

# ROLEMASTER™

## Gamemaster Screen



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Playing Rolemaster has never been easier than with this handy GM screen and booklet. The four panel screen contains the most important tables for handling spell casting, maneuvering, and combat.

The 36 page booklet includes:

- The movement maneuver table
- The RMFRP Attack & Critical Tables
- The Master NPC Table
- Monster quick stats table
- Healing Tables
- Herb and Poison Tables
- Equipment Tables
- Encounter Tables
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## STATIC MANEUVER TABLE

<b>-26 down Spectacular Failure:</b>	<b>—</b>
You make a thorough mess of your attempt as you forget even the most basic principles of this maneuver. You are at -20 modification to your next two actions while you recover from your stunning failure.	
<b>-25 — 04 Absolute Failure:</b>	<b>—</b>
Your remarkable failure marks you for ridicule. Hope your parents weren't watching...	
<b>05 — 75 Failure:</b>	<b>—</b>
You fail. Your skill is not up to the task. Maybe next time.	
<b>UM 66 Unusual Event:</b>	<b>—</b>
Your maneuver is beset by an unusual event. It may or may not be a beneficial occurrence (GM should choose or determine randomly).	
<b>76 — 90 Partial Success:</b>	<b>20%</b>
Your attempt bears little fruit, but you appear to be on the right track. Perhaps more attention to detail will improve your chances.	
<b>91 — 110 Near Success:</b>	<b>80%</b>
You are within sight of your goal! If appropriate, you may attempt to complete your maneuver with another roll with a modification of +10.	
<b>UM 100 Unusual Success:</b>	<b>125%</b>
You have achieved a remarkable success in an unusual fashion. The GM should determine the details; this result may occur because of an unexpected extraneous event or because of a remarkable personal effort.	
<b>111 — 175 Success:</b>	<b>100%</b>
Congratulations! You are completely successful in your attempt. Carry on.	
<b>176 up Absolute Success:</b>	<b>120%</b>
Sounds! Your masterful performance has stretched the boundaries of your own abilities! You operate at +10 (non-cumulative) to all future attempts to use this skill, until you receive a result of <b>Absolute Failure</b> or <b>Spectacular Failure</b> .	

**Note:** The “# %” notation indicates the extent to which a maneuver was successful. If partial or extra success is inappropriate, a GM should only take 100% or higher as success.



## STATIC MANEUVER MODS TABLE

<b>General Modifiers</b>	<b>Modification</b>
Any applicable skill bonus	varies
Any applicable item bonuses	varies
Less than normal % activity used	-1 per 1% less
<b>% of Hits Taken</b>	<b>Modification</b>
0% to 25%	0
25% to 50%	-10
51% to 75%	-20
76% to 100+%	-30
<b>Other Wounds</b>	<b>Penalty</b>
Hits/Rnd Being Taken	-5 per hit/rnd
Stunned	-50 + 3x SD stat bonus
<b>% of ExPs Expended</b>	<b>Penalty</b>
0% to 25%	0
25% to 50%	-5
51% to 75%	-15
76% to 90%	-30
91% to 99%	-60
100+%	-100
<b>Difficulty</b>	<b>Modification</b>
Routine	+30
Easy	+20
Light	+10
Medium	+0
Hard	-10
Very Hard	-20
Extremely Hard	-30
Sheer Folly	-50
Absurd	-70
<b>Combat Situation</b>	<b>Modification</b>
In a melee environment §	-20
Under missile fire	-10
<b>Lighting, if Required †</b>	<b>Modification</b>
No Shadows	+10
Light Shadows	+5
Medium Shadows	+0
Heavy Shadows	-10
Dark	-25
Pitch Black	-40
<b>Darkness, if Advantageous †</b>	<b>Modification</b>
No Shadows	-30
Light Shadows	-20
Medium Shadows	+0
Heavy Shadows	+10
Dark	+30
Pitch Black	+40

§ — Some static actions may not be allowed in melee situations (GM's discretion).

† — These lighting conditions are for normal human eyesight, creatures that can see in the dark should ignore the dark and pitch black modifications and half the shadow modifications.

## COMMON ACTIONS TABLE

Action	% of Total Activity
Movement as a snap action	1-20%
Movement as a normal action	1-50%
Movement as a deliberate action	1-80%
Preparing a spell (Section 18.12, p. 55)	90%
Casting a non-instantaneous spell ‡	75%
Casting an instantaneous spell ‡	10%
Concentration (i.e., to maintain a spell, balance, etc.)	50%
Disengage from Melee (may move 10')	25%
Making a moving maneuver (Sec. 15.0, p. 48)	varies
Making a static maneuver (Sec. 13.0, p. 44) †	varies
Making a melee attack (App. A-10.5) *	60-100%
Press & attack (App. A-10.5, p. 216) *	80-100%
React & attack (App. A-10.5, p. 216) *	80-100%
Making a missile attack (App. A-10.4, p. 215) *	30-60%
Parrying a missile attack (App. A-10.4, p. 215)	50%
Loading or Reloading a sling	50%
Loading or Reloading a short bow	50%
Loading or Reloading a composite bow	60%
Loading or Reloading a long bow	70%
Loading or Reloading a light crossbow	160%
Loading or Reloading a heavy crossbow	220%
Shifting a weapon	10%
Drawing a weapon	20%
Changing weapons	50%
Making an Awareness static maneuver (Section 18.3, p. 53)	10%
Controlling mount (Section 18.15, p. 55)	10-100%

\* — If less than the maximum % activity indicated is used, the attack has a -1 modification for every 1% under the maximum (see Appendix A-10.2, p. 210).

## VARIABLE PERCENTAGE ACTIVITIES

The percentage activity required for certain actions varies based upon the character, the situation, and other variables. The following actions and their corresponding % activities are just suggestions. Each time a character takes one of these actions, the GM should make a ruling on the actual % activity requires.

Action	% of Total Activity
Making rapid Observation Maneuver (-40 mod)	30%
Making half Observation Maneuver (-20 mod)	50%
Making full Observation Maneuver (+0 mod)	70%
Rapid dismount from a riding animal	20%
Careful dismount from a riding animal	50%
Mounting a riding animal	50%
Relaxed swim	50%
Hard swim	90%
Hiding	20%
Stalking	at least 50%
Climbing	60-100%
Standing up from a seated position	10%
Standing up from “on knees/crouch”	20%
Moving up from prone to “on knees/crouch”	30%
Standing up from a prone position	50%
Rapid drop to the ground	10%
Careful drop to the ground	20%
Picking something up off the ground	30%
Dropping something	0%

† — Unless stated otherwise by the GM or by the description of the skill used (see Appendix A-4, p. 102), a static maneuver takes 100% activity. This may be reduced up to 50% by taking a -1 penalty for every 1% reduced.

‡ — A character may only cast one spell each round.



## STANDARD MOVING MANEUVER MODIFICATIONS TABLE

**General Modifiers ..... Modification**  
 Any applicable skill bonus ..... varies  
 Any applicable item bonuses ..... varies  
 Moving Maneuver Penalty ..... See Section 8.4  
 Weight Penalty (if used) ..... See Section 18.16

**% of Hits Taken ..... Modification**  
 0% to 25% ..... 0  
 25% to 50% ..... -10  
 51% to 75% ..... -20  
 76% to 100+% ..... -30

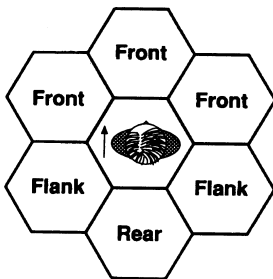
**Other Wounds ..... Penalty**  
 Hits/Rnd Being Taken ..... -5 per “hit/rnd”  
 Stunned ..... -50 + 3x SD stat bonus

**% of ExPs Expended ..... Penalty**  
 0% to 25% ..... 0  
 25% to 50% ..... -5  
 51% to 75% ..... -15  
 76% to 90% ..... -30  
 91% to 99% ..... -60  
 100+% ..... -100

**Combat Situation ..... Modification**  
 Engaged in melee ..... -30  
 In a melee environment ..... -20  
 Under missile fire ..... -10

**Lighting, if Required † ..... Modification**  
 No Shadows ..... +10  
 Light Shadows ..... +5  
 Medium Shadows ..... +0  
 Heavy Shadows ..... -10  
 Dark ..... -25  
 Pitch Black ..... -40

† — These lighting conditions are for normal human eyesight, creatures that can see in the dark should ignore the dark and pitch black modifications and half the shadow modifications.



## BATTLE ROUND SEQUENCE TABLE

- Action Declaration Phase** — Declare all actions: snap actions, normal actions, and deliberate actions. Each combatant may declare up to one of each of the three types of actions, but the total activity percentage of all of his declared actions may not exceed 100%. If a melee attack or a missile parry is declared, parry proportions must also be declared (see Appendix A-10.3, p. 212).
- Initiative Determination Phase** — Each combatant must make an *initiative roll*:  
 $(2d10 + \text{Qu Bonus} + \text{modifications})$
- Snap Action Phase** — Resolve all snap actions in the order indicated by initiative rolls. 20% is the maximum activity for a movement action.
- Normal Action Phase** — Resolve all normal actions in the order indicated by initiative rolls. 50% is the maximum activity for a movement action.
- Deliberate Action Phase** — Resolve all deliberate actions in the order indicated by initiative rolls. 80% is the maximum activity for a movement action.

## DEFENSIVE CAPABILITIES TABLE

DEFENSIVE BONUS MOD. VERSUS:						
Factor	Melee	Missile	Basic Spells	Directed Spells	Area Spells	Special
(Qu Stat Bonus) x 3	full	full	none	full	full	Modified due to armor worn.
Adrenal Defense	full	half	none	half	none	Special restrictions.
Special Items	full	full	full	full	full	Varies due to type of item.
Armor Quality	full	full	none	full	half	—
<b>Shield:</b>						
Wall Shield	+30	+40	*	+30	0	May parry melee & missile attacks.
Full Shield	+25	+25	*	+20	0	May parry melee & missile attacks.
Normal Shield	+20	+20	*	+15	0	May parry melee & missile attacks.
Target Shield	+20	+10	*	+5	0	May parry melee & missile attacks.
<b>Weapon:</b>						
Main Gauche	+15§	0	0	0	0	May parry melee attacks.
1-Handed Weapons	+5§	0	0	0	0	May parry melee attacks.
2-Handed Weapons	+5§	0	0	0	0	May parry melee attacks; only up to 50% of OB can be used against 1-Handed weapons.
Pole Arms	+5§	0	0	0	0	May parry melee attacks; only up to 50% of OB can be used against non-pole arm weapons.
<b>Helmet:</b>						
No Helmet	0	0	**	-5	-5	—
Helmet	0	0	**	0	0	—
Full Helmet	0	0	**	+5	+5	—
<b>Cover:</b>						
Full “Soft” Cover †	na	na	+20	na	+40	—
Half “Soft” Cover ††	+20	+40	+10	+20	+20	May parry melee & missile attacks (e.g., a light wooden wall could be used to parry a missile).
Partial “Soft” Cover ‡	+10	+20	0	+20	+20	May parry melee & missile attacks (e.g., a light wooden wall could be used to parry a missile).
Full “Hard” Cover †	na	na	+20	na	+60	—
Half “Hard” Cover ††	+30	+60	+10	+30	+30	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile).
Partial “Hard” Cover ‡	+15	+30	0	+30	+30	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile).
na — Normally, an attack may not be made against such a target.						
* — If the target of a basic Channeling spell is not wearing metal armor, a metal shield (i.e., most shields have a significant amount of metal) will determine the column used for a basic spell attack.						
** — A target’s leather or metal helmet will determine the column used against a basic Mentalism spell.						
§ — Can only be used if the weapon is not used to attack or if 100% of OB is used to parry.						
† — The target is detected but not sighted (i.e., no line of sight) and the target does not use its tripled Quickness bonus for its DB (i.e., the target is hiding behind something). Normally melee and missile attacks may not be made.						
†† — 01-49% of the target can be seen.						
‡ — 50-75% of the target can be seen.						

## OFFENSIVE CAPABILITIES TABLE

ATTACK ROLL MODIFICATIONS VERSUS:						
Factor	Melee	Missile	Basic Spells	Directed Spells	Area Spells	Special
Skill Bonus	full	full	none	full	none	OB for the weapon or spell.
Skill Rank	none	none	full	none	full	Skill rank of spell’s list.
Special Items	full	full	full	full	full	Varies due to type of item.
Weapon Quality	full	full	none	none	none	This is normally part of the OB.
Using Less Than Max. % Activity	varies	varies	none	none	none	-1 mod for each 1% less than max used.
<b>Position:</b>						
Flank Attack	+15	0	0	0	0	Cumulative with other position mods.
Rear Attack	+20	0	0	0	0	Cumulative with other position mods.
Surprise Attack	+20	0	0	0	0	Cumulative with other position mods.
Advantageous Position	varies	0	0	0	0	Cumulative with other position mods.
<b>Target Status:</b>						
Static Target	0	0	+10	+30	+10	Applies to prone and/or surprised targets not moving and with no cover. Target gets no Qu bonus to his DB.
Stunned Target	+20	+20	0	0	0	Not cumulative with other target status mods.
Downed Target	+30	+30	0	0	0	Not cumulative with other target status mods.
Prone Target	+50	+50	0	0	0	Not cumulative with other target status mods.
<b>Attacker Status:</b>						
% of Hits Taken:						
26-50%	-10	-10	-5	-10	-5	Not cumulative with other Hits Taken mods.
51-75%	-20	-20	-10	-20	-10	Not cumulative with other Hits Taken mods.
76-100%	-30	-30	-20	-30	-20	Not cumulative with other Hits Taken mods.
% of Exhaustion Points Taken:						
26-50%	-10	-10	-5	-10	-5	Not cumulative with other ExPs Taken mods.
51-75%	-20	-20	-10	-20	-10	Not cumulative with other ExPs Taken mods.
76-90%	-30	-30	-15	-30	-15	Not cumulative with other ExPs Taken mods.
91-99%	-60	-60	-20	-60	-20	Not cumulative with other ExPs Taken mods.
100+%	-100	-100	-30	-100	-30	Not cumulative with other ExPs Taken mods.
Range Mods:	none	varies	varies	varies	varies	Based on weapon or spell used (see the specific attack table).
Center Point:	none	none	none	none	+20	Only applies to area attack spells.
Armor Penalty:	none	varies	none	none	none	Based on armor worn (Armor Table T-3.3, p. 213).

# BASIC SPELL ATTACK TABLE

	Essence Spell			Channeling Spell			Mentalism Spell			
	Target's Armor			Target's Armor			Target's Armor			
	Metal Armor	Leather Armor	Other	Metal Armor	Metal Shield	Other	Metal Helmet	Leather Helmet	Other	
<b>UM 100</b>	-110	-115	-125	-105	-110	-125	-105	-115	-125	<b>100 UM</b>
<b>UM 98-99</b>	-85	-90	-100	-80	-85	-100	-80	-90	-100	<b>98-99 UM</b>
<b>UM 96-97</b>	-60	-65	-75	-55	-60	-75	-55	-65	-75	<b>96-97 UM</b>
<b>93-95</b>	-50	-45	-55	-35	-40	-55	-35	-45	-55	<b>93-95</b>
<b>89-92</b>	-45	-40	-50	-30	-35	-50	-30	-40	-50	<b>89-92</b>
<b>85-88</b>	-40	-35	-45	-25	-30	-45	-25	-35	-45	<b>85-88</b>
<b>81-84</b>	-35	-30	-40	-20	-25	-40	-20	-30	-40	<b>81-84</b>
<b>77-80</b>	-30	-25	-35	-15	-20	-35	-15	-25	-35	<b>77-80</b>
<b>73-76</b>	-25	-20	-30	-10	-15	-30	-10	-20	-30	<b>73-76</b>
<b>69-72</b>	-10	-15	-25	-5	-10	-25	-5	-15	-25	<b>69-72</b>
<b>65-68</b>	-5	-10	-20	0	-5	-20	-5	-10	-20	<b>65-68</b>
<b>61-64</b>	-5	-5	-15	0	-5	-15	0	-5	-15	<b>61-64</b>
<b>57-60</b>	0	-5	-10	+5	0	-10	0	-5	-10	<b>57-60</b>
<b>53-56</b>	0	0	-5	+10	0	-5	+5	0	-5	<b>53-56</b>
<b>49-52</b>	+5	0	0	+15	+5	0	+10	0	0	<b>49-52</b>
<b>45-48</b>	+10	+5	0	+20	+10	0	+15	+5	0	<b>45-48</b>
<b>41-44</b>	+15	+10	+5	+25	+15	+5	+20	+10	+5	<b>41-44</b>
<b>37-40</b>	+20	+15	+15	+30	+20	+15	+25	+15	+15	<b>37-40</b>
<b>33-36</b>	+25	+20	+20	+35	+25	+20	+30	+20	+20	<b>33-36</b>
<b>29-32</b>	+30	+25	+30	+40	+30	+30	+35	+25	+30	<b>29-32</b>
<b>25-28</b>	+35	+30	+35	+45	+35	+35	+45	+30	+35	<b>25-28</b>
<b>21-24</b>	+40	+35	+45	F	+40	+45	F	+35	+45	<b>21-24</b>
<b>17-20</b>	+45	+40	+50	F	+45	+50	F	+40	+50	<b>17-20</b>
<b>13-16</b>	F	+45	+60	F	F	+60	F	+45	+60	<b>13-16</b>
<b>09-12</b>	F	F	+65	F	F	+65	F	F	+65	<b>09-12</b>
<b>05-08</b>	F	F	+70	F	F	+70	F	F	+70	<b>05-08</b>
<b>03-04</b>	F	F	F	F	F	F	F	F	F	<b>03-04</b>
<b>UM 01-02</b>	F	F	F	F	F	F	F	F	F	<b>01-02 UM</b>

## Key:

F — Spell Fails, roll on Table A-10.11.2 (p. 241).

UM — Unmodified roll. Apply result with no modifications.

## Range Modifiers:

Range	Modifier
Touching	+30
0' - 10'	+10
11' - 50'	0
51' - 100'	-10
101' -300'	-20
301' +	-30



## Standard Attack Roll Modifications for Defender:

Special Bonus due to items ..... varies  
 Full "Soft" or "Hard" cover ..... -20  
 Half "Soft" or "Hard" cover ..... -10

## Standard Attack Roll Modifications for Attacker:

Attacker's skill rank for the spell's list ..... varies  
 Special bonus due to items or the spell ..... varies  
 If target is static ..... +10  
 Attacker has taken 26-50% of his hits ..... -5  
 Attacker has taken 51-75% of his hits ..... -10  
 Attacker has taken 76%+ of his hits ..... -15  
 Attacker has used 26-50% of his exhaustion points ..... -5  
 Attacker has used 51-75% of his exhaustion points ..... -10  
 Attacker has used 76-90% of his exhaustion points ..... -15  
 Attacker has used 91-99% of his exhaustion points ..... -20  
 Attacker has used 100%+ of his exhaustion points ..... -30

# RESISTANCE ROLL TABLE

Target Level	Attack Level of the Spell Caster																Target Level
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	>15 †	
1	50	55	60	65	70	73	76	79	82	85	87	89	91	93	95	+	1
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90	+	2
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85	+	3
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80	+	4
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	+	5
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72	+	6
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69	+	7
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66	+	8
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63	+	9
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	+	10
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58	+	11
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56	+	12
13	9	14	19	24	29	32	35	38	41	44	46	48	50	52	54	+	13
14	7	12	17	22	27	30	33	36	39	42	44	46	48	50	52	+	14
15	5	10	15	20	25	28	31	34	37	40	42	44	46	48	50	+	15
> 15†	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	>15

† —For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

To resist the target's Resistance Roll must be greater than or equal to the number given.

## Standard RR Modifications:

Basic Spell Attack Roll modifications ..... varies from -125 to +70

Special bonuses due to items or the spell ..... varies

Bonus due to the target's race varies

Willing target (the target doesn't want to resist the spell) ..... -50

Same realm (target's realm of power is the same as the spell's) ..... +15

3x target's stat bonus for the spell's realm ..... -30 to +30  
 (In for Channeling, Em for Essence, and Pr for Mentalism)



## CONDITIONS REQUIRED FOR AUTOMATIC SPELL CASTING

If any of the following conditions are not met when attempting to cast a spell, a negative modifier from Table T-4.6 applies. In such a case, the caster must make a spell casting static maneuver.

- 1) The spell is *not* of higher level than the caster.
- 2) The spell is from the caster's realm(s) **and** it is not from another profession's base spell lists.
- 3) The spell is not cast as a snap action (instantaneous spells are exempt).
- 4) The caster has not used more than 25% of his overall Power Points.
- 5) If the spell is not instantaneous, the spell is prepared for at least a certain number of rounds:
  - 2 rounds if: (caster's level – spell's level) ≤ 2
  - 1 rounds if: 2 < (caster's level – spell's level) ≤ 5
  - 0 rounds if: (caster's level – spell's level) > 5
- 6) For *Essence* spells:
  - a) The caster has at least one hand free.
  - b) The caster at least whispers key words for the spell.
  - c) The caster is not wearing armor.
  - d) The caster is not wearing a helmet.
  - e) The caster is carrying less than 52.5 pounds of living organic material.
  - f) The caster is carrying less than 10.5 pounds of non-living organic material.
  - g) The caster is carrying less than 5.5 pounds of inorganic material.
- 7) For *Channeling* spells:
  - a) The caster has at least one hand free.
  - b) The caster at least whispers key words for the spell.
  - c) The caster is not wearing metal armor.
  - d) The caster is not wearing a metal helmet.
  - e) The caster is carrying less than 10.5 pounds of inorganic material.
- 8) For *Mentalism* spells: the caster is not wearing a helmet.

## SPELL CASTING STATIC MANEUVER TABLE

### -76 down Spectacular Failure:

Your spell fails; roll on the Spell Failure Table A-10.11.2 (p. 241) and subtract **triple** the total of all applicable modifications from the Spell Casting Modifications Table T-4.6.

### -75 — 01 Absolute Failure:

Your spell fails; roll on the Spell Failure Table A-10.11.2 (p. 241) and subtract **twice** the total of all applicable modifications from the Spell Casting Modifications Table T-4.6.

### 02 — 25 Failure:

Your spell fails; roll on the Spell Failure Table A-10.11.2 (p. 241) and subtract the total of all applicable modifications from the Spell Casting Modifications Table T-4.6.

### UM 66 Unusual Event:

You become confused and somehow cast the wrong spell. The GM should randomly select one of your other spells. Any results are applied to the target of your original spell (a GM may choose to ignore normal range limitations).

### 26 — 40 Partial Success:

You complete part of the spell casting. You may cast the spell normally next round as a 50% activity action (i.e., no static maneuver is required).

### 41 — 60 Near Success:

You cast your spell normally at the end of the deliberate action phase of the current round.

### UM 100 Unusual Success:

Your spell is cast and you get a +30 bonus (non-cumulative) to your next spell casting static maneuver (if it occurs in the next 10 minutes).

### 61 — 125 Success:

Your spell is cast normally.

### 126 up Absolute Success:

Your spell is cast and you get a +10 bonus (non-cumulative) to your next spell casting static maneuver (if it occurs in the next 10 minutes).

## SPELL CASTING MODIFICATIONS TABLE

### MODIFICATIONS DUE TO LEVELS AND PREPARATION ROUNDS

Caster's Lvl – Spell Lvl	Instantaneous Spell	Non-instantaneous Spell – # of Preparation Rounds Taken						
		0	1	2	3-4	5-6	7-8	9+
9+	+15	+5	+10	+15	+20	+25	+30	+35
6–8	+10	0	+5	+10	+15	+20	+25	+30
5	+5	-10	0	+5	+10	+15	+20	+25
4	+5	-20	0	+5	+10	+15	+20	+25
3	+5	-30	0	+5	+10	+15	+20	+25
2	+0	-35	-10	0	+5	+10	+15	+20
1	+0	-45	-20	0	+5	+10	+15	+20
0	+0	-55	-30	0	+5	+10	+15	+20
-1	-30	-85	-60	-30	-25	-20	-15	-10
-2	-35	-90	-65	-35	-30	-25	-20	-15
-3	-40	-95	-70	-40	-35	-30	-25	-20
-4	-45	-100	-75	-45	-40	-35	-30	-25
-5	-50	-105	-80	-50	-45	-40	-35	-30
(-6) – (-7)	-70	-125	-100	-70	-65	-60	-55	-50
(-8) – (-10)	-95	-150	-125	-95	-90	-85	-80	-75
(-11) – (-15)	-120	-175	-150	-120	-115	-110	-105	-100
(-16) – (-20)	-170	-225	-200	-170	-165	-160	-155	-150
≤ -21	-220	-275	-250	-220	-215	-210	-205	-200

### OTHER MODIFICATIONS ‡

CONDITION	Channeling	Essence	Mentalism
<b>Non-instantaneous Spell Cast as a Snap Action:</b>	-20	-20	-20
<b>Overall Power Points Used:</b>	26% to 50% 51% to 75% 76% to 100%	-10 -20 -30	-10 -20 -30
<b>Spell List Type:</b>	Own Base, Own Realm Open, Own Realm Closed, Own Realm Arcane Lists Other Base, Own Realm Open List, Other Realm Closed List, Other Realm Base List, Other Realm	+10 +5 +0 -5 -10 -10 -20 -30	+10 +5 +0 -5 -10 -10 -20 -30
<b>Free Hands (*):</b>	None One Two	-20 +0 +5	+0 +0 +0
<b>Use of Voice (*):</b>	None Whisper Normal Shout	-10 +0 +5 +10	+0 +0 +0 +0
<b>Helmet (*):</b>	None Leather Leather & Metal Metal	+0 +0 -10 -20	+0 -30 -40 -60
<b>Equipment (*†):</b>	Organic Material, living Organic Material, non-living Inorganic Material	+0 +0 -1 per 1 lb over 10 lb	-1 per 5 lb over 50 lb -1 per 1 lb over 10 lb -2 per 1 lb over 5 lb
<b>Armor Status (*):</b>	Normal ATs 1, 2, 3, 4 Normal ATs 5, 6 Normal ATs 7, 8 Normal ATs 9, 10 Normal AT 11 Normal AT 12 Normal ATs 13, 14 Normal ATs 15, 16 Normal ATs 17, 18 Normal AT 19 Normal AT 20	+0 +0 +0 +0 +0 +0 -30 -60 -35 -60 -75	+0 +0 +0 +0 +0 +0 -40 -70 -45 -75 -90

\* — With each condition, use the worst (to the caster) modification applicable during any preparation round or casting round.

† — Equipment other than helmet, armor, normal light clothing, and boots. Round up to the nearest pound.

‡ — Remember that the caster's skill bonus for the spell's list is also added to the spell casting static maneuver roll.



ENCOUNTER TABLE							
Encounter Result	POPULATION DENSITY					Waste	MODIFICATIONS TO THE ACTIVITY ROLL:  Terrain Moving In: +30 ..... Road +20 ..... Open +10 ..... Sand +0 ..... Snow -10 ..... Forest -15 ..... Rough -30 ..... Forest and Rough -35 ..... Swamp -40 ..... Mountainous  Activity of Inhabitants: +25 ..... Hostile +50 ..... Patrolled area +100 ..... If hue and cry (see Section 30.2) +30 ..... Night-adapted inhabitants at night -30 ..... Night-adapted inhabitants during day  General: -50 ..... Traveling at night * variable ..... spells used to detect groups
	Dense	Moderate	Light	Sparse			
< 01	-/-	-/-	-/-	-/-	-/-		
01-30	s/-	-/-	-/-	-/-	-/-		
31-50	e/-	s/-	-/s	-/s	-/-		
51-60	e/-	s/-	s/s	-/s	-/-		
61-70	e/-	e/-	s/s	-/s	-/s		
71-80	e/-	e/s	s/s	-/s	-/s		
81-90	e/-	e/s	e/s	-/s	-/h		
91-100	h/s	e/s	e/s	-/h	-/h		
101-120	h/h	e/s	e/h	s/h	-/h		
121-140	a/h	h/h	h/h	e/h	s/a		
141-160	a/a	a/h	h/h	e/h	e/a		
161-180	a/a	a/a	a/h	h/a	h/a		
181-200	t/a	a/a	a/a	a/a	a/t		
201+	t/t	t/t	t/t	t/t	t/t		
Encounter Result = Activity Roll – Avoidance Roll							
<b>Note:</b> This table is intended to cover the usual pattern of encounters between player characters and local inhabitants or wild beasts. The “Population Density” categories (i.e., each column) represent the relative density of social beings or inhabitants. The “Encounter Result” is the difference between the GM’s Activity Roll and the traveling group’s Avoidance Roll.							
<b>Results:</b> The letter codes before the slashes represent interaction with social beings, usually local inhabitants; letters that follow the slashes cover interaction with wild beasts. If there is a letter in both categories, the GM should roll again: a low result (i.e., 01-50) means that there is an encounter with wild beasts; a high result (i.e., 51-00) means interaction with social beings.							
<b>Encounter Codes:</b> t ..... trap or ambush or surprise attack a ..... attacking group h ..... hostile group e ..... basic encounter s ..... sighting by another group  The encounter codes are meant to be general and relative. A basic encounter with a group from an outrageously brutal or suspicious culture may be more dangerous than a hostile force of passive people. The GM should take note of the local folk and beasts to determine which type will be involved and what their relative strength will be. A simple rule of thumb: the higher the Encounter Result (i.e., the difference between the Activity Roll and the Avoidance Roll), the more dangerous the encounter. The GM may wish to increase the number of capabilities of the given inhabitants or beasts accordingly.							
<b>MODIFICATIONS TO THE AVOIDANCE ROLL:</b>  Group Size: ** +50 ..... one +20 ..... two -0 ..... 3 to 4 -10 ..... 5 to 7 -20 ..... 8 to 10 -50 ..... 11 to 20 -75 ..... 21 to 50 -100 ..... 51+  Travel Mode: +50 ..... Sneaking +20 ..... Careful walk -0 ..... Normal walk -10 ..... Jog/walk -20 ..... Slow ride -40 ..... Fast ride variable ..... Flying, boat, ship, etc.  General: +30 ..... if actively searching for something variable ..... spell used by the group -20 ..... if in camp and traveled 12 hours -40 ..... if in camp and traveled 16 hours  * – This can be lowered depending upon the lighting (e.g., moon or stars on a clear night). ** – Rangers, Animists, Elves, and Halflings count half.							
<b>Interior Illustrations:</b> Toren Atkinson, Peter Bergting, David Bezzina, John Dollar, Mike Jackson, Jennifer Meyer;							
<b>Cover Art:</b> Randy Gallagos, James Ryman;							

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PACE LIMITATIONS CHART							
Weight Penalty	Maximum Pace	MANEUVER DIFFICULTY BASED ON PACE *					
		Walk	Jog	Run	Sprint	Fast Sprint	Dash
0	Dash	none	none	none	Routine	Easy	Light
-1 to -10	Dash	none	none	none	Easy	Light	Medium
-10 to -25	Fast Sprint	none	none	Easy	Light	Medium	—
-26 to -40	Sprint	none	Easy	Light	Medium	—	—
-41 to -65	Run	Easy	Light	Medium	—	—	—
-66 to -100	Jog	Light	Medium	—	—	—	—
-101 and up	Walk	Medium	—	—	—	—	—

\* — Modify maneuvers for the walk, jog, and run paces by either three times the character's Ag stat bonus or his distance running skill bonus (use the highest). Modify maneuvers for sprint, fast sprint, and dash paces by the character's sprinting skill bonus.

PACE CHART			
Pace	Pace Multiplier	Normal Maneuver Difficulty †	Exhaustion Point Cost/Rnd
Walk	1x	none	1 every 60 rnds
Fast Walk / Jog	1.5x	none	1 every 30 rnds
Run	2x	none	1 every 12 rnds
Sprint / Fast Run	3x	easy	2/rnd
Fast Sprint	4x	light	6/rnd
Dash	5x	medium	50/rnd

† — Assumes a Weight Penalty of -1 to -10 (see the Pace Limitations Chart).

EXHAUSTION MODIFIER CHART	
Factor	Modification to Exhaustion Points Expended
Temp. above 100°F .....	2x
Temp. above 120°F .....	4x
Temp. above 130°F .....	8x
Temp. below 20°F .....	2x
Temp. below -10°F .....	3x
Temp. below -30°F .....	5x
Temp. below -50°F .....	8x
Rough Terrain .....	2x
Mountainous Terrain .....	3x
Sand .....	3x
Bog .....	4x
Hits or wounds above 25% .....	2x
Hits or wounds above 50% .....	4x
More than 10 hours without sleep .....	2x
More than 15 hours without sleep * .....	3x

\* — Increase by modification by +1x for each additional 5 hours without sleep.

ENCUMBRANCE CHART		
Number of Weight Allowance Units		Encumbrance Penalty
More Than	Less Than or Equal to	
0x	1x	0
1x	2x	-8
2x	3x	-16
3x	4x	-24
4x	5x	-32
5x	6x	-40
6x	7x	-48
7x	8x	-56
8x	9x	-64
9x	10x	-72
10x	11x	-80
11x	12x	-88
12x	13x	-96
13x	14x	-104
14x and up		-104 + (-8 per additional weight allowance)

**Note:** Encumbrance Penalty = -8 x truncated [10 x dead weight ÷ character's weight]

COMBAT EXHAUSTION CHART	
Character's Situation	Exhaustion Point Expenditure
Melee .....	1 every 2 rnds
Missile Fire .....	1 every 6 rnds
Concentration .....	1 every 6 rnds



STRATEGIC MOVEMENT RATE TABLE									
Transport Type/Pace	TERRAIN TYPE								
	Road	Open/ Path	Forest	Rough	Rough & Forest	Swamp	Sand	Moun- tainous	Snow
Sneaking	4	4	3	2	2	1.5	1.5	1	0.5
Careful walk	8	7	4	4	3	2.5	2.5	2	1
Normal walk	10	8	6	5	3	2.5	2.5	2	1.5
Jog/Walk	15‡	12‡	9‡	7‡	4†	3†	3†	3†	2†
Camel	16	16	8‡	10	6	3†	10	6	4‡
Elephant	20	20	15	12	10	4‡	5	8†	6‡
Slow Ride (Horse)	15	12	9‡	7‡	4‡	3†	6	3†	2‡
Fast Ride (Horse)	25	18‡	12†	10†	6†	4.5*	8‡	4†	3†
Mule/Donkey	12	12	10	10‡	10‡	3†	6	5‡	3‡
<b>Note:</b> Result is the miles covered in a 4 hour period. Note that the results for multiple transport types/paces may be combined to derive an average during periods when the group moves by more than one type/pace of transport. Running, sprinting, and dashing paces are not listed, since a group of characters cannot normally keep up such paces over a four hour period. They may, however, be used sparingly to increase the average of an otherwise slow gait (e.g., intermittent running, when combined with a sneaking pace, may average to a careful walk pace).									
* — Requires a maneuver roll once every 1 hour from each character.									
† — Requires a maneuver roll once every 2 hours from each character.									
‡ — Requires a maneuver roll once every 4 hours from each character.									
<b>WEATHER &amp; VISIBILITY MODIFIERS:</b>									
<b>% of Normal Movement Rate</b>					<b>Condition</b>				
100% .....					At night, all characters have nightvision				
10% .....					At night, no characters have nightvision				
50% .....					At night, < 50% of characters have nightvision				
75% .....					At night, ≥ 50% of characters have nightvision				
<b>% of Normal Movement Rate</b>					<b>Condition</b>				
100% .....					Light Rain				
75% .....					Normal Rain				
50% .....					Fog, snow, or heavy rain *				
25% .....					Electrical or sand storm **				

MAGIC ITEM PRICING TABLE																						
<b>COST =</b> (Base Cost + Additional Cost) x Multiplicative Factors					<b>BASE COST:</b> A piece of Rune Paper (holds one spell) ..... 1 gp A vial of Potion (holds one spell) ..... 10 gp A Charge Item: Wand ..... 10 gp + the normal cost of the item Rod ..... 30 gp + the normal cost of the item Staff ..... 100 gp + the normal cost of the item A Daily Item ..... 20 gp + the normal cost of the item +1 spell adder ..... 50 gp +2 spell adder ..... 100 gp +3 spell adder ..... 200 gp +4 spell adder ..... 400 gp x2 spell multiplier ..... 200 gp x3 spell multiplier ..... 400 gp A bonus item ..... the normal cost of the item																	
<b>MULTIPLICATIVE FACTORS:</b> <table><tr><td><b>Due to Item Bonus</b></td><td><b>Due to Item Weight</b></td></tr><tr><td>10x ... +5 bonus</td><td>1x ... 100% of weight given</td></tr><tr><td>50x ... +10 bonus</td><td>10x ... 80–99% of weight given</td></tr><tr><td>250x ... +15 bonus</td><td>50x ... 60–79% of weight given</td></tr><tr><td>1000x ... +20 bonus</td><td>100x ... 40–59% of weight given</td></tr><tr><td>5000x .... +25 bonus</td><td></td></tr></table>					<b>Due to Item Bonus</b>	<b>Due to Item Weight</b>	10x ... +5 bonus	1x ... 100% of weight given	50x ... +10 bonus	10x ... 80–99% of weight given	250x ... +15 bonus	50x ... 60–79% of weight given	1000x ... +20 bonus	100x ... 40–59% of weight given	5000x .... +25 bonus							
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1000x ... +20 bonus	100x ... 40–59% of weight given																					
5000x .... +25 bonus																						
<b>ADDITIONAL COST (in gold pieces) DUE TO IMPLANTED SPELLS:</b>																						
<b>Type of Item or Bonus</b>	<b>Level of the Spell in the Item *</b>																					
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>												
Rune Paper	3	10	20	30	40	60	80	100	125	150												
Potion	5	15	30	45	60	90	120	150	200	225												
Daily Item †	15	50	100	150	200	300	400	500	600	750												
Wand	10	30	—	—	—	—	—	—	—	—												
Rod	40	80	120	150	200	—	—	—	—	—												
Staff	100	150	200	250	300	400	500	600	700	800												
<b>Note:</b> Recharging a wand, rod or staff after it has been exhausted costs half of the above—although, finding someone with both the skill and the willingness to perform such an operation may be difficult.																						
* – Channeling spells cost double these prices.																						
† – Once per day; add half of factor for each additional time per day.																						



HEALING RECOVERY TABLE			
Burn	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	4	20	48
-25 – 15	3	15	36
16 – 65	2	10	24
66 or more	1	5	12
Bone	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	7	28	70
-25 – 15	5	20	50
16 – 35	3	12	30
36 – 65	2	8	20
66 or more	1	4	10
Skin/Tissue	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	5	25	40
-25 – 15	3	15	24
16 – 35	2	10	16
36 or more	1	5	8
Head	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	13	78	130
-25 – 15	10	60	100
16 – 35	7	42	70
36 – 65	5	30	50
66 – 90	3	18	30
91 – 105	2	12	20
106 or more	1	6	10
Organ	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	13	65	130
-25 – 15	9	45	90
16 – 35	6	30	60
36 – 65	4	20	40
66 – 90	3	15	30
91 – 105	2	10	20
106 or more	1	5	10
Muscle/ Tendon	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	11	44	88
-25 – 15	7	28	56
16 – 35	4	16	32
36 – 65	3	12	24
66 – 90	2	8	16
91 or more	1	4	8
<b>Note:</b> To use this table, roll d100 (open-ended and add 3x the character’s Co stat bonus. Then look up the result in the section for the most appropriate type of wound. The result is the normal number of days needed for a given wound to heal. Some races heal faster or slower than others. Each race has a healing “recovery multiplier”—just multiply this factor by the normal number of healing days to get the actual number of healing days required.			

STAT LOSS TABLE					
Rounds After Death	Race Type				
	1	2	3	4	5
1 – 6	0	1d2-1	1d5-1	1d5-1	1d10
7 – 18	1d2-1	1d5-1	1d5-1	1d10	2d10-1
19 and up	1d5-1	1d5+1	1d10	2d10-1	2d10-1

RACE HEALING FACTORS TABLE			
Race	# Rnds. To Soul Departure	Race Type for Stat Loss	Recovery Multiplier
Common Men	12	2	x1.0
Mixed Men	11	2	x0.9
High Men	10	2	x0.75
Wood Elves	3	3	x1.5
Grey Elves	2	4	x2.0
High Elves	1	5	x3.0
Half-elves	6	3	x1.5
Dwarves	21	1	x0.5
Halflings	18	1	x0.5
Common Orcs	1	2	x0.5
Greater Orcs	1	2	x0.5
Half-orcs	6	2	x0.75





KILL EP CHART											
Opponent's Level	Level of the Character Delivering the "Killing" Blow										
	1	2	3	4	5	6	7	8	9	10	10+
0	50	45	40	35	30	25	20	15	10	5	0
1	200	150	130	110	100	90	80	70	60	50	40
2	250	200	150	130	110	100	90	80	70	60	50
3	300	250	200	150	130	110	100	90	80	70	60
4	350	300	250	200	150	130	110	100	90	80	70
5	400	350	300	250	200	150	130	110	100	90	80
6	450	400	350	300	250	200	150	130	110	100	90
7	500	450	400	350	300	250	200	150	130	110	100
8	550	500	450	400	350	300	250	200	150	130	130
9	600	550	500	450	400	350	300	250	200	150	150
10+	*	*	*	*	*	*	*	*	*	*	*

**Note:** Result is a number of experience points received by the character delivering the "Killing" blow (this result is reduced by an amount equal to the EPs awarded for individual criticals delivered).

\* — EPs awarded for levels above 9th are:  $200 + (50 \times (\text{opponent's level} - \text{character's level}))$  with a minimum of 200.

SPELL EP CHART											
Spell Level	Level of the Character Casting the Spell										
	1	2	3	4	5	6	7	8	9	10	11+
1	100	90	80	70	60	50	40	30	20	10	*
2	110	100	90	80	70	60	50	40	30	20	*
3	120	110	100	90	80	70	60	50	40	30	*
4	130	120	110	100	90	80	70	60	50	40	*
5	140	130	120	110	100	90	80	70	60	50	*
6	150	140	130	120	110	100	90	80	70	60	*
7	160	150	140	130	120	110	100	90	80	70	*
8	170	160	150	140	130	120	110	100	90	80	*
9	180	170	160	150	140	130	120	110	100	90	*
10	190	180	170	160	150	140	130	120	110	100	*
11+	200	*	*	*	*	*	*	*	*	*	*

**Note:** Result is a number of experience points received by the character casting the spell.

\* — For characters and/or spells above 10th level the spell EP result is:  
 $100 - (10 \times (\text{level of the caster} - \text{level of the spell cast}))$  with a maximum result of 200 and a minimum result of 0.

CRITICAL EP CHART					
Opponent's Level	Critical Delivered				
	A	B	C	D	E
0	3	5	8	10	13
1	5	10	15	20	25
2	10	20	30	40	50
3	15	30	45	60	75
4	20	40	60	80	100
5	25	50	75	100	125
6	30	60	90	120	150
7	35	70	105	140	175
8	40	80	120	160	200
9	45	90	135	180	225
10	50	100	150	200	250
for each level above 10th	+5	+10	+15	+20	+25
to self *	100	200	300	400	500

\* — These points are awarded to a character for criticals inflicted upon him by a foe, for these points the "level of the foe" is always treated as 20.

MANEUVER EP CHART	
Routine .....	0
Easy .....	5
Light .....	10
Medium .....	50
Hard .....	100
Very Hard .....	150
Extremely Hard .....	200
Sheer Folly .....	300
Absurd .....	500

**Note:** Result is a number of experience points received by the character making the maneuver.

MASTER CHARACTER TABLE																		
Profession	Level	AT (DB)	Hits	PPs	#1 OB	#2 OB	Locks/ MMP		Climb/ Traps	Swim	Alert.    Obser.		#ranks Spells	Ambush (ranks)	Stalk/ Hide	Attune/ Runes	#ranks Lang.	Lore/ Craft ‡
Fighter	1	8(30s)	56	0	50me	45ms	-15	-30	20		2	5	0	5(1)	10	-30	32	10(2)
	5	17(30s)	109	9	95me	93ms	-15	19	34		13	29	0	29(4)	44	-21	33	39(4)
	10	20(30s)	143	15	122me	122ms	-45	33	49		17	54	1	44(7)	68	14	34	64(6)
	15	20(30s)	162	15	135me	135ms	-45	43	64		20	65	1	62(11)	89	14	35	64(11)
	20	20(30s)	172	21	140me	140ms	-45	59	70		23	74	2	74(15)	98	19	36	64(16)
Thief	1	6(15)	35	0	35ms	20me	0	25	30		12	20	0	30(2)	35	-30	32	15(2)
	5	9(24)	68	15	54ms	39me	-5	64	59		26	44	1	79(10)	74	14	33	54(4)
	10	9(24)	94	21	79ms	54me	-5	89	80		30	72	2	109(20)	97	24	35	69(11)
	15	9(24)	114	27	94ms	64me	-5	109	95		35	84	3	124(30)	115	34	36	69(16)
	20	9(24)	130	39	109ms	79me	-5	119	107		40	99	5	129(40)	125	39	38	69(21)
Rogue	1	7(30s)	41	0	50me	45ms	-10	15	35		7	15	0	25(2)	25	-30	32	15(2)
	5	13(30s)	86	15	79me	64ms	-10	49	69		20	39	1	59(7)	64	14	34	49(4)
	10	13(30s)	114	21	104me	89ms	-10	60	84		25	54	2	89(15)	86	19	35	69(9)
	15	13(30s)	136	27	114me	104ms	-10	84	112		30	70	3	107(22)	106	24	37	69(14)
	20	13(30s)	148	33	119me	119ms	-10	101	124		35	79	4	119(30)	116	34	38	69(19)
Warrior Monk	1	1(25a)	51	0	25ma	25ma	0	-30	15		11	15	0	10(1)	15	-30	32	10(2)
	5	1(74a)	104	9	70ma	70ma	0	14	34		22	29	0	29(3)	44	-21	34	34(4)
	10	1(104a)	140	15	98ma	98ma	0	24	39		25	39	1	49(7)	64	14	36	49(6)
	15	1(119a)	158	15	122ma	122ma	0	34	49		27	44	1	64(10)	79	14	38	64(8)
	20	1(124a)	168	21	129ma	129ma	0	39	59		30	54	2	73(13)	94	19	40	64(13)
Layman	1	5(0)	35	0	20me	15ms	0	5	20		6	10	0	-30(0)	5	-25	35	25(5)
	5	8(12)	71	18	42me	32ms	-15	27	42		20	32	0	17(1)	27	-13	38	76(11)
	10	8(12)	97	24	52me	42ms	-15	37	52		21	42	1	27(3)	42	22	41	91(21)
	15	8(12)	117	30	67me	47ms	-15	52	67		23	52	1	37(5)	52	27	44	91(31)
	20	8(12)	130	36	73me	57ms	-15	62	73		25	65	2	47(7)	65	32	47	91(41)
Pure Channeling User	1	6(30s*)	30	16	20me	20me	0	-25	15		16	15	13	-25(0)	10	15	35	25(3)
	5	10(30s*)	51	43	49me	39me	-10	19	29		26	34	74	19(1)	24	39	40	78(10)
	10	10(30s*)	63	73	64me	49me	-10	24	39		28	44	157	24(2)	34	59	45	78(15)
	15	10(30s*)	81	98	79me	64me	-10	29	44		30	59	240	29(3)	44	75	50	78(20)
	20	10(30s*)	89	123	92me	70me	-10	34	54		31	69	323	34(4)	49	87	55	78(25)
Pure Essence User	1	1(0*)	30	16	20ds	10me	0	-25	10		1	10	13	-30(0)	5	25	35	25(3)
	5	1(12*)	51	43	72ds	27me	0	19	24		12	34	74	14(1)	19	54	40	78(10)
	10	1(12*)	63	73	102ds	32me	0	24	34		13	49	157	19(2)	34	80	45	78(15)
	15	1(12*)	81	98	117ds	37me	0	29	44		15	64	240	24(3)	44	98	50	78(20)
	20	1(12*)	89	123	122ds	42me	0	34	49		17	84	323	29(4)	54	110	55	78(25)
Pure Mentalism User	1	5(30s*)	30	17	15me	5me	0	-30	10		12	15	13	-25(0)	10	15	35	20(3)
	5	13(30s*)	51	48	44me	22me	-10	14	29		22	34	74	19(1)	29	44	40	73(10)
	10	13(30s*)	63	83	59me	27me	-10	19	34		24	44	157	24(2)	34	69	45	73(15)
	15	13(30s*)	81	113	74me	37me	-10	24	44		25	59	240	29(3)	44	84	50	73(20)
	20	13(30s*)	89	143	87me	42me	-10	29	54		27	69	323	34(4)	54	99	55	73(25)
Hybrid User	1	1(0*)	30	16	10me	5ds	0	-25	10		16	20	12	-20(0)	15	25	35	20(3)
	5	1(6*)	48	43	27me	37ds	0	19	24		27	39	70	24(1)	29	44	40	73(10)
	10	1(6*)	60	73	32me	62ds	0	24	34		28	49	148	29(2)	39	59	45	73(15)
	15	1(6*)	78	98	37me	77ds	0	29	44		30	64	227	34(3)	49	74	50	73(20)
	20	1(6*)	86	123	42me	92ds	0	34	49		32	74	305	39(4)	54	85	55	73(25)
Semi Channeling User	1	6(30s*)	45	11	20me	20me	0	-25	20		16	20	3	15(1)	15	-25	32	10(3)
	5	10(30s*)	84	26	62me	49me	-10	19	44		27	39	19	34(3)	34	19	34	62(4)
	10	10(30s*)	104	38	88me	64me	-10	24	59		30	54	40	44(7)	49	24	36	72(14)
	15	10(30s*)	124	56	102me	79me	-10	29	70		33	64	61	69(10)	64	29	38	72(19)
	20	10(30s*)	142	68	115me	92me	-10	34	82		35	74	82	88(13)	72	39	40	72(24)
Semi Essence User	1	1(0*)	35	11	20me	10ma	0	10	25		12	15	3	-25(0)	10	-20	32	15(3)
	5	1(12*)	74	26	57me	42ma	0	24	49		25	39	19	29(3)	34	24	34	70(10)
	10	1(12*)	94	38	82me	67ma	0	34	64		29	54	40	44(6)	49	34	36	75(15)
	15	1(12*)	114	56	100me	82ma	0	39	81		33	69	61	59(9)	64	44	38	75(20)
	20	1(12*)	132	68	109me	97ma	0	49	90		38	84	82	70(12)	73	49	40	75(25)
Semi Mentalism User	1	5(30s*)	35	12	20me	20me	0	-25	15		7	15	3	19(1)	10	15	32	15(3)
	5	13(30s*)	74	29	57me	49me	-10	24	39		19	39	19	34(4)	39	39	35	67(4)
	10	13(30s*)	94	43	82me	64me	-10	29	65		22	49	40	54(8)	59	54	38	77(14)
	15	13(30s*)	114	64	100me	79me	-10	39	80		25	69	61	70(12)	73	69	41	77(19)
	20	13(30s*)	132	78	109me	92me	-10	49	91		29	78	82	82(16)	85	81	44	77(24)
‡ — The first number is the skill bonus for each craft/lore skill, while the second number is the number of craft/lore skills.																		
<b>Key:</b> Unless otherwise noted, the values given are skill bonuses. <i>DB codes:</i> s = includes shield bonus; a = includes adrenal defense; * = this value is often increased by bonuses from spells. <i>OB codes:</i> me = melee attack (with a weapon); ms = missile attack; ma = martial arts attack; ds = directed spell attack.																		

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## ACCESSORY CHART

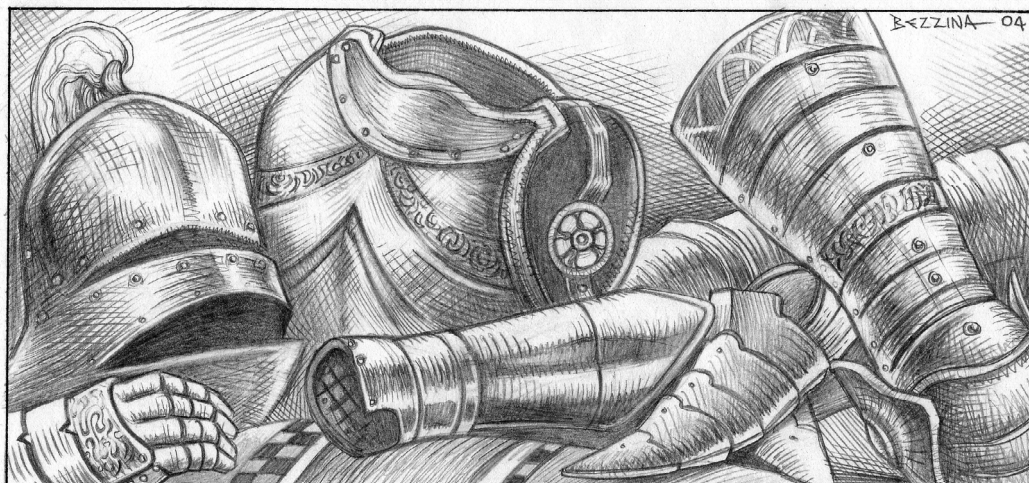
ID#	Item	Cost	Weight	Prod. Time	Other Notes
001	Arrows (20)	4bp	3 lbs.	1 day	Wooden shafts and iron tips.
002	Backpack	2bp	2-3 lbs.	1 day	Leather or canvas. Holds 20 lbs; 1 cubic foot.
003	Bedroll (light)	2bp	4-7 lbs.	0.5 days	Wool blanket. 2 season.
004	Bedroll (heavy)	7bp	8-11 lbs	1 day	Wool/fur. 4 season.
005	Boots	1sp	3-4 lbs.	3 days	Leather.
006	Brush (writing)	5cp	0.25 lbs.	4 hrs	Wooden shaft with hair bristles. Capped.
007	Bucket	4bp	2-3 lbs.	1 day	Copper. Holds 3 gallons.
008	Caltrops (5)	8bp	2 lbs.	1 day	Portable spike traps.
009	Candle	4cp	0.25 lbs.	0.5 days	Wax or tallow. Lights 10' diameter; burns 2 hrs.
010	Case	4sp	1 lb.	2 days	Water-resist. Made of leather. 12" x 3" x 6".
011	Cask	24bp	5 lbs.	1.5 days	Wood. Holds 4 gallons.
012	Chain	6bp	8-10 lbs	1 day	Iron. 10'.
013	Chalk (10)	2bp	0.25 lbs.	2 hrs	White. 5" long.
014	Charcoal	22cp	1 lb.	0.5 days	Hot, 4-hour fire.
015	Chisel	9bp	1 lb.	1 day	Iron. -40 dagger.
016	Cloak	9bp	2-3 lbs.	1 day	Heavy linen or wool.
017	Climbing pick	28bp	2 lbs.	1 day	Iron. -15 war mattock.
018	Coat	15bp	5-9 lbs.	2 days	Leather or heavy linen.
019	Crossbow bolts (20)	11bp	3 lbs.	2 days	Wooden shafts with iron tips.
020	Fire-starting bow	8tp	0.5 lbs.	1 hr	Starts fire in 5 minutes.
021	Flint and steel	1bp	0.5 lbs.	—	Starts fire in 3 minutes.
022	Framepack	33cp	3-4 lbs.	1.5 days	Canvas. Holds 45 lbs; 2 cubic feet.
023	Gloves	2bp	0.5 lbs.	1 day	Heavy leather; lined.
024	Grappling hook	1sp	1 lb.	1 day	Iron. Grip fails on a 02-03 on a maneuver roll.
025	Hammer	1sp	1 lb.	1 day	Iron. -30 mace.
026	Hammock	1bp	2-3 lbs.	3 days	Rope; wood spreaders; iron hooks.
027	Harness	1sp	4 lbs.	2 days	Leather/iron. Includes bit and reins.
028	Hat	6bp	1 lb.	1 day	Leather.
029	Hood	16cp	0.5 lbs.	0.5 day	Covers head & shoulders.
030	Ink	14cp	0.25 lbs.	—	Black; non-soluble.
031	Ladder	32cp	15 lbs.	2 days	Wood. 10'. Bears 400 lbs.
032	Lantern	12bp	1-2 lbs.	4 days	Lights 40' diameter.
033	Lock pick kit	1sp	0.5 lbs.	2 days	+5 skill bonus to Lock Picking.
034	Mirror	35bp	0.5 lbs.	1 day	Silvered glass. 6" x 4".
035	Nails (20)	9tp	0.5 lbs.	3 hrs	Iron. 3" length.
036	Oar	6cp	4-5 lbs.	7 hrs	Wood. 6'-8'.
037	Oil flask	3bp	1 lb.	1 day	Includes 1 pint oil (6 hr refill).
038	Padded Undercoat	6bp	2-4 lbs.	2 days	Heavy linen or wool.
039	Paddle	5cp	3 lbs.	5 hrs	Wood. 4'-5'.
040	Padlock	23bp	1 lb.	2 days	Iron; with 2 keys. +0 to Lock picking attempts.
041	Pants	25cp	1-2 lbs.	1 day	Linen.
042	Paper (10)	12bp	0.25 lbs.	1 day	10 sheets. 12" x 6".
043	Parchment (10)	2sp	0.25 lbs.	1 day	10 sheets. 12" x 6". Very durable.
044	Pegs (10)	9tp	2 lbs.	2 hrs	Wood.
045	Pitons (10)	2bp	2-3 lbs.	1 day	Iron.
046	Plank	6tp	11-12 lb.	4 hrs	Wood. 10' x 6' x 2". Bears 350 lbs.
047	Pole	5cp	5-10 lbs.	3 hrs	Wood. 10'.
048	Pot (cooking)	7bp	2-3 lbs.	1 day	Iron. Holds 2 gallons.
049	Quill-pens (10)	4cp	0.25 lbs.	2 hrs	Goose feather quills.
050	Quiver	1bp	0.5 lbs.	1 day	Holds 20 arrows/bolts.
051	Rope	4bp	4-7 lbs.	3 days	Hemp. 50'.
052	Rope (superior)	12bp	2-4 lbs.	5 days	Reinforced hemp. 50'.
053	Sack (50 lb)	8cp	2-3 lbs.	2 hrs	Holds 50 lbs. 3 cubic feet.
054	Saddle	5sp	10-12 lb.	6 days	Includes stirrups, blanket.
055	Saddle bag	8bp	4-6 lbs.	2 days	Holds 15 lbs. 1.5 cubic feet.
056	Saw	23bp	2-3 lbs.	2 days	Iron. 24" wood-tool.
057	Scabbard (belt)	25bp	1 lb.	1 day	Holds one 1-h weapon.
058	Scabbard (shoulder)	3sp	1.5 lbs.	1 day	Holds one 2-h weapon.
059	Shirt	3bp	1 lb.	1.5 days	Linen
060	Spade	16bp	3-4 lbs.	1 day	Iron. Wood shaft.
061	Sundial	3sp	1 lb.	2 days	Iron. Gives approximate time.
062	Surcoat	9bp	1-2 lbs.	1.5 days	Linen
063	Tarp	1bp	3-5 lbs.	2 hrs	Canvas. 5' x 8'.
064	Tent	2sp	8-10 lbs.	2 days	Canvas. 5' x 8'. Two man.
065	Tinderbox	2cp	0.25 lbs.	0.5 days	Wood. Enough for 7 fires.
066	Torch	3tp	1 lb.	1 hr	Lights 20' diameter. (6 hrs).
067	Vial	2bp	0.25 lbs.	2 hrs	Glass. Holds 2 oz.
068	Water skin	1cp	0.25 lbs.	6 hrs	Holds 1 pint (.5 lbs).
069	Weapon belt	5bp	1 lb.	0.5 days	Holds 2 scabbards, 3 pouches.
070	Wedge (staying)	1cp	1 lb.	1 hr	Hardwood.
071	Wedge (splitting)	3cp	3 lbs.	2 hrs	Iron.
072	Wire (10 gauge)	9bp	3 lbs.	5 hrs	Iron. 100'.
073	Whistle	2sp	0.5 lb.	1 day	Wood/iron. 4". Range 1+ mi.

## ARMOR CHART

ID#	Item	AT	Cost	Prod. Time	Weight	Note
101	Leather Jerkin	5	1sp	1 day	7-12 lbs.	Vest which covers abdomen.
102	Arm Greaves	—	1sp	2 days	2-3 lbs.	Protects versus arm crits.
103	Leg Greaves	—	1sp	2 days	3-4 lbs.	Protects versus leg crits.
104	Leather Coat	6	6sp	6 days	15-20 lbs.	Protects most of legs.
105	Rein. Leather Coat	7	9sp	2 weeks	17-25 lbs.	Protects most of legs.
106	Rein. Full Leather Coat	8	11sp	16 days	19-30 lbs.	Protects legs and arms.
107	Leather Breastplate	9	45bp	4 days	10-18 lbs.	Rigid vest which covers abdomen.
108	Chain Shirt	13	15sp	3 weeks	15-25 lbs.	Covers abdomen, half upper arms.
109	Full Chain*	15	65sp	2 months	35-50 lbs.	Long-sleeved shirt and leggings.
110	Chain Hauberk	16	55sp	35 days	35-40 lbs.	Long coat that covers arms and legs.
111	Breastplate	17	20sp	21 days	20-30 lbs.	2 pc. metal vest. Covers abdomen.
112	Half Plate	19	100sp	10 weeks	50-70 lbs.	Plate/chain. Covers whole body.
113	Full Plate*	20	200sp	4 months	60-85 lbs.	Plate covering all exposed areas.
114	Target Shield	—	35bp	3 days	3-10 lbs.	+20 vs. melee; +10 vs. missile.
115	Normal Shield	—	55bp	5 days	10-20 lbs.	+20 versus melee or missile.
116	Full Shield	—	7sp	6 days	15-30 lbs.	+25 versus melee or missile.
117	Wall Shield	—	9sp	7 days	30-50 lbs.	+30 vs. melee; +40 vs. missile.
118	Leather Helmet	—	15bp	1 day	1-2 lbs.	Padded skullcap.
119	Superior Leather Helm	—	25bp	1.5 days	1.5-2.5 lbs.	Reinforced metal/leather.
120	Plate Helm	—	35bp	1 day	1.5-3 lbs.	Interlocking, overlapping plates.
121	Pot Helm	—	4sp	3 days	1.5-3 lbs.	Reinforced metal skullcap.
122	Full Helm	—	9sp	8 days	2.5-5 lbs.	Covers neck and face; has vent slits.
123	Visored Helm	—	125bp	10 days	2-5 lbs.	Covers neck; movable face covering.
124	Aventail	—	3sp	5 days	1 lb.	Chain neck armor; attaches to helm.
125	Leather Barding	7	35sp	2 weeks	100 lbs.	Covers horse's trunk. -15 to manuev.
126	Chain Barding	16	150sp	40 days	160 lbs.	Covers horse's trunk. -20 to manuev.
127	Plate Barding	19	300sp	4 months	190 lbs.	Covers horse's trunk. -30 to manuev.
128	Leather Chanfron	—	6sp	1 week	15 lbs.	Covers horse's head. Treat as helm.
129	Plate Chanfron	—	9sp	9 days	25 lbs.	Covers horse's head. Treat as helm.
130	Leather Crinet	—	5sp	6 days	25 lbs.	Covers horse's neck. -5 to manuev.
131	Chain Crinet	—	27sp	10 days	31 lbs.	Covers horse's neck. -5 to manuev.
132	Plate Crinet	—	60sp	20 days	38 lbs.	Covers horse's neck. -5 to manuev.
133	Leather Bracer	—	1sp	1 day	0.5 lbs.	Wrist-guard. 25% greave prot.
134	Plate Bracer	—	2sp	2 days	0.75 lbs.	Wrist-guard. 50% greave prot.
135	Metal Gauntlet	—	2sp	4 days	0.5 lbs.	+5 Brawling OB

\* Helm of choice included in price.

**Note:** Armor types 3, 4, 11, and 12 are animal armors, natural body coverings with no normal armor equivalents. One cannot achieve such an AT without acquiring some enchanted and specially designed armor (e.g., magic fell beast skin). ATs 10, 14, and 18 are achieved by using the appropriate base armor (9, 13, and 17, respectively) with greaves.





TRANSPORT CHART								
ID#	Item	Cost	ft/rnd	mi/hr	Man.	Ht/Wt	Capacity	OB
401	Camel (draft)	12gp	60	4	+10	7' / 900	350 lbs.	—
402	Camel (racing)	40gp	90	6	+20	7' / 750	200 lbs.	—
403	Elephant	50gp	120	8	+10	12' / 11,000	1,000 lbs.	—
404	Horse (light)	45sp	100	7	+40	5' / 800	200 lbs.	+5
405	Horse (medium)	60sp	110	7.5	+25	6' / 900	300 lbs.	+5
406	Horse (heavy)	80sp	80	5	+10	6'+ / 1,300	400 lbs.	+5
407	Llama/alpaca	7gp	100	7	+30	4' / 200	50 lbs.	—
408	Mule/donkey	32sp	90	6	+20	4'+ / 550	250 lbs.	—
409	Ox	95sp	60	4	+20	5' / 2,000	700 lbs.	—
410	Pony (mature)	40sp	70	4.5	+30	4' / 500	180 lbs.	—
411	Sled dog	13sp	110	7.5	+20	2.5' / 85	40 lbs.	—
412	Warhorse (lesser)	20gp	90	6	+30	6' / 950	350 lbs.	+20
413	Warhorse (greater)	75gp**	80	5	+40	6'+ / 1,100	375 lbs.	+30
414	Boat (small)	7gp	30***	2.5***	—	10' / 200	1,000 lbs.	—
415	Boat (medium)	11gp	40***	3***	—	20' / 800	4,000 lbs.	—
416	Boat (large)	40gp	30***	2.5***	—	30' / 2,000	7,000 lbs.	—
417	Canoe	8gp	50***	3.5	—	15' / 130	700 lbs.	—
418	Chariot (war)	16gp	90	6	+20	15' / 400	400 lbs.	+25
419	Coracle	8sp	30***	2.5***	—	7' / 140	700 lbs.	—
420	Dog-sled	7gp	90	6	-10	11'+ / 350	450 lbs.	—
421	Hand-cart	11sp	40	3	-70	4.5' / 100	250 lbs.	—
422	Horse-cart (open)	4gp	50	3.5	-25	6' / 450	800 lbs.	—
423	Ship (small)	80gp	40***	3***	—	45' / 6,000	19,000 lbs.	—
424	Ship (medium)	190gp	30***	2.5***	—	60' / 12,000	35,000 lbs.	—
425	Ship (large)	650gp	30***	2.5***	—	80' / 20,000	55,000 lbs.	—
426	Skis	7cp	90	6	-10	6' / 15	300 lbs.	—
427	Sledge (covered)	12cp	70	4.5	-20	10' / 100	400 lbs.	—
428	Wagon (open)	6gp	50	3.5	-30	8' / 600	1,200 lbs.	—
429	Wagon (closed)	9gp	40	3	-40	9' / 850	1,300 lbs.	—
430	Coach service	1bp+1cp/mi	60	4	—	—	—	—
431	Ferry service	1bp+2cp/mi	30	2.5	—	—	—	—
432	Ship passage	5bp+2tp/mi	30***	2.5***	—	—	—	—
433	Toll charge	1cp	—	—	—	—	—	—
* Height is at shoulder level. Size reflects low to average. ** Rarely available unless purchased from lord or wealthy dealer. *** Speed in dead water. Add or subtract the affect of currents and winds.								

FOOD, LODGING, AND SERVICES CHART			
ID#	Good/Service	Cost	Note
301	Beer/ale	2tp	Pint.
302	Brandy	10tp	Half-pint.
303	Cider	1tp	Pint.
304	Mead	5tp	Pint.
305	Wine	6tp	Pint.
306	Light meal	6tp	1% chance of illness*.
307	Normal meal	10tp	1% chance of illness*.
308	Heavy meal	12tp	1% chance of illness*.
309	Week's rations	5cp	Normal spoilage. 18 lbs.
310	Trail rations	1bp	1 week. Preserved. 14 lbs.
311	Greatbread	3gp	1 week. Preserved. 4 lbs.
312	Waybread	15gp	1 month. Preserved. 4 lbs.
313	Poor lodging	1cp	Per night. Communal sleeping.
314	Average lodging	2cp	Per night. Separate bedding.
315	Good lodging	22tp	Per night. Separate room.
316	Stable	2tp	Per day. Includes food for beast.
317	Hospitalization	6cp	2 times heal rate. Bedding, food, care. Often a fee in the form of a required "contribution."
318	Library Access	1sp	4 hour visit. No withdrawals.
319	Public Bath	5tp	1% chance of disease*. Gender separation.
320	Private Bath	1cp	0% chance of disease*. Must pay extra for oils and perfumes.
321	Scribe	1cp	Per page of simple text.
322	Crier/Herald	5tp	Per announcement. Announced once per hour for 4 hours.
323	Legal Services	3sp	Per legal appearance (approximately 3 hours of work).
324	Laundry	3tp	Per laundry load (simple laundry care).
325	Leather care	6tp	Per item to be handled (includes simple repairs and cleaning).
326	Metal care	12tp	Per item to be handled (includes simple repairs and cleaning).
327	Personal grooming	3cp	Per visit (approximately 1 hour).
328	Research	1sp	Per simple topic.
* This risk may be increased or reduced by circumstance, or by prudent instructions, additional payment, etc.			

WEAPON CHART									
ID#		Item	Cost	Type	Prod. Time	Weight	Breakage Numbers *	Weapon Strength *	Fumble
500	[ax]	Axe	2sp	1he	1 day	4-6 lbs.	1-7	56-64(w)	01-04
501	[bd]	Bastard Sword	20sp	1he/2h	45 days	4-6 lbs.	1-4/1-5	68-82	01-04/05
502	[ba]	Battle Axe	13sp	2h	2 days	5-9 lbs.	1-8	65-75(w)	01-05
503	[bj]	Blackjack	2cp	1hc	6 hours	0.5 lbs.	1-8	47-53(s)	01
504	[bp]	Blowpipe	12sp	mis	1 day	2-4 lbs.	—	—	01-05
505	[br]	Boar Spear	25bp	pa	1 day	3-6 lbs.	1-5	47-53(w)	01-05
506	[bo]	Bola (2 handed)	5sp	th	1 day	2-6 lbs.	1-6	47-53(s)	01-07
507	[bm]	Boomerang	2sp	th	12 hours	0.5 lbs.	1-7	47-53(w)	01-04
508	[bs]	Broadsword	10sp	1he	3 days	3-5 lbs.	1-7	75-86	01-03
509	[ca]	Cat-o'-nine tails	1sp	1hc/1he	1 day	3-5 lbs.	1-4	56-64(s)	01-07
510	[cm]	Claymore	20sp	1he	3 days	5-10 lbs.	1-8	68-82	01-04
511	[cl]	Club	1cp	1hc	6 hours	3-7 lbs.	1-8	46-54(w)	01-04
512	[cb]	Composite Bow	17sp	mis	14 days	2-3 lbs.	—	—	01-04
513	[xh]	Crossbow, Hvy	25sp	mis	16 days	8-12 lbs.	—	—	01-05
514	[xl]	Crossbow, Lt.	11sp	mis	7 days	4-8 lbs.	—	—	01-05
515	[cd]	Cudgel	5cp	1hc/2h	12 hours	2-4 lbs.	1-8	47-53(w)	01-03
516	[cu]	Cutlass	9sp	1he	2 days	3-5 lbs.	1-6	73-87	01-03
517	[da]	Dagger	3sp	1he/th	1 day	0.75 lbs.	1-6	74-86	01
518	[dt]	Dart	1sp	th	6 hours	0.5-1 lbs.	1-6	38-42(w)	01-05
519	[di]	Dirk	4sp	1he	1 day	0.75 lbs.	1-6	73-87	01
520	[fa]	Falchion	15sp	1he	3 days	3.5-5 lbs.	1-7	74-86	01-05
521	[fl]	Flail	19sp	2h	5 days	4-8 lbs.	1-7	65-75	01-08
522	[fo]	Foil	21sp	1he	5 days	2-3.5 lbs.	1-3	28-32	01-03
523	[hb]	Halbard	14sp	pa	2 days	6-9 lbs.	1-7	65-75(w)	01-07
524	[ha]	Handaxe	5sp	1he	1 day	4-6 lbs.	1-7	65-75(w)	01-04
525	[hp]	Harpoon	25bp	th	1 day	4-8 lbs.	1-6	47-53(w)	01-04
526	[ja]	Javelin	3sp	pa/th	1 day	3-5 lbs.	1-5	38-42(w)	01-04
527	[jo]	Jo	3cp	1hc/2h	12 hours	2.5-6 lbs.	1-6/1-7	47-53(w)	01-03/05
528	[ka]	Katana	23sp	1hs/2h	5 days	4-6 lbs.	1-7	76-92	01-03
529	[la]	Lance	5sp	pa	1 day	8-15 lbs.	1-8	56-74(w)	01-07
530	[lo]	Lasso	4tp	th	6 hours	2-5 lbs.	1-4	46-54(s)	01-06
531	[lb]	Long Bow	10sp	mis	9 days	2-3 lbs.	—	—	01-05
532	[ls]	Long Sword	18sp	1he	4 days	3.5-8 lbs.	1-6	64-76	01-04
533	[ma]	Mace	6sp	1hc	2 days	3.5-8 lbs.	1-8	74-86(w)	01-02
534	[mg]	Main Gauche	12sp	1he	3 days	1-2 lbs.	1-6	65-75	01-02
535	[ms]	Morning Star	16sp	1hc	2 days	4-8 lbs.	1-7	65-75(w)	01-08
536	[nf]	Net (fishing)	1sp	1hc/th	3 days	3-5 lbs.	1-5	56-64(s)	01-08
537	[ng]	Net (gladiator)	7sp	1hc/th	7 days	2-4 lbs.	1-5	56-64(s)	01-05
538	[nd]	No-dachi	25sp	2h	6 days	5-9 lbs.	1-7	68-82	01-05
539	[nu]	Nunchaku	4cp	1hc/2h	1 day	1-2 lbs.	1-7	47-53(w)	01-07
540	[pi]	Pick	4sp	2h	2 days	3-7 lbs.	1-8	47-53(w)	01-06
541	[pl]	Pilum	10sp	pa/th	2 days	4-7 lbs.	1-6	38-42(w)	01-05
542	[qs]	Quarterstaff	5cp	2h	1 day	3-5 lbs.	1-7	66-74(w)	01-03
543	[ra]	Rapier	22sp	1he	5 days	1.5-3 lbs.	1-4	38-42	01-04
544	[sa]	Sabre	9sp	1he	2 days	3-4 lbs.	1-5	64-76	01-03
545	[si]	Sai	13sp	1he	4 days	2-4 lbs.	1-5	64-76	01-02
546	[sc]	Scimitar	10sp	1he	3 days	3-5 lbs.	1-5	56-64	01-04
547	[sb]	Short Bow	6sp	mis	3 days	2-3 lbs.	—	—	01-04
548	[ss]	Short Sword	7sp	1he	2 days	2-4 lbs.	1-6	74-86	01-02
549	[sh]	Shuriken	4sp	th	1 day	0.25-0.75 lb.	1-5	55-65	01-05
550	[sl]	Sling	9bp	mis	12 hours	0.5-1 lb.	—	—	01-06
551	[sp]	Spear	23bp	pa/th	1 day	3-8 lbs.	1-5	47-53(w)	01-05
552	[to]	Tomahawk	4cp	1he/th	12 hours	2-4 lbs.	1-7	47-53(w)	01-02
553	[tf]	Tonfa	9cp	1hc	1 day	2-5 lbs.	1-7	47-53(w)	01-04
554	[tr]	Trident	4sp	pa	2 days	4-6 lbs.	1-6	38-42(w)	01-05
555	[ts]	Two-Hand Sword	20sp	2h	5 days	5-12 lbs.	1-8	69-81	01-05
556	[wh]	War Hammer	15sp	1hc	2 days	4-7 lbs.	1-8	74-86(w)	01-04
557	[wm]	War Mattock	15sp	2h	2 days	4-8 lbs.	1-8	65-75(w)	01-06
558	[wp]	Whip	2sp	1hc	12 hours	2-5 lbs.	1-4	65-75(s)	01-06
The letters in brackets are the standard abbreviation for that weapon.									
Type is the weapon category that applies to the weapon. When two categories could be applied, they will be separated by a slash (each type must be developed separately).									
* — Breakage numbers and weapon strength are used with guidelines presented in <i>Arms Law</i> to determine when and if weapons break in combat.									
A “(w)” after the strength of the weapon indicates the stats for the weapon are for a wooden shaft.									
A “(s)” after the strength of the weapon indicates that the stats for the weapon are for soft (i.e., leather) weapons.									



HERB CHART						
ID#	Name	Codes	Form/Prep	Cost	AF	Effect
<b>Bone Repair</b>						
610	Arfandas	c-F-6	Stem/apply	2sp	1	Doubles rate of healing for fractures.
614	Gursamel	t-S-7	Stalk/apply	30gp	5	Mends bone.
<b>Burn &amp; Exposure Relief</b>						
622	Culkas	a-Z-4	Leaf/apply	35gp	0	Heals 10 square feet of burns (any).
623	Jojojopo	f-M-4	Leaf/apply	9sp	0	Cures frostbite. Heals 2-20 hits resulting from cold.
<b>Circulatory Repair</b>						
631	Fek	h-O-6	Nut/brew	50gp	5	Stops any bleeding. Takes 1-10 rds to take effect. Patient cannot move (appreciably) without reopening the wound.
632	Harfy	s-S-6	Resin/apply	175gp	9	Immediately stops any form of bleeding.
<b>Concussion Relief</b>						
640	Akbutege	s-O-2	Leaf/ingest	3sp	1	Heals 1-10.
642	Cusamar	c-H-7	Flower/ingest	30gp	3	Heals 15-60 (10 + 5d10).
649	Reglen	t-M-3	Moss/brew	75gp	7	Heals 50.
650	Rewk	t-D-3	Nodule/brew	9sp	1	Heals 2-20.
653	Yavethalion	m-O-5	Fruit/ingest	45gp	4	Heals 5-50.
<b>Muscle, Cartilage, &amp; Tendon Repair</b>						
681	Arpsusar	t-F-5	Stalk/brew	30gp	15	Mends muscle damage.
684	Ebur	m-O-4	Flower/ingest	22gp	18	Repairs sprains.
<b>Nerve Repair</b>						
691	Terbas	m-D-3	Leaf/apply	2gp	4	Doubles healing rate for nerve damage.
<b>Organ Repair &amp; Preservation</b>						
701	Berterin	m-D-3	Moss/brew	19gp	20	Preservation of organic material (up to body size) for 1 day.
703	Kakduram	h-J-7	Fruit/ingest	90gp	6	Restores hearing.
<b>Stun Relief</b>						
741	Suranie	t-F-3	Berry/ingest	2gp	3	Stun relief (1 round).
<b>Enchanted Breads</b>						
750	Alshanak	t-T-2	Bread/ingest	35gp	5	4 oz. slice is one dose. Heat sensitive vision (infravision up to 50') for 1 hour. Loaf keeps 1-2 months.
752	Hesguratu	c-M-3	Bread/ingest	45gp	10	4 oz. slice is one dose. Increase strength for 1 minute. +10 Strength stat bonus; double concussion hits delivered. Loaf keeps 1 month.
POISON CHART						
ID#	Name	Codes	Form/Prep	Cost	AF	Effect
901	Jeggarukh	m-U-5	Bats/powder	71gp	3	Level 6 poison. Black powder gives 10-100 hits.
904	Sharkasar	m-C-6	Root/paste	2gp	0	Level 10 poison. Brown paste gives 1-10 hits.
915	Taynaga	c-C-5	Bark/powder	27gp	0	Level 8 poison. Brownish powder sterilizes and gives 5-50 hits.
920	Dynallca	h-F-3	Leaf/paste	14gp	3	Level 3 poison. Tan paste destroys hearing and gives 1-10 hits.
933	Juth	a-Z-5	Scorpion/liq	41gp	0	Level 2 poison (insanity in 1-100 weeks).
943	Silmaana	m-T-2	Stalk/powder	4gp		Level 9 poison. Silver powder scars skin; gives 2-20 hits.
945	Zaganzar	t-M-6	Root/liquid	139gp	0	Level 5 poison. Bluish extract (blinds by reducing optic nerve to water); gives 1-10 hits.
953	Jitsu	m-O-4	Clams/liquid	34gp	0	Level 5 poison. Yellow venom gives 5-50 hits.
956	Uraana	t-S-3	Leaf/paste	12gp	6	Level 6 poison. Creamy paste gives 3-30 hits.
957	Vuraana	h-T-4	Flower/paste	42gp	6	Level 2 poison. Pinkish paste delivers 1-100 hits.
<p><b>Codes:</b> The Codes give a small letter for the climate of areas where the herb (or poison) is normally found, a capital letter for the type of locale or terrain commonly associated with the herb, and a number corresponding to a difficulty modifier which is applied to any search rolls.</p> <p><b>Climate Codes:</b> a = arid; c = cold; e = everlasting cold; f = frigid; h = hot and humid; m = mild temperate; s = semi-arid; t = cool temperate.</p> <p><b>Locale Codes:</b> A = Alpine; B = Breaks/wadis; C = Coniferous forest; D = Deciduous/mixed forest; F = Freshwater coasts &amp; banks; G = Glacier/snowfield; H = Heath/scrub/moor; J = Jungle/rain forest; O = Ocean/saltwater shores; M = Mountain; S = Short grass; T = Tall grass; U = Underground; V = Volcanic; W = Waste; Z = Desert.</p> <p><b>Difficulty of Finding:</b> 1 = Routine (+30); 2 = Easy (+20); 3 = Light (+10); 4 = Medium (+0); 5 = Hard (-10); 6 = Very Hard (-20); 7 = Extremely Hard (-30); 8 = Sheer Folly (-50); 9 = Absurd (-70).</p> <p><b>Form and Preparation:</b> <b>Apply</b> — Requires 1-10 rounds to prepare; herb is then applied directly onto injured area; <b>Ingest</b> — Immediately usable—may be eaten, chewed, drunk, or inhaled—as appropriate; <b>Brew</b> — Effective when drunk 20 rounds after boiling; <b>Paste</b> — Raw matter is made into a paste which may be put in food or drink or be applied to tools or weapons and stays effective up to 1 week, or until an object or person is struck; if a poison paste is used and a critical is obtained, the foe must make a RR or he receives the effect; if the attack result is merely hits (no crit), the poison is gone. <b>Liquid</b> — As paste, except it remains effective for 1 hour.</p> <p><b>Powder</b> - May not be applied to weapons; only effective in food or drink.</p> <p><b>Addiction Factor (AF):</b> GMs may wish to make certain herbs addictive. The tables below show the suggested addiction factor. Each time an herb is used, the GM should roll d100 and add the AF to see if the user becomes addicted. If the result is over 100, the herb user is addicted. The character will now have a level 1 addiction. For each level of addiction that a character has, he must take that many doses of that herb in a week (making addiction rolls each time he takes the herb). Each subsequently failed addiction roll results in raising the addiction level by one. If the character fails to take enough of the herb in a given week, he will suffer the effects of withdrawal (see <i>Gamemaster Law</i> for rules on chemical dependency and withdrawal).</p> <p><b>Effect:</b> Unless otherwise stated, a maximum of one herb (dose) can take effect in a given round. The effect is based on a dose weighing approximately half an ounce. For poisons, the effect is the most severe effect that can be gained with the herb.</p>						

# CREATURES

No fantasy role playing game would be complete without creatures to threaten the characters (after all, not all opponents can be highly intelligent, powerful wizards). This section presents two summary charts giving a sampling of

combat related information for some standard creatures and monsters. In addition, *Creatures & Monsters* is a whole book devoted to very detailed descriptions of more than a thousand different animals and monsters.

MONSTER STATISTICS CHART									
Name	Size	Hits	AT (DB)	Speed MS/AQ	Level	Primary Attack	Secondary Attack	Tertiary Attack	Special
Ant (Giant)	S	25	17(30)	MD/MF	1	15SPi100	—	—	Assumes Ant is 1 to 2 feet long.
(Giant Warrior)	S	40	19(40)	MF/FA	2	35MPi100	—	—	Assumes Ant is 2 to 3 feet long.
Ape (Giant)	L	120	8(10)	MF/FA	5	55MCi100	70LGr «	60Wp √	Can use simple hand weapons.
Basilisk	L	110	12(10*)	MD/MD	6	60LHo100	—	—	Has special abilities.
Beetle (Giant)	M	50	16(10)	MF/FA	2	60LPi100	—	—	Assumes Beetle is 3 feet long.
Centaur	L	80	4(30)	VF/VF	5	50LBa100	40LTs «	50Wp opt	Intelligent Centaurs may use weapons.
Chimera	L	180	4(30*)	FA/FA	10	90LBi50	90LCi30	40MHo20	Has unusual abilities.
Cockatrice	S	30	3(50)	VF/MF	5	50MPi100	—	—	Has unusual abilities.
Crab (Giant)	M	60	16(20)	MF/MF	3	75LPi100	—	—	Assumes Crab is 4 feet wide.
Demon (Pale I)	M	35	1(20)	MF/FA	2	20MBa100	50MCr √	30Wp opt	Types as given in <i>SL</i> . Demons from
(Pale II)	M	60	3(30)	FA/FA	4	40LBa100	80LCr √	50Wp opt	other systems may be placed
(Pale III)	M	90	4(50*)	VF/FA	8	70LBa100	105LCr √	70Wp opt	into these classes.
(Pale IV)	M	120	4(60*)	BF/FA	13	100LBa100	130LCr √	90Wp opt	—
(Pale V)	L*	180	8(50*)	VF/FA	18	125LBa100	150HCr √	120Wp opt	2x damage with weapon.
(Pale VI)	L*	250	12(60*)	VF/FA	30	150HBa100	170HCr √	165Wp opt	2x damage with weapon.
Doppelganger	M	80	4(40)	VF/BF	8	70MCi70	40MBi30	60Wp opt	If in proper form, it can use weapons.
Dragon (typical adult)	H*	450	16(50*)	VF/FA	25	200HBi60	170HCr130	120HBa10	Diff. Dragons have unusual abilities.
Eagle (Giant)	L	150	3(40*)	VF/VF	8	80LCi100	60LPi √	—	Trained rider could also attack.
Efreet	M	110	1(70)	VF/VF	8	80LBa50	70LGr «	60Wp50	Ba criticals are Heat.
Elemental (weak-AIR)	M	80	1(40)	VF/FA	10	40LBa100	40LGr √	—	Ba criticals are Impact if <i>SL</i> is used.
(weak-EARTH)	M	80	1(40)	VF/FA	10	70LBa100	50MGr √	—	—
(weak-FIRE)	M	80	1(40)	VF/FA	10	50LBa100	50MGr √	—	Ba criticals are Heat.
(weak-WATER)	M	80	1(40)	VF/FA	10	60LBa100	60MGr √	—	Ba criticals are Impact if <i>SL</i> is used.
(powerful-AIR)	L*	120	1(30)	VF/FA	20	70HBa100	60LGr √	—	Ba criticals are Impact if <i>SL</i> is used.
(powerful-EARTH)	L*	120	1(30)	VF/FA	20	120HBa100	80LGr √	—	—
(powerful-FIRE)	L*	120	1(30)	VF/FA	20	90HBa100	70LGr √	—	Ba criticals are Heat.
(powerful-WATER)	L*	120	1(30)	VF/FA	20	100HBa100	75LGr √	—	Ba criticals are Impact if <i>SL</i> is used.
Gargoyle	M	80	16(30*)	MF/FA	5	60LCi60	40MBi «	Both10	If intelligent, can use weapons.
Genie	M	90	1(40)	VF/VF	6	75MBa30	65MGr «	70Wp70	Has unusual abilities.
Giant (small)	L*	150	4(20)	FA/FA	6	35LBa100	50LCr √	60Wp opt	2x damage with weapon.
(medium)	L*	250	8(20*)	FA/MF	12	65HBa100	90HCr √	80Wp opt	3x damage with weapon.
(large)	H*	350	12(30*)	FA/MF	20	75HBa100	100HCr √	120Wp opt	4x damage with weapon.
Goblin	M	15	1(10)	MD/MF	1	20Ti100	25Wp opt	—	Wears armor, wp OB varies with lvl.
Golem (Flesh)	L	100	1(15*)	MD/MD	10	100MBa100	50LCr «	—	Usually have little intelligence.
(Clay)	L*	120	1(20*)	MD/MD	10	110LBa100	60LCr «	—	The sizes for the golems need
(Stone)	L*	170	16(20*)	MD/MD	10	130LBa100	70LCr «	—	not be L and H; the L* and H* are
(Iron)	H*	200	20(30*)	MD/MD	10	150HBa100	80LCr «	—	given to indicate the critical charts
(Mithril)	H*	250	20(50*)	MD/MD	10	200HBa100	100HCr «	—	used when Golems are attacked.
Gorgon	L	110	9(20*)	MF/VF	6	40MHo100	60LBa «	50LTs √	Has unusual abilities.
Griffin	L	130	7(30)	VF/VF	8	70LCi40	60LBi40	Both20	Has unusual abilities.
Harpy	M	50	2(10)	MD/MD	6	30MCi100	30Wp opt	—	Has unusual abilities.
Hippogriff	L	160	8(10)	MF/FA	9	90LCi35	75LPi30	Both35	Has unusual abilities.
Hobgoblin	M	25	1(10)	MD/FA	2	30Ti100	35Wp opt	—	Wears armor, wp OB varies with lvl.
Hydra	L*	150	16(20*)	MD/FA	10	60MBi100	—	—	4-7 heads, each head gets an attack.
Lich	M	150	1(75*)	BF/BF	20	70Wp100	—	—	Has very unusual abilities, good luck.
Medusa	M	60	1(20)	MF/VF	5	30Wp100	—	—	Has unusual abilities.
Ogre (small)	M	90	1(20)	MF/FA	4	75MBa90	40MCi «	30Wp10	Wp capability rises with intelligence.
(large)	L*	140	1(10)	MF/FA	8	120LBa85	80LCi «	60Wp15	Wp capability rises with intelligence.
Orc (non-combatant)	M	15	1(10)	MD/MF	1	15Wp60	20Ti40	—	Women, children and non-fighters.
(fighter)	M	45	1(10)	MD/MF	3	35Wp85	25Ti15	—	Uses weapons and armor.
(leader)	M	75	1(10)	MD/MF	6	60Wp95	30Ti05	—	Leads squads of fighters.
(commander)	M	110	1(10)	MD/MF	10	90Wp99	35Ti01	—	Rules large clans or groups of Orcs.
Pegasus	L	75	3(30)	VF/FA	6	35MCr70	35MTs «	30MBi30	Has unusual abilities.
Roc (huge bird)	L	200	4(30*)	VF/FA	10	90HCr100	80LPi √	—	Trained rider could also attack.
Sphinx	H*	250	8(30*)	VF/VF	12	170HCr150	150HCr25	Both25	Extremely vicious physical fighter.
Titan	H*	250	8(20)	VF/VF	15	110HBa100	200HCr «	120Wp opt	4x damage with weapons, use at will.
Troll (classical, small)	L	110	11(20*)	MF/FA	5	100LBa70	80LCi30	40MBi «	Semi-intelligent.
(classical, large)	L*	170	11(20*)	MF/FA	10	160HBa70	110HCr130	65LBi «	Semi-intelligent.
(civilized, small)	L	100	11(20*)	MF/FA	5	100Wp opt	50MBa70	40MCi30	Uses wps and armor (unless disarmed).
(civilized, large)	L*	165	11(20*)	MF/FA	10	140Wp opt	80LBa70	60LCi30	Uses wps and armor (unless disarmed).
Undead (Class I)	M	25	1(10)	MD/FA	1	25SBa90	15Wp10	—	Classes as in <i>SL</i> : Undead from
(Class II)	M	50	1(20)	MF/FA	3	40MBa60	45Wp40	—	other systems may be placed into
(Class III)	M	100	1(30)	FA/FA	7	60MBa50	50Wp50	—	these classes. Sizes for Classes V
(Class IV)	M	135	1(40*)	VF/VF	10	95Wp60	70LBa40	—	and VI need not be L and H; L* and
(Class V)	L	165	1(40*)	VF/BF	15	110Wp70	90LBa30	—	H* are given to indicate crit charts
(Class VI)	H*	200	1(40*)	VF/BF	20	180Wp80	90HBa20	—	used when the Undead are attacked.
Unicorn	L	90	4(40)	BF/VF	10	100LHo100	30MBa «	50MTs «	Has unusual abilities.
Werewolf	M	130	4(50*)	VF/VF	7	65LBi35	50LCi30	Both35	Has unusual abilities.
Werebear	L	190	8(40*)	FA/VF	8	85LGr100	70LCi «	70LBi «	Has unusual abilities.
Wyvern	L	150	16(35*)	VF/FA	10	90LPi60	60LCi20	60LBa20	Has unusual abilities.

# ANIMAL STATISTICS CHART

Name	Size	Hits	AT (DB)	Speed MS/AQ	Level	Primary Attack	Secondary Attack	Tertiary Attack	Special
Alligator (Crocidle)	L	120	7 (0)	MD/MD	2	60LBi100	—	—	DB = +20, OB = +20 if in water.
Baboon	M	50	3(10)	MD/FA	3	40MGr70	60MBi «	40MBi30	Usually in tribal groups.
Barracuda	M	40	1(40)	VF/VF	2	45MBi100	—	—	—
Bat	S	4	1(60)	VF/VF	1	20Sbi100	—	—	—
Bear (Grappling) (Charging)	L	170	8(10)	MF/MF	5	70LGr100	60LCI «	20MBi «	Attack mode is based on situation.
Bees	T	1	1(40)	MD/VF	1	60Lba100	—	—	—
Bird (small)	T	5	1(70)	VF/FA	1	-10Ti100	Swarm-20SSSt	—	Poison does hit 1 hit/bee.
Bird (large)	S	8	1(50)	FA/FA	1	0Ti100	6 or more-0SCl	—	Sparrows, doves, etc.
Boa Constrictor (15')	M	50	3 (0)	SL/SL	2	0SPi100	3 or more-20MCI	—	Gull, ravens, etc.
Boar	M	120	4(30)	FA/MD	3	60MGr100	75LGr ✓	—	—
Bull	L	150	4(10)	MF/MF	3	40LHo100	30MBa «	20MTs «	Unpredictable, ill-tempered.
Cat (leopard, etc.)	M	100	3(40)	VF/VF	3	35MHo80	40Lba20	30LTs «	—
Cheetah	M	70	3(50)	BF/VF	3	40MCI40	60MBa60	60MBi ✓	Good stalkers, and ambushers.
Condor	L	90	1(30)	VF/MF	4	45MCI80	65MBi «	45MBi20	Little endurance.
Crab	T	8	2(10)	VS/MD	1	50LCI100	45MPi ✓	—	—
Deer (Stag, etc.)	M	70	3(40)	VF/FA	2	0Ti100	6 or more-35SPi	—	—
Dolphin	M	80	1(40)	VF/FA	8	20MHo90	20MTs10	—	Males only.
Eagle	M	30	1(30)	FA/FA	3	50MBa100	—	—	Intelligent.
Elephant (male)	L*	450	12(10)	FA/FA	7	45MCI100	35SPi ✓	—	—
Elephant (female)	L*	450	12(10)	FA/FA	7	90HHo70	80HBa30	75HTs «	Could grapple if trained.
Elk (male)	L	200	8(10)	FA/FA	3	80HBa100	75HTs «	—	Could grapple if trained.
Falcon	S	25	1(60)	VF/BF	2	100HHo100	90Lba «	60LTs «	Loner except during mating season.
Gorilla	L	120	3 (0)	MD/FA	4	30MCI100	20SPi ✓	—	—
Hawk	S	25	1(60)	VF/VF	2	45LGr80	70MBi «	50MBi20	—
Horse (charging) (rearing)	L	150	3(20)	FA/FA	3	40MCI100	25SPi ✓	—	—
Housecat	S	10	1(40)	FA/FA	1	50Lba100	35LTs «	—	Medium-sized warhorse, bonuses vary for heavier or lighter horses.
Hyenas (Jackals, etc.)	M	70	3(40)	VF/FA	2	50MCI70	45LTs ✓	30MBi30	—
Killer Whale	L*	600	8(20)	VF/VF	8	10Ti60	0Ti20	Both20	—
Kraken (squid-like)	L*	200	8 (0)	MF/VF	8	45MBi100	—	—	Large packs, cunning.
Lion	L	150	4(20)	FA/MF	5	120HBi80	150HGr «	100HGr20	Intelligent, voracious.
Lizard (general class) (large)	T	8	1(80)	BF/VF	1	100HGr100	70HPi ✓	—	Pi attack due to beak.
Lobster	S	10	12(10)	VS/MD	1	85LCI100	85Lbi «	120LCI ✓	3rd attack as long as crits obtained.
Manta Ray	M	35	1(40)	VF/VF	3	0Ti100	6 or more-10SPi	—	—
Mongoose	S	35	3(70)	FA/BF	2	10SPi100	3 or more-40SPi	—	If poisonous, 1st attack is 50%.
Moose	L	120	4(20)	FA/MF	3	20SPi100	—	—	—
Moray Eel	M	75	3 (0)	SL/MF	2	30SBa100	—	—	DB unusually large due to AQ.
Octopus (large)	M	40	1(30)	FA/FA	2	50Sbi100	—	—	Males only.
Owl	M	35	1(30)	FA/FA	1	30LHo100	40Lba «	60LTs ✓	Ambush attacks on sea floor.
Pike	M	45	1(40)	VF/VF	2	100Lbi100	—	—	—
Piranha	T	4	1(70)	VF/VF	1	60MGr100	40SPi «	—	—
Rats	S	5	1(30)	MD/MF	1	40MCI100	40SPi ✓	—	Primarily nocturnal.
Rhinoceros	L	240	12 (0)	MD/MF	7	30Sbi100	—	—	—
Sabertooth Tiger	L	250	8(30)	VF/VF	5	25Ti100	6 or more-25Sbi	—	+20 when water bloody.
Scorpion	T	2	1(40)	MD/VF	1	0Sbi100	3 or more-30Sbi	—	—
Shark	L	250	4(20)	FA/FA	5	130HHo100	110HBa «	110HTs ✓	Blind charge, poor eyesight.
Snake (non-constr.)	S	10	1(50)	FA/VF	1	110Lbi70	70LCI20	Both10	Both10
Snake (large, non-constr.)	M	20	1(30)	FA/VF	1	10SSt100	6 or more-50SSt	—	Very poisonous, 1-50 hits.
Spider (Ants, etc.)	T	1	1(10)	CR/FA	1	100Lbi100	—	—	+30 when water bloody.
Squid (large)	S	20	1(50)	FA/FA	1	25Ti100	6 or more-0Sbi	—	—
Tiger	L	150	4(30)	VF/VF	5	10Sbi100	3 or more-25Sbi	—	—
Turtle (large)	M	80	12(30)	CR/SL	3	10Sbi100	—	—	Innocuous, possibly poisonous.
Turtle (large sea)	L	120	12(40)	FA/MD	3	40MPi100	—	—	—
Weasel	S	35	1(50)	FA/VF	1	50SGr100	0SPi ✓	—	Vicious.
Whale (Sperm Whale)	L*	700	8(50)	MF/MF	8	75LCI40	90Lba60	110Lbi ✓	Rushes from short range.
Wildcat (many types)	S	60	3(60)	VF/VF	3	20LPi100	—	—	If not in water, as above.
Wolf	M	110	3(30)	FA/FA	3	40MPi100	—	—	—
Wolverine	S	45	3(50)	FA/FA	2	50MBi100	—	—	Extremely vicious and bellicose.

**Codes:** Most of these statistics are standard combat statistics: Hits, AT = Armor Type, DB = Defensive Bonus, level.

**Size:** T = Tiny, S = Small, M = Medium, L = Large, H = Huge; L\* = Any criticals against this creature are resolved using the Large Creatures rules;

H\* = Any criticals against this creature are resolved using the Super Large Creature rules.

**Speed:** MS = Movement Speed, the rate at which the animal is capable of travelling; AQ = Attack Quickness (speed of animal's attack).

**Attacks:** The attacks are given in the following form: *OB Attack Size Attack Type Additional Information.*

**OB:** The standard Offensive Bonus for this attack.

**Attack Size:** Maximum result allowed on attack table (see Section 12.0): S = Small, M = Medium, L = Large, H = Huge, no code for Tiny attacks).

**Attack Type:** Ba = Ram/Butt/Bash/Knockdown; Bi = Bite; Cl = Claw/Talon; Cr = Fall/Crush; Gr = Grapple/Grasp/Envelop/Swallow;

Ho = Horn/Tusk; Pi = Beak/Pincher; St = Stinger; Ti = Tiny Animals; Ts = Trample/Stomp; Wp = Weapons.

**Additional Information:** # = the % chance of this attack being used; « = If the attack given on the left (i.e., the primary attack for a secondary attack or the secondary attack for a tertiary attack) has obtained a non-Tiny critical this round, then this attack occurs in the same round;

✓ = If the attack given on the left (i.e., the primary attack for a secondary attack or the secondary attack for a tertiary attack) has obtained a non-Tiny critical this round, then this attack occurs in the following round; opt = The creature may use this attack (usually a weapon)

if it desires (usually determined by the GM).

\* — Defensive Bonuses (DB) so marked are obtained from the normal process with an extra bonus for especially tough hides, quickness, stature, and general factors concerning the fearsomeness of the creature.



# ONE-HANDED CONCUSSION WEAPON ATTACK TABLE

	Plate				Chain				Rigid Leather				Soft Leather				No Armor				
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
148-150	12E	14E	16E	18E	19E	19E	22E	22E	14E	16E	20E	20E	15E	15E	20E	23E	15E	18E	21E	23E	148-150
145-147	12E	14E	16E	18E	19E	19E	22E	22E	14E	16E	20E	20E	15E	15E	20E	23E	15E	18E	21E	22E	145-147
142-144	12D	14D	15D	17E	18E	18E	21E	21E	13D	15E	19E	19E	15E	15E	19E	22E	14E	17E	20E	22E	142-144
139-141	12C	13C	15D	17E	18D	18D	20D	20E	13D	15D	18D	18E	14D	14D	19E	21E	14E	16E	20E	21E	139-141
136-138	11C	13C	15D	16D	17D	17D	20D	20D	13D	14D	18D	17E	14D	14D	18D	20E	13D	16E	19E	20E	136-138
133-135	11B	13C	14C	16D	17D	17D	19D	19D	12C	14D	17D	17D	13C	13D	17D	20D	12D	15D	18E	19E	133-135
130-132	11B	12B	14C	15D	16C	16D	19D	18D	12C	13D	16D	16D	13C	13D	17D	19D	12D	15D	18E	19E	130-132
127-129	10A	12B	13C	15D	16C	16C	18C	18D	11C	12C	16C	15D	13C	13D	16D	18D	11C	14D	17D	18D	127-129
124-126	10A	12A	13B	14C	15C	15C	17C	17D	11C	12C	15C	15D	12C	12C	16C	17D	11C	13C	17D	17D	124-126
121-123	10A	11A	12B	14C	15B	15C	17C	16C	10C	11C	14C	14D	12C	12C	15C	17D	10C	13C	16D	16D	121-123
118-120	10	11A	12B	13C	14B	14B	16C	16C	10B	11C	14C	13C	12B	11C	14C	16C	10C	12C	16D	16D	118-120
115-117	9	11A	12A	13B	14B	14B	15C	15C	10B	10B	13C	13C	11B	11C	14C	15C	9B	11C	15D	15C	115-117
112-114	9	10	11A	12B	13A	13B	15B	14C	9B	10B	12C	12C	11B	11C	13C	14C	8B	11B	14C	14C	112-114
109-111	9	10	11A	12B	13A	13A	14B	14C	9B	9B	12B	11C	10B	10B	13B	14C	8B	10B	14C	13C	109-111
106-108	9	10	10A	11A	12A	12A	14B	13B	8A	9B	11B	10C	10B	10B	12B	13B	7A	10B	13C	13B	106-108
103-105	8	9	10	11A	12	12A	13A	12B	8A	8B	10B	10C	10A	9B	11B	12B	7A	9A	13C	12B	103-105
100-102	8	9	9	10A	11	11A	12A	12B	7A	7A	10B	9B	9A	9B	11B	11B	6A	8A	12C	11B	100-102
97-99	8	8	9	10A	11	11	12A	11B	7A	7A	9B	8B	9A	9B	10B	11B	6	8A	12B	10A	97-99
94-96	7	8	9	9A	10	10	11A	11A	7A	6A	8A	8B	9A	8A	10B	10B	5	7A	11B	10A	94-96
91-93	7	8	8	9	10	10	10	10A	6	6A	8A	7B	8A	8A	9A	9A	4	7	10B	9A	91-93
88-90	7	7	8	8	10	9	10	9A	6	5	7A	6B	8	7A	8A	8A	4	6	10A	8	88-90
85-87	7	7	7	8	9	9	9	9A	5	5	6A	5A	7	7A	8A	8A	3	—	9A	—	85-87
82-84	6	7	7	7	9	8	9	8	5	4	6	5A	7	7	7A	7A	3	—	9A	—	82-84
79-81	6	6	6	7	8	8	8	7	4	4	5	4A	7	6	7A	6A	—	—	8A	—	79-81
76-78	6	6	6	6	8	7	7	7	4	3	4	3A	6	6	6	5A	—	—	—	—	76-78
73-75	6	6	6	6	7	6	7	6	4	2	4	3	6	5	5	5	—	—	—	—	73-75
70-72	5	5	5	5	7	6	6	5	3	2	3	2	6	5	5	4	—	—	—	—	70-72
67-69	5	5	5	5	6	5	5	5	3	—	2	—	5	5	4	—	—	—	—	—	67-69
64-66	5	5	4	4	6	5	5	4	2	—	2	—	5	4	4	—	—	—	—	—	64-66
61-63	4	4	4	4	5	4	4	3	2	—	—	—	4	4	—	—	—	—	—	—	61-63
58-60	4	4	3	3	4	4	3	2	—	—	—	—	4	—	—	—	—	—	—	—	58-60
55-57	4	4	3	2	4	3	3	2	—	—	—	—	4	—	—	—	—	—	—	—	55-57
52-54	4	3	2	2	3	3	2	1	—	—	—	—	—	—	—	—	—	—	—	—	52-54
49-51	3	3	2	1	3	2	2	—	—	—	—	—	—	—	—	—	—	—	—	—	49-51
46-48	3	3	2	1	3	2	1	—	—	—	—	—	—	—	—	—	—	—	—	—	46-48
43-45	3	2	1	—	2	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	43-45
40-42	3	2	1	—	2	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	40-42
37-39	2	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	37-39
34-36	2	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	34-36
XX-33	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

## TYPICAL WEAPON DATA

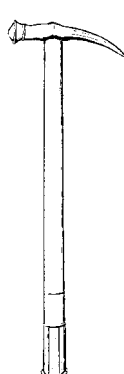
Length: 2 - 3 feet  
Weight: 3.5 - 8 pounds  
Fumble Range: 01 - 02<sup>UM</sup> (XX=2)  
Critical Type: Krush

Range Modifiers: —



F — Weapon fumbled, roll on Weapon Fumble Table, page 34.

UM — Unmodified roll. Apply result with no modifications.



## WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Blackjack	01	Krush	-25	150	C
Cat of Nine Tails † ‡	01-07	Krush	+5	130	E
Club	01-04	Krush	-15	135	E
Fist (armored)	01-02	Krush	-25	120	B
Jo Stick (used 1-handed)	01-03	Krush	-10	135	E
Mace	01-02	Krush	+0	150	E
Morning Star	01-08	Krush	+10	150	E
Nunchaku (used 1-handed)	01-07	Krush	+5	150	E
Tonfa	01-04	Krush	-5	145	E
War Hammer	01-04	Krush	-10	150	E
Whip † ‡	01-06	Krush	+0	120	D

† — Half hits versus armored foe.

‡ — Double hits versus no armor.

# ONE-HANDED EDGED WEAPON ATTACK TABLE

	Plate				Chain				Rigid Leather				Soft Leather				No Armor				
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
148-150	8D	10D	12E	14E	15E	15E	18E	18E	16E	18E	18E	22E	22E	20E	25E	28E	22E	25E	28E	30E	148-150
145-147	8C	10C	12D	14E	15D	15D	18E	18E	16E	18E	22E	21E	20E	20E	25E	27E	21E	24E	27E	29E	145-147
142-144	8C	10C	12D	13D	15D	14D	17D	17E	15D	17E	21E	21E	19E	19E	24E	26E	21E	24E	27E	28E	142-144
139-141	8B	10B	11C	13D	14D	14D	17D	17D	15D	16D	20D	20E	19E	19E	23E	26E	20E	23E	26E	27E	139-141
136-138	8B	9B	11C	13D	14C	14C	16D	16D	14D	16D	19D	19E	18D	18E	22E	25E	19E	22E	25E	26E	136-138
133-135	7A	9B	11B	12D	13C	13C	15C	15D	14C	15D	19D	18D	18D	18D	22D	24E	18E	21E	24E	25E	133-135
130-132	7A	9A	10B	12C	13B	13C	15C	15D	13C	15D	18D	18D	17D	17D	21D	23D	17D	20E	24E	24E	130-132
127-129	7A	9A	10B	11C	12B	12B	14C	14C	13C	14C	17D	17D	17C	17D	20D	22D	17D	19D	23E	23E	127-129
124-126	7A	8A	10B	11C	12B	12B	14C	14C	12C	13C	16C	16D	16C	16D	19D	21D	16D	18D	22E	22E	124-126
121-123	7	8A	9A	10B	12A	11B	13B	13C	12C	13C	15C	15D	16C	16D	19D	20D	15D	18D	21E	22E	121-123
118-120	6	8	9A	10B	11A	11A	13B	12C	11B	12C	15C	14C	15C	15C	18D	19D	14D	17D	20D	20D	118-120
115-117	6	7	8A	10B	11A	10A	12B	12C	11B	11C	14C	14C	15C	14C	17C	19D	14C	16D	20D	19D	115-117
112-114	6	7	8A	9A	10A	10A	12B	11B	10B	11B	13C	13C	14C	14C	17C	18D	13C	15D	19D	19D	112-114
109-111	6	7	8A	9A	10A	10A	11A	11B	10B	10B	13C	12C	14B	13C	16C	17C	12C	14C	18D	18D	109-111
106-108	6	7	7	8A	9	9A	10A	10B	9A	9B	12B	11C	13B	13C	15C	16C	11C	13C	17D	17D	106-108
103-105	5	6	7	8A	9	9	10A	9B	9A	9B	11B	11C	13B	12C	14C	15C	10B	13C	17D	16D	103-105
100-102	5	6	7	7A	9	8	9A	9A	8A	8B	11B	10B	12B	12B	14B	14C	10B	12B	16D	15C	100-102
97-99	5	6	6	7	8	8	9	8A	8A	8A	10B	9B	12B	11B	13B	13B	9A	11B	15C	14C	97-99
94-96	5	6	6	6	8	7	8	8A	7A	7A	9A	8B	11A	12B	12B	12B	8A	10B	14C	12C	94-96
91-93	5	5	6	6	7	7	8	7A	7	6A	8A	7B	11A	10B	11B	12B	7	9A	13C	12B	91-93
88-90	4	5	5	6	7	6	7	6	6	6	8A	7B	10A	10B	11B	11B	6	8	13C	11B	88-90
85-87	4	5	5	5	6	6	6	6	6	5	7A	6B	10A	9A	10A	10B	6	7	12B	10A	85-87
82-84	4	4	5	5	6	6	6	5	5	4	6	5A	9	9A	9A	9A	5	7	11B	9	82-84
79-81	4	4	4	4	6	5	5	5	5	4	5	4A	9	8A	9A	8A	4	6	10A	8	79-81
76-78	4	4	4	4	5	5	5	4	4	3	5	4A	8	8	8A	7A	3	-	10A	-	76-78
73-75	4	4	3	3	5	4	4	3	4	3	4	3	8	7	7	6A	-	-	9	-	73-75
70-72	3	3	3	3	4	4	4	3	3	2	3	2	7	7	6	6A	-	-	8	-	70-72
67-69	3	3	3	3	4	3	3	2	3	-	2	-	7	6	6	5	-	-	-	-	67-69
64-66	3	3	2	2	3	3	3	2	2	-	2	-	6	5	5	4	-	-	-	-	64-66
61-63	3	3	2	2	3	2	2	1	2	-	-	-	6	5	4	-	-	-	-	-	61-63
58-60	2	2	2	1	3	2	1	-	-	-	-	-	5	4	-	-	-	-	-	-	58-60
55-57	2	2	1	1	2	2	1	-	-	-	-	-	5	4	-	-	-	-	-	-	55-57
52-54	2	2	1	1	2	2	1	-	-	-	-	-	5	4	-	-	-	-	-	-	52-54
49-51	2	2	1	-	1	1	-	-	-	-	-	-	4	-	-	-	-	-	-	-	49-51
46-48	2	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	46-48
43-45	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	43-45
40-42	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
XX-33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

## WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Bastard Sword (used 1-handed)	01-04	Slash	-5	150	E
Broadsword	01-03	Slash	+0	150	E
Cutlass	01-03	Slash	-5	150	E
Dagger	01	Puncture	-10	110	D
Falchion ‡	01-05	Slash	+0	150	E
Foil †	01-03	Puncture	-15	110	D
Handaxe	01-04	Slash	+10	150	E
Katana ‡	01-03	Slash	+5	150	E
Long Sword	01-04	Slash	+0	150	E
Main Gauche	01-02	Puncture	-5	120	D
Rapier †	01-04	Puncture	+10	130	E
Sabre	01-03	Slash	+0	150	E
Sai	01-02	Puncture	-10	120	D
Scimitar	01-04	Slash	+0	150	E
Short Sword	01-02	Slash	+0	135	E
Tomahawk	01-04	Slash	+0	140	E

† – Delivers only half of the hits indicated.

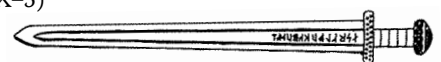
‡ – Delivers an extra 50% of the hits indicated.

## TYPICAL WEAPON DATA

Length: 2 - 3.5 feet  
Weight: 3 - 5 pounds  
Fumble Range: 01 - 03 <sup>UM</sup> (XX=3)

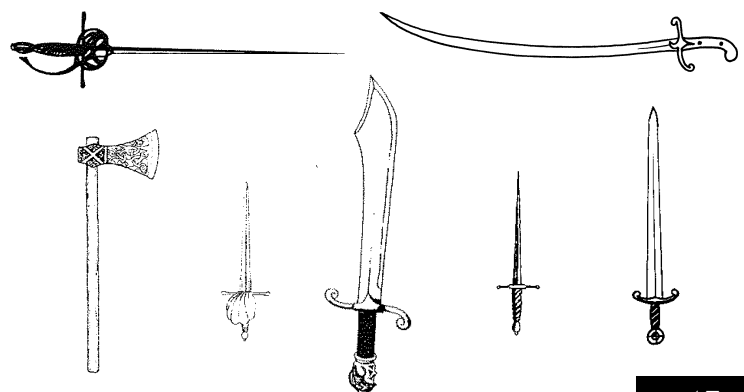
Range Modifiers: -

Critical Type: Slash



F – Weapon fumbled, roll on Weapon Fumble Table, page 34.

UM – Unmodified roll. Apply result with no modifications.

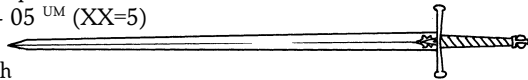


# TWO-HANDED WEAPON ATTACK TABLE

	Plate				Chain				Rigid Leather				Soft Leather				No Armor				
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
148-150	19E	21E	23E	25E	33E	33E	36E	36E	34E	36E	40E	40E	34E	34E	39E	42E	38E	41E	44E	46E	148-150
145-147	19E	21E	23E	24E	32E	32E	35E	35E	33E	35E	38E	39E	33E	33E	38E	41E	36E	39E	43E	44E	145-147
142-144	18E	20E	22E	24E	31E	31E	34E	34E	32E	33E	37E	37E	32E	32E	37E	39E	34E	38E	41E	42E	142-144
139-141	18D	20D	21E	23E	30E	30E	33E	32E	31E	32E	35E	36E	31E	31E	35E	38E	33E	36E	40E	41E	139-141
136-138	17D	19D	20D	22E	29E	29E	31E	31E	29E	30E	34E	34E	30E	30E	34E	36E	31E	34E	38E	39E	136-138
133-135	17D	18D	20D	21D	28D	28D	30D	30E	28D	29E	32E	33E	29D	29E	33E	35E	29E	32E	37E	37E	133-135
130-132	16C	18C	19D	20D	27D	27D	29D	28D	27D	27D	31D	31E	28D	28D	31E	34E	28E	31E	35E	35E	130-132
127-129	16C	17C	18D	19D	26D	26D	28D	27D	26D	26D	29D	30D	27D	27D	30D	32E	26D	29D	34E	34E	127-129
124-126	16C	17C	18C	19D	25D	25D	27D	26D	25D	25D	28D	28D	26D	26D	29D	31D	24D	27D	32E	32E	124-126
121-123	15B	16C	17C	18D	24C	24D	25D	25D	23C	23D	26D	27D	25D	24D	28D	30D	22D	26D	31E	30D	121-123
118-120	15A	15B	16C	17C	23C	23C	24C	23D	22C	22D	25D	26D	24C	23D	26D	28D	21D	24D	30D	28D	118-120
115-117	14A	15B	15C	16C	22C	22C	23C	22D	21C	20D	23D	24D	23C	22D	25D	27D	19D	22D	28D	27D	115-117
112-114	14A	14A	15B	15C	21C	21C	22C	21C	20C	19C	22C	23D	22C	21D	24D	25D	17D	21D	27D	25D	112-114
109-111	13	14A	14B	15C	20B	20C	21C	20C	19C	17C	20C	21C	21C	20C	22D	24D	16C	19C	25D	23D	109-111
106-108	13	13A	13A	14B	19B	19B	19C	18C	18C	16C	19C	20C	20C	19C	21C	23D	14C	17C	24D	21D	106-108
103-105	12	13	13A	13B	18A	18B	18B	17C	16B	14C	17C	18C	19C	18C	20C	21C	12C	16C	22D	20D	103-105
100-102	12	12	12A	12B	17A	17A	17B	16C	15B	13C	16C	17C	18B	17C	19C	20C	10C	14C	21D	18C	100-102
97-99	11	11	11A	11A	17A	16A	16B	15C	14B	12B	14C	15C	17B	16C	17C	18C	9C	12B	20C	16C	97-99
94-96	11	11	10	10A	16	15A	15A	13B	13A	10B	13C	14C	16B	15C	16C	17C	7B	10B	18C	14C	94-96
91-93	10	10	10	10A	15	14A	13A	12B	12A	9B	11B	13B	15B	14B	15B	16B	5A	9A	17C	13B	91-93
88-90	10	10	9	9A	14	13	12A	11B	10A	7A	10B	11B	14A	13B	13B	14B	—	7	15C	11A	88-90
85-87	9	9	8	8	13	11	11	10A	9	6A	8B	10B	13A	12B	12B	13B	—	—	14C	9	85-87
82-84	9	8	8	7	12	10	10	8A	8	4A	7A	8B	12A	11B	11B	11B	—	—	12B	—	82-84
79-81	8	8	7	6	11	9	9	7A	7	3	5A	7A	11A	9A	10A	10A	—	—	11B	—	79-81
76-78	8	7	6	6	10	8	7	6A	6	—	4A	5A	10	8A	8A	9A	—	—	9A	—	76-78
73-75	7	7	6	5	9	7	6	4	4	—	—	4A	9	7A	7A	7A	—	—	—	—	73-75
70-72	7	6	5	4	8	6	5	3	3	—	—	—	8	6	6A	6A	—	—	—	—	70-72
67-69	6	6	4	3	7	5	4	2	—	—	—	—	7	5	—	—	—	—	—	—	67-69
64-66	6	5	3	2	6	4	3	—	—	—	—	—	6	—	—	—	—	—	—	—	64-66
61-63	5	4	3	—	5	3	—	—	—	—	—	—	5	—	—	—	—	—	—	—	61-63
58-60	5	4	2	—	4	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	58-60
55-57	5	3	—	—	3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	55-57
52-54	4	3	—	—	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	52-54
49-51	4	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	49-51
46-48	3	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	46-48
43-45	3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	43-45
40-42	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	40-42
37-39	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	37-39
34-36	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	34-36
XX-33	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

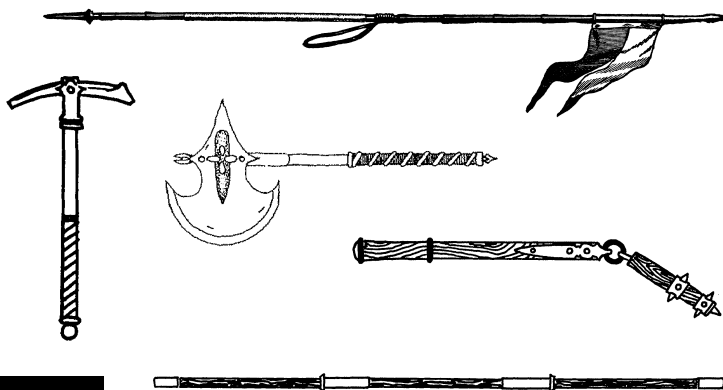
## TYPICAL WEAPON DATA

**Length:** 2.5 - 4 feet      **Range Modifiers:** —  
**Weight:** 5 - 9 pounds  
**Fumble Range:** 01 - 05<sup>UM</sup> (XX=5)  
**Critical Type:** Slash



**F** — Weapon fumbled, roll on Weapon Fumble Table, page 34.

**UM** — Unmodified roll. Apply result with no modifications.



## WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Bastard Sword (used 2-handed)	01-05	Slash	-5	140	E
Battle Axe	01-05	Slash	+0	150	E
Claymore	01-04	Slash	-5	150	E
Cudgel	01-03	Krush	+15	110	D
Flail	01-08	Krush	+5	145	E
Jo Stick (used 2-handed)	01-05	Krush	+10	140	E
Lance (used while mounted)	01-07	Puncture	-5	150	E
No-Dachi	01-05	Slash	+5	150	E
Nunchaku (used 2-handed)	01-07	Krush	+0	145	E
Pick	01-06	Krush	-5	150	E
Quarterstaff	01-03	Krush	+10	140	E
Two-Handed Axe	01-04	Slash	+10	120	E
Two-Handed Sword	01-05	Slash	+0	150	E
War Mattock	01-06	Krush	+5	150	E
Woodsman Axe	01-04	Slash	+15	120	D



# MISSILE WEAPON ATTACK TABLE

	Plate				Chain				Rigid Leather				Soft Leather				No Armor				
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
148-150	12E	14E	16E	18E	23E	23E	26E	26E	21E	23E	27E	27E	22E	22E	27E	30E	20E	23E	26E	28E	148-150
145-147	12D	14D	16E	18E	22E	22E	22E	25E	20E	22E	26E	26E	22E	22E	26E	29E	19E	22E	25E	27E	145-147
142-144	12C	13C	15D	17E	22E	22E	24E	24E	20E	21E	25E	25E	21E	21E	25E	28E	18E	21E	25E	26E	142-144
139-141	11C	13C	14D	16D	21E	21E	23E	23E	19D	20E	24E	24E	20E	20E	24E	27E	17E	20E	24E	25E	139-141
136-138	11B	12B	14C	15D	20E	20E	22E	22E	18D	19D	23D	23D	20D	19E	24E	26E	16E	20E	23E	24E	136-138
133-135	11B	12B	13C	15D	19E	19E	21E	21E	17D	18D	22D	22D	19D	19D	23D	25E	16D	19E	22E	23E	133-135
130-132	10B	11B	13C	14D	19D	18D	20D	20E	16C	17D	20D	21D	18D	18D	22D	24D	15D	18D	21E	22E	130-132
127-129	10A	11A	12B	13C	18D	17D	19D	19D	15C	16C	19D	20D	17D	17D	21D	23D	14D	17D	21E	21E	127-129
124-126	9A	11A	11B	12C	17D	17D	18D	18D	15C	15C	18C	18D	17C	17D	20D	22D	13D	16D	20D	20D	124-126
121-123	9A	10A	11B	12C	16D	16D	17D	17D	14C	14C	17C	17D	16C	16D	19D	21D	12C	15D	19D	19D	121-123
118-120	9A	10A	10A	11B	15D	15D	16D	16D	13C	13C	16C	16C	15C	15D	18D	20D	11C	14C	18D	18D	118-120
115-117	8	9A	10A	10B	15C	14D	15D	15D	12B	12C	15C	15C	15C	14C	17C	19D	10C	13C	18D	17D	115-117
112-114	8	9A	9A	9B	14C	13C	14C	14D	11B	11C	14C	14C	14C	14C	16C	18C	9C	12C	17D	16D	112-114
109-111	8	8	8A	9B	13C	12C	13C	13D	11B	10B	13C	13C	13C	13C	15C	17C	8C	11C	16D	15C	109-111
106-108	7	8	8A	8A	12C	12C	12C	12C	10B	9B	12B	12C	13B	12C	15C	16C	7B	10B	15C	14C	106-108
103-105	7	7	7A	7A	11B	11C	11C	11C	9B	8B	10B	11B	12B	12C	14C	15C	6B	9B	14C	13C	103-105
100-102	6	7	6	6A	11A	10C	10C	10C	8A	7B	9B	10B	11B	11C	13B	14B	5A	9B	14C	12B	100-102
97-99	6	6	6	6A	10A	9B	9C	8C	7A	6B	8B	9B	11B	10C	12B	13B	4A	8A	13C	11B	97-99
94-96	6	6	5	5A	9	8A	8B	7C	6A	5A	7B	8B	10B	9B	11B	12B	3A	7A	12B	10A	94-96
91-93	5	5	5	4A	8	7A	7A	6C	6A	4A	6A	7B	9B	9B	10B	11B	–	6	11B	9A	91-93
88-90	5	5	4	3	8	7	6A	5B	5	3A	5A	5A	9A	8B	9B	10B	–	–	10B	8	88-90
85-87	5	4	3	3	7	6	5	4B	4	2	4A	4A	8A	7B	8B	9A	–	–	10A	–	85-87
82-84	4	4	3	2	6	5	4	3A	3	–	3A	3A	7A	7B	7A	8A	–	–	9A	–	82-84
79-81	4	3	2	1	5	4	3	2A	2	–	–	2A	6A	6A	6A	7A	–	–	8A	–	79-81
76-78	4	3	2	–	4	3	2	1A	–	–	–	–	6A	5A	6A	6A	–	–	–	–	76-78
73-75	3	2	1	–	4	2	1	–	–	–	–	–	5	4A	5A	5A	–	–	–	–	73-75
70-72	3	2	–	–	3	2	–	–	–	–	–	–	4	4	4	4	–	–	–	–	70-72
67-69	2	1	–	–	2	1	–	–	–	–	–	–	4	–	–	–	–	–	–	–	67-69
64-66	2	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	64-66
61-63	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	61-63
58-60	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	58-60
55-57	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	55-57
52-54	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	52-54
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	49-51
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
XX-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

## WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Blow Gun	01-05	Puncture	+5	140	E
Composite Bow	01-04	Puncture	+5	150	E
Heavy Crossbow	01-05	Puncture	+10	150	E
Light Crossbow	01-05	Puncture	+0	140	E
Longbow	01-05	Puncture	+0	150	E
Short Bow	01-04	Puncture	+0	130	E
Sling	01-06	Krush	+0	140	E

Ranges (with OB Modifiers in parentheses):

Weapon	Point Blank	Short	Medium	Long	Extreme Long
Blow Gun	1-10' (+0)	11-25' (+0)	26-50' (-20)	51-100' (-40)	–
Composite Bow	1-10' (+25)	11-100' (+0)	101-200' (-35)	201-300' (-60)	–
Heavy Crossbow	1-10' (+30)	11-100' (+0)	101-200' (-25)	201-300' (-40)	301-360' (-55)
Light Crossbow	1-10' (+15)	11-100' (+0)	101-200' (-35)	201-300' (-50)	301-360' (-75)
Long Bow	1-10' (+20)	11-100' (+0)	101-200' (-30)	201-300' (-40)	301-400' (-50)
Short Bow	1-10' (+10)	11-100' (+0)	101-180' (-40)	181-240' (-70)	–
Sling	1-10' (+15)	11-60' (+0)	61-120' (-40)	121-180' (-65)	–

## TYPICAL WEAPON DATA

Length:	5 - 7 feet	Range Modifiers:	1' - 10': +20
Weight:	2 - 3 pounds		11' - 100': +0
Fumble Range:	01 - 05 <sup>UM</sup> (XX=5)		101' - 200': -30
			201' - 300': -40
Critical Type:	Puncture		301' - 400': -50

**F** – Weapon fumbled, roll on Weapon Fumble Table, page 34.

**UM** – Unmodified roll. Apply result with no modifications.



# POLE ARM WEAPON ATTACK TABLE

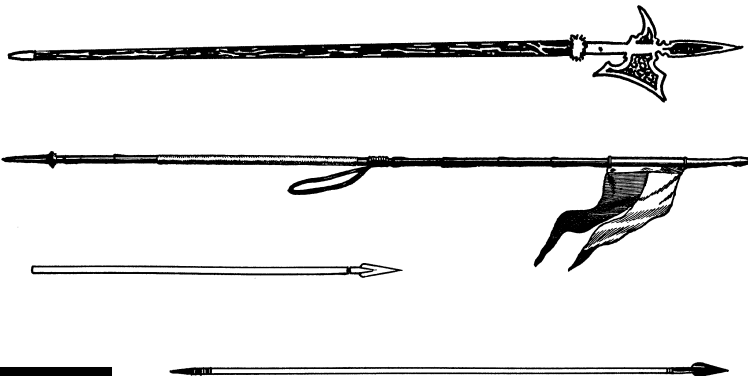
	Plate				Chain				Rigid Leather				Soft Leather				No Armor				
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
148-150	16E	18E	20E	22E	25E	25E	28E	28E	26E	28E	32E	32E	30E	30E	35E	38E	32E	35E	38E	40E	148-150
145-147	16D	18D	20E	21E	24E	24E	27E	27E	25E	27E	31E	31E	29E	29E	34E	37E	31E	34E	37E	38E	145-147
142-144	15C	17D	19D	21E	24D	24D	26D	26E	24E	26E	30E	30E	28E	28E	33E	35E	29E	32E	36E	37E	142-144
139-141	15C	17C	18D	20D	23D	23D	25D	25E	23E	25E	28E	28E	28E	27E	32E	34E	28E	31E	34E	35E	139-141
136-138	15B	16C	18C	19D	22D	22D	24D	24D	23D	24E	27D	27E	27E	27E	30E	33E	27E	29E	33E	34E	136-138
133-135	14A	16B	17C	18D	21C	21C	23D	23D	22D	23D	26D	26E	26D	26E	29E	32E	25E	28E	32E	32E	133-135
130-132	14A	15B	16B	18C	21C	20C	22C	22D	21D	21D	25D	25D	25D	25D	28D	30E	24D	27E	31E	31E	130-132
127-129	13A	15A	16B	17C	20C	20C	22C	21D	20C	20D	24D	24D	24D	24D	27D	29D	23D	25D	30E	29E	127-129
124-126	13A	14A	15B	16C	19B	19B	21C	20C	19C	19D	22D	22D	23D	23D	26D	28D	21D	24D	28E	28E	124-126
121-123	12	13A	14A	15C	18B	18B	20C	19C	18C	18C	21C	21D	22C	22D	25D	26D	20D	22D	27E	26D	121-123
118-120	12	13	14A	14B	18A	17B	19B	18C	17C	17C	20C	20D	22C	21D	23D	25D	19D	21D	26D	25D	118-120
115-117	12	12	13A	14B	17A	16A	18B	17C	16C	16C	19C	19D	21C	20D	22D	24D	17D	20D	25D	23D	115-117
112-114	11	12	12A	13B	16A	16A	17B	16B	15B	15C	18C	17C	20C	19C	21C	23D	16C	18D	23D	22D	112-114
109-111	11	11	12A	12A	15A	15A	16A	15B	14B	14C	16C	16C	19C	18C	20C	21D	15C	17C	22D	20D	109-111
106-108	10	11	11	11A	15	14A	15A	14B	14B	13B	15C	15C	18C	17C	19C	20C	13C	15C	21D	19D	106-108
103-105	10	10	10	11A	14	13	14A	13B	13B	11B	14B	14C	17B	16C	18C	19C	12C	14C	20D	17C	103-105
100-102	9	10	10	10A	13	12	13A	12A	12A	10B	13B	13C	16B	16C	17C	17C	11B	13C	19C	16C	100-102
97-99	9	9	9	9	12	12	12	11A	11A	9B	12B	11C	15B	15C	15C	16C	9A	11B	17C	14C	97-99
94-96	8	9	8	8	12	11	11	10A	10A	8A	10B	10B	15B	14B	14B	15B	8A	10B	16C	13C	94-96
91-93	8	8	8	7	11	10	10	9A	9	7A	9A	9B	14A	13B	13B	14B	7	8A	15C	11B	91-93
88-90	8	8	7	7	10	9	9	8	8	6	8A	8B	13A	12B	12B	12B	5	7	14C	10A	88-90
85-87	7	7	6	6	9	8	8	7	7	5	7A	7B	12A	11A	11B	11B	4	—	13B	—	85-87
82-84	7	6	6	5	9	8	7	6	6	4	6	5A	11	10A	10A	10A	—	—	11B	—	82-84
79-81	6	6	5	4	8	7	6	5	5	—	4	4A	10	9A	8A	8A	—	—	10A	—	79-81
76-78	6	5	4	4	7	6	5	4	5	—	3	3	9	8	7A	7A	—	—	9	—	76-78
73-75	5	5	4	3	6	5	4	3	4	—	—	—	9	7	6	6A	—	—	—	—	73-75
70-72	5	4	3	2	6	4	3	2	3	—	—	—	8	6	5	—	—	—	—	—	70-72
67-69	5	4	2	1	5	4	2	—	—	—	—	—	7	5	—	—	—	—	—	—	67-69
64-66	4	3	2	—	4	3	—	—	—	—	—	—	6	—	—	—	—	—	—	—	64-66
61-63	4	3	1	—	3	2	—	—	—	—	—	—	5	—	—	—	—	—	—	—	61-63
58-60	3	2	—	—	3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	58-60
55-57	3	2	—	—	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	55-57
52-54	2	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	52-54
49-51	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	49-51
46-48	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	46-48
43-45	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	43-45
40-42	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	40-42
37-39	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	37-39
34-36	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	34-36
XX-33	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

## TYPICAL WEAPON DATA

**Length:** 6 - 15 feet  
**Weight:** 5 - 12 pounds  
**Fumble Range:** 01 - 07<sup>UM</sup> (XX=7)  
**Range Modifiers:** —  
**Critical Type:** Puncture

**F** — Weapon fumbled, roll on Weapon Fumble Table, page 34.

**UM** — Unmodified roll. Apply result with no modifications.



## WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Boar Spear †	01-05	Puncture	+0	150	E
Harpoon †	01-04	Puncture	-15	150	E
Javelin †	01-04	Puncture	-10	150	E
Lance (used unmounted)	01-07	Puncture	-20	150	E
Pilum †	01-05	Puncture	-5	150	E
Polearm ‡	01-07	Puncture	+0	150	E
Spear †	01-05	Puncture	+0	150	E
Trident †	01-05	Puncture	+0	150	E

† —When used in melee; gives half normal hits.

‡ — These stats are used for various "pole" weapons that are not specifically listed here (e.g., halberds, glaives, pikes, etc.).

# THROWN WEAPON ATTACK TABLE

	Plate				Chain				Rigid Leather				Soft Leather				No Armor				
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
148-150	8C	10C	12D	14E	15E	15E	18E	18E	16E	18E	22E	22E	10E	10E	15E	18E	12E	15E	18E	20E	148-150
145-147	8B	10B	12C	14D	15D	15D	18E	18E	16E	18E	21E	21E	10E	10E	15E	18E	12E	15E	18E	20E	145-147
142-144	8A	10A	12C	13D	14D	14D	17D	17D	15D	17D	21D	21E	10E	10E	15E	17E	12E	14E	18E	19E	142-144
139-141	8	10A	11B	13C	14C	14C	17C	16D	15D	16D	20D	20E	10E	10E	14E	17E	11E	14E	17E	19E	139-141
136-138	8	9A	11B	13C	14C	13C	16C	16D	14C	16D	19D	19D	10D	9D	14E	16E	11E	14E	17E	18E	136-138
133-135	7	9	11A	12B	13B	13B	15C	15D	14C	15C	18D	18D	9D	9D	13D	16E	10D	13E	16E	18E	133-135
130-132	7	9	10A	12B	13B	13B	15C	15C	13C	14C	18C	17D	9D	9D	13D	15D	10D	13D	16E	17E	130-132
127-129	7	8	10A	11A	12A	12B	14B	14C	13C	14C	17C	16D	9C	9D	13D	15D	10D	12D	16E	16E	127-129
124-126	7	8	9	11A	12A	12A	14B	13C	12B	13C	16C	15C	9C	9D	12D	14D	9D	12D	15E	16D	124-126
121-123	7	8	9	10A	11A	11A	13A	13B	12B	12B	15C	15C	8C	8C	12D	14D	9C	11D	15D	15D	121-123
118-120	6	8	9	10A	11	11A	12A	12B	11B	11B	14C	14C	8C	8C	11C	13D	8C	11C	14D	15D	118-120
115-117	6	7	8	9A	10	10A	12A	11B	10B	11B	14B	13C	8C	8C	11C	13D	8C	11C	14D	14D	115-117
112-114	6	7	8	9	10	10	11A	11A	10A	10B	13B	12C	8B	8C	11C	12C	8C	10C	13D	14D	112-114
109-111	6	7	8	9	10	9	11A	10A	9A	9A	12B	11B	8B	7C	10C	12C	7B	10C	13D	13D	109-111
106-108	6	7	7	8	9	9	10	10A	9A	9A	11B	10B	7B	7B	10C	11C	7A	9B	13D	13C	106-108
103-105	5	6	7	8	9	8	9	9A	8	8A	10A	10B	7A	7B	9B	10C	6	9A	12C	12C	103-105
100-102	5	6	7	7	8	8	9	8A	8	7A	10A	9B	7A	7B	9B	10B	6	8A	12C	12B	100-102
97-99	5	6	6	7	8	7	8	8	7	7	9A	8B	7A	6B	9B	9B	6	8	11C	11B	97-99
94-96	5	5	6	6	7	7	8	7	7	6	8A	7A	6A	6A	8B	9B	5	8	11B	10A	94-96
91-93	5	5	5	6	7	7	7	6	6	5	7	6A	6	6A	8A	8B	5	7	10B	10	91-93
88-90	4	5	5	5	7	6	7	6	6	5	6	5A	6	6	7A	8A	4	7	10A	9	88-90
85-87	4	5	5	5	6	6	6	5	5	4	6	5A	6	5	7A	7A	4	6	10A	9	85-87
82-84	4	4	4	5	6	5	5	5	5	3	5	4	5	5	7	7A	4	6	9	8	82-84
79-81	4	4	4	4	5	5	5	4	4	3	4	3	5	5	6	6A	3	5	9	8	79-81
76-78	4	4	4	4	5	4	4	3	4	2	3	2	5	5	6	6	3	5	8	7	76-78
73-75	3	4	3	3	4	4	4	3	3	-	3	-	5	5	5	5	2	5	8	7	73-75
70-72	3	3	3	3	4	3	3	2	3	-	2	-	5	4	5	5	2	-	8	-	70-72
67-69	3	3	3	2	3	3	2	2	2	-	-	-	4	4	5	4	-	-	7	-	67-69
64-66	3	3	2	2	3	2	2	1	-	-	-	-	4	4	4	4	-	-	7	-	64-66
61-63	3	2	2	1	3	2	1	-	-	-	-	-	4	4	4	3	-	-	-	-	61-63
58-60	2	2	1	1	2	1	1	-	-	-	-	-	4	3	3	3	-	-	-	-	58-60
55-57	2	2	1	-	2	1	-	-	-	-	-	-	3	3	3	-	-	-	-	-	55-57
52-54	2	2	1	-	1	-	-	-	-	-	-	-	3	3	-	-	-	-	-	-	52-54
49-51	2	1	-	-	1	-	-	-	-	-	-	-	3	3	-	-	-	-	-	-	49-51
46-48	2	1	-	-	-	-	-	-	-	-	-	-	3	-	-	-	-	-	-	-	46-48
43-45	1	1	-	-	-	-	-	-	-	-	-	-	3	-	-	-	-	-	-	-	43-45
40-42	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
XX-33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

## WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Bola	01-07	Krush	+0	150	E
Boomerang	01-04	Krush	-5	150	E
Club	01-04	Krush	-50	150	E
Dagger	01	Slash	-20	150	E
Darts	01-05	Puncture	-20	130	E
Handaxe	01-04	Slash	-5	150	E
Javelin	01-04	Puncture	-20	150	E
Lasso †	01-06	Unbalance	-30	120	C
Mace	01-02	Krush	-25	120	D
Main Gauche	01-02	Puncture	-20	140	E
Net (gladiator) †	01-05	Unbalance	-25	150	D
Net (fishing) †	01-08	Unbalance	-35	125	C
Short Sword	01-02	Slash	-30	150	E
Spear	10-05	Puncture	-30	150	E
Shuriken	01-05	Slash	+0	150	E
Tomahawk	01-02	Slash	-10	140	E
War Hammer	01-04	Krush	-35	150	E

† —Delivers half of the hits indicated.

**F** — Weapon fumbled, roll on Weapon Fumble Table, page 34.  
**UM** — Unmodified roll. Apply result with no modifications.

## TYPICAL WEAPON DATA

**Length:** 3 - 6 feet  
**Weight:** 2 - 6 pounds  
**Fumble Range:** 01 - 07 <sup>UM</sup> (XX=7)  
**Range Modifiers:** 1' - 50': +0  
51' - 100': -20  
101' - 150': -40

**Critical Type:** Krush

**Ranges (with OB Modifiers in parentheses):**

Weapon	Point Blank 1-10'	Short 11-25'	Medium 26-50'	Long 51-100'	Extreme Long 101-150'
Bola	0	0	0	-20	-40
Boomerang	0	0	0	-20	-30
Club	-40	-	-	-	-
Dagger	-10	-20	-30	-	-
Darts	0	-10	-20	-	-
Handaxe	-15	-30	-45	-	-
Javelin	0	-20	-20	-40	-
Lasso	0	-10	-	-	-
Mace	-35	-	-	-	-
Main Gauche	-15	-	-	-	-
Net (gladiator)	0	-	-	-	-
Net (fishing)	-5	-	-	-	-
Short Sword	-30	-	-	-	-
Spear	-10	-20	-30	-	-
Shuriken	0	0	-20	-30	-
Tomahawk	-5	-15	-30	-	-
War Hammer	-20	-40	-60	-	-





# TOOTH & CLAW ATTACK TABLE

	Plate				Chain				Rigid Leather				Soft Leather				No Armor				
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
	Maximum Result for Huge Attacks																				
148-150	10E	13E	15E	18E	14D	14D	17E	19E	12E	15E	18E	20E	15E	15E	21E	23E	19E	21E	24E	24E	148-150
145-147	9D	12D	15D	17E	13C	13D	16E	18E	11D	14D	17E	19E	14E	14E	20E	22E	18E	20E	23E	24E	145-147
142-144	9C	12D	14D	16E	13C	13C	15D	17E	11C	13D	16E	18E	13E	13E	19E	21E	17E	19E	22E	23E	142-144
139-141	8C	11C	14C	16E	12C	12C	15D	17E	10C	13C	16D	18E	13D	13E	19E	21E	17E	19E	22E	23E	139-141
136-138	8B	11C	13C	15D	12B	12C	14C	16E	10C	12C	15D	17E	12D	12D	18E	20E	16D	18E	21E	22E	136-138
	Maximum Result for Large Attacks																				
133-135	7B	10C	13C	15D	11B	11C	14C	16D	9B	12C	15D	17D	12D	12D	17D	19E	15D	17D	20E	21E	133-135
130-132	7B	10C	12C	14D	11B	11B	13C	15D	9B	11C	14C	16D	11C	11D	17D	19E	15D	17D	20E	21E	130-132
127-129	7B	9B	12C	14C	10B	10B	13C	14D	8B	11B	13C	15D	11C	11C	16D	18D	14C	16D	19E	20E	127-129
124-126	6A	9B	11B	13C	10A	10B	12C	14D	8B	10B	13C	15D	10C	10C	15D	17D	14C	16D	18E	19E	124-126
121-123	6A	8B	11B	13C	9A	9B	12B	13C	7A	10B	12B	14D	10C	10C	15C	17D	13C	15C	18D	19E	121-123
	Maximum Result for Medium Attacks																				
118-120	5A	8B	10B	12B	9A	9A	11B	13C	7A	9B	12B	14C	9B	9C	14C	16D	12B	14C	17D	18D	118-120
115-117	5	7A	10B	11B	8A	8A	10B	12C	6	9A	11B	13C	9B	9C	13C	15C	12B	14C	16D	17D	115-117
112-114	4	7A	9A	11B	8A	8	10B	11C	6	8A	10A	12C	8B	8B	13C	15C	11B	13C	16C	17D	112-114
109-111	4	6A	9A	10A	7	7	9A	11B	6	8A	10A	12C	8A	8B	12B	14C	10A	12B	15C	16C	109-111
106-108	4	6	8A	10A	7	7	9A	10B	5	7A	9A	11B	7A	7B	11B	13C	10A	12B	15B	15C	106-108
	Maximum Result for Small Attacks																				
103-105	3	5	8A	9A	6	6	8A	10B	5	6	9A	11B	7A	7B	11B	13B	9A	11B	14B	15B	103-105
100-102	3	5	7	9A	6	6	8	9A	4	6	8A	10B	6A	6A	10A	12B	9A	11B	13B	14B	100-102
97-99	2	4	7	8A	5	5	7	8A	4	5	8A	9A	6A	6A	9A	11B	8A	10A	13B	13B	97-99
94-96	2	4	6	8A	5	5	7	8	3	5	7	9A	5A	5A	9A	11A	7	9A	12B	13B	94-96
91-93	1	3	6	7	4	4	6	7	3	4	6	8A	5	5A	8A	10A	7	9A	11B	12B	91-93
88-90	1	3	5	7	4	4	5	7	2	4	6	8A	4	4	7A	9A	6	8A	11B	12B	88-90
85-87	1	2	5	6	3	3	5	6	2	3	5	7	4	4	7	9A	5	7A	10B	11A	85-87
82-84	1	2	4	5	3	3	4	5	1	3	5	6	3	3	6	8	5	7	9A	10A	82-84
	Maximum Result for Tiny Attacks																				
79-81	1	1	4	5	2	2	4	5	1	2	4	6	3	3	5	7	4	6	9	10	79-81
76-78	–	1	3	4	2	2	3	4	1	2	3	5	2	2	5	7	4	6	8	9	76-78
73-75	–	1	3	4	1	1	3	4	–	1	3	5	2	2	4	6	3	5	8	8	73-75
70-72	–	–	2	3	1	1	2	3	–	1	2	4	1	1	3	5	2	4	7	8	70-72
67-69	–	–	2	3	–	1	2	2	–	–	2	3	1	1	3	5	2	4	6	7	67-69
64-66	–	–	1	2	–	–	1	2	–	–	1	3	–	–	2	4	1	3	6	6	64-66
61-63	–	–	1	2	–	–	1	1	–	–	1	2	–	–	1	3	1	2	5	6	61-63
58-60	–	–	–	1	–	–	–	1	–	–	–	2	–	–	1	3	–	2	4	5	58-60
55-57	–	–	–	1	–	–	–	–	–	–	–	1	–	–	–	2	–	1	4	4	55-57
52-54	–	–	–	–	–	–	–	–	–	–	–	1	–	–	–	1	–	1	3	4	52-54
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	–	–	2	3	49-51
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	2	2	46-48
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	2	43-45
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	1	40-42
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	37-39
03-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-36
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM

F — Attack fails, no damage is delivered.

UM — Unmodified roll. Apply result with no modifications.

## ATTACK TYPE DATA

Attack Type	Abbreviation	Critical Type
Bite	Bi	Puncture
Claw / Talon	Cl	Slash
Fall / Crush	Cr (or Fa)	Krush
Horn / Tusk	Ho	Puncture
Pincer / Beak	Pi	Slash
Stinger	St	Puncture
Tiny	Ti	(no criticals)
Trample / Stomp	Ts	Krush
Fist / Kick ‡	Fi	Unbalance

‡ — Treat all criticals as 'A' severity criticals.

The attack size for human-sized creatures is "Small."



# BASH & GRAPPLE ATTACK TABLE

	Plate				Chain				Rigid Leather				Soft Leather				No Armor				
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
	Maximum Result for Huge Attacks																				
148-150	10E	12E	15E	17E	14E	14E	15E	18E	11E	13E	16E	18E	14E	15E	17E	19E	15E	15E	19E	20E	148-150
145-147	9E	11E	14E	16E	13D	13D	15E	17E	10E	12D	15E	17E	13E	14E	16E	18E	14E	14E	18E	19E	145-147
142-144	9D	11D	14D	16E	13D	13D	14D	16E	10D	12D	15E	16E	13E	14E	15E	17E	14E	14E	17E	18E	142-144
139-141	9D	10D	13D	15E	12C	12D	14D	16E	9D	11D	14E	16E	12E	13D	15E	17E	13E	13E	17E	18E	139-141
136-138	8C	10C	13C	15E	12C	12C	13C	15D	9C	11C	14D	15D	12D	13D	14D	16E	13D	13D	16E	17E	136-138
	Maximum Result for Large Attacks																				
133-135	8C	10C	12C	14D	11C	11C	13C	15D	9C	10C	13D	15D	11D	12C	14D	16D	12D	12D	16E	17D	133-135
130-132	8C	9C	12C	14D	11C	11C	12C	14D	8C	10C	13D	14D	11D	12C	13D	15D	12D	12D	15D	16D	130-132
127-129	7C	9C	11C	13D	10C	10C	12C	14D	8C	9C	12D	14D	10C	11C	13C	15D	11C	11C	15D	16D	127-129
124-126	7B	8C	11C	13D	10B	10C	11C	13C	7C	9C	12C	13C	10C	11C	12C	14C	11C	11C	14D	15C	124-126
121-123	7B	8B	10C	12C	9B	9B	11C	13C	7B	9B	11C	13C	9C	10C	12C	14C	10C	10C	14C	14C	121-123
	Maximum Result for Medium Attacks																				
118-120	6B	8B	10B	12C	9B	9B	10B	12C	7B	8B	11C	12C	9C	10B	11B	13C	10B	10B	13C	14B	118-120
115-117	6B	7B	9B	11C	8B	8B	10B	11C	6B	8B	10B	12C	9B	9B	11B	13B	9B	10B	13C	13B	115-117
112-114	6B	7B	9B	11C	8B	8B	9B	11B	6B	7B	10B	11B	8B	9B	10B	12B	9B	9B	12B	13A	112-114
109-111	5B	6B	8B	10B	7B	7B	9B	10B	6B	7B	9B	11B	8B	8A	10A	11A	8A	9A	11B	12A	109-111
106-108	5B	6B	8B	10B	7A	7A	8A	10B	5B	6B	9A	10A	7B	8A	9A	11A	8A	8A	11A	12A	106-108
	Maximum Result for Small Attacks																				
103-105	5A	6A	7A	9B	7A	7A	8A	9A	5A	6A	8A	10A	7A	7A	9A	10A	7A	8A	10A	11A	103-105
100-102	4A	5A	7A	9B	6A	6A	7A	9A	4A	5A	8A	9A	6A	7A	8A	10A	7A	7A	10A	11A	100-102
97-99	4A	5A	6A	8A	6A	6A	7A	8A	4A	5A	7A	9A	6A	6A	8A	9A	6A	7A	9A	10A	97-99
94-96	4A	4A	6A	8A	5A	5A	6A	8A	4A	5A	7A	8A	5A	6A	7A	9A	6A	6A	9A	9A	94-96
91-93	3A	4A	5A	7A	5A	5A	6A	7A	3A	4A	6A	8A	5A	5A	7A	8A	5A	6A	8A	9	91-93
88-90	3A	4A	5A	7A	4A	4A	5A	7A	3A	4A	6A	7A	5A	5A	6A	8	5A	5	8A	8	88-90
85-87	3A	3A	4A	6A	4A	4A	5A	6A	2A	3A	5A	7A	4A	4A	6	7	4	5	7A	8	85-87
82-84	2A	3A	4A	6A	3A	3A	4A	5A	2A	3A	5A	6	4A	4A	5	7	4	5	7	7	82-84
79-81	2A	2A	3A	5A	3A	3A	4A	5	2A	2A	4	6	3A	3	5	6	3	4	6	7	79-81
76-78	2A	2A	3A	5A	2A	2A	3	4	1A	2A	4	5	3A	3	4	5	3	4	5	6	76-78
73-75	1A	2A	2A	4	2A	2A	3	4	1A	1	3	5	2	2	4	5	2	3	5	6	73-75
70-72	1A	1A	2	4	1A	1	2	3	1	1	3	4	2	2	3	4	2	3	4	5	70-72
67-69	1A	1	1	3	1	1	2	3	–	1	2	4	1	1	3	4	1	2	4	4	67-69
64-66	–	1	1	3	1	1	1	2	–	–	2	3	1	1	2	3	1	2	3	4	64-66
61-63	–	–	1	2	–	–	1	2	–	–	1	3	1	1	2	3	1	1	3	3	61-63
58-60	–	–	–	2	–	–	–	1	–	–	1	2	–	–	1	2	–	1	2	3	58-60
55-57	–	–	–	1	–	–	–	1	–	–	1	2	–	–	1	2	–	1	2	2	55-57
52-54	–	–	–	1	–	–	–	–	–	–	–	1	–	–	–	1	–	–	1	2	52-54
49-51	–	–	–	–	–	–	–	–	–	–	–	1	–	–	–	1	–	–	1	1	49-51
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	46-48
03-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-45
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM

## ATTACK TYPE DATA

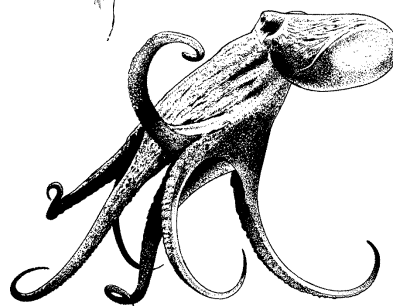
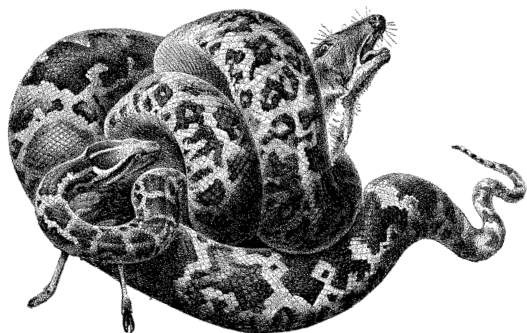
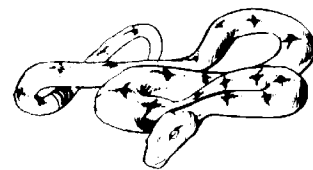
Attack Type      Abbreviation      Critical Type

Bash / Knockdown      Ba      Unbalance  
 Grapple / Grasp /  
 Envelop / Swallow      Gr      Unbalance  
 Ram / Butt      Ra      Unbalance  
 Wrestling / Tackles ‡      Wr      Unbalance

‡ – Treat all criticals as “A” severity criticals.  
 The attack size for human-sized creatures is “Small.”

F – Attack fails, no damage is delivered.

UM – Unmodified roll. Apply result with no modifications.



# BOLT SPELL ATTACK TABLE

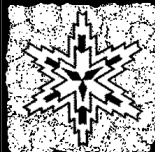
	Plate				Chain				Rigid Leather				Soft Leather				No Armor				
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 100	14E	18E	28E	32E	20E	20E	28E	32E	15E	19E	29E	33E	25E	27E	30E	38E	36E	38E	40E	45E	100 UM
Maximum Modified Result for Fire, Ice, and Lightning Bolts																					
146-150	10D	14E	23E	26E	16E	16E	24E	27E	11D	15E	25E	28E	22E	22E	26E	34E	30E	32E	34E	38E	146-150
141-145	10D	14D	22E	25E	15D	16D	23E	26E	11D	15E	24E	27E	21E	21E	24E	32E	28E	30E	32E	36E	141-145
136-140	10C	13D	21E	24E	14D	15D	22E	25E	11D	14D	23E	26E	20E	20E	22E	30E	26E	28E	30E	34E	136-140
131-135	19C	13C	20E	23E	13D	14D	21E	24E	10C	14D	22E	25E	19E	19E	21E	28E	24E	26E	28E	32E	131-135
126-130	19C	12C	19D	22E	12C	14C	20E	23E	10C	13C	21E	24E	18E	18E	20E	26E	22E	24E	26E	30E	126-130
121-125	19C	12C	18D	21E	12C	14C	20E	23E	10C	13C	20E	23E	17D	17E	18E	24E	20D	22E	24E	28E	121-125
Maximum Modified Result for Water Bolts																					
116-120	18B	11C	17D	20D	11C	13C	19D	22E	9C	12C	19E	22E	16D	16D	16E	22E	18D	20D	22E	26E	116-120
111-115	18B	10B	16C	19D	10B	12B	17D	20D	8B	11C	18D	21E	15D	15D	15D	20E	16D	18D	20E	24E	111-115
106-110	17B	10B	15C	18D	10B	12B	16C	19D	8B	11B	17D	20E	14C	14D	13D	19E	14C	16D	18E	22E	106-110
101-105	17A	9B	14C	17C	9B	11B	15C	18D	7B	10B	16D	19D	13C	13C	12D	18E	13C	15C	17D	20E	101-105
96-100	7A	9B	13C	16C	8B	11A	14C	17C	7B	9B	15C	18D	12B	12C	11C	17D	12C	14C	16D	18D	96-100
91-95	6A	8B	12B	15C	8A	10A	13C	16C	6A	8B	14C	17D	11B	11B	10C	16D	11B	13C	15D	16D	91-95
Maximum Modified Result for Shock Bolts																					
86-90	6A	8A	11B	14C	6A	10A	12B	14C	6A	7A	12C	15C	10A	10B	9B	15D	10B	12B	14D	14D	86-90
81-85	6A	7A	10B	12B	6A	9A	11B	13C	5	6A	10B	13C	9A	9A	8B	13C	9B	11B	13C	13D	81-85
76-80	5	7A	9A	11B	6A	9A	10B	11B	4	5A	9B	11C	8A	8A	7A	11C	8A	10B	12C	12C	76-80
71-75	5	6A	8A	10B	5A	8	9A	10B	4	5	8A	9B	7A	7	6A	9C	7A	9A	11B	11C	71-75
66-70	5	6	7A	9A	4	7	8A	9A	3	4	7A	7B	6	6	5A	7B	6A	8A	10B	10B	66-70
61-65	4	5	6A	7A	4	6	7A	7A	3	4	6	5A	5	5	4	5B	5A	7A	9A	9B	61-65
56-60	4	5	5A	6A	3	5	6	5A	2	3	5	3A	4	4	3	3A	4A	6A	8A	7A	56-60
51-55	3	4	4	4A	2	4	4	3A	2	2	3	1	3	3	2	1A	3	5A	7A	5A	51-55
46-50	3	4	3	3A	2	3	3	1	1	1	1	-	2	2	1	-	2	3	6A	3A	46-50
41-45	2	3	2	1	2	2	1	-	1	-	-	-	1	1	-	-	1	1	4A	-	41-45
36-40	2	2	1	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	2	-	36-40
31-35	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	1	-	31-35
21-30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
11-20	F	F	F	F	F	F	F	F	-	-	-	-	-	-	-	-	-	-	-	-	11-20
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	-	-	-	-	03-10
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM

## Standard Attack Roll Modifications for Attacker:

Attacker's skill **bonus** for directed spells ..... varies  
 Special bonus due to items ..... varies  
 Bonus due to the spell (certain spells give a bonus) ..... varies  
 Range modifiers ..... (given at left)  
 If target is static ..... +30  
 Attacker has taken 26-50% of his hits ..... -10  
 Attacker has taken 51-75% of his hits ..... -20  
 Attacker has taken 76%+ of his hits ..... -30  
 Attacker has used 26-50% of his exhaustion points ..... -10  
 Attacker has used 51-75% of his exhaustion points ..... -20  
 Attacker has used 76-90% of his exhaustion points ..... -30  
 Attacker has used 91-99% of his exhaustion points ..... -60  
 Attacker has used 100%+ of his exhaustion points ..... -100

## Standard Attack Roll Modifications for Defender:

Quickness bonus x3 (not used if defender takes cover) ..... varies  
 Special bonus due to items and armor ..... varies  
 Full cover ..... no attack may be made  
 Half or partial "Soft" cover ..... -20  
 Half or partial "Soft" cover ..... -30  
 Wall shield (must be facing attacker) ..... -30  
 Full shield (must be facing attacker) ..... -20  
 Normal shield (must be facing attacker) ..... -15  
 Target shield (must be facing attacker) ..... -5  
 No helmet ..... +5  
 Normal helmet ..... +0  
 Full helmet (covers face) ..... -5



## SPELL DATA

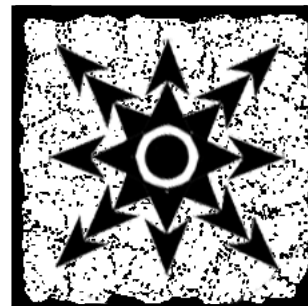
Spell	Critical Type	OB Mod	Max Result	Max Critical
Fire Bolt	Heat	+0	150	E
Ice Bolt	Cold	-10	150	E
Lightning Bolt	Heat	+10	150	E
Shock Bolt	Heat	-40	90	C
Water Bolt	Krush	-20	120	D

### Range Modifiers:

Range	Modifier
0' - 10'	+35
11' - 50'	0
51' - 100'	-25
101' - 200'	-40
201' - 300'	-55
301' +	-75

### Key:

F — Spell Fails, roll on Spell Failure Table, page 35.  
 UM — Unmodified roll. Apply result with no modifications.





# BALL SPELL ATTACK TABLE

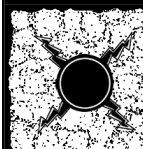
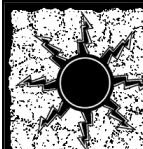
	Plate				Chain				Rigid Leather				Soft Leather				No Armor				
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 100	15E	18E	22E	23E	19E	19E	23E	24E	19E	22E	27E	28E	25E	25E	30E	31E	27E	29E	31E	33E	100 UM
UM 98-99	13D	16D	20D	21E	17D	17D	21D	22E	17D	20E	25E	26E	23E	23E	28E	29E	25E	27E	29E	31E	98-99 UM
UM 96-97	11C	14D	18D	19D	15C	15C	19D	20D	15D	18D	23D	24E	21D	21D	26D	27E	23D	25D	27E	29E	96-97 UM
Maximum Modified Result for Fire Balls																					
93-95	10C	13C	17C	18C	14C	14C	18C	19C	14C	17C	22D	23D	20D	20D	25D	26D	22C	24D	26D	28D	93-95
89-92	10C	13C	17C	18C	14C	14C	18C	19C	13C	16C	20D	21D	18D	19D	23D	25D	20C	22D	25D	27D	89-92
85-88	9B	12C	16C	17C	13C	14C	17C	18C	12C	15C	19D	20D	17C	18D	21D	24D	18C	20C	24D	26D	85-88
81-84	9B	12C	16C	17C	13B	13C	17C	18C	11C	14C	18C	19D	16C	17C	19D	23D	17C	18C	23D	25D	81-84
Maximum Modified Result for Cold Balls																					
77-80	8B	11B	15C	16C	12B	13B	16C	17C	10C	13C	17C	18C	15C	16C	17C	22D	16C	17C	22D	24D	77-80
73-76	8B	11B	15C	16C	12B	12B	15C	16C	9B	12C	16C	17C	14C	15C	16C	21C	15C	16C	21C	23D	73-76
69-72	7B	10B	14B	15C	11B	12B	14C	15C	8B	11C	15C	16C	13C	14C	15C	20C	14C	15C	20C	22C	69-72
65-68	7A	10B	13B	14B	11B	11B	13B	14C	8B	10B	14C	15C	12B	13C	14C	19C	13B	14C	20C	21C	65-68
61-64	6A	9B	12B	13B	10A	11B	12B	13B	7B	9B	13C	14C	11B	12B	13C	18C	12B	13B	19C	20C	61-64
57-60	6A	9A	11B	12B	9A	10A	11B	12B	7B	8B	12B	13C	10B	11B	12B	17C	11B	12B	18C	19C	57-60
53-56	5A	8A	10B	11B	8A	9A	10B	11B	6A	7B	11B	12B	9B	10B	11B	16C	10B	11B	17C	18C	53-56
49-52	5A	8A	9A	10B	7A	8A	9B	10B	6A	6B	10B	11B	8B	9B	10B	15B	9B	10B	16B	17C	49-52
45-48	4A	7A	8A	9B	6A	7A	8B	9B	5A	5A	9B	10B	7A	8B	9B	14B	8A	9B	15B	16B	45-48
41-44	4A	6A	7A	8A	5A	6A	7A	8B	5A	4A	8B	9B	6A	7A	8B	13B	7A	8A	14B	15B	41-44
37-40	3	5A	6A	7A	4A	5A	6A	7A	4A	4A	7A	8B	5A	6A	7A	12B	6A	7A	13B	14B	37-40
33-36	3	4A	5A	6A	3A	4A	5A	6A	3A	3A	6A	7A	4A	5A	6A	11B	5A	6A	12A	13B	33-36
29-32	2	3	4A	5A	2	3	4A	5A	2	3A	5A	6A	3A	4A	5A	9A	4A	5A	11A	12A	29-32
25-28	1	2	3A	4A	1	2	3A	4A	1	2	4A	5A	2	3A	4A	7A	3A	4A	9A	11A	25-28
21-24	–	1	2	3A	–	1	2	3A	1	1	3A	4A	1	2	3A	6A	2	3A	7A	9A	21-24
17-20	–	–	1	2	–	–	1	2	–	1	2	3A	–	1	2	4A	1	2	6A	7A	17-20
13-16	–	–	–	1	–	–	–	1	–	–	1	2	–	–	1	2	–	1	4A	5A	13-16
09-12	–	–	–	–	–	–	–	–	–	–	–	1	–	–	–	1	–	–	2	3	09-12
05-08	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	1	05-08
UM 01-04	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-04 UM

## Standard Attack Roll Modifications for Attacker:

Attacker's skill **rank** for the spell's list ..... varies  
Special bonus due to items ..... varies  
Bonus due to the spell (certain spells give a bonus) ..... varies  
If target is static ..... +10  
If target is the center point of the spell ..... +20  
Attacker has taken 26-50% of his hits ..... -5  
Attacker has taken 51-75% of his hits ..... -10  
Attacker has taken 76%+ of his hits ..... -20  
Attacker has used 26-50% of his exhaustion points ..... -5  
Attacker has used 51-75% of his exhaustion points ..... -10  
Attacker has used 76-90% of his exhaustion points ..... -15  
Attacker has used 91-99% of his exhaustion points ..... -20  
Attacker has used 100%+ of his exhaustion points ..... -30

## Standard Attack Roll Modifications for Defender:

Quickness bonus x3 (not used if defender takes cover) ..... varies  
Special bonus due to items and armor ..... varies  
Full "Soft" cover ..... -40  
Half or partial "Soft" cover ..... -20  
Full "Hard" cover ..... -60  
Half or partial "Soft" cover ..... -30  
No helmet ..... +5  
Normal helmet ..... +0  
Full helmet (covers face) ..... -5

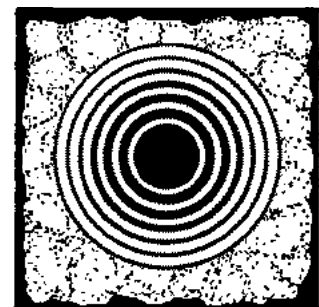


## SPELL DATA

Spell	Critical Type	OB Mod	Max Result	Max Critical
Fire Ball	Heat	+0	95	E
Cold Ball	Cold	-10	80	C

### Key:

**F** – Spell Fails, roll on Spell Failure Table, page 35.  
**UM** – Unmodified roll. Apply result with no modifications.



# BASIC SPELL ATTACK TABLE

	Essence Spell			Channeling Spell			Mentalism Spell			
	Target's Armor			Target's Armor			Target's Armor			
	Metal Armor	Leather Armor	Other	Metal Armor	Metal Shield	Other	Metal Helmet	Leather Helmet	Other	
UM 100	-110	-115	-125	-105	-110	-125	-105	-115	-125	100 UM
UM 98-99	-85	-90	-100	-80	-85	-100	-80	-90	-100	98-99 UM
UM 96-97	-60	-65	-75	-55	-60	-75	-55	-65	-75	96-97 UM
93-95	-50	-45	-55	-35	-40	-55	-35	-45	-55	93-95
89-92	-45	-40	-50	-30	-35	-50	-30	-40	-50	89-92
85-88	-40	-35	-45	-25	-30	-45	-25	-35	-45	85-88
81-84	-35	-30	-40	-20	-25	-40	-20	-30	-40	81-84
77-80	-30	-25	-35	-15	-20	-35	-15	-25	-35	77-80
73-76	-25	-20	-30	-10	-15	-30	-10	-20	-30	73-76
69-72	-10	-15	-25	-5	-10	-25	-5	-15	-25	69-72
65-68	-5	-10	-20	0	-5	-20	-5	-10	-20	65-68
61-64	-5	-5	-15	0	-5	-15	0	-5	-15	61-64
57-60	0	-5	-10	+5	0	-10	0	-5	-10	57-60
53-56	0	0	-5	+10	0	-5	+5	0	-5	53-56
49-52	+5	0	0	+15	+5	0	+10	0	0	49-52
45-48	+10	+5	0	+20	+10	0	+15	+5	0	45-48
41-44	+15	+10	+5	+25	+15	+5	+20	+10	+5	41-44
37-40	+20	+15	+15	+30	+20	+15	+25	+15	+15	37-40
33-36	+25	+20	+20	+35	+25	+20	+30	+20	+20	33-36
29-32	+30	+25	+30	+40	+30	+30	+35	+25	+30	29-32
25-28	+35	+30	+35	+45	+35	+35	+45	+30	+35	25-28
21-24	+40	+35	+45	F	+40	+45	F	+35	+45	21-24
17-20	+45	+40	+50	F	+45	+50	F	+40	+50	17-20
13-16	F	+45	+60	F	F	+60	F	+45	+60	13-16
09-12	F	F	+65	F	F	+65	F	F	+65	09-12
05-08	F	F	+70	F	F	+70	F	F	+70	05-08
03-04	F	F	F	F	F	F	F	F	F	03-04
UM 01-02	F	F	F	F	F	F	F	F	F	01-02 UM

## Key:

F — Spell Fails, roll on  
Spell Failure Table, page 35.  
UM — Unmodified roll. Apply result  
with no modifications.

## Range Modifiers:

Range	Modifier
Touching	+30
0' - 10'	+10
11' - 50'	0
51' - 100'	-10
101' - 300'	-20
301' +	-30



## Standard Attack Roll Modifications for Defender:

Special Bonus due to items ..... varies  
Full "Soft" or "Hard" cover ..... -20  
Half "Soft" or "Hard" cover ..... -10

## Standard Attack Roll Modifications for Attacker:

Attacker's skill rank for the spell's list ..... varies  
Special bonus due to items or the spell ..... varies  
If target is static ..... +10  
Attacker has taken 26-50% of his hits ..... -5  
Attacker has taken 51-75% of his hits ..... -10  
Attacker has taken 76%+ of his hits ..... -15  
Attacker has used 26-50% of his exhaustion points ..... -5  
Attacker has used 51-75% of his exhaustion points ..... -10  
Attacker has used 76-90% of his exhaustion points ..... -15  
Attacker has used 91-99% of his exhaustion points ..... -20  
Attacker has used 100%+ of his exhaustion points ..... -30

# RESISTANCE ROLL TABLE

Target Level	Attack Level of the Spell Caster															Target Level	To resist the target's Resistance Roll must be greater than or equal to the number given.  <b>Standard RR Modifications:</b> Basic Spell Attack Roll modifications ..... varies from -125 to +70  Special bonuses due to items or the spell ..... varies  Bonus due to the target's race .... varies  Willing target (the target doesn't want to resist the spell) ..... -50  Same realm (target's realm of power is the same as the spell's) ..... +15  3x target's stat bonus for the spell's realm ..... -30 to +30 (In for Channeling, Em for Essence, and Pr for Mentalism)
1	50	55	60	65	70	73	76	79	82	85	87	89	91	93	95	+	1
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90	+	2
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85	+	3
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80	+	4
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	+	5
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72	+	6
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69	+	7
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66	+	8
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63	+	9
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	+	10
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58	+	11
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56	+	12
13	9	14	19	24	29	32	35	38	41	44	46	48	50	52	54	+	13
14	7	12	17	22	27	30	33	36	39	42	44	46	48	50	52	+	14
15	5	10	15	20	25	28	31	34	37	40	42	44	46	48	50	+	15
> 15†	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	>15



## COLD CRITICAL STRIKE TABLE

	A	B	C	D	E
<b>01-05</b>	Cold breeze yields little damage. +0H	Attack yields a brief climate change. +0H	You give foe's cheeks a rosy hue. +1H	Your blast looks good, works poorly. +2H	Sharp and cold air assaults foe's skin. +3H
<b>06-10</b>	Feeble and poorly directed. Foe is not really concerned. +1H	Burst of cold causes target mild discomfort. +2H	Your attack conjures a bitter arctic wind. Foe is not impressed. +3H	Foe shields himself. Your attack misses most of its mark. +4H	Ice up the ground and foe's feet. He springs clear. You have initiative. +4H
<b>11-15</b>	Foe dodges your attack with too much effort. You have initiative. +2H	Foe evades frantically. He is still chilled. You have initiative next round. +3H	Encrust foe with ice. He is unbalanced as he shakes it off. You gain initiative. +4H	Light frosting leaves foe unsteady. You must hit him again. +5H - ✕	Frigid strike to foe's torso and face. You have the initiative. +6H - ✕
<b>16-20</b>	Foe is fearful of your assault. Your attack gives you the initiative. +3H	Assault blinds foe for a moment. You have 2 rounds of initiative. +4H	Numbing whirlwind encircles foe. You have 2 rounds of initiative. +5H	Foe's attempts to evade and strikes himself. You try not to laugh. +6H - ✕	Foe's failed efforts to avoid your attack puts him at a grave disadvantage. +7H - ✕
<b>21-35</b>	Burst of cold to the face sends foe stumbling back. You have initiative for 2 rounds. +4H	Frost laden blast forces foe back. Any containers of water freeze and burst open. You have 2 rounds of initiative. +5H	Disorient foe with a tricky shot. His garments have failed to keep out the chill. Press him while you can. +6H - ✕	With a burst of white, you shower foe with ice crystals. Foe closes his eyes to avoid the onslaught. +7H - ✕ - 1 - (-20)	Freeze foe's hair and scalp. If foe has long hair, it breaks off! Foe struggles in vain to repair the damage. +8H - (2✕-15)
<b>36-45</b>	Your attack freezes one of foe's metal items. Foe takes a defensive stance. +5H - ✕	Foe makes a futile attempt to parry the attack. He loses 3 rounds of initiative. +6H - ✕	Catch foe in lower leg. You gain initiative while foe regains footing. +7H - 2✕ - 1	Foe ices down; freezing any exposed skin. The pain is great. +9H - 3 - 2 - (-20)	Assault to foe's legs. Hypothermic, he struggles to remain standing. 3 - (-20)
<b>46-50</b>	Scatter your attack all over foe's chest. Foe is covered with frost. He looks ghoulish. +6H - 2✕	Cold penetrates foe's chest and gives him frostbite. The pain must be severe. He stumbles back. +7H - 2✕ - 2	Blast hits foe's chest and scatters. The cold stings all exposed skin. Foe has a shocked look on his face. +8H - 3	Assault lands on foe's weapon arm. He makes a supreme effort to pull his arm away. Foe is unable to protect himself. +9H - 3 - 2 - (-10)	Glancing strike to lower back. Foe is spun about and slings his weapon away. You have him now. +10H - 3
<b>51-55</b>	Blow to foe's chest. Your attack has force and foe stumbles. +7H - 3	Strong off-center blast takes foe in his shield arm wrist and side. +8H - 3 - 3	Hard strike to chest, armor does not help. Blow leaves its frigid mark. +5H - 2 - 3 - (-10)	Heavy blow to shield shoulder. Foe is knocked back 5 feet. Muscle damage. +10H - 2 - 3 - 3	Blow to side. Foe seeks to regain his wind and survive your next onslaught. +11H - 3 - 3 - 4
<b>56-60</b>	Strike falls on an exposed area. Foe gives ground. He is shaken but his guard is still up. +8H - 2	Foe turns to avoid your attack and exposes his back. All wood on his back becomes frozen and brittle. +9H - 2 - 2	Strong blast hits foe low. His legs almost give with the pain. Foe recoils 5 feet away from your assault. with leg armor: +5H - 2✕ w/o leg armor: +9H - 3	Miss foe's arm and strike his thigh. He loses his footing. Skin and nerve damage causes foe pain. 3 - 3 - (-15)	Your blast engulfs foe's weapon arm and climbs toward his torso. He steps away frantic to evade the pain. +10H - 3 - 3 - 4 - (-20)
<b>61-65</b>	Well placed. Strike slams into foe's weapon arm. Foe's evasion is comical. with arm greaves: +2H - ✕ w/o arm greaves: +9H - 3	Solid strike to foe's forearm. Foe's hand frozen shut for 1 round. +10H - 3 - 3 - (-5) - 3	Blast freeze dries organic material on foe's back. +11H - 4	Blast freezes foe's arm and shield. If no shield, arm useless from nerve damage. with shield: +20H - (-20) w/o shield: 5 - 3 - (-30)	Strike to foe's waist. All equipment on belt freezes and breaks if foe moves. +13H - 3 - 3 - (-30)
<b>66</b>	Steal the heat from foe's neck and chest area. Foe drops anything he is holding and blocks his throat. +10H - 3 - 3	Foe is covered by the blast. All extremities are damaged. The pain grows until foe is warmed up. 4 - 3 - 3	Foe's response to your burst of cold sends him to the ground hard. Foe jams his wrist into the ground. 6 - 3 - (-15) - 4	Frigid onslaught fills foe's eyes and mouth with ice. Foe is blinded for a moment until he can clear his eyes. 4 - 3 - (-30) - 4	Your strike steals the heat out of foe's neck and upper chest. Nerves and muscles are damaged. +15H - 8 - 3 - 4
<b>67-70</b>	Score a hit to foe's side. It produces mild frostbite. Any herbs on foe's belt are ruined. +10H - 3 - 3 - (-5)	Spray foe's face with a powerful chill. He tries without success to push your attack away. The damage endures. +11H - 2 - 3 - 3 - (-10)	Freeze foe's weapon arm. It is useless until it is warmed up. Foe is in great pain and struggles to stand. +12H - 2 - 3 - 3 - (-15)	Polar wind pierces deep into chest and leaves foe trembling. You are close to victory. Foe faces the wrong way. with chest armor: +15H - 3 - 3 - (-5) w/o ch armor: +13H - 3 - 3 - (-20)	Blow to foe's shield arm. He is knocked down. If foe has a shield, it is broken. If not, the arm is broken. with shield: 2 - 3 w/o shield: 6 - 3
<b>71-75</b>	Strong unbalancing blast. Foe's body temperature drops. +11H - 2 - 3 - (-10)	Strike lands on foe's legs. The pain and shock cause him to falter. +12H - 2 - 3 - 3	Side strike hits foe just right. Any leather or cloth freezes and shatters. 2 - 3 - 3 - (-20)	Blast drains the heat from foe's weapon arm. Hand and arm are useless. The hand is frozen closed. +13H - 2 - 3 - 3 - (-50)	Blast freezes weapon hand, shoulder and face. Foe is numb and needs time to warm up. Foe is still standing. +15H - 3 - 3
<b>76-80</b>	Strike to foe's shield arm. If foe sees it he may block with a shield. Foe recoils 5 feet from the blast. with shield: +2H - 2✕ w/o shield: +12H - 2 - 3 - 3	Chest strike freezes what it touches. Equipment is damaged. The pain persists. Chest armor is destroyed. w/ ch. armor: +13H - 4 - 3 - (+15) - 3 w/o chest armor: +20H - 4 - 3 - (-5)	Blow to foe's arms. Any metal armguards freeze, immobilizing arms until the armor is removed or unfrozen. with chest armor: 3 - 3 - 4 w/o chest armor: (-25) - 4	Strike to foe's side downs him. Severe frostbite hampers movements. Any liquid among foe's equipment freezes. +15H - 3 - 3 - 3 - (-25)	Solid chest strike. Foe flips onto his back, dropping all he holds. Foe is at your mercy. 12 - 3 - (-30)
<b>81-85</b>	Back blast. Any glass on back is broken. Painful bruise. +13H - 2 - 3	Clean hard strike pushes foe over, cracking ribs. His recovery lacks grace. +12H - 2 - 3 - 3 - (-15) - 4	Arctic blast to foe's torso. Foe is badly frostbitten and falls to knees in pain. 6 - 3 - 5 - (-40)	Freezes foe's hands. Arms are useless. Foe drops what he was carrying. 9 - 3 - 6	Assault to throat and face is terminal. Foe is still active but dies in 12 rounds. +17H
<b>86-90</b>	Assault to foe's lower leg freezes part of it. Foe falls down. Without leg armor, foot must be amputated. with leg armor: 2 - 3 - 6 - (-10) w/o leg armor: (-70)	Strike lower leg and freeze it. With leg armor, he needs aid in 20 rnds to keep the foot. Without leg armor, it's gone. with leg armor: 3 - 3 w/o leg armor: (-75)	Blow to foe's knees. They freeze up and foe falls. On impact, foe shatters a knee. His fall makes it twice as bad. 9 - 3 - 6 - (-80)	Chest hit causes much pain. If foe is warmly clothed he is knocked out. If not he dies of shock in 12 rounds. +25H - (-40)	Your ruthless tempest entangles foe and steals the warmth from his body. He drops and dies in 9 inactive rounds. -
<b>91-95</b>	Blow lands on foe's face. It freezes his nose, ears and cheeks. Foe collapses. Without helm, foe loses both ears. with helmet: 3 - 3 w/o helmet: 6 - 3 - (-50)	Connect with foe's hip. Hip is fractured. Skin and muscles are frostbitten. Foe falls down. He is almost helpless. +17H - 3 - 3 - 3 - (-75)	Freeze the blood in foe's thigh. As it warms the clots move to his heart killing him in 9 rounds. +15H - 3 - 3 - 3 - (-30)	All warmth is driven from foe's lower body. Vital organs are destroyed. Foe is immobile, and dies in 9 rounds. +18H	Push foe backwards and off balance. The blood in foe's extremities is frozen. He dies in 6 rounds of agony. +19H
<b>96-99</b>	Chest strike sends foe over hard. He is knocked out. His lips freeze and split open. He cannot speak for 2 weeks. 9 - 3	Blast foe's neck and collarbone. Neck armor will block the attack, but foe is knocked out. If the neck is exposed it freezes solid and foe dies in 9 rounds. -	Your onslaught freezes foe's torso and head. Foe remains standing for a moment. He goes into shock and dies 6 rounds later. +18H	Foe's heart and lungs are suddenly frozen by your arctic blast. Foe is finished. He dies of shock and suffocation in 6 rounds. +19H	Foe is a lifeless frozen statue. He is quite dead and well preserved. Store in a cool dry place. +20H - (+10)
<b>100</b>	Foe is sent into a month long coma by the attack. He loses his nose to frostbite. +21H	Assault drops foe's body temperature; his heart stops. He dies in 1 round; well preserved. You are respected by all. (+5)	Blast freezes foe's eyes, mouth, and neck. Foe falls down in a coma for 2 weeks and paralyzed from neck down. -	Massive assault freezes foe's body completely. He remains standing, but if knocked over he will shatter. +20H	Foe freezes solid and shatters into a thousand pieces. Most land within 20 feet from where he was standing. (+20)

Key: §✕ = must parry § rounds; §⊗ = no parry for § rounds; §= stunned for § rounds; § = bleed § hits per round; (-§) = foe has -§ penalty; (+§) = attacker gets +§ next round.





# HEAT CRITICAL STRIKE TABLE

	A	B	C	D	E
<b>01-05</b>	The air around foe shimmers. Pfft. +0H	Attack is wild and boils nearby water. +0H	Hot smoke makes foe's eyes red. +1H	Foe evades the embrace of the flames. +2H	Foe avoids the blast but not the heat. +3H
<b>06-10</b>	Hot wind makes foe uncomfortable. +1H	Singe foe's exposed skin. The heat dies quick. Foe is not impressed. +2H	Sparks and smoke dance all over foe. He waves them off with little effort. +3H	Flames surround foe. He seems to step out of them unharmed. +4H	Sweltering heat reaches out for foe. He evades. You have initiative. +4H
<b>11-15</b>	Foe covers his face and leaps aside. You have initiative. +2H	Foe simmers in his clothes. He is unfocused and you have initiative. +2H	Foe suspects that he is on fire. He is wrong. You gain the initiative. +3H	Foe is enshrouded by smoke. The heat harms him little. You have initiative. +4H	Flash unbalances foe and sends him on the defensive. You have initiative. +6H - ✱
<b>16-20</b>	Blast stings foe's hands and arms. You have the initiative. +3H	Assault blinds foe for a moment. You have 2 rounds of initiative. -	Hair and bowstrings are singed. You have 2 rounds of initiative. +5H	Foe strikes out at the flames to protect himself. It seems to work well enough. +6H - ✕	Foe fails to avoid some of the attack and almost falls down. +7H - ✕
<b>21-35</b>	Foe's chest and side heat up and garments smolder from assault. He will be easily kindled if you strike again. +4H - ✱	Fire laden blast forces foe back. Any containers of water boil and burst open. You have 2 rounds of initiative. +6H	Disorient foe with a tricky shot. Garments smolder suspiciously. He checks them carefully; guard is still up. +7H - ✕ - ♠	With a burst of flame, you cover foe with heated air. Foe jumps back to avoid any additional wounds. +8H - 2✕ - ♠	Blister foe's weapon arm. He gives ground to escape the heat. His footing is better than you had hoped. +9H - 2✕ - 2♠
<b>36-45</b>	Hot winds dance around foe parching his exposed skin. He puts up a desperate defence. +6H - ✕	Foe's shield side is swathed in fire. He may use a shield to avoid the attack, but it combusts. Shield hand is burned. with shield: +3H - 3✕ w/o shield: +7H - ✕ - ♠	Heat catches foe in lower leg. You gain initiative while foe regains his balance. The pain stays with him. +8H - 2✕ - ♠	Cover foe with a flash fire. Exposed skin burns. The flames bite deep and the pain is great. If not wet: +9H - 2♠ If wet: +6H - 2✕	Strike to side and back ignite foe's cloak and pack. Neck and shoulder are lightly burned. with backpack: +8H - ♠ w/o backpack: +10H - 3♠
<b>46-50</b>	Clothes smoke, then burn. Foe flails his arms trying to put them out. The pain endures longer than the flames. +7H - ✕ - ♠	Foe evades most of the damage with some grace. The remainder scorches his side lightly. +8H - 2✕ - ♠	Flame spreads up foe's side and snaps at his arm and face. Exposed areas are lightly burned. +9H - ✱ - 2♠	Assault lands on foe's weapon arm. He makes a supreme effort to pull his arm away. Foe is unable to protect himself. +10H - ✱ - 3♠	Foe blocks flames with his weapon. A wooden weapon is destroyed. A metal weapon becomes too hot to hold. +12H - 2✱ - 3♠
<b>51-55</b>	Spark sets a piece of foe's equipment on fire. Foe must remove the item. +8H - 2✕ - ♠	Foe ducks; attack torches back and the ground behind him. He is shaken. +8H - ✱ - 2♠	Hard strike to side, armor does not help. Blow leaves a blistering mark. +9H - 2✱ - 3♠	Foe is aflame and takes damage for 3 rounds while he burns. +10H - 2✱ - 3♠	Your flames reach out. Foe frantically leaps back. His chest is burned. +13H - ✱ - 3♠
<b>56-60</b>	Assault ignites foe's back. Equipment crackles as it burns and falls clear. +9H - ✱ - 2♠	Engulf foe in flame and smoke. The flames die down; foe escapes death. +10H - 2✱ - 2♠	Strong blast hits foe in legs; they nearly give with pain. He recoils 5 ft. with leg armor: +8H - 2✕ w/o leg armor: +10H - 2✱ - 2♠	Flames dance around foe's head. He seeks to get clear and almost falls. With helmet: +3H - 2✱ - 2(-10) w/o helmet: +12H - 2♠	Garments over foe's shoulders and head are set afire. He is frantic. with helm: +8H - ✱ - ♠ - (-5) w/o helm: +15H - 2✱ - (-10) - 3♠
<b>61-65</b>	Well placed. Strike slams into foe's weapon arm. Garments are burned. Foe's evasion is comical. with arm greaves: +7H - ♠ w/o arm greaves: +10H - 3♠	Concentrated strike burns through foe's leg. The flames do not last but foe's skin is exposed. Skin blisters. +9H - ✱ - (-5) - 2♠	Flames burst against foe's side. He stumbles but does not fall. He tries to smother the fire with his garments. +10H - ✱ - (-10) - 3♠	Foe's shield arm and shield are on fire. Dropping the shield only helps a little. The flames cling to his garments. with shield: +10H - 2✱ - (-4) - ♠ w/o shield: +13H - 2✱ - (-6) - ♠	Searing strike to foe's legs. Exposed skin and muscle is burned. Infection will follow. Foe struggles to stay up. +15H - 2✱ - 4♠ - (-10)
<b>66</b>	Flame grapples foe's shield and chest. The wound is grave and infection will follow. +9H - 2✱ - (-15)	Fire lands along side foe's face. His hair, cheek, and ear are engulfed. Foe throws himself to the ground. +10 - 2✱ - 4♠	Blaze consumes garments on weapon arm. Any metal covering heats up. Foe falls from the blast. +12H - 3♠	Foe's face and weapon hand are scalded. Foe is having trouble opening his eyes. +10✱ - (-10) - 6♠	Foe's combustible garments turn him into a torch. He runs a short distance, drops and dies in 6 rounds. +25H
<b>67-70</b>	Toast foe's side and send him stumbling back 5 feet away from you. He blocks his face against any renewed assault. +8H - 2✱ - 2♠ - (-5)	Flames seek out foe with a predator's lust. He throws garments and equipment off frantically to satisfy the blaze. Foe is busy staying alive. +7H - 2✱ - (-10) - 2♠	Back blast. Foe drops to one knee and then rises again with some difficulty. Some of his garments still smoke from the assault. Skin is blistered badly. 2✱ - (-15) - 2♠	Foe leaps back from your deadly inferno. He escapes death but falls on his back. He is prone for 1 round. Minor arm burns. +15H - ✱ - 3♠	Blast leaps onto foe's shield arm. Any shield foe has and his arm are on fire. The heat penetrates deep and foe's face shows it. 5♠ - (-15)
<b>71-75</b>	Fire consumes garments and hair. Blinding smoke keeps foe's defenses poorly aligned. +12H - ✱	Chest and arm blast damages organic armor and engulfs any wood on foe. Metal armor heats up painfully. +9H - 2✱ - (-15) - (-10)	Chest blast. Organic armor is destroyed. Metal armor should be removed quickly. 3✱ - (-15) - 6♠	Foe's weapon arm is a conflagration. Hand and arm are useless. Muscles and nerves are damaged. 6✱ - (-50)	Strike center of foe's chest. Flame spills in all directions. Foe is knocked down. Chest armor is destroyed. +15H - 6♠ - (-60)
<b>76-80</b>	Foe's shield side is engulfed in flame. Foe's shield is kindled if wooden. +10H - 2✱ - (-2) - 2♠	Abdomen entangled in flames. The flames will spread upward next turn if not extinguished. Foe sees the danger. 20 - 2♠	Strike engulfs foe's most exposed hand and burns it without mercy. Hand is useless. Arm clothing is destroyed. 6✱ - (-40)	Foe's side is ignited by your strike and the wounds are deep. He smothers the fire but the damage is done. 3✱ - 5♠	Blast lands on foe's side but spreads to arms and legs. A shield prevents arm damage but his hands are burned off. +20H - 12✱
<b>81-85</b>	Foe exposes his back while evading the strike. Blast scorches a small wound in his shoulder blade. +8H - 2✱ - 2♠ - (-20)	Strike knocks foe down on his back. The flames do not endure but much equipment is burned or crushed. ✱ - 2♠	Violent inferno destroys organic armor and ruins metal armor on leg. Much of the blast rumbles clear after impact. (-20) - 2♠	Foe's arms and chest embrace your infernal strike. Arms are useless and foe's skin is open to the air. +15H - 9✱	Foe inhales flames scalding lungs and throat Foe is active for 12 rnds (while he burns), then dies. +20H
<b>86-90</b>	Assault to foe's lower leg consumes covering. Foe falls down. One leg is on fire. +10H - 2(-10)	Leg covering is set on fire by blast. It spreads quickly and foe is in trouble. The flames will grow if not put out. +16H - 3✱	Foe's shield side is devoured by flames. Head, arm, side, and leg have critical burns. If foe has a shield, it is destroyed in place of his arm. +15H - 6✱ - (-85) - 3♠	Blast engulfs lower half of foe's body. If foe has abdominal armor, he is knocked out. If not, he dies in 12 inactive rounds from organ damage. with abdominal armor: 2♠	Foe's lower body is badly burned. Nerves, organs and tissue destroyed. Foe is paralyzed and will die in 9 rounds from shock and dehydration. +20H
<b>91-95</b>	Blow to foe's head. If he has helmet it heats up like a furnace and must be painfully removed. Foe ears and cheeks are burned. with helmet: +15H - 3✱ - (-10) w/o helmet: +12H - 2✱ - (-30)	Head strike. Force of blast removes any helmet worn. Hair, scalp and skin burn. Smoke and flame blind foe for 3 rnds. with helmet: +10H - 3✕ - 2♠ w/o helmet: 8♠	Trapped in the furnace of your blast, foe is overcome and falls down. He is unconscious and still burning. +18H - 6✱ - (-90) - 4♠	Flames assault upper body. If foe has a full helm, he is blinded and in a coma for 2 days. If not, he dies in 6 rounds due to shock and brain damage. -	Foe is cremated before your very eyes. He remains standing for 6 rounds and then drops and dies. A small fire lingers over the remains. A horrible end. +25H
<b>96-99</b>	Blast lands on the weapon arm and climbs up to foe's neck. It burns all it touches. If foe has any organic neck covering it is destroyed. 4✱ - 8♠	Flames burn into foe's throat. The damage is frightening. Foe's neck collapses in the flames. He drops and dies in 9 inactive rnds. He smells bad. +20H - 12♠ - (+10)	Intense heat fuses metal, cloth and skin. Foe is unrecognizable. If no chest armor he is dead instantly. Otherwise he dies after 9 rounds of burning. -	Foe is trapped in the furnace made by your attack. Organs are destroyed and foe's blood boils. He has no hope of survival and dies in 6 inactive rounds. +20H	Your foe is devoured by a hellfire of which even you are frightened. All combustibles within 10 ft ignite. Little will remain when the fire dies. (+10)
<b>100</b>	Brutally scar the side of foe's face. Foe is knocked out. He loses 50 from his Appearance and 25 from his Presence. +20H - 5♠	Assault consumes clothing and tissue. Foe's arms and chest are without skin. Foe is paralyzed. Infection will follow. +25H	Strike to foe's head. If he has a helmet, his head is broiled and he dies in 2 rnds. If no helmet he dies instantly. (+10)	Every part of foe is ablaze. He dies in 2 rounds, making terrifying noises. He continues to burn for 12 rounds. (+15)	Fire devours every part of foe in an instant. Bits of metal, teeth and a few bones shower to the ground. (+20)

# KRUSH CRITICAL STRIKE TABLE

	A	B	C	D	E
<b>01-05</b>	Not very impressive. +0H	Your grip fails you. +0H	Practice this one. +1H	Strike blunted by clothing. +2H	Destroy one of foe's silly decorations. +3H
<b>06-10</b>	The strike lost something in the translation. +0H	Thud. +2H	You should have swung much harder. +3H	Foe steps right, then left, and almost evades your blow. +4H	Blow is forceful, not hard. Foe is unbalanced. You have initiative. +6H
<b>11-15</b>	Foe evades your much of your swing. You have initiative. +3H	Foe evades frantically. You have the initiative next round. +3H	Really solid strike to foe's shield side. You have initiative. +7H	Shot close to foe's throat. He seeks to avoid your next strike. +5H – (×-10)	Foe raises an arm to block your strike. He does himself harm. You profit. +6H – ★ – (-5)
<b>16-20</b>	Foe steps back 5 feet. He is out of position. +2H – ×	Foe is concerned with his own preservation. He steps back 5 feet. +4H – (×-10)	Blow to foe's waist. He spins sideways. +6H – (×-20)	Glancing blow takes skin with it. You have initiative next round. +5H – (-5)	Strong blow breaks foe's guard. He is unbalanced. ★⊗ – (+10)
<b>21-35</b>	Foe tries to duck under your strike. You knock him back. +3H – × – (-5)	Foe loses some resolve from your solid strike. +4H – (×-20)	Disorient foe with a tricky shot. He is at a loss for words. +5H – ★	Foe goes airborne to evade your strike. He is stumbling back. +4H – ★⊗	Solid shot breaks foe's ribs. You have initiative next round. +6H – (-10)
<b>36-45</b>	Bust foe's shin. You have initiative. with leg greaves: +9H w/o leg greaves: +6H – (-5)	Blow to foe's left calf. You gain initiative. with leg greaves: +9H – 2× w/o leg greaves: +6H – 2(-20)	Catch foe in lower leg. You gain initiative, while foe regains footing. +9H – 2(-25)	Light swing to foe's leg. Foe's calf is bruised. You have the initiative. +10H – (-10)	Blow to upper leg. Minor fracture. You have initiative. +12H – (-10)
<b>46-50</b>	Foe steps under your blow. You catch him in the back. +4H – (×-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (×-25)	He leans to your shield side and you hit him in the back. You have the initiative for 2 rounds. +5H – ★⊗	Catch foe in shoulder blade. Foe drops his guard and reels from your blow. +10H – ★⊗	Glancing strike to lower back. Foe turns away to avoid the damage. Foe uses his weapon for balance. +15H – ★⊗
<b>51-55</b>	Blow to foe's chest. Foe leans sideways in pain. +5H – (×-25)	Foe recoils before your blow impacts. He steps back 5 feet to defend himself. +6H – 2×	Hard strike to chest, armor does not help. +5H – ★ – (-10)	Blow to foe's ribs. It hurts him to raise his arms. Foe cannot lean over. +10H – (-15)	Blow to chest. He seeks to regain his wind and survive your onslaught. +15H – 2★ – (-15)
<b>56-60</b>	Blow to foe's waist sends a piece of equipment flying. Foe recoils. +5H – (×-25)	Strike passes under shield arm and lands on foe's thigh. Big bruise. +6H – × – (-5)	Strike grazes across left thigh and lands on right. It lands solid. +6H – × – (-5) – (-10)	Miss foe's arm and strike his thigh. He stumbles and drops something. +6H – ★ – (-10)	Blow to foe's thigh causes his right leg to falter for a moment. +10H – ★⊗ – (-10)
<b>61-65</b>	Strike to weapon forearm. with arm greaves: +8H – × w/o arm greaves: +5H – ★	Blow to foe's forearm. The strike is solid. The pain is certain. +9H – ★ – (-10)	Catch foe in mid-swing and disarm him. His weapon tumbles behind you. +8H – ★	Blow to forearm. Blow tears clothing, but not skin. Arm is bruised. +10H – ★⊗ – (-10)	Strike foe's weapon arm with a titanic blow. Foe drops his weapon and reels. +10H – ★ – (-15)
<b>66</b>	Shatter shoulder in foe's shield arm. Arm is quite useless. Foe drops shield, if he has one. +8H – 2★⊗	Drive elbow backwards and break it. Arm is useless. Foe drops weapon, leans way over, and yells out. 3★⊗	That does it for him. Your strike lands on foe's knee. The knee buckles and foe goes down hard. +9H – 3★⊗ – (-90)	Masterful strike to foe's head. If he has no helm, he is dead. If he has a helm, he is knocked out for 4 hours. +20H	Crush what was once foe's head; he dies instantly. If foe has a helm, it is destroyed also. You are speckled with blood. +15H – (+10)
<b>67-70</b>	Solid strike to foe's chest. Knocks the breath out of foe. +8H – 3★ – ⊗	Bloom! Shot strikes foe's upper chest. Foe stumbles. +10H – 2★⊗ – (-10)	Strike to chest causes a host of trouble. +10H – 3★ – 2⊗ – (-10)	Blow to shoulder. with shoulder armor: +6H – ★⊗ w/o shoulder armor: 2★⊗ – (-20)	Blow to foe's shield arm. If foe has a shield, it is broken. If not, arm is broken.
<b>71-75</b>	Shot takes foe in lower leg. He fails to jump over it. +5H – 2★⊗ – (-20)	Strike to foe's right achilles tendon. Oh that hurts ya know! +10H – 2★ – ⊗ – (-35)	Strike twists foe's knee. +10H – 2★⊗ – (-40)	Blow lands with a crack. Leg bone is broken. Major cartilage damage. +12H – 2★⊗ – (-50)	Blow to foe's hip bonebreaks it. Help! Foe has fallen and cannot get up. +15H – 3★ – (-75)
<b>76-80</b>	Blow to foe's shield arm destroys shield. If no shield, arm is broken.	Blow to foe's shield arm breaks wrist. Hand is useless. Foe drops shield. +6H – ★	Blow to foe's weapon arm. A metal armguard is bent and the arm is useless until until the armor is removed. +9H – ★⊗ – (-50)	Blow breaks foe's weapon arm. Sling foe's weapon to the right 5 feet. Foe's arm is useless. Tendon damage. +8H – ★⊗	Slap foe's arm and elbow around like string. Joint is shattered. Arm is useless. Foe should have stayed in bed. +9H – 2★⊗
<b>81-85</b>	Blow to foe's side sends him stumbling 5 feet to your right. +10H – 2★⊗ – (-20)	Blow thunders as it connects. Foe's ribs crackle in response. It hurts. +12H – 2★⊗ – (-25)	Foe yells out before the impact and is silenced by the blow. Ribs crack. +12H – 3★⊗ – (-40)	Blow lands on foe's side. He goes down hard. Victory is close. +15H – 3★⊗ – (+10)	Blow to foe's armpit. Crush ribs and destroy organs. Foe dies in 3 rounds. +30H
<b>86-90</b>	Strike foe in lower back. Muscles and cartilage are damaged. +12H – 3★⊗ – (-25)	Foe makes a mistake and pays. You send him prone with a fell strike. Tendons are smashed. 4★⊗ – (-30)	Powerful blow sweeps foe onto his back. Bones break and muscles tear. +20H – 6★ – (-50)	Blow to foe's neck. If foe has a throat protector, he is paralyzed from the neck down. If not, he dies in two rounds. +25H	Neck strike shatters bone and severs an artery. Foe cannot breathe. Foe is inactive and suffocates in 12 rounds. —
<b>91-95</b>	Break foe's nose. with nose guard: +10H – 2★⊗ w/o nose guard: +15H – 3★⊗	Strike to foe's head. If he has no helm, he falls into a coma for 3 weeks. +20H – 12★	Blow to thigh. Compound fracture severs an artery. Foe goes down hard and dies in 12 rounds. +9H	Strike comes down on the shield shoulder of foe. Arm shatters. Foe dies from shock and blood loss in 9 rounds. —	Blast to foe's back. A bone is driven into vital organs. Foe is down and dies in six rounds. +25H
<b>96-99</b>	Blow to foe's head. If foe has no helm, he is dead. If foe has a helm, he is knocked down. +20H – 6★	Blast foe's chest. Send ribcage into heart. Foe drops and dies in 6 rounds. (+20)	Blow to foe's abdomen. Strike destroys a variety of organs. Poor fool expires after 6 rounds of inactivity. —	Crush foe's chest cavity. He grips your arm, looks into your eyes, then drops and dies in 3 rounds. (+25)	Blow to foe's face. If visored, the visor is driven into his face and foe dies in 10 rounds. Without a visor, he dies instantly. You have half the round left. +30H – (+20)
<b>100</b>	Crush foe's jaw. Drive bone through brain. Foe dies instantly. +50H – (+20)	Blow snaps neck. Foe is paralyzed from the shoulders down. +25H – 15★	Strike to forehead. Destroy foe's eyes. Send his helm flying. Foe is spun about. +30H – 24★⊗	Blast to foe's heart. It stops. He dies. You consider yourself to be deadly. Fine work. You are ready to slay. +25H	Blow turns hip to dust. Foe falls down. Attempts to stand. Falls again and dies in 6 rounds. +35H – 2★ – 6(-30)

# PUNCTURE CRITICAL STRIKE TABLE

	A	B	C	D	E
<b>01-05</b>	Foe avoids most of the attack. +0H	Glancing blow. Nothing extra. +0H	Foe dances clear of the worst. +1H	Strike bounces off. +2H	Strike lands flat. +3H
<b>06-10</b>	Strike failed to connect well. +1H	Panick! +2H	Nick your weapon and your foe. +3H	Strike lands without energy. +4H	Shot unbalances foe. You have initiative. +5H
<b>11-15</b>	Strike causes foe to flinch. You gain initiative next round. +1H	Foe questions his resolve. You gain initiative next round. +3H	Foe's evasion puts him out of position. You gain initiative next round. +5H	Foe evades and maneuvers for a better position. +2H - ×	Foe is fearful of your skill and steps back from your mighty onslaught. +3H - ×
<b>16-20</b>	Foe steps back defensively. +1H-×	For steps back and avoids the worst. +2H - (×-10)	Blow to foe's side. If foe has a belt it is severed. +3H - (×-20)	Precise strike to foe's side. You have the initiative for 1 round. (-10)	Foe vibrates from the impact of the strike. ★ - (+20)
<b>21-35</b>	Convince foe of his peril by just missing his abdomen. +2H - × (+10)	Foe is uncertain about your next attack. He choses to let you make the first move (you gain the initiative). +2H - 2×	Strike crosses foe's head. If he has a helm it is knocked off and dented. ★ - ♠	You wound foe in hip. Strike strips equipment from right side of waist. ★ - 2♠	Deal foe a measurable blow to his side. Any one container on your foe now has a hole in it. +2H - 2♠ - (-10)
<b>36-45</b>	Nick foe's calf with long follow through. ♠	Cheap shot to foe's shin. with leg greaves: +5H - × w/o leg greaves: +2H - ♠	Strike along foe's calf. The damage takes a moment to show. 2♠	Close call for foe's groin. with waist armor: +4H - ★ w/o waist armor: 3♠	Strike to upper leg rips clothing. with leg armor: +3H - × w/o leg armor: +2H - 3♠
<b>46-50</b>	Foe's evasion exposes his back to your strike. +2H - (×-30)	Blow to back damages any equipment worn there. ★ - ♠	Lower back strike sends foe reeling. His guard is still up. 2★ - ♠	Light strike pins foe's weapon arm to his side. +6H - ★⊗	Strike to side. If foe has armor, the blow tears it open and exposes skin. with abdomen armor: +8H - ★ - ♠ w/o abdomen armor: +4H - ★⊗ - 4♠
<b>51-55</b>	Strike to foe's chest and he looks impressed. (×-25) - 2♠	Solid strike to foe's chest. Blood from wound ruins any heraldry. +3H - 2♠ - 2×	Strike toward chest. If foe has a shield, it is out of position for the rest of the round. +3H - 2★ - 2♠	Solid chest strike leaves bruises and blood. +5H - × - 3♠ - (-15)	Foe goes low to evade your attack. Strike takes foe down on one knee. Finish him. +5H - ★⊗ - (-10)
<b>56-60</b>	Minor thigh wound. It could have been better. +2H - ★ - 2♠	Thigh wound does some damage. +3H - ★⊗ - 2♠	Strike to foe's thigh. with leg armor: +8H - ★⊗ - ♠ w/o leg armor: +5H - 2★ - 2♠ - (-10)	Strike foe in abdomen. with abdomen armor: +5H - 2⊗ w/o abdomen armor: +3H - ★⊗ - 3♠	Blow to foe's side. He stumbles to your right 10 feet. +6H - ★⊗ - 5♠
<b>61-65</b>	Minor forearm wound numbs foe's grip. +2H - 2♠ - (-10)	Forearm strike shakes foe up. Foe attempts a recovery. +2H - ★ - 2♠ - (-10)	Solid strike to foe's right forearm. with arm greaves: +5H - 2★⊗ w/o arm greaves: +3H - 2★ - 2♠ - (-10)	Blow to foe's weapon arm. Arm is numb. +3H - 2★ - 3♠ - (-10)	Catch foe's forearm. The wound opens up nicely. Foe is in pain. +5H - 2★ - 3♠ - (-15)
<b>66</b>	Strike to foe's shield shoulder. Arm is useless. That must really hurt! 3★ - (+10)	Foe blocks your attack with his elbow. Elbow is shattered. Shield arm is useless. +3H - 4★ - 2×	Strike shatters foe's knee. Foe crumbles to the ground. He is down for 3 rounds. 2★⊗ - (-90)	Strike to head kills foe, if he has no helm. If he has a helm he is knocked out for 6 hours. +10H	Strike through both of foe's lungs. Foe drops and passes out. He dies 6 rounds later. (+10)
<b>67-70</b>	Strike along foe's neck. +5H - 3★ - ⊗	Strike to foe's neck. It's not enough for a kill. 2★ - 3♠ - (-5)	Strike along foe's neck. Foe is frantic to evade death. 4★ - 2⊗ - (+15)	Strike down foe's defenses with a blow to both arms. +3H - 2★⊗ - (-20)	Shot raises foe's arm up, severing many muscles and tendons. Arm is useless. 6★ - 3♠
<b>71-75</b>	Strike to lower leg. with leg greave: +5H - 3× - (-10) w/o leg greave: +3H - ★⊗ - (-25)	Strike to foe's calf. Slash muscle. Foe almost falls down. +3H - 2★⊗ - (-40)	Destructive strike to lower leg. If foe has leg armor, it is torn free. +5H - 2★⊗ - (-50)	Excellent blow to lower leg slashes muscles and cartilage. Foe falls prone. +6H - 2★⊗ - (-50)	Strike plunges into leg with deadly effect. Foe drops, gripping his leg in pain. 3★⊗ - (-75)
<b>76-80</b>	Strike foe in upper arm. You tear his pretty clothes. +3H - 2★ - 3♠ - (-25)	Strike to shield side. If foe has shield, your weapon is stuck in it for a round. 3★ - 3♠ - (-30)	Strike through muscle in shield arm. If foe has a shield, he drops it. 6★ - 3♠ - (-25)	Strike to foe's shield arm. Arm is useless. +12H - 6★ - 3♠	Strike foe in weapon arm, the bone is broken. Arm is useless. +10H - 3★⊗
<b>81-85</b>	Deep wound in foe's side. Well, it looked like a killing blow. 6★ - 5♠ - (+20)	Tear open foe's side in a graphic display of violence. +6H - 3★⊗ - 5♠ - (-25)	Strike bites into foe's ribs. The impact sounds truly terrible. +6H - 3★⊗ - (-25) - 5♠	Major abdominal wound. Blood pours out in frightening quantities. +10H - 3★⊗ - 6♠ - (-20)	Strike to foe's back severs a vein. Foe goes to his knees and dies in 12 rounds. —
<b>86-90</b>	Catch foe in the back. He drops his guard and stumbles forward. 2★⊗ - 2♠ - (-20)	Strike to foe's head. If foe has no helm he dies. If foe has helm, he falls to his knees. +6H - 2★⊗	Strike impacts on foe's head. If he has no helm, he dies. Helm is destroyed. +6H - 2★⊗	Strike through foe's kidneys. Foe is down and immobile for 2 hours, then he dies. +9H	Strike plunges in just below foe's collarbone. Foe drops and dies in 12 rounds. —
<b>91-95</b>	Strike to foe's ear. Foe hears at -50. with helmet: +5H - 4★ - ⊗ w/o helmet: +3H - 2♠ - 2★⊗	Strike to foe's hip. with waist armor: +7H - ★ - (-10) w/o waist armor: +5H - ★ - 3♠ - (-25)	Strike to chest. If foe has plate chest armor, he drops and dies in 9 rounds. If not, he dies instantly. —	Strike through foe's side spills his guts on the floor. Foe fights on normally for 6 rounds, then dies. —	Your weapon passes through the arm and sticks out the other side. Foe dies in 12 rounds. 12★
<b>96-99</b>	Strike to nose. There is a permanent scar. Foe's eyes are crossed for a moment. 3★⊗ - 3♠	Strike through foe's cheek and throat. Foe drops and dies after 9 rounds of incapacity. (+20)	Strike through foe's neck breaks backbone and severs spine. Foe is paralyzed from the neck down. —	Strike plunges into doomed foe's chest and emerges from the other side. Foe drops and dies in 6 rounds. —	Shot through heart sends foe reeling back 10 feet to a place suitable for death. Your weapon is stuck in reeling foe. —
<b>100</b>	Strike through neck. Sever vein and artery. Foe cannot breath. Foe drops and dies of heart failure. —	Strike plunges into foe's eye. Foe dies instantly. Foe remains standing for a moment until he realizes this. all allies get +10 for 1 round	Shot through both ears proves effective. Foe dies instantly. Pretty shot. 6(+20)	Strike through brain makes life difficult for foe. You have a half round left to act. (+20)	Strike to foe's eye. Foe dies instantly. Carry on soldier. (+25)



# SLASH CRITICAL STRIKE TABLE

	A	B	C	D	E
<b>01-05</b>	Weak strike. +0H	Feeble strike falls clear of target. +0H	Firm shot. Good recovery. Try again. +1H	Strike lands poorly. +2H	Your attack is weak. +3H
<b>06-10</b>	Good form, but it disappoints. +1H	Hard strike with no edge. Foe steps clear before you sort it out. +2H	Strike foe with more force than edge. +3H	An opening appears and all you can to is smack foe lightly. +4H	Unbalance foe. You receive initiative next round. +5H
<b>11-15</b>	Blade misses foe's face by inches. You receive initiative next round. +1H	Foe steps quickly out of your reach. You receive initiative next round. +3H	Blow to foe's side yields the initiative to you next round. +6H	You force your opponent back. He keeps you at bay with wild swings. +3H - ✕	You push aside foe's weapon and force him back. +4H - ✕
<b>16-20</b>	Strike passes under foe's arm. It fails to bite deep. He recoils. +1H - ✕	Blow to foe's side. Foe defends energetically. +2H - (✕-10)	Your assault catches foe in side and forces him back 5 feet. +4H - (✕-20)	You lean in and slash foe's side. You receive initiative next round. +2H - (-10)	Strong blow to foe's ribs. Foe drops his guard and almost his weapon. ✕⊗ - (+10)
<b>21-35</b>	Foe's evasion puts him out of an aggressive posture. +2H - ✕ - (+10)	Foe is shaken by your blow to his side. His defensive measures look clumsy. +2H - (✕-20)	You break foe's rib with a lightning strike to his chest. He recovers quickly. His shield side still faces you. +3H - ✱	Arm and chest strike. Foe cannot defend himself for a moment. You step around his shielded side. +3H - ✱⊗	Foe avoids your main effort, but you nick him on your recovery. Foe receives minor side wound and stumbles back 10 feet. +3H - ● - (-10)
<b>36-45</b>	Minor thigh wound. Cut foe with the smallest of slashes. ●	Strike foe in shin. If he doesn't have greaves, you slash open foe's shin. with leg greaves: +2H - ✕ w/o leg greaves: +2H - ●	The blow does nothing more than open a wide cut in foe. +2H - 2●	Foe blocks your attack on his chest. You slash foe's upper area. +3H - 2●	Blow to foe's upper leg. Leg armor helps block the blow. with leg greaves: +5H w/o leg greaves: +3H - 3●
<b>46-50</b>	Blow to foe's back. Foe attempts to ward you off with a wild swing. +2H - (✕-30)	Foe twists oddly to avoid your attack. Blow strikes foe's back. +4H - (✕-30)	Blow to foe's back. Foe twists out of it and you turn your weapon to magnify the wound. Foe yells out. +3H - ✱⊗ - ●	Reach long and catch foe in his lower back. He twists out of it, but is unbalanced. +3H - ✱⊗ - 2●	Strike to foe's stomach. He doubles over in pain and you pull your sword clean with one more sweep. +4H - ✱⊗ - 3●
<b>51-55</b>	Blow to foe's chest. Foe stumbles back and puts up a feeble guard. +2H - (✕-25) - ●	Quality strike. Minor chest wound. If foe has armor, he only staggers. If not, the wound is effective. with chest armor: +4H - ✕ w/o chest armor: +3H - 2✕ - ● - (-5)	Blow lands solidly upon foe's chest. You get some slashing action, but not a mortal wound. +4H - ✕ - 2● - (-10)	Heavy blow to upper torso. Wound falls open and foe is in pain. His guard is still up, amazingly enough. +5H - ✕ - 3● - (-15)	Cut foe open with little grace. You are unsure of your success until you see all the blood coming out of his chest. +6H - 2✱ - 4● - (-10)
<b>56-60</b>	You recover from your initial swing and bring edge across foe's thigh. +3H - ✕ - 2●	Edge makes contact well enough. Minor thigh wound. +4H - 2✕ - 2●	Strike to side slips down onto foe's thigh. The wound is effective. +5H - ✱ - 2●	Tip of your blade gets a hit on foe's thigh. You twist your weapon. +6H - 2✱ - 2●	Thigh wound. Your blow cuts deep and severs an important vein. +8H - 2✱ - 5●
<b>61-65</b>	You feign high and strike low. Slash foe in back of upper leg. +3H - 2● - (-10)	Nick foe in his forearm. Wound bleeds surprisingly strongly. +4H - ✱ - 2● - (-10)	Catch part of foe's forearm. You make a long slice in foe's arm. +4H - ✱ - 3● - (-10)	You are lucky to strike foe's forearm while recovering from a lunge. +4H - 2✱ - 3● - (-10)	Foe tries to disarm you and pays with a nasty cut to his forearm. +6H - 2✱ - 3● - (-15)
<b>66</b>	Foe blocks your attack with his shield arm. Shoulder is broken and arm is useless. You have initiative. +9H - 3✱ - (+10)	Your strike misses torso and breaks foe's elbow. Foe drops his weapon and his weapon arm is useless. +8H - 4✱ - 2⊗	Your swing falls short when foe leaps back. You shatter foe's knee. Foe is knocked down. +6H - 3⊗ - (-90)	You knock foe out for 6 hours with a strike to side of head. If foe has no helm, you kill him instantly. +15H	Block foe's weapon arm away and then sever it. Foe drops immediately and expires in 12 rounds. Good shot! +12H - (+10)
<b>67-70</b>	Strike lands close against foe's neck. Foe is horrified. +6H - 3✱ - ⊗	Your attempt to behead foe almost works. Neck strike. Foe is not happy. +7H - 2✱ - 3● - (-5)	Slash foe's neck. Your weapon cuts neck garments (and armor) free. +8H - 4✱ - 2⊗ - (+10)	You strike foe's shoulder and slash muscles. +5H - 3✱ - (-20) - (+10)	Slash tendons and crush the bones in foe's shield arm shoulder. Arm is useless. 4✱ - 2●
<b>71-75</b>	Blow falls on lower leg. Slash tendons. Poor sucker. +4H - 2✱ - 2● - (-30)	Slash muscle in foe's calf. Foe is in too much pain to regain footing quickly. +6H - 3✱ - ⊗ - (-40)	Slash muscle and tendons in foe's lower leg. Foe stumbles forward into you with his guard down. +7H - 2✱⊗ - (-45)	Slash muscle and sever tendons in foe's lower leg. He can't stand much longer. His guard is feeble. 3✱ - 2⊗ - (-50)	Slash foe's lower leg and sever muscle and tendons. Foe will fall without something to lean against. +8H - 6✱ - (-70)
<b>76-80</b>	Foe goes low, but you still catch his upper arm. It's a bleeder. +5H - 2✱⊗ - 3● - (-25)	Foe moves his shield arm too slowly. You gladly slash his arm. +6H - 2✱⊗ - 3● - (-30)	You come in high and fast. Slash muscle and tendons in foe's shield arm. Foe's arm is useless. +9H - 6✱ - 4●	Foe mistakenly brings his weapon arm across your blade. Sever tendons. Foe's arm is limp and useless. +10H - 4✱ - 2⊗	Foe reaches out to block your blow. You sever two fingers and break his shield arm making it useless. +12H - 3✱⊗
<b>81-85</b>	Foe steps right into your swing. You make a large wound. +6H - 5✱ - 6● - (+20)	Your edge bites half its width into foe. Open up a terrible wound. Blood goes everywhere. +7H - 2✱⊗ - 6●	You follow your training well. You extend on your slashing arc. Strike lands against foe's side. +8H - 2✱⊗ - 4● - (-20)	You plunge your weapon into foe's stomach. Major abdominal wound. Foe is instantly pale from blood loss. +10H - 4✱ - 2⊗ - 8● - (-10)	Sever opponent's hand. Sad. Foe is down and in shock for 12 rounds, then dies. +5H - 12✱⊗
<b>86-90</b>	Foe turns out and away from your swing. You still catch his side. +8H - 2✱⊗ - 2● - (-10)	Strike to back. Foe goes prone trying to avoid your strike. He gets up facing the wrong direction. +10H - 3✱⊗ - 3●	Blast to back breaks bone. Foe stumbles forward before falling down. He is having trouble standing. +9H - 4✱⊗ - (-10)	Your attempt to disarm foe is even more effective. Sever opponent's hand. Foe is in shock for 6 rounds and then dies. +6H - 6✱⊗	Meat chopping strike severs foe's leg. Foe drops and lapses in unconsciousness. Foe dies in 9 rounds. +15H - (+10)
<b>91-95</b>	Blow to foe's head. If no helmet, cut off foe's ear (all hearing ability is halved). with helmet: +3H - 2✱⊗ w/o helmet: +3H - 3✱ - ⊗ - 3●	Strike to foe's hip. The blow has little edge, but much impact. Your blow staggers foe. His recovery is slow. +7H - 3✱ - ⊗ - (-20) - (+10)	Chop the top of foe's thigh. Sever foe's leg. Foe drops immediately and dies in 6 rounds due to shock and blood loss. +20H	Sever foe's weapon arm and bury your sword into foe's side. Foe falls prone. Foe is in shock for 12 rounds, then dies. +15H - 9✱⊗	Sever foe's spine. Foe collapses, paralyzed from the neck down permanently. +20H
<b>96-99</b>	The tip of your weapon slashes foe's nose. Minor wound and a permanent scar. +2H - 6✱ - 2● - (-30)	Strike to foe's head breaks skull and causes massive brain damage. Foe drops and dies in 6 rounds. +20H	You cleave shield and arm in half Foe attempts to catch his falling arm. Foe is in shock for 12 rounds then dies. +18H - 12✱⊗	Slash foe's side. Foe dies in 3 rounds due to internal organ damage. Foe is down and unconscious immediately. +20H	Strike to foe's head destroys brain and makes life difficult for the poor fool. Foe expires in a heap—immediately. —
<b>100</b>	Strike severs carotid artery and jugular vein, breaking foe's neck. Foe dies in 6 rounds of agony. —	Disembowel foe, killing him instantly. 25% chance your weapon is stuck in opponent for 1 round. —	Strike up, in, and across foe's forehead. Destroy foe's eyes. Foe flips onto his back in pain. +5H - 30✱⊗	Impale foe in heart. Foe dies instantly. Heart is destroyed. 25% chance your weapon is stuck in for 2 rounds. +12H	Very close! Strike to foe's groin area. All vital organs are destroyed immediately. Foe dies after 24 rounds of agony. +10H - 12✱⊗

Key: ✕ = must parry § rounds; ⊗ = no parry for § rounds; ✱ = stunned for § rounds; ● = bleed § hits per round; (-§) = foe has -§ penalty; (+§) = attacker gets +§ next round.

# UNBALANCE CRITICAL STRIKE TABLE

	A	B	C	D	E
<b>01-05</b>	You and your foe both stumble. +0H	You lunge 5 feet past your foe. +0H	Try again. What will your friends say? +0H	"You're not very good, are you?" +1H	You made a good sound effect. +2H
<b>06-10</b>	Foe recognizes this assault from grade school. +0H	Your opponent stands firmly in front of you. +1H	When your attempt starts to fail, you slip in a punch. +2H	Your grip is neither firm or effective. Foe breaks free. +3H	It is solid, even if randomly placed. +5H
<b>11-15</b>	Powerful strike fails to land solid. It still does some damage. +3H	Weak side strike glances off kidneys. It could have been great. +4H	Knuckle foe's arm. You will need to do better than this. +5H	Back strike. It has little imagination. You might as well punch. +6H	Strike lands on shoulder blade. +7H
<b>16-20</b>	Foe seeks to push you away. He lashes out in defensive manner. +4H - ✕	Glancing side blow. You unbalance your foe. He recovers quickly. +4H - ✕	Strike side. Foe moves back to block your next attack. +5H - ✕	Blow to foe's side sends him reeling. Foe checks wound for the damage. +7H - (-10)	Blow to foe's side unbalances him and destroys equipment there. +8H - 1(-20)
<b>21-35</b>	On line strike, but weak. Foe steps back and feigns an attack to draw off your assault. +4H - ✕	Your strike makes foe's footing uncertain. He pushes you clear and begins to right himself. +5H - 1(-20)	Shot to foe's chest. His lungs hesitate. He coughs it off and regains his footing. +6H - ★	Quick shot to chest causes foe to hesitate in pain. He still knows you're there. +8H - ★	Crack! Foe's rib reports damage to him in an unsubtle way. He is in pain. +9H - ★ - 1(-10)
<b>36-45</b>	Light bash breaks foe's focus. You have the initiative next round. +4H	You salvage your attack by tripping foe. You have the initiative next round. +5H - 2(-5)	Grab foe's shoulder, while you bring your knee up to knock him over. +5H - 1(-40)	Strike to calf. Wound impairs foe's movements. You have the initiative. +7H - (-25)	Hard glancing blow to foe's leg. with leg armor: +12H w/o leg armor: +8H - 2★
<b>46-50</b>	Attempt to spin foe's around almost succeeds. Weak grip to side. +5H - ✕(-10)	Your assault threatens to succeed. Your foe goes defensive to avoid your attack. +5H - ✕(-20)	Boom! Foe is hit in the face. He reels back 5 feet trying to regain his footing. His guard is down. +6H - ★⊗	Double strike to both arms breaks foe's defense. He is open to attack and is having trouble recovering. +8H - ★⊗	Shot in back staggers foe for an instant. His guard drops and he is sadly unprotected. +12H - ★⊗
<b>51-55</b>	Firm press to foe's chest. He give ground happily. Watch his weapon. +5H - ✕(-20)	Grab foe and bring knee up to cause damage. Foe blocks some of the force. +5H - ★	Push foe's knee backwards. Foe struggles to avoid the pain. +6H - ★⊗	Strike to chest takes wind out of foe. Foe's guard goes down. +10H - ★⊗	Knock foe over as if he was a sack of beans. He hits and starts to stand up. +12H - ★⊗
<b>56-60</b>	Strike thigh. Foe is pushed back. with thigh armor: +7H w/o thigh armor: +5H - ★	Foe bumps his thigh while blocking your attack. He steps back. +6H - ✕(-30)	Skipping calf strike. Foe does not give ground. with leg armor: +9H w/o leg armor: +7H - 2★ - (-10)	Miss foe's side and strike his thigh. You have initiative for 3 rounds. +12H - 2★	Strike causes foe to fumble his stride. He almost falls down. Foe is recovering. +14H - 3★
<b>61-65</b>	Foe's arm is pinned for a moment. He recovers by twisting you off. +6H - ★	Bend weapon arm in the wrong direction. Foe drops his weapon. +6H	Excellent placement. Strike to weapon arm disarms foe. Foe is in great peril. +6H - 2★	You catch foe's counter thrust and disarm him with a bash to the arm. +7H - 2★ - (+20)	Bash foe in shoulder making him spin. You push him for good measure. +13H - 2★⊗
<b>66</b>	Shoulder strike sends foe spinning. He comes all the way around before stopping. Well placed shot. +7H - 2★⊗	Strike to foe's elbow numbs it. He drops his weapon and grips his elbow. He forgets you are still attacking him. +8H - 2★⊗	Strike to foe's leg sends him down. Foe's knee is broken and his doom is at hand. He falls to the ground helpless. +9H - 3★⊗ - (-90)	Hard strike to head. If foe has no helm, he is knocked out for 24 hours. If he has a helm, he is knocked back 10 feet. 6★	Knock foe back with a blow to the jaw. Foe loses balance and falls. He hits his head and goes unconscious. +30H
<b>67-70</b>	Hasty press upon foe's chest produces excellent results. Foe is unbalanced. +6H - 2(-50)	Grab loose piece of foe's garments and use it to throw him around. Foe is confused. +7H - ⊗	Strike to foe's ribs. Foe's ribs crack and use it to throw the pain. His war effort is impaired. +8H - 2★ - (-20)	Break foe's collar bone. Spin foe around. He is disoriented and out of position. +10H - ★⊗ - (-25)	Shoulder strike blasts foe down. He lands on his stomach and tries to roll over. Minor fracture. 2★⊗ - (-10)
<b>71-75</b>	Hammer foe's lower leg. He has trouble standing, but manages. +7H - 2★	Solid damage to foe's calf. His attempts to avoid the pain make him an easier target. +9H - (-10)	Bruise foe's leg. Muscles suffer damage and foe limps back from your reach. +10H - ★⊗ - (-20)	Lift foe up into the air. You send him sprawling on the ground. He drops his weapon. +12H - ★⊗ - (-75)	Knock foe down with a blow to the thigh. He lands on his weapon and takes some time to get off it. +15H - 3★⊗
<b>76-80</b>	Blow to foe's shield side. If foe has a shield, it is torn away. +12H - 2★	Grab foe's shield arm for leverage. You treat it badly, trying to unbalance foe. +10H - 2★ - (-10)	Heavy blow to foe's weapon arm. Mild fracture. Foe is knocked back 5 feet. +11H - 3★ - (-25)	Sweep foe to the side and knock him over. He breaks his ankle. +11H - (-50)	Strike to foe's shield arm. Foe stumbles 3 feet and falls down. Foe is disarmed. +15H - 4★⊗
<b>81-85</b>	Side strike. Disoriented foe strikes out for you in the wrong direction. You move to take advantage. +12H - ★⊗ - (+10)	Good shot to foe's side sends him stumble to the right 3 feet. It must have really hurt. +15H - 3★	Strike to foe's side. He almost goes down, but recovers by dropping everything in his shield arm. 6★	Brutal strike sends foe down. You step on his weapon arm and hold it down. Foe should surrender. +12H - 6★⊗	Awesome side shot sends foe tripping sideways. He goes down rolling and breaks a leg. 6★⊗ - (-50)
<b>86-90</b>	Elbow to the back. Foe stumbles 5 feet sideways. Foe cannot seem to get his head clear. +13H - 3★ - (+20)	You really hammer foe. He reels back 10 feet. He almost went down. You move in to finish him. +12H - 2★⊗	Precise blow sends foe down. Foe is face down and disarmed. +14H - 6★ - (+20)	Strike foe's shield arm. If foe has a shield it is broken. If not the arm is broken. +10H - 9★	Cruel blow to foe's head.... Foe sees stars. Foe is knocked back 10 feet, but remains standing. +20H - 12★⊗
<b>91-95</b>	Head strike. If foe has no helm, he is knocked out for 2 hours. If foe has a helm, he is better off. 3★	Blow to side of foe's head. Strike damages his ear and balance. Foe is impaired for 3 weeks. +9H - 6★ - (-50)	Spin foe around. He ends up 10 feet from you and facing the wrong direction. Foe fumbles his weapon. +10H - 8★⊗ - (-30)	Foe stumbles back from you 10 feet and takes a full round to fall. He hits hard and fractures an arm. He is down. +10H - 8★⊗ - (-30)	Blow to foe's shield shoulder. If foe has no shield, he is knocked down, has a useless arm, and passes out. 6★
<b>96-99</b>	Strike to foe's stomach. He bends down in pain and you send him sprawling on his face. He hits harder than you could have hoped. +10H - 3⊗	Bash foe in his side. His legs forget to follow as he steps back. He falls in an embarrassing prone position. He has no clue to what happened. 6★⊗	Smooth and snazzy strike sends foe down on his knees. His weapon goes flying. Foe has blacked out. He stares straight ahead without blinking. —	Strike head and shatter foe's helm. Pieces fly in all directions. If foe has no helm he is in a coma foe 4 weeks. +9H - 6★	Solid strike snaps foe's neck. He falls back 5 feet, spins, and tumbles to the ground. He dies of shock and suffocation in 3 rounds. —
<b>100</b>	Brutal hip strike knocks foe down. Fall tears tendons, and fractures bone in leg. The pain his great. Foe is incoherent for 9 hours. (-90)	Send foe flying 10 feet. He lands on his face. The twisting of his neck causes nerve damage. He is paralyzed from the waist down. —	Powerful strike flips foe into the air before smashing him to the ground. Foe breaks both arms and hits his head. Foe is in a coma for 2 months. —	Savage blow to foe's head. Foe is knocked down. He falls into a coma and dies in 12 rounds due to a severed vein. (+20)	Frightening strike to foe's head. Temple crushed, neck broken. Foe lands 20 feet away. He dies instantly. 3(+20)

# LARGE CREATURE CRITICAL STRIKE TABLE

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
<b>01-05</b>	Weapon shatters on foe's solid form. +12H	You fumble your weapon (roll on the fumble table). +15H	Your weapon bites hard, but you move poorly. Lose initiative. +18H	Glancing blow shakes you up. You suffer a -10 penalty next round. +20H	Blade touches foe's exposed skin. Your weapon hisses. +5H
<b>06-10</b>	Solid, but futile. +3H	Blow to foe's side. Pretty sparks. +4H	Your weapon glances off foe's side and leaves a measurable wound. +5H	Your swing lands lightly. You had hoped for better. +9H	Your blow is solid, but lands on a well protected area. +10H
<b>11-20</b>	Hardly enough for victory. Weak side strike. +6H	Your blade guides itself in, but you miss the opportunity. +8H	Blow shoulder. It's well placed, but you'll need a lucky shot at this pace. +9H	Your strike lands solid and righteous. You wish it had landed a little more. +12H	A mortal blow poorly placed. Maybe you're holding it wrong? +15H
<b>21-30</b>	Strong blow to foe's forearm yields its measure. +9H	You give out an epic strike, but foe is an epic creature. +10H	You strike is solid, but your grip fails on impact. +12H	You trip foe and slam his shin with your weapon. You are not being noble. +15H	Bruise to foe's shoulder is made worse by your weapon's strong enchantment. +20H
<b>31-40</b>	Strike to beast's chest. Some unseen piece of protection blocks your attack. +12H	Hard strike to foe's thigh. It glances off. You really wish that had landed better. +15H	Your strike lands in a critical spot on foe's abdomen. You are unable to mortally wound him, for the moment. +20H	Your weapon sparks against the beast's hide and he realizes its mighty blessing. +25H	Your weapon strikes foe like a clap of thunder, clawing at his very essence. +30H
<b>41-50</b>	Strike lands upon foe's side. He responds by leaping back away from you. +15H	Your blade bites into foe's skin with a hiss. Foe roars out at you. You ready yourself for what comes next. +18H	Hack at foe's neck, landing on his shoulder. He moves before the strike bites deeper. +25H	Heavy blow with all of your weight behind it hits foe in his side. +30H	Your weapon drives deep into foe's abdomen. Blood pours out of foe. He looks like a statue in a fountain. +12H - ☠ - 5♦
<b>51-65</b>	Blow crashes into foe's leg. The damage is obvious by the look on his face. +20H	Blow to foe's back. It concerns him greatly. Good luck. +5H - ★	Grip foe's hide for leverage, before you strike. Blow lands solid, but he throws you clear. +30H	Strike lands lightly against foe's shoulder. You have the initiative for 3 rounds. Foe's blood gets all over you. +10H - ✕ - 2♦	Cave in the side of foe's head. Foe is down and dies in 2 rounds. Your foot is pinned under him for a round. —
<b>66</b>	Well placed strike to foe's neck severs the jugular vein. Foe falls and dies in 6 rounds. —	Vicious strike to abdominal region destroys a variety of organs. Foe falls over with a crash. He dies in 3 rounds. +30H	Strike to foe's heart. He dies instantly. You hit him one more time to make sure he is dead. Very clean kill. —	Drive home your attack right between your foe's eyes. He dies instantly. You have half the round left. +20H	Chest wound knocks foe down. +10H - 2★☠
<b>67-70</b>	Foe's leg catches your falling strike at the right moment. The leg is bruised badly. +25H	Blow to thigh leaves a bad bruise. Foe almost falls over on you. You leap clear. +30H	Strike to foe's thigh. Despite his size, it sends him back. Your Mithril bites deep and leaves a painful wound. +15H - 2★ - (-20) - (+10)	Foe loses his footing with your solid strike. He takes time to gain his balance. You are in good position. +20H - 2★☠ - (+10)	Plunge weapon into foe's heart. Your weapon seems to know the way. The wound is instantly mortal. He dies. +20H - (+10)
<b>71-80</b>	Arm strike gives foe a bruise. +30H	Minor forearm wound. The beast's guard is down for an instant. Press your attack. +13H - 3★☠	Tear him up! Your strike lands along foe's arm. The wound is bleeding everywhere. It's all over you, as well. +20H - 2★☠ - 3♦	Tear open foe's leg with a brutal side swing. Foe is unbalanced and bleeding. His guard goes down. +9H - ★☠ - 3♦ - (-10)	Strike comes up under foe's arm. Blow breaks bones in upper arm. Arm is useless. Foe stumbles back. +15H - 3★
<b>81-90</b>	Strong blast to foe's stomach staggers foe. His guard drops for a moment. You have a chance. +20H - 2★☠ - (+10)	Hard blow to foe's back. If foe has wings they are damaged. If not, foe has broken ribs. +22H - 3★ - ☠	Reverse your strike to catch foe in his lower leg. He stumbles back out of reach. +15H - 2★ - 2♦ - (-20)	With a mighty cross swing you strike foe's head. If he has a helm (or hard head) you knock him out. If he has no helm, you behead him and he dies. +30H	You see the opportunity you have needed. A legendary strike to foe's chest destroys heart and other vital organs. He drops and dies instantly. +25H - (+15)
<b>91-95</b>	Strong blow to foe's leg yields a gaping wound. If foe has blood, you see a lot of it. +18H - 3★ - 5♦ - (-10)	You strike at foe's face. It hits and causes him some difficulty. +5H - 3♦ - (-25) - (+20)	Weapon impacts upon foe's head with unmatched force. Foe comes over and is knocked out. +30H - (+10)	Your victory strike. Your weapon crashes into foe's chest and downs him for 2 rounds. He dies in 6 rounds. —	Blow to foe's leg slashes an artery open. Foe falls gripping his leg. He is inactive for 12 sad rounds and then dies. —
<b>96-98</b>	Plunge your weapon into foe's heart. Foe dies instantly, and falls on you. You are pinned for 6 rounds and +20H! —	Your weapon plunges into foe's chest. He drops and dies in 3 rounds. Your weapon is stuck in him for 12 rounds. +25H	Strike foe in his head and destroy his brain. If that's not power, what is? You have half the round left to act. —	Strike foe in his ear. He dies next round. You are very confident in your combat skills. +15H - (+25)	True to its name, your weapon slays foe by crushing his skull. Parts of bone fly in all directions. Not a pretty sight. Foe drops instantly to the ground. —
<b>99-100</b>	Strike through foe's lungs. Foe falls down and dies after 6 rounds. Allies get a bonus! +24H - (+20)	Hard but flat strike. Your weapon takes much of the impact. In addition to his wound, your weapon is broken. +35H - ★☠	You find a weak point and hammer foe's neck. Your weapon sticks in foe for 2 rounds, while he struggles to breathe. He dies in 6 rounds. +20H - 6★☠	Your precision surgery blinds foe. He quickly loses his direction and is in trouble. +5H - 2★☠ - (-100)	Strike foe in his face. His cheek bones collapse. His neck is a bloody pulp. He dies a round later. Your weapon is lodged in foe. —
<b>101-150</b>	Awesome strike to shoulder sends foe stumbling. He has trouble getting his balance back. +50H - 3★☠ - (-35)	Strike foe in the side of his head. Foe stumbles back a few feet before he falls to the ground. He is out for 3 hours. +20H - (+10)	Catch foe in chin with all your weight behind the weapon. Head snaps back and chin shatters. Foe is knocked out for 30 days. +60H	You miss foe's weapon arm, but the strike lands on foe's knee. The results are acceptable. +3H - 2★ - 2♦ - (-30)	Sever a vein in foe's forelimb. He falls to his knees. Blood is everywhere. He dies in 6 rounds. +20H - 6★☠ - 12♦
<b>151-175</b>	Strike drives bone into kidneys and liver. Foe drops and dies in 6 rounds. What a pity. —	Strike shatters foe's jaw and sends it up into his brain. Foe is dead before he hits the ground. Half round left to act. —	Strike foe in the abdomen. The wound is mortal. A variety of important organs are destroyed on impact. Foe drops and dies after 6 rounds. —	Smooth strike to foe's cheek. Just as he was about to deal you a deadly blow, you crush the side of his head. He dies. You have half the round left. —	You almost sever foe's head, with a mighty blow to his neck. Foe is inactive and dies in 5 rounds. (+20)
<b>176-200</b>	Strike to bowels destroys foe's abdominal areas. Foe's blood is all over you. Foe dies in 12 rounds. +35H - (+15)	Shot along side foe's head penetrates his ear and he dies in 3 rounds. You are mighty in battle. +10H - (+20)	Death comes swiftly! Your strike severs an artery in foe's leg. Foe fights for 2 rounds, then drops and dies in 6 rounds. +5H - 2(-20)	Strike penetrates to foe's spine. Spine is broken and foe is paralyzed from the waist down. You will not have trouble killing him. +20H	Strike to abdomen damages a variety of organs. Internal bleeding will kill foe in 4 rounds. You have half the round to act. (+20)
<b>201-250</b>	Blow to foe's forearm severs a vein. Foe dies in 7 rounds from shock and blood loss. He is still standing. +15H - 6★ - (-30)	Strike to foe's back. Hit severs spine. Foe is paralyzed from the neck down. Sadly, your weapon is broken. +15H	Heart strike. Your foe dies in true epic form. He tumbles backwards and lands with a thunderous sound. Your strike knocks you to your knees. Foe is dead. +20H - 2(+15)	Your weapon swings out and hammers foe's evil heart. He expires and your sword sings a joyful note. All who see your mighty deed are inspired by it. +25H - 3(+20)	Snap foe's head and break his neck. Foe drops and dies. You may direct another attack at anything you can reach. —
<b>251+</b>	You grapple your foe and deal him a mighty blow. You are knocked out. Foe is also impaired. +35H - 3★☠	Strike through foe's eye proves fatal. He dies immediately. You avoid his fall. +20H - (+25)	You blind foe with a vicious crossing strike to the eyes. He grips his face and falls to his kness. +10H - 6★ - (-100)	Strike to foe's ribs punctures a lung. Foe is knocked out. Your weapon is stuck in foe for 6 rounds. Good luck. —	Drive foe's eyes back into his skull, with a cross strike. Foe is blind and prone. Foe is in pain. He does not even try to get up. +6H - 24★☠

Key: ★☠ = must parry \$ rounds; ☠☠ = no parry for \$ rounds; ★☠ = stunned for \$ rounds; ♦ = bleed \$ hits per round; (-\$) = foe has -\$ penalty; (+\$) = attacker gets +\$ next round.

# SUPER LARGE CREATURE CRITICAL STRIKE TABLE

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
<b>01-05</b>	You strike the terrible beast hard. Your weapon breaks in half. +10H	Your weapon is knocked from your hand. It will take 2 rounds to recover. +10H	Your strike is powerful. You fumble the rest of the round. +10H	Your strike is powerful, but your grip was terrible. Roll a fumble for yourself. +10H	The numbing recoil of your strike to foe's chest sends you stumbling back. +10H
<b>06-10</b>	A decoration pops off your weapon with impact to foe's side. +2H	Your weapon hits at a bad angle. Check for weapon breakage. Bum Luck. +3H	Your weapon lands uneven across foe's shoulder. Make a breakage check. +4H	Blow foe's arm. Ready for a better strike. You gain the initiative next round. +6H	Strike lands at a bad angle. You check for weapon breakage. +8H
<b>11-20</b>	You are daunted by the beast's gaze and swing weakly. +3H	Your blow was deflected, but you gain the initiative next round. +4H	Acceptable strike to foe's leg. You gain the initiative next round. +5H	Back strike. Weapon seems to damage by touch only. +8H	Blow to back. You gain the initiative next round. +10H
<b>21-30</b>	This terrible creature's hide deflects the strongest blows. +4H	Glancing side blow. A spark of light reminds you your weapon is magical. +5H	Glancing blow smears mithril like chalk across beast's hide. +6H	Your strike is solid and flat, but foe is not slowed at all. +10H	Sparks fly from your weapon as it embraces your foe. +12H
<b>31-40</b>	Solid strike to foe's side with your common weapon fails to penetrate. +5H	Foe is unbalanced. You gain the initiative next round. +6H	Solid, but nowhere near a vital spot. Bruise foe's calf muscle. +7H	You strike the fell titan in the chest. He yells back at you. +12H	Boom! Solid without question. Try a vital spot next time. +15H
<b>41- 50</b>	Your strike was more of a last minute parry to avoid the beast's. +6H	You deal out a sharp and hard leg strike. Foe steps back to look at his leg. +7H	Strike lands on foe's horn. The vibration has some effect. +8H	You step under his assault and strike him hard in the abdomen. +15H	Rip sinew, hair, horn and scale with a glancing blow to side. +18H
<b>51-65</b>	Two light and quick shots to foe's forearm, provides a modest result. +7H	Blow to foe's back. Foe's hide is tough there. You need more strength. +8H	Your strike thumps foe on his nose. He is insulted, but not wounded badly. +9H	The vile beast leans forward. You strike at his snout in frantic response. +18H	Unexpected weak spot found with your strike to foe's side. +20H
<b>66</b>	Strike foe's neck with the flat of your weapon during a moment of opportunity. +20H	You step under foe's lunge and use the force against him. Strike to under belly. He feels the pain instantly. +12H – 3♦ – (-10)	Shin strike. Skin is torn open and bone is bruised. This one hurts. You have initiative. +15H – 5♦ – (-10)	Your blow lands against foe's shoulder. You are pleased with the effect. Blood pours from the wound. ☠ – 10♦ – (-15)	Your weapon seems to dig into foe's chest and devour his heart. Foe dies instantly. You are covered with blood. +50H – (+20)
<b>67-70</b>	Solid strike on foe's leg. You move quickly away to avoid the retaliation. +8H	Blow to thigh leaves a bad bruise. Your weapon cracks and bends. It will break after one more strike. +9H	Hammering foe's thigh gets you some respect. You have the initiative. +10H	Hard blow to foe's thigh. He stumbles, but does not fall. You have the initiative next round. +20H	Flat strike to foe's upper body. Heavy blow breaks some bones. Foe's guard is down. +30H – 2☠
<b>71-80</b>	Solid strike to foe's head just bounces off. +9H	Minor forearm wound. The beast used its forearm for defense. Foe soaks up the damage. +10H	Blow to foe's upper arm. This strike had few vices, but it was weak. Get it together. +15H	Catch foe in his exposed leg. You come down hard on it. He will have a bruise. It slows him. You have the initiative. +13H – 5♦ – (-10) – (+10)	Hard glancing strike crosses foe's shoulder and chest. Shoulder is slashed and chest is bruised. +24H – 3☠ – 5♦ – (-20)
<b>81-90</b>	Violent strike to foe's forearm. Foe is bruised. Your weapon must make a breakage check. +10H	Blow to foe's arm joint lands poorly. Foe will have a bruise. You think that you know what went wrong. +15H	Your strike hit no vitals, but you can hear the ribs in foe's side crackle. Foe fights on in some pain. +20H	To make this strike land well, you almost climb onto foe. You deal out a brutal strike to his neck and leap back. +12H – ✕ – 4♦ – (+20)	Just when your swing looked to be failing your weapon took control and crashed into foe's thigh. +25H – 3☠ – 20♦ – (-25)
<b>91-95</b>	Well placed and hard. Try a vital spot next time. +15H	Blow is placed solidly against foe's side. The thick hide there protects him well. +20H	Slash at foe's neck fails to land very hard. You have the initiative for 2 rounds. +12H – 4♦ – (+20)	You have a uncomfortable opportunity to strike foe in his mouth. If foe has a breath weapon, he may not use it. +25H – 2☠ – 3♦	Your master strike lands against foe's neck. Doom is in his face. He drops and dies in 3 rounds. +35H
<b>96-98</b>	Blow severs vein and artery in foe's upper leg. He drops and dies after 12 inactive rounds. Awesome! —	You are a mighty warrior. Your strike hits foe's neck and breaks it. Bones are crushed and the spine is broken. Foe drops in 1 round and dies. (+25)	Blow to lower skull area. Foe dies instantly. He stumbles on for 1 round, until he realizes this. (+20)	Weapon bites into foe's skull. He just comes apart. He dies in 6 rounds. Your weapon is stuck. Foe rolls over and takes your weapon out of reach. all allies get (+10)	Your weapon plunges into foe's chest making the nature of its forging certain. He dies a terrible and swift death. Take 12 rounds to reclaim your weapon. +40H
<b>99-100</b>	You step into the right spot and rip open foe's side. Your blow shatters some ribs. +30H – 10♦ – (-25)	A little bird shows you the flaw in foe's armor. Your strike plunges into this vulnerable spot killing foe instantly. —	Crush the bones in foe's neck with a mighty blow. Foe drops and dies in 1 round. +5H	Strike through foe's heart kills him instantly. You are too close. He pins you under him as he dies. +20H	Foe's eye is in reach and you ram your weapon home. Foe dies after 3 rounds of inactivity. You have half the round left. (+25)
<b>101-150</b>	Glancing strike to foe's abdomen loses much of the impact on foe's hide. +12H – 1♦ – (+10)	Wound foe along his side with an excellent strike. Foe leaps back away from your weapon. +13H – 2♦ – (+20)	Graceful assault knocks down foe's defenses. He just cannot get his guard up. +30H – 3☠ – (+10)	Brutal strike to foe's forearm. He reels from your presence. You are his bane. +30H – 2☠	Strike to foe's leg severs a vein and tears muscles. Foe flails around for 6 rounds before he dies. +20H – 6☠
<b>151-175</b>	Your weapon wounds deep and cuts muscles and tendons. Foe's wound bleeds heavily. +20H – 5♦ – (-20)	You pop foe on his head with some useful results. Foe is confused just long enough for a blow. +25H – ☠ – (-20)	Incredible strike across foe's calf trips him to the ground. The bigger they are.... +25H – 2☠ – (+10)	Vicious blow to forehead sends foe to the ground. If he falls on stone, he is in a coma. +40H – 6☠	Awesome blow to foe's neck. His neck and back are broken. Foe drops and suffocates in 12 rounds. +25H – (+20)
<b>176-200</b>	Foe presents a weak spot and you strike. Blow lands at the base of the neck. Tendons are damaged. +15H – (-25) – (+20)	Solid shot to foe's chest. Foe is down. You take an 'A' Unbalancing Critical result, because you are so close. +20H – 2♦ – (+25)	Brutal strike to foe's side. You rip him open and he is hating life. His blood gets all over you. +28H – 3☠ – 10♦ – (-40)	Strike to foe's abdomen. Foe has the biggest bruise you have ever seen. +25H – 9☠ – (-25)	Clean strike to foe's eye kills him in one round. He fights on for 1 round before he realizes he is dead. +24H – (-20)
<b>201-250</b>	When your strike lands on foe's back, bones crackle and pop. Internal damage is certain. +35H – 2☠ – 10♦ – (-30)	Rip open foe's abdomen. Blood covers you. This cruel wound will not be healed easily. +35H – 3☠ – 10♦ – (-40)	Vicious blow to foe's leg. You can hear the mithril in your weapon talking, as you rip foe open. +30H – 6☠ – 12♦ – (-50)	You duck around foe's side and catch him in the ear. Blow collapses skull. Foe dies of massive brain damage in 3 rounds. +15H – (+20)	Foe steps right into your swing. You tear open foe's abdominal and drop him in a heap. You are entangled in his fall. Foe dies in 4 rounds from shock. +35H
<b>251+</b>	Foe lowers his eyes within your reach and you strike with great skill and fury. He is blinded. +20H – 6☠ – (-100)	You leap up and slam foe in the eye. He does not realize he is dead yet. Next round he will. Your weapon is stuck for a round. (+20)	Awe inspiring strike drives bone through both lungs. Foe realizes his doom before falling into a coma. He dies in 18 rounds. —	Your mighty blow is the stuff epics are made of. Foe's spine is broken. He dies in 2 rounds. +50H	Strike to side kills foe after a chain reaction of bones shatter. You are covered with blood. +100H



# SPELLS AGAINST CREATURES CRITICAL STRIKE TABLE

	LARGE CREATURES		SUPER LARGE CREATURES	
	NORMAL	SLAYING	NORMAL	SLAYING
<b>01-05</b>	Your karma is not strong enough to damage such a beast. +0H	Sparks fly. The enchantment fails. You had hoped for more damage. +5H	The strength of your strike is not up to the challenge. +0H	You warn foe of his doom with this tiny whisper of your power. +3H
<b>06-10</b>	It looked powerful but your foe did not even stumble. +1H	Foe throws off the magic that threatens his very existence. +9H	Strike lands with little result. You had better get serious soon. +1H	Foe evades much of the damage. Maybe next time. +5H
<b>11-20</b>	You are daunted by the beast's gaze and your aim fails. +3H	Strike lands solid. Foe howls out in pain and anger! +12H	The beast is made of stronger stuff than you hoped. +2H	Your blast scrapes along foe's shoulder hissing as it touches his skin. +9H
<b>21-30</b>	The strike is powerful, but poorly placed. Remember, Focus. +5H	Chest strike leaves visible damage. Foe makes a futile attempt to brush it off. +15H	Strike glances off foe and damages his surroundings. +3H	Your strike is solid and flat, foe is burned by the enchantment. +12H
<b>31-40</b>	The attack lands well but seems only to scuff your foe's skin. +7H	Firm strike to foe's lower abdomen. Measurable damage has been done. +18H	Solid, but nowhere near a vital spot. Bruise foe's calf muscle. +5H	Heavy assault yields a measure of damage to foe's leg. +15H
<b>41- 50</b>	Solid attack yields predictable damage. +10H	Your assault entangles foe's arm for an instant. Arm is bruised. +20H	Blow is placed solidly against foe's side. His vitals are beyond reach. +7H	Strike tears down foe's back. He ducks down in pain. +18H
<b>51-65</b>	Weak attack to a vulnerable spot. Foe is enraged by the close call. +13H	Blow to foe's back. Foe's hide is tough, but much damage is done. +25H	Strike threatens foe's eyes and he flinches. You have initiative. +7H	Blast to foe's face. Most of the damage misses him. Some does not. +20H
<b>66</b>	Blast drives into foe's mouth. The concussion knocks him down and puts him into a coma for a month. +30H	Assaulting foe's very living essence, your strike lands upon his head. His life is stripped from him. He dies instantly. (+10)	You find a weak point. Unexpectedly, foe reels and falls down. His shoulder is shattered. He gets up slowly. +25H – (-75)	Collapse foe's chest with perfect placement. His lungs are destroyed and his heart stops. He dies after 6 rounds of wheezing. +30H
<b>67-70</b>	Solid strike on foe's leg. Foe feels the assault. +15H	Attack hammers foe in his shield side. He is in much pain. +30H	Although not deadly, this strike leaves a visible and encouraging wound. You may win yet. +12H	Assault bounces off foe's primary arm. Arm is damaged but still functioning. Try again. +25H
<b>71-80</b>	Solid strike to foe's head hurts him, but he is still coming. If foe has head gear it is knocked off. +20H	Etch a nasty wound in foe's chest over his vitals. He is upset greatly. You have initiative for 6 rounds. +12H – 3★	Blow to foe's upper arm. Discoloration and various bruises mark your success. +15H	Solid strike to the chest. Foe steps back 10 feet and rebounds. +25H
<b>81-90</b>	Strong blast staggers your terrible foe. He is as surprised as you are at this success. He loses 6 rounds of initiative. +15H – 3★	Blow to foe's arm joint lands poorly. Foe will have a bruise. You think you know what went wrong. +25H – 3★	Your strike hit no vitals, but you can hear the ribs in foe's side crackle. Foe fights on in some pain. +20H	Sparks fly and smoke rises off foe as your assault impacts. +30H
<b>91-95</b>	Hard and effective, your strike almost brings foe down. He stumbles, but does not fall. +20H – 2★⊗	You concentrate the energy of the strike and fracture foe's leg bone. 2★× – (-30)	Heavy and hard. Your strike is effective. Foe's abdomen is damaged. +30H	Your attack lands with a beautiful crash. Foe's leg is heavily damaged. He struggles to keep his defense up. +25H – 2★⊗
<b>96-98</b>	Strike lands and tears down into foe's neck. This vicious blast crushes foe's neck and shatters his spine. He falls unmoving and dies in 3 rounds. –	You are a mighty enchanter. Your strike hits foe's chest and neck. His neck is broken. Foe drops and dies. (+15)	Your onslaught lands against foe's skull. Brain is damaged. Swelling fractures his skull. Foe drops and dies in 6 rounds. –	Shot lands against foe's chest. Strike infests foe with terminal poison. The full burden of the enchantment ends his life instantly. –
<b>99-100</b>	You step into the right spot and rip open foe's side. Your blow shatters some ribs. Foe dies in 6 painful rounds. –	Perfect aim. Foe's carotid artery and jugular vein are torn open. Foe drops and dies in 3 rounds. –	Violent strike to foe's face. His eyes are badly damaged. He is blinded. He falls over. You have him now. 12★⊗ – (-95)	Blast to foe's head. Inner ear destroyed. Foe dies in 6 inactive rounds. +20H
<b>101-150</b>	Glancing strike to foe's abdomen loses much of the impact on foe's hide. +30H – 3★⊗	Side strike. Attack careens down foe's chest and leg. Skin is torn away. Foe roars his defiance. +35H – 5★⊗	Titanic blast sends foe stumbling despite his bulk. He is unable to defend himself for a moment. +30H – 2★⊗	Foe stumbles 10 feet to his right with the impact of your attack. He is vulnerable. +35H – 3★⊗
<b>151-175</b>	Your weapon wounds deep and cuts muscles and tendons. 5★⊗ – (-20)	Fracture a bone in foe's forearm. It twists in a painful direction. His guard is down. +40H – 6★⊗ – (-25)	Side strike. Foe steps to the side and takes the damage in his ribs. Bones are broken. 4★⊗ – (-20)	Blast breaks bones and causes bleeding in foe's leg. He can still operate. 5♦ – (-20)
<b>176-200</b>	Foe presents a weak spot and you strike. Blow lands at the base of the neck. Tendons are damaged. +35H – (-35) – 10♦	He is knocked down and out. Ribs are shattered. The concussion causes internal bleeding. 10♦ – (-50)	Mighty is your strike. Its your turn to give. Foe's chest tears open and blood sprays on all bystanders. +30H – 5♦ – (-30)	Epic assault to foe's side sends foe onto his back. Wounds are severe. Internal bleeding. He is in trouble. +40H – 10♦ – (-50)
<b>201-250</b>	When your strike lands on foe's back, bones crackle and pop. Foe is paralyzed and in a 3 month coma. –	Assault causes mortal damage. Foe's organs fail. He is inactive and dies after 3 rounds. +50H	Snap foe's head back and fracture his spine. Foe is paralyzed from the neck down. +40H	Hammer foe's neck and face. The energy engulfs his throat. Nerves are destroyed. Foe dies after 9 inactive rounds. +50H
<b>251+</b>	Foe lowers his eyes within your reach and you strike with great skill and fury. Foe dies instantly. +20H	Impact of blast drives content of skull in all directions. Foe falls and flails around violently. He dies instantly. –	Shatter parts of foe's skeleton. Heart and lungs are damaged. Foe falls dead. His blood pours out onto the floor. –	Blast goes in through foe's eye and comes out ugly. Foe dies instantly. His terrible bulk comes crashing down. (+20)

Key: ★× = must parry § rounds; ★⊗ = no parry for § rounds; ★ = stunned for § rounds; ♦ = bleed § hits per round; (-§) = foe has -§ penalty; (+§) = attacker gets +§ next round.

# WEAPON FUMBLE TABLE

	ONE-HANDED ARMS	TWO-HANDED ARMS	POLEARMS AND SPEARS	MOUNTED ARMS	THROWN ARMS	MISSILE WEAPONS
<b>01-25</b>	Your palm is sweaty. Maybe you will improve.	My that weapon is heavy! You lose the opportunity to take a swing.	You snag your own clothes and lose the opportunity to take a swing.	Your mount's tack tangles your weapon. You lose the opportunity to take a strike.	Your grip is weak. You elect not to attack because of control.	Sweat trickles into your eye. You elect not to attack. Good choice.
<b>26-30</b>	Klutzy. Drop your weapon. Spend two rounds recovering it; or draw a new one next round.	Your weapon flies. Take four rounds to recover it; or draw a new one next round.	Fumble your delivery and your weapon is out of position. You lose the option to attack.	Can't find the right angle. You lose 2 rounds of attack (but can still parry).	You fumble your delivery but hang onto your weapon. You have -10 to your next attack.	Your ten thumbs just cannot handle loading. You must reload your weapon.
<b>31-40</b>	Your feet get tangled. You miss the opportunity to get in that vital blow.	Your mind is wandering. Spend the rest of the round clearing your head.	You just look clumsy. Your feet are sliding. You are stunned for one round.	You slip in the saddle. You lose 2 rounds of attack (but can still parry).	Your feet are really tangled up. You lose 2 rounds of attack, but can still parry.	Your ammunition slips away. You must reload.
<b>41-50</b>	You are over-extended and strain a muscle. Take 1d5 hits.	Stumble over an imaginary dead turtle. You lose 2 rounds of attack, but you can still parry.	Your weapon is spinning for two rounds. You can still parry at -10.	Your mount dodges an unseen foe. You are stunned for 2 rounds.	You begin juggling your weapon because of a bad grip. Your lack of control stuns you for 3 rounds.	You notice that your ammunition is faulty. After removing it you discover you were wrong. Reload it.
<b>51-60</b>	You try to impress your opponent with a spin maneuver. Too bad. Lose two rounds while you recover.	Your combination of acrobatics and attacks is unimpressive. Lose two rounds of attacks, but you can still parry.	You stagger into a nearby fixed object. You are stunned and unable to parry for two rounds.	You lose your grip on your weapon. Luckily, it is tangled in your mount's tack. Your lack of grace stuns you for three rounds.	Poor release. Weapon travels 2d10 feet to the left of the target.	Your ammunition keeps jumping off of your weapon! Try melee next time.
<b>61-65</b>	You snag your clothes with your weapon, causing it to slip from your hand. Spend two rounds juggling it.	Your weapon flies from your hands, but you are able to catch it before it flies totally away. Lose two rounds of attack.	Your shaft tangles in your legs. You almost fall down in an impressive feat of entangling. Your next attack is at -20.	Your poor mount stumbles. You are stunned for two rounds.	Very poor release sends your weapon straight up! You duck for cover while your weapon checks for breakage.	Your weapon slips from your hands. Spend two rounds recovering it; or draw a new weapon.
<b>66</b>	You execute a perfect attack—against closest ally (yourself if no one else is around). Ally takes 1d10 hits and a 'B' critical.	Acrobatic maneuver leaves you flat on your back. Take 2d10 hits and an 'E' Krush critical.	Your weapon must check for breakage as you slam it into the ground! You are stunned for six rounds because of the impact.	Your swing slices the tack of your mount. You and your saddle take your leave of the poor beast. Take an 'A' Krush critical.	Your ferocious scream is followed by silence as you hit yourself. Take a 'D' Krush critical.	Take an 'A' Krush critical from the sudden release. Your weapon snaps cleanly into two pieces.
<b>67-70</b>	You trip over that uneven surface. Spend two rounds staggering. You can still parry.	You gracefully drop your weapon to the ground. You are able to kick it back into your hand, but you lose two rounds while doing it.	Your weapon seems to have a mind of it's own! Your next attack is at -50 as your try and get it under control.	Your tack has loosened! You suddenly slip sideways. You are stunned for two rounds.	You cannot control your aim—your weapon flies 2d10 feet to the right of the intended target.	Your grip fails you and your weapon flies from your hands. Spend two rounds recovering it; or draw a new weapon.
<b>71-80</b>	You are distracted by that pixie in the corner. You lose 2 rounds of attacks.	You strain your shoulders in a mighty swing (that misses). You are stunned for two rounds.	Your ineptitude is obvious to all. You lose 3 rounds of attacks and are stunned for 2 rounds.	Your weapon goes straight into the ground (check for breakage).	Just as you are about to release, you step into an imaginary hole in the ground. Lose 3 rounds getting up from the ground.	Your bowstring breaks! Draw a new weapon or put a new string on this one.
<b>81-85</b>	You are suddenly very winded. Take two rounds to relax.	You lose your grip as you begin your swing. Your weapon is trying to slip away. Spend three rounds gaining control. You can still parry.	Clumsy move narrowly misses your own head. You are stunned and unable to parry for three rounds (try a bow next time).	Your weapon flies out of your hand! Draw a new one.	Your weapon drops to the ground as you begin to aim. Take four rounds to recover this one; or draw a new one.	Your weapon bites back when you fire. Your shot misses everything, but you are stunned and unable to parry for three rounds.
<b>86-90</b>	Hopefully, you will learn that dancing is not appropriate in combat. You are stunned for two rounds by your lack of ability.	You pulled something on that last swing and now it begins to hurt! You are stunned for three rounds while you recover.	There it goes! Your weapon skitters away. Take six rounds to recover it; or draw a new one.	Your weapon must check for breakage as it hits the hardest part of your foe. You take 2d10 hits from the blast.	Your poor and weak release sends the weapon up two feet. It immediately comes down and hits you. You take no damage, but are stunned for six rounds.	You release too soon! Your arrow falls 3d10 feet short of the target. In addition, you spend two rounds trying to find more ammunition.
<b>91-95</b>	You fall down as your swing goes wide. You are stunned for three rounds.	You fall and narrowly miss gutting yourself! You are stunned for four rounds.	You fall and smack your head on the ground. You are down for four rounds and stunned for three.	Your mount bucks unexpectedly just as you were about to swing. You find yourself stunned and unable to parry for three rounds.	Your weapon flies behind you, travelling 4d10 feet before landing.	Your shot goes astray as you slip and fall during your release. You are stunned for six rounds and unable to parry for two rounds.
<b>96-99</b>	The excitement is just too much! Your momentary frenzy leaves you stunned and unable to parry for three rounds.	You trip and fall. You are down for four rounds and unable to parry for three.	Your shoulder doesn't bend that way! You are stunned and unable to parry for three rounds. You now fight at -25.	Your mount jumps wildly. You take 4d10 hits from the impact and are stunned and unable to parry for six rounds.	You trip as you release. Your shot goes off wildly and you are stunned for twelve rounds.	Your weapon shatters (as you don't realize your own strength)! You are stunned for 4 rounds.
<b>100</b>	You attempt to maim yourself. Take a 'D' critical.	Worst move seen in ages! You are out for 2 days with a groin injury. There is a 50% chance your foes will be out for 3 rounds, laughing.	Your weapon breaks and one end hits you in the head. You are stunned and unable to parry for six rounds.	You can't stay on your mount! You fall and take a 'D' crush critical.	You accidentally hit yourself in the delivery. Take a 'D' Krush critical.	Poor execution. You take 5 hits as the weapon hits you. You are permanently maimed and are bleeding 2 hits per round.

## SPELL FAILURE TABLE

	ATTACK SPELLS		NON-ATTACK SPELLS	
	ELEMENTAL	FORCE	INFORMATIONAL	OTHER
<b>01-20</b>	That gnat just landed in your ear. You must begin casting the spell again (but do not lose the power points).	Your target's grace distracts you. You lose the spell (and one power point).	Momentary lapse in concentration delays the casting of the spell for one round.	You stumble across the incantation and delay the casting of the spell for one round.
<b>21-30</b>	Your fingertips spark and surprise you. You lose the spell (and one power point). You operate at a -50 modification next round.	You remember a childhood incident that was traumatizing. You lose the spell (but not the power points). Operate at -10 for five rounds.	You only gain one small bit of information. Unfortunately, that information is outdated (or incorrect).	You cannot remember the final words for the spell. Lose the spell (but not the power points).
<b>31-40</b>	Minor power backlash. You lose the spell (and half the number of power points -rounded down). Stunned for 1 round.	The magic blurs your vision. You lose the spell (and half the number of power points -rounded down). Stunned for 1 round.	You gain half of the desired information; but it is incorrect.	Your head pounds. You have to stop casting (lose the spell, but not the power points).
<b>41-60</b>	You realize you are casting the wrong spell. You must start over. Lose the power points and the spell.	The planets are not aligned correctly! Your spell has absolutely no effect (and you lose the power points).	The information you gain is correct, but you have no idea what the topic was!	A momentary mental lapse cause you to forget your place in the spell (lose the spell, but not the power points).
<b>61-75</b>	You feel a spider crawling up your back! You lose the spell and the power points.	Your target must be blessed! Your spell has no effect and you lose double the normal number of power points.	You gain correct information about a similar topic to that which you were seeking. You are so surprised, you are stunned 1 round.	While casting, you notice that shadows are beginning to move. You immediately stop casting (lose the spell and 1 power point).
<b>76-90</b>	The spell fails! Flames rolls down your arm. You take 5 hits and are stunned for 3 rounds.	Power backlash! The spell fails entirely. You are stunned for 8 rounds.	You cannot make out the information due to extraneous feedback.	A muscle cramp in your jaw causes your spell to fail. Lose the spell, and half the normal points (rounded down). You are stunned for two rounds.
<b>91-95</b>	The elements refuse your call! You are knocked back 3 feet (taking 2d10 hits), and are stunned for six rounds.	The target's will is stronger than yours! You collapse on the ground (taking d10 hits), and are stunned for 9 rounds.	You gain a bit of ominous information about your own death! You are stunned for one round.	You are seeing stars. You must cancel the spell. Lose the spell, and half the normal power points (rounded down). You are stunned for one round.
<b>96-100</b>	Instead of launching, the elements engulf you. Take 20 hits and a 'B' critical strike.	The spell internalizes. You take 4d10 hits and knocked unconscious for 12 hours.	You gain one piece of very specific, incorrect information. However, you experience power feedback (take d10 hits).	You internalize the spell. You take 2d10 hits and are stunned for 2d10 rounds.
<b>101-125</b>	The elemental attack strays to the right of the intended target. You are stunned for three rounds.	The spell affects a random target to the right of the intended target. You are stunned for one round and take d10 hits (from the mental strain).	Power feedback causes the information to be garbled. You are stunned for two rounds.	The spell strays to points unknown. You are stunned for three rounds.
<b>126-150</b>	An unforeseen cosmic shift causes the spell to veer to the left of the target (striking the nearest target). This sudden change causes mental strain; take 5 hits and you are stunned for one round.	You lose control and the spell hits a target to the left of the intended target. Make another attack against a random target within range. You are stunned for one round and take d10 hits from the wild attack.	You gain useless information about an unknown target. In addition, there is so much information, that you are stunned for three rounds.	For some reason, the spell does not work! You are stunned for four rounds while you try and figure it out.
<b>151-175</b>	You get the polarity backwards! The elements travel 180° from the intended direction (hitting any available target). In the wake, you take 5d10 hits and a 'C' critical strike.	The spell targets a random victim that can be anywhere with 500'. The power backlash short circuits your brain. Take 25 hits and are unable to function for d10 hours.	You strain too hard to get the information. Your spell fails utterly and you take 3 hits (and are stunned for 5 rounds).	You have been working too hard. The spell misfires badly. You take d10 hits and are stunned for d10 rounds.
<b>176-185</b>	The elements cannot be controlled! Your brain is fried (lose all spell casting ability for 1 week). You operate at -50 for 3 months (or until brain is repaired).	The spell lodges in your head. You suffer brain damage; you operate at a -75 modification for d10 months (or until brain is repaired). You lose all spell casting ability for 1 week).	Something just is not right here. The massive overload in your head knocks you down (take five hits). Spend 5d10 minutes recovering (no other actions allowed).	The spell misfires in your head. Take 2d10 hits while you are knocked down. You are unable to function for one hour.
<b>186-191</b>	The spell explodes immediately as you cast it! Make a point blank attack on yourself. You are in a coma for 1 week (and lose spell casting ability for 2 weeks).	The spell misfires and internalizes inside your head. Take 35 hits. You lose spell casting ability for d10 weeks. There is a 40% chance of falling into a d10 coma.	The utter nothingness that you discern takes you close to death. Take 2d10 hits and an 'A' Impact critical as you recover. You must spend one hour doing nothing.	Severe power feedback knocks you down. Take 1d10 hits and an 'A' Impact critical. You are unable to function for d10 hours.
<b>192-195</b>	The elements attack you. Take 10d10 hits and d10 'C' critical strikes. After the assault, you will fall into a coma for 5 weeks. After the coma, you will seem fine; but will die 6 hours later.	You suffer a massive stroke! Take 10d10 hits and fall into a month-long coma. At the end of the coma, you will seem fine; but will die d10 hours later.	You have seen your own death! You collapse to the ground (take 3d10 hits and you are unconscious for d10 hours). You now suffer from Paranoia.	You have just acquired a nervous disorder (GM's discretion). You lose all spell casting ability for d10 weeks. You slam yourself into the nearest solid object (take 5d10 hits) and knock yourself out (for 12 hours).
<b>196-200</b>	The power is too much to control. The elements refuse to rise to your command. The spell internalizes and paralyzes your torso.	The spell completely short circuits your nervous system. You are paralyzed from the waist down.	You are the victim of a mild stroke. Take 4d10 hits and lose all spell casting ability for one week. In addition, you will have a -40 penalty for d10 days.	You suffer a mild stroke. Take 20 hits and lose all spell casting ability for two weeks. In addition, you will have a -50 penalty for d10 days.
<b>201-250</b>	The elements control you! Take 8d10 concussion hits and a d10 'E' critical strikes. After displaying your failure, you will fall into a coma for 3 weeks (and lose spell casting ability for d10 weeks).	The spell completely internalizes. You lose all spell casting ability for d10 weeks and will be in a coma for d10 weeks. Take 8d10 hits.	The spell short circuits. Take 20 hits and knock yourself out for 9 hours. You lose all spell casting ability for 4 weeks.	You internalize the spell. Take 4d10 hits and you are knocked out for 2d10 hours. You have lost all spell casting ability for d10 weeks.
<b>251-300</b>	You slip into the elemental planes for d10 rounds. When you return, you realize that you have lost all your spell casting ability for d10 months.	Severe nervous disorder causes you to lose all your spell casting ability for d10 months.	You now have a nervous tick. You are stunned for d10 rounds. Anytime you attempt to cast this spell in the future will result in deterioration of the nervous tick (eventually, you will become a quivering blob).	You now suffer from a nervous disorder (GM's discretion). You are stunned for 2d10 rounds and can no longer cast this spell.
<b>301+</b>	All of the elements visit you at once. All that is left is a charred mass of flesh.	Massive internalization of spell. Instant brain death.	You have seen Armageddon. This results in brain shut-down. You are in a coma for 3 months.	You suffer a severe stroke. You drop into a coma for d10 months.

**Key:**    \$× = must parry \$ rounds;    \$⊗ = no parry for \$ rounds;    \$☹ = stunned for \$ rounds;    \$♣ = bleed \$ hits per round;    (-\$) = foe has -\$ penalty;    (+\$) = attacker gets +\$ next round.

MOVING MANEUVER TABLE T-4.1

ROLL	Routine	Easy	Light	Medium	Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd
<b>-201</b>	Fall down. +2 hits. You are out for 3 rounds.	Fall. Knock self out. You are out for 12 rounds. +9 hits.	Fall. Break arms. You are out for 6 rds. +10 hits.	Fall. Break arm. You are out for 9 rds. +15 hits.	Fall. Break arms. Your arms are useless. out for 18 rds. +20 hits.	Fall. Break both arms and neck. You are out for 60 rds. +30 hits.	Fall sends you into a coma for 3 yrs. Broken spine. +30 hits.	Fall breaks neck. You die in 3 rounds.	Fall crushes skull.
<b>(-200) – (-151)</b>	Fail to act.	Fall down. Lose 2 rounds. +2 hits.	Fall down. You are out for 4 rds. +3 hits.	Fall. Break wrist. You are out for 6 rds. +10 hits.	Fall. Break leg. You are out for 9 rds. +15 hits.	Fall. Break arms. Your arms are useless. out for 18 rds. +20 hits.	Fall. Break back and legs. Paralysis of lower body. +25 hits.	Fall. You smash your backbone and are in a coma for 1 year.	Fall paralyzes you from the neck down.
<b>(-150) – (-101)</b>	10	Fail to act.	Fall down. You are out for 2 rds. +2 hits.	Fall down. Sprain ankle. You are at -25. +6 hits.	Fall. Break arm. Out for 6 rds. stunned for 3 rds. +10 hits.	Fall. Break leg. You are out for 6 rds. +15 hits.	Fall. Shatter knee. You are at -80, out for 60 rds. +30 hits.	Fall. Break both arms and neck. You are out for 60 rds. +30 hits.	Fall. You smash your backbone and are in a coma for 1 year.
<b>(-100) – (-51)</b>	30	10	Fail to act.	Fall down. Lose 2 rds. +3 hits.	Fall down. Sprain ankle. You are at -25. +5 hits.	Fall. Break your wrist. Out for 6 rds. +20 hits. Not very smooth.	Fall. Break arm. You are out for 6 rds. +12 hits.	Fall. Shatter knee. You are at -80, out for 9 rds. +30 hits.	Fall. Break back and legs. Paralysis of lower body. +25 hits.
<b>(-50) – (-26)</b>	50	30	10	Fail to act.	Fall down. You are out for 3 rds. +5 hits.	Fall. Sprain ankle and tear ligament. You are at -30. +15 hits.	Fall. Knock yourself out for 18 rds. +10 hits. You lose, pal.	Fall. Break arm. You are out for 6 rds. +12 hits.	Fall. Break both arms. You are out for 18 rds. +25 hits.
<b>(-25) – 0</b>	70	50	30	5	Fail to act.	Fall down. You are out for 3 rds. +5 hits.	Fall. Sprain ankle and tear ligament. You are at -30. +10 hits.	Fall. Break your wrist. Out for 2 rds. +20 hits. Not very smooth.	Fall. Break leg. You are at -75, out for 6 rds. +10 hits.
<b>01 – 20</b>	80	60	50	10	5	Fail to act.	Fall down. You are out for 3 rds. +5 hits.	Fall. Break arm. You are out for 6 rds. +15 hits.	Fall. Break arm. You are out for 6 rds. +15 hits.
<b>21 – 40</b>	90	70	60	20	10	5	Fail to act.	Fall down. You take 3 hits per rd., out for 2 rds. +7 hits.	Fall. Knock yourself out. You are out for 3 rds. +10 hits.
<b>41 – 55</b>	100	80	70	30	20	10	5	Fall down. You are out for 3 rds. +5 hits.	Fall. Sprain ankle. You are at -30. +15 hits.
<b>56 – 65</b>	100	90	80	40	30	20	10	Fail to act.	Fall. 3 hits per rd., out for 2 rds. +7 hits.
<b>66 – 75</b>	100	100	90	50	40	30	20	5	Freeze for 2 rounds.
<b>76 – 85</b>	100	100	100	60	50	40	30	10	Fail to act.
<b>86 – 95</b>	100	100	100	70	60	50	40	20	5
<b>96 – 105</b>	110	100	100	80	70	60	50	25	10
<b>106 – 115</b>	110	110	100	90	80	70	60	30	20
<b>116 – 125</b>	120	110	110	100	90	80	70	40	30
<b>126 – 135</b>	120	120	110	100	100	90	80	50	40
<b>136 – 145</b>	130	120	120	110	100	100	90	60	50
<b>146 – 155</b>	130	130	120	120	110	100	100	70	60
<b>156 – 165</b>	140	130	120	120	120	110	100	80	70
<b>166 – 185</b>	140	140	130	Super move. You feel great. Heal 4 hits.	Excellent move. You are unstunned. +10 to allies' rolls for 2 rds.	120	110	90	80
<b>186 – 225</b>	150	140	Great move. You feel better. Heal 4 hits.	Move inspires all. You are unstunned. Allies are at +10 for 2 rds.	Move inspires your allies. +20 to friendly rolls for 3 rds.	Move inspires your allies. +30 to friendly rolls for 2 rds.	120	100	90
<b>226 – 275</b>	150	Incredible move. You feel great. Heal 3 hits.	Move inspires all. You are unstunned. Allies are at +10 for 2 rds.	Move inspires your allies. +20 to friendly rolls for 3 rds.	Move inspires your allies. +25 to friendly rolls for 3 rds.	Move inspires your allies. +30 to friendly rolls for 3 rds.	You have half the round to act.	100	100
<b>275+</b>	Incredible move. You feel great. Heal 3 hits.	Brilliant move inspires all. Allies are at +10 for 2 rds.	Move inspires your allies. +20 to friendly rolls for 3 rds.	Move inspires your allies. +25 to friendly rolls for 3 rds.	Move inspires your allies. +30 to friendly rolls for 3 rds.	Move inspires your allies. +30 to friendly rolls for 4 rds.	Move inspires your allies. +30 to friendly rolls for 4 rds.	Move stuns foes within 50' for 1 rd. still have half a rd.	Move stuns foes within 50' for 1 rd.