	2-4	5-7	8-10	11-13	14+
6	1	2-5	6-8	9-12	13-16	17+
7	1-2	3-6	7-10	11-14	15-18	19+
8	1-3	4-7	8-12	13-15	16-19	20+
9	1-4	5-8	9-14	15-17	18-21	22+
10	1-5	6-9	10-15	16-19	20-22	24+
11	1-5	6-10	11-16	17-20	21-24	25+
12	1-6	7-11	12-17	18-22	23-26	27+
13	1-6	7-12	13-19	20-24	25-28	29+
14	1-7	8-13	14-20	21-25	26-30	31+
15	1-8	9-14	15-22	23-26	27-30	31+
16	1-9	10-15	16-23	24-27	28-32	33+
17	1-10	11-16	17-24	25-29	30-33	34+
18	1-11	12-17	18-25	26-30	31-35	36+
19	1-11	12-18	19-27	28-32	33-36	37+
20	1-12	13-19	20-28	29-33	34-38	39+
21	1-13	14-20	21-29	30-35	36-40	41+
22	1-14	15-21	22-30	31-36	37-41	42+
23	1-15	16-22	23-32	33-37	38-42	43+
24	1-15	16-23	24-33	34-38	39-43	44+
25	1-16	17-24	25-34	35-40	41-45	46+
26	1-17	18-25	26-35	36-41	42-46	47+
27	1-18	19-26	27-36	37-42	43-48	49+
28	1-18	19-27	28-38	39-44	45-49	50+
29	1-20	21-28	29-39	40-45	46-50	51+
30	1-20	21-29	30-40	41-46	47-52	53+
31	1-21	22-30	31-41	42-47	48-53	54+
32	1-22	23-31	32-42	43-48	49-54	55+
33	1-23	24-32	33-44	45-50	51-56	57+
34	1-23	24-33	34-45	46-51	52-57	58+
35	1-24	25-34	35-46	47-52	53-59	60+
36	1-25	26-35	36-47	48-53	54-59	60+
37	1-26	27-36	37-48	49-55	56-61	62+
38	1-27	28-37	38-50	51-56	57-62	63+
39	1-28	29-38	39-51	52-57	58-63	64+
40	1-29	30-39	40-52	53-58	59-65	66+

\*No such thing as a Pathetic result for this Difficulty Number, except if the **Rule of One** (see the *Player's Guide*, p.15), is being used.

# **STEP/ACTION DICE TABLE**

Step Number	Action Dice
4	D6
5	D8
6	D10
7	D12
8	2D6
9	D8+D6
10	2D8
11	D10+D8
12	2D10
13	D12+D10
14	2D12
15	D12+2D6
16	D12+D8+D6
17	D12+2D8
18	D12+D10+D8
19	D12+2D10
20	2D12+D10
21	3D12
22	2D12+2D6
23	2D12+D8+D6
24	2D12+2D8
25	2D12+D10+D8
26	2D12+2D10
27	3D12+D10
28	4D12
29	3D12+2D6
30	3D12+D8+D6
31	3D12+2D8
32	3D12+D10+D8
33	3D12+2D10
34	4D12+D10
35	5D12
36	4D12+2D6
37	4D12+D8+D6
38	4D12+2D8
39	4D12+D10+D8
40	4D12+2D10

# **STEPS 1, 2, AND 3**

Step Number	Action Dice
1	D6-3
2	D6-2
3	D6-1