

## PHYSICAL MUTATIONS

ROLL	MUTATION	NO.
01 - 02	Attraction Odor (D)	39
03 - 04	Bacterial Non-Resistance (D)	35
05 - 06	Body Structure Change (D)	32
07 - 08	Chameleon Powers	11
09 - 10	Density Control, Self	30
11 - 12	Diminished Senses (D)	38
13 - 14	Double Effect of Physical Forces (D)	42
15 - 16	Electrical or Heat Generation	13
17 - 18	Fur Change (A)	45
19 - 20	Gas Generation	8
21 - 22	Gills	10
23 - 24	Heightened Balance	27
25 - 26	Heightened Dexterity	24
27 - 28	Heightened Hearing	20
29 - 30	Heightened Precision	26
31 - 32	Heightened Smell	19
33 - 34	Heightened Strength	25
35 - 36	Heightened Taste	23
37 - 38	Heightened Touch	21
39 - 40	Heightened Vision	22
41 - 42	Hemophilia (D)	34
43 - 44	Light Generation	15
45 - 46	Multi-Armed (D)	31
47 - 48	Multiple Body Parts	6
49 - 50	Nearsightedness/ Double Vision (D)	40
51 - 52	New Body Parts	4
53 - 54	No Resistance to Poison (D)	41
55 - 56	No Sensory Nerve Endings (D)	36
57 - 58	Out-Sized Body Parts	3
59 - 60	Partial Carapace	17
61 - 62	Physical Reflection	16
63 - 64	Poison Claws or Fangs	5
65 - 66	Poor Respiration Systems (D)	37
67 - 68	Quills	9
69 - 70	Radiated Eyes	12
71 - 72	Regeneration	7
73 - 74	Shapechange	29
75 - 76	Shorter	2
77 - 78	Skin Structure Change (D)	33
79 - 80	Sonic Abilities	14
81 - 82	Speed Increase (A)	43
83 - 84	Symbiotic Attachment (A)	44
85 - 86	Taller	1
87 - 88	Teeth or Fangs (A)	46
89 - 90	Total Carapace	18
91 - 92	Wings	28
93 - 00	RE-ROLL	-

## MENTAL MUTATIONS

ROLL	MUTATION	NO.
01 - 02	Absorption	24
03 - 04	Anti-Leadership Potential (D)	44
05 - 06	Anti-Reflection (D)	45
07 - 08	Charismatic Effect	20
09 - 10	Complete Mental Block (D)	38
11 - 12	Cryogenics	17
13 - 14	De-evolution	31
15 - 16	Death Field Generation	27
17 - 18	Density Control, Others	22
19 - 20	Dual Brain	33
21 - 22	Epilepsy (D)	42
23 - 24	Fear Impulses (D)	39
25 - 26	Force Field Generation	11
27 - 28	Genius	35
29 - 30	Heightened Brain Talent	34
31 - 32	Heightened Intelligence	1
33 - 34	Illusion Generation	8
35 - 36	Intuition	37
37 - 38	Levitation	4
39 - 40	Life Leech	19
41 - 42	Magnetic Control	21
43 - 44	Mass Mind	6
45 - 46	Mental Blast	13
47 - 48	Mental Control	9
49 - 50	Mental Control Over Physical States	30
51 - 52	Mental Defense Shield	14
53 - 54	Mental Defenselessness (D)	40
55 - 56	Mental Paralysis	2
57 - 58	Mental Transparency	23
59 - 60	Molecular Disruption	25
61 - 62	Multiple Damage (D)	41
63 - 64	Planer Travel	28
65 - 66	Poor Dual Brain (D)	43
67 - 68	Precognition	7
69 - 70	Pyrokinesis	16
71 - 72	Reflection Power	15
73 - 74	Repulsion Field	12
75 - 76	Telekinesis	10
77 - 78	Telekinetic Arm	32
79 - 80	Telepathy	5
81 - 82	Teleportation	3
83 - 84	Temporal Fugue	36
85 - 86	Time Field Manipulation	26
87 - 88	Weather Manipulation	18
89 - 90	Will Force	29
91 - 00	RE-ROLL	-

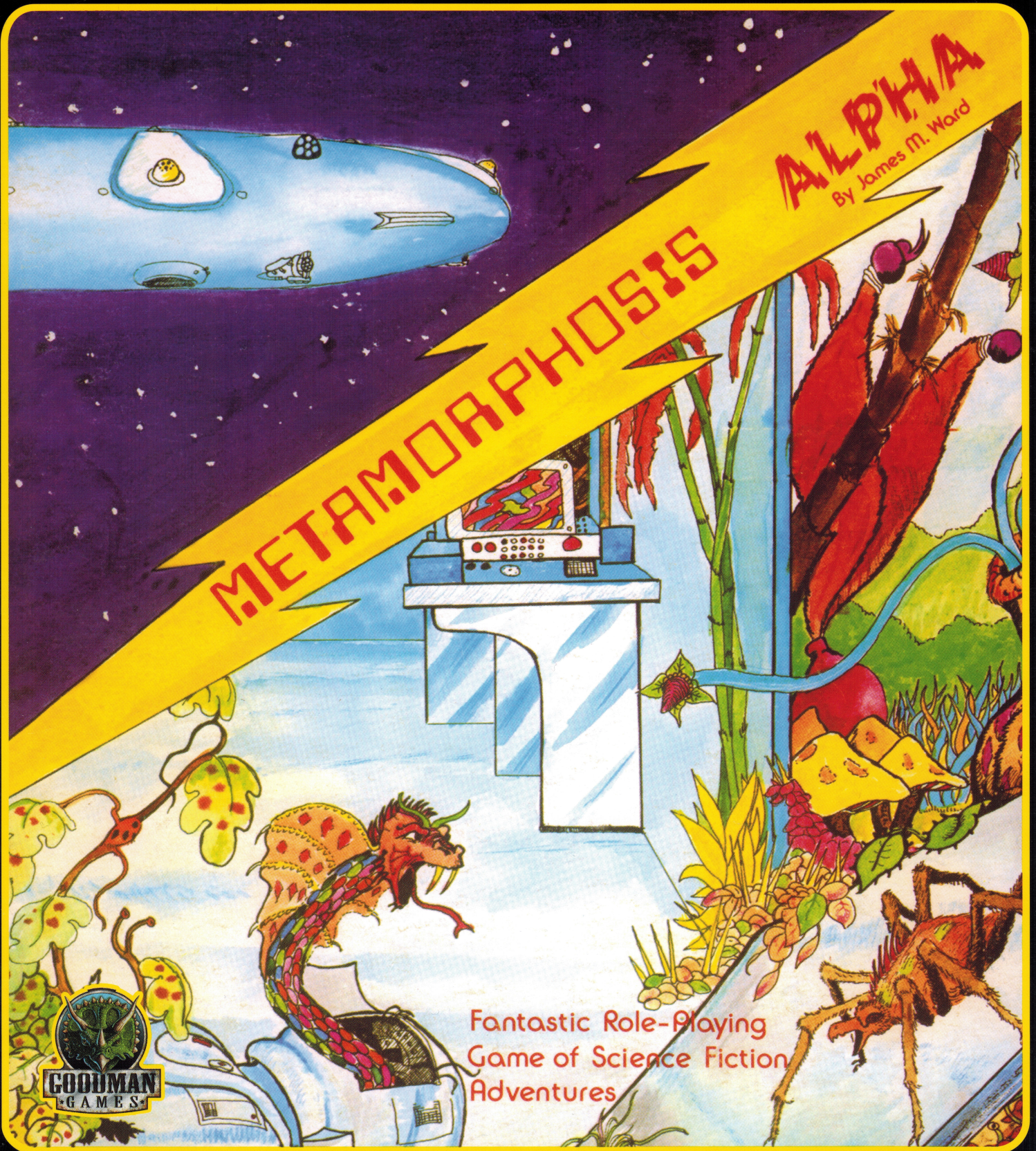
• A Mental Resistance of 12 is required to have more than 1 mental mutation.

## MUTATION CHARTS

- (D) indicates a mutation that is either a physical or mental defect.
- (A) indicates an animal mutation that applies to creatures only. Humanoid mutants must re-roll an animal mutation result.
- For each die of radiation damage there is a 1% chance of mutation.
- Mutants roll a d4 once for the number of physical mutations and once for the number of mental mutations they start with.
- For mutants, roll for one physical or mental defect. If they have 5 or more total mutations roll for both a physical and a mental defect.

ROLL	PHYSICAL DEFECT	ROLL	MENTAL DEFECT
1	Multi-Armed	1	Complete Mental Block:
2	Body Structure Change	1.	Technological
3	Skin Structure Change	2.	Robotic
4	Hemophilia	3.	Plant Type
5	Bacterial Nonresistance	4.	Animal Type
6	No Sensory Nerve Endings	2	Fear Impulses
7	Poor Respiration Systems	3	Mental Defenselessness
8	Diminished Senses	4	Multiple Damage
9	Attraction Odor	5	Epilepsy
10	Nearsightedness/Double Vision	6	Poor Dual Brain
11	No Resistance to Poison	7	Anti-Leadership Potential
12	Double Effect of Physical Forces	8	Anti-Reflection

# METAMORPHOSIS ALPHA



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## REFEREE'S SCREEN

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## WEAPON DAMAGE CHARTS

WEAPON	TARGET		
	HUMANOID	MUTATED CREATURE	TRUE HUMAN
UNARMED	1d2	1d2	1d2
DAGGER	1d4	1d4	1d4
SPEAR	1d6	1d4	1d6
SLING	1d6	1d4+1	1d6
SWORD	1d6	1d4	1d8
BOW	1d6	1d6	1d6
AXE	1d6	1d6	1d8
MACE	1d8	1d6	1d8
HEAVY AXE	1d8	1d8	1d10
HEAVY SWORD	1d8	1d6	1d12
LONGBOW	1d8	1d8	1d12
HEAVY MACE	1d8+2	1d8	1d12
FLAIL	1d8+3	1d8+2	1d12+2
POLEARMS	1d12	1d12	1d12
CROSSBOW	1d12	1d12	1d12
VIBRO-BLADE	12 POINTS	10 POINTS	12 POINTS
VIBRO-SAW	15 POINTS	12 POINTS	18 POINTS

ATOMIC TORCH	Damage: 5d6, Range: 3 feet
CHEMICAL ACID	Damage: 3d6, possible blindness, Poison Strength: 2d6+2
CHEMICAL DEFOLIANT	Damage: 1d6, possible blindness, Poison Strength: 8
ENGINEERING HAND UNIT	(LASER BEAM) Damage: 5d6, Range: 2 feet
GAS EJECTOR	3d6 hours of unconsciousness, Range: 100 meters
LASER PISTOL	Damage: 5d6 / 10d6 / 15d6, Range: 22 meters
LASER TORCH	Damage: 5d6, Range: 4 feet
MEDICAL HAND ANALYZER	(VIBRO-SCALPEL) Damage: as vibro-blade
PARALYSIS DART EJECTOR	Damage: 1d6, 3d6 hours of unconsciousness, Range: 70 meters
PARALYSIS ROD	3d6 hours of unconsciousness, 3d6 minutes to arm
PROTEIN DISRUPTOR	Damage: 5d6 / 15d6 / 20d6, Range: 50 or 100 meters
RADIOACTIVE MATERIAL	Radiation Intensity: 3d6
SLUG PROJECTOR	Damage: 2d6 subduing damage*, Range: 100 meters
SONIC METAL DISRUPTOR	Metal only, 3d6 hours of deafness, Range: 50 or 100 meters
SONIC TORCH	3d6 hours of deafness

\*Halve the hit points to determine maximum subdual damage, armor or shields negate effect.

## FOLLOWERS

LEADERSHIP POTENTIAL	MUTATED CREATURE	MUTATED HUMANOID	MAXIMUM FOLLOWERS
3 - 4	0 %	0 %	1
5 - 7	0 %	0 %	2
8 - 11	0 %	0 %	3
12 - 14	0 %	5 %	4
15	5 %	10 %	5
16	15 %	15 %	6
17	20 %	30 %	10
18	25 %	45 %	12

- Only True Humans can have followers.
- Maximum of 1 mutated creature and 1 mutated humanoid at a time.
- A player may not give up a mutated follower.
- Gifts can increase the % chance of obtaining a follower.
- Referee makes a secret loyalty roll (3d6) after a follower is acquired.

## WEAPON CLASS

CLASS	TYPE OF WEAPON
1	BOWS, BLOW GUNS, UNARMED
2	CROSSBOWS, SPEARS
3	SWORDS, DAGGERS, BLUDGEONS
4	PARALYSIS DART EJECTOR
5	GAS EJECTOR, SLUG PROJECTOR
6	LASER PISTOL
7	SONIC METAL DISRUPTOR PISTOL
8	PROTEIN DISRUPTOR PISTOL
9	VIBRO-WEAPONS

## ARMOR CLASS

CLASS	ARMOR COMBINATION
8	UNARMORED
7	HEAVY FURS OR SKINS, OR LIGHT SHIELD
6	NON-METAL SHIELD, PARTIAL CARAPACE, OR LIGHT SHIELD WITH HEAVY FURS OR SKINS
5	CURED HIDE, PLANT FIBER, OR DURALLOY SHIELD
4	CURED HIDE, PLANT FIBER, AND SHIELD OR DURALLOY SHIELD WITH HEAVY FURS OR SKINS
3	METAL ARMOR, TOTAL CARAPACE, OR DURALLOY SHIELD WITH CURED HIDE OR PLANT FIBER
2	METAL ARMOR AND SHIELD
1	METAL ARMOR AND DURALLOY SHIELD

## STRENGTH MODIFIERS

STRENGTH SCORE	DAMAGE MODIFIER
3	-4
4	-3
5	-2
6	-1
7 - 14	-
15	+1
16	+2
17	+3
18	+4

• The damage modifier is applied to striking weapons.

## FOLLOWER LOYALTY AND MORALE

LOYALTY SCORE	MORALE
3	Will desert at first opportunity
4 - 6	-2 on morale dice
7 - 8	-1 on morale dice
9 - 12	Average morale dice
13 - 14	+1 on morale dice
15 - 18	Need never check morale

## DEVICES

ITEM	COMPLEXITY LEVEL	ANGER CATEGORY
Atomic Torch	6	1
Bow and Arrow	9	2
Chemical Acids	10	2
Chemical Defoliants	10	2
Chemical Flammables	9	2
Chemical Flame Retardants	10	2
Chemical Radiation Neutralizers	10	2
Color Bands	5	4
Computer Tie-In	4	4
Computers	1	4
Duralloy	10	4
Ecology Energy Tracer Unit	3	4
Ecology Life Analyzer Hand Unit	2	4
Engineering System Hand Unit	3	2
Geiger Counter	7	4
Grav Sled	7	4
Gravity Generators	4	1
Infrared Goggles	10	4
Laser Pistol	8	1
Laser Torch	7	1
Medical Hand Analyzer and Healer	2	2
Paralysis Dart - Charged	6	2
Paralysis Dart - Uncharged	8	2
Paralysis Rod	9	2
Portable Energy Lamps	9	4
Portable Hand Dart Charger	6	4
Protein Disruptor	8	1
Radioactive Material (power source)	1	1
Radioactive Material (poison)	9	1
Robot	4	4
Sensory Intensifiers	10	4
Security Hand Unit	4	4
Security Tracer Unit	3	4
Sonic Metal Disruptor	8	3
Sonic Torch	6	3
Sound Elimination Headphones	5	4
Space Suits	3	4
Sword	10	2
Third Stage Gas Ejector	8	2
Third Stage Slug Projector	7	2
Under Water Breathing Lung	5	2
Vibro Blade	9	2
Vibro Saw	9	2
Water/Hydrogen Energy Converter	5	4

## COLOR BANDS

COLOR	PURPOSE
BLUE/RED	COMMAND PERSONNEL
GREEN	HORTICULTURE
RED	SECURITY
BROWN	GENERAL PURPOSE
GREY	ENGINEERING
WHITE	MEDICAL
GOLD	PROGRAMER/ARCHITECT

Color-coded bands allow the wearer to control many of the ship systems, including opening doors.

## ITEM COMPLEXITY CHART

		ITEM COMPLEXITY LEVEL									
		10	9	8	7	6	5	4	3	2	1
MENTAL RESISTANCE	3	90	100	-	-	-	-	-	-	-	-
	4	85	90	100	-	-	-	-	-	-	-
	5	80	85	90	100	-	-	-	-	-	-
	6	75	80	90	90	100	-	-	-	-	-
	7	70	75	85	90	90	95	100	-	-	-
	8	65	70	80	85	90	95	95	-	-	-
	9	60	65	75	80	85	90	95	100	-	-
	10	55	60	70	75	80	85	90	95	100	-
	11	55	60	65	70	75	80	85	90	95	100
	12	50	55	60	65	70	75	80	85	90	95
	13	45	50	55	60	65	70	75	80	85	90
	14	40	45	50	55	60	65	70	75	80	85
	15	35	40	45	50	55	60	65	70	75	80
	16	30	35	40	45	50	55	60	65	70	75
	17	25	30	35	40	45	50	55	60	65	70
	18	20	25	30	35	40	45	50	55	60	65

## ITEM COMPREHENSION

- Cross-reference the Mental Resistance against the Item Complexity Level. A percentile roll equal to or greater than the number listed means the item has been comprehended.
- A comprehension check should be made once per week until the use of the item is deciphered.
- True Humans receive +1 to any die roll to comprehend technological devices.
- A failed comprehension roll can cause fatal injuries to the handler or those nearby. Roll the percentile dice twice on the **Chance of Injury** table for **Injure Self** and **Injure Others**. If injury occurs, there is a 10% chance of immediate fatality by Danger Category level.

## CHANCE OF INJURY BY DANGER CATEGORY

NO.	DANGER CATEGORY	INJURE SELF	INJURE OTHERS	FATALITY
1	Most Dangerous	30 %	20 %	30 %
2	Dangerous Tools	20 %	20 %	20 %
3	Possibly Dangerous	10 %	5 %	10 %
4	Not Dangerous	0 %	0 %	0 %

## EXPLORATION MOVEMENT TABLE

TYPE OF TRAVEL	LIGHTLY EQUIPPED	STANDARD LOAD	FULLY ENCUMBERED
WALKING	3 MPH	2 MPH	1 MPH
MOUNTED	6 MPH	4 MPH	2 MPH
AERIAL	9 MPH	6 MPH	3 MPH

Walking and mounted movement through difficult terrain (hills, forests and swamps) is halved.

## ENCOUNTER MOVEMENT TABLE

YARDS MOVED PER COMBAT ROUND			
ARMOR TYPE	NORMAL	EVASIVE	CHARGING
NONE	12	20	24
FURS, CURED HIDE, OR SHIELD	12	16	20
CURED HIDE AND SHIELD	10	14	18
METAL ARMOR	8	12	16
METAL ARMOR AND SHIELD	8	10	16

## COMBAT ROUND

A combat turn is 10 seconds. The actions for the round are; one move and one attack, one mental attack, or a charge.

### COMBAT SEQUENCE

1. Determine initiative order. Order is based on the highest Dexterity. The referee rolls 3d6 to determine a creature's Dexterity and rolls off any ties.
2. Determine if there is surprise. A Dexterity of 4 higher than the surpiser negates surprise.
3. Each combatant makes a combat action in initiative order.
4. Repeat step 3 until combat ends.

### MELEE COMBAT

1. Compare the Weapon Class of the attacker to the Armor Class of the target on the **Hit or Miss Chart**. Roll a d20.
2. A d20 roll equal to or higher than the target number on the **Hit or Miss Chart** results in a hit. Roll for damage.
3. Cross reference the race of the target (Humanoid Beings/ Mutated Creatures/True Humans) to the weapon on the **Weapon Damage Chart** and roll the indicated die.
4. Adjust striking damage by the character's Strength modifier.

### RANGED COMBAT

- There are two systems for adjudicating ranged attacks: the regular d20 method or the alternate d6 method.
- The alternate **Hit or Miss Chart for Bows** below shows the minimum 2d6 roll needed for short/medium/long range.

### RANGED WEAPON TABLE

#### RANGE IN METERS

WEAPON	SHORT	MEDIUM	LONG
DISRUPTOR PISTOL	10	25	50
DISRUPTOR RIFLE	50	75	100
GAS EJECTOR	25	75	100
LIGHT BOW	50	100	150
LIGHT CROSSBOW	60	120	180
LOGBOW	70	140	210
HEAVY CROSSBOW	80	160	240

## MENTAL STRENGTH CHART

### POWER OF THE BEING ATTACKING

	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<b>3</b>	10	9	8	7	6	5	4	3	*	*	*	*	*	*	*	*
<b>4</b>	11	10	9	8	7	6	5	4	3	*	*	*	*	*	*	*
<b>5</b>	12	11	10	9	8	7	6	5	4	3	*	*	*	*	*	*
<b>6</b>	13	12	11	10	9	8	7	6	5	4	3	*	*	*	*	*
<b>7</b>	14	13	12	11	10	9	8	7	6	5	4	3	*	*	*	*
<b>8</b>	15	14	13	12	11	10	9	8	7	6	5	4	3	*	*	*
<b>9</b>	16	15	14	13	12	11	10	9	8	7	6	5	4	3	*	*
<b>10</b>	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	*
<b>11</b>	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
<b>12</b>	-	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
<b>13</b>	-	-	18	17	16	15	14	13	12	11	10	9	8	7	6	5
<b>14</b>	-	-	-	18	17	16	15	14	13	12	11	10	9	8	7	6
<b>15</b>	-	-	-	-	18	17	16	15	14	13	12	11	10	9	8	7
<b>16</b>	-	-	-	-	-	18	17	16	15	14	13	12	11	10	9	8
<b>17</b>	-	-	-	-	-	-	18	17	16	15	14	13	12	11	10	9
<b>18</b>	-	-	-	-	-	-	-	18	17	16	15	14	13	12	11	10

Roll 3d6 to attack. \* = automatic success, - = no attack possible.

### MENTAL ATTACKS

- For every 5 aggressive mental attacks a being survives and resists successfully, their Mental Resistance goes up 1 point to a maximum 18. However, the power of mental attacks always uses the original unadjusted Mental Resistance ability score.
- A Mental Resistance of 12 is required to have more than 1 mental mutation.
- Any being or mutation without a stated Mental Resistance has a Mental Resistance of 3.

### HIT OR MISS CHART

#### WEAPON CLASS

	1	2	3	4	5	6	7	8	9
<b>8</b>	7	6	5	6	4	6	NE	*	3
<b>7</b>	9	8	7	8	6	7	NE	*	4
<b>6</b>	11	10	9	11	8	8	NE	10	6
<b>5</b>	13	11	12	13	11	9	NE	12	6
<b>4</b>	15	14	13	14	12	10	NE	13	7
<b>3</b>	16	15	14	16	13	15	9	17	8
<b>2</b>	17	16	15	17	14	16	10	19	9
<b>1</b>	18	17	16	18	14	18	12	18	10

Roll d20 to hit. \* = automatic hit, NE = no effect.

### HIT OR MISS CHART FOR BOWS

#### ARMOR CLASS

TYPE OF BOW	8	7	6	5	4	3	2	1
LIGHT BOW	5 / 9 / 11	6 / 10 / 12	7 / 11 / -	8 / 12 / -	9 / - / -	10 / - / -	11 / - / -	12 / - / -
LIGHT CROSSBOW	4 / 7 / 10	5 / 8 / 11	6 / 9 / 12	7 / 10 / -	8 / 11 / -	9 / 12 / -	10 / - / -	11 / - / -
LOGBOW	3 / 5 / 8	4 / 6 / 9	5 / 7 / 10	6 / 8 / 11	7 / 9 / 12	8 / 10 / -	9 / 11 / -	10 / 12 / -
HEAVY CROSSBOW	2 / 4 / 7	3 / 5 / 8	4 / 6 / 9	5 / 7 / 10	6 / 8 / 11	7 / 9 / 12	8 / 10 / -	9 / 11 / -

Roll 2d6 to hit. Numbers are for short/medium/long range. - = hit not possible.

## WANDERING CREATURES

Roll a d6 for each hour travelled. If there is an encounter roll for distance and check for possible surprise.

### TERRAIN ENCOUNTER

FORESTED AREA	Roll of 5 or 6
NON-FORESTED*	Roll of 6

\*There is a 33% chance that the creature has a color band that opens doors in the current area

### ROLL ENCOUNTER DISTANCE

1 - 2	Creature is upon them.
3 - 6	Creature must close first.

\* A creature that must close the distance will lose surprise.

### SURPRISE

Surprise gives the winning group 1 free combat turn which may include; moving or fleeing, mentally attacking, or engaging in physical combat.

• If the possibility of surprise exists, roll a d6. On a roll of 1 or 2 the group is surprised.

• A Dexterity of 4 higher than the surpiser negates surprise.

### PURSUIT

If the group flees and a corner is turned, a door is passed through, or an inclined plane is taken, roll a d6. The creature will only follow on a roll of 1 or 2.

## RADIATION CHART

### RADIATION INTENSITY LEVEL

	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
RADIATION RESISTANCE	3	1	2	3	4	5	6	7	8	D	D	D	D	D	D	D
	4	0	1	2	3	4	5	6	7	8	D	D	D	D	D	D
	5	0	0	1	2	3	4	5	6	7	8	D	D	D	D	D
	6	0	0	0	1	2	3	4	5	6	7	8	D	D	D	D
	7	0	0	0	0	1	2	3	4	5	6	7	8	D	D	D
	8	0	0	0	0	0	1	2	3	4	5	6	7	8	D	D
	9	0	0	0	0	0	0	1	2	3	4	5	6	7	8	D
	10	0	0	0	0	0	0	0	1	2	3	4	5	6	7	8
	11	0	0	0	0	0	0	0	0	1	2	3	4	5	6	7
	12	0	0	0	0	0	0	0	0	0	1	2	3	4	5	6
	13	0	0	0	0	0	0	0	0	0	0	1	2	3	4	5
	14	0	0	0	0	0	0	0	0	0	0	0	1	2	3	4
	15	0	0	0	0	0	0	0	0	0	0	0	0	1	2	3
	16	0	0	0	0	0	0	0	0	0	0	0	0	0	1	2
	17	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
	18	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

### RADIATION EXPOSURE

- A number is the amount of d6 of damage after 1 combat turn. For every additional round of exposure roll for damage and treat the Radiation Resistance as minus 1 point.
- Radiation damage carries a chance of mutation. For each die of damage, there is a 1% chance. The mutation manifests itself in one week.
- True Humans who become mutated lose their Leadership Potential and all followers.
- D represents instant death after a round. There is a 20% chance that a character or creature is mutated instead if dying. The referee randomly rolls a 50/50 chance of mental or physical mutation and then rolls on entire chart of mutations, including defects.

## GAS EJECTOR HIT OR MISS CHART

### RANGE ROLL NEEDED

SHORT	9
MEDIUM	12
LONG	15

Roll 3d6 to hit. Effect lasts for 3d6 hours.

## PROTEIN DISRUPTOR HIT OR MISS CHART

### RANGES

PROTECTION	SHORT	MEDIUM	LONG
CLOTH	3 - 8	9 - 12	13 - 18
PLASTIC	7 - 9	10 - 15	16 - 18
PLANT	9 - 12	13 - 18	-
GLASS	13 - 18	-	-
METAL	-	-	-

Roll 3d6 to hit. The die roll result determines the damage:

- MINIMUM:** Rolling the minimum number does 5d6 damage.
- RANGE:** Any other roll in the listed range does 15d6 damage.
- HIGHER:** Rolling higher than the range does 20d6 damage.

A d6 roll determines where the attack hits: 1 - head, 2 - right arm, 3 - left arm, 4 - right leg, 5 - left leg, 6 - body.

## POISON CHART

### STRENGTH OF POISON

	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
CONSTITUTION	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
	4	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D
	5	2	3	D	D	D	D	D	D	D	D	D	D	D	D	D
	6	1	2	3	D	D	D	D	D	D	D	D	D	D	D	D
	7	*	1	2	3	D	D	D	D	D	D	D	D	D	D	D
	8	*	*	1	2	3	D	D	D	D	D	D	D	D	D	D
	9	*	*	*	1	2	3	D	D	D	D	D	D	D	D	D
	10	*	*	*	*	1	2	3	D	D	D	D	D	D	D	D
	11	*	*	*	*	*	1	2	3	D	D	D	D	D	D	D
	12	*	*	*	*	*	*	1	2	3	D	D	D	D	D	D
	13	*	*	*	*	*	*	*	1	2	3	D	D	D	D	D
	14	*	*	*	*	*	*	*	*	1	2	3	D	D	D	D
	15	*	*	*	*	*	*	*	*	*	1	2	3	D	D	D
	16	*	*	*	*	*	*	*	*	*	*	1	2	3	D	D
	17	*	*	*	*	*	*	*	*	*	*	*	1	2	3	D
	18	*	*	*	*	*	*	*	*	*	*	*	*	1	2	3

### POISON CONTACT

- A number is the amount of d6 rolled to determine poison damage.
- A result marked with an asterisk means the poison has no effect.
- D means automatic death. If an antidote is taken within 2 combat turns the poison only does a single d6 of damage.