

ROLEMASTER

Arms & Character Law



PUBLIC PLAYTEST



ROLEMASTER

Arms & Character Law

PUBLIC PLAYTEST-ONLY VERSION 2.0
FOR REGISTERED PLAYTESTERS ONLY

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1. Introduction

Rolemaster's *Character Law* has a long history of providing players with numerous options for creating detailed and varied characters. The central tenet of *Character Law* is that any character may learn any skill, although some professions will find it easier than others. This new *Character Law* keeps most of the concepts from past versions: Development Points, Skills, Professions, and Races, while dropping many rules that were exceptions. The result is a simple core game, with a limited set of consistent mechanics.

Some new rules have been added, to clarify situations that were missing in old versions like hazards such as extreme temperatures, fear, and dropped objects. Perhaps most importantly the underlying methods for creating the race, culture, and professional templates are based on a system so that new templates can be created in future products using the same balancing mechanics that are presented here in *Character Law*.

The original *Arms Law* was originally published in 1980 as a modular combat system that could be used in other role-playing games (RPGs). With unique and varied attack and critical tables, *Arms Law* brought a depth and perceived realism to RPG combat. It was possible to break limbs, bleed, and die from a gruesome and fatal blow. Of course, it is still a game, and realism is not the goal. No one really wants to play a hero who gets a tiny cut on his finger and then dies 10 days later from gangrene. What *Arms Law* did provide, and has continued to provide over the following 30 years, was and is the gritty feel of realism. Combat is never a guaranteed win or loss. In an RPG, this translates to a greater sense of immersion and tactical choices that lead to real rewards or consequences.

There have been several versions of *Arms Law* since that first ground-breaking version, but none of them ventured too far from the original design. There were 20 Armor Types, weapon-specific attack tables (although sometimes representing a group of weapons), escalating severities of criticals, and a built-in mechanic for parrying.

This new *Arms Law* builds upon the original designs, preserving those things that were uniquely part of *Rolemaster's Arms Law*, but improving those things which have been criticized over the years, removing rules which were found unnecessary, and adding rules for those things which were found to be missing. The mechanics have been streamlined, although there remain just as many or more choices in combat. The Armor Types have changed to represent a greater variety of possible armor types from a historical and fantasy context. The attack tables themselves have been improved to create real, consistent differences against different armors based on our understanding of how they historically performed. However, most importantly, *Arms Law* remains a modular and extendable system, easily modified for the purposes of your own game.

There are four core books:

Rolemaster (RM) contains all the core rules in three parts. *Character Law* contains a set of rules for creating rich and detailed characters with a complete and comprehensive skill system, as well as optional talents that can be used to enrich characters further. *Arms Law* contains rules for tactical combat amongst individuals and small groups using a detailed simulation of weapons and armor. Its detailed combat system covers the mechanics of attacks from weapons and animals to elemental attacks. Colorful critical and fumble results make every combat interesting and memorable. *Gamemaster Law* offers helpful guidance to Gamemasters, as well as rules and guidelines for adding setting rules such as creating races, cultures, and professions. Poison, disease, and other hazards that may come up in play are also covered.

Creature Law (CL) contains stats for hundreds of monsters and fantastical creatures. As fantasy settings are often home to a variety of beasts, *Creature Law* contains rules for creating new monsters for new and unusual settings.

Spell Law (SL) is a magic system with thousands of spells organized into three realms of magic. This

provides characters with a wide variety of spell-using options for all types of professions. Spells are organized into lists, which are related in theme.

Treasure Law (TL) is a book of treasure, equipment and commerce; an important part of any RPG. Rules for crafting mundane objects as well as magical items are included along with the Alchemist professions.

Old versions of Rolemaster

If you are coming to this version of Rolemaster from a RM2 or RMFRP background, you may feel like the stat generation methods given in Section 3.5 result in excessively average or low temps and potentials. The new stat table does not allow for stats over 100, and the range of what is considered average is now 48-53. So before you decide the stats are low, compare the bonuses you get for the stats rather than just the stats themselves, and keep in mind the following 'gut checks': A 54 here is roughly equal to an old 70, a 66 here to an old 80, a 78 here to an old 90, an 87 here to an old 94, a 95 here to an old 100, and a 100 here gives more bonus than an older system 102.

Optional Rules

In these rules, you will see some rules separated out in boxed text, like the box this text is in. Boxed rules are optional or advanced rules; you can ignore them if you choose, and the rest of the rules will work fine as is. These rules apply or do not apply at the GM's discretion, so if you are a player, ask the GM if any particular boxed text rule is being used.

Die Rolls

2 – 20 (2d10): Roll two ten-sided dice and add the two results to obtain a result between 2 and 20. Initiative uses this type of roll.

1 – 100 (d100): Rolemaster primarily uses two 10-sided dice to get a result between 1 and 100, referred to as 'percentiles'. Each of the 10-sided dice gives a result between 0 and 9 — one die is treated as the "tens" die and the other as the "ones" die. These may be distinguished by color or other marking (in which case it must be made clear which die is to be read as the tens before rolling; a fixed convention for your gaming table

is recommended), or one may use a pair of percentile dice where one is marked "10, 20, 30, ... , 00". (It is also possible to roll a novelty hundred-sided die, but most gamers find these impractical.) Thus a random result between 01 and 100 (a "00" is treated as 100) is obtained. d100 rolls are used primarily for rolls on the critical and fumble tables.

1 – 100 Open-ended (d100OE): An open-ended roll means that there is no absolute minimum or maximum. First make a 1-100 roll; a roll of 96-00 indicates that the dice are rolled again and the result added to the first roll. If the second roll is 96-00, then a third roll is made and added, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the open-ended roll.

If the first roll is a 01-05 the dice are rolled again and the result subtracted from the first roll. If the second roll is 96-00, then a third roll is made and subtracted, and so on until a non 96-00 roll is made. The total of these rolls is the result of the low open-ended roll. A roll of 01-05 on anything other than the first roll does not cause one to roll again.

Example: The GM asks a player to make an open-ended roll, and the initial roll is a 99 (thus between 96 and 100). A second roll is made with a result of 96, so a third roll is made with a result of 04. Thus, the high open-ended roll that the GM requested is a 199 (= 99 + 96 + 04).

Example: The GM asks a player to make an open-ended roll, and the initial roll is a 04 (thus between 01 and 05). A second roll is made with a result of 97 (thus between 96 and 00), so a third roll is made, resulting in a 03. Thus, the low open-ended roll that the GM requested is a -96 (= 04 - 97 - 03).

In some cases, the roll is only open-ended at the high end (rolls of 96-00), but results at the low end are not open-ended as some other mechanic is used for low rolls. The most common case is attack rolls, where low unmodified rolls indicate a fumble.

Unmodified Rolls (UM)

Certain results on some rolls indicate an immediate effect and no modifications are considered. These rolls are marked with a “UM”, such as “01-04 UM”. For example, all weapon attacks result in a fumble if the initial unmodified d100OE roll falls within the fumble range of the weapon. If a roll falls into the UM range, then no modifiers are applied to the roll and the unmodified result is applied (such as a fumble).

1.1. Glossary

Absolute Maneuvers (AM): Maneuvers that either succeed or fail, perhaps with some small chance of partially succeeding are Absolute Maneuvers, which are resolved with a d100OE roll plus an appropriate skill bonus, with a Success result on a total roll over 100.

Base Movement Rate (BMR): The speed at which a combatant moves in a round at a walking pace. An average human has a BMR of 20'/round.

Hits: A measure of a character's ability to withstand pain and injury before falling unconscious.

Defensive Bonus (DB): A measure of a character's quickness, evasive reactions, and magical or special effects that are defensive in nature. A character's DB is subtracted from attacks against him (Section 7.5).

Development Points (DP): Skills (and possibly talents or extra stat gain rolls) are bought with Development Points that are received every level. All characters get 50 DP each level.

Difficulty: Maneuvers are assigned a difficulty by the GM based on the specific maneuver and the situation. Difficulties grant a bonus or penalty to the maneuver roll and range from Casual (+70) to Nigh Impossible (-100).

Endurance: A measure of the ability of a character to shrug off fatigue. An Endurance roll is used to determine if the character accumulates a fatigue penalty.

Initiative (Init): Each combatant in a combat rolls initiative every round. Initiative is a number that determines ordering of actions throughout the round, with higher initiative actions resolving before lower initiative actions.

Offensive Bonus (OB): A measure of a character's combat skill, strength and other advantages when fighting. A character's OB is added to his attack roll.

Percentage Maneuver (PM) – Maneuvers that have varying degrees of success, these are often movement maneuvers that determine how far one ran or how much of a task one has completed. These maneuvers are resolved with a d100OE roll plus an appropriate skill bonus, producing results ranging from failure to 150%.

Power Points (PP): The amount of power a spellcaster has to cast spells. PP are spent as spells are cast, with the cost equal to the level of the spell.

Skill Ranks and Bonus: Ranks in a skill represent training. Everyone starts off with 0 ranks in a skill. A bonus is applied based on the number of ranks (e.g., -25 for 0 ranks, +5 for 1 rank, +25 for 5 ranks).

Statistic (Stat): One of 10 characteristics of a character, such as strength, constitution, or quickness. Stats range from 1-100 and provide a bonus due to the stat and racial bonus (if any). Only this final bonus is used during play.

Part I: Character Law

One of the main tenets of *Rolemaster* is that any character may learn any skill. Different Professions will have different development point costs for a given skill to reflect how easy or hard it is for that character to learn that specific skill, but just as a Healer can learn to wield a sword, so too can a Fighter learn how to cast spells. The exception is that characters are restricted to learning spells based on the "Realm(s)" of magic the character is innately attuned to.

Rolemaster is also a relatively simple game overall. It has a lot of detail, and that detail can make it appear more complicated than it really is. Everything is resolved through the roll of percentile dice. You roll, add your character's skill bonus and any modifiers assigned by the Gamemaster, and look up the result on a table to determine success or failure. It really is that simple for players. Over time, many checks become intuitive: "Break 100!" (Success) or "Beat 75" (Partial Success).

Characters in *Rolemaster* each have:

- Ten statistics, or **stats**, which measure the character's raw mental and physical abilities.

- A **race**, which is the species of the character (human, dwarf, etc.). Humans are the baseline with no modifications, with racial differences represented by racial talents and flaws.
- A **culture** that represents the basic childhood experience of the character. This roughly defines the character's early experiences by giving starting skill ranks in pertinent skills.
- A **profession** which is an archetype that defines which skills the character finds easier or harder to learn, which will tend to shape the character's development. This is represented through different skill costs for the professions.
- A **level**, which is a rough estimate of a character or creature's power and ability.
- A broad selection of **skills**, the knowledge and ability to accomplish things ranging from physical tasks through mental feats to magical abilities.
- **Talents** or **flaws** that are differences and quirks not represented by any of the above.

2. The Rules

Rolemaster is capable of representing a wide array of situations with a realistic feel, most of which are resolved by making maneuvers (e.g., running, picking a lock, climbing a wall, or attuning to a magical item). Maneuver rolls are made by rolling d100OE, modified by skill bonuses and situational modifiers. Characters only make maneuvers for actions performed under stress or pressure or if the actions are difficult enough that success is not guaranteed. *Rolemaster's* rules fall into one of the areas below.

- **Skills:** Each character has a set of skills, in which he has a certain number of ranks representing his training and hands-on learning in that area. Along with some other factors, the ranks help determine the skill bonus, used for most uses of the skill. Skills are developed over time as one becomes more experienced.
- **Maneuvers:** Actions are resolved by making maneuver rolls. Maneuvers can be Absolute Maneuvers (those that succeed or fail, such as jumping over a chasm or picking a lock) or Percentage Maneuvers (that can have a variable amount of success, such as running or climbing).
- **Movement & Encumbrance:** Many maneuvers involve moving, be it walking, flying, or swimming. How fast one moves and how much one is carrying can modify the difficulty of a maneuver.
- **Fatigue:** Characters are often engaged in physically strenuous activity (e.g., running, marching, climbing, swimming, and fighting) and run the risk of becoming fatigued. Encumbrance, activity, hunger, sleep, and environmental factors can have a great impact on how quickly a character may succumb to exhaustion.
- **Attacks:** Trying to inflict harm upon another being is an attack and could be due to weapon, fist, spell or any other direct violent action. An attack is resolved by making a roll, adding one's skill and combat specific modifiers, and looking up the result on the appropriate attack table.
- **Spellcasting:** Spellcasting is different than maneuvers due to the nature of magic. Spells either

succeed or they fail, in which case a spell failure roll is made. The full rules for spellcasting are found in *Spell Law*.

- **Injuries:** Characters and their adversaries invariably get hurt while beating on one another. Injuries can be anything from bruises to broken limbs to punctured lungs and may incur penalties upon maneuvers.
- **Resistance Rolls (RR):** Some hazards during play require a character to resist some ill effect (e.g., spell, poison, or disease). Resistance Rolls are an opposed action, where the RR is made against an attack roll. Some are strictly pass/fail, while others have varying degrees of failure. Unlike maneuvers, Resistance Rolls are not modified by skill, and instead depend on the character's innate characteristics (stats, level, talents, and flaws). The attack roll depends on the attacker's skill (e.g., Spellcasting, Poison Mastery).

2.1. Skills

A character's skill bonus is the sum of learned ability, innate characteristics, and other special modifiers. While some skills use this bonus in different ways, in most cases the total skill bonus is used as a direct modifier to maneuver rolls which are categorized by difficulty and can be modified by situational factors, such as injuries, lighting, or terrain. Some skills will also use the skill ranks for certain uses of the skill.

**Total Skill Bonus = Rank Bonus + Knack + Profession
Bonus + Stat Bonus + Special Modifiers**

Rank Bonus: Determined by the number of ranks in the skill (Table 2-1).

Knacks: Every character has an exceptional personal gift in two skills (each a fixed +5 bonus).

Profession Bonus: Chosen from a set of categories determined by the character's profession, the character gets a bonus in 10 skills (+1 bonus per rank).

Stat Bonus: Each skill uses three stats whose bonuses are added together (with the exception of the Combat

Expertise and Magical Expertise skills which use no stats).

Special Modifiers: Individual skills may have additional modifiers given in the description (Chapter 4). Talents may also apply special modifiers to skills in some situations (Chapter 5).

Skills are presumed to derive from study and experience over time. Characters do not advance a level and then suddenly require time to learn skills; rather, learning is a continuing process. Depending on the skill and the circumstances, the GM may require access to a teacher, books, or other learning aids. Many GMs may especially wish to use such requirements to limit the learning of spell lists (see *Spell Law*).

Table 2-1: Skill Ranks

Rank	Bonus
0	-25
1 - 10	+5/rank
11 - 20	+3/rank
21 - 30	+2/rank
31+	+1/rank

With no ranks, the character is assumed to be untrained, with a modifier of -25, which is eliminated by the development of the first rank. All other modifiers for rank are cumulative. The first 10

ranks are worth +5 each, the next 10 ranks add +3 per rank, the next 10 ranks after that add +2 per rank, and all ranks beyond the first 30 provide +1 per rank. The progression is summarized in Table 2-1.

Example: *Yuri has 37 ranks in Riding. A skill with 37 ranks has a skill rank bonus of 10 ranks $\times$ 5 = 50, plus 10 ranks $\times$ 3 = 30, plus 10 ranks $\times$ 2 = 20, plus 7 ranks $\times$ 1 = 7. 50 + 30 + 20 + 7 = +107 total skill rank bonus.*

His Ag/Em/Pr total bonus is +10. Riding is one of his professional skills, so he gets +1/rank (to 30 ranks max) or +30. He also took a Knack in Riding for +5. He has no talent that applies to riding, his quarterhorse offers a +10 bonus and his saddle and tack are not special enough to warrant a bonus.

This makes his total bonus 107 (ranks) + 10 (stats) + 30 (Professional Bonus) + 5 (knack) + 10 (quarterhorse) = +162 for the Riding skill.

Developing Skills

Characters receive a fixed number of Development Points (DP) to spend each level, beginning at level 1. While all characters get 50 DP each level, at lower levels this may be modified by one's race. The cost of developing a skill is determined by the character's profession.

It is a basic premise of *Character Law* that these early years in which learning patterns are formed, prejudices established, and attitudes molded are more important than a few years of study and travelling; therefore a character's skill rank in an area never affects the cost of improving that skill. A Magician who has become a near expert with a sword is still a Magician and must pay more to increase his skill with a sword than a neophyte Fighter.

Skill costs are given for each profession (Section 3.4). Each skill is listed with two costs separated by a slash (e.g., "5/7"). The first cost is the price in DP for learning a single rank of a skill at a given level. The second cost is the price in DP for learning a second rank during the same level. Some skills have specializations that are listed at the end of the skill description. The skill is learned in one of these specializations and multiple specializations may be taken at the same cost, just as if they were different skills.

Example: *Kelgryn's cost for Riding is 2/3, so he learns one rank in Riding: Horse for 2 DP. If he also wants to develop one rank in Riding: Giant Eagle, this will also cost 2 DP. So, if he learns both, the total cost is 2 + 2 = 4 DP.*

Intense Training

A character may want to focus intently and train in one specific skill in order to learn it faster than normal. A fighter may wish to learn a new weapon at high level, or a magician may find a new spell list. The GM may allow this, although he may require that the character have access to special facilities or a teacher (e.g., focused research in a library). The skill is then developed using the 2nd Development Point cost for all further ranks taken that level.

No more than one skill each level should be allowed to develop rapidly. Furthermore, a character cannot rapidly develop a skill if he already has ranks equal to twice his level or more (e.g., a Level 5 thief cannot rapidly develop his short sword skill past 10 ranks). Lore skills are exempt from this limit.

Example: *Kelgryn decides he wants to develop 3 ranks in Riding: Horse. The GM allows it since Kelgryn is currently immersed in a riding culture and is using a horse to travel the area. His cost for Riding is 2/3, so he pays 2 DP for the first rank and 3 DP each for the second and third ranks, for a total cost of 2 + 3 + 3 = 8 DP.*

2.2. Maneuvers

Maneuvers are actions that have a chance of failing and entail an element of risk. Thus, normal movement and activities such as walking, climbing stairs, drawing a weapon, etc. are not maneuvers under normal circumstances. However, unusual activities or those performed under stress are maneuvers and require rolls (e.g., climbing a cliff, running over rough terrain, opening a locked chest). The GM is the final judge as to what is a maneuver and requires a roll, and what is normal activity and does not require a roll.

Maneuvers are resolved by rolling d100OE plus or minus any modifiers and consulting Table 2-2 for the result. A maneuver roll can be modified by various factors such as skills, encumbrance, armor, special equipment, or skill-specific situations (see skill descriptions). The sum of these bonuses and penalties is added to the maneuver roll to determine the maneuver total. Any maneuver requiring movement or precise motions is penalized by an encumbrance penalty (Section 2.3), if applicable, and an armor maneuver penalty, if wearing armor (Section 8.2).

The GM will decide how long the maneuver should take. If the maneuver is occurring

during a combat, it should be measured in terms of rounds (Section 7.3), which are 5 seconds long. More than one round may be required for maneuvers the GM determines are difficult or complex.

Maneuver Difficulties

Maneuvers will vary in difficulty based on the situation. The GM determines the difficulty level (listed at the bottom of Table 2-2) based on the specifics of the maneuver, the environment it is being performed in,

Table 2-2: Maneuvers			
Absolute Maneuvers		Percentage Maneuvers	
Roll	Result	Roll	Result
< 1	Absolute Failure	-100 or less	E crit
	Not only do you utterly fail, but you manage to make the situation worse. You are an embarrassment to yourself.	-99 to -80	D crit
		-79 to -60	C crit
		-59 to -40	B crit
1 - 75	Failure	-39 to -20	A crit
	You fail the maneuver and must pay the consequences. Hopefully this wasn't a life or death situation.	-19 to 0	fail to act
		1 - 10	5
		11 - 20	10
		21 - 30	20
		31 - 40	30
		41 - 50	40
		51 - 60	50
		61 - 70	60
		71 - 80	70
		81 - 90	80
		91 - 100	90
101 - 175	Success	101 - 130	100
	The attempt succeeds and you pat yourself on the back for a job well done.	131 - 160	110
	Congratulations!	161 - 190	120
		191 - 220	130
		221 - 250	140
		251 - 280	150
		281 +	Exceptional
Difficulty		Light*	
Casual	+70	No shadows	0
Simple	+50	Light shadows	-5
Routine	+30	Medium shadows	-20
Easy	+20	Heavy shadows	-50
Light	+10	Dark	-100
Medium	0	* 1/2 penalty if sight not required, but helpful	
Hard	-10	Other Modifiers	
Very Hard	-20		
Extremely Hard	-30		
Sheer Folly	-50		
Absurd	-70		
Nigh Impossible	-100	Pain (every 25% hits)	-10
		Injuries & Fatigue	varies
		Encumbrance	varies
		Maneuvering in Armor	varies

and possibly the amount of time taken. Results will depend on if this is an Absolute or Percentage maneuver.

If the character wishes to perform a precision maneuver deliberately by taking longer, the GM may lower the difficulty. Some maneuvers may be just as difficult no matter how much time a character devotes to it. Guidance for determining difficulties is given in the skill descriptions (Chapter 4). Some maneuvers may be deemed impossible and the player should be advised that such a maneuver is doomed to automatic failure.

Example: *Doing a backflip off a table may be a Very Hard (-20), while a backflip off a table in a crowded bar may be Extremely Hard (-30)*

Example: *Performing bawdy drinking songs for drunken sailors might be a Simple (+50) task, while performing dirge music at a festive party might be a Sheer Folly (-50) task.*

Example: *Jumping across a pit with only a narrow rocky ledge from which to jump (standing long jump) may be a Very Hard (-30) maneuver. Note that the distance is already accounted for by a modifier given in the Jumping skill description.*

Example: *Darjoul is left alone in the Duke's study, and makes a quick attempt to use his Locks skill to open the Duke's safe. With only 5 minutes to try, the GM tells him the difficulty of quickly picking a top of the line masterwork dwarven combination lock is Nigh Impossible (-100). He tries and fails. Darjoul sneaks back in that night when the Duke is out and gives himself an hour to pick the lock on the safe. The GM deems this an Extremely Hard (-30) task.*

Absolute Maneuvers

Absolute Maneuvers include any instance where you either succeed or fail and cannot build up to a complete success, because any failed steps result in the whole failing completely or, at best, needing to start over again from scratch (e.g., jumping over a chasm or successfully hiding).

Some skills may have their own Absolute Maneuver table, which may be used instead of Table 2-2, or the GM may adjust the generic Absolute Maneuver result from Table 2-2 based on the skill used and situation. Regardless of the table used, an Absolute Maneuver will give one of five results (plus a possible unusual event as well):

- **Absolute Failure:** Not only do you fail, but you make the situation worse. The attempt should have some additional result above and beyond just failing to accomplish the task itself: a tool ruined, an injury, or guaranteeing the success of an opposed maneuver.
- **Failure:** The attempted task fails. Only if the maneuver involved direct peril like jumping over a pit does injury result, but the attempt fails, time and any resources are expended to no positive result.
- **Unusual Event:** Any unmodified 66 roll on an Absolute Maneuver gives an unusual result. This does not change the success or failure of the final result, but the GM should add some twist to the result.
- **Partial Success:** If the GM does not feel the maneuver can be partially succeeded at, treat this as a Failure result. If instead the GM decides a partial success is possible, then the task is partially done in some way, but should definitely fall short of complete success. The GM may choose to allow another attempt to complete the task if the situation allows for it. The GM may wish to use partial successes as way to increase dramatic tension.
- **Success:** Time and resources are expended as expected, and the attempt succeeds, producing the result desired.
- **Absolute Success:** Not only does the task succeed, but it is done in such a manner that there is some additional benefit: it is done faster, with fewer resources, or with such style that it inspires a bonus for the character or those observing at the GM's discretion.

Example: *A character gets an Absolute Failure while trying to stalk. He trips and falls noisily, immediately alerting anyone within earshot (no perception roll required).*

Example: *Pardo the smith gets an Absolute Failure when making a sword, not only does he fail, ending with a useless lump of steel, but he cracks the handle on his hammer in the process.*

Example: *A character gets an Absolute Failure on a jump over a pit. He smashes into the other side (taking an A Krush critical) before falling down the pit and taking damage from the fall.*

Example: *A Partial Success by a character attempting to jump over a chasm results in his not quite making it to the other side and hanging on by his fingers, requiring others to come to his aid, or a subsequent climbing maneuver to pull himself up.*

Example: *A Partial Success for throwing a bucket of paint intended to cover a target would only partially cover it.*

Example: *An Absolute Success for jumping down off a balcony results in the character landing on a table which tips over into the way of the guards, just as the character casually steps off of it.*

Example: *An Unusual Event, but failed Performing Arts maneuver might have gained sympathy from one onlooker, while everyone else booed.*

Example: *Celedor gets an Unusual Event and succeeds at a Science: Research check while looking for information on dragons in the church library. Not only does he find useful information, he also finds a bit of paper tucked into one of the books, left by a previous researcher, that lists some books that can be found at the military college with more information on the subject.*

Percentage Maneuvers

Percentage Maneuvers are used for any attempt where a partial or graduated success is possible, such as how well one does on an exam or physical test, or for

situations the GM feels the character will eventually succeed unless he totally messes up but the amount of time it takes is important. This may be climbing a cliff, digging out a collapsed passageway, or any other action where, short of disaster, the character will eventually accomplish the task.

A numeric result indicates that percentage of the task is completed, and these percentage results are cumulative (e.g., a 50 result followed by a 20 result means that the task is 70% complete). Any “0” result means that the character’s effort this round was wasted in some manner, but he can continue to work towards 100%. Once a Percentage Maneuver makes or exceeds a cumulative 100%, the task has successfully been completed. Some maneuvers may be paused while the character does something else, while others cannot. The GM is the ultimate arbiter as to whether a task can be stopped and then resumed or if the player must start over from 0%.

Example: *Kulas-Dar is turning a crank, which raises the drawbridge of the castle, an arduous task for one man to do by himself. After some time spent cranking, Kulas-Dar has the drawbridge 50% raised, but he is then attacked and stops to fight. The GM decides that the crank has a locking lever, so the bridge remains 50% up, and Kulas-Dar can resume cranking the drawbridge up if he wins the fight. The GM could have made a different decision and said that the crank was unlocked and the drawbridge crashed back down as soon as Kulas-Dar took his hands off the crank, forcing him to restart from 0%.*

An “F” result is a failure and indicates some sort of catastrophic failure. If the failure results from attempting a moving maneuver, such as running, climbing, etc., then the character takes an Unbalancing critical of the indicated severity. For non-moving maneuvers the GM should introduce some other penalty or cost beyond just the lost time and effort.

Example: *While taking his time slowly picking a lock, Athlon rolls an Absolute Failure and breaks some part loose inside the lock, totally jamming it and making the lock impossible to open.*

The GM will decide if the task can be restarted the next round at 0% complete or if the failure means the task cannot be restarted.

Results of over 100% (110, 120, 130, 140, and 150) mean the task is completed more quickly than normal, or that the character has moved even farther than normal. An 'Exceptional Success' result should be treated as 150 as well as providing some further advantage, such as a superior finished product, a bonus to the character's next action or inspiring allies who see the incredible move.

Conflicting Skills (working in opposition)

Conflicting skills are when two characters are working in opposition and in order for one to succeed, the other must fail, and vice versa. This covers cases such as a character using Stalking to avoid a character using Perception or two characters arm wrestling.

Conflicting skills may be resolved as either Absolute Maneuvers or Percentage Maneuvers. In both cases, the GM will declare one character to be active and the other to be passive. Both make maneuver rolls as normal. All modifiers that might affect either character should be considered, and all should modify the active maneuver roll.

Example: *Taor is trying to sneak out of the dim and shadowy Rusty Nail tavern at closing, but the barmaid is looking for him to pay his tab. Because of the shadows, it is easier to stalk and also harder to perceive, but the penalty should be applied once, to the active (Perception) roll.*

Absolute Maneuvers are resolved by giving the active character a modifier to his maneuver roll equal to 100 minus the final result of the passive character. The modifier could be positive or negative.

Example: *Nando is trying to sneak past a guard. The guard has been on duty for 6 hours, and the packed dirt of the ground makes little noise so the GM decides on a base difficulty of routine, or +30. Nando rolls a $34 + 70$ (Stalking skill) + 30 (routine) = a final result of 134. The guard has a Perception bonus of +45, and the GM assigns a -20 penalty due to the shadows. He also has a*

penalty of $100 - 134 = -34$ due to Nando's Stalking result. He rolls a $60 + 45 - 20 - 34 = 51$. The guard fails to see Nando as he sneaks past.

Example: *A couple of hours later, Nando attempts to sneak back past the same guard station. There are now two guards present: the same guard as before and a new guard taking over. The GM judges that two guards are a little harder to get past, but they are somewhat distracted by the shift change, so he leaves the stalking difficulty at routine. Nando rolls $27 + 70$ (skill) + 30 (routine) = 127. The first guard rolls $65 + 45$ (skill) - 20 (shadows) - 27 (Nando's success) = 63 and again is unaware of the intrusion. The new guard is an Elf, whose Nightvision allows him to see in the shadowy light without penalty. He rolls $71 + 48$ (skill) - 27 (Nando's success) = 92. Partial success means that the new guard has not spotted Nando, but gets a sense something is out there. He asks the other guard, "Did you hear something?" With the guards on alert, the GM rules that if Nando wishes to continue, his difficulty will increase to a light (+10) Stalking maneuver.*

2.3. Movement

Movement includes all types of movement, whether by walking, running, flying, climbing, or swimming. All characters and creatures are given a movement rate in feet per 5 seconds (the length of a tactical combat round) called their Base Movement Rate (BMR), which is the speed at which they "walk" (an unhasty speed whether swimming, flying, etc., but still called walk for pace purposes).

For normal movement, a roll is not required; however, for stressful situations such as moving in rough terrain or while stunned, a movement roll is required (using the appropriate skill of Running, Swimming, etc.). For example, a combatant who is running in a zigzag toward an enemy outpost should make a maneuver roll; likewise, a maneuver roll is called for if a combatant is stunned or moving across slick ground, broken terrain, or other similar obstacles.

The BMR is determined by Quickness bonus, and stride modifier. The character's race (or height if using the Individual Stride optional rule) determines a stride

modifier. For swimming or flying, this would be a measure of the creature's appropriate dimension (e.g., wingspan or length). An average humanoid has a BMR of 20'/rnd. Multiply the BMR by 12 to get the distance in feet per minute (e.g., 240'/minute) or by 0.14 to get miles per hour (e.g., 2.8 mph).

$$\text{BMR} = 20' + \text{Quickness}/2 + \text{Stride}$$

One can move slower or faster, up to 5 times one's BMR, assuming one is not limited by encumbrance. Table 2-3 summarizes the different paces, from x1/2 to x5 one's BMR. Each pace indicates a name, the distance multiplier and a penalty that applies to other actions performed in the round. A walk is a casual pace, while brisk is a faster walk that one would use when going longer distances.

Characters can move no faster than brisk backwards, and the movement penalty is doubled. Characters who are prone can move no faster than walk pace, and the maneuver penalty is quadrupled.

Table 2-3: Movement			
Pace	BMR	Penalty	Encumbrance Limit
Creep	x1/2	-5	-150
Walk	x1	-10	-100
Brisk	x1.5	-20	-70
Jog	x2	-30	-50
Run	x3	-50	-30
Sprint	x4	-70	-20
Dash	x5	-100	-10
Example Terrain			
Easy (+20): Perfectly flat and uniform terrain			
Light (+10): Nearly flat surface with no obstacles			
Medium (0): Mostly flat and open area			
Hard (-10): Rough and rocky road, furnished room			
Very Hard (-20): Sloping and rocky, people in the way			
Extremely Hard (-30): Modest slopes/rocks, light crowd			
Sheer Folly (-50): Numerous obstacles, steep, crowds			
Absurd (-70): Dense obstacles, packed crowd			
Nigh Impossible (-100): Sheer cliff, tightly packed crowd			

Encumbrance

Characters are often performing athletic feats, and the difficulties are based on the GM's judgment. Most real world examples that may be used for comparison assume a well-trained modern athlete wearing nothing

more than very light clothing and a pair of sneakers. The addition of armor and field gear tends to make maneuvers harder than they would be for the completely unburdened athlete. To account for this, character's gear is measured for how much it hampers maneuvering.

The character's Encumbrance will determine his Encumbrance Penalty, which is applied to all maneuvers that the GM deems are affected by equipment (most physical maneuvers and melee).

$$\text{Encumbrance} = \text{Load} - \text{Weight Allowance}$$

Load: This is the percent of body weight that is carried and worn by the character. Armor weights are already given % of body weight, because armor for larger characters is heavier, and for smaller characters is lighter. For all gear other than armor add up the weights, and divide by body weight then multiply by 100 to get load carried in terms of % of body weight.

Weight Allowance: Each character has a certain amount of weight he can carry without penalty, which is equal to 10% of his body weight + Strength modifier. If this is negative, treat it as a Weight Allowance of 0 (the character is so weak carrying anything incurs a penalty).

Example: *Stongar has a St bonus of +3, so he can carry $10 + 3 = 13\%$ of his own weight without penalty. If he is carrying 23% of his own weight, then his encumbrance penalty is $23 - 13 = 10$. He has a penalty of -10 to all actions affected by encumbrance.*

If the Encumbrance penalty is zero or positive, then the character is unencumbered. If the Encumbrance Penalty is negative, the character is encumbered and the penalty applies to all appropriate maneuvers. It may also limit the character's maximum pace possible as shown in Table 2-3 and will impact Endurance rolls. A positive Encumbrance is ignored; it is not added to maneuvers!

2.4. Fatigue

Characters are often engaged in physically strenuous activity (e.g., running, marching, climbing, swimming, and fighting) and run the risk of becoming fatigued.

Encumbrance, activity, hunger, sleep, and environmental factors can have a great impact on how quickly a character may succumb to exhaustion.

Characters will be periodically required (based on activity as indicated on Table 2-4) to make Endurance rolls in order to avoid becoming tired. An Endurance roll is an Absolute Maneuver using the Body Development skill bonus and applicable modifiers from Table 2-4. Failure means the character accrues a penalty of -5 to -15 that applies to all actions. Success means the character pushes on ahead without acquiring any additional penalties. An Absolute Success may even see the character shaking off some accumulated fatigue in a surge of adrenaline.

A character may choose to stop whatever he is doing after rolling Endurance, but before rolling for the action (although any fatigue penalty remains). He realizes he is so tired he decides to stop before attempting it.

Fatigue penalties may also occur from criticals. These should be considered getting winded; being outmaneuvered, requiring additional energy to attack or defend a particular blow; or getting injured in a manner easily shaken off (like when you hit a wall with a stick and your fingers go tingly). These types of fatigue penalties are temporary and fade quickly when they can be shaken off (i.e., upon resting).

Altitude: The lower concentration of oxygen at higher altitudes makes it easier to become tired and increasingly difficult to recover from exertion. The difficulty of any Endurance rolls increases by -10 for every 2500' altitude increase (e.g., -10 for 2501'-5000', -20 for 5001'-7500', etc.). Fatigue penalties at higher altitudes take twice as long to recover from. Acclimatization to a higher altitude takes about 2 weeks for every 2500 feet change (and is lost at the same rate).

Temperature: Extremes in temperature can also greatly hinder one's endurance. There is a penalty of -5 applied to all Endurance rolls for every 5° F change above or below the acclimatized range (every 2.5° C). For

Table 2-4: Endurance

Endurance = d100OE + Body Development + Racial Bonus + Modifiers			
Roll	Result	Description	
< 1	Absolute Failure	Increase Fatigue by 15. Suffer 5 hits	
1 - 75	Failure	Increase Fatigue by 10.	
UM 66	Unusual Event	While fighting off exhaustion you have a brief hallucination that gives you insight into a problem you have been having. You may, in the next 24 hours, reroll a previously failed Lore, Science, or Delving roll in order to achieve your goal.	
76 - 100	Partial Success	Increase Fatigue by 5.	
101 - 175	Success	No accumulated fatigue.	
176 +	Absolute Success	Reduce Fatigue by 10	
Factor		Modifier	
Fatigue		Existing fatigue penalties	
Encumbrance and Armor		Encumbrance and armor penalties	
Injuries		Injury penalties	
Extreme Altitude		+1 difficulty for every 2500' feet	
Extreme Temperature		-5/5°F (2.8°C) above/below	
Thirst	No Water	-5 / hour of (after 1 day)	
	Half water	-5 / 8 hours (after 3 days of half)	
Hunger	No food	-10 / day	
	Half rations	-10 / 3 days	
Sleep	No sleep	-20 / day	
	Half sleep	-10 / day	
Maneuver	Check	Maneuver	Check
Walk/Hike/March	2 hours	Melee Combat	6 rounds
Running	5 minutes	Climbing/Swimming	6 rounds
Sprint	minute	Concentration	5 rounds
Fast Sprint	2 rounds		
Dash	round		

humans this is about 60° to 80° F (15° to 27° C). Acclimatization takes 1 week for every 5° change.

Proper clothing can reduce or eliminate problems with cold temperatures, but often is bulky, hindering motion and creating encumbrance problems. Cold weather gear is equal to full coverage Heavy Cloth AT 2 (with AT 2 penalties), and allows a character to tolerate 20° F more on the cold extreme. Extreme cold weather gear is equal to full Soft Leather AT 3 (with AT 3 penalties), and allows a character to tolerate 40° F more on the cold extreme.

Clothing constructed to shade the wearer and reflect heat (e.g., desert nomad robes) allows a character to tolerate no more than 10° F more on the hot extreme. To gain more benefit character will need to take the

time to acclimatize. Active cooling or materials that block out heat would need to be magical or represent an out of the norm technological advance for a fantasy setting.

Concentration

Concentration for long periods can be straining and difficult to sustain when fatigued. Concentrating for more than 5 rounds requires an Endurance roll, using all the fatigue modifiers, but uses Mental Focus instead of Body Development as the skill. Every six rounds (half a minute) after the first Mental Focus roll, a cumulative -10 applies to further rolls (while concentrating on the initial maneuver).

In calm environments (i.e., non-combat), it is easier to maintain focus with less effort. Instead, an Endurance roll is made every minute in order to maintain concentration. If a character is in a meditative trance (has made a successful Meditation maneuver) an Endurance roll is made every 5 minutes in order to maintain concentration.

Recovering From Fatigue

For every minute of rest, the accumulated fatigue penalty is reduced by -1. If the fatigue is a result of starvation or thirst, resting will only reduce away the non-hunger/thirst related penalties. The only way to cure thirst or starvation is to eat or drink sufficiently before resting. Without appropriate food or water a character cannot remove these penalties no matter how much they rest (for dehydration or starvation to be bad enough to require more recovery, it would have need to have caused a fatigue injury which takes much longer to recover from, per below).

Injuries due to Fatigue

Severe exhaustion can cause real injury. If fatigue penalties in excess of -50 accumulate, any further fatigue penalties become injury penalties (Section 12.1). The GM determines the type of injury based on the circumstances (e.g., a maneuver may have pulled a muscle, while crossing a desert may cause sunburn). The penalty could even be applied to an existing injury that was made worse due to exhaustion.

Example: *Caylis has an accumulated fatigue penalty of -45; to climb over the wall, he needs to make another check and rolls a Failure (resulting in an increase of -10 to his cumulative fatigue penalty). Rather than a total fatigue penalty of -55, he has a fatigue penalty of -50 and an injury that is -5. Based on the circumstances, the GM decides it is from a pulled muscle in his left shoulder. Rest will quickly get rid of the -50 fatigue, but the -5 pulled shoulder injury will take longer.*

Example: *Borin and Sedgewick have been involved in a prolonged pursuit/fight with a band of orcs. Now that they are out of danger, they can rest and recuperate. Borin, a dwarf with impressive reserves of stamina, has accumulated a -45 fatigue penalty. After resting for 45 minutes, his fatigue penalty is reduced to 0 and he is no longer fatigued. The hits and injuries he suffered during the fight will take longer to heal, but he is no longer exhausted. Sedgewick, being a puny magician, has accumulated a significant -50 fatigue penalty and a -15 injury due to fatigue (a sprained knee). 50 minutes of rest will recover the -50, but the -15 injury must be healed as a normal injury.*

2.5. Attacks

Combat in *Rolemaster* occurs over short time frames, called rounds, and may involve melee combat, ranged attacks, maneuvers and spells. The round is structured, with actions resolved in a determined order. There may be situational modifiers such as restricted quarters, and combatants may also choose to perform special maneuvers such as disarming or subdual. The rules here described how attacks are resolved using the attack charts and critical tables. The sequence of the round, combat modifiers, and special maneuvers are described in Chapter 7, while weapons and armor are in Chapter 8.

A melee attack is an offensive strike against an opponent with, optionally, some offensive capability sacrificed for defense (parrying). A ranged attack is usually a single shot, and cannot be used to parry, nor can it be parried. Successful attacks beat down the target's body and will to fight (hits) and may also cause

specific acute injuries (criticals). Defenders can avoid injuries through dodging, parrying, or armor.

Attacks

An attack roll is resolved like other skills: a d100 open-ended roll is made and the appropriate attack skill bonus, called the Offensive Bonus (OB), is added. The target's Defensive Bonus (DB) is then subtracted from the total roll. There are a variety of modifiers to both the attacker's OB and the defender's DB (Chapter 8).

Each attack table, determined by the weapon used, has one column for each Armor Type (AT). Look up the final attack roll for the appropriate AT. The result will indicate either a miss or the number of hits delivered (e.g., 12), or the number of hits and a critical (e.g., 18AS). The critical result consists of two letters, with the first letter indicating one of 10 levels of severity (A through J) and the second letter indicating the type of critical delivered (e.g., K = Krush, S = Slash).

Fumbling: Each type of attack or weapon is given a fumble number which represents the chance of mishandling the attack. If the unmodified attack roll (i.e., the actual number rolled, no skill bonuses, etc.) is equal to or less than the weapon's fumble number, a roll is immediately made on the appropriate fumble table (Chapter 10). Skilled combatants can reduce the chance of fumbling. For every 5 ranks the character has in the attack skill being used, the fumble number is reduced by 1, to a minimum of 1.

Example: *Xarn is wielding a heavy flail (fumble of 10), with which he has 6 ranks. Since he has at least 5 ranks he reduces the fumble by 1, to an unmodified 9 or less. Unfortunately it does not matter; Xarn rolls a 4 and must immediately roll on the appropriate fumble table.*

Absolute Hit! If a combatant's total attack roll is over 175 then he gets a bonus to the critical roll of +1 for every 5 above 175, rounding up. This stacks with any other critical modifier (Slaying attacks and Ambush).

Example: *Ghirin, confronted by the merciless Lord Golan and his guards, in a last act of desperation, grabs a nearby pole arm and swings wildly at Golan (who is wearing AT 10, full plate armor). Ghirin rolls a 100,*

followed by a 98, followed by an 89, for a total of 287. His unskilled melee skill of -25, stat bonus of -5, and Golan's DB of 23 brings the total attack to 234. Ghirin gleefully rolls his E puncture critical: an 87 + 12 bonus (234 is 59 points over 175, adding +12 to the critical roll) results in a 99. Lord Golan is no more.

Size

Most games are centered on medium sized characters, which range from dwarves to elves. However creatures and races both large and small are common in most fantasy settings. Table 2-5 is used to determine the size based on average weight and height or length of the race. The primary consideration of size is weight, however all members of a race are of the same size. A human character does not get to be large just because he weighs 300 lbs.

In combat, the size of a combatant's attack may be modified from his racial size via a weapon, charging, or from magical or superhuman effects.

Table 2-5: Sizes

Size	Weight (lbs)	Height/Length	Examples
I Miniscule	< 1		mouse
II Diminutive	1 - 4	< 6"	pixie
III Tiny	4 - 16	6" - 1'	cat, hawk
IV Small	16 - 64	1' - 4'	dog, halfling
V Medium	64 - 256	4' - 8'	human, dwarf
VI Big	256 - 1,024	8' - 15'	horse, ogre
VII Large	1,024 - 4k	15' - 25'	warhorse, wyvern
VIII Huge	4k - 16k	25' - 50'	elephant, dragon
IX Gigantic	16k - 48k	50' - 100'	mature dragon
X Enormous	48k+	100' +	old dragon, whale
+1	every x4		

Table 2-6: Attack Size

Attacker - Defender	Adjustment Hits	Range Critical	Modifier
-4	x1/5	-4	+20
-3	x1/4	-3	+15
-2	x1/3	-2	+10
-1	x1/2	-1	+5
0	x1	0	0
1	x2	+1	-5
2	x3	+2	-10
3	x4	+3	-15
4	x5	+4	-20

When the attack is of different size than the defender, the number of hits delivered from an attack and the severity

of the critical are adjusted either up or down. Take the size category of the attack and subtract the size category of the target, then consult Table 2-6. A combatant who is smaller than his opponent will deliver fewer hits and less severe criticals. Two Large creatures attacking each other would result in no adjustment. There is also a modifier when attacking a different sized opponent from range, to represent the larger or smaller target.

Example: *A human (medium) attacks a halfling (small) with a broadsword and gets an 11C result. Since it is a size difference of 1, 22 hits are delivered and the critical is increased one level from a C to a D. The final attack result is a 22D. The Halfling makes his broadsword attack and also gets an 11C result, but the hits are $11 \times \frac{1}{2} = 5$ (rounding down) and the critical is reduced one level from a C to a B. The final attack result is a 5B.*

Example: *If instead this was a duel with crossbows, the human would get a -5 OB penalty to his ranged attack on his small foe, while the Halfling would get a +5 OB bonus.*

2.6. Spellcasting

Casting a spell uses a smaller skill modification than attack rolls or maneuvers, based on just the number of ranks (not bonus) in the skill (spell list) plus a single stat bonus based on the realm being used. Casters must make an OE roll plus bonus plus any situational modifiers. If the final roll is 1 or higher the spell has successfully been cast. If the final roll is 0 or less, then the spellcasting has failed. See *Spell Law* for more details on spell casting.

2.7. Criticals & Injuries

An injury is all of the hits inflicted as well as criticals delivered as the result of an attack, failed maneuver, or spell. Hits represent light injuries (bruises, cuts), general pain, minor blood loss, and the will to keep fighting. Criticals represent types of damage causing more serious wounds that can include stuns, broken and severed limbs, and major blood loss.

There are a variety of critical tables representing different types of damage (e.g., Slash, Puncture, Heat,

etc.), which have 10 levels of severity from A to J. A criticals are the least severe and usually result in minor damage, with an incapacitating injury or death only occurring in very rare cases (i.e., a roll of 100). E criticals (and above) tend to be moderate to severe, with a good chance of death or incapacitation, although minor blows can result. Each critical result will give a descriptive result and a series of numbers and symbols. (e.g., “Foe reels from the blow. +5 hits; stunned 1 round”).

Criticals are a straight d100 (non-open-ended) roll, usually without modifiers. Slaying attacks, Ambush attacks, exceptional attacks over 175, and possibly magical effects can modify the critical roll, but these tend to be rare.

There are only critical tables for A through E severity. Criticals higher than an E do an E critical plus a secondary critical as shown in Table 2-7. Depending on the type of

Table 2-7: High Criticals

F	E + A
G	E + B
H	E + C
I	E + C + A
J	E + C + B

attack the type of the secondary critical (e.g., slash, crush, etc.) may not be the same. If the attack table lists multiple types of criticals, they are used in the order listed. If multiple criticals are delivered against a target for any reason, all criticals always use the same roll and modifiers (so a flaming sword will cut and burn the target’s arm, rather than cutting his arm and burning his foot).

The severity of a critical can also be increased or decreased due to size differences or armor. If a critical is reduced below an A severity, find the next lower result that affects that area of the body on the A column and apply it. If the critical is reduced more than 1 below an A, move down again to the next lower result for each step less than A. If there is no lower result for that area then use the lowest (01 roll) critical result and change the description as necessary.

When an area effect causes criticals to multiple targets, the result for each target should be rolled separately, so it is possible for a *Fire Ball* to burn one target’s arm and another target’s foot. The GM may choose to roll a

single time for a large group, or for sections of a large group, to save time. (I.e., if boiling water pours over a hundred soldiers inflicting a B Heat critical on each of them, the GM may choose to roll one critical for all 100, or perhaps five groups of 20 to keep some variation.)

Interpreting Criticals

Critical results assume a humanoid opponent, which can easily be adjusted for most beings. Across all critical tables and severities, for a given roll, the location is the same (e.g., a roll of 56-60 is a torso hit). In the case more guidance is needed, use the rough rules below.

Left - right: It is often necessary to know on which side of the body the hit has been scored. If the unmodified attack roll is odd, the hit has been on the foe's left side, while if the unmodified attack roll is even, the hit has been on his right side.

Death: Any critical that specifies death should be considered as causing death, regardless of the target. For example, if a skeleton who does not have a brain receives a critical result that says brain is destroyed, the skeleton's head is destroyed and it is "dead" anyway. Any specific exceptions to this rule will be noted in the creature's description in *Creature Law*.

Multiples of the same limb pair: If the foe has multiple sets of arms, or legs, determine the side using the left-right rule, then randomly determine which limb was hit.

Non-humanoids: If the foe is non-humanoid then shift the location to the most analogous location on the foe. A quadruped's hind legs would be leg locations, while the front legs would be arm locations. An octopus' tentacles would be the leg and arm locations (determine left-right then randomize).

No such location: Snakes, amoebas, and certain other creatures might not have a specific location that matches the given critical location. In these cases, change the text of the critical to affect the torso or other appropriate part, while keeping the actual results of the critical.

Tail: Tails are sensitive areas, being an extension of the spine, so it equates to a groin strike. If it is plausible that

the tail has been hit in combat (e.g., frontal attack in a narrow corridor is not), use odd/even to determine groin/tail. For a 66 result, randomly determine if it is the groin or tail.

Wings: For birds and other creatures with no arms, wings will equate to arms. However, if the foe has arms and wings, use the left-right rule then randomly determine if it is an arm or a wing.

Criticals can cause a variety of effects from fatigue to bleeding to long-term damage or death. The text of a critical will describe the hit, and sometimes a specific effect such as dropping an item. All types of standard critical results are described below, although some critical results may additionally describe a more unique effect.

Bleeding

Bleeding serious enough to not stop on its own will cause additional hits every round until death or until it is stopped (through first aid or magic). Even a wound bleeding at 1 hit/round will cause death within minutes. Minor bleeding wounds that clot on their own are part of generic hit damage taken. Bleeding is subtracted from hits at the end of every round (during the upkeep phase).

Breakage

Some criticals will trigger a breakage roll in the location hit, sometimes at a penalty. This could be armor, a shield, or an item carried at that location. If the GM decides there are multiple options for breakage, randomly determine which of the possible items in that area requires a breakage roll.

If the critical indicates an item is dropped it must make an immediate breakage roll. In addition to determining if the item has been damaged or broken, the ones die of the breakage roll is how far away the item has landed, in feet. The GM can overrule this if it does not make sense (e.g., an anvil will always land near your feet, but a ball may end up far away).

Fatigue

Fatigue can represent anything from getting the wind knocked out of you to getting out-manuevered (thereby

requiring additional energy with which to attack or defend). Fatigue penalties are effective immediately and can be lowered by normal means (e.g., rest, Absolute Success on an Endurance roll, spells, etc.).

Keep in mind that fatigue results in excess of -50 total should be converted into an injury, which takes effect immediately. The specifics of the fatigue injury should be determined by the GM, as making sense based on the critical or fumble that caused the penalty to increase past -50.

Grapple

Grapples are often due to unarmed attacks such as wrestling, but can also occur from nets, bolas, or other entangling attacks. Grapple results are given as a percentage that represents how effectively the defender has been grabbed, held, or entangled. The grapple % is a penalty to all actions for the defender until he breaks free. Grappling is cumulative, so a 30% grapple result followed by a 10% grapple results in the defender grappled for 40% and making actions at -40.

The attacker and defender are bound together, and neither can move away until the grapple is broken. The grapple is automatically broken if the attacker is stunned, incapacitated, or decides to release the defender.

The defender can attempt to break free of a grapple using the rules for contested Feats of Strength (Section 14.6) except using his Wrestling (or other appropriate grappling) skill instead of Weight-Lifting, with the defender subject to the full grapple penalty. If the grappler is an object such as a net rather than a combatant, treat the escape attempt as a Medium maneuver. If grappled by multiple attackers, rolls must be made to escape from each one, although the total penalty applies to all rolls.

The amount the attacker rolls over 100 is subtracted from the target's roll to escape and the result resolved as a Percentage Maneuver. A result over 100 lowers the amount of the grapple by the result minus 100.

The Contortions skill can be used by the defender to slip free of a grapple using the rules for contested skills. Use

the defender's Contortions skill against the attacker's Wrestling/Grapple skill, with the defender subject to the full grapple penalty. If the grapple is an object such as a net rather than a combatant, treat it as a Medium maneuver.

Hits

Hits are most often inflicted from the Attack Table, however critical effects can also cause hits. A combatant is knocked unconscious when he drops to 0 or fewer hits, but he takes penalties to all actions once 25% or more of total hits are lost, as shown in Table 2-8. Death occurs when a character has taken hits beyond zero that are equal to or exceed that character's Body Development skill bonus. (Thus, a character with a 50 bonus in Body Development skill dies at -50 hits).

Penalties

Many injuries result in a penalty, which is applied to absolute and percentage maneuvers, spellcasting, and attacks. Penalties represent the loss of functionality (pain is represented by penalties due to hit loss). Penalties from all injuries stack, although if the affected area has nothing to do at all with the maneuver then the penalty should not apply at all. If the affected area is not being directly used, but does have some role, then half the penalty may be appropriate. When in doubt apply the full sum of all penalties. All injury penalties last until the injury is healed, although the penalty diminishes over time (Section 12.1).

Example: *Flinky's -10 for a broken finger does not apply to jumping over the pit, and her -20 from broken toes does not apply to picking a lock on the door further down the hall. Trying to pull the heavy, somewhat stuck door open would face the full -30 penalty for both.*

The sum of a character's penalties generally reflects how broken he is, most beings will favor an injury. Penalties of -50 or more mean a character is having serious problems, and should be role-played that way, as penalties approach -100 characters are approaching incapacitation.

Once penalties reach -100, the character is in

Table 2-8: Hit Loss Penalties	
Hits Lost	Penalty
0 - 25%	0
26 - 50%	-10
51 - 75%	-20
76% +	-30

serious distress. Any action that requires effort (movement, attacks, spell casting or any maneuvers requiring physical effort) will provoke a fatigue check for the round. This will continue until penalties come back under -100. You need to sit down and rest, and any action will tend to make things worse.

At total penalties of -200 or more, the character is dying from his collective injuries, and must make a fatigue check every round, even if lying still. This will continue until total penalties are reduced below -200.

Once penalties reach or exceed -300, the character will die on the next upkeep phase of systemic shock.

Staggered or Prone

Becoming staggered means that the combatant has been knocked off balance. A staggered result incurs a penalty of -25, and the combatant cannot attack, however the effect only lasts one round, no matter how many staggered results are received.

If a combatant is knocked prone, he is also automatically staggered. Prone means the target has been thrown flat to the floor and is subject to the usual modifiers to action for prone position, and he must take a 1 Action Point action to stand up again (see Chapter 7 for detail on Action Points).

Knocked Back

Being knocked back will move the character in a given direction for a distance in feet indicated by the critical result. The character will arrive at that point staggered per above and, depending on terrain, may suffer additional effects. Being knocked over an edge or into a stairwell/steep slope may provoke a fall, being knocked into water or fire may provoke skill checks or criticals. Being knocked into an object may inflict damage on the person and/or a breakage check on the object crashed into (depending on their relative sturdiness). The GM should use his discretion, but even the worst case scenario of being thrown directly into a solid wall or a rack of spears should not inflict a critical of a higher severity level than the one that provoked the knockback (use an A if in doubt).

Unless the target is knocked unconscious and knocked back, the GM should allow the knocked back target a maneuver roll (using either the appropriate movement skill or Acrobatics) to attempt to catch himself (with the -25 staggered penalty applied along with any others) at a difficulty determined by the GM based on the situation.

If the “object” the combatant is knocked back into is another aware entity, both the combatant and the target may end up harmed in the collision. If the knocked back combatant is coming from the front of the second character, assume the target sees him coming, if he comes from the flank or behind, have the target make a Perception maneuver to see the knocked back character coming at him (difficulty based on how chaotic the situation is). The GM should determine the difficulty of getting out of the way based on the specifics of the situation and make a maneuver using Acrobatics or the appropriate Movement skill specialization to get out of the way. Location is fuzzy enough within “combat radius” that this maneuver should be considered a free action, though the GM should apply a penalty of -25 to the target’s next action to reflect the distraction.

Stun

A stun means the combatant has been knocked hard enough to disorient and put him in a vulnerable state. There are three different types of stun; a defender under the effect of any form of stun cannot initiate useful attacks or cast non-subconscious spells.

- **Dazed:** A minor disorientation where the combatant is dizzy and unstable. He is at -25 to all actions.
- **Stunned:** The combatant has been hit seriously enough to disrupt his senses, and he is struggling to control his body. He is at -50 to all actions. Can attack only using melee, and all melee attacks must be at +0 OB (any remaining OB after the -50 penalty can only be used to parry).
- **Stunned and unable to parry:** Suffering from a serious blow, the combatant is having a hard time remaining standing and nearly at his foe’s mercy. He is unable to parry and is -75 to all actions.

All stun results are cumulative, so if a combatant is stunned for 2 rounds and dazed for 1 round, then takes a round of stunned and unable to parry and a round of dazed, he is now stunned and unable to parry for 1 round, stunned for 2 rounds, and dazed for 2 rounds. One round of stun effect wears off at the end of the round, from the worst effect to the least (stunned and unable to parry before stunned, which wears off before dazed).

Stunned characters are in a state of mental confusion due to a blow, and players should be encouraged to role-play this state. Any maneuvers related to memories of events that happened during a stunned round should suffer the penalty for the stun type (-50 if the GM cannot recall which type of stun). This is true even years later, the character simply lacks a clear memory of those events.

Example: *During the fight, Livingston was stunned and unable to parry during the round when the priest shouted a threat at the group of PCs attacking the temple. After the fight, Victor asks Livingston what the priest was shouting. The GM decides Victor must make a Perception maneuver to see if he was paying attention to such details, the maneuver is at -75 because Victor was Stunned and Unable to parry that round, and fails “I dunno Victor, that whole middle of the fight is kind of hazy.”*

Some creatures may be immune to stun (as noted in the creature description), however they are generally not immune to the knocking around that comes with a good stun. Therefore, any types of stun received automatically become a stagger result instead, and any Stunned and Unable to Parry result should be treated as Knocked Prone.

Example: *Borin attacks a Skeleton and rolls a critical that stuns for 5 rounds. The Skeleton, being immune to stuns, is knocked off-balance and is treated as staggered, but recovers the following round. If Borin had caused a Stunned and Unable to Parry result, the Skeleton would have been knocked prone to the ground.*

2.8. Resistance Rolls

Some hazards occurring during play will require a character to make a Resistance Roll (RR) to determine if or how the hazard affects him. A Resistance Roll is different from a maneuver since there is no skill that modifies it. Only the character's stats, race, and level (and occasionally other special modifiers such as through magic spells) will modify the Resistance Roll. The hazards are most often spells, but may also be poison, disease, or fear. The stats that are used for each of the RR types are shown in Table 2-9. Channeling, Essen

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Table 2-9: Resistance Rolls			
RR = d100OE + Stat + Race + OwnRealm* + 2 x (Target Lvl - Attack Lvl)			
Type	Stat	Failure by	Result
Physical	Constitution	100 +	Extreme Failure
Fear	Self Discipline	51 - 99	Severe Failure
Channeling	Intuition	26 - 50	Moderate Failure
Essence	Empathy	1 - 25	Mild Failure
Mentalism	Presence		
*OwnRealm - Targets get +10 to RRs versus his own realm of magic			

s of magic. See *Spell Law* for a complete treatment of realms and spellcasting.

For Resistance Rolls versus magical attacks, the roll is compared to the caster's Spellcasting roll. For other effects (e.g., poison, disease, fear), or in cases where there is no caster (e.g., from a magical trap), a 50 is required for success. The GM may assign a modifier to represent the difficulty of resisting the 'attack', much as he would assign a difficulty to a maneuver.

Example: *Arturo, Belina and Carthos drink a bottle of poisoned wine with their dinner, all failing to notice. The GM decides one glass is one dose. Arturo barely sips his, Belina drinks her whole glass, and Carthos drinks two glasses to finish the bottle, then drinks Arturo's (failing three checks to notice the poison). The GM decides that Belina must make a normal RR for a single dose, but Arturo gets +50 for sipping a small partial dose, and Carthos gets -30 for guzzling down nearly three whole doses.*

If the roll (with all modifiers) equals or exceeds the number required, the RR succeeds; otherwise, it fails. Many RR effects are all or nothing results: if the RR fails,

the target takes the full effects, but if the RR succeeds, the target is completely unaffected. Some effects have a varying severity based on how much the RR was failed by, as indicated in Table 2-9. Any failed result includes the failed effects below it, so an Extreme Failure means the target is under the effects of the Extreme, Severe, Moderate, and Mild Failures. All penalties imposed by the various levels are cumulative.

Example: *Kulas-Dar is 5th level and has a +20 RR bonus vs. Physical; he is exposed to a level 10 pneumonic disease. He needs a 50 to make the RR. His RR roll is a 7, so his total RR is $7 + 20 + (5 - 10) \times 2 = 27 - 10 = 17$, a failure of 33. This is a moderate failure and he will suffer the effects of both moderate and mild failure to a pneumonic disease.*

Other RRs, such as those against some spells, are incremental, where every X points of failure indicates a

greater effect. (e.g., *Sudden Light*, which causes the target to be “stunned 1 round per 5 failure”). In this case, roll the RR as usual; if the target makes the roll the target is unaffected as usual, but if the target fails, use the amount failed by to determine how many increments of the effect are suffered.

Example: *Sigurd is 5th level and has a +30 RR bonus vs. Channeling and is targeted by a Channeling Sudden Light from a 15th level Cleric. The attacker’s Spellcasting roll is a 76. Sigurd rolls a 27, so his total RR is $27 + 30 + (5 - 15) \times 2 = 27 + 30 - 20 = 37$, which is a failure of $76 - 37 = 39$. To determine how many rounds he is stunned, divide the amount of failure (39) by 5. Sigurd is stunned for 8 rounds.*

3. Characters

Before starting down the road of adventure, each player must first create a character, including the character's skills and abilities. Characters have a Profession, which determines how difficult or easy skills are to develop, as well as a race (nearly always some type of humanoid) and a culture.

Roleplaying is neither "storytelling" nor "war gaming", and yet it encompasses elements from both of these genres. In war games, the archetypes of Fighter, Thief and Mage are rigidly enforced. Similarly, in many of the novels and stories that epitomize the folktales and fantasy stories, we see many of the participants conforming to the same archetypes - although this conformity is considerably less strict and often ignored for the central character(s). Once you move beyond that style of story, any conformity to established archetypes is a matter of choice and done purely for emphasis. The suggestions contained within this section should enable both Gamemasters and players to inject a wide degree of variety and individuality into their characters.

Every character (or creature) has a level that is a rough indication of its overall skill and ability. Characters gain skills and power over time. To represent this, characters are awarded Experience Points (EP) that abstract accomplishments, life experiences, opportunities, and even time into a number. When sufficient EPs accumulate, the character gains a level. Each new level gained gives a character an opportunity to spend Development Points (DP) and gain new skills and abilities.

Character Generation Checklist

The rules in the rest of this chapter give you everything you need to generate a character. The GM and players should have read all of this chapter, but this checklist is a quick reference on the process of character generation.

- 1) Think of the character concept that you want to play (section 3.1) a good concept should include:
 - a. Race (Section 3.2)
 - b. Culture (3.3)
 - c. Profession (Section 3.4)

- 2) Generate your character's stats (Section 3.5).
- 3) Select any talents (section 3.6) and get the GM's approval before purchasing them with DP.
- 4) Purchase your skills (section 3.6).
- 5) Purchase initial equipment and calculate your bonuses (Section 3.6).
- 6) If your character is higher than level 1, repeat steps 3 to 6 until you are done (Section 3.8).

3.1. Background

The rules provide a means of defining your character in game terms. *Rolemaster* generates an entity with a race, a Profession, a culture, ten stats with associated bonuses, skills, and some talents and/or flaws to round out the individual in terms of game mechanics. This, however, provides only a playing piece. In order to turn this playing piece into a character, one must devote at least a little attention to this individual's personality, background, and appearance.

Two main purposes are served by fleshing out the character in this way. The first is allowing the player to portray the character in a convincing and interesting manner. It is possible to simply play one's own personality, but even then one should consider that the same personality will develop with different social norms in a typical fantasy setting than in our 21st Century world. The second main purpose is to allow the character to be integrated into the campaign and provide material for the GM to use in working the character into the story. Every character should have a reason to participate in those affairs central to the campaign. A third purpose, of somewhat lesser importance, is in assisting others to play their own characters (including the Gamemaster's portrayal of non-player characters) in relation to your character.

Appearance

Let us consider the simplest and most superficial of these factors first. Some aspects of a character's appearance are provided for by defined factors in the rules. Height and weight are numerically defined. The Strength stat gives some idea of musculature. There are

some other obvious aspects of appearance that can be filled in such as hair and eye colors, skin complexion, facial features, and the presence of moles, birthmarks, freckles, or other marks. These are largely genetic factors and while helpful in forming an image of the character, they are not the most interesting aspects of appearance.

Appearance also includes a wide range of factors that express cultural and/or individual tastes and attitudes. What is the character's hair style (including facial and body hair, when appropriate)? Does the character keep his hair combed or reserve that for special occasions, like going to temple on holy days? What kind of clothing does the character wear? Details of clothing can include fabric, color and pattern, quality and condition, areas kept covered, and style of clothes. Does the character have any body-alterations (tattoos, piercings, scars - deliberate or otherwise, etc.)? What accessories and gear does the character wear and carry? A large variety of ornaments have been worn in various cultures and they can be made from many different substances: shell, stone, metal, wood, ivory, bone, horn, hair, porcupine quills, feathers, teeth, leather, or anything else that might be regarded as attractive. Painting the body is also possible. Weapons, armor, tools, belts, water skins, and other functional items can be plain or extremely fancy.

Appearance involves choices and therefore can be changed. If the others are visualizing your character, they will react differently to your Human Fighter if he is "unwashed and ragged, wearing old furs stained with blood and less identifiable substances, bristling with weapons and wearing a necklace of humanoid ears" than if he is "carefully groomed, dressed in the latest fashions, but with a sense of timeless style, armed with a matching sword and dagger on an expensive weapon belt, and smelling slightly of the best cologne".

Creating a picture of a character can help not only create a visual impression, but help keep it in mind without having to frequently repeat a verbal description. If one member of the group is especially

talented or interested artistically, this individual might do portraits for all the characters.

Character Personality

Personality is about what the character thinks, feels, says, and does. There is a great deal that can be defined about someone's personality and players vary in how much they want to define in advance and how much they want to allow to develop in the course of play. Since any description is necessarily incomplete, there is always the opportunity to flesh out some new aspect of the character when reacting to a new experience.

There are numerous questionnaires available on the Internet to help define a character. Some of these are designed for gamers and other for writers, but both types serve the same purpose. Often there are definitely more questions than you would want to work out the answers for before getting down to the game. The key is to pick out a few questions that are especially important to this character. What defines him? What aspects of his personality are going to be immediately obvious to those he meets? Those details are the ones that need to be known in order to start portraying the character.

Mannerisms are not the most important aspect of personality, but they are among the most obvious. Mannerisms can involve conscious or unconscious habits of action (e.g., Peter the Wary always sits with his back to a wall), but frequently mannerisms of speech are the easiest to incorporate. A character may be quiet or chatty, speak directly or indirectly, use formal speech or slang and loose grammar, or employ catchphrases and professional jargon. Lipping and stuttering can be used, but may grow tiresome or may prove offensive to some.

Beliefs and assumptions influence decisions and this is one area where the player must coordinate to some degree with the Gamemaster, as culture will have a large influence here. What religion does the character follow (if any)? Has the character embraced some philosophical or political movement? What superstitions does the character have? What attitudes does the character have towards other races, cultures,

and religions, either in general or specifically? What beliefs does the character have about relations between different social classes or the roles of men and women?

Attitudes shape a person's reactions. There are general attitudes and attitudes with regard to specific things. Is the character trustful or suspicious? Shy or outgoing? Confident or uncertain? What does the character like? Admire? Hate? Fear? Attitudes drive a lot of behavior and just three or four can make a character quite different from his player. Note that it is generally a good idea to make sure nobody else is planning on playing a Troll before deciding your character hates all Trolls.

Goals are another aspect that can drive character behavior and should be shared with the Gamemaster, as the opportunity to present characters with possible paths to their goals is very useful in driving the whole campaign forward. Goals can be short-term or long-term. Long term goals are often closely tied into character background (e.g., Nikolai wants to destroy the Duchy of Bywood because the Duke's soldiers destroyed his village and killed his parents).

One should also consider the character's ideals and ethics. What does the character think he should do? What does the character feel he should do? (When the answers to these questions differ, the character has an internal moral conflict. Some players love to play out that kind of psychological complexity; others wish to do anything else.) Finally, what does the character actually tend to do? Some characters will stick closely to their moral convictions, whereas others are weak in the face of (the right) temptation. A character might be upstanding most of the time, but given to failure in the face of alcohol, a pretty face, riches, deadly peril, or various other opportunities for human frailty. Is the character devoutly religious or just making enough display of faith to make his grandmother happy? Is the character patriotic or possessed of other strong loyalties?

Group Cohesion

It is important that the group of player-characters can function together. Although certain forms of deliberate

tension may be fun at times, even a group at odds with itself needs some common ground in order not to have the campaign end in mutual slaughter just as it starts. Prejudices should either be restrained or else some strong motivation that can overcome the prejudice, at least temporarily, should be present. It is also helpful if the group shares a fair number of ideals and has some overlap in goals. Some variation in morals is interesting; intense oppositions will lead to group disintegration if the characters are being played well. Shared goals make it easier for the Gamemaster to get a new adventure started: if everyone is looking for wealth, a rumor of treasure for the taking serves as a hook for all. If one character is looking for the treasure, and the other character's goal is to protect it, this party has been set up for disaster before the game even started.

Background

Character background is about everything that happened to the character before the start of play. This includes the nature of the character's homeland and culture. While the rules provide for a general culture that provides some starting skills, an actual culture is much more than that. A player should know the location of his character's origin. Cultural customs, general circumstances, habits, assumptions, and such may be defined by the GM based on known details of the setting or devised by the player to round out his character. Generally, a mix of both will be involved. Keep your character's starting level in mind when developing his background, as a 10th level character should have considerably more back story than a 2nd level character (see Section 11.2).

Family is an important part of background and a very useful one from the Gamemaster's perspective. Villains love to threaten your relatives, and a plague, drought or invasion becomes more personal if the PC has family back home that might be affected. Everyone has family. Even if your family is all dead, who they were and how they died is still part of your background. It is unnecessary to work out every detail of family right away, although sketching out a family tree is a fairly quick exercise in creating some bare bones of background. Who are these relatives? What are they

doing now? How does your character relate to each of them? Are the character's parents still alive? Is the character close to them or estranged? Siblings may be the best of allies or rivals who prove the most insidious of foes. Friends and enemies outside of the family are also important pieces of background, and current or past lovers may play a large role as well.

Less close personal relationships matter, too. It is worth noting if you have contacts in the criminal underground or know some promising young magicians from an old job at the wizard's library. Most individuals will owe and be owed various debts, general or specific, and the calling in of favors owed can be a powerful weapon for the character or a plot hook for the GM. The GM should make sure that the benefits a character gets from contacts are balanced by disadvantages. That fence the character knows might make getting rid of stolen goods easy, but he also might seek out the character for help from time to time, or rat the character out to the authorities in exchange for a reduced sentence.

Education and training come in various types. A character could have been instructed by a parent, guardian, tutor, or owner. Another character might have attended some form of public or private school. Some characters will have received military training or religious instruction. For some, apprenticeship will have been the most important form of education. A character will have learned his skills somehow. In a more general sense, one may ask if the character is naïve, well informed, or misinformed about various aspects of world knowledge. A character from an isolated island may be well informed about his home island, somewhat misinformed about the lands nearby, and have only a vague notion of the rest of the world.

Social status is a reality of life. A character that belongs to a wealthy or powerful class will generally be at an advantage compared to one who belongs to a despised class. It is generally to be recommended then, that characters either be of similar standing or that the GM have a game planned in which a mix of social classes will be useful (a gentleman detective can mingle with the upper class, while his lower class manservant moves

freely questioning the servants). If play occurs well outside the homelands of any of the characters, social class may become fairly unimportant. Status involves more than social class, however. An orphan may fall out of the class he was born into, while someone disowned or made an outlaw is thrown out. Government officials and members of military and police organizations have status and authority based on their societal role. Officials of other organizations, most often religions, may also have special status.

Special circumstances such as being the object of omens or prophecies, being recognized as the Chosen One, having a cult following, or being the secret heir to a kingdom can all help drive a campaign and add excitement. However, they can also be overdone, fall into tired cliché, or upset everyone else's plans. Such aspects of character background especially require coordination with the GM.

Finally, there is one's personal history. What successes and failures has the character had? For what has the character achieved some level of fame or infamy? Stats, talents, and flaws may be helpful here, as well as skills. If a character has a very high Quickness bonus, his player may decide that he won many races in festivals growing up and local inhabitants would remember him for that.

3.2. Race

This section provides a variety of sample races, including Dwarves, Elves, Goblins, Halflings, Humans, Orcs, and Trolls. These races vary in stature and innate abilities such as strength, speed, endurance, or resistance/susceptibility to magic. The seven races described are drawn from fantasy literature and are among the most common in fantasy role-playing games. A Gamemaster should examine each race carefully before including it in his campaign – not all of these races are suitable for all settings. GMs should also feel free to customize races to fit the setting or to create new races (Section 11.5).

A character's race may grant bonuses or penalties to stats, Resistance Rolls, hits, Endurance rolls, and modify recovery time as indicated on Table 3-1. Some races

have special talents or flaws that give all characters of the race a special ability or hindrance that is not represented by simple bonuses or penalties. Each race will also grant an amount of bonus Development Points. These may be spent on talents or spent on skill advance during level development (Section 3.6).

A more complete listing of racial talents and flaws is given in Chapter 5, however those used for the included races are described below. Tiers are indicated in the racial talent as a Roman numeral.

Darkvision: You can see 10' + 10'/Tier feet even in complete darkness. (Usually you must also have the Nightvision talent, but the GM may choose to allow it to be taken alone for some setting-specific reason).

Decreased Size: You are one size less/Tier than Medium.

Efficient Sleeper: You require less sleep than most people, able to get benefits from 3 hours (Tier I) or 2 hours (Tier II) of sleep as others do in 4.

Immortal: You are immortal and thus do not physically age. You are also immune to most diseases that affect mortals.

Inept: You are inexplicably jinxed and suffer -5/Tier to all maneuvers in a single skill (all specializations).

Increased Size: You are one size larger/Tier than Medium.

Light-sensitive: You cannot take direct sunlight, and you are at a penalty of -25/Tier when in bright light equal to direct sunlight. (This penalty is reduced by 25 in light equal to a cloudy day, by 50 for partially shaded or very cloudy conditions, and by 75 in full shadows such as under storm clouds or heavy tree cover).

Natural Armor: Your skin (hide, carapace, etc.) is resistant to attacks, as if you were wearing armor. This natural armor moves naturally with you and incurs no encumbrance or maneuver penalties.

Natural Weaponry: You have some type of natural weaponry (e.g., a Bite, Claw, Sting, Horn, etc.) and may develop skill with it and make attacks equal to your size.

Nightvision: You can see in dim light, equivalent to nighttime conditions, as well as a human can see in daylight. Range is still limited by environmental factors (e.g., haze or fog).

Prodigy: You have some unusual innate ability or supernatural aid that gives a bonus of +5/Tier to a single skill (all specializations).

Resistance to Elements: You get a bonus of +5/Tier to DB, RRs, and Endurance versus one of: Cold/Ice, Heat/Fire, or Electricity/Light attacks. This would apply to extreme environmental conditions as well (Resistance to Heat/Fire would give Endurance bonus when traveling in an extremely hot desert).

Dwarves

Probably the “toughest” physically of the races, Dwarves are short, stocky, and ruddy of complexion, with deep-set eyes and dark wiry hair and beards (the latter they are quite proud of, growing long elaborate braids). Dwarves are superior craftsmen and well adapted to underground living; they love to mine the earth for metals and precious gems, crafting them into powerful weapons and artifacts. Not as fertile as humans, they have few children, and less than a third of

Table 3-1: Races																
Race	Bonus DPs	Stats									Resistance				Health	
		Agility	Constitution	Empathy	Intuition	Memory	Presence	Quickness	Reasoning	Self Disc.	Strength	Channeling	Essence	Mentalism	Physical	Endurance Base Hits Recovery Mult
Dwarf	0	-1	+4	-4			-2	-2			+1	+15	+15	+10		+20 30 0.5x
Elf	2	+2		+2		+1	+3	+2		-4		-5	-5	-5	+10	+10 20 2x
Goblin	46	+3	+3	-2			-2	+1		-2	+1				+5	25 0.5x
Halfling	8	+4	+3	-2			-4	+4		-4	+2	+25	+20	+10		25 1x
Human	50															25 1x
Orc	40		+4	-2		-2	-2		-2	-4	+2				+10	25 0.5x
Troll	30			-4		-2			-2	-2	+4	-10	-10	-10	+15	+10 25 2x

their people are women, who are guarded jealously within their cavernous halls.

Dwarves have superior dark sight, able to see exceptionally well in dim light and able to see short distances even in complete darkness. They are slightly more dense than humans, making it harder (but not impossible) for them to swim (-25 to Endurance rolls while swimming). Dwarves are very resistant to poisons and disease, and have exceptional lifespans.

Racial Talents & Flaws: Darkvision I, Inept V (-25 Endurance while swimming), Nightvision

Elves

Though similar to mortal men in most ways, Elves have several important, if subtle, differences. As a race, they are taller than most humans, although slender. Elven men have no facial hair, and as a rule, they have less body hair than humans. Generally, Elves are fairer in appearance than their mortal brothers, having finer features, unmarred skin, and pointed ears with no earlobes.

Elven sight is extremely keen; they are able to see on a clear night as if in full daylight. Their vision is correspondingly restricted with less light, and they cannot see at all in total darkness. Perhaps most importantly, Elves do not age once adult or grow old, and their bodies are immune to all bacterial and viral infections. Thus, they are virtually immortal (excepting violent death).

Racial Talents & Flaws: Efficient Sleeper II (Meditational Sleeper), Immortal, Nightvision

Goblins

Goblins are small, about 3' tall, with thin, wiry builds. They tend toward long, narrow heads with pointy chins, pointed ears without lobes, narrow noses, and thin lips. Their front teeth are pointed rather than chisel-shaped like humans, and when agitated, their thin lips often pull back to expose these sharp points. Common underground goblins have pale yellowish skin, while those who make their homes on the surface darken to a deep greenish color.

Goblins can see well in dim light or even somewhat in the dark, which (combined with their small stature) makes them well-suited to life underground. They find direct sunlight painful to their eyes (-75 to all actions) and will avoid being active on the surface when the sun is out.

Small, strong, agile hands, and an easy ability to visualize three dimensional solids (from their history as dwellers in caves and mines of complex layout) makes them very adept with mechanical devices (+25 to Mechanics).

A combination of a strong urge for dominance and a reasonable urge to flee danger due to their small size often undermines their ability to form into larger groups and stable cultures. Their tendency in combat to avoid direct contests of strength often earns them a reputation for being sneaky, treacherous, and mean.

Racial Talents & Flaws: Darkvision I, Decreased Size I, Nightvision, Prodigy (Mechanics) V, Light-sensitive III

Halflings

Halflings are very short, rarely more than 4' in height, and tend to be stout (trending toward fat with age). They have large, hairy feet — to the point of being “furry” — that are almost immune to cold, and so they often go around barefoot. They are an inoffensive people, preferring the quiet of their own villages. Lovers of good food and drink, they spend much of their time at inns and friends' houses, eating and drinking.

Halflings have a high level of manual dexterity and are adept at moving quietly. They also are possessed of an amazing constitution and can resist even the most powerful magical and physical damage for extended periods.

Racial Talents & Flaws: Decreased Size I, Prodigy (Stalking) II

Humans

Common mortal men are the same race we are familiar with in the real world and come in the same variations of size, build, skin/hair colors and facial features as the humans we know. Highly adaptable, they can be found

in just about any climate or environment and develop widely-varied cultures. In some settings there may be multiple races of Humans that vary in slight ways (e.g., average height, Stat bonuses), although they do not have any of the special abilities often seen in the other races (superior sight, etc.).

Racial Talents & Flaws: None

Orcs

Orcs are similar in height to humans although they have heavy brows and jaws set in round faces, pointed ears without lobes, thin lips that barely cover large teeth, small noses that are almost slits and small deep-set eyes. Those that live underground tend to be pale white in skin tone, while those that live above ground are darker, trending toward brown tones. They are very heavy of build, as they are bred as warriors and laborers. They often contend with each other for dominance and, as a result, organize poorly without a very strong leader, which leads to chaotic, often violent cultures. Orcs see well at night and have limited vision even in total darkness.

Racial Talents & Flaws: Darkvision I, Nightvision

Trolls

Trolls are large and immensely strong (usually about 9' tall and massively built), but mentally slow compared to most other races. Trolls are covered in a thick, hard skin that overlaps at the joints, similar to the hide of a rhinoceros. They have hands capable of fine manipulation, but their fingertips end in slightly curved claws, and their teeth are obviously the ripping and tearing tools of a carnivore.

Their built-in advantages in physical or combat situations, along with somewhat weak minds and terrifying

appearances tend to leave many trolls living out their lives beyond the edge of civilization, in cultures so loose and barbaric as to be barely worthy of the term “culture.” Their combination of strengths and weaknesses often makes them the target of those who would use them as shock troops, which tends to further stain their racial reputations as creatures of the dark. There are exceptional trolls who overcome these disadvantages, but they tend to have to deal with the fears and hatreds most people have toward their kind.

Trolls cannot stand the light of day, suffering a -50 penalty to all actions in bright sunlight, but they can see well in dim light and somewhat even in total darkness.

Racial Talents & Flaws: Darkvision I, Inept (Influence) V, Increased Size I, Light-sensitive II, Natural Armor III (AT 4), Natural Weaponry (Claw x2), Nightvision, Resistance to Elements (Cold) III, Resistance to Elements (Heat) III

Height & Weight

Height and weight are largely determined by one's race, although there can be significant variation within a single race. Taller races have faster paces due to stride, although they cannot take advantage of cover as easily as those that are smaller. Humanoid females tend to be 5-10% smaller than males, although this could vary greatly across races.

To obtain a base weight, use the weight given in Table 3-2 and for every inch over or under average height, add or subtract the given lbs/inch to get the average weight for that height. Characters can deviate from the average build, being thinner or heavier than average, although it is rare to be more than about 30% from this average without being under or overweight in a manner that is unhealthy. For any weight over 130% of average, the additional weight counts

Table 3-2: Race Sizes					
Race	Size	Stride	Height	Average Weight	
Dwarf	V	-6'	4'6"	135 lbs.	+/- 5 lbs/in
Elf	V	+2'	6'6"	180 lbs.	+/- 4 lbs/in
Goblin	IV	-12'	3'	35 lbs.	+/- 1 lb/in
Halfling	IV	-10'	3'6"	50 lbs.	+/- 2 lbs/in
Human	V	0'	5'10"	185 lbs.	+/- 5 lbs/in
Orc	V	0'	6'	200 lbs.	+/- 6 lbs/in
Troll	VI	+12'	9'	800 lbs.	+/- 8 lbs/in
Size	Indicates size category used for combat				
Stride	Modifier to Base Movement Rate (in feet per round)				
Height	Average height for the race				
Weight	Average weight for someone of the race's average height +/- gives lbs per inch for other heights Roll random build to determine final weight				
Size	Random Height				
IV	Average Height + 1d10 - 5.5"				
V	Average Height + 2d10 - 11"				
VI	Average Height + 3d10 - 16.5"				
Roll	Build	Final Weight			
1 - 3	Light	Average Weight - 3d10 %			
4 - 7	Medium	Average Weight + 2d10 - 11 %			
8 - 10	Heavy	Average Weight + 3d10 %			

as weight carried for purposes of Encumbrance (Section 2.3).

Example: *Blottis, a human of portly stature, is quite tall at 6'4". Average weight is $185 + (5 \times 6) = 215$ lbs., while Blottis weighs 310 lbs., 44% over average. He is treated as if he was carrying a load equal to $44\% - 30\% = 14\%$.*

If randomization of height and weight is desired, roll d10 to determine build and consult Table 3-2. For a normal build use the base weight plus or minus 9% to give some variation. For a light or heavy build, roll 3d10 and subtract or add that percentage.

Example: *Base height for a human is 5'10, and the player decides to roll for random variation. Humans are M sized, so he rolls 2d10 and gets a 13. $13 - 11 = +2$ inches, which is 5' 12" or 6' even. A 6' tall human starts with a base weight of $185 + 2 (\text{inches}) \times 5 = 195$ pounds. He rolls a 9 for build, meaning he is 'heavy'. His weight is increased by 3d10% for a final weight that will range from 201 pounds to 254 pounds. The 3d10 roll is 10, and $195 \times 110\% = 214.5$ pounds.*

Individual Stride

The given stride modifier for each race assumes all members of the race have an equivalent stride based on average racial height. If stride modifiers are desired on an individual basis, then an average 6' humanoid starts with a BMR of 20'/rnd. For every 3" above 6', add 1 to the BMR, and for every 3" below 6', subtract 1 from the BMR (e.g., 6'4" BMR is 21'/round, 6'10" BMR is 23'/rnd, 5'4" gives BMR of 18'/round.)

3.3. Culture

A culture should be chosen based on the character's upbringing. For some races, there is a default culture associated with that race (e.g., Dwarves are stereotypically from an underground culture), but for other races many different cultural backgrounds are common (e.g., Humans have many different cultures). With the GM's approval, races and cultures could be mixed to best match the character's formative years. The GM might determine that certain Professions are not ideally suited to all races or cultures.

The people whom the character grew up around determine his cultural background. If the character grew up as the child of a peasant in a rural feudal culture, he will be different from a character that grew up as the child of a fisherman in an urban despotic culture, even if both are of the same race and profession. Factors like language, skill preferences, weapon preferences, religion, general outlook, prejudices, and many others traits will be affected by the culture in which the character was raised.

The character's culture grants ranks that are assigned to skills prior to Level 1, representing childhood learning. The ranks given are shown in Table 3-3 for each of the given cultures. Ranks given for "Trades & Crafts" can be chosen from any Composition, Crafting, Performance Art, or Vocation skill, although the culture should help determine what is typically available.

The ranks of language given must be allocated between spoken/written, and may be in more than one language (e.g., you could speak and write Erlini at 5 ranks each, or you could speak Erlini at 5 ranks, write Erlini at 3 ranks, and speak Shay at 2 ranks).

A character's fluency and literacy in a particular language is determined by the skill rank that the character has achieved in the spoken and written forms of that language. The Gamemaster should decide which languages are automatically available to be learned during character generation for each of the Cultures in his world system. Characters may then expand on this base through skill development as they are exposed to new languages.

Cosmopolitan: When a city gets large enough, those who dwell in it cease to be merely urban in culture. Large cities tend to have very finely specialized craftsmen, and the majority of their economy is devoted to trade and commerce. The combination of specialization, access to resources and cultural experiences you only find in large urban areas, and exposure to other people via trade and travel create a culture that is cosmopolitan.

Harsh: This culture represents people living in wastelands, though the type can vary. Tundra, ice shelves, lava fields, true deserts, or even some form of chemically or magically hostile wasteland all apply. People in these cultures live on the edge of survival and tend to be very focused on survival skills applicable to their harsh environment.

Highland: Highlanders live in rough hills or mountainous terrain. They are usually somewhat isolated by the local geography and limited in food sources by a lack of flat land. They tend to engage in limited agriculture and herding.

Mariner: Mariner cultures are usually located along the shores of an ocean, lake, or river, and their economies are usually fishing and trade based. They get the majority of their subsistence from the water, though they may also engage in herding or agriculture.

They live by preying on the productivity of others, though they may also engage in herding or agriculture on a limited basis.

Rural: Most of the above cultures take place in rural environments, but specifically this culture refers to people who dwell in the rural areas of relatively open, settled lands. Rural people are usually farmers of some sort, and tied to the land they tend. Some rural dwellers are engaged in crafts, but they tend to be small scale and oriented towards local use. Rural dwellers generally have a symbiotic relationship with nearby urban dwellers, exchanging food and raw materials for most of their manufactured goods.

Sylvan: Sylvan peoples are woodland dwellers who may practice some limited herding and/or farming, but mostly live by hunting and gathering in their rich environment. These cultures tend to be spread out with low populations, as high concentrations of people often result in the forest being cleared and the culture shifting to a new type.

Underground: People who spend most or all of their time underground or inside vast structures are of this culture. Some steady supply of food must be available, be it animal herds, fungus farms, or fishing, or else the culture becomes fully dependent on trade for food (those that raid for food become Reavers).

Urban: Urban dwellers are the people who live in the towns and small cities of a settled area. They tend to mostly be skilled specialists or craftsmen, and usually live a symbiotic existence with the rural people of their region, exchanging finished goods for food and raw materials.

Table 3-3: Cultures

Category	Skill										
		Cosmopolitan	Harsh	Highland	Mariner	Nomads	Reaver	Rural	Sylvan	Underground	Urban
Animal	Animal Handling*			1		2	1	2	1		
	Riding*					2	1	1			
Awareness	Perception	1	2	1	2	1	1	1	1	1	1
	Tracking		1	1		1	2		1		
Brawn	Body Development	1	2	2	1	1	2	1	1	1	1
Combat	Unarmed*	1	2	1	1	1	2	1	1	1	1
	Melee Weapons*			1			2			1	
Environmental	Survival (Own region)		3	1		1	1		1	1	
	Navigation				1						
Lore	Region (Own)	4	5	4	4	4	4	4	4	4	4
	Languages**	14	6	8	10	10	6	8	10	9	12
	Other Lore*	8	6	6	6	6	4	6	6	5	6
Medical	Medicine		1	1	1			1	1		
	Herbalism					1		1	1		
Movement	Running	1	2	1	1	1	2	1	1	1	1
	Swimming			1	2		1				
Social	Influence*	1									1
	Social Awareness	1		1	1	1	1	1	1	1	1
Subterfuge	Stalking		1	1			1		1	2	
Trades & Crafts*		4	3	5	5	4	4	7	5	7	7

* Choice of Specialization (up to 2 ranks in a single skill)

** Must have at least 6 ranks in Native Language (Spoken)

Trades & Crafts: Any Composition, Crafting, Performance Art, or Vocation skills (up to 2 ranks in a single skill)

Nomads: Nomadic cultures tend to center around herding or hunting, driving their food supply with them, or following its migrations. Mounts and herd animals are the core of their lives, and they tend to be far more focused on portable property and less focused on land ownership than non-nomads.

Reaver: Reavers represent a society of raiders, generally found in badlands adjacent to a more settled culture.

3.4. Profession

Rolemaster professions are not professions in the typical sense of a job or occupation. A profession encapsulates a character's foundational experiences during childhood—experiences that determine the ease (or difficulty) with which the character will be able to develop his skills—and genetic predispositions. They determine how difficult it is to learn skills and thus make it easier for a character to focus on certain

abilities, while making others more difficult to learn, but not impossible.

Characters are not restricted from learning any skill (except for some spell lists), so it is easy to develop unique characters that are variations from the profession archetypes. For example, the Fighter profession has low costs in combat and physical skills, which encourages development of those skills typically ascribed to a fighter, however the character is free to take any other skill, even magical skills, at higher costs. A character's profession determines four aspects of a character.

1. **Skill Costs:** Skill costs (given in Development Points) are shown on Table 3-4 and represent the relative ease with which skills can be learned. The five combat training categories (listed "Combat Training 1", "Combat Training 2", etc.) are costs for several combat skills. When a character is created, the player must assign these costs to the actual combat training categories (e.g., Melee Weapons, Ranged Weapons, Directed Spells, Shield).
2. **Professional Skills:** Each profession has skills that define their core strengths. These are either due to honing skills through constant use and training or by one's innate ability. Professions each list seven categories of skills that can be chosen from for added bonuses:
 - a. **Professional Bonus:** Due to constant use and practice, a character chooses 10 skills (from the 7 categories) to get a bonus of +1 per rank that he has developed in that skill, to a maximum of +30.
 - b. **Knack:** Characters also have skills with which they find themselves particularly adept, a sort of natural ability. A character chooses 2 skills (from the 7 categories) that each get a fixed +5 bonus. The bonus and number of skills can vary if the GM uses a different Power Level (Section 11.1).
3. **Realm:** For spellcasters, one's profession determines one's realm. Arms professions get to choose a realm (Channeling, Essence, or Mentalism). A character's realm stat is the stat used

for casting magical spells and based on one's Realm. For the realm of Channeling, this is Intuition, for Essence it is Empathy, and for Mentalism it is Presence. For Hybrid casters, who use more than one realm of magic, the realm stat bonus is the lower of the two realm stats (e.g., for a Sorcerer of Channeling/Essence, use the lower of his Intuition and Empathy bonuses). Arms Users must select one of the realms as their primary realm. All characters (and creatures for that matter) get +10 to RRs versus their own realm.

4. **Spell Lists:** For spellcaster professions (Semi, Pure, or Hybrid Spellcasters), base spell lists are given. These are sets of spells that the character can learn more easily than can members of other professions. Certain base lists are customized for a given Profession (e.g., Assassination Mastery plays to the strengths of the Magent). The actual spell lists are given in *Spell Law*.

Example: *Donal has 6 ranks in Body Development, which gives him $6 \times 5 = +30$ skill bonus (before Stat bonus or any other modifications). Because Donal is a Warrior Monk, he is allowed to also choose Body Development (Brawn category) to receive a Professional Bonus of +6 bonus for a total skill bonus of +36.*

Example: *Yorell, a Druid, picks Riding (Outdoor category) as one of his Knacks (+5) and for a Professional Bonus (6 ranks = +6) for a total of +41 + stat bonus.*

Professions are grouped generally based on their exposure to, and use of, magic. Arms Professions, such as the Fighter or Thief, have limited access to magical skills. Semi spellcasters combine a focus on arms along with magic (normally a single realm), gaining limited magical capabilities. Pure spellcasters focus on one realm of magic, at the expense of combat and physical skills. Finally, Hybrid spellcasters combine two realms of magic allowing them to learn a wider variety of spells.

No Profession

The "No Profession" is a set of well-rounded skill costs used for creating cultures. It can also optionally be used in place of using professions at all. The No Profession

does not focus on any particular set of skills. While the No Profession offers very broad access, it does nothing very efficiently and will fall behind if mixed in with the other professions. It is intended for use in a campaign where the GM wishes to eliminate professions and have all characters developed by only their choices of skills. If using the No Profession in this way the GM may allow the character to select a set of 6 base spell lists and pick 10 professional skills from any of the categories (subject to GM approval).

The Realm of Arms

Arms professions concentrate primarily on non-magical skills, including weapons, armor, athletics, subterfuge, and perception. As a result, they will find it difficult to learn spells and other magical skills. Arms users still must select one of the three realms of magic during character generation. *Suggested Stats: Agility, Constitution, Quickness, Self Discipline, Strength*

Fighter - Fighters are the primary combat specialists. A fighter may be a heavily armored mounted knight, a swashbuckling musketeer, a big brute with a massive bronze-bound club, an honor-obsessed samurai, or a master archer. The face of battle may change with technology and social organization, but there will always be those who specialize in being in the middle of it all. *Professional skills: Animal, Brawn, Combat Expertise, Combat Training, Environmental, Movement, Social*

Warrior Monk - Warrior Monks specialize in combat, discipline and athletic skills. The warrior monk is very similar to the fighter, but with a much greater focus on discipline skills. Such a character might resemble a ninja, a stoic Roman warrior, or a Shao-lin martial artist. *Professional skills: Body Discipline, Brawn, Combat Expertise, Combat Training, Gymnastic, Mental Discipline, Movement*

Thief - Thieves are specialists at stealth and subtlety. They have an easy time learning mechanical skills such as picking locks and disarming traps and are fairly good at picking up weapon skills. Thieves are also adept at subterfuge and many athletics skills (such as climbing). They rarely wear heavy armor, but light armor does not

especially hinder their professional abilities. *Professional skills: Awareness, Combat Training, Gymnastic, Movement, Social, Subterfuge, Technical*

Rogue - Rogues are the generalists of adventurous Arms users. They can learn a handful of weapons almost as easily as a Fighter and subterfuge/mechanical skills almost as well as a Thief. Rogues can also pick up athletic skills (including Body Development), additional combat skills, and outdoor skills readily. Rogues make a good choice if you want to be a good combatant and also dabble in multiple non-combat areas. *Professional skills: Combat Expertise, Combat Training, Gymnastic, Movement, Social, Subterfuge, Technical*

Laborer - Laborers specialize in physical trades and crafts. They can learn weapons and armor skills more easily than most spell casters, but combat is not their forte. While they can learn athletic skills with ease, they tend to avoid combat situations. They tend to focus on the skills needed for a particular vocation. *Professional skills: Animal, Brawn, Crafting, Environmental, Movement, Outdoor, Technical, Vocation*

Scholar - Scholars specialize in cerebral vocations. Like the Laborer, the Scholar can learn weapons and armor skills more easily than Spell Casters, but tends to lack the physical stats needed for combat skills. Instead, Scholars focus on the academic skills used in their vocations. They are better at learning spells than are other Arms Users, though not on par with the true spell-casting Professions. *Professional skills: Awareness, Composition, Delving, Lore, Mental Discipline, Science, Vocation*

The Realm of Channeling

Channeling users derive their power from a specific external source, typically one or more of the gods or similar entities. The Realm Stat for Channeling is Intuition. *Suggested Stats: Intuition, Memory, Reasoning*

Cleric - Clerics are Pure Spellcasters who have concentrated in spells that require the most direct power from their deities. Their base spells deal directly with life, communing with deities, summoning live

creatures, protection from servants of opposing deities, and direct channeling from their own deities. These spell users are the most powerful of the spell users of Channeling, but they should also be the most restricted in the sense of heeding the desires or creed of their deity or church. *Professional skills: Delving, Lore, Magical Expertise, Mental Discipline, Power Manipulation, Social, Spellcasting*

Druid - Druids are Pure Spellcasters who have concentrated on spells that deal with the natural world. Their base spells deal with herbs, other plants, animals, weather, and nature in general. Depending on setting, they can be modernized tree-huggers, quasi-historical protectors of their people against the awesome powers of nature, or simply rural cultists with strange rituals. *Professional skills: Animal, Environmental, Lore, Magical Expertise, Medical, Power Manipulation, Spellcasting*

Paladin - Staunch defenders of the faith, Paladins are Semi Spellcasters who combine combat prowess with

utility spells. The Paladin is a highly focused holy warrior, able to develop good fighting skills and spells that support his role as a warrior and a leader in combat. The Paladin is a capable combatant in any situation, but especially excels against the supernatural foes of his faith. *Professional skills: Animal, Brawn, Lore, Combat Training, Power Manipulation, Movement, Social*

Ranger - The Ranger is a Semi Spellcaster who combines Arms with Channeling, specializing in outdoor skills and spells that influence nature. Rangers are talented in perception and outdoor skills, and while not as quick to learn weapons as the Paladin, have decent combat costs. A Ranger's base lists have many uses, but many of the spells enhance his skills in tracking, wilderness stealth, wilderness survival, and movement. The Ranger can be a deadly commando. *Professional skills: Animal, Awareness, Combat Training, Environmental, Subterfuge, Movement, Power Manipulation.*

The Realm of Essence

Essence is the power that exists in everyone and everything. It has been known in other sources as the Tao, Magic, Unified Field, the Force, etc. An Essence User taps this power field, molds it, and diverts it into spells. The Realm Stat for Essence is Empathy. *Suggested Stats: Empathy, Memory, Reasoning*

Magician - Magicians are Pure Spellcasters who have concentrated in the elemental spells. Their base spells deal with the six elements of *Rolemaster*: earth, fire, ice, light (which includes electricity), water, and wind. They have many spells that hurl bolts and balls of these elements to potentially deadly effect and thus Magicians are often found on battlefields. They can also learn all manner of magical skills with ease. *Professional skills: Combat Training, Delving, Lore, Magical Expertise, Science, Power Manipulation, Spellcasting*

Illusionist - Illusionists are Pure Spellcasters of Essence who have concentrated in spells of misdirection and illusion. Their basic spells deal mainly with the manipulation of elements and forces that affect the human senses: sight, sound, touch, taste, smell, mental impulses, and the combination of these senses. More subtle than the Magician, the Illusionist is less direct, but no less powerful. *Professional skills: Awareness, Composition, Delving, Magical Expertise, Performance Art, Power Manipulation, Spellcasting*

Bard - Bards are Semi Spellcasters of Essence. Bards are musicians, entertainers, gossips, and loremasters. Their base spells augment those roles, but also weave music into spells to baffle foes and aid friends, as well as providing unparalleled affinity with magical items. *Professional skills: Combat Training, Composition, Delving, Lore, Performance Art, Social, Power Manipulation*

Dabbler - Dabblers are semi spellcasters who augment their subterfuge capabilities using Essence. A Dabbler's base spells tend to enhance natural abilities in many areas, with the most distinctive lists giving the Dabbler an edge in commerce and with machinery. In a more advanced setting, the Dabbler's most natural role might be as a mechanic or engineer. *Professional skills:*

Awareness, Crafting, Gymnastic, Technical, Movement, Power Manipulation, Subterfuge

The Realm of Mentalism

Mentalism is magical power focused through the mind of the spell caster. The Realm Stat for Mentalism is Presence. *Suggested Stats: Memory, Presence, Reasoning*

Mentalist - Mentalists are Pure Spellcasters of Mentalism who concentrate on spells that deal with the mind and senses. Their base spells deal with the reading of mental presences, mental communications, mind control, and sense control. As students of the human animal, Mentalists can easily learn discipline and social skills. They make ideal conspirators. *Professional skills: Awareness, Lore, Magical Expertise, Mental Discipline, Power Manipulation, Social, Spellcasting*

Lay Healer - Lay Healers are Pure Spellcasters of Mentalism who have concentrated on spells that heal persons and animals. Their base spells deal with healing diseases and injuries, as well as the creation and animation of prosthetics. They can also learn mundane medical skills easily. *Professional skills: Crafting, Lore, Magical Expertise, Medical, Mental Discipline Power Manipulation, Spellcasting*

Monk - Monks are Semi Spellcasters who combine skill at Arms with Mentalism spells. Their base spells are strictly personal in nature, allowing them to perform great physical feats and augment their attacks. What Hong Kong style cinema achieves with wires and props, the Monk does with magic. *Professional skills: Awareness, Body Discipline, Combat Training, Gymnastic, Mental Discipline, Movement, Power Manipulation*

Magent - The Magent is Semi Spellcaster with unparalleled espionage skills and spells. Magents are designed to be magical assassins or secret agents with base spells that deal in poison, information gathering, assassination and getting away both physically and in terms of misdirecting the placement of blame. *Professional skills: Awareness, Combat Training,*

Gymnastic, Mental Discipline, Movement, Power Manipulation, Subterfuge

Hybrid Realms

Hybrid Spellcasters combine the powers of two different realms of magic. This provides the spell caster with great flexibility, providing access to a great many spell lists, although at the price of suffering the limitations of both Realms. The Realm Stat for Hybrids is the lower of the two stats associated with the Realms the Hybrid has access to. Hybrid casters gain the “Additional Realm” talent for free (Chapter 5). GMs who wish to charge for it may do so, but it will severely limit these Professions at low levels. *Suggested Stats: Memory, Reasoning and the two appropriate realm stats (Empathy, Intuition, and Presence)*

Healer - Healers combine the realms of Channeling and Mentalism (Intuition and Presence Realm Stats). They have concentrated on spells of self-healing and the ability to take the injuries of others *upon themselves*. Thus, a Healer could heal a person by taking the injury of the patient upon himself and then healing this injury gradually. They can easily learn both Body Development (to help survive this process) and medical skills (to help others short of taking on their wounds). *Professional skills: Brawn, Crafting, Lore, Magical Expertise, Medical, Power Manipulation, Spellcasting*

Sorcerer - Sorcerers combine the raw power of the Realm of Essence with the fervor of the Realm of Channeling (Intuition and Empathy Realm Stats). Their base spells deal with the destruction of both living beings (bodies, souls, and minds) and inanimate material. *Professional skills: Delving, Lore, Magical Expertise, Medical, Power Manipulation, Science, Spellcasting*

Mystic - Mystics combine the realms of Essence and Mentalism (Empathy and Presence Realm Stats) to power subtle spells of misdirection and modification. Their base spells deal with personal illusions as well as the modification of matter. *Professional skills: Awareness, Lore, Magical Expertise, Mental Discipline, Power Manipulation, Spellcasting, Subterfuge*

3.5. Stats

The base mental and physical attributes of a character are represented by 10 statistics (referred to as stats). Stat values range from 1 to 100, which provides a basis for comparison among characters of the same race. The lower the value of a stat, the weaker it is; the higher the stat, the stronger it is. There are a set of ten physical and mental attributes such as Strength, Agility, Reasoning, and Self Discipline.

An individual's stats represent prowess in various areas in comparison to the average member of that race, with an “Average” Stat within the range of 42-59. Stats in the “Above Average” (60-83) or “Below Average” (18-41) ranges are less common and far enough from average to be noticeable after spending some time in the character's presence. Least common are “Deficient” (1-17) and “Exceptional” (84-100) and would be stand out even from a short encounter or in large groups (*e.g., Borin is the strongest dwarf in the kingdom, or the moment you talk to Sedgewick you know he has a hard time understanding things*).

Two sets of stats are generated: temporary stats represent a character's current stats, and potential stats represent the character's maximum possible development. During play, the temporary stats can rise due to practice and training whereas potential stats rarely, if ever, change. Note that a character's stats do not always increase beyond their starting value as they still require effort to improve: two months of travelling and adventure does not necessarily accomplish what 18 years of youthful exuberance failed to.

- **Agility (Ag)** — Agility is a combination of manual dexterity, grace, and fine motor control.
- **Constitution (Co)** — Constitution is general health and well-being, resistance to disease, and the ability to absorb physical damage.
- **Empathy (Em)** — Empathy is the ability to perceive the emotional states of others and the capacity to form emotional attachments to persons, places, or things. It also is the realm stat for Essence, as the complex magical fields of the Essence are in some ways analogous to a living thing.

- **Intuition (In)** — Intuition is a combination of subconscious thinking, luck, genius, precognition, and the favor of the gods, all of which are embodied in this stat. This provides the ability to draw conclusions or make decisions quickly, without stopping for deep consideration. It is the realm stat for Channeling.
- **Memory (Me)** — Memory is the ability to retain what has previously been encountered and learned.
- **Presence (Pr)** — Presence is the sense of self and

Table 3-5: Stat Bonuses		
	Stat	Bonus
Deficient	1	- 15
	2	- 14
	3	- 13
	4	- 12
	5	- 11
Poor	6	- 10
	7 - 8	- 9
	9 - 11	- 8
	12 - 14	- 7
	15 - 17	- 6
Below Avg	18 - 23	- 5
	24 - 29	- 4
	30 - 35	- 3
	36 - 41	- 2
Average	42 - 47	- 1
	48 - 53	0
	54 - 59	+ 1
Above Avg	60 - 65	+ 2
	66 - 71	+ 3
	72 - 77	+ 4
	78 - 83	+ 5
Superior	84 - 86	+ 6
	87 - 89	+ 7
	90 - 92	+ 8
	93 - 94	+ 9
	95	+ 10
Exceptional	96	+ 11
	97	+ 12
	98	+ 13
	99	+ 14
	100	+ 15

the ability to project one's personality to affect or control others. It includes projecting mentally-focused magic and serves as the realm stat for Mentalism.

- **Quickness (Qu)** — Quickness is a measure of speed, reflexes, and conscious reaction time.

- **Reasoning (Re)** — Reasoning is the ability to take available information and draw logical conclusions.

- **Self Discipline (SD)** — Self Discipline is the amount of control of mind over the body, the ability to stay focused or push harder or longer in pursuit of some goal, or to draw upon the inner reserves of strength inherent in any individual.

- **Strength (St)** — Strength is not just brute musculature but the ability to use existing muscles to the greatest advantage. Strength is rated relative to size; both one's Strength

and one's own weight are considered in determining how much one can lift, for example.

The value of the stat is used to determine the stat bonus as indicated in Table 3-5. The stat itself is not used in play, but rather the stat bonus is used as a modifier to skills and actions. Each skill category has three assigned stats whose bonuses are all added to the total skill bonus.

Different races may provide a bonus or a penalty to the stat bonus. Humans are considered to be the benchmark and therefore have no racial stat modifiers. Thus, an average dwarf with a Strength of 50 is stronger than a human with an identical Strength of 50 since the dwarf gets +1 to his Strength bonus (Section 3.2).

Example: The stat bonus for Combat Training: Melee Weapons is St/St/Ag. The Strength bonus is added to the total twice and the Agility bonus is added once. If Jakor has a 71 Strength (+3) and an 85 Agility (+6) he would add $3 + 3 + 6 = 12$. Jakor gets a +12 stat bonus to all Combat Training: Melee Weapon skills.

In addition to skills, stats affect several other character quantities such as defense, pace, resistance to spells, and encumbrance penalties.

Defensive Bonus (DB): A character benefits defensively from his Quickness. Regardless of whether or not a character has any defensive skills, he may add 3x his Quickness bonus to his Defensive Bonus provided he is not completely still or surprised (Section 7.5).

Encumbrance: Carrying and wearing enough equipment and armor can give maneuver penalties, which can be offset by Strength (Section 2.3).

Initiative: The character's Quickness bonus or penalty modifies initiative rolls in combat (Section 7.3).

Movement Speed: Half of the character's Quickness bonus (round up) adds to (or subtracts from) the character's Base Movement Rate of 20'/round. Note this is further modified by race or height (Section 3.2).

Resistance Rolls (RR): Resistance Rolls against spells, fear, poison, and disease are affected by various stat bonuses depending on the type of ‘attack’ (Section 2.7).

- **Physical:** Constitution
- **Fear:** Self Discipline
- **Channeling-based magic:** Intuition
- **Essence-based magic:** Empathy
- **Mentalism-based magic:** Presence

Generating Stats

For each of the 10 Stats roll d100 three times and record them next to the stat starting with Agility. Since most campaigns are focused on characters that are likely to be superior to the average population, anything less than 11 is rerolled. For each stat, discard the lowest of the three rolls. The highest roll is the character’s potential for that stat, while the middle roll is the character’s starting temporary stat.

The player is then allowed to make up to 2 swaps, switching the temporary/potential pair for one stat with the temporary/potential pair for another stat. This allows a player to still play the desired profession while having variability among stats. GM’s should freely alter the number of swaps, from none, all the way to placing any temporary/potential pair in any stat.

Buying Stats

Some Gamemasters will prefer to have players buy their stats with a set number of points rather than relying on the randomness of the dice, or even allow them a choice of rolling or buying. Buying stats allows players to accurately model a preconceived character concept.

A stat costs points equal to the bonus, thus a stat of 50 has a cost of 0, while stats above 50 cost points and stats below 50 cost ‘negative’ points (i.e., they give points back). When purchasing stats at character generation, use the highest number in stat range for the stat bonus purchased (e.g., spending 2 points gives a stat of 65, while spending -9 points results in a stat of 14).

Characters get 10 points to buy stats when creating their character. The Gamemaster may alter these points based on the power level of the game (Section 11.1).

Potential stats are not bought when the character is created. Instead, treat all potentials as equal to 100 and as the character gains levels the player will select which stats to raise as normal.

Stat Gains

Stats can rise from their temporaries up to their potentials over time. Stats get the opportunity to go up every level, including level 1; however, not all will go up, and some may never reach their potential. This represents the character focusing on improving certain stats; they will often be those most used by the skills the character develops.

Table 3-6: Stat Gains

Stat	Die
1 - 6	d3 - 1
7 - 8	d3
9 - 18	d6
19 - 81	d10
82 - 90	d6
91 - 92	d3
93 - 99	d3 - 1

Every time a character goes up a level (and for level 1) pick two different stats to get a stat gain roll. Look up the current (temporary) value in Table 3-6 to determine what die is used for the roll. Roll that die type and add the result to the temporary stat. Stats cannot be raised above their potential value. Stat gains may also be purchased with Development Points. For 5 DP, a character can make another single Stat Gain roll. (You may never make more than one stat gain roll on the same stat in the same level).

3.6. Skills & Talents

With profession, race, culture, and stats in hand, it is now time to make the core of the character: skills. Development Points (DP) are spent each level to develop and train ranks in skills. Training and natural aptitude (based on stats) affect one’s chance of accomplishing certain actions and activities (e.g., fighting, maneuvering, spellcasting, etc.). The complete list of skills and descriptions are in Chapter 4. Costs for skills are determined by one’s profession (Section 3.4).

Characters start with a number of DP based on race, and 50 DP each level. The bonus DP may be spent on talents at character creation or spent during early levels instead. Up to 25 bonus DP are spent each level until

they are all spent (e.g., a human who spends nothing on talents gets +25 DP for each of Level 1 and 2).

The GM may also allow characters to spend DP on talents. While some races automatically receive special talents, other abilities, whether cultural or individual, may be purchased as talents and flaws. They are not like skills, in that they are not trained in small increments over time, but rather represent (dis)abilities or conditions that one either has or does not. While skills can be taken many times over to improve them, talents are often taken once, and never more than several times, depending on the talent. Descriptions for some talents and flaws, along with DP costs (which are the same for all Professions), are in Chapter 5.

***Example:** Takko spent much of his childhood helping his grandfather prepare medicines and poisons, so he was exposed to non-lethal doses of many toxins over a long period of time; this has trained his body to be more resistant to poisons than is normal. The player and GM agree that Takko should purchase the Physical Resistance talent at Tier II (+10 to RRs vs. Physical Resistance Rolls) for 10 DP.*

***Example:** Onri who begins as a Fighter of the Langur may be able to ride a horse extremely well because his nomadic people are taught to ride at an extremely early age even for Nomads. The GM decides that the character will begin the game not only with the cultural ranks a nomad receives, but also the Prodigy (Riding) II talent (for 12 DP), which gives him +10 to Riding.*

3.7. Finishing Touches

To finalize the character, the player needs to calculate the character's bonuses such as skill bonuses, Resistance Rolls, etc. Use the following checklist to finalize the character.

- **Base Movement Rate** is equal to 20'/round modified by half Quickness bonus (round up) and a stride modifier based on race (or height if the Individual Strike option is used).
- **Skill Bonuses** are summed from stat bonuses, rank bonuses from training, professional bonuses,

knacks, and special modifiers such as through talents.

- **Hits** are equal to the Base Hits for the character's race, plus the Body Development skill bonus.
- **Defensive Bonus** is equal to the 3x the Quickness stat bonus.
- **Endurance** is equal to the Body Development skill bonus plus the endurance modifier for the character's race.
- **Encumbrance** is given as a % of body weight. Add total equipment weight as a percentage and any armor encumbrance (given as a percentage).
- **Equipment** is purchased by the character with starting money.
- **Armor Type** is a number from 1 to 10 based on the armor being worn on the majority of the body. Also make note of any piecemeal armor locations (e.g., heavier armor on the arms).
- **Initiative** bonus is equal to the character's Quickness stat bonus.
- **Power Points** are equal to the character's Power Development skill.
- **Resistance Roll** bonuses (for 5 different types) are each based on a single stat, plus a modifier due to race.

3.8. Advancement

When his character advances a level, the player gets 50 Development Points to spend (and possibly bonus points based on race at low levels). This is usually spent on skills, although the Gamemaster may allow talents to be purchased or improved. All of the character's DP are normally spent; however, if for some reason the character wants to save up DP, perhaps toward an expensive talent, he needs to get the GM's approval before saving those DP for later use.

Development Points are spent to learn new skills or improve existing skills (i.e., increase the character's rank in a skill). If a character advances a level and wants to take a new skill that he has not spent any time practicing or learning about, the GM may disallow it to be taken and require that the character wait until the following level to take a rank in the skill. Alternatively,

he may allow a training period and a delay in DP spending until training is done.

Example: *Martok the Magician wants to learn a new list: Fire Law. The GM tells Martok he must locate a tutor to teach him Fire Law, pay this tutor 40 silver, and spend a few weeks studying. When Martok advances a level he can then spend the DP and take the ranks in Fire Law.*

Example: *Taor spends part of most sessions telling tales and singing ballads in local taverns, while meeting all sorts of interesting, and sometimes dangerous, folk. When Taor advances a level he wants to take ranks in Play Instrument and Tale-Telling. Because he has obviously been practicing these skills during play, the GM allows him to purchase ranks in them without needing a tutor or training time.*

Once all Development Points have been spent, there are several items on the character sheet that will need to be updated.

- Stat bonuses for skills for any stat whose bonus changed as a result of a stat gain.
- Rank bonus in any skill in which ranks were taken.
- Professional bonus for any Professional Fluency skill in which ranks were taken.
- Special modifiers to skills from any talents or flaws which were gained, removed, or had their Tier changed.
- Total skill bonuses for any skill that was changed by one or more of the above 4 items.
- New spells for any new ranks taken in spell lists.
- Hits and Endurance if Body Development bonus changed.
- Total Power Points if Power Development bonus changed.
- Encumbrance if Strength bonus changed
- Defensive Bonus if Quickness bonus changed.
- Resistance Rolls if stat bonuses changed.
- Update any of the above for any additional talents or flaws not yet accounted for.

4. Skills

A character is largely defined by his skills, which define what he knows and how well he knows it. Skills can be practiced and improved upon over time, although they do reach a point of diminishing returns where they receive smaller improvements for the same amount of work.

Table 4-1 is a list of skills arranged by thematic category. All skills within a category (except for Combat Training and Spellcasting) have the same Development Point cost, stat bonuses, and often a shared method of resolution. Some skills require specialization when they are developed, which can be developed for multiple specializations (e.g., ‘Riding’ is developed as ‘Riding: Horse’ or ‘Riding: Giant Eagle’ and each one is learned as if it were a separate skill).

The included skills are those that will be common across most campaigns. Some settings may have new skills, or

not use others, most commonly among the Crafting and Lore categories where crafts, languages and lores will draw heavily upon the setting and environment. The skills themselves are not intended as a complete or exhaustive listing; however, the categories are general enough so that any new skill can be added to an existing category.

Complementary Skills

Complementary skills are skills that work together. This could be a single character that has multiple skills that are applicable to a task, or multiple characters may work together to attempt a task. The GM determines what the primary skill is, and that bonus is used in full. The ranks in the first complementary skill (or character) are added, and the ranks of each additional complementary skill (or character) the GM allows is further halved (the 3rd is one-half, the 4th is one-quarter, etc.). The GM is the final arbiter here, and if in

Table 4-1: Skill Summary		
Category	Stats	Skills
Animal	Ag/Em/Pr	Animal Handling*, Riding*
Awareness	In/Re/SD	Perception, Tracking
Body Discipline	Co/Co/SD	Adrenal Focus, Adrenal Resistance, Adrenal Speed, Adrenal Strength
Brawn	Co/Co/SD	Body Development, Weight-training
Combat Expertise	-	Blind Fighting, Disarm, Maneuvering in Armor, Mounted Combat, Multiple Attacks, Protect, Restricted Quarters, Reverse Strike, Subduing
Combat Training	varies	Directed Spell*, Energy Weapons*, Firearms*, Melee Weapons*, Ranged Weapons*, Shield, Siege Weapons*, Unarmed*
Composition	Em/In/Re	Illusion Crafting, Musical Scoring, Reporting, Playwright, Speech Writing, Song Writer
Crafting	Ag/Me/SD	Culinary, Drawing/Painting, Fabric Craft, Leathercraft, Metalcraft, Stonecraft, Woodcraft
Delving	Em/In/Pr	Attunement, Runes
Environmental	In/Me/Re	Navigation, Piloting*, Survival*
Gymnastic	Ag/Qu/St	Acrobatics, Contortions, Jumping
Lore	Me/Me/Re	Historic Lore*, Language*, Materials Lore*, Racial Lore*, Region Lore*, Religion/Philosophy*, Spell Lore
Magical Expertise	-	Grace*, Spell Trickery, Transcendence
Medical	In/Me/Re	Herbalism, Medicine, Poison Mastery
Mental Discipline	Pr/SD/SD	Control Lycanthropy, Meditation, Mental Focus
Movement	Ag/Co/St	Climbing, Flying, Running, Swimming
Performance Art	Em/Me/Pr	Acting, Music*, Trickery*
Power Manipulation	R*/R*/Co	Channeling, Power Development, Power Projection
Science	Me/Re/Re	Architecture, Astronomy, Engineering, Mathematics
Social	Em/In/Pr	Influence*, Leadership, Social Awareness, Trading
Spellcasting	Me/R*/R*	Magical Ritual*, Open*, Closed*, Base*, Restricted*
Subterfuge	Ag/SD/In	Ambush*, Hiding, Stalking
Technical	Ag/In/Re	Locks, Mechanics*, Traps
Vocation	Em/Me/Re	Administration*, Service*, Trade*

* These are skills that are specialized (e.g., taken for a specific creature or type of weapon)

doubt or dispute, the default answer as to whether a second skill or character can be used to boost another skill is “no”.

Sometimes working together is not about collaboration to improve one’s chances, but rather is about shortening the time needed to perform a task. A group of soldiers may spread out to find something, or a group of cooks may want to put together a 5-course meal. The Gamemaster will assign a difficulty based on the task and situation, and a maneuver using the average skill bonus of all involved is made. Having an effective leader can help a group work more efficiently, thus if there is an acting leader he may add his ranks in his Leadership skill.

Example: Karn has a Perception bonus of +90, and is looking for concealed traps as he walks up the corridor. Karn also has 12 ranks in Technical (Traps) with a +80 bonus. The GM decides that Karn’s familiarity with mechanical traps will help him in locating concealed traps, so allows him to add his ranks in Traps as a secondary bonus to his perception. His bonus in Traps is not used. Thus his total bonus is $90 + 12 = +102$. Karn’s player argues that since he has 10 ranks in Region Lore for the area he is in, that he should get another $10 \div 2 = +5$ bonus, but the GM rules that knowledge of a large region is not going to be helpful in this case.

Example: Karn has a perception bonus of +90, his friend Borlo has a perception of +70, and Borlo’s sister Kamina has a perception bonus of +75 and 10 ranks of leadership. The three friends are attempting to find a key that was thrown into the large, overgrown yard in front of an old house, and the GM states that it would take one person 30 minutes to search the whole yard. Working together, they can search the area faster, Kamina splits up the work and coordinates the effort (putting her leadership into play) and they begin to search. The average of their perception bonuses is $(90 + 70 + 75) = 235 / 3 = 78 + 10$ (Kamina’s ranks in leadership) = 88. Just one perception maneuver is made at +88. It would take one person thirty minutes to search, so for three it takes just 10 minutes ($30 / 3 = 10$), so they get one perception maneuver at +90 for every 10

minutes they spend searching. The GM decides this will be resolved as a Percentage Maneuver, since the key is definitely there in the long grass, and will eventually be found if they keep looking.

Similar Skills

It often arises where a character does not have the skill the GM calls for a given maneuver. A combatant may find himself with a weapon he has not used, trying to recall information he may have picked up learning other lores, or attempting a new craft which is similar to a known craft. In these cases, the GM will decide how similar the skill is based on the current situation. This can vary greatly, and players may come up with novel uses for skills in a scenario.

The similar skill is used in place of the original skill, with a penalty based on the relationship of the two skills, and how similar the GM determines them to be, as shown in Table 4-2. A maneuver can be considered as made up of techniques used (e.g., swimming strokes, meditation, swings and parries) and a focus, or subject (e.g., a horse, the environment, or a blade). A modifier applies based on three categories of similarity.

- **Very Similar (0)** skills are those that have significant overlap in techniques to be used as well as a similar focus.
- **Similar (-25)** skills are those that share either the same techniques or the same focus.
- **Slightly Similar (-50)** skills are those that have little overlap in techniques and/or focus.

Table 4-2: Skill Similarity	
Skill relation	Penalty
Same skill, different specialization	-25
Same category, different skill	-50
Different category	-75
Similarity	Penalty
Very similar	0
Similar	-25
Slightly similar	-50

A few specific and general examples follow of how to use these guidelines to decide on appropriate penalties for similar skills. Some of the examples may seem

absurd (e.g., using Region Lore to swim), but they demonstrate the flexibility of these simple rules. Players often make decent arguments for why a skill may be applicable in a given situation.

Example: *Garath is a virtuoso with a hand axe, but has never picked up a mace before. Since they are both specializations of the same skill the penalty starts at -25. The hand axe and mace are both hafted weapons, and both utilize swinging attacks using a similar motion, so would be very similar (0 for total of -25). A hand axe and a scimitar on the other hand are both bladed weapons but use different methods of attacking so would be similar (-25 for total of -50). A hand axe and spear would be only slightly similar (-50 for a total of -75) since there is little similarity between the techniques or the type of weapon.*

Example: *Yorell is an accomplished rider, with +80 in Riding: Horse. However, in the desert where he has found himself, there are nothing but camels. These are different specializations of the same skill so the penalty is -25 to start. The GM decides the techniques are the same and the camel, being a domesticated four-legged land beast, is similar to a horse making the skills very similar. The total penalty is a -25. A giant eagle would be similar (-25 for total of -50), while a dolphin would be slightly similar (-50 for total of -75) since the animals are nothing alike and the techniques only overlap marginally.*

Example: *Torsk-krift finds himself in the river when his boat has capsized (due to foul play). Fortunately, he is holding onto the boat moving downriver, but unfortunately he does not know how to swim. The player asks if Torsk-krift can use his Region Lore skill to get to safety. After all, he knows the river well and although he cannot swim, he might know which part of the river may be shallow enough to push off from the boat and wade to shore. The GM allows it and assigns a penalty of -75 for being in different categories, and a -25 for being similar (he knows about the river, but Region Lore imparts nothing about swimming techniques). The total penalty for trying to use Region Lore to 'swim' is -100.*

Example: *Perception and tracking are in the same category, but different skills, giving a -50. They share virtually the same techniques, as well as a similar subject (the environment). The total penalty to use Tracking in place of Perception, or Perception in place of Tracking, would be -50.*

Example: *A skilled horse rider would know something about handling horses, even if he has not taken skill in Animal Handling. Since they are different skills (-50) but share a subject (horse) and techniques (in controlling the horse), the penalty would be -50.*

Example: *Locks and Traps are two different skills (-50), but some traps may share a lot of similarities with locks. Traps that are embedded within locks use similar mechanics, and similar techniques for disarming them, and would be considered very similar giving a total penalty of -50. However, a pressure plate trap is not similar and therefore would only be considered similar (-75), or even just slightly similar (-100) depending on the mechanism and access to it.*

Skills as 'Lores'

Although there is a category of skills called 'Lores' that covers knowledge of particular subjects, any skill can be treated as a 'Lore' skill. This is not treated as a similar skill, rather the type of information gleaned will be based on the skill used rather than what may be learned from the usual Lore skill. However, since it is not their primary use, a penalty of -25 applies.

The type of information gleaned will be completely in the context of the skill being used. Crafting or weapon skills may be used to assess item or weapon quality but not necessarily the local market value. Skill in the Fire Law spell list may be used to evaluate magical fire, or Cooking may be used in place of Region Lore to recall if the upper class like or dislike broiled meat in this country.

4.1. Animal

(Ag/Em/Pr) Animal skills are any skill that involves interaction with or control of animals or beasts. The maneuver may be an Absolute Maneuver (e.g., making a mount approach a larger beast, training a dog to roll

over) or a Percentage Maneuver (most often used for movement while riding), with modifiers given in Table 4-3.

The difficulty of an Animal maneuver depends on the complexity of the desired maneuver (e.g., trained behavior, movement action, or communication) and the degree to which the animal naturally wants to perform it (e.g., natural horse actions include walking, eating, and drinking).

The appropriate animal skill (i.e., Riding while mounted and Animal Handling otherwise) is also used in place of Leadership for Fear Resistance Rolls and rallying frightened animals (Section 13.5).

Animal Handling

Animal Handling involves the care and feeding of animals, as well as training, minor healing, and possibly simple communication depending on the type of animal. This can include calming down agitated animals, or working them up, herding sheep or guiding a horse, but can be as complicated as teaching the intricate tricks of a circus dog act.

Specializations: Each specific type of animal.

Riding

Riding includes the ability to stay on the mount safely as well as controlling the mount. Characters who lack any riding skill will struggle just to remain seated on an animal when it is moving (An unskilled rider can perform no actions other than perception and conversation while his mount is in motion). The animal will need to be led by someone else, or it will go where

it pleases, the unskilled rider having no control. Due to horses being herd animals, if a mounted group is in motion, a horse not being led with an unskilled rider will follow the “herd” until spooked or threatened, at which point it will flee (following the group if they all flee, or in the direction away from what scared it if not).

If the mount moves at faster than a walk, an unskilled rider will need to at least partially succeed on a riding maneuver (at the usual -25 penalty for 0 ranks) every round to avoid being thrown.

For complex riding maneuvers or controlling the mount in stressful situations, a riding maneuver is required, with a modifier of half the movement penalty as shown

in Table 2-3 (Creep is 0). All other Maneuvers and actions (like spell casting or attacks) made while riding are subject to the full penalty due to the pace of the mount (Table 2-3), which may be reduced with the Mounted Combat skill. All maneuvers that require the mount to back up are at an additional -20.

Specializations: Each specific type of animal or creature that can be ridden.

4.2. Awareness

(In/Re/SD) Awareness skills deal with noticing, gathering, and interpreting information about one’s surroundings. Awareness maneuvers are most often Absolute Maneuvers resolved using Table 4-4, with a difficulty based on how available the information is

and how easy or hard it is to interpret.

Perception

Perception is used for noticing details about the environment, and affects how well one interprets the information. It is used to find hidden objects, to notice imperfections in walls that may hide a secret door, to notice triggers for traps, and to sense potential

Table 4-3: Animal Maneuvers

Factor	Modifier
Wild & untamed	-20
Domesticated species	+10
Befriended/raised from birth	+30
Intelligence	
Non-intelligent	-50
Low-intelligence	-10
Animal intelligence	0
Social Behavior	
None	-10
Limited	0
Significant	+10
Biological relation*	
Closely related (primate)	+20
Same class (mammal)	0
Same type (warm-blooded vertebrate)	-10
Other (lizard, worm)	-25
Home environment relation*	
Different (sea, air)	-20
Vastly different (another plane)	-50

* examples given in relation to humans

ambushes. Perception includes all the senses, although if a particular sense is required there may be a modifier due to a character's superior (or inferior) sense.

If a character states that he is watching or examining an area, situation, or place, the GM should make an Absolute Maneuver roll using the character's Perception skill to determine if the character notices or detects anything. The GM may keep this roll secret, revealing only what the character has observed. A heavy penalty should be assessed (if a roll is allowed at all) in situations where the players do not know what their characters are looking for or do not specify that their characters are looking for something in particular (likewise, looking for ceiling traps makes it difficult to see pit traps, etc.). Perception is often used as a contesting skill against other skills like Stalking.

Table 4-4: Awareness Maneuvers	
Roll	Result
< 1	Absolute Failure You glean enormous amounts of information about your target...all of it wrong. You utterly misinterpret what you perceive and are sure that you are correct.
1 - 75	Failure Attempting to emulate the perceptive abilities of an eggplant, you notice nothing useful. There is a great future waiting for you as an art critic.
UM 66	Unusual Event Your surroundings trigger a flashback to your past and consumes your attention for 3 rounds while you relive the experience. You may immediately make a Lore maneuver to recall something previously missed but important to the story. Your maneuver resolves after.
76 - 100	Partial Success Your interest is piqued, but you glean minimal information. You may try again in 6 rounds at a +10, if appropriate.
101 - 175	Success Following your instincts you focus your attention, allowing your finely-tuned perception to reveal that which you seek.
176 +	Absolute Success Elementary my dear boy! You identify with casual ease the target or information you seek, along with contextual information not obvious to a lesser eye.

Tracking

This skill provides a bonus for tracking maneuvers and is used to read the tracks and signs left behind by creatures and to follow a trail left by someone or something such as foot prints, broken branches, crushed grass, hanging pieces of cloth, etc. While similar to Perception, Tracking involves looking for specific details of how beings affect their environment.

A target that is leaving a marked trail is easier to track. The most common cause of an obvious trail is uncontrolled bleeding (+50 to track a bleeding foe, +100 if the foe is bleeding more than 5 points per round), but GMs will have to use their judgment in other cases.

Example: *Borin makes an absolute success using tracking, gleaning a lot of information, as well as*

direction of movement. “These tracks were left by two trolls, the larger troll was carrying something on his left side, and the smaller troll has a broken claw on one of its toes. These are the same tracks as the trolls that attacked the farm, and perhaps what’s being carried is the missing calf. They went west into the hills.”

Tracking can also be used to obscure your trail, if used this way apply it as an opposed skill vs the tracker following. So a result of 120 would make it harder to track you (-20) while a result of 80 would make it easier to track you (+20). This is harder to do the faster you move, normal pace penalties are x2 when using tracking to conceal your trail while you move.

4.3. Body Discipline

(Co/SD/SD) Body Discipline skills allow the character to push his body beyond its normal limits or to control his physical body. These skills are often of great use to Arms Users, but may not be appropriate for all settings.

Adrenal maneuvers require concentration for 1 round and a Medium (+0) maneuver, resolved as an Absolute Maneuver using Table 4-5. Furthermore, at the beginning of each subsequent round the Adrenal skill user may attempt to continue the effects by making maneuver rolls, at a cumulative -20 each round. The difficulty of an Adrenal maneuver is based on how vital it is to the situation and how motivated the character is to succeed. A desperate situation putting a character’s loved ones in danger with adrenaline running high may be an Easy (+20) maneuver, while a casual Adrenal move in a barroom brawl over an insult the character doesn’t really care about may be a Very Hard (-20) maneuver.

Adrenal Focus

Adrenal Focus can be used to achieve feats of superhuman effort through concentration and self-discipline. With a successful maneuver the character gets a +25 the following round to any athletic maneuvers (Brawn, Gymnastic, or Movement maneuvers).

Adrenal Resistance

The character has trained his mind to temporarily block sensations of pain and discomfort. This can be used to temporarily ignore the penalties from fatigue or pain. With a successful maneuver the character may ignore penalties due to fatigue and/or penalties due to hit loss. The GM may also allow this skill to be used on specific injuries, such as a broken arm, allowing the character to ignore up to ½ the penalty. An Absolute Failure results in an additional Fatigue penalty of -20.

Adrenal Speed

With a successful maneuver the character gains 2 Action Points for the following round. An Absolute Failure means the character loses his first 2 Action Points the following round (in addition to the table result).

Table 4-5: Adrenal Maneuvers	
Roll	Result
< 1	Absolute Failure What were you thinking? Your feeble attempt at focus creates a mental block that hinders your future attempts, giving you a -25 to this skill*.
1 - 75	Failure You fail to summon the inner focus necessary for this feat, and receive no benefit or effects from your attempt. Thanks for playing.
UM 66	Unusual Event As you begin to summon your focus, you notice an unfamiliar darkness within yourself. You enter a cleansing trance that lasts the entire round. If you succeed at your maneuver treat as an Absolute Success. If you fail, treat as an Absolute Failure.
76 - 100	Partial Success You are distracted at a critical moment, but receive half the normal benefit. Or, if not in combat, you may abort and try again with a +10. Try switching to decaf.
101 - 175	Success You are a paragon of self-control and receive full benefits of the adrenal maneuver. Now maybe you'll stay out of the cookie jar.
176 +	Absolute Success Wow! You not only succeed, but you have tapped into a reservoir of strength within yourself. You receive x2 normal benefits and a +10 every round to keep it active.

* until an Absolute Success is achieved

Adrenal Strength

With a successful maneuver the character's attacks are treated as 1 size larger. There is no effect for a Partial Success and an Absolute Failure results in -1 attack size for the following round (in addition to the table result).

4.4. Brawn

(Co/Co/SD) Brawn skills encompass the physical conditioning of one's body. Brawn maneuvers are usually Absolute Maneuvers, with a difficulty based on the specific skill and scenario.

Body Development

Body Development covers how well-developed and trained a character's physical body is, with higher Body Development allowing the character to take damage without being knocked unconscious and to push his body to more extreme levels of exertion or endurance.

The character's Body Development skill bonus is added to his base hits (determined by race) to get his total hits. The BD bonus is also used when making Endurance rolls (Section 12.1).

A character will die when he reaches negative hits in excess of his Body Development bonus (so a character with +67 body development bonus will die at -68 hits).

Weight Training

Weight-training aids in using one's muscles to the most advantage with the least chance of becoming injured. This covers the proper ways to get a solid grip on objects, the right way to apply strength to lift or move something, and the correct ways to position your body when moving to keep applying force without injuring yourself. This skill is used as the bonus for strength-based feats. (Section 13.6) Note that strength already factors into the maneuver roll for feats of strength, which is why it is not factored into the Weight Training skill bonus.

4.5. Combat Expertise

(None) These skills are used to reduce penalties to attacks and physical maneuvers, enabling the trained character to engage in feats that would not normally be practical. While these skills each reduce a penalty to a maneuver, at best they reduce the modification to zero.

Combat Expertise skills cannot offer a bonus if the skill exceeds the penalty. Complete descriptions and use of these skills are covered in Chapter 7: Combat.

Blind Fighting: Reduces penalties to maneuvers while blind (or in darkness) or in low light.

Disarm: Reduces the penalties associated with disarming an opponent.

Maneuvering in Armor: Reduces the maneuver penalty for armor worn, but has no effect on the encumbrance penalty for armor worn.

Mounted Combat: Reduces penalties to maneuvers while riding an animal or beast.

Multiple Attacks: Reduces penalties associated with making simultaneous melee attacks in a single round, either against a single foe or multiple opponents.

Protect: Reduces penalties for extending your DB to protect an ally.

Restricted Quarters: Reduces penalties when fighting in restricted quarters.

Reverse Strike: Reduces the penalty for attacking a target to one's flank or rear, or for lowering an opponent's bonuses when attacking your flank or rear.

Subduing: Reduces penalties when trying to subdue an opponent.

4.6. Combat Training

(varies) These skills cover training for fighting and defending, whether unarmed or with various types of weapons. The skill bonus in an attack Combat Training skill is referred to as an Offensive Bonus (Section 7.4), while the defensive Shield skill adds to a combatant's Defensive Bonus (Section 7.5) when used. Combat Training skills are not subject to difficulty modifiers.

When characters are created, there are 5 different costs for Combat Training, which are assigned to the different categories listed below. The character should assign the lowest 4 costs, with any remaining categories using the 5th cost. All of the skills below, except Shield, have specializations (given in italics) which are detailed in Chapter 8: Weapons & Armor.

Directed Spell (Ag/SD/Realm): Directed spells are types of magical attacks that are directed or aimed at a target. *Bolts, Illusionary Attacks, Hurling*

Energy Weapons (Ag/Ag/SD): Recoil free directed energy weapons that fire beams or pulses of energy. *laser rifle, plasma pistol, essence lance*

Firearms (Ag/St/SD): High velocity projectile weapons that use more than muscular force to fire and are subject to recoil. *Musket, rifle, blunderbuss, pistol*

Melee Weapons (Ag/St/St): Weapons used in hand to hand combat (broadsword, spear, war hammer, two-handed sword, etc.). *Blade, Chain, Hafted, Shield, Greater Blade, Greater Chain, Greater Hafted, Pole Arm, Exotic*

Ranged Weapons (Ag/Ag/St): Muscle powered thrown weapons as well as mechanical devices that fire low velocity projectiles. *Bow, Crossbow, Sling, Thrown, Exotic*

Shield (Ag/St/St): The shield skill allows a trained combatant to get more defensive use out of a shield, either in melee or against ranged attacks (Section 8.2).

Siege Weapons (Re/SD/In): Weapons designed to be fired from a well braced mounting or stand. The character aims and triggers the weapon, but is not holding it. This can be done by gut judgment and an experienced eye, or involve complex calculations and fine adjustments. *Catapult, Ballista, Cannon, Trebuchet*

Unarmed (Ag/St/St) or (Ag/Ag/St): Unarmed and natural melee attacks (e.g. martial arts, bites). *Strikes, Sweeps & Throws, Wrestling, Beak, Bite, Claw, Horn, Ram, Stinger, Trample*

4.7. Composition

(Em/In/Re) Composition skills involve the creation of an original work that conveys information and/or emotional content in an effective way. Composition maneuvers could be Absolute maneuvers, using Table 4-6, but could be Percentage maneuvers as well. The difficulty is based on the specifics of the work and the type of response that is desired.

Example Skills: Illusion Crafting, Musical Scoring, Playwright, Reporting, Speech Writing, Song Writing

Table 4-6: Composition Maneuvers

Roll	Result
< 1	Absolute Failure You artist types! In a fit of anger you destroy any work you have already accomplished. Your emotions get the better of you and you are -25 to this skill*.
1 - 75	Failure Whatever is locked in your head remains so. You find yourself utterly unable to transfer your concept to the medium. Perhaps another day will yield improvements.
UM 66	Unusual Event Your interpretation is a profound departure from your normal style, from any style in fact. People will be unable to understand it and only leave confused. In a few days of contemplation they will see it as either the brilliant (success) or bad (failure) piece that it was.
76 - 100	Partial Success Your temper flares as your attempts fall short of your expectations. While your work has merit, you have not effectively grasped your own intent.
101 - 175	Success Twas nothing! You have once again demonstrated your ample genius to all with the ability to see. If only the whole world were not blind compared to you.
176 +	Absolute Success Ahh, Bach! The masterstroke of your piece falls into place with the surety of perfection. This piece will make your reputation, if not your fortune. Who says you have to die to be great?

* until an Absolute Success is achieved

4.8. Crafting

(Ag/Me/SD) This skill covers any attempt to craft a finished product out of raw materials using hand labor. Depending on the type of finished product, this skill may require simple or highly specialized tools, and creating a final product may be a matter of a few minutes or weeks or months of constant labor.

Crafting skills may be either Absolute Maneuvers, using Table 4-7, or Percentage Maneuvers. The difficulty is based on several things including the state of the materials, tools available, the quality of work, and how much time is being taken.

What crafts are available are dictated by setting and culture, as well as character backgrounds. The GM, and

Table 4-7: Crafting Maneuvers

Roll	Result
< 1	Absolute Failure You fail miserably but are so oblivious you are convinced you have succeeded admirably. Your new misguided approach gives you -25 to this skill*.
1 - 75	Failure Your skills have deserted you. You waste your effort, and create extra work for yourself. You may attempt to salvage the materials with a crafting maneuver -25.
UM 66	Unusual Event You have a great idea for a unique style for your craftwork, and after an arduous effort you realize the work. The result has a unique built-in feature that either hinders the work (if a Failure), or makes it more desirable or useful (if Success).
76 - 100	Partial Success You know what you want to accomplish, but it just keeps falling short. Your work is functional, but deficient with increased chance of breakage (-10 Strength).
101 - 175	Success Your hands are sure, and your work is precise and artful. Your work comes out exactly as you intended and there no surprises along the way.
176 +	Absolute Success Your diligence is rewarded with your latest materwork! Everyone can see the remarkable quality of your work, and your abilities will be be more highly regarded than ever. Item has +10 Strength

* until an Absolute Success is achieved

possibly players, are encouraged to take whatever craft skill makes sense for their character. For most games where crafting does not play a central role, the GM should not require specializations of the skills. However for games where crafting is an important part, the GM may require specialization, for which examples are given in italics.

Culinary

Food is a big part of any living creatures' lives. Food gets tastier and better for the health if it is prepared with skill. Vegetables, meats and beverages each have their own specialized crafters harvesting and preparing the fare for consumption. *Cook, brewer, sommelier, butcher, cheese maker*

Drawing/Painting

Drawing and painting are used to create visual art ranging from realistic representations to vague abstraction. The artist uses lines, shading, shapes, color and texture to create illustrations or pictures. Fine work may require a pencil, pen, paintbrush, or similar tool, but this skill can be crudely performed with any usable surface and nothing else but a pigment of some sort and the character's finger.

Fabric Craft

Humans need clothes to cope with the weather. Cloth is spun from animal or vegetable fibers. To make it into clothes requires some decent work, although many housewives also have some skill in the craft. *Spinster, dyer, Tailor, weaver, seamstress, tapestry knoter, hatter, rope braider*

Leathercraft

Animal hide may be cured and used for all kinds of purposes. It is tough and weather proof and it looks nice. Many items are made from leather. *Tanner, leather worker, saddler, cobbler, tent maker, armorer, girdler*

Metalcraft

Metals are unearthed and the ore melted down and refined. It comes in the form of ingots or billets. Each metal has its own uses and many specializations exist to make metal objects. It can be molded, or worked. Sample metals include the hard and tough iron, the semi-precious and malleable copper, precious but soft silver and gold and others. *Blacksmith, copper smith, founderer, jeweler, gold smith, silver smith, weapon smith, armorer*

Stonecraft

Stone is a hard and resilient material used in building and decoration. It copes well with stationary stresses and it has a beautiful appearance. It is found in hills and mountains and it needs to get dressed before it is used in sculptures and buildings. Extracting the best stone and working it to useful form has some specialized professions. Ceramics are an artificially created form of stone. *Mason, stone dresser, sculptor, gem grinder, potter, glazer*

Woodcraft

This material comes from trees. To process this light, strong, easily worked and beautiful material from tree

Table 4-8: Attunement Maneuvers

Roll	Result
< 1	Absolute Failure You not only fail to attune, you also manage to deattune yourself to any items you have already attuned to. You may attempt to reattune to those items at a -20.
1 - 75	Failure You fail to match auras with the item, and a period of contemplation is in order. You may not try again until you have developed another rank of Attunement.
UM 66	Unusual Event You glimpse a series of visions associated with the target's past over 3 rounds during which time you are in an unwakeable trance. When you emerge from the trance you will know about the item's past, even if you've not successfully attuned to it.
76 - 100	Partial Success You learn one ability of the item, but you cannot use it. You may try again to attune to the item after a good night's sleep.
101 - 175	Success You learn and may use one ability of the item. You may make a maneuver at +20 to try to gain more knowledge. If you fail you cannot try again for 24 hours.
176 +	Absolute Success You harmonize your aura with that of the item smoothly, learning all abilities of the item, which are now available for your use. If only success looked as impressive as you feel about yourself.
Modifiers	
-30	Does not know realm of item
-30	Character's realm different than item's
-20	Does not know spell or effect
-1/lvl	Level of spell or effect
+20	Character can cast spell intrinsically

to cupboards and boats it needs a plethora of crafters. Wood can be processed to boards, beams and other sizes for more specialized crafters to fashion in to usable goods. *Sawyer, carpenter, ship wright, cart wright, cooper*

4.9. Delving

(Em/In/Pr) These skills are used to manipulate the magical energy embedded in objects. Delving is

resolved as an Absolute Maneuver using Table 4-8. The difficulty is based on how conducive the environment is to concentration. A character is allowed one chance to delve an item. If he fails, he may not try again until he improves his skill rank with the appropriate Delving skill (Attunement or Runes).

Attunement

Some items require attunement prior to using some or all of their abilities (as opposed to a magical sword with a +10 OB, where you would normally get the bonus even if you were unaware of it). Attunement may also be used as a method of identifying items with respect to magical powers. The attunement process involves the formation of a sympathetic bond between the auras of the attuning individual and item. Normally, only one individual can be attuned to an item at a time, though an individual may be attuned to any number of items.

The process of attunement normally requires three minutes to attempt. If the Attunement maneuver is attempted more quickly, it is done at a penalty. For one minute, the penalty is -10. For half a minute, the penalty is -25. Attempting to attune to an item in a single round is -50. In any case, attunement must occur before the round in which an item is to be used.

While the process of attunement must be done by the character who will be using the item (if the attunement is to allow use, rather than for identification), a character may aid another character with Attunement by explaining the power(s) and also through the use of the Complementary Skill rule (adding his own ranks in Delving: Attunement), although only one such person is allowed to aid the person attempting the attunement.

Once the character is attuned to an item, spell abilities may be used, making a modified Spell-casting Roll (SCR), as described in *Spell Law*. Attunement and the use of magical items is covered in more detail in *Treasure Law*.

Runes

Using the Rune Mastery or Sacred Runes spell list, spells can be stored in the form of "runes" for later use by anyone with the skill to do so. These runes are stored in special Rune Paper (or less often, some equivalent)

enchanted to hold a rune. Casting a spell from a rune requires a successful Runes maneuver to decipher the rune before casting is attempted.

The level of effect for a rune is the level of the spell inscribed. This level of effect may be increased by using a higher-level *Rune* spell than is necessary for the spell (e.g., a *Sleep V* spell inscribed using a *Rune VI* spell would be resisted as a sixth level spell). If the spell is an elemental attack, the reader's appropriate Directed Spell OB is used.

Table 4-9: Rune Maneuvers

Roll	Result
< 1	Absolute Failure You accidentally cast the Rune (targetting yourself) upon trying to decipher it. Learn to read without mumbling to yourself.
1 - 75	Failure It is all gibberish to you. Until you improve your understanding (develop another rank in Runes), you may not try again.
UM 66	Unusual Event Yes! Those marks are more than a spell, they contain a secret message! Resolve the maneuver as normal. It then takes you 1-10 hours of study (taken at the first opportunity) to conclude that you were mistaken...or were you? (<i>psst, GM...insert plot hook here</i>).
76 - 100	Partial Success You learn the identity of the spell inscribed in the Rune, but cannot use it. You may try again after a good night's sleep, but another Partial Success is treated as Failure.
101 - 175	Success Your mystical senses are at your beck. You understand the Rune, identify the spell, and may cast it. Life is good when things turn out like this.
176 +	Absolute Success You are a master of the written arts. As Success, but you also notice any unusual features of the Rune (or the material it is inscribed on), if any. Your will become legendary, as songs are sung of your amazing abilities!
Modifiers	
-30	Does not know realm of Rune
-20	Character's realm different than Rune's
-20	Does not know spell or effect
-2/ vl	Level of spell
+25	Character can cast spell intrinsically
+100	Character created Rune

The procedure for casting a spell from a rune is similar to casting a spell normally, except that the spell-caster may add ranks in the Runes skill as well as any ranks in the list from which the spell comes. Other details of the procedure are explained in *Spell Law*.

Using the rune requires the normal amount of time to cast the spell, but no spell preparation rounds. Normally, one would attempt to decipher the Rune in advance, in order to have it identified and useable. This takes three minutes without penalty. To rush the process, one could attempt it in one minute at -10 to the Runes maneuver. Attempting to decipher the rune in a single round would result in a -25 penalty. Attempting to decipher the rune simultaneously with casting the spell from it would give a -50 penalty to the Runes roll and a -20 penalty to the casting. It may also prove unhelpful, unless the nature of the rune was known from some other source.

4.10. Environmental

(In/Me/Re) Outdoor skills include skills for surviving and navigating in the outdoors.

Navigation

Navigation is used to determine proper directions and distances when using or creating a map in conjunction with some directional aid, such as a compass or the stars. This includes the concept of orienteering, and it is applicable on land or water. Getting around by way of familiar landmarks uses the Region Lore skill instead.

Table 4-10: Piloting Maneuvers	
Capacity	Modifier
Small	+20
Medium	0
Large	-20
Maneuverability	
Sluggish	-20
Average	0
Excellent	+20
Pace	
Creep	+10
Walk	0
Hustle	-10
Jog	-20
Run	-30
Sprint	-50
Dash	-70
Slow one pace	-25/ea
Turn	
Up to 15°	-10
Up to 30°	-20
Up to 45°	-30
Up to 90°	-50

Piloting

Piloting is the operation of a vehicle such as a wagon, cart, sleigh, car, plane, blimp, etc. For animal drawn vehicles, the driver should also have Animal Handling to be able to control the animal. Driving involves an understanding of the controls, braking, and performance across various terrain, etc.

The Piloting maneuver may be modified by the speed of the vehicle, the angle of a turn (if any), and the approximate size and maneuverability of the vehicle as shown in Table 4-10.

Animal powered vehicles are, in general, not particularly maneuverable, and the GM assigned difficulty should reflect as much. For example, it is not possible to make right angle turns with such a vehicle. When the horses turn, the rear of the cart continues moving straight ahead until it is pulled into the curve.

Specializations: Each specific type of vehicle.

Survival

Survival includes the skills necessary for living in a specific hostile environment and includes locating potable water, foraging for edible plants, and catching small animals through gathering, fishing and hunting. It also includes the observation and awareness of dangerous weather patterns, finding shelter and suitable camp sites, starting fires, and improvising clothing or equipment. The (Urban) specialization of this skill focuses on gathering food and other materials from people's discards and trash rather than nature, but is otherwise the same.

Specializations: Urban, A specific biome (Section 12-1) or xeno-environment (different plane, alien world, etc.).

4.11. Gymnastic

(Ag/Qu/St) These skills determine the character's ability to maneuver, contort, or perform stunts, which are graded by difficulty, rather than by distance traveled (which would be Movement skills). Gymnastic skills may be as either Absolute Maneuvers (e.g., a backflip using Acrobatics) or as Percentage Maneuvers (e.g., jumping as far one can). The maneuver difficulty depends on the complexity of the maneuver.

Acrobatics

Acrobatics includes tumbling, horizontal dives, rolling, swinging on objects, and other general gymnastic maneuvers. A successful maneuver can reduce the severity of a falling critical by one severity.

The difficulty of an Acrobatics maneuver is determined by the amount of movement and the timing of the maneuver. Rotations and somersaults make the maneuver even more difficult.

Contortions

Contortions is the manipulation of one's body in order to move through small openings or escape from bonds. The difficulty is based on the size of the opening relative to the character or the material of the bonds and how well they have been secured. This skill can also be used to slip free of grapple attacks, as described in "Grapples" in section 2.6.

Table 4-11: Gymnastic Maneuvers	
Roll	Result
< 1	Absolute Failure In your zeal, you have forgotten to warm up and severely pull a major muscle (-25) and are stunned for two rounds. Good job buddy!
1 - 75	Failure You freeze at a critical moment, failing your maneuver. If appropriate, you may make an additional roll to abort your maneuver. Otherwise, take your chances.
UM 66	Unusual Event Regardless of if you succeed or fail, you manage to make yourself look completely foolish. If no one was watching, you're lucky. Otherwise you will never hear the end of the jokes and stories about it. Surely there's some way to make up for it, or make everyone forget...
76 - 100	Partial Success Everything was going so well, but you cannot seem to follow through, and it takes longer. If appropriate make an additional maneuver at +10. Otherwise you fail.
101 - 175	Success Fancy footwork, my friend! You complete the maneuver completely as expected and in fine form, and barely break a sweat. Must be the shoes.
176 +	Absolute Success You skip a light fandango, turn cartwheels 'cross the floor and complete the maneuver with the kind of precision and grace you have always dreamed about. Onlookers gawk as you make the impossible look easy.

An attempt to slip out of a grapple or bonds can be made every round, until the character escapes or an absolute failure is rolled, in which case the character tightened the grapple or bonds to the point where he cannot escape them without assistance. (The character may still attempt to incapacitate the grappling foe or break free of their bonds in a feat of strength).

Slipping bonds is a full 4 AP action, every AP less than 4 imposes a cumulative -25 to the action with a minimum of 1 AP at -75.

Attempting to slip bonds or a grapple without being obvious to someone watching by making small motions imposes a -50 penalty, and allows the character to make a Stalking or Duping contested maneuver vs the observer's Perception to keep their struggles unnoticed (Difficulty level and modifiers based on how closely the observer is watching, light level, and any other modifiers the GM deems appropriate).

Jumping

Jumping includes both running and standing jumps. Every character has a Base Jump distance equal to 50" + Stride (in inches) which is used to determine nominal jumping distances for different types of jumps:

- Running long jump = Base Jump
- Standing long jump = Base Jump / 2
- Running high jump = Base Jump / 5
- Standing high jump = Base Jump / 10

To jump a specific distance, a modifier applies equal to:

$$\text{Modifier} = -20 * (\text{Distance} / \text{Base Jump})$$

If the maneuver fails, but how far the character actually did jump is important, then consult the Percentage Maneuver table to determine the distance jumped.

4.12. Lore

(Me/Me/Re) Lore skills determine a character's effectiveness in intellectual pursuits. The number of ranks in an academic skill can be used as a rough guide to determine a character's level of knowledge as shown in Table 4-10. More typically the GM will require Lore maneuvers to determine if one can recall pertinent information. Lore maneuvers can be resolved as Absolute Maneuvers using Table 4-11 or as Percentage Maneuvers to determine how much of a topic someone can recall (or for taking tests!). The difficulty of a Lore maneuver is based on the obscurity and details of the information.

Lore skills represent knowledge of anything gained via experience or from rote learning. This covers knowledge

Table 4-13: Lore Maneuvers	
Roll	Result
< 1	Absolute Failure What's all this? You irretrievably confuse yourself and cannot possibly recall this information without at least 12 hours to refamiliarize yourself with the topic.
1 - 75	Failure Hmmm. Nope. Nothing springs to mind. Perhaps if you were to spend another six hours studying the matter...
UM 66	Unusual Event Great Horny Toads! You've been using that word for years and suddenly realized you were pronouncing it completely wrong! You whoop and gurggle happily, rolling your mouth around the new sound...why is everyone staring at you?
76 - 100	Partial Success You recall some details of the subject, but nothing specific. Stew on this for an hour or so and something might come to you. (roll again in 1 hour).
101 - 175	Success Ah, of course! A simple fact, of course, right on the tip of your tongue. You recall all relevant details about the subject.
176 +	Absolute Success With a nonchalant air, you relate the details of the topic from memory, including relevant quotations and analysis by authorities of note. Now who's the savant around here?

of a subject, but does not necessarily translate into the deeper understanding provided by a science skill, being merely a collection of anecdotal information. At the

Table 4-12: Knowledge Tiers	
Skill Rank	Tier
1 - 5	Novice Introductory knowledge with details on a few topics.
6 - 10	Student Good understanding and recall of all major topic areas, as well as basic details.
11 - 15	Scholar Mastery and recall of all important aspects of topic, plus many finer details in most areas.
16-20	Expert Ability to form multiple complex inferences, create accurate analogies, and form connections to other subject matters.
21+	Sage Complete understanding and knowledge of obscure and uncommon parts of subject matter.

GM's discretion, it is possible that a lore skill, even when a maneuver is made successfully, may return erroneous or misleading information due to the fact that the source of the lore is in error.

Example: *"All the great cartographers say the western ocean is endless", or "Holy Gerad said the only way to kill undead permanently was to burn them to ash, then soak the ash in holy water".*

The Lores described after "Language" below should not be considered an exhaustive list. The player and GM are encouraged to make use of Lore skills to adequately represent the character's background and knowledge. Depending on the setting and campaign, just about any topic of interest could be the focus of a lore skill.

Historic Lore

Knowledge of the recorded events of history, the broader the character purchases this lore skill in terms of geography and era the less specific the information will be, while the narrower the era covered the more specific. So the lore skill "History of the Northern

Continent” will apply to many situations, but offer limited, broad information, while “History of the Shulin Kai during the Third Imperial Era” will offer more specific and detailed information, but only relating to the area and era specified, with limited usefulness covering other periods or adjacent areas. The GM should take into account the fact that history often contains partial truths or falsehoods, so it may require an Absolute Success to recall a detail known to few, while the majority believes the “story” that is generally held to be true.

Language

The ability to communicate with or to understand any language is determined by the language skill. This skill must be specialized as written, spoken, or signaled versions of a language. Non-spoken communications including codes, sign language, flag signals, or the like are considered languages for skill purposes.

A skill rank of 1 means being able to communicate simple ideas while skill ranks of 10+ indicate a full understanding of the idiom behind the snide jokes made about dwarves, elves, and travelers. Most language skills are considered proficient with 4-6 ranks, although some simple languages or codes may only require a few ranks to master (Morse code).

Ranks beyond 10 delve into the variations of a language over time or by region. Scholars of languages would be able to recognize or recite important speeches or famous written works.

Example: *A person with 30 ranks of English and a +100 skill bonus would have knowledge of regional dialects of English from across the globe, and also have no problem understanding something as old as Chaucer or as new as the lyrics to a newly released song.*

In some situations, even when a character has basic fluency in a language, stress or rushing may lead to confusion (tense diplomacy, fast talking, strong accents, dialects, etc.). The skill bonus may be used to determine if communication is successful, by treating it as a Percentage Maneuver and a difficulty based on the situation. The GM can garble the words to reflect the

percentage of success. Each new phrase should be treated the same way, but if someone keeps repeating the same exact words, further PM rolls will add up as normal.

Example: *The angry Sindonese customs official pushes his way through the 10 soldiers pointing crossbows at Captain Rolf, and quickly and angrily demands “Do you have permission to dock at the imperial wharf?!?”. The GM has Captain Rolf make a PM in his Sindonese Language skill at Hard, as the official is shouting. Moving his head a lot, and talking quickly, making it hard to understand. The result is 60%, so considering, the GM tells Captain Rolf “The angry man in the uniform shouts at you while waving his finger all around at you, the ship and the dock, you think he said ‘Do you have letters to deliver at the Dragon’s harbor?!?’”. Captain Rolf has no idea what the official means and asks “What?”. . . Hopefully the official repeats himself.*

Specializations: Each written, spoken or signed language

Materials Lore

Knowledge of a specific type of material such as metal includes identification of the raw material, as well as knowledge of sources and methods of working (crafting uses the separate Crafting skill). Also may include information on famous magical, historic, legendary or cursed types of materials.

Specializations: Bone/horn, Fabrics, Leather, Metal, Stone, Wood

Racial Lore

Racial Lore includes recognition, knowledge of habitat and diet as well as any powers and abilities of a specific type of race, or type of creature. Higher ranks will cover knowledge of any cultures, psychology, and other details.

Specializations: Demon, Dragon, Elf, Faerie, Halfling, Human, Orc, Undead

Region Lore

This skill provides knowledge about the geography of a region, as well as a basic overview of local cultures,

flora, fauna, and a limited history. The region size may vary but should be no more than 100,000 square miles (about 300 x 300 miles).

Religion/Philosophy Lore

This skill can be taken generally, in which case it will cover the basics of all the religions and philosophies the character is familiar with, or it can be taken specifically about a single religion, in which case it will offer more specifics and details. This skill will touch on elements of history, but mostly relate to points of theory, dogma or belief, along with some details of structure of organized religions or philosophical societies.

Spell Lore

Spell Lore allows a character to recognize spells that have been cast against him, or written spells (recognition only, it cannot be used in place of Runes). This may also provide information on expected duration or area effect for active spells.

4.13. Magical Expertise

(None) These skills represent expertise in magical spellcasting and work by reducing penalties that would otherwise apply. Magical Expertise skills do not get any stat bonus and only benefit from skill rank bonus, professional bonus, knack, and talents. While Magical Expertise skills can reduce a penalty to the Spellcasting Roll, at best they reduce the modification to zero; they cannot offer a bonus. How these skills affect spellcasting is described in *Spell Law*.

Grace: Reduces penalties for casting spells of higher level. This skill must be specialized in a specific spell list.

Spell Trickery: Reduces penalties to spellcasting due to attempts to hide or modify its visual effect (if the visual spells optional rule is used).

Transcendence: Reduces the penalties associated with carrying equipment or armor.

4.14. Medical

(In/Me/Re) Medical skills include healing and treating injuries, as well as applications of active compounds (either with healing or poisonous properties). The GM should decide what kinds of medical skills are available

based on the tech level and knowledge base of the setting. Difficulty varies depending on the specific skill.

Herbalism

Herbalism includes knowledge of effects and doses, preparation, and application of herbs and medicines. Detailed rules on herbs appear in *Treasure Law*. In higher tech societies, this skill could be replaced with Pharmacology.

Medicine

This skill provides a bonus for treating injuries and overt symptoms of illness. This skill includes the use of simple medical aids/herbs, setting broken bones, stopping bleeding, etc. For detailed use of this skill see the rules on injuries and healing (Section 12.2).

Poison Mastery

Poison Mastery includes knowledge of effects and doses, preparation and application of health-destroying chemicals or diseases. This skill also covers the preparation and application of antidotes to those toxins.

4.15. Mental Discipline

(Pr/SD/SD): Mental Discipline allows the character to push his mind beyond its normal limits and achieve extreme states of focus. Difficulty depends on the specific skill.

Control Lycanthropy

The infectious shape changing inflicted by lycanthropy is provoked by instinct and emotion and controlled through discipline and calm. The emotional urge to give in to the inner animal rises and falls with the lunar cycle, being hardest to resist at the full moon.

- Full (-50)
- Waxing Gibbous (-30)
- Waning Gibbous (-20)
- Waxing Quarter (-10)
- Waning Quarter (0)
- Waxing Crescent (+10)
- Waning Crescent (+20)
- New Moon (+30)

Each time the character goes to sleep on a full moon, any time the player (or GM) has the character displaying real rage, and any time the GM feels the character is being put under extreme emotional stress, an Absolute Maneuver should be rolled against this skill (at -25 if 0 ranks) to see if the character transforms into his bestial form. If this happens, the lycanthrope (under the control of the GM) will hunt, kill and feed, violently attacking anyone who interferes. Once its hunger is sated, it will find a place to hide and sleep. During this sleep, it will transform back into “human” form and awaken back in control of himself with no memory of the transformation or what he did while in bestial form.

A lycanthrope can attempt to change into bestial form while maintaining control at an additional -25 to the maneuver, and transform from controlled beast to “human” form at an additional -50 to the maneuver. Failure at either type of change will result in the lycanthrope slipping into uncontrolled state per the paragraph above.

Physical stress and trauma (injury and fatigue penalties) make it harder to control directly as penalties to the maneuver; it is up to the GM to assess any mental or emotional stresses that may be worthy of penalties as well. Meditation, sedative herbs or drugs, or magical effects that give bonuses to calm or self-discipline can all give bonuses to control checks of this skill.

Meditation

Meditation can be used to enter and exploit a mental trance which the character can use to help solve difficult problems or perform mental maneuvers. To use this skill, the character must meditate for 5 minutes. With a successful maneuver the character gets a +25 the following round to all mental actions (attuning to a magical item, casting a spell, using a lore skill, etc.).

Mental Focus

Mental Focus is used to maintain concentration in stressful conditions or for maintaining concentration for extended periods of time (Section 12.1). A spellcaster may continue preparing a spell or maintain concentration when taking damage at a penalty of -1

per Hit taken and -10 for each severity critical taken (e.g., taking 10 hits and an ‘A’ crit requires a Mental Focus maneuver at -20).

4.16. Movement

(Ag/Co/St) These skills determine a character’s ability to travel distances in stressful situations using the Percentage Maneuver table. (There is no need to make a Running maneuver every time a character walks across a room.)

Many movement skills require effort just to ‘hold-on’, such as treading water, flying, climbing, or tightrope-walking, and as such, require Concentration whenever the character is trying to perform another action. Depending on the circumstances, the GM may require a maneuver roll to prevent falling or drowning. If a character has the right equipment, he can create situations in which he can pause these kinds of motion and then act without concentrating (e.g., wearing a floatation vest when swimming or tying yourself to a spike nailed into a wall when climbing).

Climbing

Climbing includes maneuvers from climbing a ladder to scaling a cliff. Climbing speed is lower than a character’s normal Base Movement Rate (BMR). Thus, climbing BMR is 1/5 of the character’s normal BMR, which is adjusted by pace as normal. However, climbing faster than a ‘Jog’ (x2) is not allowed unless there are plenty of obvious hand and footholds (such as a ladder or tree), or if the character has claws or is otherwise physically specialized for climbing movement.

Flying

The pace for flying (or gliding) creatures works slightly differently. For those capable of the top two paces, Fast Sprint is “Diving” pace, a speed achievable only by rapidly descending, while Dash is “Power Diving” pace, a speed achievable only by flying as hard as possible while rapidly descending. Flying creatures can glide at up to a running pace at half the normal movement penalties. Unless the conditions are ideal, in the form of strong thermals or updrafts, every round of continued gliding will require a successful maneuver at a cumulative -10 per round.

Running

The main movement skill for walking races, Running is the skill used for moving at any pace (Creep through Dash) on foot.

Swimming

For non-native swimmers, the Base Movement Rate of swimming maneuvers is 1/5 of the character's normal BMR, which is adjusted by pace as normal. Armor and encumbering equipment are especially detrimental in water and as such any Armor or Encumbrance penalties are multiplied by 3 (before the Combat Expertise: Maneuvering in Armor skill is applied) while swimming.

4.17. Performance Art

(Em/Me/Pr) Performance Art skills include those that that involve a performance, often intended to evoke an emotional response or tell a story. Performance Art skills are almost always Absolute Maneuvers. The skills included are only the most basic, others may be added depending on the setting.

Acting

Acting is the skill of feigning emotions, as well as using both voice and body language to create a persona (either an original or mimicry of someone else). It also includes some ability to interpret a text or performance in terms of character motivations.

Music

The Music skill includes the actual performance of playing music (sheet music or improvisation) on a specific instrument or singing.

Specializations: Singing, Each group of instruments (drums, flutes, woodwinds, horns)

Trickery

Practitioners of this skill have trained their hands in the art of misdirection to perform acts that may almost seem magical to the untrained eye, but are not.

Specializations: Sleight of Hand, Cheating (cards or dice), Pick Pocket, Stage Magic

4.18. Power Manipulation

(Co/Realm/Realm) Power Manipulation skills involve manipulating, storing, and transmitting raw magical

energy directly, rather than using it for spellcasting. These skills work differently than each other and have special rules for each. The GM may impose a difficulty modifier for unusual situations or environments, though it will usually be Medium (0).

Channeling

This skill can be used to transmit Power Points from one person to a willing target, or an item made to store power. The sender must know the exact location of the target, either by seeing him, via some magical means, or by prearranged appointment (e.g., "Stand in front of the altar of the moon at exactly midnight, and I will send the power to you.>").

Table 4-15: Channeling Modifiers	
Scenario	Modifier
Touching recipient	+10
Recipient over 100' away	-20
Cannot see recipient	-50

Table 4-14: Performance Art Maneuvers	
Roll	Result
< 1	Absolute Failure Horrors! In what is most certainly the worst performance of your career, you manage to offend everyone in your audience, giving you -25 to this skill*.
1 - 75	Failure A lackluster performance leaves your audience yawning. The snores drown out the feeble applause. Maybe you should join the circus.
UM 66	Unusual Event Unbeknownst to you, two rival factions were in the audience and you have given offense to one of them. You find yourself embroiled in their raging dispute overshadowing how your performance actually was. Some days it just doesn't pay to get out of bed.
76 - 100	Partial Success Not bad. Not good, but not bad. You hold the attention of the audience, but a few key blunders spoil and otherwise satisfactory performance.
101 - 175	Success Bravo! Your performance is a success, and the enthusiastic response of your audience warms your old performer's heart.
176 +	Absolute Success You have surpassed yourself, and your audience mobs you for autographs, bits of string from your outfit, and kisses. What will you do for an encore? It is best to not keep your audience waiting.

* until an Absolute Success is achieved

To transmit Power Points the character must declare how many points he is sending, then make a Medium (0) Percentage Maneuver. The resulting number is the percentage of Power Points that were successfully transmitted (the rest are wasted). Any result over 100 is treated as a bonus to the recipient's roll. A negative result will drain an equal amount of Power Points from the sender beyond the total loss of the points they attempted to transmit (down to 0, any loss beyond that can be ignored).

To receive Power Points, the recipient also makes a Medium (0) Percentage Maneuver, but without any of the modifiers from table 4-15. A numbered result is the percentage of the transmitted Power Points actually gained (maximum of 100% of the Power Points sent). This can allow a caster to end up with more Power Points than he normally has; however, he will lose 1 PP every hour until they are at his normal maximum.

Power Development

The total bonus for this skill determines the number of Power Points that a character will have available for spell casting. Each character has a single pool of Power Points (PP), even if that character has access to multiple realms.

Power Points are recovered through rest. For each 4 hours of continuous rest the character will regain a number of Power Points equal to the ranks he has in this skill.

Power Projection

A form of magical dueling, Power Projection is used between two opponents. Its use creates a visible construct of magical energy between the opponents (e.g., a ball of power or a strand of light connecting the two) that is held up until one of the participants fails.

The opponents, who must be within 30' of each other, enter into combat rounds and must immediately begin rolling initiative each round. Each participant on their initiative must expend 1 PP each round and make a Routine Absolute Maneuver using this skill each round, resolved using Table 4-16. Neither participant may perform any action other than conversation and casual

perception while engaged in a Power Projection duel. Starting with the second round, the maneuver is subject to a cumulative -20 each round it is held active. If one of the participants cannot (running out of PP) or will not (unwilling) contribute any additional PP, moves out of 30' or is stunned, treat that as a failure result on Table 4-14. As soon as one participant loses control of the projection by any of the criteria above, or from failing a check, and the penalties of failure have been resolved, treat the contest as completed. The other participant in the power projection duel has won, and is untouched and unharmed by the effects of the loser's failure without needing to make any additional rolls.

4.19. Science

(Me/Re/Re) Science skills are similar to Lore skills but include the application and analysis of information to solve problems and make predictions. Sciences include a theoretical framework allowing one to not only recall

Table 4-16: Power Projection Maneuvers	
Roll	Result
< 1	Absolute Failure Your reach has exceeded your grasp. Treat as a Failure and additionally roll on the Spell Failure Table "Force" column and add the number of hits taken.
1 - 75	Failure You have lost this projection, which bruises your body as well as your ego. Take Hits equal to both sides' PP total in the projection.
UM 66	Unusual Event Your projection inadvertently creates a magical vacuum, which flares up briefly and sucks additional power from both participants. Each participant must immediately expend another 1 PP, which is added to the projection pool.
76 - 100	Partial Success You almost lose the projection, but may wrest control if it if you immediately contribute an additional PP this round.
101 - 175	Success Only a slight squint of concentration betrays the effort involved in keeping up the projection, and you keep control this round.
176 +	Absolute Success The ease with which you control the projection supprises even you. You do not need to contribute any PP the following round in order to continue. Are you wearing a pointy hat?

Example: *Astronomical Lore could identify known constellations, planets, stars, etc. Someone with Astronomy could predict their movements (with a precision varying based on technological level).*

Architecture is the science of building construction, a specialized engineering skill that includes some artistic training as well. Someone with basic Crafting skills may build a cabin like other cabins he has known, but to plan out a large and/or complicated structure that will endure, or an effective new design, requires an architect. Large-scale traps and mechanisms like elevators built into a structure are also part of architecture.

The oldest physical science to be well developed, and a driving force in the development of mathematics, astronomy includes not only identification of various celestial objects, but the prediction of their movements. Depending on the setting, it may include varying degrees of understanding of what those bodies actually are.

Engineering combines aspects of mathematics, physics and invention. It provides a theoretical knowledge of devices and processes, and an understanding of why things work. Characters may use Engineering to determine what a device does, design new devices or streamline systems.

Mathematics

In the simplest form, mathematics involves counting and the basic operations of addition, subtraction,

(Em/In/Pr) Social skills include any that involve interaction with other people. While most of these tend to be Absolute Maneuvers, some skills have specific rules. The difficulty depends on what is being attempted and the receptiveness of the target.

This skill provides a bonus to maneuvers that attempt to shift people's opinions in a direction the character

Table 418716: Scientific Maneuvers	
Roll	Result
< 1	Absolute Failure Pitiful. Unsuccessful attempt to pinpoint accurate response, you probably diverge to the target. You cannot discern why the you attempt to infuse a critical target 25 to 100% will fail*.
1 - 75	Failure You fail to grasp the problem or that the target does not have target space as a field. A warning is attempted, but you are not affected on this and 24 hours have passed.
UM 66	Unusual Event Good luck with the globe of you are a test, fascinating to you. Target is with the necessary, the wizard to you. A target of you is a point of task for you. With failure, due to the loss of the line of the target, it is a test of your original task. The world is a test of your revelation!
76 - 100	Partial Success Persistent, you get results! So persistent, you may find that the target is a good, quick target (time) and get +10 to the next roll, roll again next round with a -10.
101 - 175	Success You have the skill to bring with science the target at what you are doing, and the target is a test. But you are sure. No, it's right. Almost certainly right.
176 +	Absolute Success You have the skill to bring with science the target at what you are doing, and the target is a test. But you are sure. No, it's right. Almost certainly right.

* until an Absolute Success is achieved

desires.

Specializations: Charm, Duping, Intimidation

Charm: This skill involves knowing how to approach and interact with people so that they like you more and are willing to do you “favors”. The more time and effort that you put into laying ground for a charm maneuver, the more effectively it works. This skill should be harder to use than Bribery or Trading, because it is getting something for nothing, the moment you move over into “I’ll do you a favor, if you do me a favor” you are using Trading and not Charm.

Duping: This skill covers knowing how to lie, bluff, dissemble or spin the truth convincingly.

Intimidation: This skill covers being able to get what you want out of people by subtle or overt threat, without taking it so far as to make them flee for help or fight back (and without provoking a fear or morale reaction).

Leadership

Leadership is used to inspire those loyal to you to follow your instructions or to effectively organize a group. This skill cannot be used on those not already loyal to you, but for those who view you as their leader, this skill can be used to rally or inspire them. Any instruction or command given that might be resisted or questioned (i.e., one that requires a morale check; see section 13.6) is modified by your Leadership bonus. Also, all combatants who consider you their leader get a bonus equal to your ranks in leadership to any RRs vs. Fear/Terror as long as they are aware that you are present. The leader may also make a maneuver to rally followers affected by a failed fear check.

Social Awareness

This skill develops awareness of the motives and social maneuvers of those around you. You can make maneuvers using this skill to study other people and try to understand them, determine if they are lying, or otherwise infer their motives. If someone is using this skill (i.e., not relaxed with his guard down) when targeted with an Influence skill maneuver (see above)

then he can make an opposed maneuver (Section 2.2) to notice the Influence attempt.

Trading

Trading is used to negotiate, haggle, and strike bargains. Characters who are good at this skill will be able to figure out a deal that works for both parties, if a deal is possible. In some cases this may be resolved as an opposed Absolute Maneuver. For haggling, resolve as an opposed Percentage Maneuver. The final price is 200% - result, giving a price from 50% to 200%.

The difficulty is based on how the deal the player is offering would look to the target. If the deal seems safe and very favorable for the target it should be easy to convince him, while if the deal seems to short change the target or put him in trouble or danger it will be more difficult, or perhaps impossible.

4.21. Spellcasting

(Realm/Realm/Me) Spellcasting includes all types of informal (magical rituals) and formal (spell lists) magic. Unlike other categories, the spellcasting skills have different costs. Restricted lists include any list the GM allows you to learn but is not a Base, Open, Closed, or Arcane list (e.g., the Base list of another profession). You may not develop ranks in lists from realms other than your own.

Magical Ritual

Magic Rituals are an alternative way (compared to standard spell-casting) to use magic (See *Spell Law*, Chapter 5). The listed examples included in the category listing below are representative, not comprehensive. While most spell effects will fall into one category or another, some will fall into two types. For example, the *Shield* spell, while clearly a defensive spell, functions by creating a temporary barrier object. Thus, either a Creation or Defensive ritual would be suitable for producing a *Shield*.

Specializations: each type of ritual

Alteration: Rituals of Alteration deal in changing the appearance, form, nature, or substance of a physical or spiritual thing. This includes shape-changing, *Glamours*,

and mental influence. It does not include any act of creation, destruction, or restoration.

Creation: Rituals of Creation deal in the production of permanent or temporary things. It does not apply to things that are only momentary, such as a *Fire Bolt* or similar elemental attacks. This category includes *Wall* spells, illusions and phantasms, the Creations list, and *Symbols*.

Defensive: Defensive Rituals deal with powers of avoidance, deflection, or resistance of harm. They include spells granting defensive (RR, DB) bonuses, spells providing improved Armor Type, and spells that block attacks.

Destruction: Rituals of Destruction deal in direct destruction. They include most Sorcerer spells, dispelling, and *Repel Undead* spells. They do not include spells that create elemental material which then causes damage, it relates to magic effects that directly damage or disrupt the target.

Elemental: Elemental Rituals are those that deal with the six elemental types known to the Magician: Earth, Fire, Ice, Light, Water, and Wind, as well as the more general "elemental" powers of weather generally.

Healing: Healing Rituals deal in powers of restoration. Most commonly, these will involve the healing of broken bodies, but this category of ritual includes the mending of broken minds and spirits, the mending of the sundered bond between body and soul (and thus *Lifegiving*), and the mending of damaged non-living objects.

Informational: Informational Rituals deal with information, either gathering it or transmitting it. This includes sense augmentation (e.g., *Nightvision*), detections, divination, delving, analyses, and spells of communication.

Summoning & Transportation: These rituals deal with movement, be it at a slow pace or instant transference. This includes inter-dimensional movement and so covers the summoning of demons and others not native to the mortal world. Spells allowing one to fly or walk

on ceilings, spells of creature summoning, and teleportation effects all fall within this category.

Base, Open, Closed, Arcane, Restricted (Spell Lists)

Developing a spell list gives a character the ability to cast spells from that list. The number of ranks a character has in a list determines the level to which he can cast from that list (e.g., if a character has 8 ranks in Fire Law he can cast any spell from the Fire Law list up to 8th level). The number of ranks plus realm stat (once) is also added to the Spellcasting Roll when a spell is cast. The full skill bonus in a Spell List is used for Spell Mastery: attempts to change the spell when it is cast (e.g., making a *Fire Ball* diameter smaller or shaping a *Wall of Fire*). Other uses are occasionally specified in certain spells. There are 4 different Spell List skills: Base, Open, Closed, and Restricted, with each individual spell list as specializations.

Specializations: Each Base, Open, Closed, Arcane, or Restricted Spell List

4.22. Subterfuge

(Ag/In/SD) Subterfuge skills deal with avoiding detection and making maneuvers without being noticed. The difficulty depends on the specific skill.

Ambush

Ambush is the ability to make a very precise attack and can only occur when the opponent is completely unaware of the character's attack. In such a situation, the ambushing character makes an attack roll as normal (with a bonus for surprise and frequently for a rear or flank attack). If a critical is obtained, the character may modify his roll on the appropriate Critical Strike Table. The roll can be adjusted by any number up to the character's ranks in the Ambush skill. This adjustment may be either up or down. Because position is relatively unpredictable in a general melee situation, Ambush skill rank is halved if the foe is already in a melee situation. A character must still be able to strike undetected before the foe can react.

If the target is killed or knocked unconscious from the attack, the Ambush skill can also be used to make the attack silent. An Absolute Maneuver roll is made and if

successful then the attack and target do not make any noise (unless the GM determines the type of attack cannot be made silently). The difficulty of the maneuver should be based on how loud the attack made is, and how close any observers are.

Specializations: each Combat Training skill (e.g., Melee, Directed Spells, Ranged).

Hiding

Hiding is the skill to hide items or groups of item of any size (e.g., building, campsite), or even people using the environment, taking advantage of lighting, and using camouflage where appropriate. For an individual character trying to remain unseen either moving or stationary, use the Stalking skill.

Stalking

Stalking is the ability to move in silence and unseen, using camouflage and shadows to conceal your presence. The difficulty of the maneuver using this skill is determined mainly by the surroundings. It will be easier in a dark, shadowy area with a lot of cover, but more difficult in brightly lit areas without cover. Similarly, moving across a smooth surface with lots of ambient noise makes it easier to not be heard. Stalking is opposed by Perception skill.

4.23. Technical

(Ag/In/Re) Technical skills cover the knowledge, design, use and maintenance of mechanical devices (construction and major repairs require an appropriate crafting skill). Some devices may require tools in order to use, activate, or deactivate. Technical maneuvers are most often Absolute Maneuvers, with a difficulty based on the complexity of the device. The complexity combines the sophistication of the device with the difficulty in unlocking/disarming/using it. A device may be relatively simple in construction yet be extremely difficult to unlock, disarm, or operate.

Locks

This skill includes manipulating and picking locks without a key, maintaining locks, changing user-adjustable locks, and the design of locks (actually manufacturing a lock would require an appropriate

Crafting skill). Some suggested difficulties for locks: simple shackle lock (Easy), Combination or tumbler lock (Hard to Extremely Hard), Double key tumbler/dual combination lock (Sheer Folly). Special tools or circumstances may further modify the complexity. For instance, a lock made of special materials, a broken, jammed or seized lock, or any other circumstance beyond normal may increase or decrease the difficulty of a given task.

Mechanics (Technics)

This skill relates to the operation **or** repair and construction of technology. In most fantasy environments, mechanics will be a singular skill covering all possible mechanical and hydraulic (pumps) devices. At higher tech levels, this skill should become more and more specialized.

Operation covers the proper use of technological

Table 4-19: Technical Maneuvers	
Roll	Result
< 1	Absolute Failure You manage to ruin a tool of your trade through carelessness and frustration, and get -25 to all future uses of this skill*. Is this your idea of fun?
1 - 75	Failure Your attempt fails utterly and you are dejected. If this is a trap there is a 20% it will activate, affecting you. You may not try this problem again for 24 hours.
UM 66	Unusual Event As you are working on it, the mechanism activates, but incompletely. You have both hands occupied in the mechanism and if you let go with either hand it will activate or otherwise damage you. Hopefully, you brought a friend...
76 - 100	Partial Success Unusual complications have arisen. Nothing you can't handle, but it's going to take some extra time. You may attempt to finish your work at -10.
101 - 175	Success You perform your task with admirable skill. Now quit patting yourself on the back and get back to work!
176 +	Absolute Success Your subtle technical mastery is reflected in your remarkable success. You may perform this specific maneuver at a +20 (non-cumulative) until you receive an Absolute Failure.

* until an Absolute Success is achieved

constructs, getting the maximum possible results out of them, and avoiding overstressing them to the point of breakage. Mechanics can be used to operate parts of a vehicle as long as it is not in motion, but in motion the vehicle will require the Piloting skill.

Repair & Construction allows a character to assemble technological constructs from parts or to identify jams or replace damaged parts. Construction or repair of broken parts requires an appropriate crafting skill, and crafting new, original devices requires the Engineering (Science category) skill.

Specializations: *Operation, Repair & Construction*

Traps

This skill is used for setting up, maintaining, or disarming devices intended either to harm or capture the creature who sets it off, or to set off an alarm. Some suggested difficulties for traps: snare trap, bells on a string alarm (Easy), tripwire (Medium), pressure plate (Hard to Extremely Hard), vibration, air pressure, magical or light triggers (Sheer Folly or harder). Special tools or circumstances may further modify the complexity. For instance, a trap designed with extra triggers designed to set it off if tampered with, well concealed or covered parts, or extra useless parts to make it more confusing could all increase the difficulty of disarming the trap.

This skill can also be used on a discovered trap to assess it, and figure out ways to avoid it without disarming it (e.g., “The pressure plates take 100 pounds of pressure to trigger the trap, so if we lie down and drag ourselves across the floor we shouldn’t set them off”). This may be more or less difficult than disarming the trap, depending on the specifics of the triggering mechanism.

4.24. Vocation

(Em/Me/Re) Every occupation includes a lot of small skills that are not covered by any other skill in this list. A sailor may know how to tie knots, a valet may know exactly the right clothing to wear to a winter ball, a soldier knows whom and how to salute, an office worker knows how to type, etc. A specific occupation or field must be specified when ranks in this skill are developed, and any actions that the player can justify, and the GM accepts, may be attempted with this skill. Vocation is intended as a general catch-all for the multitude of minor skills that someone in an occupation would know. It is not intended to replace several other skills with a single skill!

Administration

This skill includes vocations that deal with managing, administrative and organizing.

Specializations: *Bookkeeper, Librarian, Officer, Manager, Quartermaster, Seneschal*

Service

Vocations that primarily deal with interaction and providing services to others are part of the Service skill.

Specializations: *Guide, Miner, Researcher, Teacher, Valet*

Trade

This skill includes vocations that are more focused on specific set of trade related skills.

Specializations: *Farmer, Miner, Sailor, Scribe, Soldier, Teacher, Trapper*

5. Talents

Every person is unique, and while characters can differ by profession, stats, and skills, there tend to be other differences that are not covered by those variations. Talents offer a special benefit or bonus, while flaws give some sort of disadvantage or penalty. The term ‘talents’ is used throughout but can refer to either talents or flaws.

A sampling of talent descriptions are given here, but are by no means exhaustive. Gamemasters may design talents based on the setting, or may approve player-designed talents. However, talents are not automatically available to take, unless the Gamemaster specifically allows them. Almost all talents modify or change the way the rules work, so they are far more likely to create problems in game balance than are skills. Additionally, talents may be inappropriate for some settings.

When purchasing talents, there should also be some source, background, or reasoning for the talent; talents with which the character starts should be woven into that character's background, while talents acquired later should develop as a consequence of the character's experiences.

Purchasing Talents

Talents cost Development Points, just like skills. However, the costs are fixed for all professions, and they cost more than most skills. Flaws cost negative Development Points, which means they ‘give back’ points which may be spent on other things. They may be taken during character generation or as part of a level advancement. However, if the flaw does not hinder the character, it cannot be taken. If a player asks for his fighter to be able to take “Inept: Power

Table 5-1: Maximum Talent Costs	
Power Level	Maximum DP
Average	10
Superior	20
Heroic	30
Legendary	40
Epic	50

Development I”, he must actually take a rank in Power Development.

Many talents give a benefit and

cost in multiple tiers, with the least powerful tier being

assigned a Roman numeral I, while additional tiers are more effective (and more expensive) as they go up the Roman numerals. Most talents have 5 (V) or fewer tiers, although some have up to ten (X). When the talent is taken, the tier must be specified and paid for.

If a character improves a talent to a higher tier, he must pay the cost of the higher tier minus the cost of the current tier. If a character wants to reduce or remove a flaw, he must pay the cost difference between the current tier and the tier it is being reduced to.

Example: *Sigurd takes ‘Prodigy II’ (Tier II) in Lore: Undead and thus gets +10 bonus (+5 / Tier) to the skill for a cost of 10 DP (5 DP/Tier x 2 Tiers). He later is captured by a necromancer and held in a hanging cage, where he can observe the undead at a closer proximity than is normally possible for the living, and then is rescued a month later. To reflect his new perspective on the undead he wants to improve this talent to Tier III (15 DP) and so pays the difference of 15 (Tier III) – 10 (Tier II) = 5 DP to increase his bonus from +10 to +15.*

Example: *A troll character wants to reduce “Light Sensitivity III” (-30 DP) to “Light Sensitivity II” (-20 DP) before starting play. The GM and player decide that his family was bred as an improved breed of sunlight resistant troll and he pays the difference of 10 DP to reduce the penalty.*

Some of the more expensive talents may upset game balance in a campaign. The game’s Power Level determines the maximum number of DP that may be spent on a single talent as indicated in Table 5-1. The assumed Power Level, unless the Gamemaster decides otherwise, is Superior.

Restricted Talents

Talents or flaws may be modified to only have an effect in certain situations. For example, a wizard may have a magical talent that only works during the day, or dwarves get a penalty to Endurance, but only while swimming. In these cases the cost of the talent or flaw should be cut in half. As always this is subject to the GM who may rule the cost should be higher or lower

depending on how common the situation is deemed to be.

5.1. Birth

Birth talents can normally only be purchased during character creation (or come as a racial talent). However, in some unusual, magical, or divine circumstances, the Gamemaster may allow them to be purchased during normal character advancement.

Acute Hearing 4 / Tier

Poor Hearing -3 / Tier

You have a heightened (or deficient) sense of hearing, providing ± 5 / Tier to Perception rolls involving hearing.

Acute Smell 3 / Tier

Poor Smell -2 / Tier

You have a heightened (or deficient) sense of smell, providing ± 5 / Tier to Perception rolls involving smell.

Acute Taste 2 / Tier

Poor Taste -1 / Tier

You enjoy a superb (or deficient) sense of taste, providing ± 5 / Tier to Perception rolls involving taste.

Acute Touch 1 / Tier

Poor Touch -1 / Tier

You have unusually sensitive (or deficient) tactile senses, providing ± 5 / Tier to Perception rolls involving touch.

Acute Vision 6 / Tier

Poor Vision -4 / Tier

You have heightened (or deficient) sight, providing ± 5 / Tier to Perception rolls involving vision.

Ambidextrous 10

You are able to use either hand equally well for all maneuvers and activities. The normal -20 penalty for off-hand usage does not apply.

Darkvision 10 + 5 / Tier after I

You can see 10' + 10'/Tier feet even in complete darkness. (Usually you must also have the Nightvision

talent, but the GM may choose to allow it to be taken alone for some setting-specific reason).

Empathy

20

You can read emotions of those within 25'. If a target is trying to hide his emotions, he gets a Resistance Roll vs. your level; Success means that you cannot "read" that target for 24 hours. This ability grants a +50 bonus to Social Awareness when appropriate.

Extra Sense

5 / Tier

You can sense something that normally cannot be sensed (allowing Perception rolls). This sense must be specified, when taken, and appropriately described (e.g., "Able to smell fear" or "can feel evil magic"). The GM should be wary about how broadly a sense is described, and may narrow it, or require it be purchased multiple times. Use Table 5-1 for the Tier of the sense based on how it works.

- **Tier I:** Sense things inside body or affecting character (i.e., like taste).
- **Tier II:** Sense things in contact with body (i.e., like feel/touch).
- **Tier III:** General sense of direction and intensity (i.e., like smell). Can attack otherwise unseen targets at -50.
- **Tier IV:** Direction, intensity, and distance, weak on specific details (i.e., like hearing). Can attack otherwise unseen targets at -25.
- **Tier V:** Can sense in specific detail (i.e., like sight), can target attacks normally using just this sense.

Fast Healer

10

Slow Healer

-10

You recover faster or slower than normal. Recovery times are cut in half (Fast Healer) or doubled (Slow Healer).

Golden Throat

5 / Tier

You have a soothing and calming voice. This gives +10/Tier to any maneuver to verbally calm or persuade (Charm, Singing, Leadership, etc.).

Increased Size 35 / Tier

Decreased Size -35 / Tier

You are one size (for each Tier) larger or smaller than medium.

Increased Stride 1 / Tier

Decreased Stride -1 / Tier

Your base movement rate is increased or decreased by 2'/round for each tier.

Immortal 10

You are immortal and thus do not physically age, and are immune to most diseases that affect mortals.

Look of Eagles 10 / Tier

With the gift of inspiration, you get +10/Tier to all Leadership maneuvers and followers get a +2/Tier to fear RRs.

Iron Will 4 / Tier

You have formidable willpower, and get a bonus of +5/Tier to Resistance Rolls versus mental spells (attack, informational, or otherwise).

Magical Resistance 5 / Tier

Magical Vulnerability -5 / Tier

You have an innate resistance or vulnerability to one of the realms of magic and receive +5/Tier or -5/Tier to all Resistance Rolls versus that realm.

Natural Armor 5 / Tier

Your skin (hide, carapace, etc.) is resistant to attacks, as if you were wearing armor. This natural armor moves naturally with you and incurs no encumbrance or maneuver penalties. It also does not interfere with magic, so provides no RR bonus against spells, nor does it hinder your own casting.

Natural Weaponry 5

You have some type of natural weaponry (e.g., a Bite, Claw, Sting, Horn, etc.) and may develop skill with it and make attacks equal to your size. Use the Enhanced Attack talent to increase or decrease its size. This allows

creatures to get an attack at -1 size for free, although one cannot receive points for taking natural weaponry at less than -1 size.

Neutral Odor 10

You naturally have a very weak odor. This makes all attempts to perceive your presence based upon the sense of smell operate at -50. This penalty may be reduced if you are carrying any objects or equipment that carry strong odors (e.g., garlic, rotting fish).

Nightvision 10

You can see in dim light, equivalent to nighttime conditions, as well as a human can see in daylight. Range is still limited by environmental factors (e.g., haze, fog).

Perfect Pitch 7 / Tier

You have perfect pitch and are able to reproduce any pitch with either your voice (if possible with your vocal cords) or an appropriate instrument. This allows you to play most pieces of music after hearing them. You get +10/Tier to any Performance Art: Singing or Play Instrument skill. This cannot be combined with Golden Throat to get a higher bonus to Singing. Use the talent with the highest bonus.

Physical Resistance 5 / Tier

Physical Vulnerability -5 / Tier

You have an innate resistance to physical ailments (e.g., poison, disease) and receive +5/Tier or -5/Tier to all Physical Resistance Rolls.

Resistance to Elements 4 / Tier

You get a bonus of +5/Tier to DB, RRs, and Endurance versus one of: Cold/Ice, Heat/Fire, or Electricity/Light attacks. If the effect is a fixed critical and none of these bonuses apply, the critical is reduced by 1 severity for every 2 Tiers. Resistance applies to extreme environmental conditions as well (Resistance to Heat/Fire would give Endurance bonus when traveling in an extremely hot desert).

Slow Bleeder**25 / Tier**

Your body has an abnormal ability to clot bleeding wounds. Bleeding injuries are automatically lowered by 1 hit/round for each Tier. This can be reduced to 0. This only affects the bleeding injury in the moment it is inflicted; it does not clot 1 point of bleeding each round.

Superior Stat**5 / Tier****Inferior Stat****-5 / Tier**

An average being of your race is superior (or inferior) in one of the 10 statistics over the average human. You get +1/Tier (Superior Stat) or -1/Tier (Inferior Stat) to the stats bonus. This talent can only ever be taken as a racial talent.

Tough**3 / Tier****Fragile****-3 / Tier**

You are exceptionally tough (or fragile) and have a higher (or lower) pain tolerance than others. This grants a +5/Tier (Tough) or -5/Tier (Fragile) modifier to base hits. Base hits are normally equal to 25.

Vigorous**5 / Tier****Feeble****-5 / Tier**

You have incredible stamina, or suffer from a lack of it. You get a +10/Tier (Vigorous) or -10/Tier (Feeble) modifier to all Endurance rolls.

5.2. Combat

Most combat talents are taken in one specific attack (a Combat Training skill) and will usually specify a specific kind of skill (e.g., melee, ranged). The GM may restrict these combat talents by the particular fighting style (e.g., a style utilizing long blades allows access to the Aggressive and Enhanced Attack talents). The GM is encouraged to design specific styles with new and unique combat talents. Melee attacks specified in talents refer to any Combat Training skill that is used in Melee, including Melee Weapons, Shields, or Unarmed.

Adrenal Defense**5 / Tier**

You have tightly integrated defensive maneuvers into your melee fighting style (Melee Weapons or Unarmed specialization), giving you a Defensive Bonus of +5/Tier.

You must be aware of the attack and actively using the skill this talent applies to. Encumbrance penalty applies to the bonus granted from this talent.

Deadeye**7 / Tier**

You have uncanny aim with a ranged weapon. All range penalties for a specific ranged Combat Training skill may be reduced by up to 10/Tier.

Enhanced Attack**10 / Tier****Lesser Attack****-5 / Tier**

You are able to put an incredible amount of momentum and power (Enhanced Attack) into one of your attacks (e.g., Bite, Striking). Its size is increased by +1 size/Tier. Alternately, your attack is weak relative to your size (Lesser Attack) and is decreased by -1 size/Tier.

Foiler**7 / Tier**

You have incorporated moves in your fighting style (a Combat Training Melee specialization) designed to cause your opponent to mishandle his weapon. Any round you use this skill, any foe attacking you that you are aware of has the fumble numbers of all his weapons increased by 1/Tier.

Pressing the Advantage**10 / Tier**

You have an aggressive fighting style (with a melee attack skill). Every time you inflict a critical on your opponent you get a +5 OB/Tier to your next attack against this foe.

Quickdraw/Quickload**7**

You have mastered drawing a weapon or loading a missile weapon quickly. Drawing or loading for a specific Combat Training skill is treated as instantaneous (0 AP) rather than 1 AP.

Opportunistic Strike**15**

You have learned to take advantage of your foe's misfortunes (with a melee attack skill). If in melee combat with a foe, and your foe fumbles, you may make an immediate (0 AP) attack roll against him (in addition to any normal attack that round).

Riposte 20

When using all of your OB to parry with a specific Combat Training skill you may attempt a riposte attack. If the parry is effective (no hits delivered), you may make an immediate (0 AP) attack with an OB of 50 – the foe's parried attack roll. (e.g., an attack roll of 35 would result in a +15 riposte attack).

Sense Weakness 20

You are able to sense a foe's weakness by making a Perception roll (Concentration action for one round) while observing the foe for 1 round. With a Success, you may reroll a critical against him (the second roll stands).

5.3. Discipline

Frenzy 20

You can enter a frenzied rage with a successful Adrenal Focus maneuver. While frenzied, you gain a +5 Strength bonus, your attacks are treated as +1 Size, and you suffer no penalties due to hit loss. Instead of falling unconscious at 0 Hits, you will continue to fight until you reach negative hits equal to your Body Development skill, at which point you will fall unconscious and begin to die. While frenzied, you get no Defensive Bonus other than that due to magic and are unable to allocate OB to parry attacks. Furthermore, you will always attack the closest creature (medium Perception roll required to distinguish friend from foe) and an Adrenal Focus maneuver is required to exit the frenzied rage. If there are no animate targets left to attack, you will destroy anything else within reach until knocked unconscious or you make a successful maneuver to come out of frenzy.

Light Sleeper 10

Heavy Sleeper -5

As a light sleeper you receive a +25 bonus to Perception rolls to awake from sleep and subsequent rolls to act after awakening. As a heavy sleeper you are difficult to awaken and receive a -25 to Perception rolls to awaken. The difficulty of the maneuver is set by the GM depending on the conditions.

Efficient Sleeper 5 / 10

Restless Sleeper -4 / -8

As an Efficient Sleeper you require less sleep than most people, able to get benefits from 3 hours (Tier I) or 2 hours (Tier II) of sleep as others do in 4. As a Restless Sleeper you toss and turn and have a hard time getting restful sleep and thus must sleep 5 hours (Tier I) or 6 hours (Tier II) to get the benefit of 4 hours.

5.4. Magical

Eloquence 15 / Tier

You are exceptionally gifted at magic and receive +5/Tier to all Spellcasting rolls.

Extended Reach 10 + 5 / Tier

You are able to cast Touch spells from a single spell list with a range of 5'/Tier. Any range modifiers apply normally, using the actual range.

Graceful Recovery 8 / Tier

You have a lower chance of catastrophic failure when casting spells. Spell Failure rolls are reduced by up to 5/Tier (to a minimum of 1).

Hybrid 25 / Tier

You gain access to another realm of magic (Channeling, Essence, or Mentalism). The new Realm is treated as one of your realms for all purposes. The Realm stat for a Hybrid is the lower bonus of the two realms (or the lowest of all three if three realms).

Power Recycling 10 / 20

When you fail a spell you are able to recover ½ (Tier I) or all (Tier II) of the Power Points used.

Quick-Caster 10 / 20

You are particularly adept at quickly casting spells from one of your spell lists. The number of Action Points (normally 2-4 AP) required to cast a spell from the list is 2-3 AP (Tier I) or 2 AP (Tier II).

Scope Skills

20 / Tier

Spells from one of your spell lists affect a greater area than normal and have their radius or # of targets increased by +100%/Tier.

Spatial Skills

10 / Tier

Spells from one of your spell lists work at greater distances than normal and have their ranges increased by +50%/Tier.

Subconscious Discipline

10 / Tier

You are able to extend the duration of your Concentration based spells beyond your actual time of concentration. The spell will continue for half (Tier I) or the total (Tier II) rounds spent concentrating after concentration has ceased.

Subconscious Preparation

20

You count as having prepared one round longer than you actually have (no rounds of preparation counts as 1 round, 1 round preparation counts as 2, etc.).

Temporal Skills

10 / Tier

Spells from one of your spell lists last longer than normal and have their duration increased by +50%/Tier. This only affects spells that have a duration.

5.5. Other

Animal Empathy

10 + 5 / Tier

You have an affinity with a particular kind of animal. Any maneuvers involving one type of animal (dogs, cats, marine mammals, fish, hooved mammals, etc.) are at +25. In addition, if the character associates with an animal of that type for one month, the pair will be able to communicate empathically to a range of 100'. For each Tier beyond Tier I, the range is increased by 25'.

Destiny Sense

10 / 20

You instinctively know the direction (Tier I) or direction and distance (Tier II) that will take you to a specific goal. This can be used once per day.

Prodigy

6 / Tier

Inept

-4 / Tier

You have some unusual innate ability or supernatural aid that gives a bonus of +5/Tier to a single skill (all specializations). Or, you are inexplicably jinxed and suffer -5/Tier to all maneuvers in a single skill (all specializations).

Visions

20 + 10 / Tier

You are able to receive spontaneous visions of persons/places/objects based upon objects that you touch with your bare skin. The details of the vision are at the discretion of the GM, but should reveal details of a significant event relating to the object, if any. (That a knife was touched by a rat two days ago is usually an insignificant event, that it was used to murder someone a week ago is usually very significant). This can be used one time a day for every Tier.

5.6. Additional Flaws

Revulsion

-15

You cannot stand the sight of blood. Each round a bleeding character (or a bloody corpse) is in view, the character must make a Fear/Terror RR equal to the amount of bleeding that is visible (so if the character can see two combatants, one bleeding 3/round, and one bleeding at 2/round, the fear RR is vs. a level 5 attack). Treat bloody corpses as 10/round bleeding for this calculation.

Distinct Odor

-10

The character with this flaw has a distinct odor, which will transfer to objects the character touches with bare skin. This grants a +50 bonus to Perception and Tracking efforts based on smell. (If the odor is foul or unpleasant enough to harm social interactions, the character should also take the "Inept" flaw for Influence skills).

Disturbing Voice

-10 / Tier

The character has a grating or annoying tone of voice. This gives a penalty of -20/Tier to any maneuver to verbally calm or persuade (Influence skills, Performance Art: Singing, Leadership, etc.)

Missing Sense **varies**

You are completely missing a sense: taste (-5), feel/touch (-10), smell (-10), hearing (-15), or sight (-20).

Light Sensitivity **-10 / Tier**

You cannot take direct sunlight, and you are at a penalty of -25/Tier when in bright light equal to direct sunlight. (This penalty is reduced by 25 in light equal to a cloudy day, by 50 for partially shaded or cloudy conditions, and by 75 in full shadows such as under storm clouds or heavy tree cover).

Math Illiterate **-10**

You never learned basic math and have a very hard time with numbers. You cannot add or subtract without your fingers, cannot multiply at all, and cannot count higher than 20.

Mumbler **-10 / Tier**

You get a penalty of -5/Tier to all Spellcasting rolls.

Inglorious Failure **-6 / Tier**

When you suffer a Spell Failure, your Spell Failure roll is increased by 5/Tier.

Uncoordinated **-10 / -20**

You are terribly uncoordinated and have a difficult time moving and performing other actions. Penalties to actions made while moving are treated as if you were moving 1 pace (Tier I) or 2 paces (Tier II) higher than your actual pace.

6. Equipment

The infinite variety of cultures, places, and situations found in role-playing games makes it impossible to completely generalize economic systems and prices. Each world usually has one or more of its own coinage systems, with some based on the worth of the coins' component material or craftsmanship while others are tied to the society's faith in the coins' producer or guarantor (e.g., the government backs its wooden nickels).

Obviously, a world rich in varying political entities and cultural groups rarely relies on only one coinage system. Silver might be worth more than gold in certain regions (although this would require considerable isolation to remain stable), while other locales may value stone pieces or have no coinage at all. Barter, after all, is the norm in most places lacking a central authority.

Table 6-1: Coinage Standards

1 gold piece (gp)	=	10 silver pieces
1 silver piece (sp)	=	10 bronze pieces
1 bronze piece (bp)	=	10 copper pieces
1 copper piece (cp)	=	10 tin pieces
1 tin piece (tp)	=	10 iron pieces
1 iron piece (ip)		

Rolemaster uses coins of different (primarily silver, copper and bronze) values that

provide a comparative standard in order to regulate exchange, as shown in Table 6-1. This helps people compare the values of their goods, even if they are simply trying to trade six ferret skins for a sheep hide. It also makes it easy to weave a localized jade-based economy into an imperial system that embraces silver as its standard. The weight of individual coins can vary greatly with typical fantasy coins falling between 1/10 and ¼ of an ounce.

Table 6-2: Starting Money

Wealth	Money
Very Poor	2 sp/level
Poor	10 sp/level
Modest	20 sp/level
Rich	30 sp/level
Very Rich	50 sp/level

Not all goods will be available in all settings, or even in all locations in a particular setting, and prices will also vary according to

circumstances and the setting. The values given in the tables for cost and production time can vary depending

on economy and technology. Similarly weight, overall size, and strength can vary depending on its construction and quality of materials. Expanded tables and rules for equipment can be found in *Treasure Law*.

Starting characters must outfit themselves by buying equipment with some amount of starting money with which to buy equipment. Unless given other equipment by the Gamemaster, characters are assumed to begin only with climate and cultural appropriate clothing. A character's starting money depends on the setting (and possibly character background) and will be assigned a wealth category by the Gamemaster as shown in Table 6-2.

The equipment listed is assumed to be of medium size. To determine cost and weight for items of different sizes (see Table 2-4) multiple the cost and weight by x4 for every size above medium (e.g., x4 for big, x16 for large, x64 for huge) and divided by 4 for every size below medium (e.g., ÷4 for small, ÷16 for tiny, ÷64 for diminutive).

6.1. Breakage

Surprisingly, when you use a weapon to beat on things, it wears down and can break. When you use lock picks at some point one may break in the lock. Whenever a maneuver that uses any sort of equipment results in a roll of 33 or 77 (even if rolled on an open-ended roll), a breakage check must be made. Additionally, if a weapon or piece of equipment is used in a capacity that it was not designed for, the GM may also call for a breakage check. Combat may also result in additional breakage checks due to fumble or critical results.

To check for breakage, a d100OE roll is made, adding in the item's strength due to design and materials, but subtracting any penalties incurred from previous breakage. Consult Table 6-3 to determine the result of the breakage roll.

For ammunition, which breaks frequently, a single breakage roll is made for each type of ammo. Use the ammo column on Table 6-3 to determine the % of ammunition recovered.

Breaking Objects

Sometimes characters may want to break items on purpose by punching or smashing them. Hitting items to break them is not like a normal attack against a living creature, and blows are assumed to hit automatically. The item makes an immediate breakage check subtracting the character's Strength bonus and any additional factors the GM feels should apply (e.g.,

Table 6-3: Equipment Breakage		
Roll	Result	ammo
< 1	Absolute Failure	0%
Hopefully, this wasn't a keepsake, or wanted in any way, because it is broken. Did you come prepared with a backup?		
1 - 75	Failure	10%
Even quality items cannot take such punishment over and over again. The item has been damaged and is at -10 until repaired.		
UM 66	Unusual Event	25%
Perhaps it's weird lighting, or your growing senility, but the item is not as damaged you believed it to be. If a failure, it turns out the damage is only temporary. If a success, the item has miraculously been repaired of prior damage (reduce damage to item by up to 10).		
76 - 100	Partial Success	50%
The item was either hit in the right spot, or the creator cut some corners in the durability department. In any case the item is at -5 until it is repaired.		
101 - 175	Success	75%
What a finely crafted item this is. Despite the beating that it receives it holds steady and true. If you are religious man, this is a good time to thank your patron.		
176 +	Absolute Success	100%
This item must be made of the FINEST MATERIALS KNOWN TO MANKIND! It appears completely impervious to damage. Maybe it's magic! Maybe it's been blessed! Or maybe the damage was just paltry.		
Modifiers		
+ ST	Inherent item strength representing durability	
+ Qual	Quality and/or material modifier	
- Dam	All damage penalties from previous checks	

breaking a flask with a hammer might be an additional -50 to the item's Strength).

Some objects may have incredibly high strengths of several hundred or more, such as a boulder or wall, and

will obviously not break on the first attempt. In these cases the GM must determine the rate at which the object's strength degrades due to damage. In non-tactical situations this can be used to determine how

Table 6-4: Equipment Repair	
Roll	Result
< 1	Absolute Failure Due to your ineptitude, the item breaks. If it was already broken, then you make a huge mess and the item is unrepairable. And everyone laughs at you.
1 - 75	Failure Despite, or perhaps because of, your efforts, the item remains broken or damaged. You are probably better off buying a new one, hope it wasn't sentimental.
UM 66	Unusual Event You're a clever one (you think). You don't manage to repair the item exactly, but rather jury-rig it, which is then either functional (Success or higher) or completely non-functional (Failure or less). Either way it looks makeshift and kind of stupid.
76 - 100	Partial Success Either your skill is lacking or your heart wasn't into it. A completely broken item cannot be repaired, although any damage penalties may be reduced by half.
101 - 175	Success A thorough, complete and solid piece work. You completely repair a damaged item, or fix a broken item (with a permanent -10 penalty)
176 +	Absolute Success You are a repair-wizard! You manage to completely repair a damaged or broken item as good as new. Too bad your mastercraft skills are not being used to make new unique works.

long it takes to break the object (object strength is reduced to 0). In tactical situations, the object makes a breakage roll when its strength is reduced below 200 and another one every round that the strength is further reduced.

6.2. Repairing Items

Equipment can be repaired with appropriate crafting skills and proper materials by making an Absolute Maneuver and resolving using Table 6-4. The GM will determine a difficulty based on the materials and tools at hand. The damage penalty of the equipment applies

to the repair maneuver roll. If the item is broken outright, then a penalty of -100 applies.

Below are some example skills used for repairing items, this is not an exhaustive list; any crafting skill appropriate to the item can be applied.

- Leather-working: Leather armor and other items (e.g., leather parts of weapons, armor straps) given appropriate tools and raw materials.

- Metal-working: Metal armor, shields, metal weaponry and other metal items can be repaired given appropriate facilities (i.e., forge).
- Wood-working: Wood items, including weaponry, structures and other objects can be repaired with appropriate tools.

Table 6-5: General Equipment (1)

Good	Cost	Prod Time	Weight (lbs)	Strength	Notes
Arrows (20)	4 bp	1 day	3	15	Wooden shafts and iron tips
Backpack	2 bp	1 day	3	-	Leather or canvas. Holds 20 lbs; 1 cu'.
Bedroll (light)	2 bp	.5 days	5	-	Wool blanket. 2 season.
Bedroll (heavy)	7 bp	1 day	9	-	Wool/fur. 4 season.
Boots	1 sp	3 days	3.5	20	Leather.
Brush (writing)	5 cp	4 hrs	0.25	-	Wooden shaft with hair bristles. Capped.
Bucket	4 bp	1 day	2.5	35	Copper. Holds 3 gallons.
Caltraps (5)	8 bp	1 day	2	75	Portable spike traps.
Candle	4 cp	.5 days	0.25	-	Wax or tallow. Lights 20' dia; burns 2 hrs.
Case	4 sp	2 days	1	20	Water-resist. leather. 12'x3'x6'.
Cask	24 bp	1.5 days	5	20	Wood. Holds 4 gallons.
Chain	6 bp	1 day	9	80	Iron. 10'.
Chalk (10)	2 bp	2 hrs	0.25	-	White. 5" long
Charcoal	22 cp	.5 days	1	-	Hot 4 hr fire.
Chisel	9 bp	1 day	1	75	Iron. -40 dagger.
Cloak	9 bp	1 day	2.5	-	Heavy linen or wool.
Clothes	5 bp	1 day	2.5	-	Linen pants and shirt
Climbing pick	28 bp	1 day	2	65	Iron. -15 mattock.
Coat	15 bp	2 days	7	-	Leather or heavy linen.
Crossbow Bolts (20)	11 bp	2 days	3	25	Wooden shafts with iron tips
Fire-starting bow	8 tp	1 hr	0.5	25	Starts fire in 5 min.
Flint and steel	1 bp		0.5	-	Starts fire in 3 min.
Framepack	33 cp	1.5 days	3.5	25	Canvas. Holds 45 lbs; 2 cu'.
Gloves	2 bp	1 day	0.5	-	Heavy leather; lined.
Grappling hook	1 sp	1 day	1	75	Iron.
Hammer	1 sp	1 day	1	65	Iron. -30 mace.
Hammock	1 bp	3 days	2.5	25	Rope; wood spreaders; iron hooks.
Harness	1 sp	2 days	4	-	Leather/iron. Includes bit, reins.
Hat	6 bp	1 day	1	-	Leather.
Hood	16 cp	.5 days	0.5	-	Covers head & shoulders.
Ink	14cp		0.25	-	Black; non-soluble.
Ladder	3 cp	2 days	15	50	Wood. 10'. Bears 400 lbs.
Lantern	12 bp	4 days	1.5	10	Lights 50' diameter.
Lock pick kit	1 sp	2 days	0.5	15	Several small tools

Table 6-5: General Equipment (2)

Good	Cost	Prod Time	Weight (lbs)	Strength	Notes
Mirror	35 bp	1 day	0.5	5	Silvered glass. 6"x4".
Nails (20)	9 tp	3 hrs	0.5	80	Iron. 3" length.
Oar/Paddle	6 cp	7 hrs	4.5	55	Wood. 6'-8'.
Oil flask	3 bp	1 day	1	5	Includes 1 pt oil (6 hr refill).
Padded Undercoat	6 bp	2 days	3	-	Heavy linen or wool.
Padlock	23 bp	2 days	1	85	Iron; with 2 keys.
Paper (10)	12 bp	1 day	0.25	-	10 sheets. 12"x6".
Parchment (10)	2 sp	1 day	0.25	-	10 sheets. 12"x6". Very durable
Pegs (10)	9 tp	2 hrs	2	40	Wood.
Pitons (10)	2 bp	1 day	2.5	65	Iron.
Plank	6 tp	4 hrs	11	40	Wood. 10' x 6" x 2". Bears 350 lbs.
Pole	5 cp	3 hrs	7	30	Wood. 10'.
Pot (cooking)	7 bp	1 day	2.5	80	Iron. Holds 2 gallons.
Quill-pens (10)	4 cp	2 hrs	0.25	-	Goose feather quills.
Quiver	1 bp	1 day	0.5	15	Holds 20 arrows/bolts:
Rope	4 bp	3 days	5	25	Hemp. 50'.
Rope (superior)	12 bp	5 days	3	40	Reinforced hemp. 50'.
Sack (50 lb)	8 cp	2 hrs	2.5	-	Holds 50 lbs. 3 cu'.
Saddle	5 sp	6 days	11	-	Includes stirrups, blanket.
Saddle bag	8 bp	2 days	5	-	Holds 15 lbs. 1.5 cu'.
Saw	23 bp	2 days	2.5	60	Iron. 24" wood-tool.
Scabbard (belt)	25 bp	1 day	1	45	Holds one 1-h weapon.
Scabbard (shoulder)	3 sp	1 day	1.5	45	Holds one 2-h weapon.
Spade	16 bp	1 day	3.5	60	Iron. Wood shaft.
Surcoat	9 bp	1.5 days	1.2	-	Linen.
Tarp	1 bp	2 hrs	4	-	Canvas. 5' x 8'.
Tent	2 sp	2 days	9	-	Canvas. 5' x 8'. Two man.
Tinderbox	2 cp	.5 days	0.25	-	Wood. Enough for 7 fires.
Torch	3 tp	1 hr	1	35	Lights 20' dia. (6 hrs).
Vial	2 bp	2 hrs	0.25	1	Glass. Holds 2 oz.
Waterskin	1 cp	6 hrs	0.25	-	Holds 1 pt (.5 lbs).
Weapon belt	5 bp	.5 days	1	25	Holds 2 scabbards, 3 pouches.
Wedge (staying)	1 cp	1 hr	1	50	Hardwood.
Wedge (splitting)	3 cp	2 hrs	3	80	Iron.
Wire (10 gauge)	9 bp	5 hrs	3	45	Iron. 100'.
Whistle	2 sp	1 day	0.5	25	Wood/iron. 4". Range 1+ mi.

Table 6-6: Armor and Shields									
AT	Name	Cost	Prod Time				Penalties		
			(days)	Enc (%)	Weight (lbs)	Strength	Maneuver	Missile	Perception
Full Suits									
2	Heavy Cloth	95 bp	10	6%	11	30	-20	-5	-5
3	Soft Leather	10 sp	10	7%	13	30	-25	-5	-5
4	Hide Scale	14 sp	15	8%	15	35	-30	-5	-5
5	Laminar	36 sp	25	12%	22	40	-45	-20	-10
6	Rigid Leather	34 sp	19	14%	26	45	-50	-20	-10
7	Metal Scale	39 sp	29	16%	30	50	-55	-20	-10
8	Mail	60 sp	58	21%	39	55	-80	-30	-15
9	Brigandine	55 sp	37	23%	43	70	-90	-30	-15
10	Plate	65 sp	44	25%	46	75	-100	-30	-15
Torso (Chest + Abdomen)									
2	Heavy Cloth	55 cp	2	2%	4	30	-5		
3	Soft Leather	1 sp	2	3%	6	30	-10		
4	Hide Scale	5 sp	7	4%	7	35	-15		
5	Laminar	7 sp	10	5%	9	40	-15		
6	Rigid Leather	45 bp	4	7%	13	45	-20		
7	Metal Scale	10 sp	14	9%	17	50	-25		
8	Mail	15 sp	35	11%	20	55	-35		
9	Brigandine	10 sp	14	13%	24	70	-45		
10	Plate	20 sp	21	15%	28	75	-55		
Helmet									
2 - 3	Light	3 sp	4	1%	2	35			-5
4 - 6	Medium	9 sp	5	2%	4	55	-5		-10
7 - 10	Heavy	15 sp	7	3%	6	75	-10		-15
Vambraces									
2 - 3	Light	3 sp	2	1%	2	35	-5	-5	
4 - 6	Medium	10 sp	5	2%	4	55	-10	-20	
7 - 10	Heavy	20 sp	8	3%	6	75	-15	-30	
Greaves									
2 - 3	Light	3 sp	2	2%	4	35	-10		
4 - 6	Medium	10 sp	5	3%	6	55	-15		
7 - 10	Heavy	20 sp	8	4%	7	75	-20		
Shields									
	Target	35 bp	3	2%	4	65			
	Normal	55 bp	5	5%	9	70			
	Full	7 sp	6	10%	19	75			
	Wall	9 sp	7	20%	37	80			

Note: Weights given based on average human weight of 185 lbs. The "Enc (%)" column is percentage of body weight used to calculate encumbrance (Section 2.2)

Table 6-7: Weapons (1)

							Range								
							Point-Blank (+20)	Short (0)	Medium (-10)	Long (-25)	Extreme (-50)	Absurd (-100)	2-H	Size Adjustment	Attack
Weapon	Cost	Prod Time (days)	Length (ft.)	Strength	Weight (lbs)	Fumble									
Blade															
Dagger	3 sp	1	1'	80	1	3		10'	20'	30'	40'	50'			Dagger
Short sword	7 sp	2	2'	80	3	3							+1		Dagger
Arming sword	18 sp	4	4'	70	2.5	4									Arming sword
Longsword	22 sp	5	5'	75	6	5							y	+1	Arming sword
Epee	16 sp	5	3'	80	1.5	3							-1		Rapier
Rapier	22 sp	7	4'	85	2	4									Rapier
Broadsword	10 sp	3	3'	80	4	4									Broadsword
Claymore	21 sp	5	5'	80	7	5							y	+1	Broadsword
Scimitar	10 sp	3	4'	60	3	4									Scimitar
Long scimitar	19 sp	6	5'	80	6	5							y	+1	Scimitar
Machete	2 sp	1	1'	70	1.5	3							-1		Falchion
Falchion	10 sp	3	4'	60	3	5									Falchion
Great Falchion	25 sp	5	4.5'	80	7	6							y	+1	Falchion
Chain															
Light Flail	7 sp	1	3'	55	3	9							-1		Flail
Flail	16 sp	2	4'	65	6	10									Flail
Heavy Flail	19 sp	5	4'	60	6	10							y	+1	Flail
Hafted															
Hand axe	5 sp	1	2'	55	1.5	3		15'	30'	45'	60'	75'	-1		Battle axe
Battle axe	13 sp	3	3'	55	3	5									Battle axe
Long axe	17 sp	5	5'	60	6	5							y	+1	Battle axe
Blackjack	1 cp	6 hrs	2'	30	2	3							-1		Club
Club	1 cp	6 hrs	4'	35	3	3									Club
Large club	1 sp	12 hrs	5'	40	6.5	4							y	+1	Club
Light Mace	4 sp	2	2'	55	4	3							-1		Mace
Mace	6 sp	2	2'	80	6	4									Mace
Great Mace	12 sp	4	4'	80	8	6							y	+1	Mace
Light stick	1 cp	1 hr	2'	40	1.5	3							-1		Fighting stick
Fighting stick	3 cp	6 hrs	3'	45	3	3									Fighting stick
Quarterstaff	5 cp	1	6'	55	4	4							y	+1	Fighting stick
War hammer	15 sp	2	3'	65	3.5	4									War hammer
War mattock	15 sp	2	5'	55	6	6							y	+1	War hammer
Pole Arm															
Glaive	8 sp	2	8'	55	6	7							y	+1	Broadsword
Halberd	8 sp	2	7'	55	5	7							y	+1	Battle axe/spear
Poleaxe	10 sp	3	6'	60	5	8							y	+1	War hammer/spear
Spear	9 bp	1	6'	35	4.5	4		15'	30'	45'	60'	75'			Spear
Long Spear	12 bp	1	10'	40	6.5	4							y	+1	Spear

Table 6-7: Weapons (2)

							Range								
Weapon	Cost	Prod Time (days)	Length (ft.)	Strength	Weight (lbs)	Fumble	Point-Blank (+20)						2-H	Size	Attack
								Short (0)	Medium (-10)	Long (-25)	Extreme (-50)	Absurd (-100)			
Other															
Whip	2 sp	12 hrs	8'	40	3	7									Grapple
Small net	4 sp	3	5'	40	2.5	6							-1		Grapple
Net	7 sp	4	10'	45	6	7									Grapple
Large net	11 sp	9	15'	50	10	8						y	+1		Grapple
Small rock	-	-	-	70	2	3		10'	20'	30'	40'	50'	-1		Rock
Rock	-	-	-	70	3.5	3		15'	30'	45'	60'	75'			Rock
Heavy rock	-	-	-	90	5	3		10'	20'	30'	40'	50'	y	+1	Rock
Blowpipe	5 cp	1	5	35	3	4		10'	20'	30'	40'	50'	-1		Stinger
Target Shield	35 bp	3	1'	65	4	4							-2		Shield
Normal Shield	55 bp	5	2'	70	9	4							-1		Shield
Full Shield	7 sp	6	3'	75	19	4									Shield
Wall Shield	9 sp	7	5'	80	37	4							+1		Shield
Ranged															
Bola	5 sp	1	5'	30	4	8		20'	40'	60'	80'	100'			Bola
Throwing club	1 cp	6 hrs	2'	35	2	5		25'	50'	75'	100'	125'	-1		Club
Short bow	6 sp	3	3'	80	2	4		60'	120'	180'	240'	300'	y		Short bow
Composite bow	9 sp	7	4'	80	3	4		100'	200'	300'	400'	500'	y		Short bow
Long bow	10 sp	9	6'	85	2.5	5		100'	200'	300'	400'	500'	y		Long bow
Hand crossbow	13 sp	9	3'	75	6	4	10'	70'	140'	210'	280'	350'	-1		Crossbow
Crossbow	11 sp	7	3'	75	6	4	10'	70'	140'	210'	280'	350'	y		Crossbow
Heavy crossbow	25 sp	16	4'	80	10	4	20'	80'	160'	240'	320'	400'	y	+1	Crossbow
Slingshot	3 bp	6 hrs	1'	50	1	4		20'	40'	60'	80'	100'	-1		Sling
Sling	9 bp	12 hrs	2'	95	1	6		45'	90'	135'	180'	225'			Sling
Staff-sling	12 bp	1	5'	95	4	7		45'	90'	135'	180'	225'	y	+1	Sling
Javelin	3 sp	1	6'	40	4	4		25'	50'	75'	100'	125'	-1		Spear
Dart	5 cp	1 (10)	< 1'	25	0.5	3		10'	20'	30'	40'	50'	-1		Stinger

Part II: Arms Law

Combatants attack by making a high open-ended d100 Attack Roll and adding the skill bonus for the attack type (called the Offensive Bonus, or OB). Subtracted from this roll is the defender's Defensive Bonus, or DB. There can also be additional modifiers to one's Offensive and Defensive Bonuses based on a variety of factors such as weapon quality or cover.

All attacks also have a Fumble Range. If the unmodified attack roll falls within the Attack Fumble range (e.g., 1-7), then the attack Fumbles. A roll is made on the proper Fumble table based on the attack type. If the attack is not a Fumble, the resulting total is looked up on the Attack Table for the attack/weapon, using the column for the defender's Armor Type (AT). The result will either be a miss, hits of damage, or hits plus a critical. The attack type determines the type of critical

done. Exact results of a critical are determined by a second roll, which is not open-ended and usually does not have any modifiers. Criticals cause injuries which can have both temporary and lasting effects such as bleeding or broken bones. Different types of injuries can be healed in different ways, but most still require time to recover.

When combat occurs, time is divided into a series of rounds, each 5 seconds long, in which normally 1 action takes place, but there could be a few. Every combatant has 4 Action Points, with actions taking a variable number of Action Points to complete. Melee itself is abstracted, with a round of melee combat representing a series of back and forth blows and parries.

7. Combat

Combat occurs on a different time scale than narrative parts of the game, with movement occurring over short distances and attacks happening quickly. To break up the action into manageable periods and to simplify tracking of durations for spells, injuries, and other effects, action occurs in time periods of five seconds, which are called rounds. Combatants (characters, creatures, or other participants) normally perform one action (e.g., attack or cast a spell) in a round, which may be combined with movement.

Most combat actions, such as attacking and spellcasting, often take the entire round. However, some actions may not take the whole round and may be combined to fill up the round. To allow for this, actions are assigned a number of Action Points (AP) to represent the time required. Combatants receive 4 Action Points every round, unless under a hastening or slowing effect, which may be spent among any number of actions.

7.1. Actions

Actions include any activity the character performs including movement, spellcasting, melee, or retrieving items from a backpack. As shown in Table 7-1, some actions require a fixed number of Action Points, while others are given a range, such as 2 – 4. Actions with a range of AP can be performed more quickly at a penalty of -25 for each AP less than the normal maximum.

Example: *Taor has a long bow (missile attack) which requires 1 – 3 AP. Taor may loose an arrow using 3 AP with no penalty or with 2 AP at a penalty of -25, or with 1 AP for a penalty of -50.*

Table 7-1: Action Points	
Action	AP
Drop item	0
Instantaneous Spell	0
Use shield in melee	0
Shift item to other hand	1
Draw weapon/ammo/item	1
Prone <-> Stand	1
Perception	1 - 2
Ranged Attack	1 - 3
Eat or drink (herb/potion)	2
Cast Spell	2-4
Melee Attack	2-4
Get item from ground	3
Dodge	4
Mount/dismount	4
String Bow	6
Load Light Crossbow	8
Load Heavy Crossbow	16
Pick Lock / Disarm Trap	20
Partial Dodge	C
Hold position (Swim/Climb)	C
Concentration	C
Spell Preparation	C
Movement	special

Concentration

Concentration is different from other actions, as it is spread throughout the round taking focus away from everything else. Concentration does not cost a specific number of Action Points, instead, all other actions performed while concentrating take twice the usual number of AP. Many spells and some skills require concentration, including dodging or defending against ranged attacks using one's Shield skill.

A combatant can concentrate on two things at once, but this requires a Mental Focus maneuver every round. No other action can be made other than movement, which happens at the same time and therefore introduces a penalty (Section 7.2 Tactical Movement). A Movement maneuver should nearly always be required if concentrating. Failure means concentration is broken.

If under an effect which increases the combatant's AP for a round, concentration still doubles the number of AP for all other actions, so it is always half the round. This represents the fact that if slowed or sped up, concentrating still takes half your attention and effort.

Directed Spells

Directed spells are treated as casting a spell (2 – 4 AP), but the attack (using the Directed Spell skill) is included in this action (often a ranged attack such as *Shock Bolt*). Any penalty for using less

than the maximum of 4 AP for casting is applied to both the spellcasting roll and the attack roll.

Instantaneous Actions

Some actions occur so quickly they are treated as instantaneous; the first such action costs 0 AP and is thus a "free" action taking no time during the round. Some spells may be counted as such, which will be clearly indicated in the spell description. Other actions may also occur instantly, such as dropping an item or

yelling out to someone. The first instantaneous action takes 0 Action Points, however any further instantaneous actions performed that round take 1 AP each. This represents the fact that no action is strictly instantaneous. The time required still adds up; it is also difficult to split one's attention between multiple actions in a 5 second period. Note that even though these actions are considered instantaneous, there is still a restriction on how early in the round they may be performed (Section 7.3: Round Sequence).

Perception

A human-like combatant will be aware of everything going on within a 10' radius hemisphere that is directly to his sides and in front of him. Helmets can restrict this field of view, while spells or abilities can increase it. Combatants are not automatically aware of what is going on in the distance, or to their rear or flanks, unless it is large and/or spectacular. (You may casually notice a fireball going off or a 100 foot long dragon dropping into the melee 50 feet away; those sorts of "everyone notices" events are at the GM's discretion) The perception action (i.e., taking a quick glance to look around or spending several seconds to analyze the complete battle) allows the character to discern more than his immediate surroundings. If a combatant spends a full 4 AP examining the area during combat, make two separate full perception maneuvers at no penalty (A hasted combatant may be able to pull off 3 or more full perception maneuvers at 2 AP each).

Round to Round Actions

A few actions may require more than 4 AP such as donning or removing armor, or picking a complicated lock. These actions take multiple rounds to complete and must usually be performed uninterrupted by other actions (although they may be combined with other actions such as movement). It is up to the GM whether an action can be resumed later or must be restarted from the beginning (e.g., removing armor could be done over multiple separated actions with interruptions, but being interrupted while picking a lock may require you to start again).

Spell Preparation

Spellcasters often spend time gathering magical energies and focusing the mind to cast. This is called spell preparation and requires the caster to concentrate. Each round of preparation requires a full round of concentration (doubling the cost of any other action that round as normal), while casting the actual spell is a separate 2-4 AP action in a round following a preparation round. You cannot concentrate to prep and cast a 2 AP spell in the same round x2 for 4 AP, as the preparation action must be complete before the spell casting action, not simultaneous with it. If the caster drops his preparation concentration for a full round without casting a spell, then all benefit from accumulated preparation rounds is lost (the caster does not lose any PP, he merely does not have that power balanced on the edge and ready to go anymore).

Multiple Spells in a Round

Multiple spells may be cast in a single round, if a character has enough activity. Spells normally require 2–4 AP, while instantaneous spells require 0 AP (or 1 AP, if not the first instantaneous action in the round). Each additional spell cast in a round is at a cumulative -50 penalty. Therefore, the second spell cast is at -50, the third -100, etc.

This optional rule can greatly increase the power of spellcasters in the game and the GM should consider it carefully before including it.

7.2. Tactical Movement

Movement is a unique action during the combat round, because it is often combined with other actions, such as casting a spell while moving forward, advancing while drawing a weapon, or charging into combat. As described in Section 2.3: Movement, an action penalty based on one's pace applies to all other actions performed in the round. The Movement table (Table 2-3) from that section is duplicated here.

Pace	BMR	Penalty	Encumbrance Limit
Creep	x1/2	-5	-150
Walk	x1	-10	-100
Brisk	x1.5	-20	-70
Jog	x2	-30	-50
Run	x3	-50	-30
Sprint	x4	-70	-20
Dash	x5	-100	-10

Example Terrain

Easy (+20): Perfectly flat and uniform terrain
Light (+10): Nearly flat surface with no obstacles
Medium (0): Mostly flat and open area
Hard (-10): Rough and rocky road, furnished room
Very Hard (-20): Sloping and rocky, people in the way
Extremely Hard (-30): Modest slopes/rocks, light crowd
Sheer Folly (-50): Numerous obstacles, steep, crowds
Absurd (-70): Dense obstacles, packed crowd
Nigh Impossible (-100): Sheer cliff, tightly packed crowd

The combatant can move up to his BMR x Pace during the round, but the penalty applies to other actions that round. If a roll is not normally required for other actions (e.g., drawing a weapon), then the pace penalty instead applies to the movement roll itself, if one is required. If neither a roll for the action or for the movement is required, then it is assumed that the combination of the two is trivial to perform under these circumstances. Movement into, during, and out of melee combat is handled in different ways depending on the situation.

Example: Mordryn (BMR of 25'/round) needs to move 25' to get his target within range of his spell. He walks the 25' while casting his spell, putting the target in range when the spell is released. Mordryn suffers a -10 to his spellcasting roll for the walking pace.

Example: Sedgewick (BMR of 30'/round) wishes to move backwards at a creep while preparing a spell. Creeping backwards allows him to move up to 15' with a penalty of -10 to all actions. Since preparing a spell does not require a roll the -10 instead applies to the movement roll itself, if one is required. If the area is clear, even terrain the GM may decide to forgo any roll at all. However, if Sedgewick is in tight quarters in the middle of a combat, or backing up over a field of loose rocks, the GM may have Sedgewick make a Running maneuver roll at -10.

Closing & Charging

Closing occurs any time a combatant gets within melee combat range of another combatant. If a combatant is within melee range at any point in the round, he gets to attack with a penalty due to his pace. The defender, assuming his weapon is readied and he is not engaged in other activities, does not get a penalty and can attack and parry as normal. This represents an initial 'clash of blades' that could be anywhere from one to a few seconds but can be just as deadly (or ineffective) as a full round of combat.

If a combatant closes into melee at high speed, then he has the potential for a more damaging blow. This is called charging, which sacrifices accuracy (reflected in the penalty due to pace) in favor of power. A successful charge increases the size of the attack (Section 2.4) based on the charger's speed as shown in Table 7-2.

If both charger and target are moving, the difference (or addition if running toward each other) in speed is used for Table 7-2. Pole arms can be braced against a charge, thereby gaining the same bonus to size for an attack against the charging combatant.

Table 7-2: Charging	
Speed (ft/round)	Size
40'/round	+1
100'/round	+2
200'/round	+3

Example: The dwarf Borin (BMR of 20'/round) spots his prey from 50' away. He draws his axe and charges into combat. He

must move at a Run (x3 pace) to move the 50'. As long as he reaches his target this round he may make an attack at a penalty of -50. Since he is moving at a pace greater than 40'/round (he is moving 60'/round) his attack is also treated as one size greater. If the GM decides the terrain is rough, he may also require a Running maneuver roll (a Percentage Maneuver) to determine if Borin actually closes the full distance, and suffers no mishaps en route.

Chase

In a chase situation, one combatant is pursuing the other. In order to attack, the pursuer needs to be able to move at least as fast as the person being chased (possibly faster, if the pursuer did not begin the round

in melee range, and the attacker needs to catch up). As long as the pursuer is within melee range at any point during the round, then he will get an attack, but suffers the normal action penalty based on pace (although likely gaining the bonus for a rear attack). If the pursuer is moving at least 40'/round faster than his opponent, he gets the appropriate charging bonus.

If the attacker chooses to move alongside the target and match pace, or if the defender chooses to slow down and match the attacker's pace, this can become a running combat (see below).

Withdraw & Press

One combatant can retreat from combat by moving backwards at a creep or walking pace. He suffers a penalty of -10 (backwards creep), -20 (backwards walk), or -40 (backwards brisk) while fighting. If his opponent chooses to press the attack, the opponent will need to advance and will suffer normal movement penalties, likely giving the attacker a net advantage (unless the defender is much faster). If the withdrawing combatant wants to move faster, he must turn around and break off, in which case it will become a chase. In any case, the chaotic nature of melee will often require a maneuver roll using the appropriate Movement skill (as always, GM discretion).

Running Fight

In a running melee, both combatants are fighting while moving in parallel paths, rather than one chasing the other (e.g., two warriors riding side by side along a road attacking each other). Both combatants suffer the normal penalties for movement, and both must be willing to stay within melee range of one another. If one party tries to break off, the running fight becomes a chase.

7.3. Round Sequence

The tactical round simulates real-time actions by roughly ordering the characters' actions based on when they would be completed. Actions that take more Action Points will resolve later in the round, although combatants with quickness or luck on their side still have a chance to complete long actions before others complete shorter actions.

Combat rounds should always be used when anyone initiates an attack, but the GM may decide to start using rounds for other time-sensitive situations (e.g., a character has 40 seconds [8 rounds] to slide down a drain pipe, sneak down the alley, open a door and slip inside before the patrolling guard comes back).

Combatants using fewer than their total AP in a round are considered to be idle or waiting for that part of the round. If a combatant's action is too long to resolve within a round, then he starts the action and is in the process of performing it during that round, but the action will only be resolved in a later round.

The combat round is played out in 3 phases: **Initiative**, **Resolution**, and **Upkeep**. To make combat run smoothly it is important that players know what their characters are going to be doing for the round. Specific actions are declared when they are started, and resolved (e.g., roll a maneuver) when they are completed.

The amount of parry to be used and who it will be used against must be announced at the beginning of the round, or as soon as melee ensues. The GM can allow some leeway to allowing semi-specific declarations like "I attack the first foe that comes in range at 50 OB and 50 DB", but in such cases the GM decides when the criteria fit and who the declaration applies to. At the beginning of the round, a player should know what his Defensive Bonus is against each of his opponents.

Initiative

As conditions can change during combat, initiative is rolled anew every round and determines the order in which combatants resolve their actions. The base initiative is a 2d10 roll plus Quickness bonus (once). Penalties that apply to all actions, including spell effects, wounds, fatigue, loss of hits, encumbrance, etc. will affect initiative by -1 for every -10 penalty (round down).

Base Initiative = 2d10 + Qu - (1 for every -10 penalty)

The actual initiatives that actions are declared and resolved on are based on how many Actions Points the combatant has remaining. Add 5 for every for every AP

left. Actions are declared before the Action Points are spent, and are resolved after the Action Points are spent.

For combatants doing a single 4 AP action, such as combat or casting a spell, the action is declared on Base Initiative + 20 (5 x 4) and resolved on Base Initiative (5 x 0). Instantaneous actions (0 AP) can be declared and resolved at Base Initiative + 20 (or at any point after)

Example: Hauser rolls a 14 on initiative, +1 for quickness bonus is 15. He is neither hasted nor slowed so has 4 AP at the start of the round, so his current initiative at the start of the round is $15 + (4 \text{ AP} \times 5) = 35$. On 35, the GM asks Hauser's player to declare his action. He will make a melee attack for 3 AP. $3 \text{ AP} \times 5 = 15$. Hauser will be attacking his target from initiative 35 until $35 - 15 = 20$. On initiative 20, Hauser's player will roll to resolve his melee attack.

Immediately after an action is resolved, if the combatant has any more AP left, he should declare his next action, which will then resolve when the AP are spent.

Example: Hauser started by declaring a 3 AP melee attack on initiative 35, and that action resolved on initiative 20. He only used 3 AP, so he has 1 AP left. On initiative 20, immediately after rolling and resolving his melee attack, Hauser's player must declare his next action. He declares Hauser will draw his dagger so he can throw it next round if he needs to. This is a 1 AP action, so it will resolve on $20 - (1 \text{ AP} \times 5) = 15$. From initiative 20 to 15 Hauser will be drawing the dagger, but it will be in his hand and ready to use on initiative 15.

If two or more combatants tied on the same current initiative, all declarations are made first, then all actions resolving on the same initiative are resolved as if they were simultaneous (all are resolved, and none can affect or modify the results of the others). It is possible due to low quickness or penalties combined with a bad roll for actions to resolve on a negative initiative.

Actions resolve in order by counting down from the highest initiative to the lowest, so an action with a 30 initiative will go off well before one with a 1 or -10 initiative.

Example: Raiche, after a series of unfortunate events, has a sprained ankle (-25), half his hits remaining (-20), is fatigued (-25), and encumbered (-5). This is a total of -75 to all action, so Raiche will be at $-75 / 10 = -7$ initiative. He rolls a $15 - 7 = 8$ for his base initiative. He is unaffected by haste or slow and has 4 AP, so his starting initiative is $8 + (4 \text{ AP} \times 5) = 28$. On initiative 28 he declares he is drawing his sword, a 1 AP action. This will resolve on $28 - (1 \text{ AP} \times 5) = 23$. On initiative 23 his sword is drawn, and he declares he is attacking the closest enemy in melee range with his remaining 3 AP. This is resolved on $23 - (3 \text{ AP} \times 5) = \text{initiative } 8$. Since his attack is using only 3 AP it is at -25. Hopefully, Raiche is competent enough to offset the total penalty of -100!

Surprise

Most combats begin with both sides aware of each other and prepared for combat, but if one or both sides are unaware of the other's presence, or not expecting combat, then surprise will have a dramatic effect in the first round of combat. It is possible for people on the same side to have a different surprise status at the start of combat, if they had different viewpoints or Perception maneuver results in the round before combat started.

If a combatant was not expecting combat and was completely unaware of the attacker until combat started, then he is caught flatfooted, and cannot perform any actions at all in the first round. If a combatant was not expecting combat, but was aware of the attacker's presence, or was unaware of the attacker, but wary of being attacked, then the combatant may act, but at a penalty of -20 to initiative.

Example: Gauth, Pogs and Athlon walk into a tavern and sit at a table. Pogs gets up to go get drinks. Athlon, ever suspicious, scans the crowd (rolls a Perception maneuver and succeeds) and sees the three Baylor brothers pushing through the crowd toward them.

Remembering they had beaten the Baylor brothers in a brawl the week before, and that the brothers had sworn revenge, Athlon knows this is trouble and says “Fight” as he starts to stand. The GM declares combat is starting as the three Baylor brothers get close enough to attack. Athlon is aware of the attackers and wary, so he is not surprised and rolls initiative normally. Gauth has been alerted to trouble by Athlon’s comment, but has no idea what the problem is or who is attacking. Since he is wary, but unaware of his attackers, he is surprised (-20 initiative). Pogs, walking back toward the table with three beers in his hands, is relaxed and not wary, and is unaware of his attackers, so he is caught flatfooted and does not get to roll initiative or perform any actions in the first round. Parco, a patron of the tavern standing between the Baylor brothers and the heroes’ table, is looking at the Baylor brothers and so aware of them, but is not expecting the attack as they shove him out of the way, so he is aware of his attacker but unwary, so surprised (-20 initiative).

Resolution

Actions are resolved on the initiative when they are completed, usually by rolling an attack or an appropriate skill maneuver, although some mundane actions such as drawing a weapon or simple movement may not require any roll.

For melee actions that are utilizing parry, the Action Points are considered spent once the parry is used. This prevents combatants from parrying then deciding to do something else. However, the actual attack occurs at the normal initiative even if the benefits from the parry are realized earlier (as the result of being attacked).

Example: *Kelgryn rolls an initiative of 15 when he is charged by a raving, knife-wielding maniac. Kelgryn declares he is drawing his flail on an initiative of $15 + (5 \times 4) = 35$. Spending 1 AP leaves him 3 so drawing his weapon is resolved on $35 + (1 \text{ AP} \times 5) = 30$. Kelgryn is now ready to take the charge. If the madman attacks on higher than a 30 initiative, then Kelgryn will be unable to parry with his flail. Otherwise he will be able to parry as normal, and attack for 3 AP on an initiative 15*

(spending his last 3 AP)... albeit at a -25 (for using 3 instead of 4 AP).

Conditional Actions

A conditional action is a held action that will be triggered when certain conditions are met. The combatant declares a specific trigger and action on his initiative, and it is considered “ready” when it would normally resolve. The action is resolved when the trigger condition occurs (often on someone else’s initiative).

Example: *Jakor has been hastened, giving him 6 AP this round, and he rolls an initiative of $18 + (6 \text{ AP} \times 5) = 48$. On 48 he declares a move action (to run around a corner for cover against some archers). This is a 1 AP action and will resolve on $48 - 5 = 43$. On 43, after moving, he declares a conditional 4 AP melee attack against any pursuers. This would normally resolve on $43 - 20 = 23$, but because it is a conditional action, it is merely ready on initiative 23. If a pursuer follows Jakor around the corner at initiative 23 or less, the attack will resolve the moment the target enters melee range; if the pursuer enters melee range before initiative 23, Jakor is still getting ready and the attack will not resolve until initiative 23.*

A held action counts as concentration on all rounds until the one in which it is resolved, so the combatant can move and perform other actions, as long as he is still in a position to see the triggering event and perform the previously declared action. In addition, some held actions may, by their nature, prevent other actions from being performed (e.g., holding a bow in firing position would prevent the combatant from doing anything else requiring hands).

Example: *Brundel rolls an initiative of $12 + 20 (4 \text{ AP}) = 32$, draws an arrow 1 AP and declares a 3 AP conditional action to shoot the first person to step through the door he was told to guard. Starting on initiative of $32 - 5 (\text{draw } 1 \text{ AP}) - 15 (\text{fire } 3 \text{ AP}) = 12$ (when he would normally resolve the shot,) Brundel is ‘on alert’ and will immediately fire at anyone coming through the door from initiative 12 on.*

Conditional actions can be held for as many rounds as the character can maintain unbroken concentration. After the first round, the action should be declared and resolved as if it were a 0 AP action, but still take the normal amount of AP before the next action can be taken.

Example: *After the first round of waiting, Brundel can declare and resolve firing an arrow at no penalty (normally 3 AP) at anyone coming through the door on his initiative as if it were a 0 AP action, but he will have spent 3 AP, so any action he takes with his remaining 1 AP will begin with a $3 \text{ AP} \times 5 = -15$ modification to his initiative.*

Open Rounds

Some GMs may allow actions to cross over into the next round. Subtract the Action Points spent this round from the total required. The action is 'resumed' the following round and resolved based on the AP required to complete it.

Example: *Brundel begins the round by equipping his bow (1 AP) then getting and nocking an arrow (1 AP). He wants to fire without penalty which requires 3 AP. He begins aiming and firing, but his attack is not resolved until next round when it requires an additional 1 AP and will resolve as if it were a 1 AP action that round. For as long as he can maintain concentration, he will hold the door under fire, and be able to declare and resolve firing as if it were a 0 AP action for initiative purposes (but still takes 3 AP before another action can be performed).*

Upkeep

The last step in the round is to account for ongoing effects. During upkeep, the players and the GM should perform the following for all combatants:

- Subtract hits due to bleeding.
- Reduce the remaining duration of all spells or other non-stun, timed effects by 1 round.
- Reduce stun effects 1 round, starting with the most severe effect (Stunned/Unable to Parry, then Stunned, then Dazed), if the combatant had spent less than 2 AP before being stunned.

- Remove any staggered effect if the combatant had spent less than 2 AP before being staggered.
- Advance any environmental or other effects (e.g., a rising tide, or a spreading fire).

7.4. Offensive Bonus

A character's base Offensive Bonus (OB) is his skill bonus with his weapon or attack, subject to various modifiers. The modifiers vary depending on whether it is a melee attack or a ranged attack as given in Table 7-3. In addition to these modifiers, all of the normal modifiers to one's skill apply as well:

- Penalties due to injury (e.g., losing 25% or more of one's hits or suffering a penalty to all actions due to a critical) reduce the attacker's OB.
- If the attacker uses less than the maximum Action Points for his attack, he suffers the normal penalty of -25 for each Action Point less than the maximum used.
- If the attacker is moving while attacking, he suffers a Pace Penalty (Section 7.2: Tactical Movement).
- Penalties due to fatigue, from failed Endurance rolls.

Melee Range and Positions

The abstract nature of the tactical round means that a combatant's position is not precisely defined. It is assumed that a combatant occupies or controls a circle whose radius is equal to the half of the character's height. This 'combat zone' represents the set of locations that the combatant might occupy at any given time during the round.

A combatant's melee range is the range that a character can target with a melee weapon. Its radius is the character's combat zone plus the length of the character's weapon. For example, a 6' tall combatant wielding a 3' axe will have a $(6 / 2) + 3 = 6'$ melee range. A character can make a melee attack against a target as long as the defender's combat zone is within the attacker's melee range. An unarmed combatant's melee range is the same as his combat zone.

Each combatant has four facings: front, two flanks (left and right), and rear. A character will normally only

attack (or defend against) an opponent in his front facing, although with a penalty he can attack other facings. For humanoids facing equal-sized opponents, there are six positions around a combatant: three in front (180 degrees), two flanks (left and right 60 degrees each), and a single rear facing (60 degrees).

If a character is moving, his front facing is (generally) determined by the direction of travel. If a character is making an attack or parrying, his facing is usually determined by the position of the target (i.e., as the target moves, the character will continue to track the target). When facing multiple opponents, a character can choose which one to follow, although with intelligent foes working together this will nearly always mean one foe will get a flank or rear attack.

One on one combatants usually face each other; however, when there are multiple combatants, they may be able to attack a foe's flank (+15 OB) or rear (+35 OB). They receive a bonus for such an attack, and in addition, the foe cannot use a shield against the attack.

Sometimes, however, a combatant may wish to attack or parry against an opponent to his flank or even rear facing. For example, a combatant might find himself stuck between a swordsman and an archer. He can choose to face the archer (to gain the benefits of his shield) while attacking the swordsman now in his rear facing. Attacks made to the flank or rear suffer a penalty of twice the positional modifier (to the flank is -30, to the rear is -70.)

The *Combat Expertise: Reverse Strike* skill can be used to offset the penalties to attacks declared against targets to the flank or rear, or it can reduce the positional bonus an enemy would receive when attacking at a ratio of 2:1 (for every

+2 bonus in Reverse Strike the positional modifier can be reduced by 1). If used against multiple foes, first divide the character's skill by the number of foes (rounding down), then reduce the penalties. In order to use the skill in this way the combatant must be actively in combat and be aware of the attacker.

Example: *Lakor has a Reverse Strike skill of +70 and is being attacked by one thief from behind, but cannot turn around because he stepped into a glue trap on the floor. Lakor could reduce the thief's rear facing bonus to 0 (half his Reverse Strike bonus of +70 is equal to the rear attack bonus of +35), or Lakor could instead choose to let the thief get the full rear bonus, and reduce his own attack penalty to $(70 - 70) = 0$, or any combination*

Table 7-3: The Attack Roll			
Attack Total = d100OE + OB - DB + Modifiers			
Offensive Bonus (OB) Modifiers		Defensive Bonus (DB) Modifiers	
Off-hand	-20	Quickness	Qu x 3
Called shot	varies	Flying	+10
Higher ground	+10	Magic	varies
Stunned foe	+20	Shield (+50 maximum)	
Surprised foe	+25	Target	+15 + ranks
Flatfooted foe	+60	Normal	+20 + ranks
Attacker Status		Full	+25 + ranks
Staggered or dazed	-25	Wall	+30 + ranks
Prone	-50	Melee Only	
Restricted Quarters		Defensive Skills	
Close	-25	Parry	varies
Cramped	-50	Full dodge	Movement bonus
Tight	-75	Partial dodge	1/2 Move. bonus
Confined	-100	Passive dodge	+1/rank
Melee Only		Cover (x2 for hard cover)	
2nd Rank Pole Arm	-30	Partial	+10
Prone Target	+30	Half	+20
Positional		Full	+50
Flank Attack	+15	Ranged Only	
Rear Attack	+35	Defensive Skills	
To Flank	-30	Evasion	varies
To Rear	-70	Full block	Shield bonus
Ranged Only		Partial block	1/2 Shield skill
Prone Target	-30	Passive shield	+1/rank
Range		Cover (x2 for hard cover)	
Point-blank (10')	varies	Partial	+20
Short (x1 range)	0	Half	+40
Medium (x2 range)	-10	Full	+100
Long (x3 range)	-25		
Extreme (x4 range)	-50		
Absurd (x5 range)	-100		

thereof.

Restricted Quarters

As a general rule, if a combatant is fighting in an area smaller than his melee range, he should suffer a penalty due to restricted quarters. This is due to a smaller area to maneuver in, difficulty in swinging a weapon, etc. Clearance is not as important as one's ability to maneuver, but for some long weapons it can be a more serious problem.

It is ultimately up to the Gamemaster to determine the penalty based on how restricted the combat is, taking into account the size of the room or area, allies, foes, ceiling height, furniture, weapon type being wielded, etc. There are 4 categories of Restricted Quarters: Close (-25), Cramped (-50), Tight (-75), and Confined (-100). The Restricted Quarters penalties could also apply to the use of ranged weapons, such as the use of a sling in a low cave. The *Combat Expertise: Restricted Quarters Fighting* skill can be used to offset these penalties.

Example: *Jakko, a human warrior, chases some goblins into a cave. Jakko is 6' tall with a 4' sword, so his melee range is $(6/2) + 4 = 7'$. At first the 10' cave is fine, but as he continues to chase the goblins, it narrows to 6' high and wide. Now his head is brushing the ceiling, he cannot raise his sword over his head, and he has to be wary of clipping walls. The GM decides this is "close" and imposes a -25 penalty. Chasing the goblins further into a 4' high and wide section, Jakko is now crouched over, and his swing is further impeded to "cramped" and -50. Further on he enters into a 3' high and wide section, and is now using one hand to half crawl and reduced to waving his blade in narrow arcs for "tight" or -75. Finally he crawls into a 2' high and wide section, he moves on his belly, and he is reduced to cramped stabbing motions, so the GM rules the conditions "confined" or -100. Note that the goblins would likely have no problems in the 6' section (unless wielding long pole arms), but even they would be struggling with restricted quarters by the time the cave is reduced to 2'.*

Surprised or Flatfooted

When executing attacks on surprised foes, the attacker gets +25 OB, in addition to any positional modifiers (if

melee). Against flatfooted foes, the bonus is the +60: +25 for surprise and +35 for an automatic rear attack, regardless of position. This represents the combatant being able to freely hit his foe wherever desired, even if in front. In addition, a flatfooted foe cannot benefit from a shield, although any magical or armor quality bonuses would still apply. Note that ranged weapons would not get the automatic rear attack bonus since ranged weapons do not get positional modifiers. Surprised foes still get DB due to Quickness, but flatfooted combatants do not.

Example: *Ord, an assassin of vile disposition, has become angered during a card game with the ever-cheerful Taor. Determined to have his revenge, Ord bides his time and ambushes Taor in the dead of night as he walks home. Ord catches the slightly drunk Taor completely flatfooted, giving him a bonus of +60. Fortunately for the ever-lucky Taor, poor Ord rolls and fumbles his sword, dropping it on his foot and alerting Taor. Foiled again!*

7.5. Defensive Bonus

A combatant's Defensive Bonus (DB) represents dodging, parrying, shield use, and tactical advantages. A combatant's DB is determined by the factors in Table 7-3. A flying combatant gets a bonus to its DB, even in melee, as the extra dimension of movement is useful in dodging attacks. As long as a combatant is able to move it always get its DB from Quickness and flying. To use a shield, the combatant must be aware of the attack and be using the shield to defend against it.

It is possible to have negative DB due to a Quickness penalty. This does not represent foes jumping into the path of an arrow. Rather, the attack tables assume an average foe who is actively trying to not get hit. If the combatant is deficient in some way, attacks will be more effective against it than against an average foe.

Cover

Walls, curtains, fog and other combatants can all make it difficult to target a foe. Cover can provide DB modifiers against both melee and ranged attacks, and these are given in Table 7-3. Note that cover provides

twice the modification against ranged attacks as it does against melee.

Hard cover consists of anything that can stop the attack outright (e.g., walls and trees) or deflect the shot (e.g., fences and bushes). Soft cover consists of anything that obscures vision, but does not interfere with the attack (e.g., fog, darkness, curtains). The GM is the final arbiter on how much cover an obstacle offers and whether the cover is hard or soft cover, based on the nature of the attack and the obstacle being used for cover.

To determine the amount of cover, consider how much of the defender is blocked from the attacker's view by the cover. If the attacker cannot see a quarter of the target, that is partial cover, if he cannot see half of the target, that is half cover, and if the target is 90% or more obscured, that qualifies as full cover.

Another combatant (enemy or ally) counts as hard cover if someone attempts to attack past one combatant to strike another combatant. The amount of cover is based on positioning and the relative size of the combatants. Pole arms may be used more effectively against such foes and reduce the cover bonuses by half (i.e., as soft cover).

Dodging

Dodging usually involves forgoing everything else and trying to avoid a melee attack. This provides a bonus to one's DB for the round against all attacks from one foe. A full dodge takes the whole round and the combatant's appropriate Movement skill (e.g., Running, Swimming, Climbing) is added to his DB. A partial dodge is treated as concentration (effectively half the round) and adds half the combatant's skill to DB. As with other actions, combatants can also combine dodging while moving, in which case the penalty due to pace is subtracted from the DB gained. It is far harder to dodge multiple attackers, as the bonus is divided evenly between all attackers that one is trying to avoid.

Dodging may also be used passively to give an automatic bonus to DB in normal melee combat. A combatant may add his ranks in his Movement skill to

his DB against all opponents he is aware of in melee combat (this takes no additional Action Points).

Encumbrance and maneuvering in armor penalties can greatly hinder dodging. The encumbrance and armor penalties apply to the combatant's bonus. The penalties also apply to passive dodging, which means any moderate encumbrance is often enough to nullify the much smaller passive bonus.

Evasion

Ranged attacks cannot be dodged directly without a special ability, since missile weapons generally move too fast for a foe to react. However a combatant may move evasively in order to make himself more difficult to hit. Evasion is a maneuver roll (often using Movement or Acrobatics) where the GM will determine the difficulty based on the situation. A Partial Success grants a bonus to DB equal to +10 DB, Success +25 DB, and an Absolute Success +50 DB. A cover bonus may also apply if moving through areas that provide cover.

Example: *Taor is singing in a local watering hole when thugs bust through the front door with crossbows and yell for everyone to put their hands up! Taor decides to run for the back door to remove himself from the situation. The tavern is cluttered with tables and drunk patrons and the GM decides it will be a Very Hard (-20) maneuver. It is also 50' away, which requires a pace of Jog (x2), another -30 penalty. Taor, always being very lucky (and with a +65 in Running) decides to go for it and rolls a $78 + 65 - 50 = 93$. The Partial Success grants him a +10 to his DB. Furthermore, the GM treats him as having partial hard cover due to the tavern surroundings. There isn't a brawl going on, nor is the crowd of other patrons fleeing wildly creating the kind of chaos that would merit "Fire into Melee" penalties to apply.*

Parrying

Combat in *Rolemaster* is quite deadly, and using parry is one of the best ways for a combatant to stay alive. Combatants who always go full OB and never parry will be quite dangerous for the short time before they take a lethal critical result and die. Generally, only mindless

or berserk combatants will completely disregard danger in order to strike out at a foe with all of their OB.

In most cases, combatants will not simply make all-out offensive attacks. Instead, they will trade offensive capability for defense by trying to parry their foe's attacks. When in melee combat, a combatant can shift any, or all, of his OB to parrying, thereby increasing his DB. For every point taken out of offense (OB) the character gains one point of defense (DB).

A combatant may parry any foe(s) he is engaged with, which applies to *all* of that foe's melee attacks against him. Conversely, if a combatant is making multiple attacks, his OB for all attacks is reduced by the same amount, although it is added to the DB only once.

The amount of parry cannot exceed the combatant's OB, including any modifiers (e.g., penalties due to injury or positional bonuses), so if your total OB after all penalties is 0 or less, you cannot effectively parry. When fighting with multiple weapons, a combatant's parry is limited by the smallest OB. The combatant *must* make an attack to gain a parry bonus, even if that attack is at +0, as there is still a chance to fumble or to get in a lucky strike (if parrying multiple opponents resolve the +0 attack on one of them at random).

Example: *Talen is fighting a wolf with two attacks (bite and claw). Talen's OB is +80 with his broadsword. He chooses to parry the wolf with 30. As a result, his OB is reduced to +50, but his DB increases by 30 against both attacks. Unfortunately, his parry is useless against the goblin riding the wolf.*

Restricted Parrying

In some situations it can be very difficult to parry, such as an unarmed opponent parrying someone with a weapon. Any combatant the GM deems to have a restricted parry gets only 1 point of DB for every 2 points of OB put into parry (rounding down). All other parry rules apply as normal. There are several situations in which parrying may be restricted. If multiple situations apply to make parrying exceptionally difficult the GM may rule that parrying cannot be applied at all.

- An unarmed combatant parrying against someone with a weapon, unless the unarmed combatant has an item or armor with which to parry (e.g., bracers, small shield, or a large metal mug).
- A combatant fighting an invisible foe, because he cannot see blows coming, so he can only guess at where to parry to cover vital areas.
- A combatant fighting an incorporeal foe because blocking is ineffective and he can only rely on motion to avoid getting hit.
- GM discretion: The Gamemaster may rule additional situations that restrict one's ability to parry (e.g., a small halfling with a dagger parrying a gigantic dragon claw attack).

Example: *Xavier, having just broken his heirloom sword, is left with nothing but his own hands and his skill at Martial Arts Strikes when he is set upon by a fearsome war mattock-wielding ogre! Because he has nothing with which to parry, Xavier is restricted in his parrying. He decides to parry 80, which gives him +40 DB instead of the normal +80. If he had been more thoughtful he might have held onto the hilt of his broken sword; it would have been enough to use for more effective parrying.*

Weapons and Items as "Shields"

Weapons, or other suitably robust items, can be used for passive defense. A combatant can use a sword to attack and parry, and a dagger in the off-hand as additional defense. If not used to attack (or if all OB is used for parry), items give a +5 DB vs. melee. Weapons cannot be used with Shield skill or to actively shield from missile fire. Waving a dagger around will not protect you from incoming arrows! It is best to find cover, move evasively, or find a shield.

7.6. Special Maneuvers

Called Shots

Sometimes a combatant may wish to attack a specific location on the body, such as the head. The five locations on the critical tables are **head/neck**, **arms**, **chest**, **abdomen/groin**, and **legs**, and limbs each have a

right and a left. Making a called shot incurs a penalty due to the difficulty of hitting the specific location.

Against same-sized humanoids, a called shot usually incurs a penalty of -25 to the attack roll. The GM may decide in some circumstances to impose a greater or lesser penalty (from -50 to -10). For example, a human melee attacking a giant's right leg with a dagger may only be a -10, while attacking his head may be -50.

If the attack is successful, then the attack has hit the specified location. If a critical is inflicted, make the critical roll as normal, but if the rolled result indicates a different location, keep checking lesser results on that column until you reach one that affects the called body area, and resolve using that result. If there is no such lesser row, then the strike was on target but mostly ineffective, use the result on the column for an 01 result and modify the text to fit. The Groin & Abdomen result on a 66 cannot be obtained by this shift (it may still be used if rolled naturally); use the 26-35 result instead.

Disarming

A disarming attack seeks to force an opponent to drop his weapon, or even take it from him. Disarming attempts are resolved as an opposed roll, with the disarmer rolling as if it were a normal attack (including any penalty from the target parrying the attacker), with additional penalties as indicated on Table 7-4. The defending foe also makes a defense roll, as if it were an attack roll (subtracting any parry used), with any amount over 100 used as an additional penalty to the attacker's disarm roll. The result is indicated on Table 7-4.

Learning techniques to disarm can help in the disarming attempt. Combatants can use the *Combat Expertise: Disarming* skill bonus to reduce the disarming penalties (except for the foe's defense roll), to a minimum penalty of 0.

The penalties for disarming a 2-H weapon, the foe's defense roll, and using a ranged weapon are cumulative with all other penalties.

Disarming cannot be used against natural attacks, at best one can make a called shot on that body part and hope to incapacitate or sever the attacking limb.

Firing into Melee

There is nothing preventing a combatant from firing or throwing a weapon into melee, whether to hit a foe amongst allies or pick out a specific foe in a battle. Based on the position of the attacker, defender, and other combatants the defender may gain cover from the other combatants. Also, because of the dynamic nature of melee, count the foe as evading as well with a +25 DB.

Example: *Two characters are in melee. An archer is*

Table 7-4: Disarm Maneuvers	
Roll	Result
< 1	Absolute Failure Your attempt to disarm your foe is laughable. Not only do you fail to come close to disarming him, but you immediately fumble your weapon.
1 - 75	Failure Sigh. Some days it just seems like the world is out to get you. You miss your opportunity. You fail to disarm. You fail to attack. You just fail. You're a failure.
UM 66	Unusual Event Weird... it seems your foe is trying to disarm you, perhaps inadvertently, at the same time. If you fail this maneuver, your foe has disarmed you. If you succeed, you still manage to disarm your foe, but drop your weapon as well.
76 - 100	Partial Success You can't partially disarm someone! Instead treat the disarm as a normal attack using this roll, but using all normal modifiers (and parry).
101 - 175	Success You successfully disarm your foe! The weapon falls to the ground (and must make a breakage check), but is within melee range.
176 +	Absolute Success You make disarming look easy as your foe gawks at you as you expertly remove him from his weapon. You may choose between taking the weapon for yourself or throw it up to 10' in a direction of your choice.
Modifiers	
-50	Unarmed/grapple/crush attack
-75	Blade attack
-100	Piercing attack
-100	Ranged attack
-25	Disarming a 2-H weapon

trying to shoot past his ally to hit an enemy. The GM decides that the target has partial hard cover based on the positions of the three combatants, and this gives the target +40 for cover and +25 for evasion.

If a ranged attack misses its intended target then the attack may randomly hit one of the combatants that provided cover. In this case, make a second attack roll at +0 skill OB (Full magical or quality bonuses) against the secondary target. The new target (select randomly if more than one) does not gain the benefit of any cover modifiers from other combatants. Fumbles are ignored on the second attack roll.

Katas

Most often, a combatant is wielding a single weapon and attacking a single opponent. However, on occasion, a combatant may be using multiple attacks together (multiple weapons or natural attacks). These simultaneous attacks are often learned by practicing combinations of moves that allow the motions of the attacks to flow together, allowing the motion of one attack to flow alongside or into the next, referred to as *katas*. These moves are performed either simultaneously or in rapid succession, allowing multiple attacks to be resolved.

To execute multiple attacks, the use of each attack must be justified with respect to a given limb, with no limb used as the basis for more than one attack. A combatant could make a martial arts sweep with a leg or a strike with the head (i.e., a head butt), but you cannot use either to make a dagger attack unless you have somehow mounted blades on your boot and helmet, which would be awkward enough to add a significant penalty to OB.

For two attacks, there is a penalty of -75 to each attack. For each attack beyond two, this penalty increases by -25, as shown in Table 7-5. Furthermore, there is a penalty of -20 for each opponent beyond one, also applied to all attacks. The penalties (including the multiple opponent penalty) can be offset by the combatant's *Combat Expertise: Multiple Attacks* skill.

Note that attacking multiple foes or a single foe multiple times in rapid succession can be performed (often while hasted) by using fewer Action Points for each attack without using these rules.

Table 7-5: Katas	
# Attacks	Penalty
2	-75
3	-100
4	-125
5	-150
Extra foe	-20 each

Example: *Kulahren wants to attack one foe with his dagger and another with his rapier. Two attacks are -75 each, and attacking two foes gives an additional -20. This -95 is reduced by Kulahren's Multiple Attack skill of +59 resulting in a $-95 + 59 = -36$ to both attacks. If he wanted to attack only one foe with both weapons they would each have a penalty of $-75 + 59 = -16$ instead.*

Mounted Combat

Being mounted provides an enormous tactical advantage. Mounted combatants benefit from the animal's speed and mass when charging, as well as a higher ground bonus when they are fighting similarly-sized opponents on foot. Charging attacks made by mounted opponents are treated as the size of the mount plus any increases due to charging speed. The mount and rider are considered separate combatants, with separate initiatives and actions. Fumbles made in mounted combat should be rolled on the 'Mounted Combat' column.

However, riders attacking from a moving mount are subject to the normal Pace Penalties based on the pace of the mount. These penalties can be reduced with the *Combat Expertise: Mounted Combat* skill.

Controlling a mount is assumed to be a negligible activity under normal circumstances; however, the GM may require a Riding maneuver for unusual maneuvers or situations. Riders with zero riding skill ranks are the exception to this rule, and attempts to make attacks from a moving mount should require a medium riding maneuver at -25 no skill penalty plus mount pace each round an attack is declared from a moving mount, with failure resulting in the rider falling off.

Note that mounts not trained for combat will very likely panic and flee when fighting breaks out. Rules for mount morale and fear are covered in Section 13.3.

Protecting Others

Sometimes a combatant may want to parry or use a shield to protect an ally. He can do so by sacrificing some offensive capability to impose himself between the other combatants. The protector must be within melee range of both of the combatants, and gets a penalty to his OB based on his position as indicated on Table 7-6. The penalties can be offset by the combatant's *Combat Expertise: Protection* skill.

Table 7-6: Protect	
Scenario	Modifier
Protector between Attacker and Defender	-25
Defender between Attacker and Protector	-100
All other scenarios	-50

Example: *Kregon and Talen are side by side facing a massive ogre with a +150 OB. They both allocate 80 to parry, which is probably not enough to stop the ogre's blow. However, Kregon decides he will protect Talen. He has +25 in the Protect skill, offsetting half the penalty of -50. Thus, Kregon takes a -25 to his OB (lowering it to +55) and parries the remainder. Talen now has a DB of 135 (80 from his own parry + 55 from Kregon. Talen now has a decent chance to survive, but Kregon has left himself open to any attacks directed toward him.*

Slaying Attacks

Some attacks (often magical) are exceptionally dangerous and carry a higher chance of severe injury. Similarly, some creatures may be particularly vulnerable to a type of attack (e.g., fire attacks vs. an ice elemental). These are referred to as Slaying attacks and are one of the few effects that give a direct bonus to the critical roll as indicated in Table 7-7. A Slaying weapon or effect is given a Slaying Type from I – IV. Creatures who are vulnerable will state that specific attacks are treated as Slaying and also give the type.

Example: *A broadsword +5 of orc Slaying II will get +10 to any critical rolls against orcs.*

Example: *A fire elemental takes Slaying II from water attacks, thus all water based attacks get +10 to the critical roll.*

Subdual

Combatants may attempt non-lethal attacks that are intended to knock out or otherwise subdue a foe without killing him. Subdual attacks inflict more non-lethal injuries such

as stuns and fatigue, although there is still a risk of seriously injuring or killing the foe.

Some weapons are more suitable for use in subduing than others. A subdual attack is treated like a normal attack, except that the modifiers in Table 7-8 apply based on the type of weapon or attack used. Some weapons may be specifically designed with hooks, pincers or wrapping elements to make them more suited to use in subdual than is described here. Most such specialty weapons inflict a grapple critical (which subdues in its own way), but modifications to standard weapons (such as adding a blunt hook to the back of a pole axe) might make them suited to lesser penalties than are given in the table at the discretion of the GM.

Learning to use more precise blows, combined with knowledge of target anatomy can help render an opponent immobile or unconscious. The penalties can be offset by the combatant's *Combat Expertise: Subdual* skill.

Most humanoids are assumed to share a common enough anatomy that the unfamiliar anatomy penalty would not apply. For other known races and creatures, the Subdual skill is assumed to include subdual

techniques, or at least a rough knowledge of vulnerable points. However, for completely unknown races or

Table 7-8: Subdual	
Attack Type	Modifier
Unarmed, blackjack, sap	-25
Crushing (mace, club, ice bolt)	-50
Blades (with flat side), claws	-75
Piercing (bite, stinger)	-100
Ranged*	-50
Unfamiliar Anatomy*	-50

*cumulative with other penalties

Table 7-7: Slaying	
Type	Crit Bonus
I	+5
II	+10
III	+15
IV	+20

creatures, the unfamiliar anatomy penalty cannot be offset by the Subdual skill.

Subdual attacks do half concussion hit damage and use the Subdual critical table instead of the normal critical type, with a maximum severity of E.

Example: *The ever-talented Karn has a Subdual skill bonus of +100. In melee combat, he could make a subdual attack with any type of weapon without penalty. However, Karn's favorite mode of attack is from afar. He will often try to subdue using a short bow, with which he gets a -50 to all subdual attacks. (-100 for piercing, -50 for ranged, total penalty of -150 +100 bonus for a final penalty of -50)*

Touch Attacks

While there are very few offensive spells with a range of "touch", there are a couple of fairly common situations in which a caster will wish to touch a target to deliver a spell in a combat situation. The first case is when the caster wishes to touch a target in order to gain the -15 RR modifier for a range of "Touch" (see Table 4-7). The second case is when the caster wishes to make contact with an ally in order to deliver a touch-ranged Utility spell. Any unarmed combat skill can be used to attempt to deliver a spell touch to a target engaged in melee, with any result of 1 hit or more indicating successful delivery of the spell by contact. The caster can choose to only attempt to "tag" the target to deliver the spell, in which case no actual damage is done, but that must be declared before the attack is rolled. While a friendly target will likely not actively defend (parry, apply a shield, etc.) against the caster's attempted touch, it is still difficult to make solid contact with an active combatant, who is moving unpredictably in an environment where the caster must also look to his own safety, so DB due to Quickness, magical armor, applicable spells, etc. still applies. A foe who has declared parry on the caster gets full benefit of the parry to their DB for this type of attack.

8. Weapons & Armor

Technology and science have been pushed forward at least in part from research into the best materials to make both weapons for killing and armor for defense. From sharpened rocks and fire-hardened sticks, antler and ivory daggers, and stone maces to the advent of metal weapons, better materials allowed for better weapons, which in turn led to better armor to protect against them, which in turn led to better weapons to penetrate the armor...

Weapons of all shapes and sizes have been developed: axes, picks, blades, devices to shoot projectiles and exotic multiple part weapons consisting of chains and spikes. Individual cultures, however, tend to rely on a few weapons that they know are effective and affordable, or they simply rely on work tools, such as farm implements, to protect themselves when needed. For mercenaries and those more skilled in warfare, choosing a weapon is both a cultural and practical decision, as one factors in cost, weight, and effectiveness. Soldiers in some cultures get such decisions made for them, with weapons and armor issued by their superiors.

When dodging a blow simply was not enough, shields began to be used. When those proved inadequate, armor pieces were invented that covered vulnerable areas, such as greaves, braces, and helmets. Woven grass and tough woods, animal hides, treated and splinted, were all used in various cultures to make armor. Advances in metallurgy allowed for scale, mail and brigandine armors that kept armor flexible to allow the warrior mobility and speed on the battlefield.

Rolemaster simulates weapons and armor by incorporating strengths and weaknesses of different types of attacks (e.g., crushing, piercing) against different types of armor (e.g., rigid leather, mail). For instance, mail is very effective versus slashing attacks, but less so versus piercing attacks. Even light armor is a boon against many weapons, although some types of attacks such as fire or electricity care little for the type of armor a foe has chosen. Those who choose to wear

armor into battle will have to weigh cost, maneuverability and overall protection.

Improvised Weapons & Armor

Players often need to use a mundane item as an improvised weapon (e.g., lengths of chain, cooking knives, firewood). When wishing to use a new weapon, use an existing chart and impose a penalty. If appropriate, also adjust the type of critical inflicted, the attack size, the Fumble Range, and Range Modifiers. If the combatant does not know the skill for that type of attack, the penalty for Similar Skills (Chapter 4) is applied as well.

Example: *Somarl is unarmed and chased into the kitchen at the back of the inn; he looks around desperately for a weapon. The GM considers the items likely to be found and declares a kitchen knife should be considered a -15 small (-1 size) dagger. A length of firewood is a -30 club and a heavy iron soup ladle a -50 small (-1 size) mace. Somarl has +55 skill in hafted weapons, so he selects a likely piece of firewood and turns to face his pursuers. His effective skill with the firewood will be $55 - 25 = +30$.*

8.1. Weapons

The terms weapon and attack are used interchangeably, even though natural attacks and spells (e.g., martial arts, claws, fire bolt) are not weapons *per se*. Attacks are broken down into several groups, with each having a different Development Point cost. The attacks within each group correspond to skill specializations. Each attack has an attack table given in Chapter 9.

Area Attacks

Area effect attacks (e.g., elemental balls, breath weapons) are not treated like other attacks, and there are no corresponding skills since aiming is of little importance in harming individual targets, it being more of an issue of hitting the right mass or area of targets. Instead, the only modifier to the attack roll is the level of ranks in the originating spell list or, if an innate ability, the level of the creature. Defensive Bonus applies as the combatants are assumed to have a split

second to shield themselves from the attack. Shields and cover only apply if they are between the center point of the attack (or the origin for cone attacks) and the defender. For ball attacks, one target may be specified as the primary target (and center point), who will be subject to an attack that is +1 size greater than normal. For cone attacks, anyone along the centerline is subject to a +1 size attack. For all area effect attacks, targets that straddle an edge of an area effect receive the attack at -1 size. These attacks may be fumbled.

In some cases, most notably with thrown weapons that have an area effect (e.g., oil flask, holy water, magical fire ball globe), it may be important to determine how accurately the center point was placed. The GM should apply a difficulty based on the precision desired.

A Percentage Maneuver is then made using the appropriate skill (Thrown generally). A Success means the missile was placed where desired. Anything less than a 100% Success indicates it was off the target. Determine half the distance to the target and take a percentage equal to 100 – the percentage of success. Randomize the direction by using a d6 (hex facings), d8 (cardinal directions) or a d12 (clock-face).

Example: *Flambo throws an oil lamp 50' at an oncoming group of six thugs that are spread out over a 20' diameter. Flambo has actually taken "Thrown: Firebomb" skill and has a +50 bonus. The GM determines a lamp of this size will inflict an A critical in a 20 foot radius, with a +1 size (B critical) on the center target if one is aimed for. Flambo declines to throw it at a specific thug, and instead tries to catch them all in the radius, so makes a Medium Absolute Maneuver using his skill. Unfortunately he rolls with a final result of a 40%. The Lamp/Bomb is off target. Half the distance of 50' is 25, and he missed by $100-40 = 60\%$ of $25' = 15'$. The GM decides to use clock face style directions with 12 being due behind and 6 being directly ahead of the thugs. Flambo rolls a d12 and gets a 6... the lamp bomb has landed 15' short of the thugs 35' away from him and in front of most of the thugs (he still manages to hit two of them in front for an A critical). At least the whole*

alley is on fire, giving Flambo a chance to run unless the thugs are brave enough to cross the fire.

Directed Spells

Spells that resolve an attack rolls vs. a single target are called directed spells (e.g., elemental bolts, phantasms that make attacks against a foe). This can include supernatural or innate ranged attacks. Breath attacks may be treated as bolts, if directed against a single opponent or as balls or cones, if used as an area attack. Bolts can be fumbled. If the bolt is produced by a spell, the caster has both a chance to fail the spell and a chance to fumble the bolt. All directed spell skills use **Ag/SD/Realm** for the stat bonuses.

- **Bolts:** All types of elemental bolts, most commonly the result of spells. *Water, Shock, Fire, Ice, Lightning.*
- **Illusionary Attacks:** Illusions are sometimes able to make attacks against foes, in which case they use this skill as an Offensive Bonus.
- **Hurling:** Telekinetic force can be used to launch objects as magically-driven weapons.

Energy Weapons

(Ag/Ag/SD) Energy weapons tend to be science-fiction weapons that fire directed energy and have little to no recoil. Energy weapon attack tables are not included here and are only mentioned for completeness. See Ranged Weapons below for general notes on ranged weapons.

Firearms

(Ag/St/SD) Firearms are weapons that use gunpowder or some other explosive force to propel a projectile, frequently with significant recoil. Firearm attack tables are not included here and are only mentioned for completeness. See Ranged Weapons below for general notes on ranged weapons.

Melee Weapons

All weapons that are wielded in hand-to-hand combat are melee weapons, from swords and clubs to flails and pole axes. Melee weapons can be used to make attacks and defend against them (the latter is known as "parrying"). Weapons are categorized according to how

they are used. All melee weapon skills use **St/St/Ag** for the stat bonuses.

- **Blade:** Some form of sharp edge with a handle or grip, sometimes with a usable point. Depending on the design, blades can be used as slashing or thrusting weapons. Some blades, such as the broadsword, are suitable to slashing while the long sword and other slimmer blades and shorter blades like daggers are more typically used for thrusting. Some blades are designed to be good at either one. *broadsword, dagger, falchion, arming sword, rapier, scimitar, short sword*
- **Chain:** Chain weapons are any weapon that incorporates a chain connecting multiple pieces, often with weights, spikes or even blades attached. *flail, nunchuk*
- **Hafted:** Short hafted weapons have small handles which usually end in a weight (hammers/maces) or blades (axes) to beat on opponents. Some may include spikes, knobs, or flanges to increase damage. *bhuj, battle axe, club, fighting stick, flail, mace, warhammer*
- **Greater Blade:** Depending on the design, two-handed blades may be used as slashing or thrusting weapons. *longsword, great falchion, long scimitar, grosse messer, no-dachi*
- **Greater Chain:** These mighty chain linked weapons require two hands and are often fitted with heavy weights, spikes and other dangerous adornments. *heavy flail*
- **Greater Hafted:** These long hafted weapons rely on weight and may feature a slashing or stabbing blade perpendicular to the haft (axes/picks) or a weight (maces/hammers). They are used for effective strikes, although they lose some effectiveness against heavier armor. *War mattock, bardiche, bec-de-corbin, dane axe, nagimaki, poleaxe, war scythe, quarterstaff, great mace, cudgel*
- **Pole Arm:** Pole arms include a variety of different weapons (e.g., halberd, bill hook, glaive) that range from 6' to 12' or more in length. This allows them to be used to attack foes from a second rank, behind allies. Attacking from the second rank incurs a

penalty of -30. Pole arms can also be braced against charges (Section 3.1: Movement). *halberd, korseke, glaive, fauchard, partisan, bill, lucern hammer, guisarme, nagimaki, naginata*

- **Shield:** Using shields defensively is detailed in Section 6.3, however shields can also be used as weapons. When using a shield to bash an opponent (attack size equal to the attacker's size), it is treated as a weapon in all respects, including the ability to parry. The combatant uses his Shield skill bonus as his OB. When a shield is being used to attack, it no longer offers defensive benefits beyond the OB put into parry. *target, normal, full, wall.*
- **Exotic** – There are all manner of interesting weapons that are unusual in design and require techniques much different than any other weapon. For these weapons, the specialization is in the specific weapon. *Man-catcher, net*

Natural Attacks

Unarmed attacks include all melee attacks made without the use of a weapon, such as punches, kicks, head butts, knees, elbows, etc. Natural attacks include everything from bites and claws to trampling and stinging. Some creatures may have natural attacks that allow unrestricted parrying, using an armored or inert body part (e.g., elephant tusks or crab claws). Similarly, unarmed combatants may use a small shield or wear bracers or greaves in order to parry attacks (Section 7.5). Natural attacks are treated as the same size as the character or creature (unless modified by a talent).

Natural attacks are categorized according to the style of fighting or method of the attack. The first three (strikes, sweeps & throws, and grappling) are the ones most often used by humanoid combatants that lack natural body weaponry. Many natural and fantastic creatures have natural weaponry such as claws or horns.

- **Strikes (Ag/St/St):** Unarmed attacks such as punches, kicks, elbows, knees, head-butts, and other striking attacks.
- **Sweeps & Throws (Ag/Ag/St):** Sweeps, trips, throws, and other such unbalancing attacks.

- **Wrestling (Ag/Ag/St):** Grabbing and holding attacks.
- **Beak (Ag/St/St):** Beaks, pinchers.
- **Bite (Ag/St/St):** All types of bites, the most common natural attack.
- **Claw (Ag/St/St):** Claws, talons.
- **Horn (Ag/St/St):** Horns, tusks.
- **Ram (Ag/St/St):** Ram, bash, butt, knockdown, slug.
- **Stinger (Ag/Ag/Ag):** Small piercing stingers are often used to deliver poison, while larger ones stab deep to damage internal organs.
- **Trample (St/St/St):** Trampling and stomping.

Ranged Weapons

Ranged weapons includes both those that are thrown (e.g., dagger or bola) and devices that propel missiles (e.g., bows or slings). Ranged attacks benefit from the fact that they cannot be parried, although the defenders benefit from shields and cover. Vambraces (armor worn on the arms) can restrict the attacker's freedom of movement and impose a penalty to all ranged attacks (see Table 6-6), so archers may choose to use lighter arm protection that impedes ranged attacks less.

A ranged attack is (usually) a single shot or missile. Ranged weapons cannot be parried, nor can they be used to parry. As the distance between an attacker and his target increases, ranged attacks become more difficult. Each attack table that can be used at a distance indicates the ranges for Short (+0), Medium (-10), Long (-25), Extremely Long (-50), and Absurd (-100). Some attacks have a point-blank bonus that is applied at ranges of 10' or less.

Ranged weapons are categorized according to the general type of weapon. All ranged skills use **Ag/Ag/St** for the stat bonuses.

- **Bow** – Include all types of hand-drawn bows. *Short bow, long bow*
- **Crossbow** – Crossbows can be hand-spanned, cocked with a lever, or use a winch, but most take a long time to load. *Light crossbow, heavy crossbow, hand crossbow.*
- **Sling** – Slings can be difficult to learn but are capable of much higher ranges than thrown weapons. *Sling, sling-staff.*
- **Thrown** – Weapons that are thrown, with either one or two hands, have much shorter ranges than devices. *Dagger, hand axe, bola, rock.*
- **Exotic** – There are all manner of interesting weapons that are unusual in design and require techniques much different than any other weapon. For these weapons, skill is taken in the specific weapon and does not apply to any other weapon (except for the use of Similar Weapons). *Blowpipe, net*

Siege Weapons

(Re/SD/In): Siege weapons are very large weapons, such as the trebuchet, catapult, cannon, and modern or futuristic field artillery. These weapons require the use of skill more than brute force. Siege weapon tables are not included here and are only mentioned for completeness.

Table 8-1: Armor Flexibility and Materials	
Flexibility	
Flexible	All of the armor can move freely in any direction.
Scale	The armor is made of small, inflexible pieces.
Segmented	The armor is made of large, inflexible pieces.
Plate	The armor is largely inflexible, except at key joints.
Material	
Cloth	Soft, porous material (e.g., cloth, fur)
Leather	Tough, pliable, non-porous material (e.g., leather, thick skin)
Horn	Hard, non-porous, materials (e.g., horn, cuir bouilli, bone, wood)
Metal	Very hard, non-porous, material (e.g., metal or glass)

8.2. Armor

The types of armor in any particular setting may be many and varied, from quilted fabric or wood covering the torso to full suits of metal. The Armor Type (AT) of a combatant is based on

the material and construction of his armor and assumes a full suit, from head to toe. The Armor Types (from 1 to 10) do not represent specific types of armor, but instead could be any of several different kinds of armor depending on the setting. Each AT shares similar characteristics with regard to flexibility, design and

material. Descriptions of the 10 armor types, along with man-made and natural examples, are given in Table 8-2.

In addition to the normal encumbrance of wearing armor (due to weight), there are penalties that represent the confining and more restrictive nature of armor. Maneuver penalties apply to any maneuver that requires freedom of movement (e.g., running or climbing). Vambraces also give penalties to missile attacks, due to the weight of the armor on the arms, while helms also give penalties to perception due to the limited field of view and dampening of sounds.

As shown on Table 6-6 in Chapter 6 penalties are given for both complete suits, as well as the individual pieces, if the Piecemeal Armor rules are used (see below). It is assumed that vambraces and greaves come in sets of two matching arms/legs. Maneuver penalties (only, not missile or perception penalties) from armor can be reduced with the *Combat Expertise: Maneuvering in Armor* skill.

Manufactured armor can be made better or worse than average. Superior materials, craftsmanship or design may offer a DB bonus, or be more maneuverable or

lighter. Likewise, inferior or damaged armor may have a DB penalty or may hinder movement more than usual.

Inherent natural armor gives no maneuvering penalties, and (usually) provides full body cover (i.e., ‘vambraces’, ‘greaves’, and ‘helm’), also at no penalty. However, as it is not an inert material, it does not provide the defense against spells that worn armor does (i.e., bonuses to Resistance Rolls do not apply from natural armor).

Example: *The mail found in the Duke’s arming cabinet is fine high steel wire, bent into tiny links in a tight,*

Table 8-2 Armor Types				
AT	Name	Description	Man-made Examples	Natural Examples
1	None	Those without armor have great incentive to not be hit at all, since there is nothing protecting them from the weapon.	Light clothing	Humans, birds, amphibians, snakes, fish
2	Heavy Cloth (Flexible Cloth)	Heavy clothes, hides, and furs are mostly used to protect against the elements although they do well at protecting against light slashes and provide some padding against crushing attacks.	Heavy clothing, furs, armor under-padding (haketon, arming coat), padded armor	Light hides or animals with significant fur
3	Soft Leather (Flexible Leather)	Flexible like clothing, the soft leather Armor Type is a heavier and thicker version of hides and furs and frequently used as the under-padding for heavier armors. It provides similar, but better protection, than heavy clothing.	Thick leather clothing, heavy armor under-padding, quilted armor (gambeson)	Heavy hide and/or thick heavy fur over hide, thin blubber, soft carapace
4	Hide Scale (Scale Horn)	Hide Scale armors consist of small hard horn-like elements sewn together or to a flexible backing. Scaled Hide provides moderate protection against slashing attacks, although piercing weapons can more easily penetrate in between elements and joints.	Persian Imperial archer armor	Alligator hide, chitin carapace, pangolin
5	Laminar (Segmented Horn)	Improved but similar protection to AT 4, Laminar consists of larger than hand sized horn-like elements connected together or overlapping in flexible joints.	Light samurai armor	Armadillo, overlapping rings of giant worm
6	Rigid Leather (Plate Horn)	The best protection organic armor can provide, AT 6 is made up of large rigid plates and provides good protection vs. all types of attacks. It is light but not as strong as metal.	Cuir bouilli plate, Linothorax	Armored hides like rhinos, shell of a crab or armadillo, very thick blubber
7	Metal Scale (Scale Metal)	Metal Scale is made up of small metal elements linked together, usually on a flexible backing. It provides very strong protection vs. piercing, strong vs. slashing, and less vs. crushing.	Lorica Squamata, Ringmail, Japanese kikko, jazerant, Chinese mountain pattern armor	Enchanted creatures with scaled hide as hard as metal
8	Mail (Flexible Metal)	Mail is flexible and more maneuverable than other metal armors and provides excellent protection vs. slashing attacks, although piercing attacks can more easily penetrate it. It provides marginal protection vs. crushing attacks.	Maille, Viking mail-shirt (byrnie), Roman lorica hamata, Norman hauberk	Enchanted creatures with metallic or metal hard fur
9	Brigandine (Segmented Metal)	Brigandine armor, often called splinted, is made up of larger than hand sized metal plates. It provides most of the benefits of plate, without solid back and breastplate, therefore weaker vs. crushing and piercing attacks but much easier to wear.	Roman lorica segmentata, metal samurai armors	Enchanted creatures with overlapping bands, large scales or rings as hard as metal
10	Plate (Plate Metal)	Plate consists of larger metal plates centered on either a single torso barrel, or a pair of back and breast plates attached at the sides. Usually overlapping at the joints, it provides the best protection vs. all physical attacks.	Plate	Enchanted creatures with shells as hard as metal

overlapping, multilayered pattern. The mail hanging from a hook in the barbarian camp is crude rings of black iron wired together edge to edge to form a coat of mail. The Duke's mail is AT8 +10, while the barbarian's mail is AT8 -10.

Shields

Like armor, the use of shields is varied, from small target shields to large wall shields weighing over 40 lbs. Obviously, larger shields can protect the most but are bulky and heavy. Very skilled combatants can use even smaller shields to great effect, especially when confronted with a single foe.

Against a melee attack, a shield increases the character's Defensive Bonus by the shield's DB, plus the number of ranks the character has in Shield skill (called passive use). A combatant may use a shield versus multiple foes, up to the maximum number of foes indicated on Table 8-3. Using a shield is treated as an instantaneous action (0 Action Points for the first foe, 1 AP each foe thereafter). The foes may be attacking someone else, so long as their target is behind you or on to your shield side.

Example: *Burkin has a full shield and 15 ranks of Shield skill and a bonus of +78. He uses his shield against a goblin wolf-rider pair in front of him and against a goblin archer. Against the goblin and wolf in melee, Burkin's DB increases by $25 + 15 = 40$. Against the goblin archer, his DB increases by +25 (the flat bonus for a full shield). This will cost him 2 AP (0 For the wolf, +1 for the rider, and +1 for the archer).*

A combatant may elect to forgo the passive bonus to a shield and instead perform a full block as a 4 AP action, or a partial block as a 2 AP action. A full block adds the combatants Shield bonus, and a partial block adds half the combatants Shield bonus. This is in addition to the normal Shield DB.

Against a ranged attack, a shield provides a fixed bonus as given in Table 8-3, however it may also

concentrating (Section 7.1), a character can actively hide behind his shield and move it defensively to protect against ranged attacks. This increases the character's Defensive Bonus by his Shield skill bonus (in addition to the normal shield DB). If the shield is used to defend against multiple attacks (up to the max foes) they must all be on one side of the shield user (i.e., in a 180 degree arc), and the total skill bonus must be split evenly between them.

Example: *If Borin were facing one goblin archer, then he could hide behind his full shield to gain a bonus of +100 (+25 from the shield + 75 for Shield skill) against any missile attacks by that goblin. If he were facing three goblin archers he would need to split his +75 skill bonus evenly between them, thus getting a Defensive Bonus of +50 (+25 from the shield, +25 for $75/3$ shield skill). Of course, his offensive capabilities will be limited as concentration doubles the activity needed for all actions in a round. If he were using a normal shield, he would have only been able to defend against two archers.*

Piecemeal Armor

A combatant is wearing piecemeal armor if he is not wearing a full suit of armor or is wearing mismatched armor (e.g., a mail shirt with heavy leg greaves). Archers may forgo vambraces to improve their shots, while soldiers may choose to wear metal helms or greaves along with leather torso armor. Combatants may also wear piecemeal armor through necessity (loss of a piece of armor, limited funds, etc.).

When wearing piecemeal armor, treat the Armor Type as the armor that is covering most of the body. This is usually torso armor (50% cover). Vambraces provide 20% cover, greaves 20% cover, and helm 10% cover (If there is a 50/50 tie, torso wins).

When a combatant is struck in a location that has a different AT than what was used for the attack table, the severity of any critical is increased (for lesser armor) or decreased (for greater armor). See Table 8-4 for the amount the severity should be adjusted. A +1 means an A would become a B, while -1 means a B would become an A. In the case of reducing an 'A' critical, reduce the critical to the next lower rolled row that affects that

Table 8-3: Shields

Type	DB	Max Foes
Target	+15	1
Normal	+20	2
Full	+25	3
Wall	+30	4

be used actively to provide cover. By

location (If there is none, use the first row on the table, and change the prose to fit the location). Note that some attack tables will indicate that piecemeal armor rules have no effect, in which case use the normal AT as usual and do not consider differently armored locations (e.g., greaves have no effect on grappling attacks).

Table 8-4: Piecemeal Armor Critical Modification

AT	Piecemeal Armor			
	1	2 - 3	4 - 6	7 - 10
1	-	-1	-2	-3
2 - 3	+1	-	-1	-2
4 - 6	+2	+1	-	-1
7 - 10	+3	+2	+1	-

9. Attack Tables

10. Critical Tables

For the beta version of these rules there are no symbols representing the different critical effects. Instead the letter codes described below are used. For additional information on critical effects see Section 2.6.

- **+X Hit:** additional X hits of damage
- **X B:** Bleeding, at X hits every round
- **Ftg (-X):** Fatigue penalty of X
- **Brk or Brk (-X):** Breakage roll at -X (if given)
- **-X:** Injury penalty of X
- **X Daze:** Dazed for X rounds
- **X St:** Stunned for X rounds
- **X SUP:** Stunned & Unable to Parry for X rounds
- **Stag:** Staggered (1 round)
- **X' KB:** Knocked back distance of X'
- **Prone:** Knocked/pushed to ground
- **X% G:** Grappled X%

Critical Descriptions

- **Acid:** Attacks that use caustic or acidic inflict acid criticals. This may be from enchanted creatures that secrete or expel acid as a defense mechanism.
- **Cold:** Elemental cold attacks, such as from spells or magical effects inflict cold criticals, although they can also result from extreme cold.
- **Electricity:** Most often from enchanted attacks or creatures, lightning criticals could also be inflicted from electrical devices or natural lightning.
- **Grapple:** Grapple criticals are usually inflicted by unarmed attacks that focus around grabbing and holding. They may also come from some weapons such as whips.
- **Heat:** Natural extreme heat, as well as enchanted elemental heat attacks, such as fire balls, inflict heat criticals.
- **Holy:** Weapons or spells from a divine source, such as from a godly being or from someone channeling the power of a godly being may cause holy criticals. Holy weapons usually inflict holy criticals in addition to the normal type from the weapon itself.
- **Impact:** Blunt force that covers large areas of the body, such as a falling block, a fall, or ram attack cause impact criticals.
- **Krush:** Blunt crushing weapons like maces and clubs cause krush criticals.
- **Puncture:** Piercing attacks come from pointed weapons like arrows, stabbing blades like daggers, or from natural weaponry like stingers.
- **Slash:** Slashing criticals involve a sharp edge cutting the target, and are most often used by blades such as swords and axes.
- **Steam:** Heated water vapor can be scalding and inflict serious burns, from either natural or enchanted sources.
- **Strikes:** Unarmed attacks that focus on punching and kicking are like crushing attacks causing bruising, stuns, and concussion damage, but rarely breaking the skin except with the most serious of blows.
- **Sweeps:** Unarmed attacks primarily using throws and sweeping attacks are meant to redirect and use the foe's weight against him. These attacks unbalance the foe and can also cause serious blunt force damage through dropping the foe or impacts with objects or walls.
- **Subdual:** While subdual attacks are always meant to be non-lethal, death is still a possibility, as is serious permanent injury. Most injuries however tend to be temporary, such as dazing, stunning, or short duration penalties.
- **Unbalance:** Severe hits from melee attacks often will cause secondary criticals in addition to the normal critical type. The force behind these blows can seriously unbalance the foe causing him to fall or otherwise injure himself.

Part III: Gamemaster Law

This book also gives the Gamemaster the tools needed in order to run a game of *Rolemaster*, which include:

- Maneuvers, tasks rated by difficulty, and how to resolve attempts to accomplish them (and the consequences of failure).
- Experience, a way to reward players for accomplishing tasks and advancing the story.
- Hazards, the dangers of the gameworld, and their effects on the players.
- Non-Player Characters, all the people and creatures other than the players' characters, with guidance on how to deal with them interacting with the player characters within the game.

11. Gamemastering

Being the Gamemaster of a roleplaying game involves a lot of separate jobs rolled up into one. The GM must direct the action, act out all the non-player roles, resolve disputes, and keep the flow of the game moving. Stepping back from the action, the GM also writes all the elements of the story not controlled by the players. *Rolemaster* can be used as the basis for many different stories, and the rules in these sections will help the GM to get the job done at the gaming table and to customize the game to fit the style of action he wants to run.

11.1. Power Level

Rolemaster is easily customizable to allow for a wide variety of gaming styles and settings. Some groups may like to play low-powered games where the characters are ordinary, while others prefer games where their characters are epic figures in a dynamic world. Some skills, spells, or talents may not be appropriate in one campaign, but necessary or even casual elements in another. To allow for a broad range of power, *Rolemaster* can be scaled based on the relative power of the characters to the rest of the world.

There are five power levels, from Average to Epic. These are to be used as a guideline in making decisions about what rules are to be allowed. The GM may even decide to use different power levels in different parts of the rules, such as using a Heroic power level for generating characters but an Average power level when dealing with spell list availability. These power levels are given to help GMs, not to tie them down or hamper them, so as always the GM can modify as he sees fit.

- **Average** – The characters are average people. Training in skills will be the single most important factor in play, rather than exceptional stats or innate talents.
- **Superior** – The characters are all exceptional, in the top 10% of the population. Training in skills is still a very strong factor, but they will stand out as better than people of the same profession and level due to their individual superiority and natural talent. (This is *Rolemaster's* default level).

- **Heroic** – The player characters are highly exceptional, in the top 1% of the population. While training in skills is still important, the characters are all cream of the crop, Olympic quality level in their chosen fields; their innate ability makes them stand well out above the average compared to other characters of the same profession and level.
- **Legendary** – The players characters at this power level are now once in a generation prodigies. Training in skills gets a giant push from innate talent. They now not only stand out in the crowd, the crowd has a hard time keeping up.
- **Epic** – The player characters at epic power levels exceed the averages by so much they no longer really fit into the same frame. They are pushing into superhuman or demigod-like levels of innate ability.

Example: *Shadow World is a high fantasy setting with potentially powerful foes and magic. The GM wants the characters to be heroes in this setting where they use powerful magic and weapons to help combat epic foes and so sets the campaign's Power Level to Legendary.*

Example: *A game set in Europe's Dark Ages has no magic at all, and with limited technology. The GM begins the characters as normal peasants, with no special powers and of average abilities. He sets the*

Table 11-1: Power Level and Characters					
Power	Professional Knacks	Reroll Stats Under	Average Stats Temp.	Pot.	Stat Points
Average	0	-	51	76	0
Superior	+ 10 (+5 max)	11	56	78	10
Heroic	+ 20 (+10 max)	21	61	81	20
Legendary	+ 30 (+15 max)	31	66	83	30
Epic	+ 40 (+20 max)	41	71	86	40

campaign's Power level to Average.

Characters

Some GMs and players prefer stronger or weaker starting characters for different styles of game play. The default Superior level method (Section 3.5) will generate slightly above average characters.

Superior characters will have average temporary stats of 56 and average potential stats of 78. To use a

different power method, change the Reroll threshold. For Superior anything 10 or less is rolled again, while for Average power level there are no rerolls. The 'Average Stat' columns on table 11-1 indicate what the average stats would be for different power levels.

If using the optional point-buy method, change the number of points used to buy stats as shown in Table 11-1. The default method presented in Section 3.5 gives 10 points.

Power level also determines the bonuses given as Professional Knacks. The default power level presented in Section 3.4 gives two +5 bonuses. Use Table 11-1 to determine Professional Knacks for other power levels. The notation of +10 (+5 max) means a total of +10 bonus, but a max of +5 to any one skill.

11.2. Starting Level

Starting level is something that GMs will often vary. Some GMs may want to run a group of inexperienced waifs through a city adventure while other GMs want to run experienced heroes fighting powerful foes. Level is different than Power Level. Power Level represents the character's overall power relative to his peers, while level is a gauge of experience.

Rolemaster is primarily a skill-based game, which assumes a certain amount of

training and real-life experience. While age does not solely determine real-life experience, it is true that older characters tend to be more experienced and thus higher level. However, there can certainly be exceptional well-traveled teenagers and stagnant adults.

When deciding starting level, consider the types and difficulties of the challenges in the campaign, as well as the background of the characters that are to be part of the story. A first level character is not a veteran of many battles, nor is a tenth level character a naïve farm boy.

The first few levels in *Rolemaster* are often made up of adolescents who are still apprenticed, depending on the profession. Table 11-2 has examples of names or titles based on level and an age guide, indicating level for one's approximate age. The GM may find this more useful for NPCs, keeping in mind that actual level can vary wildly depending on the type of NPC desired. These are not rules written in stone, merely guidelines from which a GM can start from before they tweak to fit their world or any specific character or NPC.

11.3. Starting Wealth

A Gamemaster must also decide how much equipment and money characters begin with. Take into account the overall wealth of the setting first, before determining the character's standing. In some settings only members of the nobility might be rich, while in some dark, gritty settings everyone is poor. Do not allow your players to start the game with 10 gold each if the royal treasury only contains 500 gold. Table 6-2 presents starting money based on starting level and five wealth categories.

In addition to wealth, the GM may place restrictions on what equipment is even available based on the setting as discussed in Chapter 6. Perhaps no one has invented plate armor, or civilians may not be allowed to own swords. If metal is rare you could make

any metal items cost twice as much when players choose starting equipment.

11.4. Awarding Experience

Character rewards can be many, from treasure to roleplaying rewards. However, among these, Experience Points (EP) are one of the most obvious and are a significant factor in most role-playing games. Characters gain experience, and therefore skills and abilities, by being awarded EP by the GM at the end of each playing session.

A character's level increases every 10,000 EP. This includes Level 1 (i.e., at the start of level 1, a character

Table 11-2: Levels		
Level	Names	Typical Age
1	Novice, Assistant, Page	Pre-teenager
2	Jr Apprentice, Squire	Teenager
3	Apprentice, Knight-in-waiting	Young Adult
4	Sr Apprentice, Man-at-arms, Scholar	Adult
5+	Journeyman, Knight, Sr Scholar	Adult

has 10,000 EP). Thus level can be determined by dividing EP by 10,000 and rounding down.

Example: *Dral, after a series of adventures, has a total of 75,614 experience points, which is more than the 70,000 minimum for 7th level and fewer than the 80,000 required to be 8th level. Dral is 7th level.*

The system presented here awards EP on the basis of participating in significant events. This could be personal accomplishments of set goals, or completing missions important to the session or overall story. Events are broken into three types: personal events, session events, and story events. If more than one event type appears to apply in a situation, both types of EP will be awarded. This often results in a single character getting a personal reward on top of the session or story award that the whole party will get. This makes sure that people who do more get a bit more reward, but also ensures that those that support an action and make it possible also get a fair share of the reward. Often failure teaches us important lessons, so the GM may award experience for failures that teach a lesson also.

Example: *Karlo strikes down the dread demon lord Goraili, a major personal event, but Goraili was the major opponent of this session, so killing him was also a major session event. Goraili was one of the four demon lords the party has been hunting for months, as part of their plan to eliminate the demon invasion, so killing Goraili was also a moderate story event. While each member of the party receives EP for accomplishing a major session event and a moderate story event, only Karlo gets the major personal event EP for killing the demon lord.*

Slower or Faster Advancement

On average, characters will go up a level every 2 or 3 sessions. This may be too slow for some GMs and too fast for others. For slower leveling, figure EP using the guidelines below and cut them in half. For faster leveling double the awards, although it is recommended that never more than 1 level is gained at one time.

Some GMs may even want characters to go up the first few levels quickly and higher levels much more slowly. In this case the GM may use faster leveling for levels 1-5, normal leveling for levels 6-20, and slower leveling for levels 21+.

Personal Events

A personal event is any event that fulfills the personal plans or desires of the character accomplishing it (or being affected by it). If Alex is playing a Bard who seeks out folk tales, learning a new folk tale would be a personal event award event, whereas if he kills some Orc simply to survive, that's an achievement that is in no way personal, but quite generic and relevant only as a means to achieving something else.

A minor personal event award should be given for achieving one of the character's desires without a specific plan (e.g., Kyle the Dragonwatcher sees a dragon fly directly overhead for the first time). A moderate personal event should be given for something where the character was specifically working to achieve that desire when it happened (e.g., Kyle had learned the dragon's flight route and waited in a suitable spot). A major personal event should be given for something that has required longer-range planning and effort to achieve (e.g., Kyle has spent many months to seek out the great dragon Silverflame, researched and brought an appropriate gift to be allowed into the dragon's presence, and made a sufficiently favorable impression to granted an extended audience).

On the failure end, if the PC roleplays his disappointment with whatever poor decision or ill luck resulted in the poor result sufficiently well, and the GM deems it worthy, the event may be a learning experience.

Minor Personal Event: 10-100 EP

Moderate Personal Event: 100-500 EP

Major Personal Event: 500-1000 EP

Session Events

Session events are achievements during play that moved the session forward. These consist of short term events of the campaign contained within the session

(e.g., “found the Orc camp”, “killed all the Orcs in the camp,” or “rescued the prisoners from the Orcs”). These events will often be common to everyone in the group, and so every member of the party will get the full EP awarded (it is not split between them). Each session should include at least one of these events, but not more than a handful.

Any accomplishment that contributes significantly to the success of the session is at least a minor event. To be a moderate session event, it must be something where failure would make accomplishing the major event of the session far more difficult or impossible (e.g., defeating the Orc guards and getting over the rope bridge before the Orcs can cut the bridge qualifies because if the bridge were cut, the party would find it very difficult or impossible to complete their mission). A major session event represents the entire point of the session (e.g., did the characters defeat the Orcs they had come to fight, or did they fail?). Because various gaming groups may run longer or shorter sessions, consider a “Session” to be roughly equal to a full chapter of a book if the campaign were a novel.

For failures, if they advance the story, they may still be considered session events, but the PCs must roleplay sufficiently well that they have learned from the situation and/or have tried their hardest despite odds not in their favor. Losing the town to a massive orc horde, but putting up an epic defense before being forced to withdraw, should not be punished, despite the fact it advances the situation in a bad way.

Minor Session Event: 100-500 EP

Moderate Session Event: 500-1000 EP

Major Session Event: 1000-5000 EP

Story Events

Story events are major, long term events of the campaign and advance the major plot line of the campaign (e.g., “cleared all the Orcs west of the river”, “discovered the Orcs are being paid to raid by the Temple of the Black Hand”, or “located the site of the Temple of the Black Hand”). These events are almost always common to everyone in the group, and so every member of the party will get the full EP reward (it is not

split between them). Except in sessions where major events come to a climax, there should rarely be more than one of these types of events accomplished in a single session. Some sessions will not accomplish a significant story event at all.

These relate to the larger events in the campaign. Any session that results in some movement forward in the overall campaign can be considered a minor story event. To be a moderate story event, the characters must have made some significant progress in the overall campaign. Major story events are ones that drastically shift the overall campaign progress. Each session may have minor impact on the overall story progress, but climactic sessions may end with moderate story events accomplished. Major story events are turning points, usually the focus and result of many sessions of effort finally coming to a climax.

Sometimes the most epic events are not in your favor, and failing to stop the ritual that allows the demon lord to physically enter the world might bode poorly for future events, but if the PCs did their best, and managed to do as much damage as they could before being forced to flee, this should still be considered a story event for EP purposes. The story has advanced in a dark way; you must have just completed part two of a trilogy.

Minor Story Event: 500-1000 EP

Moderate Story Event: 1000-5000 EP

Major Story Event: 5000-10,000 EP

Development Points as Experience

Rather than gaining experience points and spending 50 Development Points when a new level is achieved, EP may be forgone completely and DP directly awarded. This represents characters continually learning and improving rather than improving many skills all at one time and suddenly gaining a bunch of new spells or abilities.

The guidelines above are still used, except that 200 EP is equal to 1 DP. Personal events range from 1-5 DP, Session events from 1-25 DP, and Story events from 2-50 DP, depending on if the event is minor, moderate, or

major. If the slower or faster leveling option is used, these would be halved or doubled.

The character is able to use awarded DP immediately, although the player may choose to save them to spend on a more expensive skill or talent. The character must still heed leveling restrictions (e.g., if a character takes 1 rank in his weapon of choice and gains DP later on he must pay the rapid development cost for a 2nd rank unless he has gone up a new level). The character is considered to have gone up a level once he has been awarded 50 DP. At this point, he may increase stats.

11.5. Creating Races

Races are balanced by assigning costs (in terms of Development Points) for advantages and disadvantages they may have. These are collectively called racial talents (and flaws), and work the same as other talents (Chapter 5). The most common racial talents are described in Section 3.2.

To create a new race, total the DP costs of the race's talents & flaws then subtract from 50 to get the Bonus DP for the Race. Talents need not be limited to those presented as racial talents either. Any talents could potentially be used in creating new races. For instance, all individuals of your new race may be naturally Ambidextrous.

Race creation is an element of worldbuilding and usually done by the GM. If a player wants to create a race, he is going to need to make sure that the GM is okay with the player adding such an element to the GM's game world.

11.6. Creating Cultures

The provided cultures are written very broadly to be used in any fantasy setting. Many GMs will want to create cultures that are more specific to their game worlds or may, in some cases, even allow a player to make a custom culture for his character. Keep in mind that the skill ranks from culture are those "anyone" in the culture would have (i.e., anyone lacking this skill set would be regarded as the village idiot). It does not imply any special talent for the skills given (that is the job of talents), although it may seem that way to outsiders. A

culture of nomads that take two ranks of Riding every level will seem "born to the saddle".

Cultures are created with 100 DP using costs for the 'No Profession'. Cultures may occasionally give more than 2 ranks in a skill, which uses the second skill cost for each rank beyond the first. For example, 3 ranks in "Lore: Own Region" with a 2/4 cost, costs 2 DP for the first rank, 4 DP for the second rank and another 4 DP for the third rank for a total cost of 10 DP.

If multiple ranks are granted, but must be spent on separate specific skills, then the first cost is used for the ranks (e.g., two ranks in Performance Art, but the player must assign them as one rank each in Music: Singing, Acting, etc.).

Created cultures should adhere to the following guidelines, especially if the GM is allowing a player to create a culture. Some unique cultures may diverge from these, but that should be strictly up to the GM.

- 6 ranks spoken in a native language, minimum. If literate, this should be 6 spoken and 4 written. Bilingual cultures would have 6/4 or 5/5 in the two spoken languages (plus any additional ranks written).
- 3 ranks in Lore: Own Region (10 DP).
- 1 rank in Body Development (4 DP)
- 1 rank in Movement: Running (2 DP), or appropriate Movement skill. (Swimming for mermen, Flying for bird-men, etc.)
- 1 rank in Combat Training: Unarmed (3 DP).
- There should be no ranks in Spell Lists.
- Skills may be assigned to a general skill such as "Crafting" left to the player to specify or to a more specific skill such as "Crafting: Wood Carving".

Small pocket cultures are more common than new races, but culture creation is still an element of world creation that GMs may want to keep to themselves. Seek permission from the GM before creating a new culture.

Languages

Language can be a unifying element among groups with varying racial or cultural backgrounds. On the other hand, it can also be a barrier that can lead to the destruction of a hearty group of adventurers. Because most worlds embrace a number of tongues and few characters know all the languages, translators and cooperative efforts may be necessary to overcome communication problems. By having each player's character know and/or understand (to varying degrees) different languages, a tremendous amount of diversity can be injected into the game.

To allow for games that place emphasis on languages and wishes to have multi-lingual cultures, allow starting characters to purchase language Ranks at a cost of 1 DP per rank.

11.7. Creating Professions

New professions can be easily created by using one of the existing professions as a template. Professions are created using points, where reducing the cost of a skill category by one step costs points, and increasing the cost of a skill category by one step gives points back. Categories are 1 point each except for the Spellcasting and Combat Training categories, which are 3 points each. Therefore, reducing the cost of Spellcasting by 1 step requires raising the cost of other categories by a total of 3 steps (e.g., one category by 3 steps, three categories by 1 step).

There is a fixed set of DP costs for skills, thus increasing the DP cost of a skill category by one step causes it to go to the next higher DP cost. The skill costs are: 1/2, 1/3, 2/3, 2/4, 3/4, 3/5, 4/6, 5/7, 6/8, 9/12, 12/15, 16/20, and 20/24. Skills cannot be lowered below a cost of 1/2, or raised above 20/24.

After assigning DP points, each profession also has a list of 7 skill categories they may use for selecting their fluency and knack bonuses. Finally, spellcasting professions have a realm (or realms, if a hybrid), and 6 base spell lists.

Custom-built professions to fit a game world are the GM's domain. If a player wants to create a custom

profession, he should seek GM clearance that such a thing is even allowed before proceeding.

11.8. Skills

The skill list provided is intended to be a default list, generally applicable to most fantasy campaigns. Most Gamemasters, or players, will wish to add skills or specializations to help flesh out the character, such as specific Lore or Crafting skills. Different settings or genres may have unique technology or magic that will require adding skills. Similarly, some skills may not be appropriate for all settings. In particular, the Adrenal skills (in the Body Discipline category) can allow for near superhuman athletic feats. Using them can help keep Arms Users up with spellcasters, however some GMs may not want superhuman feats to be possible without magic.

If the number of skills is changed drastically, such by removing a lot of specializations and only requiring development in the more general skill, the number of Development Points gained each level should be adjusted. There is no hard and fast rule, as it depends on if how important the skills are that were added or removed. As a starting point add or subtract 1 DP for every 2 skills.

11.9. Talents & Flaws

Talents and flaws should be considered completely optional, where the GM has final say if a talent/flaw is available or not. Talents, and combinations of talents can often upset game balance, so some care should be taken on allowing them, with the default being no, and only allowable with GM approval. Some suggestions for using talents/flaws in your game are:

- *Allow talents, but only the bonus DP due to race may be spent on a set of initial talents at character creation. No new talents may be gained afterward, although the initial talents may be improved upon.*
- *Characters have unrestricted access to talents at character creation but only with points gained via flaws*

- *Elves are particularly magical in this setting, so Elves may take up to 30 DP in all "Magical" talents, while other talent purchases are limited to 20 DP.*
- *A GM knows his group has trouble staying on track and would like to see less digression in the next campaign, so he cuts the cost of Destiny Sense in half.*
- *The GM has players write up character backgrounds first, then decides appropriate talents that would fit those backgrounds to offer to players. They can choose among the offered talents, but are not required to take any.*
- *Discipline talents are restricted to only two monastic orders that teach the secrets to only full members of the order, and are apt to hunt down and punish those who break the secrecy of the order.*

12. Health

The health, life, and death of characters, allies, and enemies, play an important role in a campaign. Health is most often adversely affected by injuries, but it could also be affected by short term fatigue effects.

12.1. Healing

In a game where combat and dangerous maneuvers are frequent, healing becomes an important part of gameplay. In *Rolemaster*, where characters can bleed, break bones and lose limbs, healing becomes a detailed part of gameplay where specific injuries require specific healing methods, be it from skills or spells.

Concussion hits are an abstract way of tracking a character's pain, degrees of injuries and hold on consciousness. A character reduced to 0 or less hits will fall unconscious. Characters at less than full hits will feel bruised, beaten and shaken.

Even without spells, herbs or medicine, a combatant may rally from some injuries, barring infections. Hits are recovered over time, from rest or sleep. For every four continuous hours of rest or sleep half the character's skill ranks in Body Development, in hits, is recovered (total ranks for eight hours).

Injuries (specific damage to a part of the body), apply a penalty that represents the pain and incapacity caused by the injury. They require longer recovery even after being 'healed'. Injuries are assigned a severity depending on the penalty (or amount of bleeding) as shown in Table 12-1. The injury severity is used in spell descriptions and for healing maneuvers. Each type of

injury is described in the sections below along with treatment options and difficulties.

When an injury is treated, a recovery roll is made (Table 12-1) to determine how long it takes to recover. The result is the number of days it takes for a light injury penalty to completely fade. Medium and severe injuries multiply the days by x5 and x10. Some races also have a recovery multiplier other than 1 (x1/2 or x2), which further multiplies the recovery time. With proper

facilities, each day of complete and utter rest is treated as two days.

Divide the penalty by the recovery time to get how much the penalty is reduced every day. If the recovery time is short and the penalty moderate, it may make more sense to measure recovery by the hour. If it does not divide evenly, reduce the penalty the most on the first day(s) (so for a -15 penalty that heals in 10 days, heal -2 each day for the first five days, then -1 each day for the last five days).

If the injury is not healed, but the character rests and keeps the area immobile, a recovery roll can be made at -100 and also treated as an automatic permanent injury (see below). A broken arm will heal poorly on its own, albeit

slowly, and may never be as good as it once was. The character must rest and keep the area immobile or else recovery will halt. For some injuries the GM may rule that they cannot get better at all without being healed, or will even get worse.

For some injuries, treatments may still require the patient rest, or move no faster than a walk. If the patient does engage in more strenuous activity (requiring a maneuver roll), a Failure on the roll will

Table 12-1: Injuries & Recovery						
Roll	Bone	Cuts & Burns	Muscle/Tendon	Organ	Poison/Disease	Skin/Tissue
< 0	10	12	15	20	25	5
1 - 50	8	10	12	16	20	4
51 - 75	6	8	9	12	15	3
76 - 99	4	6	7	8	10	2
100-125	3	4	5	6	8	2
126-175	2	2	3	4	5	1
176+	1	1	1	2	3	1
Medium injuries x5 Severe injuries x10						
Injury Penalty		Bleeding		Severity		
-1 to -25		1-3/rd		Light		
-26 to -50		4-6/rd		Medium		
< -50		7+/rd		Severe		
Type of Healing				Modifier		
None				-100		
Medicine Success				0		
Medicine Absolute Success				+25		
Magic				+50		

mean the wound will need to be treated again (and recovery rerolled). An Absolute Failure will also double the remaining penalty.

Example: *Garath is recovering from a fractured arm (-50). Yorell, unfortunately out of herbs, manages to set the bone and put it in a sling. Yorell's Medicine roll results in an Absolute Success, giving Garath a +25 to his Recovery Roll. Garath rolls a 34 for recovery + 56 Body Development + 25 for a total of 115. This results in a three-day recovery, however it is a Medium injury so it is x5 the rolled recovery (15 days). -50/15 days is -3/day, with -5 left over. Thus, Garath's penalty reduces by -4 per day for the first 5 days, then -3 per day after that until fully recovered. Also, every full, complete day of rest is treated as two for purposes of recovery, so Garath decides to hibernate for a while.*

These rules should make it pretty clear that in games without magical healing, the GM should schedule significant downtime between combat sessions, or be ready to deal with the crippled up PCs dealing with conflict while limping and favoring one side. Sometimes a combat encounter you'd laugh at when healthy becomes challenging and fun when badly hurt. A 10th level fighter might laugh when be confronted by a few giant rats, but after falling down a well and breaking his leg; it's suddenly not so funny.

Permanent Injuries

It is possible that injuries can cause long-lasting effects.

Table 12-2: Permanent Injury		
Roll	Result	Permanent Injury
< 1	Absolute Failure	100% of penalty
1 - 75	Failure	75% of penalty
76 - 99	Partial Success	50% of penalty
100 - 175	Success	25% of penalty
176 +	Absolute Success	No permanent injury!

Light injuries can never develop permanent injuries (unless from not being treated). For Medium and Severe injuries, the Recovery roll is used to determine if a permanent injury develops. If the roll is even doubles (22, 44, 66, 88, 100) for a Medium injury, or any doubles for a Severe injury, then there is a chance of a permanent injury. Make a second Recovery roll as

normal and consult Table 12-2, using all modifiers from Table 12-1, but also subtracting the penalty from the injury. Permanent injuries can only be healed with high-level magic (permanent injuries are Nerve injuries with specific spells for their treatment) or advanced medicine (GM discretion).

Organ Injuries

Organ injuries are extremely difficult to treat and very slow to heal. Destroyed organs may have permanent effects (e.g., loss of vision), if not causing outright death.

- The external wound can be dressed (Very Hard, -20) in the case of Light wounds, allowing healing to proceed.
- Surgery (Absurd, -70) is required with Medium or Severe wounds.

Bleeding Injuries

If bleeding injuries are accompanied by a penalty, then the penalty itself is due to the cut or wound and is healed and recovered as a 'Cut'. Medical skills can be used to stabilize or slow bleeding with a few different methods.

- Direct pressure (Easy, +20) can be used to stop the bleeding of minor wounds or slow the bleeding of more serious wounds (by 4 hits/round), although any action more rigorous than walking will reopen the wound.
- Stiches (Medium, +0) can be used on Light or Medium wounds to prevent reopening of wounds, and they will also lower the penalty. Halve the penalties for any successfully stitched open wound. A failure for any violent motion (attacking, movement or a maneuver requiring a maneuver roll) will reopen the wound.
- Tourniquets (Very Hard, -20) can be used to stop severe bleeding wounds on limbs other than the head, but they must be loosened and allowed to bleed for 1 round after every 10 rounds held tight or the limb will die.

- A wound can be cauterized (Routine, +30), given a torch or hot metal object. The patient will often take damage from the heat, although most find this preferable to bleeding to death. The results of cauterization are given in Table 7-

Table 12-3: Cauterization	
Roll	Result
< 1	Absolute Failure Whose idea was it exactly to start waving around a flame? The fire has no effect on bleeding and the 'patient' takes a D Heat critical + 4d10 hits.
1 - 75	Failure It was a noble attempt. You may have actually prevented more damage than you just caused. Bleeding is halved but patient takes a C Heat critical + 3d10 hits.
UM 66	Unusual Event Hilarity ensues...depending on your viewpoint. The cauterization attempt is accompanied by mixed emotions from all involved, yet elicits giggles or guffaws from most. The patient ends up on fire, with actual results based based on the final roll (Success or Failure).
76 - 100	Partial Success Not a bad job really, you quite possibly saved a life. But was the cure worse? The bleeding stops but the patient takes a B Heat critical + 2d10 hits
101 - 175	Success Not bad. You expertly apply the flame and stop the bleeding with only a small amount of screaming. Patient takes an A Heat critical + 1d10 hits
176 +	Absolute Success From this point on you shall be referred to as the Flamemaster. The bleeding is stopped with no other damage. You are advised to not try this again so you can keep your reputation, and the Flamemaster name.

4.

Bone Injuries

Generally speaking, a Light bone injury is a simple fracture, a Medium injury is a compound fracture, and Severe injury is a shattered bone. Medical skills are best used to set and splint the injured limb. Injuries to joints (knees, ankles, elbows, etc.) that include broken or shattered bone will also have cartilage damage and require both bone and cartilage repair to heal.

- A splint (Easy, +20) can be crudely made from materials at hand. For a leg, the patient cannot move faster than a walk, and for arms the limb is unusable while in the splint, but the limb is kept stable.
- A brace or plaster cast (Medium, +0) is more permanent. For a leg, the patient can move no faster than Creep (x0.5), or Walk (x1) with a cane, or Brisk (x1.5), with crutches. For all limbs, the penalties are effectively halved for maneuvers (but use the full penalty when determining the daily lowering of the penalty through healing).
- Surgery (Sheer Folly, -50) can be used on Severe injuries and is generally the only option other than magic. A cast or brace is needed afterwards.

Burn Injuries

Burn Injuries have a high chance of infection, giving -20 to RR vs infection (Section 14.7) and can take much longer to heal if not treated.

- Applying cool water and bandages (Easy, +20) is effective on Light and Medium wounds (1st and 2nd degree burns) and prevents the possibility of blisters becoming infected.
- A salve (Light, +10) can also be used. This will give a further bonus (or penalty!) to the healing roll based on the qualities of the herbs or medicines in the salve. The wound is then dressed with bandages (included in this maneuver roll).
- Surgery (Extremely Hard, -30) can be used to remove the burnt flesh and debris and properly dress the wound in the case of Severe wounds.

Muscles, Tendons, Cartilage & Ligament Injuries

Generally speaking, a Light injury is a sprain or strain, a Medium injury is a tear or dislocation, and a Severe injury is a severed tendon, ligament, or muscle.

These tend to be common injuries, and require rest in order to heal.

- Splints and braces can be used as with bone injuries in order to keep the injured area immobile until healed.
- Surgery (Sheer Folly, -50) can be used to close the injury and bind it or to reconnect severed tendons, ligaments, or muscles. This is required on Severe wounds, but can be used on less severe wounds.

Example: *After a serious battle, Karn has a serious cut in his arm that is bleeding at 4 hits/round and a torn muscle in his other arm that is at -30. Luckily, his companion Mordryn is skilled at Medicine. Stopping the bleeding requires a Medicine maneuver at +20 for direct pressure, while the muscle requires rest, although a splint or brace would help in order to keep the arm immobile.*

Skin & Tissue Injuries

This is the most common type of injury and is considered a flesh wound. Any wound not given a specific injury from the above descriptions (bleed, bone, burn, muscle/tendon, organ), is a Skin & Tissue injury. They heal relatively quickly, treatment is easy to perform, and the chance of infection is low.

- The injury can be dressed (Routine, +30) in the case of Light, Medium, and Severe injuries.

Head Injuries

Head injuries can complicate all of the above. Any Medical maneuver on head injuries is increased one difficulty, and these wounds take longer to heal. Use the appropriate healing recovery table for the type of injury (typically Bleed, Bone, Burn, and Skin & Tissue injuries), but double the time needed to heal.

Shock and System Shock

Simple shock is a leading cause of death from trauma and is as simple as the body using up all its blood sugar. The treatment is to have the patient ingest some sugar and to warm the patient to relieve the caloric need for self-heating.”. None of the critical results cause this, but “the shakes”, nausea and fainting spells just after combat are fairly common, and the GM or the PCs can feel free to use either for roleplaying color. It is a simple

Medicine maneuver to treat this form of shock; without help, the character will be at a -25 to fatigue checks for 1 hour.

The more dangerous system shock referred to in many criticals is this exact form of body running out of resources, compounded with a massive injury that is expending resources faster than the body can restore them. Most of these results will end up being fatal without magic at the low tech level of fantasy, but it is possible for two non-magical healers working together to deal with this problem. While one healer makes a medium First Aid maneuver to keep the patient alive for one more round with sugar (usually in some liquid form), heat, respiratory assistance and/or chest compressions (2 rounds with absolute success), the other healer attempts to fix the other injury which is causing the system shock. The first healer must keep making maneuvers to keep the patient alive until the second healer successfully treats the underlying injury (see the appropriate section of the rules above), at which point one more success will alleviate the shock problem.

12.2. Life & Death

A character can die if he takes enough damage to reach negative hits greater than his Body Development skill bonus (e.g., a character with +67 Body Development will die when he reaches -68 hits). In addition to death from hits, some injuries may cause instant death or death within a given time period. These injuries can only be healed with very advanced medicine or powerful magic.

What happens after death is dependent on the setting (genre and specific world). Beings in one world may have a soul that may be retrieved even after death (resurrection) while in other settings the soul may be unknown, or not recoverable. If the game setting allows for resurrection, assume the soul departs five minutes after bodily death unless otherwise specified for the world. Before the soul departs, *Lifekeeping* herbs or spells can be used to prevent its departure, although if the body cannot sustain life due to injuries, this will do little good in the long run. After the soul departs, only a

Lifegiving spell or herb will bring the soul back to the body.

Soul departure and medical death are two different things. It may be possible to be alive, but without a soul (e.g., if subject to an *Absolution* spell), in which case the being is in a coma... alive but unable to function. In some settings, a functioning body with no soul in residence is an invitation to possession by non-corporeal entities like undead or demons.

If a character has died, the body can still be healed before the soul has left the body. However, even if the body has been healed this does not automatically make the character start breathing again or restart the heart.

Cardiac and Respiratory Arrest

Cardiac arrest occurs when an illness, drug, poison, or harmful spell, causes the heart to stop functioning correctly, so that it no longer pumps blood adequately throughout the body. The person becomes unconscious, and usually stops breathing as well (respiratory arrest, see below). Shortly after cardiac arrest, the heart stops, a condition that is known as "asystole", or flat lined. The heart is not beating, and there is no electrical activity. This condition is what a medical practitioner might use to certify clinical or legal death.

Respiratory arrest is when a person stops breathing. Also called prolonged apnea, it can be caused by airway obstruction (choking), drugs, illness, or injury. It can also occur as a result of cardiac arrest. Drowning is

considered a form of airway obstruction. Vital organs can be damaged within 5 minutes if respiratory arrest is not treated.

Brain death, usually caused by damage to, destruction or removal of the head, causes the body to immediately slip into both cardiac and respiratory arrest, and cannot be corrected without restoring or repairing the brain injury first.

Reviving a Body

The GM must decide if any of the below techniques are known in the game world, and specifically if the characters have sufficient medical knowledge to employ them. In many early technological periods, the only

thing they knew to do with a freshly dead body was to prepare for a funeral.

CPR (cardiopulmonary resuscitation) is used on a person whose heart has stopped, and sometimes during cardiac arrest. Depending on the emergency medicine protocols of a given area, sometimes a technique of only rapid chest compressions is used, which employs 100 chest compressions per minute. Defibrillation (electrical shocks to the heart) is used during cardiac arrest, and occasionally when the heart appears to have stopped, but might still be functioning with activity that is just not detectable. Defibrillation, in simple terms, shocks the heart back into functioning normally until further medical treatment can be administered.

Table 12-4: Defibrillation	
Roll	Result
< 1	Absolute Failure You reflect on the decisions that brought you here. They weren't good. There is no effect on the patient's heart but he takes a D Electricity critical + 4d10 hits.
1 - 75	Failure You weren't completely sure this was going to work, so it's no real surprise that it doesn't. Patient takes a C Electricity critical + 3d10 hits.
UM 66	Unusual Event The electricity coursing through the patient has a deleterious effect. The patient babbles incoherently as he has a near-death experience either before he dies (failed maneuver), or before he lives again (successful maneuver)! Hopefully he'll live to tell the tale.
76 - 100	Partial Success A bit messy and not certainly not harmless, but effective. Patient's heart restarts, but he takes a B Electricity critical + 2d10 hits.
101 - 175	Success Far better than you expected, and certainly the best one could hope for. Patient's heart restarts, but he takes an A Electricity critical + 1d10 hits.
176 +	Absolute Success Bards will sing songs of this far and wide. You will be famous and live long in folks hearts. Unless, of course, your patient is a nobody, in which case no one will sing and no one will remember. No one cares.

As a rule of thumb, a person can be revived within 3-5 minutes after death, although this assumes that there are no other complicating factors such as fatal injuries. If the character has undergone respiratory arrest, a Sheer Folly (-50) Medicine maneuver is required to revive him. If the character has undergone cardiac arrest (with or without respiratory arrest), then a Nigh Impossible (-100) Medicine maneuver is required.

In the event of a stopped heart, (asystole), defibrillation (electrical shock) can be administered given an appropriate source of electricity. This should only be allowed if the knowledge exists that this could work! This is a Medicine maneuver with a difficulty level based on the quality of the equipment or electrical source, ranging between Very Hard (-20) to Absurd (-70). In a fantasy setting, a spellcaster may be able to use a spell (e.g., *Shock Bolt*, *Lightning Bolt*) to perform defibrillation with a Very Hard (-20) Spell Mastery roll (in addition to the Medicine Maneuver!).

If the GM deems the electrical source is potentially dangerous (always the case if an elemental spell is used), then apply the results on Table 12-4. If the source is not overtly dangerous (e.g., an advanced modern defibrillator), then failure only means it has not succeeded.

Decomposition

Once a being has died (or a limb is severed), it is subject to decomposition. The rate at which a body or body

part decomposes is highly variable, depending largely on the environmental conditions. In a fantasy setting that has access to *Lifegiving* magic, it becomes important to know what effects decomposition has on the body, if the body is brought back to life or a limb is reattached.

The GM should determine how far advanced the decomposition is using the stages given on Table 12-5, and if the person is successfully brought back to life, then apply the effects shown. (Keeping a body near freezing will slow effects, at least doubling decomposition times.) Treat the penalty as three additional injuries (muscle/tendon, organ, skin/tissue) to each affected body part (all 7 in the case of death: head, chest, left & right arms, abdomen, left & right legs) or the specific location for a severed body part. All these injuries have a penalty based on the decomposition stage and must be healed (and recovered from) on top of the original injuries.

Table 12-5: Decomposition		
Time after death	Stage	Effect
0 - 3 days	Fresh	-10
4 - 10 days	Bloat	-25
10 - 20 days	Decay	-50
20 - 50 days	Advanced	-75
50+ days	Dry remains	-100

13. Psychology

Beyond their interactions with the environment, characters will encounter social beings controlled by the GM, Non-Player Characters (NPCs). NPCs can be other people, monsters or animals. These rules give the GM tools needed for resolving interactions with NPCs.

13.1. Initial Reaction

When the PCs encounter a being for the first time, often the initial attitude of the NPC has already been set by the GM for story reasons, especially if the NPC is a significant one the GM has put some thought into. Sometimes the GM may want to introduce some randomness to initial reactions, especially for random encounters.

The GM should assess the circumstances of the encounter from the perspective of the NPC, and assess a modifier from ± 100 to the situation. Generally the modification should usually be ± 10 and rarely be larger than ± 30 , but extreme cases can apply. (A merchant who has not seen a customer come into his shop in a week might be strongly biased to be extraordinarily happy to see well-dressed customers walk in, while the same merchant walking alone in the middle of the night might be strongly biased to be very unhappy to encounter a group of poorly-dressed, armed men covered in fresh blood on a dark street).

Once the modifier is established, roll 1d100OE and consult Table 13-1. The results in parenthesis should be used in lawless environments (on the road, out in the wilderness, in a violent dive bar, etc.).

This mechanism is just for initial reactions with strangers, once an encounter gets past the initial reactions without one side or the other departing or attacking, use role-play and/or social skill maneuvers.

In most situations, NPCs that know the person they are encountering will respond normally based on their history without a reaction roll, though the GM may wish to make a roll to establish the NPCs' mood at the moment of the encounter, perhaps they have been having a very good or bad day. (If someone is in disguise or for any other reason looks like someone other than

Table 13-1: Reactions		
Roll	Result	reaction
< 1	Absolute Failure	hostile (-30) NPC immediately dislikes character and will leave or ask/force character to leave. <i>Make a moral check for the NPC, who will attack (success) or withdraw (failure).</i>
1 - 75	Failure	wary (-10) NPC will interact with the character, but with a noticeable reserve. <i>NPC will keep an eye on the character and be ready for combat.</i>
UM 66	Unusual Event	NPC mistakes the character for someone completely different that he dislikes (hostile or wary result) or someone he likes (receptive or friendly result). A neutral result means a mistaken identification without a positive or negative opinion associated with it.
76 - 100	Partial Success	neutral (0) NPC has no significant initial reaction to the character, and will interact without modifiers. <i>NPC will be alert for trouble, but will interact normally.</i>
101 - 175	Success	receptive (+10) NPC likes the character's initial approach and will be open to interaction. <i>NPC will relax, but will not completely let his guard down.</i>
176 +	Absolute Success	friendly (+30) NPC is happy to see the character, and will go out of his way to engage with him. <i>NPC will relax as much as is reasonable in the situation, and will initiate interaction if the character does not do so first.</i>

himself, a fresh initial reaction roll would be appropriate).

13.2. Social Skills

Once you have gotten past the initial reaction, interacting with NPCs to get what you want involves the use of social skills. When interacting with non-sentient NPCs, the use of these skills is not really possible, so substitute an appropriate animal handling or riding skill as needed.

Influence

Influence skills provide a bonus to maneuvers that attempt to shift people's opinions in a direction the character desires. The GM determines how much of a shift in opinion the attempt is and sets a difficulty. If the maneuver is successful, the character convinces the target to change his opinion. The context of the attempt

will determine the difficulty of the maneuver (e.g., it is far easier to influence the Captain of the Guard at a cocktail party than just after he has found a rebel hiding under the hay in your cart). Failure might cause trouble, but absolute failure should result in a very negative or even hostile response. A wary target will get a *Social Awareness* maneuver to resist an Influence attempt (see *Conflicting Skills*, Section 2.2).

All Influence skill use can be complicated by communication problems due to language or cultural differences. A character must have some form of effective communication to attempt to influence a target, but partial communication can help or hinder (e.g., it might be harder to haggle over the price of a load of mixed goods if you only have 3 ranks in the target merchant's language, but it might be easier to get away with a simple lie if you only have 3 ranks in the target guard's language and use that confusion to bury the lie). *Region Lore* may make all these tasks easier; for instance knowing that metal is scarce and prized in Port Royale will let you know to set your Trading cost high, and knowing that the Emir of Port Royale's guards are all blood related to him, and face execution if caught taking bribes, will let you know to tread carefully and set your price high in trying to bribe one. Lacking Region Lore can hamper you: you might sell the metal too cheaply or be too casual in approaching that guard with a paltry bribe.

The nature of the maneuver will determine if it is an Absolute or Percentage Maneuver. Trying to bribe a guard at the gate to let you in after dark might be a Trading AM, while convincing a merchant to take part in a complicated transaction might be a Trading PM.

Charm: This skill involves knowing how to approach and interact with people so that they like you more and are willing to do you "favors". The more time and effort that you put into laying ground for a charm maneuver, the more effectively it works. The GM should set the difficulty based on how much time and effort the character is putting into the maneuver and what "favor" the character is asking for. Abruptly encountering someone and immediately requesting a huge favor is at

least Sheer Folly if not Impossible; spending a few hours befriending someone and asking a small favor might be Routine. This skill should be harder to use than Bribery or Trading, but it is getting something for nothing, the moment you move over into "I'll do you a favor, if you do me a favor" you are using Bribery or Trading and not Charm.

Duping: This skill covers knowing how to lie, bluff, or spin the truth convincingly. This skill can be used to slide a lie past someone, the difficulty being based on how plausible the lie seems to the target. Trying to convince someone of something elaborate with a lot of false details should be Absurd or harder, while a tight, small lie that fits into what the target already knows might be Light or easier.

Intimidation: This skill covers being able to get what you want out of people by subtle or overt threat, without taking it so far as to make them flee for help or fight back (and without provoking a fear or morale reaction). Resolve as an AM when used to get immediate compliance with a direct command. When a character has some means to corner and harass the target without interruption, then resolve as a PM. The GM should set the difficulty based on how large a threat the character levels at the target, how believable that threat is, and the apparent balance of combat power between the two characters (as the target understands it). This skill should be easier to use than Bribe/Trade, but the consequences of failure should be much larger. When an attempt fails on a target, he will always become hostile unless he has reason to be physically afraid of the character using intimidation, in which case he will lie and placate until he can get away, arm himself, and/or get help. Absolute failure will have the same effect as failure, but also make a long-term enemy of the target, who will remember this moment, and do whatever he can to safely get back at the intimidating character.

This skill works as an influence skill as long as it is restrained to threats, not actual injury; when a character pushes over that line, stop using the Influence skill rules and begin using the fear/morale rules (Section

13.3) basing the level of attack on ranks in intimidation. Use the “surrender” results on the table as the target capitulating to the demands. Per the morale rules, except in exceptional circumstances, the GM may allow PCs to just determine their responses to this sort of thing.

Violent coercion (or torture) is notoriously effective for making the victim lie and say whatever he believes the tormenter wants to hear, which makes it a favorite of inquisitions and secret police, but it is consequently a poor way to get the truth about abstracts that can easily be lied about and are hard or impossible to confirm, and the GM should offer any bonus he feels is reasonable, but on success, offer misleading or false information. However, when trying to coerce an action or information that is easily confirmed, such as the location of a hidden key that is in the room or the combination of a safe you are standing in front of, threats compounded with a little roughing up can offer a bonus, without the risks of a false or misleading confession just to make the pain stop.

Targets “roughed up” in this manner will almost always resent it, and complain to the authorities or take revenge in some manner if the opportunity presents itself. Revenge doesn’t need to take the form of direct violent response; it can take the form of damaging the character’s reputation, goods, associates, informing the authorities or seeking to stir up trouble for their tormenter indirectly.

Leadership

Leadership is used to inspire those loyal to you to follow your instructions or to effectively organize a group. This skill cannot be used on those not already loyal to you, but for those who view you as their leader, this skill can be used to rally or inspire them.

When using this skill to try and inspire or motivate followers outside of a combat situation, the GM should make a morale check per section 13.3 to see the result (The GM should take into account how often a leader gives speeches and context; excessive constant speeches or speeches given at inappropriate moments should cause negative modifiers to these rolls as the

followers begin to get annoyed.) To use Leadership in terms of fear and morale in combat situations, see section 13.3 below.

Social Awareness

This skill develops awareness of the motives and social maneuvers of those around you. You can make maneuvers using this skill to study other people and try to understand them, determine if they are lying, or otherwise infer their motives. If someone is using this skill (i.e., not relaxed with his guard down) when targeted with an Influence skill maneuver (see above) then he can make an opposed maneuver (Section 2.2) to notice the Influence attempt and choose to ignore the result.

Trading

Trading is used to negotiate, haggle, and strike bargains. Characters who are good at this skill will be able to figure out a deal that works for both parties, if a deal is possible. In some cases this may be resolved as an opposed Absolute Maneuver. For haggling, resolve as an opposed Percentage Maneuver, where the buyer is the active participant and the seller is the passive participant. The final price is 200% - result, giving a price from 50% to 200%.

The difficulty is based on how the deal the player is offering would look to the target. If the deal seems safe and very favorable for the target it should be easy to convince him, while if the deal seems to short change the target or put him in trouble or danger it will be more difficult, or perhaps impossible.

Long term use of this skill on the same target should be kept in context by the GM. If a target is influenced into offering the player great prices all the time, but losing money as a result, this should start to increase the difficulty of dealing with the same person the next time (“I’m not falling for your tricks this time you sharp trader!”).

A character is not required to take the limit of the result, and can choose to take less to minimize this effect and generate goodwill. (e.g. A result of 200% is rolled, the character chooses to take 150% in order to

not strip the target merchant too badly and maintain a positive long term relationship with this contact).

13.3. Fear & Morale

Most fights in the real world do not end with one side or the other killed to the last man; flight or surrender occur when the morale (fighting spirit) of one side is broken. Beyond the real world issue of morale, this is a fantasy game, and sometimes adventurers encounter supernatural terrors which prompt fear checks by their very presence.

The GM should have PCs make Resistance Rolls versus fear when confronted with supernatural terrors (*Creature Law*) or when called for by a spell, although unless specified otherwise, the usual realm RR is used for spells causing fear, this would apply vs something

like a convincingly frightening illusion.

A fear RR uses the character's fear RR bonus (unless the fear effect is directly caused by a spell, in which case use the appropriate realm bonus unless the spell description gives a specific exception) and other modifiers such as Leadership bonus. Success means no effect, while the amount it is failed by will determine the severity of any result. Injury and fatigue penalties do not normally apply to fear RRs. The effect of the fear is based on the severity as indicated on table 13-2.

If a character is under the command of a leader who is present, that character gets a bonus to fear RRs. In order to get a bonus, the character must actually acknowledge the leader (generally listen to the leader's instructions, look to the leader for guidance in stressful situations, etc.) and must be aware of the leader's presence (i.e., be able to see, hear, or otherwise know the leader is present and active). This bonus is equal to the ranks of the Leadership skill that the leader has.

Table 13-2: Fright Level	
Level	Description
1	You are confronted with immediate danger.
3	An armed opponent is actively trying to harm you.
5	The fight is going badly, you are outnumbered, half of your allies are down or fled, or group is the target of a lethal ambush.
10	You are outnumbered and becoming surrounded, a superior enemy force is beginning to overrun your position, or more than half your allies are down or fled.
15	You face a dangerous foe you cannot harm, or more than three quarters of your allies are down or fled.
20	You are confronted with an unstoppable threat, or more than 90% of your allies are down or fled.
Result	
Mild	<i>Balk: +0 to Rally</i> Balk: character will not advance or pursue the enemy, but will fight if the enemy comes to him.
Moderate	<i>Retreat: -20 to Rally</i> Retreat: character will try to escape the situation, but in a controlled manner, not turning his back on the danger. If the character cannot flee, and the penalty for surrender is mild, he will surrender.
Severe	<i>Routed: -50 to Rally</i> Character will flee using at least running pace until collapsing from fatigue or reaching a place of safety where the character can no longer perceive the source of fear. Routed combatants will attack anyone who attempts to physically block retreat. If they cannot flee, they will surrender unless they are certain surrender will result in death.
Extreme	<i>Broken: -100 to Rally</i> Character will flee at top speed until collapsing from fatigue. Such characters will drop weapons and gear if it allows them to flee faster. They will ignore attempts to physically stop them if at all possible. Broken combatants who cannot flee will surrender regardless of possible consequences. (The characters will drop their weapons and fall to the floor in abject terror).

Supernatural fear effects always have a level given, but depending on the setting and campaign the GM may wish to use fear checks for new frightening situations, or for NPCs. Use the guidelines in Table 13-2 to determine the level of the fear.

Table 13-3: Morale	
Roll	Result
< 1	Absolute Failure Your follower sullenly refuses or even reacts with hostility. You offended him somehow and get -10 to Morale until you figure out what it is.
1 - 75	Failure Follower refuses. You're not sure if he is being purposefully difficult or even why. Sometimes you are just better off doing things yourself.
UM 66	Unusual Event Somehow, your follower completely misunderstands what is being asked and doesn't ask for clarification, so instead does something completely different. However, this either works out (Success or higher) in a weird way, or doesn't (Failure or less).
76 - 100	Partial Success There is some confusion on what is desired and your follower requires further explanation. Where do you get these guys, dial-a-minion?
101 - 175	Success You expertly convey your desires to your follower who follows them to the best of his ability. Hopefully he actually has some ability.
176 +	Absolute Success You are destined for an executive position. Follower not only does as is ordered, but is inspired by his new hero and role-model. Follower's fan-boy status grants +5 to Morale rolls for 1 month.

Morale

Players almost always want to decide when their characters agree to do something or refuse, but it is sometimes necessary to determine if an NPC follower will agree to a command. A Morale roll is resolved by making an Absolute Maneuver, with the commander's Leadership skill bonus, plus the follower's RR bonus vs. Fear (it is easier to lead disciplined troops). The difficulty of the maneuver should be based on how reasonable or unreasonable the command appears to the NPC. If making a single roll for multiple followers,

just use the average RR bonus for the whole group of followers.

The results of the roll are shown on Table 13-3. If refusal is not an option (e.g., the NPC is complying under threat of death) then the NPC will obey even on a Failure; however, it will be in a sullen, perfunctory, foot-dragging manner. On an Absolute Failure, the NPC may start actively sabotaging the purpose of the orders.

Rallying

Leaders can also attempt to rally someone who has failed a fear check, which may help them to overcome the fear. They must all be able to see and hear the leader. Consult Table 13-2 to determine the modifier to the roll based on current state and Table 13-4 to resolve. If attempting to rally multiple followers at the same time, the modifier is set to the worst affected follower in the target group, and increased by -10 for

Table 13-4: Rally	
Roll	Result
< 1	Absolute Failure You manage to say all the wrong things, at the wrong times, which only ends up scaring your followers even more. Increase fear by 1 severity.
1 - 75	Failure You are quite ineffective at rallying, or perhaps it's just the chaos around you is distracting everyone. Next time just speak louder.
UM 66	Unusual Event In trying to rally your followers (which may or may not work), you manage to get yourself all fired up. With a rush of adrenaline and positive energy you feel invincible, and scared of nothing! You get +20 to Fear RRs today, and +5 hits.
76 - 100	Partial Success Your message comes out as a jumble of words, but manages to have a positive effect on your followers. Reduce fear by 1 severity.
101 - 175	Success Well spoken Commander! Your soothing words calm your men, who are proud to be following your lead. Reduce fear by 2 severities.
176 +	Absolute Success You give an awe-inspiring speech that makes even foes consider (however briefly) joining your worthy cause. Men scared to tears are once again ready to take up arms beside you. Reduce fear by 3 severities.

every 10 followers (round up).

Mounts and Pets

Characters' mounts or pets are also susceptible to fear or morale effects and must make their own RRs. If a combatant is directing a mount or pet into a situation

that might frighten it, make a morale check for the mount, using the rider's Riding or Animal Handling skill in place of the Leadership skill. If a morale check is failed, the rider must wait one round to attempt to regain control of the mount again.

14. The Environment

The lives of adventurers are often filled with peril, as trouble creates drama. Rules for dealing with the hazards of life are detailed in this section. This ranges from hazards of the natural world to toxins, falling or

having large objects dropped on you. Most mild effects of the environment are already handled with the fatigue rules (Section 2.4), but rules for dealing with the hazards of life are detailed in this section.

Table 14-1: Biomes				
	Biome	Precipitation	Example Flora	Example Fauna
Other	Alpine A	Any	Varies by elevation; as forests (low), shrublands (mid), or tundra (high)	Varies; mountain goats, alpacas, marmots, elk, beetles, <i>large birds (gryphons, rocs)</i>
	Oceans O	Any	Seaweed, algae, fungi, sponges, <i>bubblekelp (can form small islands)</i>	Shellfish, fish, some mammals, crustaceans, turtles, <i>giant crabs and serpents</i>
	Underground U	-	Fungi, root systems from above, <i>deep ironwood trees (a very hard black wood)</i>	Many insects of all sizes, burrowers, reptiles, amphibians, bats, <i>giant salamanders</i>
Arctic	Ice Caps & I Polar Deserts	Arid	Dwarf shrubs, mosses, lichen, some woody shrubs in southern regions, scattered grasses and herbs	Seals, penguins, walruses, arctic foxes, arctic terns, whales, <i>ovir (huge polar bear), giant ice beasts</i>
	Tundra T	Semi-arid	Low shrubs, sedges, mosses, lichen, grasses, flowers, <i>thokot (shrub with poisonous thorns)</i>	Mosquitoes, flies, bees, caribou, seals, wolves, migratory birds, <i>ovir</i>
	Boreal Forests B	Humid	Evergreen conifers: pine, fir, spruce, taiga, and blue spires. Some oak, maple, elm, poplar in southern parts.	Chipmunks, weasels, foxes, wolves, deer, bear, Large herbivores (moose); owls, hawks; a few reptiles
Temperate	Desert & Xeric X Shrublands	Arid	Evergreen or deciduous shrubs with small leaves or spines, succulents, <i>bore-burrs</i>	Burrowing animals, reptiles such as lizards and snakes, owls, <i>large carnivorous reptiles</i>
	Prairies & P Steppes	Semi-arid	Perennial grasses and flowering plants adapted to drought, fire, and cold; <i>blastnuts, bore-burrs</i>	Grazing animals, wild horses, canines, rodents, weasels, badgers, foxes, <i>giant beetles, spiders, and bats.</i>
	Temperate F Forests	Humid	Broadleaf and coniferous trees – oak, hickory, maple, cedar; flowering herbs; <i>constrictor vines, exploding mushrooms</i>	Most boreal fauna; squirrels, rabbits. Reptiles & amphibians, snakes, turtles, mountain lions, timber wolf, <i>giant insects</i>
Tropical	Hot Deserts D	Arid	Ground-hugging shrubs, short woody trees, cacti, <i>balloonpods (drifting cacti)</i>	Burrowers, kangaroo rats, insects, arachnids, reptiles, and birds, <i>srill (large bipedal lizards)</i>
	Savannas & S Grasslands	Semi-arid	Perennial grasses 3'+ tall. Drought and fire resistant trees and shrubs, <i>razorgrass, giant carnivorous plants</i>	Hoofed mammals, antelopes, cats, canines, elephants, giraffes, rhinos, <i>giant beetles and spiders, srill</i>
	Tropical J Forests	Humid	Large variety of trees, orchids, vines, ferns, mosses, and palms, <i>gort (euphoric drug), torchstalks</i>	Simians, large cats, variety of insects, birds, <i>large reptiles and amphibians, giant insects</i>

Italicized flora and fauna indicates creatures and plants from stories and legends, not all are confirmed.. **Arid** includes regions that receive less than 10" of rain annually which include hyper-arid deserts (1" or less a year) to shrublands. **Semi-arid** regions can have a wide range of rainfall but is generally between 10" and 40" annually. They are often grassland with extended dry seasons and a short rainy season. **Humid** regions include everything else, from fully humid and semi-humid regions: monsoonal (short periods of heavy rainfall) to seasonal variations (e.g. wet winters, wet summers) to high year-round precipitation (as in a rainforest). Humid regions are nearly always forest.

14.1. Biomes

Biomes are used in some skills (e.g., Survival) and are categorized first by climate (arctic, temperate, tropical) and by rainfall (arid, semi-arid, humid) as shown in Table 14-1. These are broad categories; each biome can have sub-biomes, although those are not detailed here (temperate forests could be mixed, dry coniferous, or rainforests). Alpine biomes are typically made up of types of forest, shrubland and tundra, depending on elevation as well as climate and rainfall.

14.2. Drowning

Characters may need to swim underwater or attempt to avoid inhaling poisonous gasses by holding their breath. A character who has had a chance to take a breath first may hold it for 12 rounds (1 minute) plus or minus the character's Constitution bonus in rounds (minimum of 1 round). Each subsequent round the character must make an Absolute Maneuver using the Body Development skill. The maneuver starts off Easy (+20) and increases 1 difficulty each round. If the character does not get a chance to prepare (thrown into water unexpectedly, sudden poison gas explosion on top of him, etc.), then the character can only hold his breath for a number of rounds equal to his Constitution bonus before rolling every round.

A failed check means that the character takes a breath and is affected by any toxins in the air. If underwater or in an airless environment the character passes out and begins to die of anoxia (drowning / smothering). Treat as respiratory arrest (Section 12.2).

14.3. Extreme Temperatures

Being exposed, even for short periods of time, to extreme temperatures (below -50 °F / 46°C, or above 200 °F / 93 °C) without appropriate protection, can cause serious harm. For each round a character spends in an extreme environment (or touching a very cold or hot object), roll a Cold or Heat critical as indicated on

Table 14-2. The GM is the final arbiter of what is appropriate protection; it may be reasonable to scoop up a handful of hot coals wearing a thick leather glove, but would offer little or no protection in attempting to grab up a scoop of lava. The GM should inform the character if the protection used will work or not before the action is taken, unless the character simply does not know due to lack of experience.

Table 14-2: Extreme Temperatures		
Temperature °F	°C	Critical Received
< -450°	< -250°	I Cold
-450° to -401°	-250° to -226°	H Cold
-400° to -351°	-225° to -201°	G Cold
-350° to -301°	-200° to -176°	F Cold
-300° to -251°	-175° to -151°	E Cold
-250° to -201°	-150° to -126°	D Cold
-200° to -151°	-125° to -101°	C Cold
-150° to -101°	-100° to -76°	B Cold
-100° to -51°	-75° to -50°	A Cold
201° to 300°	101° to 150°	A Heat
301° to 500°	151° to 250°	B Heat
501° to 750°	251° to 400°	C Heat
751° to 1000°	401° to 550°	D Heat
1001° to 1500°	551° to 800°	E Heat
each +500°	each +300°	+1 Severity

Coming into contact with frost effects, usually in the form of extremely cold liquids or gasses (e.g., certain pressurized gases, liquid nitrogen, arctic waters or magically cold substances) or fire or other hot substances (e.g., lava or steam) can cause immediate damage. The GM will need to consider how large and how cold or hot the frost or heat is, how much contact was made with the target, and how well the target's clothing or covering protects him to determine the critical level to use. If the extreme temperature, frost, or heat affects only a specific part of the body, take the closest lower critical result that

affects that body part (treat as a Called Shot, Section 7.6). Table indicates Cold or Heat criticals, however some substances may have their own critical table (e.g., Steam) which should be used instead.

Some sources may be so small or weak that the GM can ignore them or inflict hits to reflect the damage taken (e.g., a lit match, candle, or a small chunk of dry ice). Frost or heat that is weak or only affects a small area of the character may inflict an A critical, while intense frost or heat that bathes the target's entire body would inflict an E critical or worse.

14.4. Falling

Characters can jump or be thrown from heights, fail a climbing maneuver, or otherwise fall. Roll an attack on the falling character on the Crush table, with an Attack

size equal to the falling creature's size, with an OB of +1 per foot fallen. Only magical effects apply to one's DB, Quickness does not help a falling character. However, characters may use the Acrobatics skill to avoid some or all of the damage.

14.5. Falling Objects

Falling objects can be a natural hazard, the result of a trap, or dropped by a foe from above. These rules are for objects falling under the force of gravity; for objects thrown or hurled with force, the normal attack rules should be used.

The falling object makes a roll on one of two attack tables. For objects smaller than the target, use the rock attack table. A shield may be used, treating the falling object as a ranged attack, making it difficult to hit an aware and mobile target with a single dropped object. If the falling object is large enough compared to the target that it is attacking the whole area the target is in (like the whole ceiling coming down, or an avalanche) it uses the Crush table instead, and a shield cannot be used against it, the only defense is to get out of the way.

The effective OB of the attack is the length of the fall (in feet), while DB is counted normally. The weight of the dropped object determines the size of the attack (Table 2-5), but double any size differences (a large object falling on a medium character is treated as 2 steps different rather than 1).

14.6. Feats of Strength

Characters often have to lift, pull, or push things during a game, or two characters may be engaged in a contest of strength like an arm wrestle or tug of war. There is no need to roll every time someone picks something up. The rules are intended for use in stressful situations in which someone is lifting something in combat time, or when someone attempts to lift very large weights. Under most circumstances it will usually not be worthwhile to require a

maneuver for feats of strength that are of Easy or less difficulty.

Feats of strength may be Absolute or Percentage Maneuvers, depending on the situation. If the feat has no real rest point, like picking up a heavy barrel or lifting a gate, then an all or nothing Absolute Maneuver should be used. To keep an object lifted a maneuver roll must be made every round. If the feat has rest points like pushing open a huge door, lifting something with a pulley, or dragging a heavy object across a floor, use a Percentage Maneuver for every 10' the object must be moved.

Table 14-3 gives the difficulty of the maneuver based on the item's weight (in terms of percent of body weight of the character trying to move it). The weight of the object to be moved is the percentage of the character's weight with his Strength modifier subtracted (negative strength adds to effective weight). What might be a severe challenge to a 35 pound goblin may only be difficult for a 150 pound human, and merely a casual effort for a 1,500 pound giant.

Example: *Stongar weighs 150 pounds, and has a +3 strength bonus. He wants to pick up a 100 pound barrel of wine and move it out of the way. 100 pounds is 66% of Stongar's weight, - 3 = 57%. This more than 50% but less than 75%, so it is a Hard maneuver to move the barrel. Because he is picking it up and moving it, there is no "rest point" and this is an Absolute Maneuver.*

Example: *A 75 pound goblin and a 150 pound human (both with 0 St bonus) are in a tug of war. The goblin is pulling 200% of his weight for a Sheer Folly (-50) maneuver, while the human is pulling 50% of his weight for a Medium (0) maneuver. This makes it very likely the human will win this contest.*

Table 14-3: Feats of Strength		
Difficulty	Weight Modifier	
Casual	5%	+70
Simple	10%	+50
Routine	20%	+30
Easy	30%	+20
Light	40%	+10
Medium	50%	0
Hard	75%	-10
Very Hard	100%	-20
Extremely Hard	150%	-30
Sheer Folly	200%	-50
Absurd	300%	-70
Nigh Impossible	400%	-100

Mechanical Advantage

Dragging, pushing, or pulling something can reduce an item's effective weight. Wheels, pulleys, and other forms of mechanical advantage can also reduce

the effective weight, drastically. These techniques can be used either for items carried (normal encumbrance) such as pulling a cart or for feats of strength such as lifting a stone block with a lever.

If all of the weight is resting on the ground, and the character is merely pulling/pushing it along, cut the weight of the dragged object in half before calculating encumbrance. If using wheels, pulleys or other forms of mechanical advantage the reduction will be greater, usually no more than a one-third or one-fifth reduction, with a theoretical maximum benefit of reducing the effort to one-hundredth the object's weight.

Example: *Stongar wants to pull a 5,000 pound block of stone out of the way. This would normally be impossible, but he got a magician to levitate the block first. The GM rules that since there is almost no friction or resistance the effective weight of the block is 1/100 its normal weight, or 50 pounds . . . Stonger strains a bit, makes his roll, and pulls the giant block away from the opening to the tomb.*

14.7. Poison & Disease

Disease or poison will strike nearly everywhere at one time or another. Diseases may be the result of a random event, a spell, or a decision by the GM that there is a chance of disease. Poison might be delivered by spoiled food, a hostile creature, a sinister trap, or an assassin.

A target who has been exposed to poison or disease must make a Resistance Roll (Section 2.8) or suffer the effects based on how much it was failed by. This is often a penalty which may be treated and recovered from, just like injuries. After the duration of the poison or disease, a recovery roll is rolled using the Poison/Disease column on the recovery table (Section 12.1). Some severe diseases may require healing, or poisons require cures before they can be recovered from.

Effects are cumulative, so that a victim beset with two impairments — one reducing his activity by -20 and the other by -15 — is actually at -35. A victim experiencing serious effects must also weather moderate and mild

effects. The effects of upper level severities include all the lower severity results in the same category.

The area affected by a poison is often determined by the situation (picking a lock with a needle trap affecting a hand) or any relevant critical (e.g., a critical strike indicates that the snake injects the nerve poison in the victim's leg). However, if location is not determined, or if a disease only affects a specific location, make an UM roll on any critical chart and use just the location to determine the part of the body affected.

Poisons

The use of poisons can add spice and intrigue to a game. Some characters use them to coat weapons, while others perish after ingesting a tasty but poisonous draught. Their hidden dangers are frightening. Poisons come in many forms and are grouped into seven effect categories: Circulatory, Conversion, Muscle, Nerve, Paralytic, Reduction, and Respiratory. Table 14-4 gives general effects of poisons that should cover most needs.

Circulatory poisons affect the blood and blood vessels, causing swelling and internal bleeding or blood vessel failure or blockage, sometimes resulting in local tissue death or organ failure.

Conversion poisons destroy tissue by turning it into something else. In a fantasy setting, this could be as extreme as turning tissue into wood, stone, or gold.

Muscle poisons directly damage the muscle and “meat” of the target, causing swelling, and impairing of function of the affected area.

Nerve poisons either block electrochemical action of the nerves or directly damage nerve tissue, causing degeneration of control of the body up to and including death.

Paralytic poisons are a subclass of nerve poisons that target the peripheral nerves without damaging the central nervous system, rarely causing death, but reducing control of the body up to complete inability to move.

Reduction poisons liquefy tissue, usually to make it easier for the attacker to drink the target up once they die. While similar to conversion poisons, these poisons don't actually change the substance of the affected tissues, merely breaking down solid tissue into liquefied form.

Respiratory poisons cause irritation and swelling of the throat, nasal passages and lung tissues, along with edema (liquid filling the usually open areas of the respiratory system) interfering with breathing.

Diseases

Diseases are categorized according to type based on effect and transmission as described below. Table 14-5 gives durations and effects for each type based on the severity of the affliction. The general descriptions and specific effects of certain diseases may vary from these general descriptions. The GM will also assign a level based on the type and the situation.

Bubonic diseases include any viral or bacterial disease resulting from organisms that reside in the blood or other precious bodily fluids. They are often transmitted by fleabites or other bites (injection). Symptoms occur in 1-10 days.

Chemical 'diseases' include all forms of chemical dependence on (i.e., addiction to) herbs/drugs, alcohol, etc. or slow physical deterioration as a result of chemical alteration. Chronic symptoms occur after continued exposure or use, while acute symptoms can occur from overdose or withdrawal from long term

dependency. Chemical dependence requires continued use or withdrawal symptoms will occur.

Septic infections occur as a result of dirt or other infectious material introduced to the body via a wound or injury. After a failed recovery check involving an injury that broke the skin, the GM may require a disease RR (level based on virulence and how much infectious material is involved). Onset of symptoms starts in 2d10 hours. The level of the disease should be chosen based on the openness of the wound and the cleanliness of the treatment.

Pneumonic diseases include any viral or bacterial disease carried in the air (e.g., transmitted by mist or breath). Symptoms occur 1-100 hours after exposure.

Parasitic disease is an infestation of the body by organisms larger than bacteria or viruses (amoebas, worms, etc.). They usually enter the body through the consumption of contaminated food or water, though parasites can sometimes enter directly through the skin or via a trauma like a bite from an infected animal. Onset of mild symptoms is quick, 2-20 hours, while more severe symptoms take longer, usually 2-20 days

Gritty Poison & Disease

The setting may call for poisons being treated in a more realistic manner, where poisons and diseases do not care of how much experience you have or what level you are. All characters and creatures are treated as level 5 against poisons and diseases (unless immune).

Table 14-4: Poisons				
	Severity	Start	Duration	Effect
Circulatory	Mild	1 - 50 rds	1 - 50 hrs	swelling around the point of injection or ingestion; drowsiness (-15); slightly blurred vision (-25)
	Moderate	3 - 30 rds	2 - 20 hrs	lessening of motor coordination in legs (-25 for leg maneuvers) and arms (-25 for hand maneuvers); mild euphoria (-20 to all actions)
	Severe	5 - 50 rds	2 - 20 hrs	discoloration and chills; incapacitating headaches (no activity; 1-10 hits/round until unconsciousness or coma)
	Extreme	10 - 100 rds	-	death due to circulatory failure (i.e., oxygen starvation and associated waste poisoning)
Conversion	Mild	5 - 50 rds	3 - 30 hrs	queasiness, cramps and an upset stomach (-20 to all actions)
	Moderate	10 - 100 rds	2 - 20 hrs	painful cramps and vomiting (-50 all actions, 10% chance of incapacity each round)
	Severe	20 - 200 rds	-	partial conversion (1-100%) of bodily tissue to another form (with associated disability; death if area affected is a critical organ); victim at -51 to -100; lapse into unconsciousness after 1-50 rounds
	Extreme	20 - 200 rds	-	complete transformation of bodily tissue to another form; death if area is critical to survival
Muscle	Mild	3 - 30 rds	3 - 30 hrs	lightheadedness and swelling (-10); waves of pain (-10 to -50 1d5x10 in any given round)
	Moderate	5 - 50 rds	2 - 20 hrs	moderate loss of overall coordination (-30); in any given round, there is 5% chance the muscles necessary to a given action will not operate
	Severe	1 - 10 hrs	1 - 10 days	fever and sweating; lapses into unconsciousness
	Extreme	1 - 50 hrs	-	death due to overall muscle failure (e.g., cessation of heart activity)
Nerve	Mild	1 - 10 rds	3 - 30 hrs	mild loss of thought and motor coordination (-30)
	Moderate	2 - 20 rds	2 - 20 hrs	nervous system shock (-50 to all actions)
	Severe	2 - 20 rds	-	permanent nerve and brain damage (-10 to -100 to all actions)
	Extreme	2 - 20 rds	-	death due to brain failure.
Paralytic	Mild	1 - 20 rds	3 - 30 hrs	general mild numbness and lack of feeling, slightly slurred speech (-20)
	Moderate	2 - 20 rds	2 - 20 hrs	total numbness, and difficulty moving, speech seriously affected (-50)
	Severe	1 - 100 rds	1 - 10 hrs	collapse and complete paralysis
	Extreme	2 - 200 rds	-	death due to cardiac and respiratory failure
Reduction	Mild	10 - 100 rds	3 - 30 hrs	great pain (-10 to -50 in any given round, 1d5x10)
	Moderate	20 - 200 rds	2 - 20 hrs	wracking pain and sweating blood (-20 to -100 in any given round, 2d5x10)
	Severe	30 - 300 rds	1 - 100 days	incapacitation; after 1-100 minutes lapse into coma
	Extreme	1 - 10 hrs	-	death due to dissolution of vital tissue, destruction of associated organs (e.g., liver reduced to fluid)
Respiratory	Mild	1 - 20 rds	3 - 30 hrs	mild euphoria (-20)
	Moderate	2 - 20 rds	2 - 20 hrs	significant euphoria (-50); painful choking and coughing (-10 to -50 any given round, 1d5x10)
	Severe	1 - 100 rds	special	uncontrollable coughing (1-10 hits/round for 1-10 rounds); lapse into unconsciousness for 1d10 hours; 50% chance of coma for 1-10 days.
	Extreme	2 - 200 rds	-	death due to respiratory failure and associated oxygen starvation

Table 14-5: Diseases			
	Severity	Duration (days)	Effects
Bubonic	Mild	3 - 30 days	Rashes; mild glandular swelling; fever (-15)
	Moderate	2 - 20 days	Inflammations and swelling in the glands, particularly in the armpit and groin areas (-25). There is a 10% chance per limb or eye of immobilizing pus-filled infections. (Limb or eye cannot be used until cured.)
	Severe	1 - 10 days	Lesions ooze pus; bleeding through pores; high fever; complete immobilization (50% chance of coma for 1-50 days)
	Extreme	-	Death due to viral or bacterial overload in 1-20 days.
Chemical	Mild	3 - 30 days	No significant permanent damage; withdrawal results in mild spasms, sweating, and irritability (-15).
	Moderate	2 - 20 days	Occasional hallucinations (5% chance -25); intermittent spasms (5% chance -35); double vision (10% chance -40); impaired Memory and Agility (-1 to -3 to stat bonus). Withdrawal results in immobility (5% chance of death).
	Severe	1 - 10 days	Frequent hallucinations (10% chance -50); intermittent fevers; shaking; weakened temporary stats (each 1 + [-1 to 100]). Withdrawal results in immobility (20% chance of death). Lasts 1d10 days
	Extreme	-	A slow death (1-50 months) due to destruction of internal organs (e.g., liver, kidneys, intestines). Withdrawal results in immobility (40% chance of death).
Septic	Mild	3 - 30 days	Redness, swelling and pain make it harder to use the affected limb (-10 penalty). Intermittent fever makes thinking fuzzy (-10 to -30 penalty to all actions, 1d3x10 on any given round).
	Moderate	2 - 20 days	Severe swelling of wound area with eruptions of pus. Tenderness and swelling moves from wound toward heart along veins in red streaks. Pain in limb makes use hard (-25 penalty), and fever causes dizziness and difficulty thinking (-10 to -50 on any given round, 1d5x10).
	Severe	-	Area around wound blackens and leaks foul fluids, blackened areas begin spreading toward heart along veins. Pain and numbness renders limb unusable (-100), and severe fever makes it difficult to think (-20 to -100 on any given round, 2d5x10). Lasts 1d10 days. Without magical or antibiotic cure, victim will slip to the extreme level at the end of this duration, unless the limb is amputated.
	Extreme	-	Gangrenous flesh is green, purple, and black. Toxins from rotting tissue spread through blood causing widespread organ failures and death in 2d10 hours.
Pneumonic	Mild	3 - 30 days	Fever, sweating, coughing, dizziness and chest pain (-20)
	Moderate	2 - 20 days	Raging fever (-20 to -100 on any given round, 2d5x10)
	Severe	1 - 100 days	Immobilizing coma
	Extreme	-	Death due to viral or bacterial overload in 1-100 hours.
Parasitic	Mild	2 - 20 days	Mild fever, cramps, and diarrhea (-10 to all actions and double need for water)
	Moderate	-	Occasional outbreaks of fever (any time the host rolls an unmodified 11, -20 penalty for 24 hours), compromised immune system (-25 to poison and disease RRs). Effects last until disease is cured or host dies
	Severe	-	Overload of parasites affects blood chemistry and brain tissue leading to irrational and sometimes hostile behavior (any time the host rolls an unmodified 22, lasting 24 hours). Delirium affects all actions (-20 to all actions). Affects last until disease is cured or host dies.
	Extreme	-	Body overwhelmed by parasites and their waste products, leading to death in 1d10 days.

14.8. Visibility

Many maneuvers are greatly affected by vision, and thus lighting. Skills that require fine manipulation require ample light, as do complex physical maneuvers, especially if terrain is irregular. Table 14-6 lists modifiers based on the amount of shadows. If sight is required for the maneuver, such as picking a lock, the full penalty applies. If the maneuver is not based largely on sight, but vision is helpful (e.g., doing an acrobatic tumble in a

Table 14-6: Lighting & Visibility

Lighting		Penalty
No shadows		0
Light Shadows		-5
Medium Shadows		-20
Heavy Shadows		-50
Dark		-100
Fog Visibility Perception		
Light	300'	-15
Medium	100'	-25
Heavy	50'	-50
Extreme	10'	-75

tavern), use half the listed penalty. Enhanced senses (represented by talents) may also serve to offset these penalties. For Hiding or Stalking maneuvers, which are opposed, the modifier is applied to the opponent's

Perception roll, not the Hiding or Stalking roll.

Fog and Mist: Fog reduces visibility within its radius, depending upon its thickness, and gives a penalty to Perception rolls as indicated in Table 14-6. In addition, auditory perception checks for sounds emanating beyond visual range are modified by -20, due to the inability to localize sounds effectively. A mist is treated as a light fog. Fogs that include smoke (smog) will affect smell perception by -10 to -50 depending on how strong the smell.

Darkness and Blindness: For game purposes, blindness and complete darkness may be handled the same way. Magical darkness is equivalent to a very dark night, so that it is considered completely dark unless one has Nightvision. Utterdark is absolutely dark and renders Nightvision useless; only Darkvision allows seeing in Utterdark conditions. Characters who are blind or operating under magical darkness suffer modifiers as listed for dark conditions.

Light versus Darkness: Magical light will operate within magical darkness and overcome it, except for *Utterdark*

spells, which suppress magical light except for *Utterlight*, which suppresses *Utterdark*. Normal fires, torches, and the like will still produce heat in an area of magical darkness, and will continue to burn (and ignite combustible materials), but will not produce any light. Upon exiting an area of suppressing darkness, normal or magical light will spring up again (unless extinguished/timed out in the meantime). Likewise, upon the removal of a suppressing magical (Utter)light, magical (Utter)darkness will resume if not expired. Actually eliminating, rather than suppressing, a magical light or darkness requires dispelling it.

Nightvision: Nightvision allows an individual to see in the presence of extremely faint light. The light from the moon or stars or even a tiny point source of light is enough to allow them to see normally. If there is no light (i.e., underground, Utterdark, etc.), then Nightvision does not give any benefit. In addition, the use of Nightvision makes a person highly susceptible to sudden bright light. A very bright flash of light can stun an individual using Nightvision, giving a -25 modification to RRs against *Sudden Light* and similar spells. This only applies if the Nightvision is actually in use. Elves (for example) do not have extra vulnerability to *Sudden Light* in the middle of a sunny day. Nightvision is affected normally by fog.

Darkvision: Darkvision is a magical vision that allows the user to see in complete (even magical Utterdark) darkness as if in optimal lighting conditions. The user is subject to the same penalties for bright light and fog as Nightvision.

15. Appendix

- Collection of tables
- Character building example
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Arming Sword

Criticals:

Puncture(P), Slash(S), Krush(K)

Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	21FP	19FP	18FP	17EP	15EP	14EP	13EP	12DP	10DP	8DP	173-175
170-172	20FP	18FP	17FP	16EP	14EP	13EP	12EP	11DP	9DP	7DP	170-172
167-169	19FP	17FP	17FP	16EP	14EP	13EP	12EP	11DP	9DP	7DP	167-169
164-166	19FP	17FP	16FP	15EP	13EP	12EP	11EP	11DP	9CP	7CP	164-166
161-163	18FP	16FP	16EP	15EP	13EP	12EP	11DP	10CP	8CP	7CS	161-163
158-160	18EP	16EP	15EP	14DP	12DP	12DP	11DP	10CP	8CP	6CP	158-160
155-157	17EP	15EP	15EP	14DP	12DP	11DP	10DP	10CS	8CS	6BS	155-157
152-154	16EP	15EP	14EP	13DP	12DP	11DP	10DP	9CP	8BP	6BP	152-154
149-151	16EP	14EP	14EP	13DP	11DP	10DP	10CS	9BS	7BS	6BS	149-151
146-148	15EP	14EP	13EP	12DP	11CP	10CP	9CP	9BP	7BP	6AK	146-148
143-145	15EP	13DP	13DP	12CP	10CS	10CS	9CS	8BS	7AS	5AK	143-145
140-142	14DP	13DP	12DP	11CP	10CP	9CP	9CP	8BP	6AK	5AK	140-142
137-139	14DP	12DP	12DP	11CP	10CS	9CS	8BS	8AS	6AK	5	137-139
134-136	13DP	12DP	11DP	10CP	9CP	8BP	8BP	7AK	6AK	5	134-136
131-133	12DP	11DP	11DP	10CS	9BS	8BS	7BS	7AK	6	4	131-133
128-130	12DP	11DP	10CP	9BP	8BP	8BP	7AK	7AK	5	4	128-130
125-127	11CP	10CS	10CS	9BS	8BS	7BS	7AK	6AK	5	4	125-127
122-124	11CP	10CP	9CP	9BP	7BP	7AK	6AK	6	5	4	122-124
119-121	10CS	9CS	9CS	8BS	7AS	7AK	6AK	6	5	4	119-121
116-118	10CP	9CP	8CP	8BP	7AK	6AK	6	5	4	3	116-118
113-115	9CS	8CS	8BS	7AS	6AK	6	5	5	4	3	113-115
110-112	8CP	8BP	7BP	7AP	6AK	5	5	5	4	3	110-112
107-109	8BS	7BS	7BS	6AS	5	5	5	4	3	3	107-109
104-106	7BP	6BP	6BP	6AK	5	5	4	4	3	2	104-106
101-103	7BS	6BS	6AS	5AK	5	4	4	4	3	2	101-103
98-100	6BP	5AP	5AK	5	4	4	4	3	3	2	98-100
95-97	5BS	5AS	5	4	4	3	3	3	2	2	95-97
92-94	5AP	4AK	4	4	3	3	3	3	2	2	92-94
89-91	4AS	4	4	3	3	3	2	2	2	1	89-91
86-88	4	3	3	3	3	2	2	2	2	1	86-88
83-85	3	3	3	2	2	2	2	2	1	1	83-85
80-82	3	2	2	2	2	2	1	1	1	1	80-82
77-79	2	2	2	2	1	1	1	1	1		77-79
74-76											74-76
71-73											71-73
68-70											68-70
65-67											65-67

Ball, Cold**Criticals:**

Cold(O), Cold(O), Cold(O)

Roll	1	2	3	4	5	6	7	8	9	10	Roll
123-125	25GO	23FO	20FO	19FO	19FO	19FO	19FO	18FO	18FO	17EO	123-125
120-122	24GO	22FO	19FO	18FO	18FO	18FO	18FO	17FO	17FO	16EO	120-122
117-119	23GO	21FO	19FO	18FO	18FO	18FO	18FO	17FO	17FO	16EO	117-119
114-116	23GO	21FO	18FO	17FO	17FO	17FO	17FO	16FO	16FO	15EO	114-116
111-113	22GO	20FO	18FO	17FO	17EO	17EO	17EO	16EO	16EO	15EO	111-113
108-110	21GO	20EO	17EO	16EO	16EO	16EO	16EO	15EO	15EO	14DO	108-110
105-107	21FO	19EO	17EO	16EO	16EO	16EO	16EO	15EO	15EO	14DO	105-107
102-104	20FO	19EO	16EO	15EO	15EO	15EO	15EO	14EO	14EO	14DO	102-104
99-101	20FO	18EO	16EO	15EO	15EO	15EO	15EO	14EO	14EO	13DO	99-101
96-98	19FO	17EO	15EO	14EO	14EO	14EO	14EO	14DO	14DO	13DO	96-98
93-95	18FO	17EO	15DO	14DO	14DO	14DO	14DO	13DO	13DO	12CO	93-95
90-92	18EO	16DO	14DO	13DO	13DO	13DO	13DO	13DO	13DO	12CO	90-92
87-89	17EO	16DO	14DO	13DO	13DO	13DO	13DO	12DO	12DO	11CO	87-89
84-86	17EO	15DO	13DO	12DO	12DO	12DO	12DO	12DO	12DO	11CO	84-86
81-83	16EO	15DO	13DO	12DO	12DO	12DO	12DO	11DO	11CO	11CO	81-83
78-80	15EO	14DO	12CO	12CO	12CO	12CO	12CO	11CO	11CO	10BO	78-80
75-77	15EO	13DO	12CO	11CO	11CO	11CO	11CO	10CO	10CO	10BO	75-77
72-74	14DO	13DO	11CO	11CO	11CO	11CO	11CO	10CO	10CO	9BO	72-74
69-71	13DO	12CO	11CO	10CO	10CO	10CO	10CO	10CO	10CO	9BO	69-71
66-68	13DO	12CO	10CO	10CO	10CO	10CO	10CO	9CO	9BO	9BO	66-68
63-65	12DO	11CO	10CO	9CO	9BO	9BO	9BO	9BO	9BO	8AO	63-65
60-62	12DO	11CO	9BO	9BO	9BO	9BO	9BO	8BO	8BO	8AO	60-62
57-59	11DO	10CO	9BO	8BO	8BO	8BO	8BO	8BO	8BO	7AO	57-59
54-56	10DO	10CO	8BO	8BO	8BO	8BO	8BO	7AO	7AO	7AO	54-56
51-53	10CO	9BO	8BO	7BO	7AO	7AO	7AO	7AO	7AO	6	51-53
48-50	9CO	8BO	7AO	7AO	7AO	7AO	7AO	6AO	6	6	48-50
45-47	9CO	8BO	7AO	6AO	6AO	6	6	6	6	6	45-47
42-44	8CO	7BO	6	6	6	6	6	6	6	5	42-44
39-41	7CO	7BO	6	5	5	5	5	5	5	5	39-41
36-38	7BO	6AO	5	5	5	5	5	5	5	4	36-38
33-35	6BO	6AO	5	5	5	5	5	4	4	4	33-35
30-32	5BO	5	4	4	4	4	4	4	4	4	30-32
27-29	5BO	4	4	4	4	4	4	3	3	3	27-29
24-26	4AO	4	3	3	3	3	3	3	3	3	24-26
21-23	4	3	3	3	3	3	3	2	2	2	21-23
18-20	3	3	2	2	2	2	2	2	2	2	18-20
15-17	2	2	2	2	2	2	2	2	2	1	15-17

Ball, Fire**Criticals:**

Heat(H), Heat(H), Heat(H)

Roll	1	2	3	4	5	6	7	8	9	10	Roll
123-125	33HH	31GH	27GH	27GH	27GH	26GH	26GH	26GH	25GH	24FH	123-125
120-122	32HH	30GH	26GH	26GH	26GH	25GH	25GH	25GH	24GH	23FH	120-122
117-119	31HH	29GH	25GH	25GH	25GH	24GH	24GH	24GH	23GH	22FH	117-119
114-116	30HH	28GH	25GH	25GH	25GH	24GH	24GH	24GH	23GH	22FH	114-116
111-113	29GH	27GH	24GH	24GH	24GH	23GH	23GH	23GH	22GH	21EH	111-113
108-110	28GH	27FH	23FH	23FH	23FH	22FH	22FH	22FH	21FH	21EH	108-110
105-107	28GH	26FH	23FH	23FH	23FH	22FH	22FH	22FH	21FH	20EH	105-107
102-104	27GH	25FH	22FH	22FH	22FH	21FH	21FH	21FH	20FH	19EH	102-104
99-101	26GH	24FH	21FH	21FH	21FH	20FH	20FH	20FH	20FH	19EH	99-101
96-98	25FH	24FH	21EH	21EH	21EH	20EH	20EH	20EH	19EH	18EH	96-98
93-95	24FH	23EH	20EH	20EH	20EH	19EH	19EH	19EH	18EH	18DH	93-95
90-92	24FH	22EH	19EH	19EH	19EH	18EH	18EH	18EH	18EH	17DH	90-92
87-89	23FH	21EH	19EH	19EH	19EH	18EH	18EH	18EH	17EH	16DH	87-89
84-86	22FH	21EH	18EH	18EH	18EH	17EH	17EH	17EH	17EH	16DH	84-86
81-83	21FH	20EH	17EH	17EH	17EH	17EH	17DH	17DH	16DH	15DH	81-83
78-80	20FH	19EH	17DH	17DH	17DH	16DH	16DH	16DH	15DH	15CH	78-80
75-77	20EH	18EH	16DH	16DH	16DH	15DH	15DH	15DH	15DH	14CH	75-77
72-74	19EH	18DH	15DH	15DH	15DH	15DH	15DH	15DH	14DH	13CH	72-74
69-71	18EH	17DH	15DH	15DH	15DH	14DH	14DH	14DH	13DH	13CH	69-71
66-68	17EH	16DH	14DH	14DH	14DH	13DH	13DH	13DH	13CH	12CH	66-68
63-65	16EH	15DH	13DH	13DH	13DH	13CH	13CH	13CH	12CH	12BH	63-65
60-62	15EH	15DH	13CH	13CH	13CH	12CH	12CH	12CH	12CH	11BH	60-62
57-59	15EH	14DH	12CH	12CH	12CH	11CH	11CH	11CH	11CH	11BH	57-59
54-56	14DH	13DH	11CH	11CH	11CH	11CH	11CH	11CH	10BH	10BH	54-56
51-53	13DH	12CH	11CH	11CH	11CH	10CH	10BH	10BH	10BH	9AH	51-53
48-50	12DH	11CH	10BH	10BH	10BH	10BH	10BH	10BH	9BH	9AH	48-50
45-47	11DH	11CH	9BH	9BH	9BH	9BH	9BH	9BH	9AH	8	45-47
42-44	11DH	10CH	9BH	9BH	9BH	8AH	8AH	8AH	8	8	42-44
39-41	10DH	9BH	8AH	8AH	8AH	8AH	8	8	7	7	39-41
36-38	9DH	8BH	7AH	7	7	7	7	7	7	6	36-38
33-35	8AH	8BH	7	7	7	6	6	6	6	6	33-35
30-32	7AH	7BH	6	6	6	6	6	6	5	5	30-32
27-29	7AH	6AH	5	5	5	5	5	5	5	5	27-29
24-26	6AH	5	5	5	5	4	4	4	4	4	24-26
21-23	5AH	5	4	4	4	4	4	4	4	3	21-23
18-20	4	4	3	3	3	3	3	3	3	3	18-20
15-17	3	3	3	3	3	3	3	3	2	2	15-17

Ball, Lightning

Criticals:

Electricity(L), Heat(H), Heat(H)

Roll	1	2	3	4	5	6	7	8	9	10	Roll
123-125	45IL	44IL	43IL	41IL	40HL	40HL	40HL	39HL	38HL	36HL	123-125
120-122	43IL	42IL	41IL	39IL	39HL	39HL	39HL	38HL	37HL	35HL	120-122
117-119	42IL	41IL	40IL	38IL	38HL	38HL	38HL	37HL	36HL	34HL	117-119
114-116	41IL	40IL	39IL	37IL	37HL	37HL	37HL	36HL	35HL	33GL	114-116
111-113	40HL	39HL	38HL	36HL	36GL	36GL	36GL	35GL	34GL	32GL	111-113
108-110	39HL	38HL	37HL	35HL	35GL	35GL	35GL	34GL	33GL	31GL	108-110
105-107	38HL	37HL	36HL	34HL	34GL	34GL	34GL	33GL	32GL	30GL	105-107
102-104	37HL	36HL	35GL	33GL	33GL	33GL	33GL	32GL	31GL	29GL	102-104
99-101	36GL	35GL	34GL	32GL	32GL	32GL	32GL	31FL	30FL	28FL	99-101
96-98	35GL	34GL	33GL	31GL	31FL	31FL	31FL	30FL	29FL	28FL	96-98
93-95	33GL	33GL	32GL	30GL	30FL	30FL	30FL	29FL	28FL	27FL	93-95
90-92	32GL	32GL	31GL	29GL	29FL	29FL	29FL	28FL	27FL	26FL	90-92
87-89	31GL	31GL	30GL	28GL	28FL	28FL	28FL	27FL	26FL	25FL	87-89
84-86	30GL	29GL	29GL	27GL	27FL	27FL	27FL	26FL	25FL	24FL	84-86
81-83	29GL	28GL	28FL	26FL	26FL	26FL	26FL	25FL	24EL	23EL	81-83
78-80	28FL	27FL	27FL	25FL	25EL	25EL	25EL	24EL	24EL	22EL	78-80
75-77	27FL	26FL	26FL	24FL	24EL	24EL	24EL	23EL	23EH	21EH	75-77
72-74	26FL	25FL	25FL	23FL	23EL	23EL	23EL	22EL	22EL	20EL	72-74
69-71	25FL	24FL	24FL	22FL	22EH	22EH	22EH	21EH	21EH	20EH	69-71
66-68	24FL	23FL	22FL	21FL	21EL	21EL	21EL	20EL	20EL	19EL	66-68
63-65	22FL	22FL	21FL	20FH	20EH	20EH	20EH	19EH	19DH	18DH	63-65
60-62	21FL	21FL	20FL	19FL	19EL	19EL	19DL	18DL	18DL	17DL	60-62
57-59	20FH	20FH	19FH	18EH	18DH	18DH	18DH	17DH	17DH	16DH	57-59
54-56	19FL	19EL	18EL	17EL	17DL	17DL	17DL	16DL	16DL	15DL	54-56
51-53	18EH	18EH	17EH	16EH	16DH	16DH	16DH	16DH	15DH	14DH	51-53
48-50	17EL	17EL	16EL	15EL	15DL	15DL	15DL	15DL	14DL	13DL	48-50
45-47	16EH	15EH	15EH	14EH	14DH	14DH	14DH	14DH	13DH	13CH	45-47
42-44	15EL	14EL	14EL	13EL	13DL	13DL	13DL	13CL	12CL	12CH	42-44
39-41	14EH	13EH	13EH	12EH	12CH	12CH	12CH	12CH	11CH	11CH	39-41
36-38	12EL	12EL	12EL	11DL	11CL	11CL	11CL	11CL	10CH	10BH	36-38
33-35	11EH	11DH	11DH	10DH	10CH	10CH	10CH	10CH	10BH	9	33-35
30-32	10DL	10DL	10DL	9DL	9BH	9BH	9BH	9BH	9	8	30-32
27-29	9DH	9DH	9DH	8BH	8BH	8BH	8	8	8	7	27-29
24-26	8DL	8DL	8DL	7	7	7	7	7	7	6	24-26
21-23	7DH	7BH	7BH	6	6	6	6	6	6	5	21-23
18-20	6AL	6	6	5	5	5	5	5	5	5	18-20
15-17	5	5	5	4	4	4	4	4	4	4	15-17

Battle Axe

Criticals: Slash(S), Krush(K), Krush(K)											
Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	23FS	22FS	21FS	19FS	17ES	14ES	14ES	12DS	11DS	8DS	173-175
170-172	22FS	21FS	20FS	18FS	16ES	13ES	13ES	11DS	10DS	7DS	170-172
167-169	21FS	20FS	19FS	17FS	16ES	13ES	13ES	11DS	10DS	7DS	167-169
164-166	21FS	20FS	19FS	17FS	15ES	12ES	12ES	10DS	10CS	7CS	164-166
161-163	20FS	19FS	18ES	16ES	15ES	12DS	12DS	10CS	9CS	7CK	161-163
158-160	19ES	18ES	18ES	16ES	14DS	12DS	12DS	10CS	9CS	6BS	158-160
155-157	19ES	18ES	17ES	15ES	14DS	11DS	11DS	9CK	9CK	6BK	155-157
152-154	18ES	17ES	16ES	15ES	13DS	11DS	11DS	9CS	8BS	6BK	152-154
149-151	17ES	17ES	16ES	14ES	13DS	10CK	10CK	9BK	8BK	6AK	149-151
146-148	17ES	16ES	15ES	14DS	12CS	10CS	10CS	8BS	8BS	5AK	146-148
143-145	16ES	15DS	15DS	13DS	12CS	10CK	10CK	8BK	7BK	5AK	143-145
140-142	15DS	15DS	14DS	13DS	11CS	9CS	9BS	8BS	7AK	5	140-142
137-139	15DS	14DS	13DS	12DS	11CK	9BK	9BK	7AK	7AK	5	137-139
134-136	14DS	14DS	13DS	12DS	10CS	8BS	8BS	7AK	7AK	5	134-136
131-133	14DS	13DS	12DS	11CK	10BK	8BK	8BK	7AK	6AK	4	131-133
128-130	13DS	12DS	12CS	11CS	9BS	8AS	8AK	6AK	6	4	128-130
125-127	12CS	12CS	11CK	10CK	9BK	7AK	7AK	6	6	4	125-127
122-124	12CS	11CS	11CS	10CS	8BS	7AK	7AK	6	5	4	122-124
119-121	11CK	10CK	10CK	9CK	8AK	6AK	6	5	5	3	119-121
116-118	10CS	10CS	9CS	8BS	8AS	6	6	5	5	3	116-118
113-115	10CK	9CK	9BK	8BK	7AK	6	6	5	4	3	113-115
110-112	9CS	9BS	8BS	7BS	7AK	5	5	4	4	3	110-112
107-109	8BK	8BK	8BK	7BK	6	5	5	4	4	3	107-109
104-106	8BS	7BS	7BS	6AK	6	5	5	4	3	2	104-106
101-103	7BK	7BK	6AK	6AK	5	4	4	3	3	2	101-103
98-100	6BS	6BS	6AS	5	5	4	4	3	3	2	98-100
95-97	6AK	6AK	5AK	5	4	3	3	3	3	2	95-97
92-94	5AS	5AS	5	4	4	3	3	2	2	1	92-94
89-91	5AK	4	4	4	3	3	3	2	2	1	89-91
86-88	4	4	4	3	3	2	2	2	2	1	86-88
83-85	3	3	3	3	2	2	2	1	1	1	83-85
80-82	3	3	2	2	2	1	1	1	1	1	80-82
77-79	2	2	2	2	1	1	1	1	1		77-79
74-76											74-76
71-73											71-73
68-70											68-70
65-67											65-67

Beak**Criticals:**

Slash(S), Puncture(P), Unbalancing(U)

Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	18FS	17ES	16ES	15ES	14ES	12DS	11DS	10DS	9DS	7CS	173-175
170-172	17FS	16ES	15ES	14ES	13ES	11DS	10DS	9DS	8DS	6CS	170-172
167-169	17FS	16ES	15ES	14ES	13ES	11DS	10DS	9DS	8DS	6CS	167-169
164-166	16FS	15ES	14ES	13ES	12ES	11DS	10DS	9DS	8DS	6CS	164-166
161-163	16FS	15ES	14ES	13ES	12ES	10DS	9DS	8CS	8CS	6BP	161-163
158-160	15ES	14ES	13ES	13ES	12DS	10CS	9CS	8CS	7CS	6BS	158-160
155-157	15ES	14ES	13DS	12DS	11DS	10CS	9CS	8CS	7CP	5BP	155-157
152-154	14ES	13DS	13DS	12DS	11DS	9CS	9CS	8CS	7CS	5AS	152-154
149-151	14ES	13DS	12DS	11DS	11DS	9CS	8CS	7CP	7BP	5AP	149-151
146-148	13ES	13DS	12DS	11DS	10DS	9CS	8CS	7BS	6BS	5AU	146-148
143-145	13ES	12DS	11DS	11DS	10CS	8BP	8BP	7BP	6BP	5AU	143-145
140-142	13ES	12DS	11DS	10DS	10CS	8BS	7BS	7BS	6BS	5AU	140-142
137-139	12DS	11DS	11CS	10CS	9CP	8BP	7BP	6BP	6AU	4AU	137-139
134-136	12DS	11CS	10CS	10CS	9CS	8BS	7BS	6BS	6AU	4	134-136
131-133	11DS	10CS	10CS	9CS	9CP	7BP	7BP	6AP	5AU	4	131-133
128-130	11DS	10CS	9CS	9CS	8BS	7BS	6AS	6AS	5AU	4	128-130
125-127	10DS	10CS	9CS	8CP	8BP	7AP	6AP	5AU	5	4	125-127
122-124	10DS	9CS	9CS	8BS	7BS	6AS	6AS	5AU	5	3	122-124
119-121	9CS	9CS	8BP	8BP	7BP	6AP	6AU	5AU	4	3	119-121
116-118	9CS	8BS	8BS	7BS	7BS	6AU	5AU	5	4	3	116-118
113-115	8CP	8BP	7BP	7BP	6AP	5AU	5AU	4	4	3	113-115
110-112	8CS	7BS	7BS	7BS	6AS	5AU	5	4	4	3	110-112
107-109	8CP	7BP	7BP	6BP	6AU	5	4	4	4	3	107-109
104-106	7CS	7BS	6BS	6AS	5AU	5	4	4	3	2	104-106
101-103	7BP	6BP	6AP	5AP	5AU	4	4	3	3	2	101-103
98-100	6BS	6AS	5AS	5AS	5	4	4	3	3	2	98-100
95-97	6BP	5AP	5AP	5AU	4	4	3	3	3	2	95-97
92-94	5BS	5AS	5AS	4AU	4	3	3	3	2	2	92-94
89-91	5BP	4AP	4AP	4	4	3	3	2	2	2	89-91
86-88	4AS	4AS	4AU	4	3	3	2	2	2	1	86-88
83-85	4AP	4AP	3	3	3	2	2	2	2	1	83-85
80-82	3AS	3	3	3	3	2	2	2	1	1	80-82
77-79	3	3	3	2	2	2	2	1	1	1	77-79
74-76	3	2	2	2	2	2	1	1	1	1	74-76
71-73	2	2	2	2	1	1	1	1	1		71-73
68-70	2	1	1	1	1	1	1	1	1		68-70
65-67											65-67

Bite

Roll	Criticals: Puncture(P), Krush(K), Krush(K)										Roll
	1	2	3	4	5	6	7	8	9	10	
173-175	18FP	17EP	16EP	15EP	14EP	13EP	13EP	13EP	10DP	9DP	173-175
170-172	17FP	16EP	15EP	14EP	13EP	12EP	12EP	12EP	9DP	8DP	170-172
167-169	17FP	16EP	15EP	14EP	13EP	12EP	12EP	12EP	9DP	8DP	167-169
164-166	16FP	15EP	14EP	13EP	12EP	12EP	12EP	12EP	9DP	8DP	164-166
161-163	16FP	15EP	14EP	13EP	12EP	11EP	11EP	11EP	8CP	8CP	161-163
158-160	15EP	14EP	13EP	13EP	12EP	11DP	11DP	11DP	8CP	7CP	158-160
155-157	15EP	14EP	13DP	12DP	11DP	11DP	11DP	11DP	8CP	7CK	155-157
152-154	14EP	13DP	13DP	12DP	11DP	10DP	10DP	10DP	8CP	7CP	152-154
149-151	14EP	13DP	12DP	11DP	11DP	10DP	10DP	10DP	7CK	7BK	149-151
146-148	13EP	13DP	12DP	11DP	10DP	10DP	10DP	10DP	7BP	6BP	146-148
143-145	13EP	12DP	11DP	11DP	10DP	9CP	9CP	9CP	7BK	6BK	143-145
140-142	13EP	12DP	11DP	10DP	10CP	9CP	9CP	9CP	7BP	6BP	140-142
137-139	12DP	11DP	11CP	10CP	9CP	9CK	9CK	9CK	6BK	6AK	137-139
134-136	12DP	11CP	10CP	10CP	9CP	8CP	8CP	8CP	6BP	6AK	134-136
131-133	11DP	10CP	10CP	9CP	9CK	8CK	8CK	8CK	6AK	5AK	131-133
128-130	11DP	10CP	9CP	9CP	8CP	8BP	8BP	8BP	6AP	5AK	128-130
125-127	10DP	10CP	9CP	8CK	8BK	7BK	7BK	7BK	5AK	5	125-127
122-124	10DP	9CP	9CP	8BP	7BP	7BP	7BP	7BP	5AK	5	122-124
119-121	9CP	9CP	8BK	8BK	7BK	7BK	7BK	7BK	5AK	4	119-121
116-118	9CP	8BP	8BP	7BP	7BP	6AP	6BP	6BP	5AK	4	116-118
113-115	8CK	8BK	7BK	7BK	6BK	6AK	6AK	6AK	4	4	113-115
110-112	8CP	7BP	7BP	7BP	6AP	6AK	6AP	6AP	4	4	110-112
107-109	8CK	7BK	7BK	6BK	6AK	5AK	5AK	5AK	4	4	107-109
104-106	7CP	7BP	6BP	6AP	5AP	5AK	5AK	5AK	4	3	104-106
101-103	7BK	6BK	6AK	5AK	5AK	5	5AK	5	3	3	101-103
98-100	6BP	6BP	5AP	5AP	5AK	4	4	4	3	3	98-100
95-97	6BK	5AK	5AK	5AK	4	4	4	4	3	3	95-97
92-94	5BP	5AP	5AP	4AK	4	4	4	4	3	2	92-94
89-91	5BK	4AK	4AK	4	4	3	3	3	2	2	89-91
86-88	4AP	4AP	4AK	4	3	3	3	3	2	2	86-88
83-85	4AK	4AK	3	3	3	3	3	3	2	2	83-85
80-82	3AP	3AK	3	3	3	2	2	2	2	1	80-82
77-79	3	3	3	2	2	2	2	2	1	1	77-79
74-76	3	2	2	2	2	2	2	2	1	1	74-76
71-73	2	2	2	2	1	1	1	1	1	1	71-73
68-70	2	1	1	1	1	1	1	1	1	1	68-70
65-67											65-67

Bola**Criticals:** Grappling(G), Krush(K), Grappling(G)

Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	11DG	10DG	10DG	9DG	9DG	8DG	8DG	8DG	7CG	6CG	173-175
170-172	10DG	9DG	9DG	8DG	8DG	7DG	7DG	7DG	6CG	5CG	170-172
167-169	10DG	9DG	9DG	8DG	8DG	7DG	7DG	7DG	6CG	5CG	167-169
164-166	10DG	9DG	9DG	8DG	8DG	7DG	7DG	7DG	6CG	5CG	164-166
161-163	9DG	8DG	8DG	7DG	7DG	7DG	7DG	7CG	6CG	5CG	161-163
158-160	9DG	8DG	8CG	7CG	7CG	6CG	6CG	6CG	6BG	5BG	158-160
155-157	9CG	8CG	8CG	7CG	7CG	6CG	6CG	6CG	5BG	4BG	155-157
152-154	8CG	8CG	8CG	7CG	7CG	6CG	6CG	6CG	5BG	4BG	152-154
149-151	8CG	7CG	7CG	6CG	6CG	6CG	6CG	6CG	5BK	4BK	149-151
146-148	8CG	7CG	7CG	6CG	6CG	5CG	5CG	5BG	5BG	4AG	146-148
143-145	7CG	7CG	7CG	6CG	6CG	5BK	5BK	5BK	5AK	4AK	143-145
140-142	7CG	6CG	6CG	6BG	6BG	5BG	5BG	5BG	4AG	4AG	140-142
137-139	7BG	6BG	6BG	5BG	5BK	5BK	5BK	5BK	4AK	3AK	137-139
134-136	6BG	6BG	6BG	5BG	5BG	5BG	5BG	5BG	4AG	3AG	134-136
131-133	6BG	6BG	6BG	5BK	5BK	4BK	4BK	4AK	4AK	3AG	131-133
128-130	6BG	5BG	5BG	5BG	5BG	4AG	4AG	4AG	4AG	3AG	128-130
125-127	5BK	5BK	5BK	4BK	4AK	4AK	4AK	4AK	3AG	3AG	125-127
122-124	5BG	5BG	5BG	4AG	4AG	4AG	4AG	4AG	3AG	3	122-124
119-121	5BK	4BK	4AK	4AK	4AK	3AG	3AG	3AG	3AG	2	119-121
116-118	5AG	4AG	4AG	4AG	4AG	3AG	3AG	3AG	3	2	116-118
113-115	4AK	4AK	4AK	3AK	3AK	3	3	3	3	2	113-115
110-112	4AG	4AG	4AG	3AG	3AG	3	3	3	2	2	110-112
107-109	4AK	3AK	3AK	3AG	3AG	2	2	2	2	2	107-109
104-106	3AG	3AG	3AG	3AG	3	2	2	2	2	2	104-106
101-103	3AK	3AK	3AG	2	2	2	2	2	2	1	101-103
98-100	3AG	2AG	2	2	2	2	2	2	2	1	98-100
95-97	2	2	2	2	2	2	2	2	1	1	95-97
92-94	2	2	2	2	2	1	1	1	1	1	92-94
89-91	2	2	2	1	1	1	1	1	1	1	89-91
86-88	1	1	1	1	1	1	1	1	1	1	86-88
83-85	1	1	1	1	1	1	1	1	1		83-85
80-82	1	1	1	1	1						80-82
77-79											77-79
74-76											74-76
71-73											71-73
68-70											68-70
65-67											65-67

Bolt, Fire

Bolt, Fire				Criticals:			Heat(H), Heat(H), Heat(H)				
Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	32HH	30GH	26GH	26GH	26GH	25GH	25GH	25GH	24FH	24FH	173-175
170-172	31HH	29GH	25GH	25GH	25GH	24GH	24GH	24GH	23FH	23FH	170-172
167-169	30HH	28GH	24GH	24GH	24GH	23GH	23GH	23GH	22FH	22FH	167-169
164-166	29HH	27GH	23GH	23GH	23GH	22GH	22GH	22GH	22FH	22FH	164-166
161-163	28GH	26GH	23FH	23FH	23FH	22FH	22FH	22FH	21EH	21EH	161-163
158-160	27GH	25FH	22FH	22FH	22FH	21FH	21FH	21FH	20EH	20EH	158-160
155-157	26GH	25FH	21FH	21FH	21FH	20FH	20FH	20FH	20EH	20EH	155-157
152-154	25GH	24FH	21FH	21FH	21FH	20FH	20FH	20FH	19EH	19EH	152-154
149-151	25FH	23FH	20EH	20EH	20EH	19EH	19EH	19EH	18EH	18EH	149-151
146-148	24FH	22EH	19EH	19EH	19EH	18EH	18EH	18EH	18DH	18DH	146-148
143-145	23FH	21EH	18EH	18EH	18EH	18EH	18EH	18EH	17DH	17DH	143-145
140-142	22FH	21EH	18EH	18EH	18EH	17EH	17EH	17EH	16DH	16DH	140-142
137-139	21FH	20EH	17EH	17EH	17EH	16EH	16EH	16EH	16DH	16DH	137-139
134-136	20FH	19EH	16EH	16EH	16DH	16DH	16DH	16DH	15DH	15DH	134-136
131-133	19FH	18EH	16DH	16DH	16DH	15DH	15DH	15DH	14CH	14CH	131-133
128-130	19EH	17DH	15DH	15DH	15DH	14DH	14DH	14DH	14CH	14CH	128-130
125-127	18EH	17DH	14DH	14DH	14DH	14DH	14DH	14DH	13CH	13CH	125-127
122-124	17EH	16DH	14DH	14DH	14DH	13DH	13DH	13DH	12CH	12CH	122-124
119-121	16EH	15DH	13DH	13DH	13DH	12CH	12CH	12CH	12CH	12BH	119-121
116-118	15EH	14DH	12CH	12CH	12CH	12CH	12CH	12CH	11BH	11BH	116-118
113-115	14EH	13DH	11CH	11CH	11CH	11CH	11CH	11CH	11BH	11BH	113-115
110-112	13DH	12CH	11CH	11CH	11CH	10CH	10CH	10CH	10BH	10BH	110-112
107-109	12DH	12CH	10CH	10CH	10CH	10BH	10BH	10BH	9AH	9AH	107-109
104-106	12DH	11CH	9BH	9BH	9BH	9BH	9BH	9BH	9AH	9AH	104-106
101-103	11DH	10CH	9BH	9BH	9BH	8BH	8BH	8AH	8AH	8	101-103
98-100	10DH	9CH	8BH	8AH	8AH	8AH	8AH	8	7	7	98-100
95-97	9DH	8BH	7AH	7	7	7	7	7	7	7	95-97
92-94	8AH	8BH	7	7	7	6	6	6	6	6	92-94
89-91	7AH	7BH	6	6	6	6	6	6	5	5	89-91
86-88	6AH	6AH	5	5	5	5	5	5	5	5	86-88
83-85	6AH	5	4	4	4	4	4	4	4	4	83-85
80-82	5AH	4	4	4	4	4	4	4	3	3	80-82
77-79	4	4	3	3	3	3	3	3	3	3	77-79
74-76	3	3	2	2	2	2	2	2	2	2	74-76
71-73											71-73
68-70											68-70
65-67											65-67

Bolt, Ice

Roll	Criticals: Impact(I), Cold(O), Impact(I)										Roll
	1	2	3	4	5	6	7	8	9	10	
173-175	40HI	38HI	34HI	34HI	33HI	30GI	30GI	30GI	28GI	26GI	173-175
170-172	38HI	36HI	33HI	33HI	32HI	29GI	29GI	29GI	27GI	25GI	170-172
167-169	37HI	35HI	32HI	32HI	31HI	28GI	28GI	28GI	26GI	24GI	167-169
164-166	36HI	34HI	31GI	31GI	30GI	27GI	27GI	27GI	25GI	23GI	164-166
161-163	35GI	33GI	30GI	30GI	29GI	26FI	26FI	26FI	24FI	23FI	161-163
158-160	34GI	32GI	29GI	29GI	28GI	25FI	25FI	25FI	24FI	22FI	158-160
155-157	33GI	31GI	28GI	28GI	27GI	25FI	25FI	25FI	23FI	21FI	155-157
152-154	32GI	30GI	27FI	27FI	26FI	24FI	24FI	24FI	22EI	21EI	152-154
149-151	31FI	29FI	26FI	26FI	25FI	23EI	23EI	23EI	21EI	20EI	149-151
146-148	30FI	28FI	25FI	25FI	24FI	22EI	22EI	22EI	21EI	19EI	146-148
143-145	29FI	27FI	24FI	24FI	24FI	21EI	21EI	21EI	20EO	18EO	143-145
140-142	28FI	26FI	23FI	23FI	23FI	21EI	21EI	21EI	19EI	18DI	140-142
137-139	27FI	25FI	22FI	22FI	22EI	20DO	20EO	20DO	18DO	17DO	137-139
134-136	25FI	24FI	22EI	22EI	21EI	19DI	19DI	19DI	18DI	16DI	134-136
131-133	24FI	23EI	21EI	21EI	20EO	18DO	18DO	18DO	17DO	16DO	131-133
128-130	23EI	22EI	20EI	20EI	19EI	17DI	17DI	17DI	16DI	15CI	128-130
125-127	22EI	21EI	19EO	19EO	18EO	17DO	17DO	17DO	15CO	14CO	125-127
122-124	21EI	20EI	18EI	18EI	17EI	16CI	16DI	16CI	15CI	14CI	122-124
119-121	20EI	19EO	17DO	17DO	16DO	15CO	15CO	15CO	14CO	13BI	119-121
116-118	19EI	18EI	16DI	16DI	16DI	14CI	14CI	14CI	13CI	12BI	116-118
113-115	18EO	17DO	15DO	15DO	15DO	13CO	13CO	13CO	12BI	11AI	113-115
110-112	17DI	16DI	14DI	14DI	14DI	12BI	12BI	12BI	12BI	11	110-112
107-109	16DO	15DO	13DO	13DO	13DO	12BI	12BI	12BI	11AI	10	107-109
104-106	15DI	14DI	12DI	12DI	12CI	11AI	11BI	11AI	10	9	104-106
101-103	14DO	13DO	11CO	11CO	11CI	10	10AI	10	9	9	101-103
98-100	13DI	12DI	11CI	11CI	10BI	9	9	9	9	8	98-100
95-97	11DO	11CO	10CI	10BI	9	8	8	8	8	7	95-97
92-94	10AI	10CI	9BI	9	8	8	8	8	7	7	92-94
89-91	9AO	9CO	8	8	8	7	7	7	6	6	89-91
86-88	8AI	8BI	7	7	7	6	6	6	6	5	86-88
83-85	7AO	7BI	6	6	6	5	5	5	5	4	83-85
80-82	6AI	6	5	5	5	4	4	4	4	4	80-82
77-79	5	5	4	4	4	4	4	4	3	3	77-79
74-76	4	4	3	3	3	3	3	3	3	2	74-76
71-73											71-73
68-70											68-70
65-67											65-67

Bolt, Lightning

Criticals:

Electricity(L), Heat(H), Electricity(L)

Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	48IL	47IL	45IL	43IL	42IL	42IL	41IL	41IL	39HL	38HL	173-175
170-172	46IL	45IL	43IL	41IL	40IL	40IL	39IL	39IL	37HL	36HL	170-172
167-169	45IL	44IL	42IL	40IL	39IL	39IL	38IL	38IL	36HL	35HL	167-169
164-166	44IL	43IL	41IL	39HL	38HL	38HL	37HL	37HL	35GL	34GL	164-166
161-163	42HL	41HL	40HL	38HL	37HL	37HL	36HL	36HL	34GL	33GL	161-163
158-160	41HL	40HL	38HL	37HL	36HL	36HL	35HL	35HL	33GL	32GL	158-160
155-157	40HL	39HL	37HL	36GL	35GL	35GL	34GL	34GL	32GL	31GL	155-157
152-154	38GL	38GL	36GL	34GL	34GL	34GL	33GL	33GL	31FL	30FL	152-154
149-151	37GL	36GL	35GL	33GL	32GL	32GL	32GL	32GL	30FL	29FL	149-151
146-148	36GL	35GL	34GL	32GL	31GL	31GL	31GL	31GL	29FL	28FL	146-148
143-145	35GL	34GL	32GL	31GL	30GL	30GL	29GL	29GL	28FL	27FL	143-145
140-142	33GL	33GL	31GL	30GL	29GL	29GL	28GL	28GL	27FL	26FL	140-142
137-139	32GL	31GL	30GL	29FL	28FL	28FL	27FL	27FL	26FL	25EL	137-139
134-136	31GL	30FL	29FL	27FL	27FL	27FL	26FL	26FL	25EL	24EL	134-136
131-133	29FL	29FL	27FL	26FL	26FL	26FL	25FL	25FL	24EH	23EH	131-133
128-130	28FL	27FL	26FL	25FL	24FL	24FL	24FL	24FL	23EL	22EL	128-130
125-127	27FL	26FL	25FL	24FL	23FH	23FH	23FH	23FH	22EH	21EH	125-127
122-124	25FL	25FL	24FL	23FL	22FL	22FL	22FL	22FL	21EL	20DL	122-124
119-121	24FL	24FL	23FH	22FH	21FH	21FH	21FH	21FH	20DH	19DH	119-121
116-118	23FL	22FL	21FL	20FL	20EL	20EL	19EL	19EL	18DL	18DL	116-118
113-115	22FH	21FH	20FH	19EH	19EH	19EH	18EH	18EH	17DH	17DH	113-115
110-112	20FL	20EL	19EL	18EL	18EL	18EL	17EL	17EL	16DL	16DL	110-112
107-109	19EH	19EH	18EH	17EH	17EH	17EH	16EH	16EH	15DH	15DH	107-109
104-106	18EL	17EL	17EL	16EL	15EL	15EL	15EL	15EL	14DL	14CL	104-106
101-103	16EH	16EH	15EH	15EH	14EH	14EH	14EH	14DH	13CH	13CL	101-103
98-100	15EL	15EL	14EL	13EL	13DL	13DL	13DL	13DL	12CL	12BL	98-100
95-97	14EH	14EH	13EH	12DH	12DH	12DH	12DH	12DL	11BL	11	95-97
92-94	13EL	12EL	12DL	11DL	11DL	11DL	11BL	11BL	10	10	92-94
89-91	11DH	11DH	10DH	10DH	10BL	10BL	10BL	10	9	9	89-91
86-88	10DL	10DL	9DL	9BL	9	9	8	8	8	8	86-88
83-85	9DH	8DH	8BL	8	7	7	7	7	7	7	83-85
80-82	7DL	7BL	7	7	6	6	6	6	6	6	80-82
77-79	6AH	6	6	5	5	5	5	5	5	5	77-79
74-76	5	5	4	4	4	4	4	4	4	4	74-76
71-73											71-73
68-70											68-70
65-67											65-67

Bolt, Water**Criticals:**

Impact(I), Krush(K), Impact(I)

Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	23FI	22FI	21FI	20FI	19FI	15EI	16EI	16EI	13EI	11DI	173-175
170-172	22FI	21FI	20FI	19FI	18FI	14EI	15EI	15EI	12EI	10DI	170-172
167-169	21FI	20FI	19FI	18FI	17FI	14EI	15EI	15EI	12EI	10DI	167-169
164-166	21FI	20FI	19FI	18FI	17FI	13EI	14EI	14EI	11EI	10CI	164-166
161-163	20FI	19FI	18FI	17EI	16EI	13EI	14EI	14EI	11DI	9CI	161-163
158-160	19EI	19EI	18EI	17EI	16EI	12DI	13DI	13DI	11DI	9CI	158-160
155-157	19EI	18EI	17EI	16EI	15EI	12DI	13DI	13DI	10DI	9CK	155-157
152-154	18EI	17EI	17EI	16EI	15EI	12DI	12DI	12DI	10DI	8BI	152-154
149-151	18EI	17EI	16EI	15EI	14EI	11DI	12DI	12DI	10CK	8BK	149-151
146-148	17EI	16EI	15EI	15EI	14DI	11CI	12CI	12CI	9CI	8BI	146-148
143-145	16EI	16EI	15DI	14DI	13DI	10CK	11CK	11CK	9CK	8AK	143-145
140-142	16DI	15DI	14DI	14DI	13DI	10CI	11CI	11CI	9BI	7AI	140-142
137-139	15DI	14DI	14DI	13DI	12DI	10CK	10CK	10CK	8BK	7AI	137-139
134-136	14DI	14DI	13DI	12DI	12DI	9BI	10BI	10BI	8BI	7AI	134-136
131-133	14DI	13DI	13DI	12DK	11CK	9BK	9BK	9BK	8BI	6	131-133
128-130	13DI	13DI	12DI	11CI	11CI	8BI	9BI	9BI	7AI	6	128-130
125-127	13DI	12DI	11CK	11CK	10CK	8BK	9BK	9BK	7AI	6	125-127
122-124	12CI	11CI	11CI	10CI	10CI	8AI	8BI	8AI	7AI	5	122-124
119-121	11CK	11CK	10CK	10CK	9CK	7AI	8AK	8AI	6	5	119-121
116-118	11CI	10CI	10CI	9CI	9BI	7AI	7AI	7AI	6	5	116-118
113-115	10CK	10CK	9CK	9BK	8BK	6	7AI	7AI	5	5	113-115
110-112	9CI	9CI	9BI	8BI	8BI	6	6AI	6	5	4	110-112
107-109	9CK	8CK	8BK	8BK	7BK	6	6	6	5	4	107-109
104-106	8BI	8BI	7BI	7BI	7AI	5	6	6	4	4	104-106
101-103	8BK	7BK	7BK	7AK	6AI	5	5	5	4	3	101-103
98-100	7BI	7BI	6BI	6AI	6	4	5	5	4	3	98-100
95-97	6BK	6BK	6AK	5	5	4	4	4	3	3	95-97
92-94	6AI	5AI	5AI	5	5	4	4	4	3	2	92-94
89-91	5AK	5AK	5	4	4	3	3	3	3	2	89-91
86-88	4AI	4AI	4	4	4	3	3	3	2	2	86-88
83-85	4	4	3	3	3	2	3	3	2	2	83-85
80-82	3	3	3	3	3	2	2	2	2	1	80-82
77-79	3	2	2	2	2	2	2	2	1	1	77-79
74-76	2	2	2	2	2	1	1	1	1	1	74-76
71-73											71-73
68-70											68-70
65-67											65-67

Broadsword

Criticals:

Slash(S), Puncture(P), Krush(K)

Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	23FS	21FS	20FS	19FS	17ES	15ES	14ES	12DS	10DS	8DS	173-175
170-172	22FS	20FS	19FS	18FS	16ES	14ES	13ES	11DS	9DS	7DS	170-172
167-169	21FS	19FS	18FS	17FS	16ES	14ES	13ES	11DS	9DS	7DS	167-169
164-166	21FS	19FS	18FS	17FS	15ES	13ES	12ES	11DS	9CS	7CS	164-166
161-163	20FS	18FS	17FS	16ES	15ES	13ES	12DS	10CS	8CP	7CP	161-163
158-160	19ES	18ES	17ES	16ES	14DS	13DS	12DS	10CS	8CS	6BS	158-160
155-157	19ES	17ES	16ES	15ES	14DS	12DS	11DS	10CP	8CP	6BP	155-157
152-154	18ES	17ES	16ES	15ES	13DS	12DS	11DS	9CS	8BS	6BK	152-154
149-151	18ES	16ES	15ES	14ES	13DS	11DS	11CP	9BP	7BP	6AK	149-151
146-148	17ES	15ES	15ES	14ES	12DS	11CS	10CS	9BS	7BS	6AK	146-148
143-145	16ES	15ES	14DS	13DS	12CS	11CP	10CP	8BP	7AK	5AK	143-145
140-142	16DS	14DS	14DS	13DS	12CS	10CS	9CS	8BS	7AK	5	140-142
137-139	15DS	14DS	13DS	12DS	11CP	10CP	9BP	8AK	6AK	5	137-139
134-136	15DS	13DS	13DS	12DS	11CS	9BS	9BS	7AK	6AK	5	134-136
131-133	14DS	13DS	12DS	11DP	10BP	9BP	8BP	7AK	6	5	131-133
128-130	13DS	12DS	12DS	11CS	10BS	9BS	8AK	7AK	6	4	128-130
125-127	13DS	12CS	11CP	10CP	9BP	8BP	8AK	6	5	4	125-127
122-124	12CS	11CS	11CS	10CS	9BS	8AK	7AK	6	5	4	122-124
119-121	12CS	10CP	10CP	9CP	8BP	7AK	7AK	6	5	4	119-121
116-118	11CS	10CS	9CS	9CS	8AS	7AK	6	5	4	3	116-118
113-115	10CP	9CP	9CP	8BP	8AK	7AK	6	5	4	3	113-115
110-112	10CS	9CS	8BS	8BS	7AK	6	6	5	4	3	110-112
107-109	9CP	8BP	8BP	7BP	7AK	6	5	5	4	3	107-109
104-106	8BS	8BS	7BS	7BS	6	5	5	4	3	3	104-106
101-103	8BP	7BP	7BP	6AK	6	5	5	4	3	2	101-103
98-100	7BS	7BS	6AS	6AK	5	5	4	4	3	2	98-100
95-97	7BP	6AP	6AP	5	5	4	4	3	3	2	95-97
92-94	6BS	5AS	5AK	5	4	4	3	3	2	2	92-94
89-91	5AP	5AK	5	4	4	3	3	3	2	2	89-91
86-88	5AS	4	4	4	3	3	3	2	2	1	86-88
83-85	4AP	4	4	3	3	3	2	2	2	1	83-85
80-82	4	3	3	3	3	2	2	2	1	1	80-82
77-79	3	3	3	2	2	2	2	1	1	1	77-79
74-76	2	2	2	2	2	1	1	1	1	1	74-76
71-73	2	2	2	1	1	1	1	1	1		71-73
68-70											68-70
65-67											65-67

Bow, long

Roll	Criticals: Puncture(P), Puncture(P), Puncture(P)										Roll
	1	2	3	4	5	6	7	8	9	10	
173-175	24FP	23FP	22FP	20FP	19FP	18FP	19FP	18FP	15EP	13EP	173-175
170-172	23FP	22FP	21FP	19FP	18FP	17FP	18FP	17FP	14EP	12EP	170-172
167-169	22FP	21FP	20FP	18FP	17FP	16FP	17FP	16FP	14EP	12EP	167-169
164-166	21FP	21FP	20FP	18FP	17FP	16FP	17FP	16FP	13EP	11EP	164-166
161-163	21FP	20FP	19EP	17EP	16EP	15EP	16EP	15EP	13DP	11DP	161-163
158-160	20EP	19EP	18EP	17EP	16EP	15EP	16EP	15EP	12DP	11DP	158-160
155-157	19EP	19EP	18EP	16EP	15EP	14EP	15EP	14EP	12DP	10DP	155-157
152-154	19EP	18EP	17EP	16EP	15EP	14EP	15EP	14EP	12DP	10CP	152-154
149-151	18EP	17EP	16EP	15EP	14EP	13DP	14DP	13DP	11CP	10CP	149-151
146-148	17EP	17EP	16EP	14DP	14DP	13DP	14DP	13DP	11CP	9CP	146-148
143-145	17DP	16DP	15DP	14DP	13DP	12DP	13DP	12DP	10CP	9BP	143-145
140-142	16DP	15DP	15DP	13DP	13DP	12DP	13DP	12DP	10BP	8BP	140-142
137-139	15DP	15DP	14DP	13DP	12DP	11DP	12DP	11DP	9BP	8BP	137-139
134-136	15DP	14DP	13DP	12DP	11CP	11CP	11CP	11CP	9BP	8AP	134-136
131-133	14DP	13DP	13DP	12CP	11CP	10CP	11CP	10CP	9BP	7AP	131-133
128-130	13DP	13CP	12CP	11CP	10CP	10CP	10CP	10CP	8AP	7AP	128-130
125-127	13CP	12CP	11CP	10CP	10CP	9CP	10CP	9CP	8AP	7	125-127
122-124	12CP	11CP	11CP	10CP	9CP	9BP	9BP	9BP	7AP	6	122-124
119-121	11CP	11CP	10CP	9CP	9BP	8BP	9BP	8BP	7	6	119-121
116-118	11CP	10CP	10CP	9BP	8BP	8BP	8BP	8BP	6	5	116-118
113-115	10CP	9CP	9BP	8BP	8BP	7AP	8BP	7AP	6	5	113-115
110-112	9BP	9BP	8BP	8BP	7AP	7AP	7AP	7AP	6	5	110-112
107-109	8BP	8BP	8BP	7AP	7AP	6	7AP	6	5	4	107-109
104-106	8BP	7BP	7BP	6AP	6	6	6	6	5	4	104-106
101-103	7BP	7BP	6AP	6AP	6	5	6	5	4	4	101-103
98-100	6BP	6AP	6AP	5	5	5	5	5	4	3	98-100
95-97	6AP	6AP	5	5	4	4	4	4	3	3	95-97
92-94	5AP	5	5	4	4	4	4	4	3	3	92-94
89-91	4	4	4	4	3	3	3	3	3	2	89-91
86-88	4	4	3	3	3	3	3	3	2	2	86-88
83-85	3	3	3	2	2	2	2	2	2	1	83-85
80-82	2	2	2	2	2	2	2	2	1	1	80-82
77-79											77-79
74-76											74-76
71-73											71-73
68-70											68-70
65-67											65-67

Bow, short

Bow, short				Criticals:			Puncture(P), Puncture(P), Puncture(P)				
Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	17EP	16EP	15EP	14EP	13EP	13EP	13EP	13EP	10DP	9DP	173-175
170-172	16EP	15EP	14EP	13EP	12EP	12EP	12EP	12EP	9DP	8DP	170-172
167-169	16EP	15EP	14EP	13EP	12EP	12EP	12EP	12EP	9DP	8DP	167-169
164-166	15EP	14EP	13EP	12EP	11EP	11EP	11EP	11EP	9DP	8DP	164-166
161-163	15EP	14EP	13EP	12EP	11EP	11EP	11EP	11EP	8CP	8CP	161-163
158-160	14EP	13EP	12EP	12DP	11DP	11DP	11DP	11DP	8CP	7CP	158-160
155-157	14DP	13DP	12DP	11DP	10DP	10DP	10DP	10DP	8CP	7CP	155-157
152-154	13DP	12DP	12DP	11DP	10DP	10DP	10DP	10DP	8CP	7CP	152-154
149-151	13DP	12DP	11DP	10DP	10DP	10DP	10DP	10DP	7CP	7BP	149-151
146-148	12DP	12DP	11DP	10DP	9DP	9CP	9DP	9DP	7BP	6BP	146-148
143-145	12DP	11DP	10DP	10CP	9CP	9CP	9CP	9CP	7BP	6BP	143-145
140-142	11DP	11DP	10CP	9CP	9CP	9CP	9CP	9CP	7BP	6BP	140-142
137-139	11CP	10CP	10CP	9CP	8CP	8CP	8CP	8CP	6BP	6AP	137-139
134-136	11CP	10CP	9CP	9CP	8CP	8CP	8CP	8CP	6AP	5AP	134-136
131-133	10CP	9CP	9CP	8CP	8CP	8BP	8BP	8BP	6AP	5AP	131-133
128-130	10CP	9CP	8CP	8BP	7BP	7BP	7BP	7BP	5AP	5AP	128-130
125-127	9CP	9CP	8BP	7BP	7BP	7BP	7BP	7BP	5AP	5	125-127
122-124	9CP	8BP	8BP	7BP	7BP	7BP	7BP	7BP	5AP	4	122-124
119-121	8BP	8BP	7BP	7BP	6BP	6AP	6BP	6BP	5	4	119-121
116-118	8BP	7BP	7BP	6BP	6AP	6AP	6AP	6AP	4	4	116-118
113-115	7BP	7BP	6BP	6AP	5AP	5AP	5AP	5AP	4	4	113-115
110-112	7BP	6BP	6BP	6AP	5AP	5AP	5AP	5AP	4	3	110-112
107-109	6BP	6BP	6AP	5AP	5AP	5AP	5AP	5AP	4	3	107-109
104-106	6AP	6AP	5AP	5AP	4AP	4	4	4	3	3	104-106
101-103	5AP	5AP	5AP	4AP	4	4	4	4	3	3	101-103
98-100	5AP	5AP	4AP	4	4	4	4	4	3	2	98-100
95-97	5AP	4AP	4AP	4	3	3	3	3	2	2	95-97
92-94	4AP	4AP	4	3	3	3	3	3	2	2	92-94
89-91	4AP	3	3	3	3	3	3	3	2	2	89-91
86-88	3	3	3	3	2	2	2	2	2	1	86-88
83-85	3	3	2	2	2	2	2	2	1	1	83-85
80-82	2	2	2	2	2	2	2	2	1	1	80-82
77-79	2	2	2	1	1	1	1	1	1	1	77-79
74-76	1	1	1	1	1	1	1	1	1		74-76
71-73											71-73
68-70											68-70
65-67											65-67

Claw

Roll	Criticals: Slash(S), Slash(S), Puncture(P)										Roll
	1	2	3	4	5	6	7	8	9	10	
173-175	18FS	17ES	16ES	15ES	14ES	12DS	11DS	10DS	9DS	7CS	173-175
170-172	17FS	16ES	15ES	14ES	13ES	11DS	10DS	9DS	8DS	6CS	170-172
167-169	17FS	16ES	15ES	14ES	13ES	11DS	10DS	9DS	8DS	6CS	167-169
164-166	16FS	15ES	14ES	13ES	12ES	11DS	10DS	9DS	8DS	6CS	164-166
161-163	16FS	15ES	14ES	13ES	12ES	10DS	9DS	8CS	8CS	6BS	161-163
158-160	15ES	14ES	13ES	13ES	12DS	10CS	9CS	8CS	7CS	6BS	158-160
155-157	15ES	14ES	13DS	12DS	11DS	10CS	9CS	8CS	7CS	5BS	155-157
152-154	14ES	13DS	13DS	12DS	11DS	9CS	9CS	8CS	7CS	5AS	152-154
149-151	14ES	13DS	12DS	11DS	11DS	9CS	8CS	7CS	7BS	5AS	149-151
146-148	13ES	13DS	12DS	11DS	10DS	9CS	8CS	7BS	6BS	5AP	146-148
143-145	13ES	12DS	11DS	11DS	10CS	8BS	8BS	7BS	6BS	5AP	143-145
140-142	13ES	12DS	11DS	10DS	10CS	8BS	7BS	7BS	6BS	5AP	140-142
137-139	12DS	11DS	11CS	10CS	9CS	8BS	7BS	6BS	6AP	4AP	137-139
134-136	12DS	11CS	10CS	10CS	9CS	8BS	7BS	6BS	6AP	4	134-136
131-133	11DS	10CS	10CS	9CS	9CS	7BS	7BS	6AS	5AP	4	131-133
128-130	11DS	10CS	9CS	9CS	8BS	7BS	6AS	6AS	5AP	4	128-130
125-127	10DS	10CS	9CS	8CS	8BS	7AS	6AS	5AP	5	4	125-127
122-124	10DS	9CS	9CS	8BS	7BS	6AS	6AS	5AP	5	3	122-124
119-121	9CS	9CS	8BS	8BS	7BS	6AS	6AP	5AP	4	3	119-121
116-118	9CS	8BS	8BS	7BS	7BS	6AP	5AP	5	4	3	116-118
113-115	8CS	8BS	7BS	7BS	6AS	5AP	5AP	4	4	3	113-115
110-112	8CS	7BS	7BS	7BS	6AS	5AP	5	4	4	3	110-112
107-109	8CS	7BS	7BS	6BS	6AP	5	4	4	4	3	107-109
104-106	7CS	7BS	6BS	6AS	5AP	5	4	4	3	2	104-106
101-103	7BS	6BS	6AS	5AS	5AP	4	4	3	3	2	101-103
98-100	6BS	6AS	5AS	5AS	5	4	4	3	3	2	98-100
95-97	6BS	5AS	5AS	5AP	4	4	3	3	3	2	95-97
92-94	5BS	5AS	5AS	4AP	4	3	3	3	2	2	92-94
89-91	5BS	4AS	4AS	4	4	3	3	2	2	2	89-91
86-88	4AS	4AS	4AP	4	3	3	2	2	2	1	86-88
83-85	4AS	4AS	3	3	3	2	2	2	2	1	83-85
80-82	3AS	3	3	3	3	2	2	2	1	1	80-82
77-79	3	3	3	2	2	2	2	1	1	1	77-79
74-76	3	2	2	2	2	2	1	1	1	1	74-76
71-73	2	2	2	2	1	1	1	1	1		71-73
68-70	2	1	1	1	1	1	1	1	1		68-70
65-67											65-67

Club											
Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	13EK	12DK	12DK	11DK	10DK	7CK	8DK	7CK	6CK	4BK	173-175
170-172	12EK	11DK	11DK	10DK	9DK	6CK	7DK	6CK	5CK	3BK	170-172
167-169	12EK	11DK	11DK	10DK	9DK	6CK	7DK	6CK	5CK	3BK	167-169
164-166	12EK	11DK	11DK	10DK	9DK	6CK	7DK	6CK	5CK	3AK	164-166
161-163	11EK	10DK	10DK	9DK	8DK	6CK	7CK	6CK	5BK	3AK	161-163
158-160	11EK	10DK	10DK	9DK	8CK	6BK	6CK	6BK	5BK	3AK	158-160
155-157	11EK	10DK	10CK	9CK	8CK	5BK	6CK	5BK	5BK	3AK	155-157
152-154	10DK	9CK	9CK	9CK	8CK	5BK	6CK	5BK	4BK	3AK	152-154
149-151	10DK	9CK	9CK	8CK	7CK	5BK	6CK	5BK	4AK	3AK	149-151
146-148	10DK	9CK	9CK	8CK	7CK	5AK	6BK	5BK	4AK	3AK	146-148
143-145	9DK	8CK	8CK	8CK	7CK	5AK	5BK	5AK	4AK	2AK	143-145
140-142	9DK	8CK	8CK	7CK	7BK	5AK	5BK	5AK	4AK	2	140-142
137-139	9DK	8CK	8CK	7BK	6BK	4AK	5BK	4AK	4AK	2	137-139
134-136	8CK	8CK	8CK	7BK	6BK	4AK	5BK	4AK	4AK	2	134-136
131-133	8CK	7BK	7BK	7BK	6BK	4AK	5AK	4AK	3AK	2	131-133
128-130	8CK	7BK	7BK	6BK	6BK	4AK	4AK	4AK	3	2	128-130
125-127	7CK	7BK	7BK	6BK	5BK	4AK	4AK	4AK	3	2	125-127
122-124	7CK	6BK	6BK	6BK	5AK	3AK	4AK	3AK	3	2	122-124
119-121	7CK	6BK	6BK	6BK	5AK	3	4AK	3AK	3	2	119-121
116-118	6BK	6BK	6BK	5AK	5AK	3	4	3	3	2	116-118
113-115	6BK	5BK	5BK	5AK	4AK	3	3	3	2	1	113-115
110-112	6BK	5BK	5AK	5AK	4AK	3	3	3	2	1	110-112
107-109	5BK	5AK	5AK	4AK	4AK	3	3	3	2	1	107-109
104-106	5BK	5AK	5AK	4AK	4AK	2	3	2	2	1	104-106
101-103	5BK	4AK	4AK	4AK	3	2	3	2	2	1	101-103
98-100	4AK	4AK	4AK	4AK	3	2	2	2	2	1	98-100
95-97	4AK	4AK	4AK	3AK	3	2	2	2	2	1	95-97
92-94	4AK	3AK	3AK	3	3	2	2	2	1	1	92-94
89-91	3AK	3AK	3AK	3	2	2	2	2	1	1	89-91
86-88	3AK	3AK	3	2	2	1	2	1	1	1	86-88
83-85	3AK	2AK	2	2	2	1	1	1	1		83-85
80-82	2	2	2	2	2	1	1	1	1		80-82
77-79	2	2	2	2	1	1	1	1	1		77-79
74-76	2	2	2	1	1	1	1	1	1		74-76
71-73	1	1	1	1	1		1				71-73
68-70	1	1	1	1	1						68-70
65-67											65-67

Crossbow

												Criticals:		Puncture(P), Puncture(P), Puncture(P)	
Roll	1	2	3	4	5	6	7	8	9	10	Roll				
173-175	20FP	19FP	18FP	17EP	16EP	15EP	16EP	15EP	12DP	11DP	173-175				
170-172	19FP	18FP	17FP	16EP	15EP	14EP	15EP	14EP	11DP	10DP	170-172				
167-169	19FP	18FP	17FP	16EP	15EP	14EP	15EP	14EP	11DP	10DP	167-169				
164-166	18FP	17FP	16FP	15EP	14EP	13EP	14EP	13EP	11DP	10DP	164-166				
161-163	18FP	17FP	16FP	15EP	14EP	13EP	14EP	13EP	10DP	9CP	161-163				
158-160	17EP	16EP	15EP	14EP	14EP	13EP	14EP	13EP	10CP	9CP	158-160				
155-157	17EP	16EP	15EP	14DP	13DP	12DP	13DP	12DP	10CP	9CP	155-157				
152-154	16EP	15EP	14EP	14DP	13DP	12DP	13DP	12DP	9CP	9CP	152-154				
149-151	16EP	15EP	14EP	13DP	12DP	12DP	12DP	12DP	9CP	8CP	149-151				
146-148	15EP	14EP	14EP	13DP	12DP	11DP	12DP	11DP	9CP	8BP	146-148				
143-145	15EP	14EP	13EP	12DP	12DP	11DP	12DP	11DP	9BP	8BP	143-145				
140-142	14EP	13EP	13DP	12DP	11CP	10CP	11CP	10CP	8BP	8BP	140-142				
137-139	14DP	13DP	12DP	11CP	11CP	10CP	11CP	10CP	8BP	7BP	137-139				
134-136	13DP	12DP	12DP	11CP	10CP	10CP	10CP	10CP	8BP	7AP	134-136				
131-133	13DP	12DP	11DP	11CP	10CP	9CP	10CP	9CP	7BP	7AP	131-133				
128-130	12DP	12DP	11DP	10CP	10CP	9CP	10CP	9CP	7AP	6AP	128-130				
125-127	12DP	11DP	10DP	10CP	9CP	9BP	9BP	9BP	7AP	6AP	125-127				
122-124	11DP	11DP	10CP	9CP	9BP	8BP	9BP	8BP	6AP	6AP	122-124				
119-121	11DP	10CP	10CP	9BP	8BP	8BP	8BP	8BP	6AP	6	119-121				
116-118	10CP	10CP	9CP	9BP	8BP	8BP	8BP	8BP	6AP	5	116-118				
113-115	10CP	9CP	9CP	8BP	8BP	7BP	8BP	7BP	6AP	5	113-115				
110-112	9CP	9CP	8CP	8BP	7BP	7AP	7BP	7AP	5	5	110-112				
107-109	9CP	8CP	8CP	7BP	7AP	6AP	7AP	6AP	5	5	107-109				
104-106	8CP	8CP	7BP	7AP	6AP	6AP	6AP	6AP	5	4	104-106				
101-103	8CP	7CP	7BP	6AP	6AP	6AP	6AP	6AP	4	4	101-103				
98-100	7BP	7BP	6BP	6AP	6AP	5AP	6AP	5AP	4	4	98-100				
95-97	7BP	6BP	6BP	6AP	5AP	5	5AP	5	4	3	95-97				
92-94	6BP	6BP	6BP	5AP	5	5	5	5	4	3	92-94				
89-91	6BP	5BP	5AP	5AP	5	4	5	4	3	3	89-91				
86-88	5BP	5AP	5AP	4	4	4	4	4	3	3	86-88				
83-85	5AP	5AP	4AP	4	4	3	4	3	3	2	83-85				
80-82	4AP	4AP	4	4	3	3	3	3	2	2	80-82				
77-79	4AP	4	3	3	3	3	3	3	2	2	77-79				
74-76	3	3	3	3	3	2	3	2	2	2	74-76				
71-73	3	3	2	2	2	2	2	2	1	1	71-73				
68-70	2	2	2	2	2	2	2	2	1	1	68-70				
65-67	2	2	2	1	1	1	1	1	1	1	65-67				

Crush

Criticals: Impact(I), Impact(I), Impact(I)											
Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	28GI	27GI	25GI	24FI	23FI	21FI	21FI	21FI	19FI	18FI	173-175
170-172	27GI	26GI	24GI	23FI	22FI	20FI	20FI	20FI	18FI	17FI	170-172
167-169	26GI	25GI	23GI	22FI	22FI	20FI	20FI	20FI	18FI	17FI	167-169
164-166	26GI	25GI	23GI	22FI	21FI	19FI	19FI	19FI	17FI	16FI	164-166
161-163	25GI	24GI	22GI	21FI	21FI	19FI	19FI	19FI	17FI	16EI	161-163
158-160	24GI	24GI	22GI	21FI	20EI	18EI	18EI	18EI	16EI	16EI	158-160
155-157	24FI	23FI	21FI	20EI	20EI	18EI	18EI	18EI	16EI	15EI	155-157
152-154	23FI	22FI	21FI	20EI	19EI	17EI	17EI	17EI	16EI	15EI	152-154
149-151	23FI	22FI	20FI	19EI	19EI	17EI	17EI	17EI	15EI	14EI	149-151
146-148	22FI	21FI	20FI	19EI	18EI	16EI	16EI	16EI	15EI	14DI	146-148
143-145	21FI	21FI	19FI	18EI	18EI	16EI	16EI	16EI	14DI	14DI	143-145
140-142	21FI	20FI	19EI	18EI	17EI	16DI	16DI	16DI	14DI	13DI	140-142
137-139	20EI	20EI	18EI	17EI	17DI	15DI	15DI	15DI	14DI	13DI	137-139
134-136	20EI	19EI	17EI	17DI	16DI	15DI	15DI	15DI	13DI	12DI	134-136
131-133	19EI	18EI	17EI	16DI	16DI	14DI	14DI	14DI	13DI	12CI	131-133
128-130	18EI	18EI	16EI	16DI	15DI	14DI	14DI	14DI	12DI	12CI	128-130
125-127	18EI	17EI	16EI	15DI	15DI	13DI	13DI	13DI	12CI	11CI	125-127
122-124	17EI	17EI	15EI	15DI	14DI	13CI	13CI	13CI	12CI	11CI	122-124
119-121	17EI	16EI	15DI	14DI	14DI	12CI	12CI	12CI	11CI	11CI	119-121
116-118	16EI	15EI	14DI	14CI	13CI	12CI	12CI	12CI	11CI	10CI	116-118
113-115	15DI	15DI	14DI	13CI	13CI	11CI	11CI	11CI	10CI	10BI	113-115
110-112	15DI	14DI	13DI	13CI	12CI	11CI	11CI	11CI	10BI	9BI	110-112
107-109	14DI	14DI	13DI	12CI	12CI	11BI	11CI	11BI	9BI	9BI	107-109
104-106	14DI	13DI	12DI	12CI	11CI	10BI	10BI	10BI	9BI	9AI	104-106
101-103	13DI	13DI	12DI	11CI	11CI	10BI	10BI	10BI	9BI	8AI	101-103
98-100	12DI	12DI	11CI	11CI	10BI	9BI	9BI	9BI	8AI	8AI	98-100
95-97	12DI	11DI	10CI	10BI	10BI	9BI	9BI	9BI	8AI	7	95-97
92-94	11DI	11CI	10CI	10BI	9BI	8AI	8BI	8AI	7	7	92-94
89-91	11CI	10CI	9CI	9BI	9BI	8AI	8AI	8AI	7	7	89-91
86-88	10CI	10CI	9CI	8BI	8BI	7	7AI	7	7	6	86-88
83-85	9CI	9CI	8BI	8BI	8AI	7	7	7	6	6	83-85
80-82	9CI	8CI	8BI	7AI	7AI	6	6	6	6	5	80-82
77-79	8CI	8CI	7BI	7AI	7AI	6	6	6	5	5	77-79
74-76	8CI	7BI	7BI	6AI	6	6	6	6	5	5	74-76
71-73	7BI	7BI	6AI	6	6	5	5	5	5	4	71-73
68-70	6BI	6BI	6	5	5	5	5	5	4	4	68-70
65-67	6BI	6BI	5	5	5	4	4	4	4	4	65-67

Dagger

Criticals: Puncture(P), Slash(S), Krush(K)

Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	8DP	7CP	7CP	6CP	6CP	5CP	5CP	4BP	4BP	3BP	173-175
170-172	7DP	6CP	6CP	5CP	5CP	4CP	4CP	3BP	3BP	2BP	170-172
167-169	7DP	6CP	6CP	5CP	5CP	4CP	4CP	3BP	3BP	2BP	167-169
164-166	7DP	6CP	6CP	5CP	5CP	4CP	4CP	3BP	3BP	2BP	164-166
161-163	7DP	6CP	6CP	5CP	5CP	4CP	4CP	3BP	3AP	2AS	161-163
158-160	6DP	6CP	6CP	5CP	5CP	4CP	4BP	3AP	3AP	2AP	158-160
155-157	6CP	5CP	5CP	5CP	5BP	4BP	4BP	3AP	3AS	2AS	155-157
152-154	6CP	5CP	5BP	4BP	4BP	4BP	4BP	3AP	3AP	2AP	152-154
149-151	6CP	5BP	5BP	4BP	4BP	3BP	3BS	3AS	3AS	2AS	149-151
146-148	6CP	5BP	5BP	4BP	4BP	3BP	3BP	3AP	3AP	2AK	146-148
143-145	5CP	5BP	5BP	4BP	4BP	3BS	3AS	2AS	2AS	2AK	143-145
140-142	5CP	5BP	5BP	4BP	4BP	3AP	3AP	2AP	2AK	2AK	140-142
137-139	5CP	4BP	4BP	4BP	4AS	3AS	3AS	2AS	2AK	2AK	137-139
134-136	5CP	4BP	4BP	3AP	3AP	3AP	3AP	2AP	2AK	1	134-136
131-133	5BP	4BP	4AP	3AS	3AS	3AS	3AS	2AK	2AK	1	131-133
128-130	4BP	4AP	4AP	3AP	3AP	3AP	3AP	2AK	2	1	128-130
125-127	4BP	4AP	4AS	3AS	3AS	2AS	2AK	2AK	2	1	125-127
122-124	4BP	3AP	3AP	3AP	3AP	2AP	2AK	2AK	2	1	122-124
119-121	4BS	3AS	3AS	3AS	3AS	2AK	2AK	2	2	1	119-121
116-118	4BP	3AP	3AP	3AP	3AP	2AK	2	2	2	1	116-118
113-115	3BS	3AS	3AS	2AS	2AK	2AK	2	1	1	1	113-115
110-112	3AP	3AP	3AP	2AP	2AK	2	2	1	1	1	110-112
107-109	3AS	3AS	3AS	2AS	2	2	2	1	1	1	107-109
104-106	3AP	2AP	2AP	2AK	2	2	2	1	1	1	104-106
101-103	3AS	2AS	2AS	2AK	2	1	1	1	1	1	101-103
98-100	2AP	2AP	2AK	2	2	1	1	1	1	1	98-100
95-97	2AS	2AS	2AK	1	1	1	1	1	1		95-97
92-94	2AP	2AP	2	1	1	1	1	1	1		92-94
89-91	2AS	1	1	1	1	1	1	1	1		89-91
86-88	2AP	1	1	1	1	1	1	1	1		86-88
83-85	1	1	1	1	1	1	1				83-85
80-82	1	1	1	1	1	1	1				80-82
77-79	1	1	1	1	1						77-79
74-76	1	1	1								74-76
71-73	1										71-73
68-70											68-70
65-67											65-67

Falchion

Criticals:

Slash(S), Slash(S), Krush(K)

Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	25GS	24FS	23FS	21FS	19FS	17ES	16ES	14ES	12DS	9DS	173-175
170-172	24GS	23FS	22FS	20FS	18FS	16ES	15ES	13ES	11DS	8DS	170-172
167-169	23GS	22FS	21FS	19FS	17FS	16ES	15ES	13ES	11DS	8DS	167-169
164-166	22GS	21FS	21FS	19FS	17FS	15ES	14ES	12ES	10CS	8CS	164-166
161-163	22GS	21FS	20FS	18ES	16ES	15ES	14DS	12DS	10CS	7CS	161-163
158-160	21FS	20ES	19ES	18ES	16ES	14DS	13DS	12DS	10CS	7CS	158-160
155-157	20FS	19ES	19ES	17ES	15ES	14DS	13DS	11DS	9CS	7BS	155-157
152-154	20FS	19ES	18ES	16ES	15ES	13DS	12DS	11CS	9BS	7BS	152-154
149-151	19FS	18ES	17ES	16ES	14DS	13DS	12CS	10CS	9BS	6AK	149-151
146-148	18ES	17ES	17ES	15DS	14DS	12CS	11CS	10CS	8BS	6AK	146-148
143-145	17ES	17DS	16DS	15DS	13DS	12CS	11CS	10CS	8BS	6AK	143-145
140-142	17ES	16DS	15DS	14DS	13DS	11CS	10CS	9BS	8AK	6	140-142
137-139	16ES	15DS	15DS	13DS	12DS	11CS	10BS	9BS	7AK	5	137-139
134-136	15ES	15DS	14DS	13DS	11CS	10BS	10BS	8BK	7AK	5	134-136
131-133	15ES	14DS	13DS	12CS	11CS	10BS	9BS	8AK	7AK	5	131-133
128-130	14DS	13DS	13CS	12CS	10CS	9BS	9BS	8AK	6	5	128-130
125-127	13DS	13CS	12CS	11CS	10CS	9BS	8AK	7AK	6	4	125-127
122-124	12DS	12CS	11CS	10CS	9BS	8AK	8AK	7	6	4	122-124
119-121	12DS	11CS	11CS	10CS	9BS	8AK	7AK	6	5	4	119-121
116-118	11DS	11CS	10CS	9BS	8BS	7AK	7	6	5	4	116-118
113-115	10DS	10CS	9CS	9BS	8BK	7	6	6	5	3	113-115
110-112	10CS	9BS	9BS	8BS	7AK	6	6	5	4	3	110-112
107-109	9CS	8BS	8BS	7BS	7	6	5	5	4	3	107-109
104-106	8CS	8BS	7BS	7AK	6	5	5	4	4	3	104-106
101-103	7CS	7BS	7BS	6AK	6	5	5	4	3	2	101-103
98-100	7BS	6BS	6AS	6	5	4	4	4	3	2	98-100
95-97	6BS	6AS	6AK	5	4	4	4	3	3	2	95-97
92-94	5BS	5AK	5	4	4	3	3	3	2	2	92-94
89-91	5AS	4	4	4	3	3	3	2	2	1	89-91
86-88	4	4	4	3	3	2	2	2	2	1	86-88
83-85	3	3	3	3	2	2	2	2	1	1	83-85
80-82	2	2	2	2	2	2	1	1	1	1	80-82
77-79											77-79
74-76											74-76
71-73											71-73
68-70											68-70
65-67											65-67

Fighting Stick

Criticals:

Krush(K), Unbalancing(U), Krush(K)

Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	14EK	13EK	12DK	11DK	10DK	7CK	7CK	7CK	5CK	4BK	173-175
170-172	13EK	12EK	11DK	10DK	9DK	6CK	6CK	6CK	4CK	3BK	170-172
167-169	13EK	12EK	11DK	10DK	9DK	6CK	6CK	6CK	4CK	3BU	167-169
164-166	12EK	11EK	11DK	10DK	9DK	6CK	6CK	6CK	4BK	3AK	164-166
161-163	12EK	11EK	10DK	9DK	8DK	6BK	6CK	6BK	4BU	3AU	161-163
158-160	12EK	11EK	10DK	9CK	8CK	6BK	6BK	6BK	4BK	3AK	158-160
155-157	11EK	10DK	10CK	9CK	8CK	5BU	5BU	5BU	4AU	3AU	155-157
152-154	11DK	10DK	9CK	9CK	8CK	5BK	5BK	5BK	4AK	3AK	152-154
149-151	11DK	10DK	9CK	8CK	7CK	5AU	5BU	5AU	3AK	3AK	149-151
146-148	10DK	9DK	9CK	8CK	7CK	5AK	5AK	5AK	3AK	3AK	146-148
143-145	10DK	9DK	8CK	8CK	7BU	5AU	5AU	5AU	3AK	2	143-145
140-142	10DK	9DK	8CK	7BK	7BK	5AK	5AK	5AK	3AK	2	140-142
137-139	9DK	8CK	8CK	7BU	6BU	4AK	4AU	4AK	3	2	137-139
134-136	9CK	8CK	7BK	7BK	6BK	4AK	4AK	4AK	3	2	134-136
131-133	8CK	8CK	7BK	7BU	6BU	4AK	4AK	4AK	3	2	131-133
128-130	8CK	7CK	7BK	6BK	6BK	4	4AK	4AK	3	2	128-130
125-127	8CK	7CK	7BU	6BU	5AU	4	4AK	4	2	2	125-127
122-124	7CK	7CK	6BK	6AK	5AK	3	3	3	2	2	122-124
119-121	7CK	6BU	6BU	5AU	5AU	3	3	3	2	2	119-121
116-118	7BK	6BK	6BK	5AK	5AK	3	3	3	2	2	116-118
113-115	6BU	6BU	5AU	5AU	4AK	3	3	3	2	1	113-115
110-112	6BK	5BK	5AK	5AK	4AK	3	3	3	2	1	110-112
107-109	6BU	5BU	5AU	4AK	4	3	3	3	2	1	107-109
104-106	5BK	5BK	4AK	4AK	4	2	2	2	2	1	104-106
101-103	5BU	4AU	4AU	4	3	2	2	2	1	1	101-103
98-100	5AK	4AK	4AK	3	3	2	2	2	1	1	98-100
95-97	4AU	4AU	3AU	3	3	2	2	2	1	1	95-97
92-94	4AK	3AK	3AK	3	3	2	2	2	1	1	92-94
89-91	3AU	3AU	3	3	2	1	1	1	1	1	89-91
86-88	3AK	3AK	3	2	2	1	1	1	1	1	86-88
83-85	3AU	2	2	2	2	1	1	1	1		83-85
80-82	2	2	2	2	2	1	1	1	1		80-82
77-79	2	2	2	1	1	1	1	1			77-79
74-76	2	1	1	1	1	1	1	1			74-76
71-73	1	1	1	1	1						71-73
68-70	1	1	1	1	1						68-70
65-67											65-67

Flail**Criticals:** Krush(K), Puncture(P), Krush(K)

Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	25GK	24FK	23FK	22FK	20FK	17EK	18FK	17EK	14EK	11DK	173-175
170-172	24GK	23FK	22FK	21FK	19FK	16EK	17FK	16EK	13EK	10DK	170-172
167-169	23GK	22FK	21FK	20FK	18FK	16EK	16FK	16EK	13EK	10DK	167-169
164-166	22GK	21FK	20FK	20FK	18FK	15EK	16FK	15EK	12EK	10CK	164-166
161-163	22GK	21FK	20EK	19EK	17EK	15DK	15EK	15DK	12DK	9CP	161-163
158-160	21FK	20EK	19EK	18EK	17EK	14DK	15EK	14DK	11DK	9CK	158-160
155-157	20FK	19EK	18EK	18EK	16EK	14DK	14EK	14DK	11DP	9BP	155-157
152-154	19FK	19EK	18EK	17EK	15EK	13DK	14EK	13DK	11CK	8BK	152-154
149-151	19FK	18EK	17EK	16EK	15EK	13CP	13DK	13CK	10CP	8BP	149-151
146-148	18EK	17EK	16EK	16DK	14DK	12CK	13DK	12CK	10CK	8AK	146-148
143-145	17EK	16DK	16DK	15DK	14DK	12CP	12DP	12CP	9BP	7AK	143-145
140-142	16EK	16DK	15DK	14DK	13DK	11CK	12DK	11CK	9BK	7AK	140-142
137-139	16EK	15DK	14DK	14DK	12DP	11BP	11CP	11BP	9BP	7AK	137-139
134-136	15EK	14DK	14DK	13DK	12CK	10BK	11CK	10BK	8AK	6	134-136
131-133	14DK	14DK	13DK	12CP	11CP	10BP	10CP	10BP	8AK	6	131-133
128-130	13DK	13DK	12CK	12CK	11CK	9BK	10CK	9BK	7AK	6	128-130
125-127	13DK	12CK	12CP	11CP	10CP	9AK	9BP	9AP	7	5	125-127
122-124	12DK	12CK	11CK	11CK	10CK	8AK	9BK	8AK	7	5	122-124
119-121	11DP	11CP	10CP	10CP	9BP	8AK	8BK	8AK	6	5	119-121
116-118	11DK	10CK	10CK	9BK	8BK	7	7AK	7AK	6	4	116-118
113-115	10CP	9CP	9BP	9BP	8BP	7	7	7	5	4	113-115
110-112	9CK	9BK	8BK	8BK	7AK	6	6	6	5	4	110-112
107-109	8CP	8BP	8BP	7BP	7AK	6	6	6	4	3	107-109
104-106	8CK	7BK	7BK	7AK	6	5	5	5	4	3	104-106
101-103	7BP	7BP	6AP	6AK	5	5	5	5	4	3	101-103
98-100	6BK	6AK	6AK	5	5	4	4	4	3	2	98-100
95-97	5BP	5AP	5	5	4	4	4	4	3	2	95-97
92-94	5AK	4AK	4	4	4	3	3	3	2	2	92-94
89-91	4	4	4	3	3	3	3	3	2	1	89-91
86-88	3	3	3	3	2	2	2	2	2	1	86-88
83-85	2	2	2	2	2	2	2	2	1	1	83-85
80-82											80-82
77-79											77-79
74-76											74-76
71-73											71-73
68-70											68-70
65-67											65-67

Grapple

Criticals: Grappling(G), Grappling(G), Grappling(G)

Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	8DG	7CG	7CG	7CG	7CG	6CG	6CG	6CG	6CG	6CG	173-175
170-172	7DG	6CG	6CG	6CG	6CG	5CG	5CG	5CG	5CG	5CG	170-172
167-169	7DG	6CG	6CG	6CG	6CG	5CG	5CG	5CG	5CG	5CG	167-169
164-166	7DG	6CG	6CG	6CG	6CG	5CG	5CG	5CG	5CG	5CG	164-166
161-163	7DG	6CG	6CG	6CG	6CG	5CG	5CG	5CG	5CG	5CG	161-163
158-160	6DG	6CG	6CG	6CG	6CG	5CG	5CG	5CG	5CG	5CG	158-160
155-157	6CG	5CG	5CG	5CG	5CG	5CG	5CG	5CG	5BG	5BG	155-157
152-154	6CG	5CG	5CG	5BG	5BG	4BG	4BG	4BG	4BG	4BG	152-154
149-151	6CG	5BG	5BG	5BG	5BG	4BG	4BG	4BG	4BG	4BG	149-151
146-148	6CG	5BG	5BG	5BG	5BG	4BG	4BG	4BG	4BG	4BG	146-148
143-145	5CG	5BG	5BG	5BG	5BG	4BG	4BG	4BG	4BG	4BG	143-145
140-142	5CG	5BG	5BG	5BG	5BG	4BG	4BG	4BG	4BG	4BG	140-142
137-139	5CG	4BG	4BG	4BG	4BG	4BG	4BG	4BG	4AG	4AG	137-139
134-136	5CG	4BG	4BG	4BG	4BG	4AG	4AG	4AG	4AG	4AG	134-136
131-133	5BG	4BG	4BG	4AG	4AG	3AG	3AG	3AG	3AG	3AG	131-133
128-130	4BG	4AG	4AG	4AG	4AG	3AG	3AG	3AG	3AG	3AG	128-130
125-127	4BG	4AG	4AG	4AG	4AG	3AG	3AG	3AG	3AG	3AG	125-127
122-124	4BG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	122-124
119-121	4BG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	119-121
116-118	4BG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	116-118
113-115	3BG	3AG	3AG	3AG	3AG	2AG	2AG	2AG	2AG	2AG	113-115
110-112	3AG	3AG	3AG	3AG	3AG	2AG	2AG	2AG	2AG	2AG	110-112
107-109	3AG	3AG	3AG	3AG	3AG	2AG	2AG	2AG	2AG	2AG	107-109
104-106	3AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	2	104-106
101-103	3AG	2AG	2AG	2AG	2AG	2AG	2AG	2	2	2	101-103
98-100	2AG	2AG	2AG	2AG	2AG	2AG	2	2	2	2	98-100
95-97	2AG	2AG	2AG	2AG	2AG	2	2	2	2	2	95-97
92-94	2AG	2AG	2AG	2AG	2	1	1	1	1	1	92-94
89-91	2AG	2AG	2AG	2	2	1	1	1	1	1	89-91
86-88	2AG	1AG	1	1	1	1	1	1	1	1	86-88
83-85	1	1	1	1	1	1	1	1	1	1	83-85
80-82	1	1	1	1	1	1	1	1	1	1	80-82
77-79	1	1	1	1	1	1	1	1	1	1	77-79
74-76	1	1	1	1	1	1	1	1	1	1	74-76
71-73	1										71-73
68-70											68-70
65-67											65-67

Horn

Roll	Criticals: Puncture(P), Krush(K), Unbalancing(U)										Roll
	1	2	3	4	5	6	7	8	9	10	
173-175	18FP	17EP	16EP	15EP	14EP	12DP	13EP	12DP	10DP	8DP	173-175
170-172	17FP	16EP	15EP	14EP	13EP	11DP	12EP	11DP	9DP	7DP	170-172
167-169	17FP	16EP	15EP	14EP	13EP	11DP	12EP	11DP	9DP	7DP	167-169
164-166	16FP	15EP	14EP	13EP	12EP	11DP	11EP	11DP	9DP	7CP	164-166
161-163	16FP	15EP	14EP	13EP	12EP	10DP	11EP	10DP	8CP	7CP	161-163
158-160	15EP	14EP	13EP	13EP	12EP	10CP	11DP	10CP	8CP	6CP	158-160
155-157	15EP	14EP	13DP	12DP	11DP	10CP	10DP	10CP	8CP	6CK	155-157
152-154	14EP	13DP	13DP	12DP	11DP	9CP	10DP	9CP	8CP	6BP	152-154
149-151	14EP	13DP	12DP	11DP	11DP	9CP	10DP	9CP	7CK	6BK	149-151
146-148	13EP	13DP	12DP	11DP	10DP	9CP	9DP	9CP	7BP	6BP	146-148
143-145	13EP	12DP	11DP	11DP	10DP	8CK	9CP	8CK	7BK	5BK	143-145
140-142	12DP	12DP	11DP	10CP	10CP	8BP	9CP	8BP	7BP	5AU	140-142
137-139	12DP	11DP	11CP	10CP	9CP	8BK	8CK	8BK	6BK	5AU	137-139
134-136	11DP	11CP	10CP	9CP	9CP	7BP	8CP	7BP	6AP	5AU	134-136
131-133	11DP	10CP	10CP	9CP	8CK	7BK	8BK	7BK	6AK	5AU	131-133
128-130	11DP	10CP	9CP	9CP	8CP	7BP	7BP	7BP	6AU	4	128-130
125-127	10DP	10CP	9CP	8CK	8BK	7AK	7BK	7AK	5AU	4	125-127
122-124	10DP	9CP	9CP	8BP	7BP	6AP	7BP	6AP	5AU	4	122-124
119-121	9CP	9CP	8BK	8BK	7BK	6AK	6BK	6AK	5AU	4	119-121
116-118	9CP	8BP	8BP	7BP	7BP	6AU	6AP	6AP	5	4	116-118
113-115	8CK	8BK	7BK	7BK	6BK	5AU	6AU	5AU	4	3	113-115
110-112	8CP	7BP	7BP	6BP	6AP	5AU	5AU	5AU	4	3	110-112
107-109	7CK	7BK	6BK	6AK	6AK	5	5AU	5AU	4	3	107-109
104-106	7CP	6BP	6BP	6AP	5AP	4	5	4	4	3	104-106
101-103	6BK	6BK	6AK	5AK	5AU	4	4	4	3	3	101-103
98-100	6BP	6AP	5AP	5AP	5AU	4	4	4	3	2	98-100
95-97	5BK	5AK	5AK	4AU	4	3	4	3	3	2	95-97
92-94	5BP	5AP	4AP	4	4	3	3	3	3	2	92-94
89-91	5BK	4AK	4AK	4	3	3	3	3	2	2	89-91
86-88	4AP	4AP	4AU	3	3	3	3	3	2	2	86-88
83-85	4AK	3AK	3	3	3	2	2	2	2	1	83-85
80-82	3AP	3	3	3	2	2	2	2	2	1	80-82
77-79	3	3	2	2	2	2	2	2	1	1	77-79
74-76	2	2	2	2	2	1	1	1	1	1	74-76
71-73	2	2	2	1	1	1	1	1	1	1	71-73
68-70	1	1	1	1	1	1	1	1	1		68-70
65-67											65-67

Mace

Mace											
Criticals: Krush(K), Krush(K), Krush(K)											
Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	17EK	16EK	16EK	14EK	13EK	11DK	11DK	11DK	9DK	7CK	173-175
170-172	16EK	15EK	15EK	13EK	12EK	10DK	10DK	10DK	8DK	6CK	170-172
167-169	16EK	15EK	15EK	13EK	12EK	10DK	10DK	10DK	8DK	6CK	167-169
164-166	15EK	14EK	14EK	12EK	11EK	10DK	10DK	10DK	8DK	6CK	164-166
161-163	15EK	14EK	14EK	12EK	11EK	9CK	9DK	9DK	8CK	6BK	161-163
158-160	14EK	13EK	13EK	12EK	11DK	9CK	9CK	9CK	7CK	6BK	158-160
155-157	14DK	13DK	13DK	11DK	10DK	9CK	9CK	9CK	7CK	5BK	155-157
152-154	13DK	13DK	13DK	11DK	10DK	8CK	8CK	8CK	7CK	5AK	152-154
149-151	13DK	12DK	12DK	11DK	10DK	8CK	8CK	8CK	7BK	5AK	149-151
146-148	12DK	12DK	12DK	10DK	9DK	8BK	8CK	8CK	6BK	5AK	146-148
143-145	12DK	11DK	11DK	10DK	9CK	8BK	8BK	8BK	6BK	5AK	143-145
140-142	12DK	11DK	11DK	9CK	9CK	7BK	7BK	7BK	6BK	4AK	140-142
137-139	11CK	10CK	10CK	9CK	8CK	7BK	7BK	7BK	6AK	4AK	137-139
134-136	11CK	10CK	10CK	9CK	8CK	7BK	7BK	7BK	5AK	4	134-136
131-133	10CK	10CK	10CK	8CK	8CK	6AK	6BK	6BK	5AK	4	131-133
128-130	10CK	9CK	9CK	8CK	7BK	6AK	6AK	6AK	5AK	4	128-130
125-127	9CK	9CK	9CK	8BK	7BK	6AK	6AK	6AK	5AK	4	125-127
122-124	9CK	8CK	8BK	7BK	7BK	6AK	6AK	6AK	4	3	122-124
119-121	8BK	8BK	8BK	7BK	6BK	5AK	5AK	5AK	4	3	119-121
116-118	8BK	8BK	8BK	7BK	6BK	5AK	5AK	5AK	4	3	116-118
113-115	8BK	7BK	7BK	6BK	6AK	5	5AK	5	4	3	113-115
110-112	7BK	7BK	7BK	6AK	5AK	4	4	4	4	3	110-112
107-109	7BK	6BK	6BK	5AK	5AK	4	4	4	3	2	107-109
104-106	6BK	6BK	6AK	5AK	5AK	4	4	4	3	2	104-106
101-103	6AK	5AK	5AK	5AK	4	4	4	4	3	2	101-103
98-100	5AK	5AK	5AK	4AK	4	3	3	3	3	2	98-100
95-97	5AK	5AK	5AK	4	4	3	3	3	2	2	95-97
92-94	4AK	4AK	4AK	4	3	3	3	3	2	2	92-94
89-91	4AK	4AK	4	3	3	2	2	2	2	1	89-91
86-88	4AK	3AK	3	3	3	2	2	2	2	1	86-88
83-85	3	3	3	2	2	2	2	2	1	1	83-85
80-82	3	2	2	2	2	2	2	2	1	1	80-82
77-79	2	2	2	2	2	1	1	1	1	1	77-79
74-76	2	2	2	1	1	1	1	1	1		74-76
71-73	1	1	1	1	1	1	1	1			71-73
68-70											68-70
65-67											65-67

Ram**Criticals:** Impact(I), Krush(K), Unbalancing(U)

Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	20FI	19FI	18FI	17EI	16EI	14EI	14EI	14EI	12DI	11DI	173-175
170-172	19FI	18FI	17FI	16EI	15EI	13EI	13EI	13EI	11DI	10DI	170-172
167-169	19FI	18FI	17FI	16EI	15EI	13EI	13EI	13EI	11DI	10DI	167-169
164-166	18FI	17FI	16FI	15EI	14EI	12EI	12EI	12EI	11DI	10DI	164-166
161-163	18FI	17FI	16FI	15EI	14EI	12EI	12EI	12EI	10DI	9CI	161-163
158-160	17EI	16EI	15EI	14EI	14EI	12DI	12DI	12DI	10CI	9CI	158-160
155-157	17EI	16EI	15EI	14DI	13DI	11DI	11DI	11DI	10CI	9CI	155-157
152-154	16EI	15EI	14EI	14DI	13DI	11DI	11DI	11DI	9CI	9CI	152-154
149-151	16EI	15EI	14EI	13DI	12DI	11DI	11DI	11DI	9CI	8CK	149-151
146-148	15EI	14EI	14EI	13DI	12DI	10DI	10DI	10DI	9CI	8BI	146-148
143-145	15EI	14EI	13EI	12DI	12DI	10CI	10CI	10CK	9BK	8BK	143-145
140-142	14EI	13EI	13DI	12DI	11CI	10CI	10CI	10CI	8BI	8BI	140-142
137-139	14DI	13DI	12DI	11CI	11CI	9CK	9CK	9CK	8BK	7BK	137-139
134-136	13DI	12DI	12DI	11CI	10CI	9CI	9CI	9CI	8BI	7BI	134-136
131-133	13DI	12DI	11DI	11CI	10CK	9CK	9CK	9CK	7BK	7AK	131-133
128-130	12DI	12DI	11DI	10CI	10CI	8BI	8BI	8BI	7AI	6AU	128-130
125-127	12DI	11DI	10DI	10CK	9CK	8BK	8BK	8BK	7AK	6AU	125-127
122-124	11DI	11DI	10CI	9CI	9BI	8BI	8BI	8BI	6AU	6AU	122-124
119-121	11DI	10CI	10CK	9BK	8BK	7BK	7BK	7BK	6AU	6AU	119-121
116-118	10CI	10CI	9CI	9BI	8BI	7BI	7BI	7AI	6AU	5	116-118
113-115	10CK	9CK	9CK	8BK	8BK	7AK	7AK	7AU	6AU	5	113-115
110-112	9CI	9CI	8CI	8BI	7BI	6AU	6AU	6AU	5	5	110-112
107-109	9CK	8CK	8CK	7BK	7AK	6AU	6AU	6AU	5	5	107-109
104-106	8CI	8CI	7BI	7AI	6AI	6AU	6AU	6AU	5	4	104-106
101-103	8CK	7CK	7BK	6AK	6AK	5	5	5	4	4	101-103
98-100	7BI	7BI	6BI	6AI	6AU	5	5	5	4	4	98-100
95-97	7BK	6BK	6BK	6AK	5AU	5	5	5	4	3	95-97
92-94	6BI	6BI	6BI	5AU	5AU	4	4	4	4	3	92-94
89-91	6BK	5BK	5AK	5AU	5	4	4	4	3	3	89-91
86-88	5BI	5AI	5AU	4	4	4	4	4	3	3	86-88
83-85	5AK	5AK	4	4	4	3	3	3	3	2	83-85
80-82	4AI	4AI	4	4	3	3	3	3	2	2	80-82
77-79	4AK	4	3	3	3	3	3	3	2	2	77-79
74-76	3	3	3	3	3	2	2	2	2	2	74-76
71-73	3	3	2	2	2	2	2	2	1	1	71-73
68-70	2	2	2	2	2	1	1	1	1	1	68-70
65-67	2	2	2	1	1	1	1	1	1	1	65-67

Rapier

Criticals: Puncture(P), Slash(S), Krush(K)

Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	18FP	17EP	16EP	15EP	14EP	13EP	13EP	12DP	10DP	8DP	173-175
170-172	17FP	16EP	15EP	14EP	13EP	12EP	12EP	11DP	9DP	7DP	170-172
167-169	16FP	16EP	15EP	14EP	13EP	12EP	12EP	11DP	9DP	7DP	167-169
164-166	16FP	15EP	14EP	13EP	12EP	11EP	11EP	10DP	9DP	7CP	164-166
161-163	15FP	15EP	14EP	13EP	12EP	11EP	11EP	10CP	8CP	7CP	161-163
158-160	15EP	14EP	13EP	12DP	12DP	11DP	11DP	10CP	8CP	6CP	158-160
155-157	14EP	14DP	13DP	12DP	11DP	10DP	10DP	9CP	8CS	6CS	155-157
152-154	14EP	13DP	12DP	12DP	11DP	10DP	10DP	9CP	8CP	6BP	152-154
149-151	13EP	13DP	12DP	11DP	10DP	10DP	10DP	9CP	7BS	6BS	149-151
146-148	13EP	12DP	11DP	11DP	10CP	9CP	9CP	8BP	7BP	5BP	146-148
143-145	12DP	12DP	11DP	10CP	10CP	9CS	9CS	8BS	7BS	5AK	143-145
140-142	12DP	11CP	10CP	10CP	9CP	8CP	8CP	8BP	6BP	5AK	140-142
137-139	11DP	11CP	10CP	9CP	9CS	8CS	8CS	7BS	6AS	5AK	137-139
134-136	11DP	10CP	10CP	9CP	8CP	8BP	8BP	7BP	6AK	5AK	134-136
131-133	10DP	10CP	9CS	9CS	8BS	7BS	7BS	7AS	6AK	4	131-133
128-130	10DP	9CP	9CP	8BP	8BP	7BP	7BP	6AP	5AK	4	128-130
125-127	9CP	9CS	8BS	8BS	7BS	7BS	7BS	6AS	5	4	125-127
122-124	9CP	8BP	8BP	7BP	7BP	6AP	6AP	6AK	5	4	122-124
119-121	8CS	8BS	7BS	7BS	6AS	6AS	6AK	5AK	4	3	119-121
116-118	8CP	7BP	7BP	6BP	6AP	5AK	5AK	5AK	4	3	116-118
113-115	7CS	7BS	6BS	6AS	6AK	5AK	5AK	5	4	3	113-115
110-112	7BP	6BP	6AP	6AP	5AK	5	5	4	4	3	110-112
107-109	6BS	6AS	5AS	5AS	5	4	4	4	3	2	107-109
104-106	6BP	5AP	5AP	5AK	4	4	4	4	3	2	104-106
101-103	5BS	5AS	5AS	4	4	4	4	3	3	2	101-103
98-100	5BP	4AP	4AK	4	4	3	3	3	2	2	98-100
95-97	4AS	4AS	4	3	3	3	3	3	2	2	95-97
92-94	4AP	3	3	3	3	3	3	2	2	1	92-94
89-91	3	3	3	3	2	2	2	2	2	1	89-91
86-88	3	2	2	2	2	2	2	2	1	1	86-88
83-85	2	2	2	2	2	1	1	1	1	1	83-85
80-82	2	2	1	1	1	1	1	1	1		80-82
77-79											77-79
74-76											74-76
71-73											71-73
68-70											68-70
65-67											65-67

Rock

Roll	Criticals: Krush(K), Krush(K), Krush(K)										Roll
	1	2	3	4	5	6	7	8	9	10	
173-175	12DK	11DK	11DK	9DK	8DK	5CK	6CK	6CK	4BK	3BK	173-175
170-172	11DK	10DK	10DK	8DK	7DK	4CK	5CK	5CK	3BK	2BK	170-172
167-169	11DK	10DK	10DK	8DK	7DK	4CK	5CK	5CK	3BK	2AK	167-169
164-166	10DK	10DK	10DK	8DK	7DK	4BK	5CK	5CK	3AK	2AK	164-166
161-163	10DK	9DK	9DK	7CK	7CK	4BK	5BK	5BK	3AK	2AK	161-163
158-160	10CK	9CK	9CK	7CK	6CK	4BK	5BK	5BK	3AK	2AK	158-160
155-157	9CK	9CK	9CK	7CK	6CK	4AK	4BK	4BK	3AK	2AK	155-157
152-154	9CK	8CK	8CK	7CK	6CK	3AK	4AK	4AK	3AK	2	152-154
149-151	9CK	8CK	8CK	6CK	6BK	3AK	4AK	4AK	3AK	2	149-151
146-148	8CK	8CK	8CK	6BK	5BK	3AK	4AK	4AK	2	2	146-148
143-145	8CK	7CK	7CK	6BK	5BK	3AK	4AK	4AK	2	2	143-145
140-142	8BK	7BK	7BK	6BK	5BK	3AK	4AK	4AK	2	2	140-142
137-139	7BK	7BK	7BK	5BK	5BK	3	3AK	3AK	2	1	137-139
134-136	7BK	6BK	6BK	5BK	4AK	3	3AK	3	2	1	134-136
131-133	6BK	6BK	6BK	5AK	4AK	2	3	3	2	1	131-133
128-130	6BK	6BK	6BK	4AK	4AK	2	3	3	2	1	128-130
125-127	6BK	5BK	5AK	4AK	4AK	2	3	3	2	1	125-127
122-124	5BK	5AK	5AK	4AK	3AK	2	2	2	1	1	122-124
119-121	5AK	5AK	5AK	4AK	3	2	2	2	1	1	119-121
116-118	5AK	4AK	4AK	3AK	3	2	2	2	1	1	116-118
113-115	4AK	4AK	4AK	3	3	2	2	2	1	1	113-115
110-112	4AK	4AK	4AK	3	2	1	2	2	1	1	110-112
107-109	4AK	3AK	3AK	3	2	1	2	2	1	1	107-109
104-106	3AK	3AK	3	2	2	1	1	1	1		104-106
101-103	3AK	3	3	2	2	1	1	1	1		101-103
98-100	3	2	2	2	2	1	1	1	1		98-100
95-97	2	2	2	1	1	1	1	1			95-97
92-94	2	2	2	1	1		1	1			92-94
89-91	1	1	1	1	1						89-91
86-88	1	1	1	1	1						86-88
83-85	1	1	1								83-85
80-82											80-82
77-79											77-79
74-76											74-76
71-73											71-73
68-70											68-70
65-67											65-67

Scimitar

Criticals:

Slash(S), Puncture(P), Krush(K)

Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	19FS	18FS	17ES	16ES	14ES	13ES	12DS	11DS	9DS	7CS	173-175
170-172	18FS	17FS	16ES	15ES	13ES	12ES	11DS	10DS	8DS	6CS	170-172
167-169	17FS	16FS	16ES	15ES	13ES	12ES	11DS	10DS	8DS	6CS	167-169
164-166	17FS	16FS	15ES	14ES	12ES	11ES	10DS	10DS	8CS	6BS	164-166
161-163	16FS	15ES	15ES	14ES	12ES	11DS	10CS	9CS	7CP	6BP	161-163
158-160	16ES	15ES	14DS	13DS	11DS	11DS	10CS	9CS	7CS	5BS	158-160
155-157	15ES	14ES	14DS	13DS	11DS	10DS	9CS	9CP	7CP	5AP	155-157
152-154	15ES	14ES	13DS	12DS	11DS	10DS	9CS	8CS	7BS	5AS	152-154
149-151	14ES	13ES	13DS	12DS	10DS	9CS	9CP	8BP	6BP	5AK	149-151
146-148	14ES	13ES	12DS	11DS	10CS	9CS	8BS	8BS	6BS	5AK	146-148
143-145	13DS	12DS	12CS	11CS	9CP	9CP	8BP	7BP	6AK	4AK	143-145
140-142	12DS	12DS	11CS	10CS	9CS	8CS	8BS	7BS	6AK	4	140-142
137-139	12DS	11DS	11CS	10CP	9CP	8BP	7BP	7AP	5AK	4	137-139
134-136	11DS	11DS	10CS	9CS	8BS	8BS	7AS	6AK	5AK	4	134-136
131-133	11DS	10DS	10CP	9BP	8BP	7BP	7AP	6AK	5	4	131-133
128-130	10DS	10CS	9BS	9BS	7BS	7BS	6AK	6AK	5	3	128-130
125-127	10CS	9CP	9BP	8BP	7BP	6AP	6AK	5	4	3	125-127
122-124	9CS	9CS	8BS	8BS	7AS	6AK	6AK	5	4	3	122-124
119-121	9CP	8CP	8BP	7BP	6AP	6AK	5	5	4	3	119-121
116-118	8CS	8CS	7BS	7AS	6AK	5AK	5	4	4	3	116-118
113-115	7CP	7BP	7AP	6AP	5AK	5	5	4	3	2	113-115
110-112	7BS	7BS	6AS	6AS	5	5	4	4	3	2	110-112
107-109	6BP	6BP	6AP	5AK	5	4	4	3	3	2	107-109
104-106	6BS	5BS	5AS	5	4	4	3	3	2	2	104-106
101-103	5BP	5AP	5AK	4	4	3	3	3	2	2	101-103
98-100	5AS	4AS	4	4	3	3	3	3	2	1	98-100
95-97	4AP	4	4	3	3	3	2	2	2	1	95-97
92-94	4AS	3	3	3	3	2	2	2	1	1	92-94
89-91	3	3	3	2	2	2	2	2	1	1	89-91
86-88	3	2	2	2	2	2	1	1	1	1	86-88
83-85	2	2	2	2	1	1	1	1	1		83-85
80-82	1	1	1	1	1	1	1	1			80-82
77-79											77-79
74-76											74-76
71-73											71-73
68-70											68-70
65-67											65-67

Shield

Criticals: Krush(K), Unbalancing(U), Unbalancing(U)

Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	12DK	11DK	11DK	10DK	9DK	8DK	8DK	8DK	7CK	6CK	173-175
170-172	11DK	10DK	10DK	9DK	8DK	7DK	7DK	7DK	6CK	5CK	170-172
167-169	11DK	10DK	10DK	9DK	8DK	7DK	7DK	7DK	6CK	5CK	167-169
164-166	10DK	10DK	10DK	9DK	8DK	7DK	7DK	7DK	6CK	5CK	164-166
161-163	10DK	9DK	9DK	8DK	7DK	7CK	7CK	7CK	6BK	5BK	161-163
158-160	10DK	9DK	9CK	8CK	7CK	6CK	6CK	6CK	6BK	5BK	158-160
155-157	9CK	9CK	9CK	8CK	7CK	6CK	6CK	6CK	5BU	4BU	155-157
152-154	9CK	8CK	8CK	8CK	7CK	6CK	6CK	6CK	5BK	4AK	152-154
149-151	9CK	8CK	8CK	7CK	6CK	6CU	6CK	6CU	5AU	4AU	149-151
146-148	8CK	8CK	8CK	7CK	6CK	5BK	5BK	5BK	5AK	4AK	146-148
143-145	8CK	7CK	7CK	7CK	6BK	5BU	5BU	5BU	5AU	4AU	143-145
140-142	8CK	7CK	7BK	6BK	6BK	5BK	5BK	5BK	4AK	4AU	140-142
137-139	7BK	7BK	7BK	6BU	5BU	5BU	5BU	5BU	4AU	3AU	137-139
134-136	7BK	6BK	6BK	6BK	5BK	5AK	5BK	5AK	4AU	3	134-136
131-133	7BK	6BK	6BU	6BU	5BU	4AU	4AU	4AU	4AU	3	131-133
128-130	6BK	6BK	6BK	5BK	5AK	4AK	4AK	4AU	4AU	3	128-130
125-127	6BU	5BU	5BU	5AU	4AU	4AU	4AU	4AU	3	3	125-127
122-124	6BK	5BK	5AK	5AK	4AK	4AU	4AU	4AU	3	3	122-124
119-121	5BU	5AU	5AU	4AU	4AU	3	3AU	3	3	2	119-121
116-118	5AK	5AK	5AK	4AK	4AK	3	3	3	3	2	116-118
113-115	5AU	4AU	4AU	4AU	3AU	3	3	3	3	2	113-115
110-112	4AK	4AK	4AK	4AU	3	3	3	3	2	2	110-112
107-109	4AU	4AU	4AU	3AU	3	2	2	2	2	2	107-109
104-106	4AK	3AK	3AU	3	3	2	2	2	2	2	104-106
101-103	3AU	3AU	3	3	2	2	2	2	2	1	101-103
98-100	3AK	3	3	2	2	2	2	2	2	1	98-100
95-97	3	2	2	2	2	2	2	2	1	1	95-97
92-94	2	2	2	2	2	1	1	1	1	1	92-94
89-91	2	2	2	2	1	1	1	1	1	1	89-91
86-88	2	1	1	1	1	1	1	1	1	1	86-88
83-85	1	1	1	1	1	1	1	1	1		83-85
80-82	1	1	1	1	1						80-82
77-79											77-79
74-76											74-76
71-73											71-73
68-70											68-70
65-67											65-67

Sling

Criticals: Krush(K), Krush(K), Krush(K)

Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	16EK	15EK	15EK	13EK	12DK	9DK	10DK	9DK	8DK	5CK	173-175
170-172	15EK	14EK	14EK	12EK	11DK	8DK	9DK	8DK	7DK	4CK	170-172
167-169	15EK	14EK	14EK	12EK	11DK	8DK	9DK	8DK	7DK	4CK	167-169
164-166	14EK	13EK	13EK	11EK	10DK	8DK	9DK	8DK	7CK	4BK	164-166
161-163	14EK	13EK	13EK	11EK	10DK	7CK	8CK	7CK	7CK	4BK	161-163
158-160	13EK	12EK	12DK	11DK	10CK	7CK	8CK	7CK	6CK	4AK	158-160
155-157	13DK	12DK	12DK	10DK	9CK	7CK	8CK	7CK	6BK	4AK	155-157
152-154	12DK	11DK	11DK	10DK	9CK	7BK	7CK	7CK	6BK	3AK	152-154
149-151	12DK	11DK	11DK	9DK	9CK	6BK	7BK	6BK	6BK	3AK	149-151
146-148	11DK	11DK	11DK	9DK	8CK	6BK	7BK	6BK	5BK	3AK	146-148
143-145	11DK	10DK	10CK	9CK	8BK	6BK	7BK	6BK	5AK	3	143-145
140-142	10CK	10CK	10CK	8CK	8BK	6AK	6BK	6BK	5AK	3	140-142
137-139	10CK	9CK	9CK	8CK	7BK	5AK	6AK	5AK	5AK	3	137-139
134-136	9CK	9CK	9CK	8CK	7BK	5AK	6AK	5AK	4	3	134-136
131-133	9CK	8CK	8CK	7BK	7BK	5AK	5AK	5AK	4	2	131-133
128-130	9CK	8CK	8BK	7BK	6AK	5AK	5AK	5AK	4	2	128-130
125-127	8BK	8BK	8BK	6BK	6AK	4	5AK	4	4	2	125-127
122-124	8BK	7BK	7BK	6BK	6AK	4	5	4	4	2	122-124
119-121	7BK	7BK	7BK	6BK	5AK	4	4	4	3	2	119-121
116-118	7BK	6BK	6BK	5AK	5AK	4	4	4	3	2	116-118
113-115	6BK	6BK	6AK	5AK	5AK	3	4	3	3	2	113-115
110-112	6BK	5AK	5AK	5AK	4	3	3	3	3	1	110-112
107-109	5AK	5AK	5AK	4AK	4	3	3	3	2	1	107-109
104-106	5AK	4AK	4AK	4	3	2	3	2	2	1	104-106
101-103	4AK	4AK	4AK	3	3	2	3	2	2	1	101-103
98-100	4AK	4AK	4	3	3	2	2	2	2	1	98-100
95-97	3AK	3	3	3	2	2	2	2	1	1	95-97
92-94	3	3	3	2	2	1	2	1	1	1	92-94
89-91	2	2	2	2	2	1	1	1	1		89-91
86-88	2	2	2	2	1	1	1	1	1		86-88
83-85	2	1	1	1	1	1	1	1	1		83-85
80-82	1	1	1	1	1		1				80-82
77-79											77-79
74-76											74-76
71-73											71-73
68-70											68-70
65-67											65-67

Spear**Criticals:**

Puncture(P), Puncture(P), Krush(K)

Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	19FP	18FP	17EP	16EP	14EP	13EP	13EP	12DP	10DP	9DP	173-175
170-172	18FP	17FP	16EP	15EP	13EP	12EP	12EP	11DP	9DP	8DP	170-172
167-169	17FP	16FP	16EP	15EP	13EP	12EP	12EP	11DP	9DP	8DP	167-169
164-166	17FP	16FP	15EP	14EP	12EP	11EP	11EP	10DP	9DP	8CP	164-166
161-163	16FP	15FP	15EP	14EP	12EP	11EP	11EP	10CP	8CP	7CP	161-163
158-160	16EP	15EP	14EP	13DP	12DP	11DP	11DP	10CP	8CP	7CP	158-160
155-157	15EP	14EP	14DP	13DP	11DP	10DP	10DP	9CP	8CP	7CP	155-157
152-154	15EP	14EP	13DP	12DP	11DP	10DP	10DP	9CP	8CP	7BP	152-154
149-151	14EP	13EP	13DP	12DP	10DP	10DP	10DP	9CP	7BP	6BP	149-151
146-148	14EP	13EP	12DP	11DP	10CP	9CP	9CP	8BP	7BP	6BP	146-148
143-145	13EP	12DP	12DP	11CP	10CP	9CP	9CP	8BP	7BP	6AK	143-145
140-142	13DP	12DP	11CP	11CP	9CP	9CP	9CP	8BP	6BP	6AK	140-142
137-139	12DP	11DP	11CP	10CP	9CP	8CP	8CP	7BP	6AP	5AK	137-139
134-136	12DP	11DP	10CP	10CP	8CP	8BP	8BP	7BP	6AK	5AK	134-136
131-133	11DP	10DP	10CP	9CP	8BP	7BP	7BP	7AP	6AK	5	131-133
128-130	11DP	10DP	9CP	9BP	8BP	7BP	7BP	6AP	5AK	5	128-130
125-127	10CP	9CP	9BP	8BP	7BP	7BP	7BP	6AP	5	4	125-127
122-124	10CP	9CP	8BP	8BP	7BP	6AP	6AP	6AK	5	4	122-124
119-121	9CP	8CP	8BP	7BP	6AP	6AK	6AK	5AK	4	4	119-121
116-118	8CP	8CP	8BP	7BP	6AP	6AK	6AK	5AK	4	4	116-118
113-115	8CP	7CP	7BP	7AP	6AK	5AK	5AK	5	4	3	113-115
110-112	7CP	7BP	7AP	6AP	5AK	5	5	4	4	3	110-112
107-109	7BP	6BP	6AP	6AP	5AK	5	5	4	3	3	107-109
104-106	6BP	6BP	6AP	5AK	5	4	4	4	3	3	104-106
101-103	6BP	5BP	5AP	5AK	4	4	4	3	3	2	101-103
98-100	5BP	5AP	5AK	4	4	3	3	3	3	2	98-100
95-97	5AP	4AP	4	4	3	3	3	3	2	2	95-97
92-94	4AP	4AK	4	3	3	3	3	2	2	2	92-94
89-91	4AP	3	3	3	3	2	2	2	2	1	89-91
86-88	3	3	3	3	2	2	2	2	1	1	86-88
83-85	3	2	2	2	2	2	2	1	1	1	83-85
80-82	2	2	2	2	1	1	1	1	1	1	80-82
77-79	2	1	1	1	1	1	1	1	1		77-79
74-76											74-76
71-73											71-73
68-70											68-70
65-67											65-67

Stinger

Stinger												
	Criticals:						Puncture(P),		Puncture(P),		Puncture(P)	
Roll	1	2	3	4	5	6	7	8	9	10	Roll	
173-175	6CP	5CP	5CP	5CP	4BP	4BP	4BP	4BP	3BP	3BP	173-175	
170-172	5CP	4CP	4CP	4CP	3BP	3BP	3BP	3BP	2BP	2BP	170-172	
167-169	5CP	4CP	4CP	4CP	3BP	3BP	3BP	3BP	2BP	2BP	167-169	
164-166	5CP	4CP	4CP	4CP	3BP	3BP	3BP	3BP	2BP	2BP	164-166	
161-163	5CP	4CP	4CP	4CP	3BP	3BP	3BP	3BP	2AP	2AP	161-163	
158-160	5CP	4CP	4CP	4CP	3BP	3AP	3AP	3AP	2AP	2AP	158-160	
155-157	5CP	4CP	4CP	4BP	3AP	3AP	3AP	3AP	2AP	2AP	155-157	
152-154	4BP	4BP	4BP	4BP	3AP	3AP	3AP	3AP	2AP	2AP	152-154	
149-151	4BP	3BP	3BP	3BP	3AP	3AP	3AP	3AP	2AP	2AP	149-151	
146-148	4BP	3BP	3BP	3BP	3AP	3AP	3AP	3AP	2AP	2AP	146-148	
143-145	4BP	3BP	3BP	3BP	2AP	2AP	2AP	2AP	2AP	2AP	143-145	
140-142	4BP	3BP	3BP	3BP	2AP	2AP	2AP	2AP	2AP	2AP	140-142	
137-139	4BP	3BP	3BP	3AP	2AP	2AP	2AP	2AP	2AP	2AP	137-139	
134-136	3BP	3BP	3AP	3AP	2AP	2AP	2AP	2AP	1AP	1AP	134-136	
131-133	3AP	3AP	3AP	3AP	2AP	2AP	2AP	2AP	1AP	1	131-133	
128-130	3AP	3AP	3AP	3AP	2AP	2AP	2AP	2AP	1	1	128-130	
125-127	3AP	2AP	2AP	2AP	2AP	2AP	2AP	2AP	1	1	125-127	
122-124	3AP	2AP	2AP	2AP	2AP	2AP	2AP	2AP	1	1	122-124	
119-121	3AP	2AP	2AP	2AP	2AP	2AP	2AP	2AP	1	1	119-121	
116-118	3AP	2AP	2AP	2AP	2AP	2AP	2	2	1	1	116-118	
113-115	2AP	2AP	2AP	2AP	1AP	1	1	1	1	1	113-115	
110-112	2AP	2AP	2AP	2AP	1	1	1	1	1	1	110-112	
107-109	2AP	2AP	2AP	2AP	1	1	1	1	1	1	107-109	
104-106	2AP	1AP	1AP	1	1	1	1	1	1	1	104-106	
101-103	2AP	1AP	1AP	1	1	1	1	1	1	1	101-103	
98-100	2AP	1AP	1	1	1	1	1	1	1	1	98-100	
95-97	1AP	1AP	1	1	1	1	1	1			95-97	
92-94	1AP	1	1	1	1	1	1	1			92-94	
89-91	1	1	1	1	1	1	1	1			89-91	
86-88	1	1	1	1							86-88	
83-85	1	1	1	1							83-85	
80-82	1										80-82	
77-79											77-79	
74-76											74-76	
71-73											71-73	
68-70											68-70	
65-67											65-67	

Whip											
Roll	1	2	3	4	Criticals:		Grappling(G), Slash(S), Grappling(G)				Roll
173-175	7CG	6CG	6CG	6CG	5CG	5CG	5CG	5CG	4BG	4BG	173-175
170-172	6CG	5CG	5CG	5CG	4CG	4CG	4CG	4CG	3BG	3BG	170-172
167-169	6CG	5CG	5CG	5CG	4CG	4CG	4CG	4CG	3BG	3BG	167-169
164-166	6CG	5CG	5CG	5CG	4CG	4CG	4CG	4CG	3BG	3BG	164-166
161-163	6CG	5CG	5CG	5CG	4CG	4CG	4CG	4CG	3BG	3AG	161-163
158-160	5CG	5CG	5CG	5CG	4BG	4BG	4BG	4BG	3AG	3AG	158-160
155-157	5BG	4BG	4BG	4BG	4BG	4BG	4BG	4BG	3AG	3AG	155-157
152-154	5BG	4BG	4BG	4BG	3BG	3BG	3BG	3BG	3AG	3AG	152-154
149-151	5BG	4BG	4BG	4BG	3BG	3BG	3BG	3BS	3AS	3AS	149-151
146-148	5BG	4BG	4BG	4BG	3BG	3BG	3AG	3AG	2AG	2AG	146-148
143-145	4BG	4BG	4BG	4BG	3AS	3AS	3AS	3AS	2AS	2AS	143-145
140-142	4BG	4BG	4AG	4AG	3AG	3AG	3AG	3AG	2AG	2AG	140-142
137-139	4AG	3AG	3AG	3AS	3AS	3AS	3AS	3AS	2AS	2AS	137-139
134-136	4AG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	2AG	2AG	134-136
131-133	4AG	3AS	3AS	3AS	2AS	2AS	2AS	2AS	2AG	2AG	131-133
128-130	3AG	3AG	3AG	3AG	2AG	2AG	2AG	2AG	2AG	2AG	128-130
125-127	3AS	3AS	3AS	3AS	2AS	2AG	2AG	2AG	2AG	2	125-127
122-124	3AG	2AG	2AG	2AG	2AG	2AG	2AG	2	1	1	122-124
119-121	3AS	2AS	2AS	2AS	2AG	2	2	2	1	1	119-121
116-118	3AG	2AG	2AG	2AG	2AG	2	2	2	1	1	116-118
113-115	2AS	2AS	2AS	2AG	2	2	2	2	1	1	113-115
110-112	2AG	2AG	2AG	2	1	1	1	1	1	1	110-112
107-109	2AS	2AS	2	2	1	1	1	1	1	1	107-109
104-106	2AG	1	1	1	1	1	1	1	1	1	104-106
101-103	1	1	1	1	1	1	1	1	1	1	101-103
98-100	1	1	1	1	1	1	1	1	1	1	98-100
95-97	1	1	1	1	1	1	1	1			95-97
92-94	1	1	1	1							92-94
89-91	1										89-91
86-88											86-88
83-85											83-85
80-82											80-82
77-79											77-79
74-76											74-76
71-73											71-73
68-70											68-70
65-67											65-67

Unarmed Sweeps

Criticals:

Unbalancing(U), Unbalancing(U),
Unbalancing(U)

Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	9DU	8DU	8DU	8DU	7CU	7CU	7CU	7CU	7CU	6CU	173-175
170-172	8DU	7DU	7DU	7DU	6CU	6CU	6CU	6CU	6CU	5CU	170-172
167-169	8DU	7DU	7DU	7DU	6CU	6CU	6CU	6CU	6CU	5CU	167-169
164-166	8DU	7DU	7DU	7DU	6CU	6CU	6CU	6CU	6CU	5CU	164-166
161-163	8DU	7DU	7DU	7DU	6CU	6CU	6CU	6CU	6CU	5CU	161-163
158-160	7DU	6DU	6DU	6DU	6CU	6CU	6CU	6CU	6CU	5CU	158-160
155-157	7CU	6CU	6CU	6CU	5CU	5CU	5BU	5BU	5BU	5BU	155-157
152-154	7CU	6CU	6CU	6CU	5BU	5BU	5BU	5BU	5BU	4BU	152-154
149-151	7CU	6CU	6CU	6CU	5BU	5BU	5BU	5BU	5BU	4BU	149-151
146-148	6CU	6CU	6CU	6CU	5BU	5BU	5BU	5BU	5BU	4BU	146-148
143-145	6CU	5CU	5CU	5CU	5BU	5BU	5BU	5BU	5BU	4BU	143-145
140-142	6CU	5CU	5CU	5CU	5BU	5BU	5BU	5BU	5BU	4AU	140-142
137-139	6CU	5CU	5CU	5CU	4BU	4BU	4AU	4AU	4AU	4AU	137-139
134-136	5CU	5CU	5BU	5BU	4AU	4AU	4AU	4AU	4AU	3AU	134-136
131-133	5BU	5BU	5BU	5BU	4AU	4AU	4AU	4AU	4AU	3AU	131-133
128-130	5BU	4BU	4BU	4BU	4AU	4AU	4AU	4AU	4AU	3AU	128-130
125-127	5BU	4BU	4BU	4BU	4AU	4AU	4AU	4AU	4AU	3AU	125-127
122-124	5BU	4BU	4BU	4BU	3AU	3AU	3AU	3AU	3AU	3AU	122-124
119-121	4BU	4BU	4BU	4BU	3AU	3AU	3AU	3AU	3AU	3AU	119-121
116-118	4BU	4BU	4BU	4AU	3AU	3AU	3AU	3AU	3AU	3AU	116-118
113-115	4BU	3BU	3AU	3AU	3AU	3AU	3AU	3AU	3AU	2AU	113-115
110-112	4AU	3AU	3AU	3AU	3AU	3AU	3AU	3AU	3AU	2AU	110-112
107-109	3AU	3AU	3AU	3AU	3AU	3AU	3AU	3AU	3AU	2	107-109
104-106	3AU	3AU	3AU	3AU	2AU	2AU	2AU	2AU	2	2	104-106
101-103	3AU	3AU	3AU	3AU	2AU	2AU	2	2	2	2	101-103
98-100	3AU	2AU	2AU	2AU	2AU	2	2	2	2	2	98-100
95-97	2AU	2AU	2AU	2AU	2	2	2	2	2	1	95-97
92-94	2AU	2AU	2AU	2	2	2	2	2	2	1	92-94
89-91	2AU	2AU	2	2	1	1	1	1	1	1	89-91
86-88	2AU	2	2	2	1	1	1	1	1	1	86-88
83-85	2	1	1	1	1	1	1	1	1	1	83-85
80-82	1	1	1	1	1	1	1	1	1	1	80-82
77-79	1	1	1	1	1	1	1	1	1	1	77-79
74-76	1	1	1	1	1	1	1	1	1		74-76
71-73	1	1	1	1							71-73
68-70											68-70
65-67											65-67

Unarmed Strikes

Criticals: Striking(T), Striking(T), Striking(T)											
Roll	1	2	3	4	5	6	7	8	9	10	Roll
173-175	14ET	13ET	12DT	10DT	8DT	4BT	5CT	5CT	2BT	2BT	173-175
170-172	13ET	12ET	11DT	9DT	7DT	3BT	4CT	4CT	1BT	1BT	170-172
167-169	13ET	12ET	11DT	9DT	7DT	3BT	4CT	4CT	1AT	1AT	167-169
164-166	12ET	11ET	11DT	9DT	7DT	3AT	4CT	4BT	1AT	1AT	164-166
161-163	12ET	11ET	10DT	8DT	7CT	3AT	4BT	4BT	1AT	1AT	161-163
158-160	12ET	11ET	10DT	8CT	6CT	3AT	4BT	4BT	1AT	1	158-160
155-157	11ET	10DT	10CT	8CT	6CT	3AT	4BT	4AT	1	1	155-157
152-154	11DT	10DT	9CT	8CT	6CT	3AT	4AT	4AT	1	1	152-154
149-151	11DT	10DT	9CT	7CT	6CT	3AT	3AT	3AT	1	1	149-151
146-148	10DT	9DT	9CT	7CT	6BT	3AT	3AT	3AT	1	1	146-148
143-145	10DT	9DT	8CT	7CT	5BT	2	3AT	3AT	1	1	143-145
140-142	10DT	9DT	8CT	7BT	5BT	2	3AT	3	1	1	140-142
137-139	9DT	8CT	8CT	6BT	5BT	2	3	3	1	1	137-139
134-136	9CT	8CT	7BT	6BT	5BT	2	3	3	1	1	134-136
131-133	8CT	8CT	7BT	6BT	5AT	2	3	3	1	1	131-133
128-130	8CT	7CT	7BT	6BT	4AT	2	3	3	1	1	128-130
125-127	8CT	7CT	7BT	5BT	4AT	2	2	2	1	1	125-127
122-124	7CT	7CT	6BT	5AT	4AT	2	2	2	1	1	122-124
119-121	7CT	6BT	6BT	5AT	4AT	2	2	2	1	1	119-121
116-118	7BT	6BT	6BT	5AT	4AT	2	2	2	1	1	116-118
113-115	6BT	6BT	5AT	4AT	3	1	2	2			113-115
110-112	6BT	5BT	5AT	4AT	3	1	2	2			110-112
107-109	6BT	5BT	5AT	4AT	3	1	2	2			107-109
104-106	5BT	5BT	4AT	4	3	1	2	2			104-106
101-103	5BT	4AT	4AT	3	3	1	1	1			101-103
98-100	5AT	4AT	4AT	3	2	1	1	1			98-100
95-97	4AT	4AT	3AT	3	2	1	1	1			95-97
92-94	4AT	3AT	3	3	2	1	1	1			92-94
89-91	3AT	3AT	3	2	2	1	1	1			89-91
86-88	3AT	3AT	3	2	2	1	1	1			86-88
83-85	3AT	2	2	2	1		1	1			83-85
80-82	2	2	2	2	1		1	1			80-82
77-79	2	2	2	1	1						77-79
74-76	2	1	1	1	1						74-76
71-73	1	1	1	1	1						71-73
68-70	1	1	1	1							68-70
65-67											65-67

Acid Critical Strike Table

Roll		A	B	C	D	E	
Head	1	It is but a sting upon the cheek. + 1 Hit	Chemical burns nip at foe's nose. + 3 Hits	Ugly smoke rises from ruined hair, but little real damage is done. + 4 Hits	Acid hits foe's head, but mostly drops away before doing much damage. + 2 Hits, Brk(-25)	Minor acid burns cross foe's neck. + 7 Hits	1
	2 - 3	This is not impressive. + 2 Hits	Foe is lucky. This time. + 4 Hits	The damage is more psychological than physical, but there's some chemical burning, too. + 1 Hit, Daze	Minor acid burning of the chest leaves a lingering stinging. + 3 Hits, Daze	Diffuse splatter of acid causes every item around the foe's chest to make a breakage check at +10.	2 - 3
Groin	4 - 5	That's not what stomach acid usually means. + 3 Hits	Dilute mixture of the acid prevents foe's chemical castration. Daze	Abdominal chemical burn inconveniences foe. + 3 Hits, Ftg(-10)	Quick reflexes save foe from serious damage, leaves foe prone. Prone	Chemical burn looks nasty, but is minor. + 3 Hits, -5	4 - 5
Leg	6 - 10	Ha! He flinched! Stag	Foe's knee smokes. + 3 Hits, Daze	Minor chemical burns torment foe's leg. -5, Brk	It smells worse than it is, but spots of acid burns speckle foe's leg. + 13 Hits, Brk	Sizzling spot on foe's thigh is going to leave a scar. + 9 Hits, -5	6 - 10
Arm	11 - 15	Foe's wrist suffers chemical burning. + 6 Hits	Foe takes acid on the upper arm. + 1 Hit, -5	Shoulder strike mars foe's complexion. + 4 Hits, -5, Brk	Foe's arm is splashed with a cup of causticity. + 9 Hits, Daze, Brk(-50)	This is an example of why lab coats were invented. + 13 Hits, Daze, Stag, Brk	11 - 15
Head	16 - 20	Not the eyes! Not the eyes!... Wait. It was indeed, not the eyes. + 3 Hits, Daze	Foe's instinctive jerk away from acid saves him from worse damage. + 2 Hits, Daze, Stag, Brk	Blood wells up from a spot where foe used to have more neck. + 14 Hits, 1B	Acid gets in foe's ear; slight hearing loss follows. -5, St	Acid gets in foe's eyes. Damage to eyes is minor, but it gives foe a good scare. -10, 2Daze	16 - 20
	21 - 25	Somewhat nondescript acid damage speckles foe's torso. + 11 Hits	Acid gets around. All items on foe's torso make breakage checks at +10. + 7 Hits	Nasty chemical burn runs down foe's chest from the shoulder. + 3 Hits, -10	Foe is dropped more by surprise than force. + 13 Hits, Daze, Prone, Brk	Solid strike gets acid all over foe's torso. All equipment in that area makes a breakage check. + 6 Hits, Ftg(-10), St	21 - 25
Groin	26 - 35	Abdominal skin loss annoys foe. + 14 Hits	Foe discovers the groin is no place to store caustic chemicals. + 7 Hits, St	It burns! Oh, how it burns! + 5 Hits, -5, St	You almost wince in sympathy as acid rolls down foe's belly to the groin. + 12 Hits, SUP	Foe takes acid strike to the crotch. Foe can never have children. + 10 Hits, -10, Daze	26 - 35
Leg	36 - 45	Foe's calf suffers minor chemical burn. + 8 Hits, -5	Acid eats into foe's knee, producing serious chemical burn. + 5 Hits, -10, Brk	Foe proves allergic to corrosive liquids. Discoloration results. + 1 Hit, -5, SUP	Acid eats at foe's feet, seeping between the toes. + 10 Hits, Ftg(-10), SUP, Stag	Ankle bone is partly exposed by nasty acid injury. + 2 Hits, -25, Brk	36 - 45
Arm	46 - 55	Acid nibbles at foe's fingertips. + 7 Hits, -5, Daze	Foe's arm sprinkled in acid spray. + 23 Hits, Ftg(-10), Daze	Acid damages foe's forearm and elbow. -10, Daze, St, Brk(-25)	Foe's hand has trouble opening and closing after skin blisters. + 5 Hits, -25	Flesh of foe's shoulder bubbles. + 4 Hits, -30, Brk	46 - 55
Arm	56 - 65	Foe tries to shield himself with his arm, arm takes damage. + 22 Hits, Stag, Brk	Acid gnaws foe's knuckles. Foe drops anything in hand. + 10 Hits, -10, Brk	Serious acid burns all along foe's arm create a painful inconvenience. + 4 Hits, -25	Foe's upper arm and shoulder are blackened and disfigured. Damaged skin cracks and oozes blood. + 3 Hits, 1B, -25, Stag, Brk(-25)	Foe's arm is streaked with smoking rivulets of corrosion. All items on that arm make a breakage check. + 10 Hits, 1B, -15, SUP	56 - 65
Groin	66	Acid smoke rising from foe's groin gives enemy morale a -20. + 47 Hits, Ftg(-10), Prone, Brk	Foe's hips are marred by chemical burns. + 13 Hits, -30, Daze, SUP, Brk	Spray of acid burns foe's midsection, makes every item on foe's torso make a breakage check at -30. + 16 Hits, -10, 2SUP	The smoldering ruin of foe's lower torso spasms for 8 rounds, before splitting to spill foe's innards, causing death. D, + 23 Hits, -65, Prone, Brk(-25)	Attacking acid mixes with stomach acid as foe's abdomen lies open. Foe takes 18 rounds to die; moans put enemies at -20 to morale. D, + 7 Hits, -60, 2SUP, Prone	66
Leg	67 - 75	Painful damage to inner thigh distracts foe. + 2 Hits, -5, SUP	Burns up and down leg stagger foe. + 31 Hits, St, Stag	Foe's foot is covered in blistered burns. + 11 Hits, -25, Daze	Severe damage to foot and ankle drop foe, causes foe to drop anything held. + 10 Hits, -25, Prone	Terrible acid damage to upper leg and thigh hobbles foe. + 3 Hits, -45, Brk	67 - 75
Chest	76 - 80	Smattering of acid blobs strikes foe. All items on torso make breakage checks at +10. + 14 Hits, -10	It seems you are a corrosive influence. Foe would have done better to avoid you. + 11 Hits, -10, Daze, SUP	Chemical burning across foe's rib cage may give him the nickname "Crispy" if he lives. + 2 Hits, -25, SUP	Foe suffers serious damage around shoulder, drops anything held. + 14 Hits, -20, SUP, Brk(-25)	Damage is spread over foe's torso in irregular patches of corroded flesh. + 10 Hits, -25, 2SUP	76 - 80
Head	81 - 85	Acid rolls down foe's face like tears of fire. Striking visual gives +20 bonus to later attempts to relate or artistically depict this combat. + 10 Hits, -15, Brk	Acid gets up foe's nose. Foe cannot smell at all for the next two months. + 23 Hits, St, 2Prone, Brk	Acid leaves foe with one ear looking like it has been chewed on, side of face blackened and blistered. + 13 Hits, -35, Daze	Foe goes bald the quick and painful way. Scalp sizzles. + 19 Hits, -30, SUP, Brk	Foe should have worn safety goggles. Acid in eyes is a blinding surprise; blindness is permanent without replacement eyes. + 4 Hits, -50, Prone	81 - 85
	86 - 90	Foe's forearm smokes with the reaction. Foe drops anything in the hand on that side. + 8 Hits, -10, SUP, Brk(-25)	Grotesque chemical burns scar foe above and below the elbow. + 14 Hits, -30, St	Acid splatters from foe's shoulder to fingers. All items on that arm make breakage checks at +10. + 20 Hits, -25, SUP, Stag	Foe's arm is terribly burnt. + 7 Hits, -50, SUP	Acid dissolves foe's arm to the bone. System shock kills foe in 16 rounds. D, + 3 Hits, -70, Ftg(-10), Brk(-50)	86 - 90
Leg	91 - 95	Severe acid burns between ankle and knee leads foe to make completely inappropriate comment about your mother. + 11 Hits, -25, St, Stag, Brk	Foe loses a toe as well as his footing as acid dissolves flesh from his foot. + 11 Hits, -25, SUP, Prone, Brk	Foe falls as the flesh peels from his ankle. Foe drops anything he was holding. + 9 Hits, -25, 2SUP, Prone, Brk(-25)	Little is left of the leg except bone and tendons. Muscles entirely stripped away, the limb is useless. Shock kills in five rounds. D, + 11 Hits, -60, Prone, Stag, Brk	Foe's legs below the knees are nothing but smoking twigs. Foe dies after six rounds of inactivity. D, + 23 Hits, -60, Ftg(-10), SUP	91 - 95
Groin	96 - 97	Acid leaves a ragged diagonal path of destruction across the abdomen down to one hip. + 42 Hits, -15, SUP, Brk	From hips to waist, foe is covered in acid-burnt flesh. + 13 Hits, -45, SUP	Acid eats through to foe's liver and open wound proves too much for foe's system to handle. Foe will die in eight rounds. D, + 56 Hits, -25, Ftg(-10), SUP, 2Prone	Burning sensation strikes foe as acid opens midsection. Foe dies in six rounds. All items around hips make a breakage check. D, + 24 Hits, -35, Ftg(-20), 2SUP, 2Prone	Acid strikes foe's groin, leaving little but hipbone. Death from system shock is instantaneous. Enemy suffers -20 to morale. D, + 17 Hits, -90, Ftg(-10)	96 - 97
Chest	98 - 99	Searing pain accompanies searing of foe's flesh. + 20 Hits, -15, 2SUP, Prone, Brk(-25)	Foe's chest is opened to the ribs by acid, foe dies in six rounds, during which his only action can be a soliloquy. D, + 12 Hits, 2B, -60, Stag	Foe will die in five rounds, as lungs burn with acid that has tunneled through to these delicate organs. D, + 11 Hits, -50, 3SUP, Brk(-25)	Acid actually burns hole through and into foe's heart. Time for last rites. D, + 43 Hits, -75, SUP, Stag	Acid dissolves away flesh and burns through spine just below ribs. Foe is not only dead, but in two pieces. D, + 21 Hits, -100, SUP, Prone	98 - 99
Head	100	Foe is blinded as acid eats his eyes. Acid in mouth and nose produce toxic byproducts that kill him in six rounds. D, + 13 Hits, -30, Ftg(-10), SUP, 2Prone, Brk	Foe takes it on the chin. Acid opens throat, kills in 4 rounds. Acid drips off the head, causing item in another location to make a breakage check. D, + 63 Hits, -30, Ftg(-10), SUP, Prone	Acid takes out foe's eyes on the way to his brain. Foe dies instantly, while you feel energized (lose up to -20 in accumulated fatigue). D, + 33 Hits, -50, Daze, 2SUP, Prone, Brk	Acid eats foe's head completely, dissolving even the skull. Headless body twitches and lashes out (resolve as +0 OB attack on nearest ally), before dropping. D, + 46 Hits, -5, 5SUP, 3Prone, Brk	Acid decapitates foe, head rolls 3d10 feet in a random direction while the neck stump fountains blood. D, + 15 Hits, 15B, -100	100

Cold Critical Strike Table

Roll		A	B	C	D	E	
Head	1	Just mist. + 1 Hit	A cool breeze musses foe's hair. + 3 Hits	Your blast looks good, works poorly. + 4 Hits	It isn't nice to hit someone in the face with a snowball. + 1 Hit, Daze	Small patch of foe's cheek goes numb with frostbite. Daze, Brk	1
	2 - 3	Mild chill fails to impress foe. + 2 Hits	Tiny patch of frost glistens on foe's chest. + 4 Hits	Foe experiences just a nip of frostbite. + 6 Hits	Foe breaks out in goosebumps. + 8 Hits	Like a jab in the chest by Jack Frost. Frostbitten area is curiously circular. Ftg(-10), Daze	2 - 3
Groin	4 - 5	Better than nothing. Keep trying. + 1 Hit, Brk	Cold hits foe's groin. Ftg(-10)	Foe gets a small frozen patch just above the hip. + 3 Hits, Ftg(-10)	Foe shivers with the chill. + 10 Hits	Pelvic frostbite draws a gasp of shock from foe. + 3 Hits, -5	4 - 5
Leg	6 - 10	Frostbite on the knee annoys foe. + 3 Hits, Brk	Small patch freezes above foe's knee. + 3 Hits, Ftg(-10)	Suddenly chill foot throws foe off his game. + 7 Hits, Daze	Foe's lower leg pales where frostbite sets in. -5, Ftg(-10)	Foe now has a frostbitten toe. + 4 Hits, -5, Daze	6 - 10
Arm	11 - 15	Foe flinches from icy touch on shoulder, and slips. + 1 Hit, Stag	Cold along forearm surprises foe. Foe drops anything held in the hand. + 1 Hit	Foe jumps back as hand feels like ice. Made him flinch! + 1 Hit, 10'KB	Skin on foe's wrist goes the white of frostbite. + 5 Hits, -5, Ftg(-10)	Upper arm takes the brunt, leaving foe with a large patch of frostbite. -5, St	11 - 15
Head	16 - 20	Ice cream headache!! + 3 Hits, Daze	Frost numbs one whole side of foe's face. + 4 Hits, -5	Frost races across foe's head as scalp freezes. Bits of hair break off and shatter on the floor. + 2 Hits, St, Brk	Frost gathers like a short beard under one side of foe's jaw, hiding a patch of frostbite. Foe cannot move jaw to speak or bite for 3 rounds. -5, Daze	Cold bursts across foe's face, leaving lots of small patches of frostbite. Numb senses give foe -50 to Perception for five rounds. + 3 Hits, -5, Daze, Brk	16 - 20
Chest	21 - 25	Painful patch of frostbite forms over ribs. + 11 Hits	Blast of cold leaves a white frozen patch in the center of foe's chest. + 7 Hits, -5	Skin flakes away from frostbite patch on foe's chest. + 1 Hit, -10, Brk	Sudden cold cracks one of foe's ribs. + 5 Hits, -10, Daze	Cold triggers muscle spasm that squeezes air from foe's lungs. Foe drops, fighting for air. + 1 Hit, Ftg(-20), St, Prone	21 - 25
Groin	26 - 35	Strike catches foe in the side below ribs, freezing a patch of skin. + 2 Hits, -5, Brk	Frostbitten patch of skin in groin hurts whenever foe moves legs. Foe is at half movement rate until healed. + 2 Hits, Ftg(-10), Daze	Bitter cold to the groin freezes patches of skin and sends a shiver up foe's spine. + 6 Hits, -10, Brk(-25)	Foe shivers uncontrollably, dropping anything in his hands. + 7 Hits, Ftg(-10), St	Cold causes muscle spasm that strains back, devastates foe. -10, St, Prone	26 - 35
Leg	36 - 45	Mist rolls down foe's leg from a frozen patch on his thigh. -5, Brk(-75)	Ice grips foe's ankle, causing minor frostbite, but sending extraordinary pain up a sensitive nerve. + 22 Hits, Daze	Whole top of foe's foot frostbitten and goes numb. Foot frost-welded to the ground for a moment. + 1 Hit, -15, Stag	Foe's lower leg sheathed in ice, weight causes foe to stumble back for balance. Foe pulls muscle in back of knee. Ice falls off. + 8 Hits, -10, 10'KB, Brk	Cold temporarily leaves foe's legs numb and wobbly. + 14 Hits, Ftg(-20), Daze, SUP	36 - 45
Arm	46 - 55	Foe is frostbitten along back of fingers, drops anything in that hand. + 2 Hits, -5	Frostbite reaches fingers of cold deep into bicep. Foe recoils. + 4 Hits, -5, 10'KB, Brk(-25)	Cold grips foe's arm, sending a sudden change in blood pressure and stray nerve impulses that confuses foe's whole body. + 14 Hits, Ftg(-10), St, Prone	Chunks of frozen elbow fall off foe exposing muscle. 1B, -20, 2Daze	Cold snaps foe's wrist. Pain is unbearable. + 6 Hits, -15, Daze, St, Prone	46 - 55
Arm	56 - 65	You give foe the cold shoulder. + 4 Hits, -5, 10'KB	Cold along lower arm causes foe's muscle to twitch, tear slightly, and send a massive signal through a pain nerve. + 17 Hits, -5, St	Foe's hand is gripped by cold. Speaking of grips, foe loses his on anything in that hand. + 9 Hits, -10, St	Upper arm takes frostbite from shoulder to elbow. + 7 Hits, -20, Daze, St	Frostbite now runs from foe's palm to a little above the elbow. + 5 Hits, -20, Ftg(-20), SUP	56 - 65
Groin	66	Cold bites deep, doing damage to foe's kidney. + 12 Hits, -15, Ftg(-10), St, Prone, Brk	Blast of cold to foe's groin leaves it with massive frostbite. -20 to enemy morale. -30, Daze, 2St	Thick frost numbs foe's abdomen and groin. Foe collapses in shock. + 6 Hits, -30, Ftg(-40), St, SUP, Prone	Deep striking cold bursts foe's spleen. He is active for another 6 rounds, before keeling over stone dead. D, + 7 Hits, -25, 4St, 2SUP	Chill overwhelms foe. Core temperature drops, causing biological shutdown (aka death) after 10 rounds. D, + 17 Hits, -25, Ftg(-50), 10Daze, Stag	66
Leg	67 - 75	Large patch of skin frozen, affecting the thigh muscle directly in some places. + 2 Hits, -15, Daze	Front half of foot frostbitten. Numbness costs foe his balance. + 1 Hit, -10, Daze, St, Prone	Ice cold thighs suffer frostbite. Foe shivers. + 9 Hits, -25, Ftg(-10), Brk	Foe's knee experiences major frostbite. Foe is at half movement rate until healed. -35	Frostbitten foot bleeds as skin splits open. Foe is at half movement rate until healed. 4B, -20, St, Prone	67 - 75
Chest	76 - 80	Frostbite sears foe's chest. + 4 Hits, -15, Ftg(-10), Daze	Cold wreathes foe's chest, forcing air from foe's lungs. Foe drops, gasping for breath. + 19 Hits, Ftg(-30), St, Prone, Brk	Death's icy fingers claw at foe's breast. Frostbite lingers. -25, SUP, Brk	Ice covers foe's chest, causes not only frostbite but driving the air from his lungs. +20 to friendly morale. + 3 Hits, -25, Ftg(-10), St, Prone	Cold punches into chest, burning skin and down into lung. Foe coughs up mist a few times. Foe is at -25 to Fatigue checks. + 6 Hits, -30, Ftg(-10), SUP, Brk(-25)	76 - 80
Head	81 - 85	Foe's ear grows white as frostbite gnaws at it like a hungry winter wolf of living cold described by a frustrated novelist. -20, 2Daze, Brk	Foe's head is dusted with frost. Nose suffers frostbite, while the brain is a bit overwhelmed. -10, Ftg(-20), St, SUP	Foe suffers frostbite to the side of head, parts of the ear break off and fall. + 8 Hits, -25, 2St	Frostbite along whole side of face damages eye. Foe blind on that side until healed. Skin on cheek splits. + 11 Hits, 2B, -35, Daze	Foe's whole head caught out in the cold, frostbite on ears, chin and nose. Foe's numbed Perception is at -50 for six rounds. + 4 Hits, -40, Ftg(-10), SUP	81 - 85
Arm	86 - 90	Foe raises arm to shield his face from cold, backpedaling. Foe saves face, suffers frostbitten arm. + 2 Hits, -25, 10'KB	Frostbite reaches from foe's hand to mid-forearm. Foe drops anything in his hand. + 4 Hits, -15, Ftg(-10), St, SUP	Foe's whole arm locks up, then bends again at the elbow with a pop of breaking frost and torn tendons. Foe drops anything held in the hand. + 5 Hits, -35, SUP	Cold leaves frostbite up and down foe's arm; shock almost causes foe to pass out. Foe drops anything held in either hand. + 12 Hits, -40, Ftg(-10), St, Prone	Foe's arm is frozen and useless. Cold will spread and stop heart in 6 rounds. D, + 4 Hits, -50, 4Daze, 2St	86 - 90
Leg	91 - 95	Frostbite covers much of foe's lower leg. + 1 Hit, -25, Ftg(-10), SUP, Brk	Frostbite covers whole foot, but two toes are frozen through, and will need to be amputated. + 3 Hits, -35, St, Prone	Foe's leg is numb with cold, resulting in wrongly placed weight snapping lower leg bone. Foe at half movement rate until healed. -30, Ftg(-10), St, SUP, Prone, Brk(-75)	Foe's legs are engulfed in cold. Frost crisscrosses foe's extremities. Core temperature drops. In 9 rounds, foe dies. D, + 3 Hits, -40, 6Daze, 3St	Foe's leg is covered in ice, limiting foe to 10% movement. Foe will freeze to death in 10 rounds. D, -30, Ftg(-30), 10Daze, Brk(-75)	91 - 95
Groin	96 - 97	Frozen abdomen causes spasm, foe drops, breaks hip. + 12 Hits, -25, SUP, Prone, Brk	Frozen groins are always funny when they happen to someone else. +20 friendly morale. + 3 Hits, -35, Ftg(-10), St, SUP	Foe winded as stomach tightens under oppressive cold. Core temperature plummets; foe dies in 9 rounds. D, + 1 Hit, Ftg(-40), 9St	Deep freeze to groin, reproductive organs shatter (destroyed). Foe dies of shock in six rounds. D, + 4 Hits, -40, 5St, SUP	Deep frost burns midsection, pelvis shatters and both legs go limp. Foe spends 10 rounds of inactivity, dies from shock and cold. D, -80, Brk	96 - 97
Chest	98 - 99	Cold penetrates to lung, causes internal rupturing. Foe is at -25 to Fatigue checks until healed. + 2 Hits, -35, SUP, Brk	Cold is too diffuse to do much specific damage (touch of frostbite), but core temperature drops lethally. Death in 10 rounds. D, -10, Ftg(-10), 2Daze, 8St, Brk	Foe freezes to death in six rounds of shivering misery. D, -10, Ftg(-40), 6SUP	Foe's heart is frozen, stops. Foe dies instantly. -20 enemy morale. D, + 23 Hits, -75	Foe's heart is frozen solid, ice tearing apart the entire structure. Death is swift and gruesome (but out of sight). D, + 86 Hits, -75, Prone	98 - 99
Head	100	Ice forms in blood vessels. Brain starved. Foe dies in six rounds. D, -20, Daze, 2St, 3SUP	Foe chokes as saliva freezes, blocks throat. Foe dies in four rounds. D, + 18 Hits, -20, Ftg(-40), 4SUP	Foe shudders, loses life as arteries in neck shatter. D, + 40 Hits, 10B, -40, 2SUP, Stag	Foe's head freezes, leaking blood before it too freezes. Foe is dead. -20 enemy morale. D, + 78 Hits, 3B, -50, 2SUP, Prone	Foe's skull cracks and frozen brain peeks out. Gruesome death of foe gives -20 to enemy morale. D, 5B, -125	100

Electricity Critical Strike Table

Roll		A	B	C	D	E	
Head	1	Foe's hair stands on end as it takes a charge. + 1 Hit	Some sizzle and smell of ozone around foe's head. + 3 Hits	Shockingly ineffective. + 4 Hits	Electricity arcs across foe's skull, and foe's body twitches. + 1 Hit, Daze	Skin along foe's cheek is burnt by arcing current. + 2 Hits, Ftg(-10)	1
Chest	2 - 3	Much light, little damage. + 2 Hits	Foe's muscles twitch as small sparks race across his chest. + 4 Hits	Foe's heart skips a beat as current flows through chest. + 1 Hit, Stag	Spark catches foe in the side of the chest. + 3 Hits, Ftg(-10)	Blast catches foe mid-chest, unbalancing him. Daze, Stag	2 - 3
Groin	4 - 5	Mild shock to groin does not seem to please foe. + 3 Hits	Abdominal muscles twitch and dance. + 5 Hits	Foe twitches as current flows into groin and down legs. + 1 Hit, Daze, Brk	Arc to groin looks painful. + 10 Hits	Foe's hairs all stand up as electricity enters foe's belly. + 3 Hits, -5	4 - 5
Leg	6 - 10	Current flows down foe's leg. + 3 Hits, Brk	Power arcs into knee with a pop. + 8 Hits	An arc starts between foe's knees, slides to the ground. 2Daze, Brk	Leg twitches madly as sparks run down it. -5, Stag	Mild burn results as current arcs through foot. + 9 Hits, -5	6 - 10
Arm	11 - 15	Zap to the shoulder makes foe twitch. + 1 Hit, Daze	Hit bicep and power surges up arm. Foe drops anything held. + 1 Hit	Bolt strikes foe's arm. Foe staggers back. + 1 Hit, Daze, 5'KB	Electricity running up and down foe's arm motivates fallback, fails to do much harm. + 1 Hit, 10'KB, Brk(-25)	Sparks arc up forearm, damaging nerves. -10, Daze	11 - 15
Head	16 - 20	Arc jumps to the tip of foe's chin, leaving a small burn as it passes on through foe's body. + 8 Hits	Current arcs into hinge of jaw, causing some nerve damage to that side of the face. + 4 Hits, -5	Power arcs to top of head, setting hair on fire for a moment and burning scalp as foe spasms. + 4 Hits, 2Daze, Stag	Sudden electrical surge across foe's skull proves a distraction. + 3 Hits, Daze, St, Brk	Zap catches foe just under the chin, forcing out a grunting exhalation and leaving them out of breath. Ftg(-10), SUP	16 - 20
Chest	21 - 25	Skin on foe's chest burns a bit as arc rebounds to floor. + 1 Hit, -5	A thunderbolt to the torso reminds foe he lives in a wondrous world of magical enchantments. + 12 Hits, Daze	Blast to chest skips heart, but rattles the nerves on its way down to the feet. + 3 Hits, Ftg(-10), St	Hard current to the side of the chest causes hard spasms that crack rib. + 6 Hits, -10, Brk(-25)	Foe struck just below shoulder and feels like Thor's bowling pin. + 1 Hit, SUP, Prone	21 - 25
Groin	26 - 35	Foe buckles around zap to the gut as power burns muscle internally. + 4 Hits, -5	Power arcs into groin and down leg, and foe's body spasms. + 2 Hits, Ftg(-10), St	Power drives deep into belly, knotting intestines up in spasms. + 10 Hits, Daze, St	Power rips across ribs, muscles tear as they clench ferociously. + 8 Hits, -10, Stag, Brk(-25)	Arc into groin and down leg causes nerve damage. + 15 Hits, -15	26 - 35
Leg	36 - 45	Zap deep into thigh causes muscle spasms. Foe loses 1 Action Point. + 8 Hits	Power arcs down foe's legs, causing a momentary loss of control. + 17 Hits, Daze, Stag	Arc into foot. Muscle clenches and reduces foe's movement pace to half normal until wound heals. + 1 Hit, -10, Daze	Blasted ankle spasms, and foe tumbles. -5, 2Daze, St, Prone	Snap to hip sends spike of pain into foe as it damages cartilage in joint. + 24 Hits, -15	36 - 45
Arm	46 - 55	Electricity enters the arm, but makes the legs fold as it grounds. 2Daze, Prone, Brk	Power enters upper arm, damaging muscle, and causing foe to drop anything held. + 3 Hits, -5, Ftg(-10), Daze	Hand jerks into a claw so hard tendons tear. Hand unusable for 10 rounds. + 4 Hits, -5, Ftg(-10)	Power arcs into forearm, burning the skin. Foe drops anything held. -10, St, Prone	Upper arm jerks as current enters it; nerves damaged, whole arm goes numb. + 1 Hit, -30, Stag	46 - 55
Arm	56 - 65	Power burns deep into shoulder, causing an uncontrolled jerk of the whole arm. Foe drops anything held. + 9 Hits, Ftg(-10), Stag	Strike to wrist flows up arm, disrupting nervous system. + 2 Hits, -5, Ftg(-10), St, Prone	Arcing power strikes arm, which spasms and releases anything held. + 19 Hits, SUP	Foe is knocked down by arcing bolt to shoulder. Spectacle of blast delivers -20 penalty to enemy morale. + 2 Hits, Daze, St, SUP, Prone	Foe's hand is severely burnt by electrical energies. + 10 Hits, -35	56 - 65
Groin	66	Foe takes it right in the belly button. Spasms tear muscles all around midsection. + 9 Hits, -20, SUP	Zap to top of pelvis damages nerves en route to ground. + 3 Hits, -35, 2St, Brk	Thunderbolt to the groin is like a kick from Zeus. The burns are terrible. + 21 Hits, -40, SUP, Prone	Little visible damage shows from shock to abdomen, but liver damage causes foe to die at the end of the 6th round. D, + 7 Hits, -35, 6St	Power arcs across foe's groin and stomach. Internal damage to intestines will catch up to foe in 10 rounds, causing death. D, + 2 Hits, -15, Ftg(-10), 10St, Prone	66
Leg	67 - 75	Foe's knee buckles under assault from savage arc. Foe drops anything held, clutches at knee. + 12 Hits, -5, Stag	Power sears toes on way to ground, two toes burned and blistered. + 6 Hits, -10, SUP	Power drives into ankle and down into foot. Tendons in ankle damaged. + 1 Hit, -20, St, Prone	Pain from leg strike causes foe to turn own ankle, tear muscle. -25, Daze, St, Prone	Foe's thighs become the target. Foe is burned and thrown to the ground. + 23 Hits, -10, St, SUP, Prone, Brk	67 - 75
Chest	76 - 80	Nerves are momentarily overwhelmed as arc strikes foe's chest. Foe drops anything held. + 14 Hits, Daze, St	Power arcs into one rib, boiling marrow, rib breaks in two places. Foe loses 1AP activity pondering the pain. + 11 Hits, -20	Center strike to sternum makes foe dance with spasms, muscles tear on both sides of chest. + 2 Hits, -35, Daze	Strike catches foe in the armpit and arcs down side, damaging muscles. Anything held is dropped. + 18 Hits, -30, Daze	Direct strike momentarily pauses foe's heart, leaving that organ damaged. Foe at -25 to Endurance until healed. -30, 2St, Prone	76 - 80
Head	81 - 85	Strike to forehead knocks foe down, while foe's head is badly burned. + 2 Hits, -20, Prone	Electricity passes through one eyeball, damaging it in a blue flash (-10 Perception until healed). -15, St	Outer ear melts a bit as arcing charge ravages inner ear, but damage to both saves foe's brain. + 6 Hits, -25, Ftg(-10), St, Prone, Brk	Foe takes nerve damage in face due to electrical blast, as well as falling and dropping anything held. + 1 Hit, -25, Ftg(-20), SUP, Prone	Powerful sparks envelop foe's head, singeing hair and cracking a clenched jaw. All foe's magic items glow green for three rounds. + 19 Hits, -10, St, 2SUP, 5'KB	81 - 85
Arm	86 - 90	Like a reverse lightning bolt, arc enters foe's palm; muscles in hand tear as they spasm. Foe takes it hard. + 7 Hits, -10, St, SUP	Charge flows deep into forearm, damaging tendons. Foe drops to ground, drops anything held. + 4 Hits, -20, SUP, Prone	Arc into arm makes arm hyperextend, bone in forearm snaps. + 8 Hits, -30, 2St, Prone, Brk	Power surge to upper arm internally cooks muscle. Anything held is dropped. + 2 Hits, -35, 2SUP	Arc enters through foe's arm. On the way through foe's body, it destabilizes the heart. Foe lasts six more rounds, then drops dead. D, + 14 Hits, -25, 6St	86 - 90
Leg	91 - 95	Flow of power pulls muscles so tight they crack hip bone. Foe loses 2 Action Points. + 8 Hits, -20, St, Prone	Power arcs through foot to ground, cooking flesh on bottom of foot. Foe is at half movement rate until it heals. + 3 Hits, -15, 2SUP	Arc through knee shatters bone. Foe drops anything held and staggers back. + 13 Hits, -50, 5'KB	Electricity wreathes foe's legs and down foe goes. Foe may rise again, but 7 rounds later a surge through the nerves stops foe's heart. D, + 3 Hits, -20, Ftg(-20), Daze, St, 3SUP, Prone	Spasms from entering arc tear tendons in lower leg. Feedback through nervous system stops heart 4 rounds later. D, + 13 Hits, -30, 4SUP, Prone	91 - 95
Groin	96 - 97	Electricity pours into foe's abdomen, damaging the stomach. Surging power carries half of foe's PP away with it. + 19 Hits, -15, St, Prone	Power surges deep into pelvis, knocking foe down and damaging nerves. Foe's magic items glow blue for three rounds. + 3 Hits, -25, Daze, 2SUP, Prone	Foe spasms for a moment as arc strikes at waist height. Spinal injury leaves foe permanently paralyzed from the waist down. D, + 11 Hits, -65, St	Electricity enters groin, wanders nervous system. After six rounds, foe drops dead. D, + 9 Hits, -10, 6SUP, Stag	Power fries abdominal organs. Foe is inactive for the 12 rounds it takes to die. D, + 2 Hits, -75, Prone	96 - 97
Chest	98 - 99	Foe cannot stand against direct hit to chest. Muscle spasms crack two ribs. + 19 Hits, -25, Ftg(-10), St, SUP, Prone	One rib cracks, but it punctures a lung. Foe recovers from the shock after 4 rounds, then feels better for 3 rounds before dying of shock at the end of the 7th round. D, + 27 Hits, -30, 4Daze	Arc misses the heart. Foe drops anything held, sighs in relief, dies six rounds later as nerves fail to keep lungs going. D, -35, 6St, Stag	Foe falls and flops around like a fish. (Heart damaged, foe dead in 15 rounds.) -20 to enemy morale. D, + 8 Hits, -40, 15Daze, Prone	Charge arcs into chest, lungs damaged and heart destroyed. D, + 56 Hits, -100	98 - 99
Head	100	Arc to base of neck, then straight down spine leaves foe permanently paralyzed from the neck down. D, -50	Strike damages nose, leaving interior burnt. Five rounds later, the tongue swells up, choking foe to death. D, + 22 Hits, -30, 5St, Brk(-50)	Foe glows blue as power arcs through foe's head. Neural disruption stops heart, foe dies. Foe's magic items glow for a day. D, + 40 Hits, -75, Brk(-100)	Head strike shuts down brain, foe dies unless he has extra brain ready to go. D, + 13 Hits, -125	Brain is cooked by direct current through head. Bits dribble out the ears. D, -150	100

Grapple Critical Strike Table

Roll		A	B	C	D	E	
Head	1	You rip a few hairs from foe's head. + 1 Hit	For a moment, you grab foe's chin, but then you lose your grip. 5%G	Slap to side of neck results in missed hold. + 4 Hits	Yank on foe's ear damages cartilage. + 6 Hits	Hair-pulling is not an elegant maneuver, but you take what you can get. + 1 Hit, 10%G	1
	2 - 3	Are you wrestling or copping a feel? Brk	You can feel foe's ribs but cannot get a hold on him. + 4 Hits	Weak grip on foe's chest reminds you of a bad date. 10%G	Loose grip on foe's chest pulls foe off balance. + 3 Hits, Stag	You produce hairline fracture in one of foe's ribs with your crushing hold, but then he wiggles free. -5	2 - 3
Groin	4 - 5	Attempt to grab is more like a punch in the belly. + 3 Hits	You gain a loose hold around the belly. + 2 Hits, 5%G	You do not have much of a grip on your foe, but it would do for dancing. + 3 Hits, 5%G, Brk	Grab misses legs, settles around waist. + 2 Hits, 10%G, Brk	You manage a half solid grasp around foe's waist. + 4 Hits, 15%G	4 - 5
Leg	6 - 10	You clutch one leg in an uncertain hold. + 2 Hits, 5%G	You have a hand on your foe's leg. 5%G, Stag	Quick grab gets foe by one leg, pulls foe closer. + 4 Hits, 5%G, Stag	You now have a well-earned ankle hold on your foe. + 1 Hit, 15%G, Ftg(-10)	Both your hands grip foe's lower leg. + 2 Hits, 20%G, Stag	6 - 10
Arm	11 - 15	Weak grip on forearm pulls foe off balance. + 1 Hit, Stag	Routine move jerks foe to one side by the arm. + 3 Hits, 5%G, Stag	You grab foe's arm, send him stumbling back as he slips from your grasp. + 1 Hit, 10KB	You pull foe toward you by one elbow. He pulls back and free, but also pulls a muscle in his lower arm. -5, Ftg(-10), Stag	Jerking foe by the wrist almost dislocates his elbow. + 7 Hits, -5, 5%G, Daze	11 - 15
Head	16 - 20	You stick a finger in foe's eye. Foul! + 3 Hits, Daze	You get a loose grip on your foe's face. In the process, you break any grip foe has on you. + 1 Hit, 5%G	Neck grab cuts off air for a moment. + 2 Hits, 20%G, Ftg(-10)	You secure a painfully tight grip around foe's head + 5 Hits, 30%G, Brk	Foe's head is secured. Now work on the rest of him. 35%G, Ftg(-10), Brk(-25)	16 - 20
Chest	21 - 25	Get a grip! Done. + 2 Hits, 15%G	Grab at foe turns into more a wicked elbow. + 2 Hits, St	Bruising squeeze to foe's chest shows him who's boss. + 1 Hit, -5, 20%G	You have a pretty good grip, but don't get overconfident. + 2 Hits, 30%G, Ftg(-20)	Ribs creak as chest is compressed. Foe loses any grip he had on you. + 1 Hit, -10, Ftg(-10)	21 - 25
Groin	26 - 35	You painfully grab foe through crotch around back. Not very sporting. 15%G, Stag	Squeeze around belly forces burp out of foe. + 2 Hits, 25%G, Ftg(-10)	Solid squeeze to foe's abdomen is sure to leave a bruise. + 3 Hits, -5, Ftg(-10), Prone, Brk	Now that's just inappropriate! 45%G, 2Daze	You are firmly locked around foe's waist. + 5 Hits, 50%G, Ftg(-20)	26 - 35
Leg	36 - 45	You give foe's knee a painful twist. + 8 Hits, -5	Foe almost evades you, but you grab hold of his thigh. + 9 Hits, 5%G, 10KB	Muscle in foe's thigh is pulled as you get hold of his leg. + 7 Hits, -10, 15%G	With a solid grip on foe's ankle, you make him wobble. + 2 Hits, 40%G, Ftg(-10), Daze, Stag, Brk(-25)	You wrap both of foe's legs. + 9 Hits, 75%G	36 - 45
Arm	46 - 55	Painful grip on bicep feels like it is cutting arm off. + 7 Hits, 25%G	Shoulder grab pulls arm up over foe's head, straining shoulder muscle. -5, 35%G, Brk	Old wrestling trick twists arm painfully. + 9 Hits, -5, 25%G, Ftg(-10), Daze	Wrist grab gives you control of foe's arm. + 10 Hits, 50%G, Daze	Grip on foe's elbow turns painful as you dig your fingers in. + 11 Hits, 50%G, SUP	46 - 55
Arm	56 - 65	Grasp of foe's arm is bruising in its force. + 14 Hits, 25%G	Sharp jerk to forearm sprains foe's elbow. + 7 Hits, -10, 25%G	Sharp jerk to forearm sprains foe's elbow. You may take one item off your foe into your own possession, if it is less secured than a worn ring. + 4 Hits, -5, 25%G	You yank foe's arm behind his back. Foe loses anything held in that hand. + 7 Hits, -5, 50%G, Ftg(-10), Daze	You take control of foe's arm. Foe drops anything in that hand. + 6 Hits, -5, 60%G, Ftg(-20), Brk(-75)	56 - 65
Groin	66	Crushing grip on groin makes foe howl. -20 to enemy morale. + 4 Hits, -10, 25%G, SUP	You tackle foe around waist, overwhelming him. + 10 Hits, 100%G, SUP, 5KB	Iron hold on foe's lower torso puts foe at your mercy. You may move foe and yourself up to 20' in any direction. + 9 Hits, 125%G, SUP, Brk	Crushing squeeze ruptures multiple internal organs. Foe fights on for six more rounds, then dies. D, + 32 Hits, -40, 50%G, 5Daze	Unsanctioned wrestling move proves effective. Reveals reason it is unsanctioned when ruptured spleen kills foe three rounds later. D, + 7 Hits, -35, 75%G, 3SUP	66
Leg	67 - 75	When you grab foe by the leg you wrench the hip joint. + 12 Hits, -5, 25%G	You are firmly locked around foe's hips. + 6 Hits, 75%G	You grab foe's lower leg, twisting the knee. The tortured joint gives under pressure. + 4 Hits, -25, 20%G	You grip both of foe's legs, yank foe off balance. + 5 Hits, 75%G, SUP, Stag	Foe is going to have trouble getting out of this hold. + 5 Hits, 150%G	67 - 75
Chest	76 - 80	Tight squeeze empties foe's lungs. Foe struggles to refill them. 15%G, Ftg(-20), SUP	One rib cracks with an audible pop as you squeeze foe's torso. + 6 Hits, -5, 75%G	Chest squeeze deeply bruises muscle. + 7 Hits, -20, 50%G	Tackle wraps foe as you take him to the ground. + 3 Hits, -5, 75%G, SUP, Prone	Magnificent technique obtains a solid lock around the foe. 125%G, Daze, 2St	76 - 80
Head	81 - 85	You grab foe around the head, pull him down. + 2 Hits, 50%G, 2Daze, Prone	You now have foe around the neck and by the hair at the same time. 75%G, SUP	Foe dodges your feint, moves right into your real attack. + 2 Hits, -10, 80%G, Ftg(-20), Brk(-75)	Choke hold and tackle combined make foe feel a bit vulnerable. + 7 Hits, 90%G, Daze, St, SUP	A hair pull move like this is rarely seen outside a women in prison movie. + 9 Hits, -10, 75%G, Ftg(-50), Daze, St, Stag	81 - 85
Arm	86 - 90	Arm twisted behind foe's back produces wrenched shoulder tendons. + 2 Hits, -25, 25%G	Brutal wrench to shoulder pinches a nerve. + 9 Hits, -15, 75%G, Daze	You grasp foe's wrist and shoulder, use arm as a level to handle foe's body. 150%G, Ftg(-10), St	Double arm holds allow you excellent control of foe. Foe drops anything in his hands. + 7 Hits, 150%G, 5Daze	Grip on foe's arm is broken by desperate flailing that causes foe to injure his head. Foe suffers brain damage that kills in 9 rounds. D, + 9 Hits, -45, 9Daze, 5KB	86 - 90
Leg	91 - 95	Ankle grab and twist looks as painful as it feels. + 18 Hits, -15, 50%G, Daze	You pull foe's foot up and back behind him, pulling a muscle in his leg. + 3 Hits, -15, 100%G, St	Knee bends back painfully, knocking foe prone and damaging cartilage. + 13 Hits, -25, 75%G, St, Prone	Leg hold leads to painful submission hold. Foe cannot free himself and will fall unconscious after five rounds. D, + 3 Hits, -5, 200%G, Ftg(-30)	Lucky leg grab topples foe. Foe hits head on ground. Foe falls into 1-10 hours of unconsciousness. D, + 13 Hits, -35, Ftg(-100)	91 - 95
Groin	96 - 97	Lower body hold has foe all but helpless in your grasp. + 4 Hits, 150%G, Ftg(-10)	Crushing damages kidneys, foe will pee blood for a week. + 13 Hits, -25, 25%G, St, SUP	Grab between foe's legs brings foe under control. Foe cannot escape so long as you concentrate. You can kill foe with 3 rounds pressure. D, + 1 Hit, 175%G	Stomach gives under force of your grip and foe dies in four rounds, vomiting blood. D, + 4 Hits, -40, 4SUP	You take your foe down. Foe's neck breaks and after six inactive rounds, foe dies. D, + 37 Hits, -75	96 - 97
Chest	98 - 99	Four ribs crack as you tighten grip on foe's chest. + 4 Hits, -25, 75%G, SUP	Unbreakable pressure on foe's chest, starving the body of oxygen, will render foe unconscious in six more rounds of near complete helplessness. D, + 2 Hits, -5, 200%G	Foe's heart knocked off its rhythm by pressure. In four more rounds, it gives up trying to recover the beat. D, + 5 Hits, -25, 150%G, Ftg(-50), Brk(-100)	You achieve more force than finesse, but that results in foe falling, breaking spine, dying. D, + 23 Hits, -100	You crush foe's chest, driving broken ribs into lungs and heart. Blood splatters from caved in chest, then flows from foe's mouth. D, + 31 Hits, 5B, -100	98 - 99
Head	100	Stranglehold is one that foe cannot break. You have the option of killing foe or rendering him unconscious, taking 3 rounds in either case. D, 200%G, Ftg(-10)	Foe's throat crushed by neck hold. Foe fights on for 3 more rounds, coughs morbidly through 3 rounds of inactivity, then dies. D, + 8 Hits, -40, 50%G, Ftg(-50), 3St	Perfect grip around head and neck allows you to choke foe unconscious or snap foe's neck at will. D, 300%G, Ftg(-40)	Powerful wrench of foe's head breaks spine, pulls skull loose from spine. Foe's head tilts at a sickening angle. D, + 63 Hits, -100	Skull crushed into paste scatters sharp shards of bone. D, + 50 Hits, -125	100

Heat Critical Strike Table

Roll		A	B	C	D	E	
Head	1	It's almost like you flicked a burning match at your foe. + 1 Hit	Foe prefers cold beverages for 1 week. + 3 Hits	Foul smell of burnt hair. + 4 Hits	Slightly burn foe's cheekbone. + 1 Hit, Ftg(-10)	Heat obscures foe's vision. + 2 Hits, Daze	1
	2 - 3	No more than a smolder. Try harder. + 2 Hits	Hot breeze strikes foe. + 4 Hits	Foe evades, receiving but a scorch. + 4 Hits, Brk	Foe escapes blast, but inhales smoke. + 3 Hits, Daze	Clothing singed. The gods are with the foe today. He contemplates this. Brk(-100)	2 - 3
Groin	4 - 5	The air between the foe's legs ripples with heat. + 3 Hits	A brief look of concern comes across foe's face as his groin heats up. Ftg(-10)	Foe stumbles back while avoiding the blast. + 3 Hits, Stag	Foe drops to protect vitals. Prone	Pinpoint accuracy, but attack is weak. + 3 Hits, Ftg(-10), Daze	4 - 5
Leg	6 - 10	Foe dances to avoid flames. Stag	Burn to hip unbalances foe. + 3 Hits, Stag	Flame envelopes foe's foot, but dissipates a moment later. + 7 Hits, Daze	Blistering burn to shin, boots will be uncomfortable for a while. + 5 Hits, -5	Foe believes he escaped unharmed, but knee has been compromised. + 1 Hit, -5, Brk(-75)	6 - 10
Arm	11 - 15	Burned shoulder causes foe to become distracted. + 1 Hit, Daze	Foe uses arm as a shield. Luckily the attack is weak. + 6 Hits, Ftg(-10)	Burn foe on the back of one hand. + 1 Hit, -5, Daze	Fire surrounds foe's wrist creating a bracelet of blisters. -5, Ftg(-10), Daze	Searing heat to arm causes foe to drop anything held. + 10 Hits, Daze	11 - 15
Head	16 - 20	It could have worked, but the fire was not impressive. Still hurts. + 8 Hits	Foe inhales hot air and vomits, reducing his DB by 20 next round. + 4 Hits	Blast moves quickly, but foe is quicker and moves back to escape. + 4 Hits, 10'KB	Painful neck blisters turn foe's speech into incoherent croaking until the injury is healed. -5, Daze	Burn to face causes foe to cry out and drop anything held to protect face. But it is too late. -10	16 - 20
	21 - 25	Foe is in shock over his survival. + 1 Hit, 2Daze	Chest burn raises blisters, skin tightens and cracks. + 2 Hits, -5, Daze	Flames surround chest. Organic clothing and armor burn to nothing. + 3 Hits, 2Daze	Foe shields face from blow, catching it in the armpit. -10, Ftg(-10), Stag	Blast to upper body causes intense pain, but no serious damage. + 26 Hits, Ftg(-20)	21 - 25
Groin	26 - 35	Sizzling heat causes foe to jump back. Good instincts. 5'KB, Brk(-25)	Blistering burn to the groin causes ongoing problems. + 2 Hits, -10	Cook vitals. You feel bad for foe. -15	Scorching heat makes moving painful. + 7 Hits, -5, Ftg(-30), Daze	Pants on fire! Foe must spend next round concentrating on putting fire out (the SUP round). + 10 Hits, SUP	26 - 35
	36 - 45	The faint smell of burning meat comes from foe's thigh. + 3 Hits, -5, Ftg(-10)	Engulfing but brief flame unbalances foe. Any critical within 1 round will knock him prone. + 2 Hits, 2Daze, Stag	Charred skin falls away and begins to bleed. + 6 Hits, 2B, -10	Foe briefly turns to escape blast, but catches it on lower leg causing him to stumble and land 10' away. Ftg(-30), Daze, Prone, 10'KB	Foe frantically thrashes about to escape destruction and ends up on the ground. + 14 Hits, Ftg(-30), St, Prone	36 - 45
Arm	46 - 55	Foe finds it difficult to use his arm, due to the 1st degree burns. Strange that it doesn't hurt, yet. -10, Brk	Fry inner arm, bursting a minor blood vessel. + 8 Hits, 2B, St	Burn two fingers on one of foe's hand so badly charred skin begins to fall off. + 9 Hits, -10, St	Burn inner forearm, foe is lucky major blood vessels are not compromised. + 8 Hits, 1B, -5, 2St, Brk	Most of foe's upper arm is scalded leaving a painful burn. + 11 Hits, -15, SUP	46 - 55
Arm	56 - 65	Painful arm burns cause foe to drop anything held. + 9 Hits, -5	Forceful blasts causes foe to drop and his skin to crack. + 7 Hits, Ftg(-10), Daze, St, Prone	Foe lashes out to knock the blast aside and receives painful burns to his arm that remind him to not repeat it. + 2 Hits, -10, Ftg(-10), SUP, Brk	Foe's shoulder sizzles like bacon fat. + 2 Hits, -20, St, Prone	Flame spreads over foe's hand, he shakes it off along with blackened skin. + 5 Hits, -30, St	56 - 65
Groin	66	Foe's belly burns and splots. If armor is not removed it does 5 hits a round for 4 rounds from searing heat. + 4 Hits, -15, Daze, St, Prone	Searing pain as vitals get incinerated. Foe is unable to reproduce. -20 to enemy morale. + 5 Hits, -30, Daze, SUP	Fires burn into abdomen muscle exposing intestines. + 6 Hits, -40, St, SUP, Prone	Flames encompass foe and slowly burn him to death over 5 minutes (-5 each round for 60 rounds). D, + 2 Hits, Ftg(-20), 7St	Foe's burning loins destroy him from the inside over 1 minute (-20 each round for 12 rounds). D, + 7 Hits, 12St	66
Leg	67 - 75	Foe falls backwards trying to escape heat, but still receives burns to the lower leg. + 7 Hits, -5, Ftg(-10), Prone, Stag	Foes skin peels back from his toes leaving burnt and bloody toenails. + 6 Hits, -15, St	Roast foe's ankle and hear cracking bone. + 6 Hits, -20, Daze, St	Burn to knee melts flesh and exposes bone. + 6 Hits, 1B, -25, St, Brk(-25)	Deep burn to outer thigh reveals muscle, leg fails momentarily. + 5 Hits, -30, Ftg(-20), St, Stag	67 - 75
Chest	76 - 80	Flames engulf foe's chest, licking at face. Foe must spend the next round putting out fire (the stun round). + 9 Hits, -5, St	Skin cracks. Foes gasps. It hurts. Bad. + 21 Hits, -10, 4Daze	Foe turns to side, but blast catches side and burns skin and muscle down to bone. + 7 Hits, 1B, -20, SUP	Burn runs from hip to armpit. Burning armor delivers 5 hits/round for 4 rounds or until removed. + 3 Hits, -25, Ftg(-10), St, Brk(-100)	Flames dance in a peculiar way to burn what looks like a skull on foe's chest. + 5 Hits, -20, Ftg(-10), 2SUP	76 - 80
	81 - 85	Flames leap at face and miss eyes but not much else. + 12 Hits, -20	Most of foe's outer ear is burned away. + 5 Hits, -20, 2Daze, St	Heat fuses together foe's lips. Foe cannot speak...or scream. (-10 enemy morale) + 3 Hits, -25, SUP	Nearly all of foe's hair burns away and leaves his face burned and blistered. + 17 Hits, -40, Daze, Brk(-25)	Flames envelope foe's head, burning scalp down to the skull. + 24 Hits, -35, Ftg(-10), St, Prone	81 - 85
Arm	86 - 90	Foe gives off lots of smoke, as muscle and tendon burn. + 2 Hits, -20, St, Prone	Blast to foe's hand knocks away anything held. + 2 Hits, -20, Ftg(-10), 2St, Brk	Cook most of skin on elbow causing foe to drop anything held. -35, Ftg(-10), St, Prone	Blood boils and vessels burst in arm. (-20 to enemy morale). + 2 Hits, 6B, -30, 2St	Forearm and hand incinerated leaving only bone. Foe drops and screams for 6 rounds. Then foe dies. D, + 4 Hits, -50	86 - 90
Leg	91 - 95	Big toe burns away to nothing and the bone turns to ash. + 3 Hits, -25, Ftg(-10), St	Foe attempts to evade but flames engulf leg roasting it to a crisp black. + 20 Hits, -40, Brk(-75)	Skin peels back exposing foe's entire lower leg. + 8 Hits, -50, SUP	Foe's leg catches fire and burns hot. Fire cannot be smothered and foe dies after a frantic minute. D, + 18 Hits, -40, 12Daze	Foot burned to char and cinder. Foe falls unconscious from pain and dies 10 minutes later. D, + 28 Hits, -65	91 - 95
Groin	96 - 97	Foe's butt catches fire and the fat burns and smokes. Foe lets loose a blood curdling scream and drops anything held. + 9 Hits, -20, St, SUP	Foe's pelvic bone pops through melting skin and tissue. + 8 Hits, -45, 2St	Entire lower back burns, exposing foe's spine. Foe is paralyzed and burned alive over 5 rounds. D, + 1 Hit, -60, Brk(-100)	Foe's intestine bursts, showering everyone within 5' (-20 enemy morale). Foe dies after 5 painful (inactive) minutes. D, + 19 Hits, -65, Brk(-100)	Groin burns away and legs fail. Foe drops only wishing death. His wish is granted. D, + 62 Hits, -75	96 - 97
Chest	98 - 99	Solid blast knocks back foe, while any held weapon goes flying. + 14 Hits, -30, SUP, 10'KB	Foe's ribs are exposed as flame spreads over body. The smell of burnt flesh is not easily forgotten. Foe burns, dying in 4 rounds. D, + 17 Hits, -40, 4St	Blast punches hole through chest, exposing beating heart. Heart continues to beat for 2 minutes. (-20 enemy morale) D, + 40 Hits, -50	All of foe's torso skin burns away. Foe expires in a heap. D, + 23 Hits, -100	Flames burn through foe's body, destroying the heart and lungs. D, + 6 Hits, -125	98 - 99
Head	100	Foe's face burns while he screams for 2 rounds. Then foe collapses and dies 9 rounds later. D, -50, 2SUP	One of foe's eyes pops from the heat, while his tongue burns away. It's a painful, but silent death. (Foe dies at the end of the 6th round) D, + 8 Hits, -40, 6St	Foe's eyes boil away while the skin melts off face. Foe's allies all lose 1 AP the following round due to gawking at the horrific sight. D, + 15 Hits, -75, Brk(-100)	Foe's neck burns completely away, leaving the head to fall to the floor. D, + 13 Hits, -125	Foe's face burns away, while brain boils out of skull through eye and ear holes. D, -150	100

Holy Critical Strike Table

Roll		A	B	C	D	E	
Head	1	Blow to head has force but no faith behind it. + 1 Hit	Slap to face is a fair warning of things to come. + 3 Hits	Wickedness is strong with this one. + 2 Hits, Brk	A wisp of smoke rises from one cheek as foe is "burned" by holy energies. + 6 Hits	Tiny vessels burst, the whites of foe's eyes turn red, and blood streams from foe's nose. + 2 Hits, Ftg(-10)	1
	2 - 3	A sudden blaze of light signifies... a mild rash of holy vengeance. + 2 Hits	Pray harder next time. + 4 Hits	Invisible force passes through foe's chest, fingering internal organs. + 6 Hits	Ripple passes outward from blow, foe begins to sweat blood from a hand sized patch. + 3 Hits, 1B	Circle of skin on chest tears and reforms into rippled and cracked scar tissue. -5	2 - 3
Groin	4 - 5	Foe's stomach growls as it is disturbed. + 3 Hits	Holy force feels like thousands of flea bites in and around foe's groin. + 5 Hits	Dozens of tiny holes, like thorn punctures, appear across foe's abdomen. + 3 Hits, Ftg(-10)	Perhaps foe's fall will teach him humility? Prone	Foe's intestines writhe inside him painfully, then subside to a throbbing soreness. + 8 Hits, Ftg(-10)	4 - 5
Leg	6 - 10	Spasms and cramps in foe's leg will last until they have a chance to stretch and massage it out. Ftg(-10)	Tiny tears to cartilage inside hip joint warn foe of divine wrath. + 3 Hits, Ftg(-10)	Toe bone snaps as foe's foot is stomped upon by an unseen, heavier foot. + 2 Hits, -5	In a blaze of holy light, the symbol of your god is branded on your foe's thigh. + 5 Hits	Foe's lower leg erupts in boils, which burst and bleed. + 9 Hits, 1B, Daze	6 - 10
Arm	11 - 15	Foe's arms writhe like snakes. It is very distracting. + 1 Hit, Daze	Skin tightens and pulls toward shoulder, foe begins to bleed around each fingernail. + 11 Hits	All of foe's fingernails are torn out by unseen hands. + 6 Hits, -5	Foe's elbow twists painfully, spraining as golden sparks swirl around the arm. + 10 Hits, -5	There is sound like a deep-pitched gong as you smite your foe. + 23 Hits, Brk	11 - 15
Head	16 - 20	Foe's teeth all hurt, and foe begins to bleed heavily from all gums. + 3 Hits, Daze	The faithless head recoils from the truth of heaven. 5KB, Brk(-25)	Foe feels the noose of judgment around his neck. It even leaves a ring of rope burn. + 4 Hits, -5, Ftg(-10)	Foe feels a vengeful hand reach down his throat, then withdraw. Ftg(-10), St, Stag	Foe bites his own tongue, leaving a mouth full of bloody spittle. + 10 Hits, -10	16 - 20
Chest	21 - 25	Foe feels like he inhaled bees. Angry bees. + 6 Hits, Ftg(-10)	And cracked shall be the rib of wickedness, so it is written, so it now is. + 7 Hits, -5	Foe's heart skips a few beats, pain radiates across chest and down left arm. + 3 Hits, -10	A hurricane force wind that only your foe can feel roars for a moment. Ftg(-10), St, Prone	A patch of foe's chest erupts in a heatless blue flame that burns foe nonetheless. + 1 Hit, -10, St	21 - 25
Groin	26 - 35	Foe is transfixed for a moment on an impaling spike, which fades to an echo of soreness. + 4 Hits, -5	Foe will not be up to practicing the sin of lust for a couple of days. + 2 Hits, -10	Something constricts foe's stomach hard enough to induce vomiting. Foe finds gluttony less inviting for awhile. Daze, SUP	Wrenching gut spasms tear muscles, foe should pray for mercy. + 7 Hits, -10, Daze, Stag	Wrath passes through flesh, damaging liver from the inside. You are granted a +10 bonus to your next action. -5, St, Prone	26 - 35
Leg	36 - 45	Sensation like a burning arrow through thigh has foe writhing on ground. + 3 Hits, Daze, Prone	Foe's knees all but buckle as the crushing weight of a heavenly glare falls on him for a moment. + 5 Hits, St, Stag, Brk	Foe's leg muscles are weary, twitching and limp, as if they had been pushing a boulder up a hill for an eternity. Foe is at half movement rate until fatigue penalty is rested away. + 1 Hit, Ftg(-50)	Blaze of white fire shoots through foe's leg, takes half of foe's PPs with it. Daze, St	Ripple of force enters one hip, passes across, and erupts from opposite hip, tearing muscles on its way through. + 4 Hits, -25	36 - 45
Arm	46 - 55	For a moment, foe's arm is replaced with a mass of tiny serpents. + 7 Hits, St	Arm twists in pain; one of the forearm bones cracks before it relaxes. + 8 Hits, -10, Stag	Thunderclap flattens foe, leaves foe deaf for the next hour. + 9 Hits, St, Prone	Numbness spreads from strike as nerves in forearm and hand are damaged. + 5 Hits, -20, 2Daze	Foe feels an invisible wing buffet his upper arm, breaking bone. + 6 Hits, -15, Daze, SUP	46 - 55
Arm	56 - 65	Strike to the shoulder sends burning pain running down foe's arm to fingertips. + 9 Hits, -10	Boils erupt and burst all up and down one forearm. + 2 Hits, -10, Daze, St	Strike ignores flesh to break bone in upper arm. + 9 Hits, -20, Daze	Muscles in upper and lower arm whither as foe's skin turns the color of cold ash. + 7 Hits, -15, 2St	Unseen hand sprains foe's wrist as it makes foe hit himself. Foe makes +0 attack on self with MA Strikes, claw, or weapon held. No DB. -20, Ftg(-30)	56 - 65
Groin	66	Foe's groin bursts into flames, scarring groin, thighs, and belly. -20 to enemy morale. + 4 Hits, -30	Sloth overtakes foe after blast to liver damages organ. Foe loses 1/2 activity until healed. + 5 Hits, -20, 2Daze, SUP	In a burst of silver radiance, one of foe's kidneys turns to stone. You are granted +15 to your next action. + 1 Hit, -50, SUP	Broken spine paralyzes foe from the waist down. D, + 17 Hits, -50	Foe's stomach feels disturbed. It is filling with honey. Over the next four rounds it fills foe's throat and foe strangles as they cough up gouts of sweet stickiness (SUP Rounds). You have a +10 to your next action. D, + 7 Hits, -40, 4SUP	66
Leg	67 - 75	Toe is torn from foe's foot by a small animal out of nowhere. + 7 Hits, -10	Pain travels up and down foe's leg. If you strike this foe next round, your attack will be Slaying I. + 6 Hits, Ftg(-10), St	The very ground rejects foe's feet, sending him sprawling. Foe drops anything he was holding. + 9 Hits, Ftg(-10), 2St, Prone, Brk	Foe's calf grows a small calf head, tearing out muscle tissue to do so. + 3 Hits, -25, SUP, Brk	Muscle in thigh twists and tears itself. + 10 Hits, -30, SUP	67 - 75
Chest	76 - 80	Foe feels agony as sparks fly around and through his chest. He is too angry to parry for the rest of the fight. + 24 Hits, Daze, Stag	Tiny balls of light radiate out from blow, burning radiating lines across foe's chest. + 4 Hits, -15, St, Prone, Brk	Small slices, as from a knife or claw, crisscross foe's chest in a starburst pattern. + 2 Hits, -20, SUP, Prone	Light ripples across chest, stopping heart for a moment, then rips out far side breaking a rib. + 3 Hits, -20, 2SUP	Foe's back and chest are criss crossed with dozens of lash marks from an unseen whip. Foe's heart is weakened by the instant ordeal. -20 to enemy morale. 2B, -35, Ftg(-40)	76 - 80
Head	81 - 85	Foe's pride makes him take it on the chin, which breaks. + 7 Hits, -15, St	You smite foe on the forehead. There is a puff of smoke, leaving a branded symbol of condemnation for all to see. + 5 Hits, -20, 3Daze	Divine touch to forehead robs foe of all magical abilities for a month, forces foe to honestly answer one question with language no barrier. + 3 Hits, 2Daze, SUP	Foe loses sight in one eye, which changes color. It also burns with a pain that makes foe envy the dead. + 31 Hits, -25	Heatless, unquenchable fire burns like third eye in middle of foe's forehead for 2 rounds. Skull is cracked beneath. + 4 Hits, -35, 2SUP	81 - 85
Arm	86 - 90	Light slash into wrist, damaging tendons without breaking skin. + 7 Hits, -15, 2St	Vine erupts from the ground, wraps foe's wrist, yanks foe to ground, dislocating foe's shoulder, vanishes without trace. + 4 Hits, -20, Daze, 2St, Prone	Foe's arm turns to lead, dragging foe to a hard fall, then turns back along with a broken hand. + 15 Hits, -30, SUP, Prone	Arm withers, muscles atrophying and shrinking. + 2 Hits, -40, Ftg(-40), Daze, SUP	Flesh and bone of hand wither, die, and fall off like an autumn leaf. It takes 2 more rounds for the arm to follow, 3 more for the rest of foe. D, + 4 Hits, -35, Ftg(-10), 5St	86 - 90
Leg	91 - 95	Foe's vanity is wounded as leg is covered in pus-filled sores. + 3 Hits, -20, Ftg(-20), 2St	Blazing light streams from foe's knee, leaving behind a ravaged joint. Foe is at half movement rate until healed. + 3 Hits, -35, Ftg(-10), 4Daze	A distant horn sounds. Foe's ankle shatters. + 8 Hits, -45, SUP, Prone	Earthquake under foe (only) topples him. Then foe begins to turn to sand, slowly at first. In six rounds, the process rushes to conclusion. D, + 8 Hits, -50	Foe's leg vanishes in a cloud of smoke. Despite the lack of pain, foe screams for 5 rounds before collapsing dead. D, 5SUP	91 - 95
Groin	96 - 97	Small shards of sharp salt erupt out of skin on foe's belly. Muscles beneath are lacerated. You are granted +10 to your next action. + 4 Hits, -20, Daze, St, SUP	Even gods take cheap shots. Divine light erupts in foe's groin, causing break in pelvis. -20 to enemy morale. + 23 Hits, -35, SUP	Spear of blue light opens foe's abdomen. No bleeding, but in four rounds, intestines slide out, foe goes into shock and dies. D, -45, 4St	Foe's lungs flooded with holy water, drowns in three rounds. D, -25, 3SUP	White light shoots up through foe's midsection, stops heart. Death is instantaneous, although body is undamaged. D	96 - 97
Chest	98 - 99	Lines spread out across chest, then skin opens and bleeds. The heart is strained but beats on. + 4 Hits, 2B, -20, 3Daze, 3St, Prone	Your faith's symbol is burned into foe's chest. Foe's heart stops in five more rounds. D, -35, 5St	Foe begins to burn without heat. Foe's possessions are not even touched by the fire, but foe collapses into ash in four rounds. D, -40, 4SUP	"Stop," said your god. Foe's heart obeys. D	Foe's flesh melts and flows like wax. Within seconds, there is only a skeleton in a puddle. D, -100	98 - 99
Head	100	Tiny star spins around foe's head, slicing skin each time it touches. Foe takes A Slash crit each round until dead. D, 25Daze	Blast of divine power through the skull works a miracle. Foe has seen the light. Foe converts wholeheartedly to your faith. D	Foe turns into a tree with the twisted features of their face in the bark. Foe might turn back in 1000 years, or maybe not. D	A painfully pure musical note sounds, then every bone in foe's body crumbles to dust. D	A liquid flow of white spreads from the point of impact, foe is left as a solid statue of bone. D	100

Impact Critical Strike Table

Roll		A	B	C	D	E	
Head	1	Strike lands without force. + 1 Hit	Strike glances off foe. + 3 Hits	Some force is delivered in the general area of the foe's head. + 2 Hits, Brk	Like a slap in the face, but not by someone strong. + 1 Hit, Ftg(-10)	Solid blow comes like a knocking on foe's skull. + 2 Hits, Daze	1
	2 - 3	Bump foe in the chest. + 2 Hits	Maybe you should have just thrown a stone. + 4 Hits	Well, at least it was enough to get foe's attention + 4 Hits, Brk	Chest strike forces foe to exhale. + 3 Hits, Ftg(-10)	Chest strike delivers a bruise. + 6 Hits, Brk(-25)	2 - 3
Groin	4 - 5	Like a hard slap to the belly. + 1 Hit, Brk	Blow runs out of force before foe runs out of belly. Daze	Abdominal strike leaves foe nauseated until fatigue penalty is rested away. + 3 Hits, Ftg(-10)	Impact to groin discomforts foe. -5	Breath knocked out of foe by belly blasting blow. + 3 Hits, Ftg(-20)	4 - 5
Leg	6 - 10	Stinging slap to the leg boosts your confidence. + 5 Hits	Smart slapping sound as blow strikes foe's leg fills you with pride. + 3 Hits, Daze	This blow is hard enough to leave a mark. + 2 Hits, -5	Weak blow catches foe off guard. + 5 Hits, Daze, Stag	Lower leg takes a painful amount of force. + 9 Hits, -5	6 - 10
Arm	11 - 15	Foe's arm struck in nerve, causing foe's eyes to cross. + 1 Hit, Daze	Arm flung out to one side, pinched nerve leaves arm tingly and numb until fatigue penalty is rested away. + 2 Hits, Ftg(-10), Brk(-25)	Stinging blow to foe's hand causes him to drop anything held. + 1 Hit, Daze	Foe almost spins as arm is shoved by force of impact. + 4 Hits, 5KB, Brk(-50)	Force of blow cracks an arm bone. + 5 Hits, -5, Ftg(-10), Daze	11 - 15
Head	16 - 20	Foe's head snaps back, hard. + 3 Hits, Daze	Blow to head stretches neck, resulting in a splitting headache until fatigue penalty is rested away. + 7 Hits, Ftg(-10), Brk	Whack to the neck makes foe gag, then spit. + 4 Hits, -5, Daze	Blow rings foe's skull like a bell. + 1 Hit, Daze, St, Brk(-25)	Strike to throat slows foe down a bit. + 10 Hits, Ftg(-10), St	16 - 20
Chest	21 - 25	Foe takes blow in the chest. + 11 Hits	Blow hits solidly, knocks foe back a bit. + 7 Hits, 5KB	Impact rattles foe. It did not do great damage, but he sure felt it. + 8 Hits, Daze, 5KB	Like a well-thrown punch, strike to chest knocks wind out of foe. -5, Ftg(-30), Stag	Force of blow shoves foe over. + 7 Hits, St, Prone, Brk(-25)	21 - 25
Groin	26 - 35	Groin strike stings foe. Nice cheap shot. + 4 Hits, 2Daze	Force catches foe across the hips, putting hairline fractures into those hips. -10, Brk	Blow to gut makes foe's eyes roll back in his head. + 5 Hits, SUP	Eye-watering shot to groin leaves foe with a 30 to attack you (and only you) for the rest of the fight. Ftg(-10), Daze, Brk	Force of blow catches foe on the groin and takes him to the ground. + 10 Hits, SUP, Prone	26 - 35
Leg	36 - 45	Force of blow sweeps leg from under foe. + 3 Hits, Daze, Prone	Foe's knee bends painfully, but miraculously bends back unharmed. + 12 Hits, St	Blow takes foe's feet out from under him. Foe barely recovers without going to the ground. + 6 Hits, Ftg(-20), Daze, Stag, Brk(-100)	Bruising force is spread across foe's thighs. -10, SUP	Blow to foe's leg does minor knee damage, with a side of acute pain. + 12 Hits, -5, Ftg(-10), SUP, Brk	36 - 45
Arm	46 - 55	Foe's wrist takes brunt of blow, develops sprain. + 12 Hits, -5	Foe's arm forced back into head with an amusing impact sound. + 6 Hits, SUP, Brk	Foe's shoulder absorbs much of the impact, foe's whole torso turns a bit. + 29 Hits, Stag, Brk(-100)	Attack blasts foe's arm, knocking foe off balance and down. In the fall, he jams a finger, causing minor muscle damage. + 5 Hits, -5, Daze, SUP, Prone	Foe takes blow on the wrist, bending it back and damaging tendons. Skin on palm splits, blood makes escape. + 1 Hit, 1B, -25, Brk(-100)	46 - 55
Arm	56 - 65	Foe raises arm in an attempt to ward off blow. Arm slightly injured, force of blow transmits to body and takes foe to ground. + 4 Hits, -5, Daze, Prone	Blow to arm pulls muscle. + 13 Hits, -10, Daze, Brk(-25)	Foe's arm pinned to side by force of blow, which rocks foe, not quite enough to bring him down. + 14 Hits, -5, SUP, Stag	Foe's hand gets in the way, two fingers broken. + 2 Hits, -25, Ftg(-20), Daze	Elbow is twisted as foe is yanked to ground by force of impact. Joint is painful and starts to swell. + 11 Hits, -20, St, Prone, Brk(-25)	56 - 65
Groin	66	Internal damage to kidney amid a spasm of pain stuns foe. + 14 Hits, -15, 2St	Painful muscle pull in groin joins a bleeding thigh as foe gets hammered. + 15 Hits, 1B, -25, Ftg(-20), SUP	Direct strike to foe's groin. Foe will not be having any more children. -20 to enemy morale. + 6 Hits, -40, St, SUP	Intestines are torn in multiple places. Foe will be active for 6 rounds, have 6 more rounds at half activity, then die. D, + 22 Hits, -45, 6Daze	Mighty is he who smites his enemy's loins with such power. Reproductive system suffers internal bleeding. In 8 rounds, foe dies. D, + 2 Hits, -45, Ftg(-50), 4Daze, 4St	66
Leg	67 - 75	Blast injures thigh muscle. + 8 Hits, -5, St, Brk(-25)	Force of attack takes foe's legs out from under him. + 1 Hit, St, SUP, Prone	A knee injury, again. Who designed those crazy things, anyway? + 16 Hits, -10, Ftg(-10), SUP	Foe's ankle breaks under force of impact. + 10 Hits, -20, Ftg(-20), Daze, St	Foe tumbles to the ground with a sprained knee. + 5 Hits, -15, 2Daze, St, SUP, Prone	67 - 75
Chest	76 - 80	Lung takes a beating as impact goes through foe's chest. + 4 Hits, -20	Two ribs break. Foe finds breathing less than comfortable. + 1 Hit, -15, Ftg(-50), Daze	Foe feels sting through entire chest as impact rattles his torso. Blood oozes from primary impact point. + 2 Hits, 1B, -30, Brk(-100)	Chest strike breaks two ribs and sends foe sliding back on the floor 10'. + 3 Hits, -25, St, Prone, 10KB	Four ribs broken, foe reconsiders options. + 6 Hits, -35, 2St, Brk(-25)	76 - 80
Head	81 - 85	Teeth rattle in foe's mouth as blow to chin dislocates jaw. + 7 Hits, -20, Ftg(-10)	Blow to face pushes foe back, breaks cartilage in nose. -20, Ftg(-10), St, 5KB	Foe takes it in the top of the head, and ends up on the ground. + 2 Hits, -15, St, SUP, Prone, Brk(-50)	Foe's head hits the ground hard enough to give him a concussion. Momentary double vision means foe misses completely on his next attack. + 39 Hits, Daze, St, SUP, Prone, Brk	Foe thrown down hard, tearing a muscle in his neck. + 2 Hits, -35, St, SUP, Prone, Brk	81 - 85
Arm	86 - 90	Hand absorbs most of the blow, breaking two fingers. + 11 Hits, -25, Brk(-50)	Attack bends foe's finger the wrong way, pulling muscle. + 34 Hits, -15, SUP	Blow breaks a finger. Foe distressed. + 18 Hits, -30, Ftg(-10), 2Daze, St, Brk	Strike to arm has enough force to pull body along for a fall. Elbow takes brunt of damage. + 18 Hits, 2B, -25, St, SUP, Prone, Brk(-25)	Hand bones shatter. Shock kills foe three rounds later. D, + 9 Hits, -35, 3SUP	86 - 90
Leg	91 - 95	Another knee takes a beating. Leg twists unnaturally under force of blow, torn tissues in knee joint suffer. + 4 Hits, -35, Ftg(-10), Brk(-25)	Foe thrown to the ground, breaking hip. + 8 Hits, -30, 2St, Prone	Shin is shattered. Foe cannot move faster than a walking pace until it heals or at least foe finds crutches. + 8 Hits, -50, Ftg(-10), Daze, Stag	Foe is thrown to ground and hurt, but thinks that is the extent of his worries. Foe is wrong: blood clot in knee rises to cause stroke. (Death at the end of the 7th round) D, + 23 Hits, -25, 3Daze, 4St, Prone	You hit foe in the foot. Six rounds later, foe dies. Coincidence? D, + 13 Hits, -40, 6St	91 - 95
Groin	96 - 97	Tendons in thigh yield to excessive force. + 4 Hits, -30, Ftg(-20), St, Prone	Blow to foe's midsection knocks wind out of him, also some vomit. Stomach is injured. + 12 Hits, -20, Ftg(-30), Daze, 2SUP, Brk(-50)	Both kidneys are destroyed by blow causing internal bleeding. Foe attacks in a frenzy (melee, no parry, +10 OB) five rounds, then dies. D, + 21 Hits, 5B, -50, Brk(-100)	Force of blow focused on foe's groin, severely damaging reproductive organs. Shock kills foe four rounds later. D, + 4 Hits, -40, 4SUP	Force of blow crushes liver and kidneys. Foe spends 20 rounds inactive, then dies. D, + 42 Hits, -75, Brk(-100)	96 - 97
Chest	98 - 99	Force of blow breaks three ribs, squeezes breath from foe's lungs. + 17 Hits, -30, Ftg(-30), SUP, Stag, Brk	Force of impact focuses on foe's spine, paralyzing him from the waist down. D, + 7 Hits, -50	The force that hurls foe to ground cracks his sternum. Heart loses its rhythm and never gets it back. Foe dies in three rounds. D, + 5 Hits, -50, 3SUP, Prone	Thrown down hard, spine cleanly broken, foe's lower body goes limp. (Foe will die if moved before this injury is healed) D, + 38 Hits, -75, Brk(-100)	Whole torso caves in, multiple organs fail. Insides are so... gooey. D, + 42 Hits, -100, Brk(-25)	98 - 99
Head	100	Foe spends one more round active, then damage to spinal cord kicks in and foe experiences permanent paralysis below the neck. D, -50	Foe loses several teeth and bleeds from ears. In four more rounds, foe will bleed from eyes and choke to death on his own vomit. D, + 18 Hits, 2B, -30, 4SUP	Force of impact snaps foe's neck. Foe collapses in a terminal heap. D, + 41 Hits, -90, Brk(-25)	Foe's lower jaw is torn off and a piece of skull is driven into the brain. Grim Reaper time. D, + 43 Hits, -100, Brk(-100)	Force of blow shatters skull, shards of bone shred brain. Brain splatters in 10' radius. Ew. D, -150	100

Krush Critical Strike Table

Roll		A	B	C	D	E	
Head	1	Blow barely grazes foe's ear. + 1 Hit	You had hoped for more. + 3 Hits	Foe anticipates blow and almost gets away with a last second dodge. + 4 Hits	If foe will turn the other cheek, you can give it a matching bruise next round. + 6 Hits	Knock on foe's noggin demonstrates protective value of skull. + 2 Hits, Ftg(-10)	1
	2 - 3	Thud. Brk	Not your best work. + 2 Hits, Brk	Foe yields to impact, absorbs it with knees. + 1 Hit, Stag	Blow hits shoulder, but glances off due to angle. + 1 Hit, Stag, Brk	Strike to the side leaves a big bruise. + 5 Hits, Daze	2 - 3
Groin	4 - 5	Better than missing, right? + 3 Hits	Blow to stomach is modestly effective. + 5 Hits	Skin splits along inner thigh, and blood trickles down foe's leg. + 8 Hits	Blow to groin leaves foe glad you did not hit with more force. Ftg(-10), Daze	Foe has trouble stomaching blow to abdomen. + 3 Hits, 2Daze	4 - 5
Leg	6 - 10	Blow to foe's knee results in simple bruising. + 5 Hits	Hip strike leaves purple mark. + 3 Hits, Ftg(-10)	Impact bruises foe's thigh. + 2 Hits, -5	Foe's leg struck mid-step. Foe barely keeps balance. + 5 Hits, Daze, Stag	Your weapon comes down on foe's foot. Blood results. If he survives, he'll want new shoes. + 4 Hits, 1B, Daze, Stag	6 - 10
Arm	11 - 15	Foe cries out, more surprised than hurt. + 4 Hits, Brk	You hit foe's upper arm, leaving a big bruise. + 1 Hit, -5	Striking foe's arm almost at the shoulder, you rattle foe a bit. + 1 Hit, St	Blow to hand cracks a bone. -10	Blow lands just above foe's wrist, bringing a cry of pain. + 13 Hits, -5, Brk	11 - 15
Head	16 - 20	Foe's cheek is split and blood dribbles from his mouth. + 1 Hit, 1B, Brk	Foe's forehead takes the blow. + 7 Hits, Daze, Brk	You rattle foe's skull. + 19 Hits	Foe's nose has cartilage damage and blood flows from both nostrils. 1B, -5, Ftg(-10), Daze	Foe's jaw is cracked and two teeth fly from foe's mouth. -10	16 - 20
Chest	21 - 25	Blow lands on foe's chest with a thump. + 2 Hits, Daze, Brk(-25)	Foe's chest is struck rather hard. Good show! + 13 Hits, Brk(-25)	Blow to side of chest knocks foe half a step out of place. + 8 Hits, Ftg(-20), Stag	Solid chest strike transmits force to lung, doing a little organ damage. -10, Daze, Stag	Blow to the sternum rings foe's chest like a drum. + 11 Hits, SUP	21 - 25
Groin	26 - 35	Punishing hit leaves foe with bruised liver. + 4 Hits, -5	Strike to foe's groin is less damaging than painful, but it sure is painful. + 7 Hits, St	Bouncing strike off pelvis looks really painful. + 13 Hits, Ftg(-20), Daze, Brk	Strike to the belly makes foe regurgitate last meal. + 15 Hits, Ftg(-10), Daze, Brk	Blow sinks into foe's side with bruising force. + 20 Hits, -5, St	26 - 35
Leg	36 - 45	Weak delivery, but great timing. Foe caught off balance. + 8 Hits, Daze, Stag	Knees take a lot of punishment. For example, right now. + 7 Hits, -10	Foe takes attack on upper thigh, does not enjoy it. + 9 Hits, Ftg(-20), Daze, 5KB, Brk	Shot to the hip causes leg to momentarily fail, foe falls. + 13 Hits, Daze, St, Prone, Brk	Knee survives painful impact, but force of blow leaves foe bloody. + 22 Hits, 1B, SUP, Brk	36 - 45
Arm	46 - 55	Foe's arm is driven almost into his chest by force of blow. + 5 Hits, St, Brk	Muscle in foe's arm tears slightly as elbow moved by impact. + 3 Hits, -5, Daze, St	Blow knocks forearm aside, breaking one bone. + 4 Hits, -15, Brk(-100)	Deep shot to bicep cracks bone in upper arm. + 10 Hits, -10, Ftg(-20), St	Hand takes blow without any bones breaking. Foe drops anything held by hand, hollering in pain and anger. + 26 Hits, -5, Ftg(-10), St	46 - 55
Arm	56 - 65	Strike to the back of one hand cracks a bone, opens blood vessels. + 4 Hits, 1B, -10	Foe partly blocks attack with arm, but force of blow transmits to torso. + 12 Hits, SUP, Stag	Strike knocks shoulder out of its socket, which shifts back into place with an audible pop. Joint back home, but injured. + 19 Hits, -15, Daze	Elbows aren't supposed to bend like that, are they? Ow. Seriously, ow. + 12 Hits, -20, St	Hard impact to foe's side breaks bone in upper arm. + 5 Hits, -30, St	56 - 65
Groin	66	Straight shot to groin. Comedy gold. + 4 Hits, -10, St, SUP, Prone	Waist-high strike knocks breath out of foe. He is unable to speak for 1 minute. Ftg(-50), Daze, St, 2SUP	Upward strike to side bruises kidney, foe will be peeing blood for weeks. + 9 Hits, -40, Ftg(-10), St, SUP, Brk	Deep gut strike damages spleen, leading to death in 10 rounds. D, + 17 Hits, 2B, -35, 10Daze, 5KB, Brk(-100)	Smashing blow to groin crushes reproductive organs, destroying them. Foe is helpless, unable to move or act for 20 rounds. D, + 17 Hits, -50, Prone, 5KB, Brk(-100)	66
Leg	67 - 75	Bone in foe's lower leg cracks. + 2 Hits, -15, Daze	Foe manages to avoid most of blow's impact, badly twisting his ankle doing so. + 1 Hit, -15, Ftg(-30), Daze	Deep strike to thigh leaves bone deep bruise, foe falls. -10, Daze, SUP, Prone, Brk(-50)	Hip stops blow without breaking, but cartilage is damaged. -20, 2St, Brk(-100)	Smashing blow breaks three toes. Foe will be at half movement rate until they heal. + 5 Hits, 2B, -35	67 - 75
Chest	76 - 80	Truly, a solid hit was landed. + 8 Hits, 2St, Brk(-50)	Foe shifts head just before strike, blow breaks collar bone instead. + 6 Hits, -20, St	Hammering foe's chest pays off as foe folds beneath your might. + 8 Hits, Ftg(-20), Daze, St, SUP, Prone, Brk(-25)	Strike to chest sets off a coughing fit for foe. Broken rib puts pressure on lung. Foe is at -75 to Endurance until healed. + 1 Hit, -25, St, Brk	Downward blow breaks three ribs and knocks foe prone. + 5 Hits, -30, Ftg(-20), SUP, Prone	76 - 80
Head	81 - 85	Blow to foe's head results in amnesia. Maybe you can convince foe he's on your side. + 2 Hits, 2Daze, St	A little lower and you might have crushed foe's skull. + 4 Hits, -10, St, SUP, Brk(-50)	Foe hit right in the ear, loses balance. + 8 Hits, -10, St, SUP, Prone, 5KB	The skull is tough, is it not? That squishy thinking mass inside noticed you knocking, though. + 18 Hits, Ftg(-10), 3SUP, Brk(-75)	Blow breaks foe's jaw. -40, SUP, 10KB, Brk(-25)	81 - 85
Arm	86 - 90	Funny bone strike damages nerves, leaving whole arm tingly. Foe unable to hold anything in his hand until healed. + 2 Hits, -20	Force of blow slams foe's arm into foe's body, knocking the wind out of him. -5, Ftg(-50), St, SUP, Prone, Brk(-25)	Blow breaks a bone in foe's hand, sending a wave of pain up that arm. Foe drops anything in that hand. + 35 Hits, -15, SUP, 5KB	Bruising on foe's upper arm is going to be epic. + 7 Hits, -35, Ftg(-20), 2St, Stag, Brk(-100)	Blood clot forms after foe's arm is struck. In nine rounds, it will reach his brain, causing a fatal stroke. D, + 4 Hits, -50, SUP	86 - 90
Leg	91 - 95	Foe's ankle breaks in several places. -35, Daze, Brk(-75)	Foe's hip is broken. Blood meanders down foe's thigh. You are impressed foe can still stand. + 9 Hits, 1B, -30, Ftg(-10), SUP, Brk(-25)	Bone snaps in foe's lower leg. Foe drops items from both hands. + 8 Hits, -45, SUP	Foe's foot bleeds freely. In 8 rounds, blood pressure drops and foe faints, never to wake again unless healed. D, + 3 Hits, 7B, -40, 8Daze	Foe's face goes white before he collapses as blow snaps femur. Foe dies of shock after 3 rounds D, + 8 Hits, -50, 3SUP	91 - 95
Groin	96 - 97	Solid groin strike makes foe moan in pain. Hipbone is fractured. + 9 Hits, -30, 2St	Cruel blow delivers internal damage, leaving one kidney nearly useless. + 3 Hits, -45, SUP, Prone	Impact to groin triggers massive adrenaline release that leads to a heart attack in five rounds. D, + 1 Hit, -60, 5Daze, Brk(-100)	Blow ruptures foe's appendix. After seven rounds of activity, foe collapses. D, + 9 Hits, -70, 7Daze	Blow to foe's midsection ruptures multiple internal organs. Foe dies after two inactive rounds in extreme pain. I hope you're proud. D, + 26 Hits, -90, Brk(-50)	96 - 97
Chest	98 - 99	Ribs badly bruised, but not broken, foe looks shaken. You feel great (recover 5 hits)! + 4 Hits, -25, 3St	Chest strike drives rib into foe's heart. Foe is at half activity for six rounds, then dies. D, + 12 Hits, -60	Foe's breathing and heartbeat become irregular due to impact to heart muscles. Foe goes into cardiac arrest and drops dead after three more rounds of activity. D, + 10 Hits, -60, Ftg(-50), 3Daze, Brk(-100)	Blow shatters two ribs, sending shards into lung, foe coughs up blood. Dies after three rounds of inactivity (other than blood vomit). D, + 50 Hits, 1B, -75, Prone, Brk(-75)	Strike shatters sternum, sending bone fragments into heart and lungs. Death is instantaneous. D, + 46 Hits, -100, Brk(-100)	98 - 99
Head	100	Staggering blow to the head has foe reeling. Blood clots cause foe to have massive stroke and die at the end of 3 rounds. D, -50, Ftg(-10), 3St	Skull cracks and brain takes four rounds to conclude it is time to die. D, -50, 2St, 2SUP, Brk(-75)	Strike crushes windpipe. Foe collapses, dies after five rounds of inactivity. D, + 25 Hits, -100	Solid blow to side of head snaps neck, severing spine. P.S.: Foe dies. D, + 55 Hits, -100, Brk(-75)	Downward strike to forehead shatters skull, splashing contents in a 5' radius. D, -150	100

Puncture Critical Strike Table

Roll		A	B	C	D	E	
Head	1	Glancing blow disappoints. + 1 Hit	Foe dodges most of attack. + 3 Hits	Are you certain you remembered to use the pointed end? + 4 Hits	A tiny line of blood marks foe's neck. Foe is not fazed, but you feel inspired. + 1 Hit, Ftg(-10)	A little wound to the side of foe's head begins to bleed, and it does not stop. + 2 Hits, 1B	1
	2 - 3	Strike bounces off. + 2 Hits	Glancing strike to the ribs fails to penetrate. + 4 Hits	Almost a great hit, but your grip was not quite right at the moment of impact. + 4 Hits, Brk	Foe's shoulder begins to bleed, presumably from you. + 3 Hits, 1B	Point breaks skin, stopped by rib. You may, however, quickly scribe your initial or other simple sign into foe's garment/skin.	2 - 3
Groin	4 - 5	Sideways strike across belly tears clothing. + 3 Hits	Poked in the belly, foe starts losing blood. 1B	Thrust to foe's thigh draws blood. + 3 Hits, 1B	Stomach jab. -5	Glancing blow to groin is still painful. + 13 Hits	4 - 5
Leg	6 - 10	Foe dodges most of attack. Ftg(-10)	In goes the stabbing thing, out comes the sticky red fluid. + 3 Hits, 1B	Surface wound to the thigh. + 7 Hits, 1B	Foe bleeds from lower leg. 2B, Ftg(-10)	Stab to knee draws spurts of blood. + 4 Hits, 3B	6 - 10
Arm	11 - 15	Stab to forearm annoys foe. + 6 Hits	Thrust to foe's arm starts a bleeder. 1B, Brk(-50)	Point grazes back of hand, opens gash. Neatly done! + 1 Hit, 1B, -5	Wrist catches point, but moves with blow so damage is minor. + 1 Hit, -5, Ftg(-10), Brk(-25)	Stabbing foe's elbow makes whole arm spasm for a moment. 1B, -5, Brk(-100)	11 - 15
Head	16 - 20	Point skips off cheekbone, which begins to bleed. + 3 Hits, 1B	Point glances off side of head, opening bloody furrow. + 4 Hits, 1B, Stag	Point tears skin along jaw line. + 5 Hits, -5, Brk(-25)	Thrust damages foe's ear. -10, Daze	Foe flinches from blow, avoiding even greater damage to his neck. 2B, -10	16 - 20
Chest	21 - 25	Point tears through pectoral, bounces off bone. + 1 Hit, -5	Grazing along ribs opens painful cut. + 7 Hits, -5	Shoulder strike draws arc of spurting blood. You feel inspired. + 3 Hits, 2B, -5	That is a lot of bleeding going on there. Try not to get it all over your own clothes. 4B, -5	You damage muscle, but thrust is turned by rib. You just know your next attack will be even better. + 9 Hits, -10, Ftg(-10), Brk	21 - 25
Groin	26 - 35	Point penetrates into top of groin, but misses vitals. The bleeding is good, though. Sweet move! + 4 Hits, 2B	Strike with flat fails to produce penetration, but foe feels the blow. + 12 Hits, Ftg(-20)	Point penetrates just above pelvis, tearing muscle. + 1 Hit, 1B, -10, Brk(-25)	Point gives the foe a second belly button. + 12 Hits, 3B, -5	Stab foe in groin. Savor the triumph. + 5 Hits, 3B, -10, Daze	26 - 35
Leg	36 - 45	Point stabs into the muscle above the knee. + 3 Hits, 1B, -5	Point sinks a few inches into thigh muscle. + 2 Hits, -10, Daze	Wow. That must have been an artery or something. + 11 Hits, 5B	Thrust to the knee damages the joint and creates a serious leak. 4B, -5, Ftg(-10), 2Daze	Blow passes through lower leg, between the bones, damaging muscle. 2B, -20, Brk(-25)	36 - 45
Arm	46 - 55	Point sinks an inch into foe's bicep muscle. + 2 Hits, 2B, -5	Point goes through arm just above wrist. + 3 Hits, 4B, -5	Point slides between forearm bones, damaging muscle. + 4 Hits, -20	Powerful thrust to foe's shoulder causes foe to drop whatever is in his hand, stumble backward. + 5 Hits, 4B, 2Daze, 5KB	Point passes through palm and out back of hand, damaging tendons. + 1 Hit, -25, St	46 - 55
Arm	56 - 65	Point breaks a finger then sinks into palm. Foe's pain is your gain. + 9 Hits, -10	Stabbing foe in the elbow damages joint, draws blood and cry of pain. You feel triumphant. + 22 Hits, 2B, -5	Deep stab into shoulder damages muscle. + 4 Hits, 4B, -15	Stab into hand cracks bone, slides along back of hand, drawing blood. + 10 Hits, 3B, -15, 2Daze, Brk	Point passes between forearm bones, passing through skin and scoring muscle. 6B, -25	56 - 65
Groin	66	Force of thrust causes break in foe's pelvis. + 9 Hits, -25, St	Thrust to groin brings a veritable fountain of blood. -20 to enemy morale. + 15 Hits, 8B, St, SUP	Deep belly wound damages bladder. + 11 Hits, -40, Ftg(-20), SUP, 5KB	Thrust penetrates intestines. It will take 12 more rounds, but foe is about to die. D, + 14 Hits, 5B, -30, 12Daze, Brk(-75)	Stabbing through a kidney doesn't seem so bad, but the other one fails for reasons unclear. Foe will drop and die in 9 rounds. D, + 17 Hits, 1B, -40, 4Daze, 5St	66
Leg	67 - 75	Stabbing through foot damages tendons. 2B, -10, Daze, Brk	Thrust to foot severs a toe. + 3 Hits, 2B, -10, Brk(-75)	Thrust to knee leaves that joint in a bad way. + 1 Hit, 1B, -25, 2Daze	Point stabs into hip joint, damaging cartilage. + 3 Hits, -30, St, Brk	Point penetrates foe's ankle, damaging joint and sending a fan of blood from the wound. 6B, -20, Ftg(-20), St	67 - 75
Chest	76 - 80	Point cracks a rib and penetrates torso, missing vitals. + 4 Hits, 2B, -15	Point passes through collarbone next to neck, tearing muscle. + 4 Hits, 1B, -25, Brk	Foe is stabbed between two ribs, breaking both. + 17 Hits, 2B, -25	Thrust deflects off collarbone, finds artery. Surprise of result costs foe 1 AP of activity in his next active round he can not well afford. + 18 Hits, 13B	Your attack breaks two ribs, which serve as secondary weapons in opening up foe's blood vessels. 8B, -20, 2St	76 - 80
Head	81 - 85	Point scrapes side of foe's head, removing a large chunk of outer ear. + 12 Hits, -20	Thrust into spine does damage to nerves. + 7 Hits, -25, Ftg(-10), Brk(-75)	Point passes through cheek, foe spits up blood. Foe cannot speak clearly until bleeding is stopped. + 8 Hits, 4B, -25	Thrust to neck damages tendons. + 21 Hits, 5B, -30	Thrust into foe's eye. Eye pops like a hammered grape. +20 boost to friendly morale. + 4 Hits, 2B, -50	81 - 85
Arm	86 - 90	Point stabs all the way into upper arm, damaging muscle. Foe drops anything held by hand on that side. + 7 Hits, 2B, -20	Strike digs deep into shoulder, tearing cartilage. + 4 Hits, 6B, -25, Daze	Point passes through arm. Blood comes out on both sides. + 30 Hits, 9B, -5, SUP	Thrust to foe's hand removes a random finger. + 2 Hits, 2B, -35, 2St, Prone	Point goes through shoulder down into foe's body. Only when foe coughs blood six rounds later and dies, do you know it hit lung. D, + 9 Hits, 1B, -25, 6St	86 - 90
Leg	91 - 95	Thrust damages muscles in foe's upper leg. Foe is at half normal movement rate until it heals. + 3 Hits, 2B, -30	Thunk! Blow passes through lower leg, tearing muscle and coming out bloody. + 8 Hits, 4B, -40	Thrust goes clear through foe's ankle. Severe muscle, tendon, and bone damage. Also, blood. + 18 Hits, 5B, -45	Thrust punctures blood vessel but is stopped by bone. Pain causes foe to fall over. Blood clot takes 20 rounds to travel to foe's brain, where it triggers a fatal stroke. D, + 12 Hits, 5B, -30, Daze, St, SUP, Prone, Brk(-50)	Simple seeming leg puncture rips painfully through nerves and blood vessels. Blow is lethal as foe dies of shock six rounds after this wound occurs. D, + 3 Hits, 5B, -40, 3SUP	91 - 95
Groin	96 - 97	Thrust into groin is inspiring in its awful majesty. + 19 Hits, 4B, -30	The stomach is pierced. Is this the end? Getting near, I reckon. + 13 Hits, 4B, -45, Ftg(-10)	Deep stab damages stomach. Mounting pain and shock causes foe to lose 1 AP after 5 rounds, 2AP after 10, 3AP after 15, and die after the 20th round. D, + 9 Hits, 3B, -40, Brk	Strike sinks deep into foe's side, damaging intestines. Foe will die in 8 rounds. D, 3B, -35, Ftg(-30), 4Daze, 4St, Brk(-25)	Attack rips through belly and out back, damaging liver and intestines, incapacitating foe. (Foe dead in 1 hour) D, + 7 Hits, 3B, -65, Brk(-100)	96 - 97
Chest	98 - 99	Strike passes through ribs and nicks lung; foe coughs up pain. + 24 Hits, 4B, -40	Penetrating stab damages lung. It fills with blood, killing foe after 12 rounds. D, + 7 Hits, 6B, -35	Thrust shatters a rib. Unless healed, the next fumble, critical or moving maneuver failure foe takes will drive a shard into his heart, killing him. D, + 3 Hits, 3B, -55, Daze, 3St, 5KB, Brk	Quick thrust through the heart kills foe, neat as you please. D, + 48 Hits, -75	Point goes through foe's heart and one lung. As if this was not lethal enough, blood floods the lungs, drowning foe. D, + 6 Hits, 10B, -100	98 - 99
Head	100	Point drives into foe's brain. Foe remains active 3 rounds, falls unconscious for another 3 rounds, then dies. D, + 5 Hits, 3B, -30, 3St	Thrust into throat leads foe to choke on his own blood and die in three rounds. D, + 18 Hits, 3B, -40, 3SUP	Point penetrates spinal cord. Heart stops. Foe dies. D, + 15 Hits, -100, Brk(-100)	Thrust through eye into brain comes out far side of skull. Bits of brain ooze from the cracked skull. D, + 38 Hits, 3B, -100	Point enters mouth and comes out the top of the head, destroying foe's brain. D, + 15 Hits, 2B, -125	100

Slash Critical Strike Table

Roll		A	B	C	D	E	
Head	1	Cutting edge trims hair off the top of foe's head as foe ducks. + 1 Hit	Blade shaves close along one side of the chin. + 3 Hits	Edge just grazes neck; you make a lousy barber. + 4 Hits	Nick to the chin makes foe bleed profusely. + 1 Hit, 1B	Strike cuts skin on neck, missing major vessels. + 2 Hits, Ftg(-10)	1
	2 - 3	Much style, little result. + 2 Hits	Edge slices open clothing/fur but fails to reach flesh. + 4 Hits	Strike is well-placed, but weak. + 6 Hits	A shallow cut produces a bloody flow. + 3 Hits, 1B	Foe sliced high on one side along the ribs. It hurts. + 10 Hits	2 - 3
Groin	4 - 5	Foe sighs in relief that the blow only stings a bit. + 3 Hits	Slash cuts a shallow slice just above the belt line. + 5 Hits	Edge flicks across foe's inner thigh, misses major vessels. + 6 Hits, Brk	Minor cut to inner thigh, with impact to sensitive areas. -5	Foe dodges cut to the groin awkwardly; you only get a glancing hit. + 13 Hits	4 - 5
Leg	6 - 10	Cut is shallow, but hurts. + 5 Hits	Foe cut just below the knee. + 3 Hits, Ftg(-10)	Edge flicks across foe's thigh, leaving a crimson trail. + 2 Hits, 2B	Cut along ankle starts a fluid leak. + 5 Hits, 1B, Stag	Edge slices into lower leg, damaging muscle. + 3 Hits, -5, Brk(-50)	6 - 10
Arm	11 - 15	Foe suffers a small cut to forearm. + 6 Hits	Slash to upper arm is rewarded with a spray of blood. + 1 Hit, 2B	Foe takes blow on the back of the hand, causing a hairline fracture. + 6 Hits, -5	The element of surprise must be yours. The cut is not deep, but startles your foe. His next attack is at -10. + 5 Hits, Ftg(-10)	Cut just above the elbow looks nasty; foe recoils from the blow. 2B, Daze, 5KB	11 - 15
Head	16 - 20	The skull is nice and thick, but maybe there is something else to break? + 6 Hits, Brk	Chopping at foe's ear gets some blood in it. + 4 Hits, -5	Slash to the cheek skips off bone. + 7 Hits, -5, Brk	Foe's hair becomes matted with blood as skull stops blow, but not without feeling the impact. + 6 Hits, St, Brk(-25)	Strike to the temple bounces off skull, bleeds a lot for a small cut. + 10 Hits, 2B, -5	16 - 20
	21 - 25	You did not cut much, but you cut the right spot. Blood wells in the wound. + 1 Hit, 2B	Ribs prevent a more serious wound, but foe feels the impact and the cut is bright with blood. + 7 Hits, 1B, Daze	Cut cracks a rib, and foe drops his weapon. + 3 Hits, -5	Solid blow hits the side of the upper torso, drawing blood and pain. + 10 Hits, 2B, -5	Cutting beneath the ribs, your blow sends a spray of blood that would draw cheers in the arena. + 6 Hits, 4B, -5	21 - 25
Groin	26 - 35	Blood pours from groin; foe gets glazed look in his eye as he contemplates his future. + 4 Hits, 1B, Daze	Slicing flesh just above the hip, you feel your foe flinch. + 2 Hits, 1B, -5, Stag	Cut below the belt line grates on pelvic bone. Ouch. + 4 Hits, -10, Brk(-50)	Blow at belt level packs a punch and drops foe. + 5 Hits, 1B, St, Prone, Brk	Cut along abdomen and down to groin fountains red. + 10 Hits, 6B, Daze	26 - 35
Leg	36 - 45	Edge catches foe behind the knee. + 3 Hits, Ftg(-10), Prone	Solid chop sinks into side of foe's thigh. + 3 Hits, 2B, -5, Brk(-25)	Neat strike to the leg leaves foe spurting blood, you in perfect stance. 3B, -5, Ftg(-10), Brk(-50)	Ankle strike takes down foe, who drops anything in his hands. 1B, Daze, St, Prone	Cut to kneecap cracks the bone. Crunch! + 14 Hits, -20	36 - 45
Arm	46 - 55	Lower arm strike cuts into tendon. + 2 Hits, -10	Cut to the shoulder makes a solid thunk. Foe cannot handle the impact. + 3 Hits, St, Prone, Stag	Slash to forearm flicks drops of blood off to the side. + 4 Hits, 2B, -15	Cut to foe's upper arm is impressive. + 21 Hits, 5B, Ftg(-10), Brk(-25)	Bloody slash to the hand damages tendons. + 16 Hits, 2B, -20	46 - 55
Arm	56 - 65	Blade bites elbow, damages bone. + 4 Hits, -10, Daze	Cut to upper arm damages muscle. + 12 Hits, -15	The shoulder bone's connected to your weapon, albeit briefly. The bone gets the worst of it. + 5 Hits, -20, Ftg(-10), Brk(-25)	Foe's elbow takes full force of your blow. It does not work quite normally afterward. + 17 Hits, -25	Your weapon leaves a bloody trail down foe's arm, and it looks like the road to victory. + 3 Hits, 5B, -25, Brk	56 - 65
Groin	66	Edge cuts deep into groin, damaging nerves. Foe crumples and shrieks (-20 to enemy morale). + 4 Hits, 3B, -5, SUP, Prone	Strike to groin creates a grisly shower of blood. + 23 Hits, 10B, -15, Brk	Blade cuts deep, slicing the stomach (organ damage). Feel pity, or press your advantage. + 14 Hits, 2B, -30, 2SUP, Brk	Slice cuts all the way through abdominal muscle. After four active rounds, foe dies as intestines fall out. D, + 12 Hits, 5B, -30, Ftg(-20), 2SUP, Brk(-100)	Chop to groin destroys reproductive organs. Foe dies after 8 rounds of half activity. D, + 22 Hits, 5B, -50	66
Leg	67 - 75	Lower leg wound bleeds freely. + 7 Hits, 2B, -10	Edge cuts into the side of foe's knee, which momentarily buckles. + 6 Hits, 4B, -10, Stag	Blow cuts into thigh, damaging muscle. + 16 Hits, 4B, -15	Solid strike stopped by hip bone. Hip bone develops a break. + 15 Hits, 2B, -25, Daze	Low blow cuts toe. Wound to foe's foot is a solid hit. 2B, -20, St, SUP, Stag	67 - 75
Chest	76 - 80	Chop to the side of the chest breaks one rib. + 4 Hits, -20	Downward chop cracks collarbone. + 1 Hit, -30	Hard chop cracks sternum. + 2 Hits, 2B, -25, Ftg(-10), 5KB	Deep cut to upper chest damages pectoral muscle. + 3 Hits, 4B, -30, 5KB	Hard chop misses neck, breaks collar bone and drives foe to floor. You may take his weapon. + 6 Hits, 2B, -20, St, Prone, Brk(-25)	76 - 80
Head	81 - 85	Blow delivers bone-crunching force to foe's jawbone. + 12 Hits, -20	Cut to forehead sends blood pouring down foe's face, foe shakes head to try to clear eyes. Foe loses 1 AP. + 5 Hits, 4B, -15, Daze	Slash opens foe's face from the corner of one eye to the side of chin. Foe loses grip on weapon. + 11 Hits, 4B, -20, Stag, Brk	Edge cuts open the corner of foe's mouth and slashes tongue. Foe spits blood. + 11 Hits, 3B, -25, 2St	Chop to side of head bites into ear, rendering it useless. + 9 Hits, 2B, -40, SUP	81 - 85
	86 - 90	Cut into upper arm damages muscle. Foe drops anything held by that arm. + 7 Hits, 2B, -20	Hack to shoulder damages tendons. + 4 Hits, 2B, -30, St	Cut into foe's hand, severs finger. 5B, -25, SUP	Chopping blow cuts in, then breaks one bone in forearm. Painfully. Very painfully. + 17 Hits, 5B, -25, St, SUP	Strike feels like a miss, but cleanly severs foe's hand. Fountain of blood lasts 9 rounds, during which foe stand idle. Then foe dies. D, + 4 Hits, 7B, -45	86 - 90
Leg	91 - 95	Blade damages muscles in upper leg. Foe is at half movement rate until it heals. + 8 Hits, 2B, -25, Stag	Deep cut to lower leg damages muscle until stopped by bone. Foe is at half movement rate until it heals. + 6 Hits, 2B, -40, Brk	Chop to knee severs leg. That was just brutal. + 3 Hits, 5B, -45, St	The bleeding is bad, but it is shock that kills the foe after 5 rounds. D, + 3 Hits, 4B, -30, 3SUP	Nasty cut across both legs knocks foe down. Foe struggles back on his feet for 5 more rounds, then his femoral arteries burst in a gout of blood, killing him. D, + 3 Hits, 5B, -40, St, 2SUP, Prone	91 - 95
Groin	96 - 97	Slash into belly damages muscle, foe's eyes go wide at near disembowelment. + 4 Hits, 4B, -25, SUP	Slash to the inner thigh damages muscle. + 13 Hits, 4B, -35, SUP	Cut to abdomen ruptures spleen. Foe takes a cumulative -10 penalty each round for the organ injury. At -100, it proves fatal. D, + 21 Hits, 5B, -50	Foe drops anything in hands as blow to groin sinks in. Your weapon is stuck there until foe dies after 4 rounds of nothing but screaming. D, + 9 Hits, 3B, -25, 4SUP	Slash across foe's belly opens it wide, blood and internal organs begin to spill out. D, + 22 Hits, 10B, -65, Brk(-100)	96 - 97
Chest	98 - 99	Solid chop slips between ribs, barely missing lung. + 34 Hits, 2B, -25, Ftg(-10), SUP	Savage chop to the chest breaks 3 ribs and punctures a lung. Foe fights on for 3 more rounds, then collapses and dies. D, + 7 Hits, 2B, -50, St	Deep cut under arm opens major vessel, blood pours down foe's side. It takes foe three more rounds to realize it is time to die. D, + 10 Hits, 15B, -30, 3St	Edge cuts deep into chest, bisecting lung, a gout of frothy blood comes from foe's mouth. He is dead before hitting the ground. D, + 43 Hits, 10B, -65	Blade slips between ribs, cuts into heart and lung. Foe is dead. D, + 31 Hits, 5B, -100	98 - 99
Head	100	Strike to base of foe's neck seems strangely ineffective for 3 rounds, after which foe drops, paralyzed, dying in 6 more rounds. D, + 10 Hits, 1B, -35, St	Cut appears bad, but is even worse. After six rounds, lungs collapse due to internal bleeding and foe dies. D, + 23 Hits, 6B, -40, Ftg(-10), 2SUP	Slash across the front of foe's neck severs all but the spine. D, + 25 Hits, 10B, -75	Slice through neck separates foe's head from its torso. D, + 13 Hits, 10B, -100	Blade cleaves through foe, bisecting it, or coming as close as the size of your weapon allows. D, + 50 Hits, 10B, -100	100

Steam Critical Strike Table

Roll		A	B	C	D	E	
Head	1	Hisssssss. + 1 Hit	Tip of foe's nose is scalded. + 3 Hits	Not much damage, but you ruin foe's hairstyle. + 4 Hits	Vapor loses heat before entering eyes and nose, but still distracts. + 1 Hit, Daze	Foe's neck reddens with minor scalding. Ftg(-10), Brk	1
Chest	2 - 3	Blast feels like the sauna is a touch too hot today. + 2 Hits	Foe's chest reddens. + 4 Hits	Sudden puff startles foe. + 1 Hit, Daze	A single blister rises from the scalding touch. + 6 Hits, Brk	If you've ever picked up a vigorously boiling tea kettle and accidentally turned the spout towards you, you know what the foe is going through. + 10 Hits	2 - 3
Groin	4 - 5	Tepid. + 3 Hits	Minor scalding bothers foe's abdomen. Stag	Foe's hip gets a small blister from scalding. + 8 Hits	Blast hits foe's lap like spilled coffee. -5	Steam sprays over foe's crotch, but damage is very superficial. + 3 Hits, 2Daze	4 - 5
Leg	6 - 10	Foe's leg is warmed, but not cooked. + 5 Hits	Blast hits knee, staggers foe. + 3 Hits, Stag	Slick surface and surprise of blast upend foe. + 2 Hits, Prone	Steam wets surface; foe loses footing. + 5 Hits, Prone	Steamy thighs are not a good thing in this case. + 4 Hits, St	6 - 10
Arm	11 - 15	Foe flails arm to avoid greatest heat. + 1 Hit, Ftg(-10)	Steam delivers cleaning to foe's armpit. + 11 Hits	Foe's arm is heated, but cools before blistering. + 1 Hit, St	Steam slicks foe's hands. Foe drops anything held. + 10 Hits	Steam whirls around foe, surprising and confusing foe. SUP	11 - 15
Head	16 - 20	Foe's scalp takes some scalding. Wisps rising from head look cool. + 1 Hit, Ftg(-10), Brk	A bit of steam gets in foe's ear, does minor scalding. + 9 Hits, Daze	Foe's neck suffers a scalded patch. + 9 Hits, -5	Foe's face is steamed. Foe turns around without realizing it until making Perception maneuver at beginning of next round. + 15 Hits	Tip of foe's tongue is scalded. + 5 Hits, Ftg(-20), St	16 - 20
Chest	21 - 25	Foe has steam heat, but finds it less pleasant than advertised. + 11 Hits	Steam strikes foe's chest; pressure drives it away again. + 5 Hits, Brk	Scalding over foe's ribs looks painful. It is. + 3 Hits, -10	Foe winces when steam blast strikes a particularly sensitive spot. + 5 Hits, SUP	Scalding leaves blisters on foe's chest, causes loss of balance. + 6 Hits, -10, Prone	21 - 25
Groin	26 - 35	Foe gets scalded in an awkward location. + 4 Hits, -5	Steam on the hip leads to no quip. -5, Prone, Brk	Steam blasts foe's crotch. Minor damage is done, but foe must check morale. St, Stag	Foe's hip and thigh are steamed; minor scalding follows. + 2 Hits, -5, SUP	Foe's inner thigh blisters; foe falls down. -15, Daze, Prone	26 - 35
Leg	36 - 45	Steam blisters foe's knee. + 8 Hits, Prone	Blast of steam catches foe around thighs. + 12 Hits, -5, Ftg(-10)	Steam blasts foe's feet. Foe's antics to avoid the worst of it prove amusing. + 1 Hit, Daze, SUP, Stag	Foe's foot is scalded. Foe loses balance. + 10 Hits, -10, Daze, Prone	Ankle shot blister's skin, downs foe. + 22 Hits, -10, Prone, Brk	36 - 45
Arm	46 - 55	Steam hits foe's shoulder, driving cooling cloud across foe's face. + 12 Hits, 2Daze	Steam hisses between foe's fingers, leaving a trace of scalding. + 8 Hits, SUP	Steam hits foe's elbow. Foe drops anything in hand. + 30 Hits, Brk(-25)	Shoulder strike scalds somewhat seriously. + 10 Hits, -10, SUP	Steam engulfs foe's hand. Foe drops anything held by that hand. + 11 Hits, -10, SUP	46 - 55
Arm	56 - 65	Foe suffers scalded shoulder. + 9 Hits, -10	Foe's fingers are steamed. Foe drops anything held in that hand. + 17 Hits, St	Elbow scald makes it painful for foe to bend arm. + 14 Hits, -20	Foe's upper arm gets scalded. + 17 Hits, 2SUP	Geyser-like blast leaves foe's arm cooked. + 10 Hits, -35	56 - 65
Groin	66	Foe takes scalding crotch shot, squeals shrilly, and drops to the ground. + 14 Hits, -25, Prone	Foe shrieks like a little girl. +20 to friendly morale, unless foe actually is a little girl. + 13 Hits, -35, Ftg(-20), Brk	Major scalding of hip and abdomen are nearly incapacitating. Foe is lucky to survive. + 6 Hits, -65	Severe scalding masks internal heat damage to foe's intestines. Foe will die in one hour. D, + 20 Hits, -60, Daze, Prone, Brk	Heat gets into foe's interior, cooks liver. Foe dies in twelve rounds. D, + 12 Hits, -50, 3SUP, Prone	66
Leg	67 - 75	Foe is scalded about ankle and foot, loses balance. + 10 Hits, -5, Prone, Stag, Brk	Steam blasts between foe's thighs. + 1 Hit, 2SUP	Scalded above the knees, foe loses balance. + 11 Hits, -10, SUP, Prone	Foe's entire calf is scalded. + 3 Hits, -30, St, Brk	Scalding runs the length of foe's leg. + 5 Hits, -45	67 - 75
Chest	76 - 80	Scalded flesh peels off, leaving a blood-gushing wound in its place. + 14 Hits, 2B, -10	Blast to sternum rattles foe. + 16 Hits, -15, Daze, Prone	Struck across neck and shoulders, foe avoids massive scalding by throwing himself aside, tripping himself as he does so. + 12 Hits, Daze, 2SUP, Prone	Foe screams in agony, distracting everyone within 100', giving them a -10 to all actions for the rest of this round. + 11 Hits, -35, Brk	Skin blisters and cracks as foe is thrown off balance by blast. + 40 Hits, 1B, -25, Daze, Prone	76 - 80
Head	81 - 85	Steam is applied directly to the forehead. Foe has a doozie of a headache. + 2 Hits, -10, Daze, SUP	Steam gets into foe's mouth and nose. Foe loses voice for the next five minutes. + 10 Hits, -25	Foe experiences the sensation of a steam broiler whispering in his ear. + 14 Hits, -35, Brk(-25)	If the foe survives this battle, one side of his face will be horribly scarred, leading to the development of a split personality. + 1 Hit, -40	Foe falls in face of a face full of furious fumes. + 34 Hits, -40, Prone	81 - 85
Arm	86 - 90	Back of foe's hand is blasted. Foe drops anything held. + 12 Hits, Ftg(-10), St, SUP	Foe's hand is bathed in steam. Any rings expand with the heat and slip off. + 2 Hits, -25, SUP, Brk	Steam burst strikes foe's side. Foe suffers massive scalding and falls. + 10 Hits, -40, 2Prone	Foe drops anything held in hand as arm is crippled by severe scalding. + 2 Hits, -60	Scalding covers foe's arm and side. Shock to the system is too great. After another six rounds, foe collapses for six more inactive rounds, then dies. D, + 9 Hits, -60, SUP	86 - 90
Leg	91 - 95	Blast to leg staggers foe. + 13 Hits, -5, Ftg(-10), 2SUP, Stag	Foe avoids serious scalding, but twists knee during fall, injures joint. + 21 Hits, -25, SUP, Prone, Brk	Crippling leg scalding puts foe on the ground. + 1 Hit, -60, Prone, Brk	Scalding of legs prevents foe from moving at more than walking pace. Foe dies after ten rounds. D, + 8 Hits, -65, Prone	Burst of steam takes off foe's leg at the knee. Cauterization prevents bleeding, but shock kills foe in nine rounds. D, + 8 Hits, -75	91 - 95
Groin	96 - 97	Foe losing footing as foe's crotch is scalded. Foe drops anything he was holding 1d10' away. + 14 Hits, -30, Prone, Stag	You seem to have found the foe's soft underbelly. + 28 Hits, -30, Ftg(-10), SUP, 5KB	Hot blast takes foe down. Foe goes berserk with pain, attacking the nearest target for the next six rounds, then drops dead. D, + 15 Hits, -25, SUP, Prone, Brk(-50)	Foe's face looks ghastly after midsection is unbearably heated. Foe dies after four rounds of inactivity. D, + 19 Hits, -55, Ftg(-10), SUP	Steam cooking foe's midsection provides instant fatality. D, + 12 Hits, -25, 6SUP	96 - 97
Chest	98 - 99	Foe has new empathy for lobsters. + 22 Hits, -25, Ftg(-20), 2St, Prone, Brk	Foe is scalded and core temperature has been raised overly high. Foe will die in nine rounds. D, + 30 Hits, -25, Ftg(-10), St, 2SUP, Stag, Brk	Steamy encounter is too much for foe's heart. Foe drops anything he was holding and dies in four rounds. D, + 20 Hits, -75, Ftg(-10), Daze	Foe is dead and severely scalded across much of his torso. D, + 23 Hits, -75, Ftg(-10), SUP, Prone	Flesh cooks right off foe's ribs, beating heart is exposed for a moment before shutting down. Enemies must check morale at -30. D, + 66 Hits, -50, St, SUP	98 - 99
Head	100	Steam enters foe's mouth and nostrils. Pressure snaps foe's jaw. Foe dies in six inactive rounds as brain cooks. D, + 13 Hits, 2B, -50, Brk	Foe's scalded head is too much to bear and he dies in seven more rounds. D, + 23 Hits, -35, 3SUP, 2Prone	Foe's eyes burst as the innards boil. The head is cooked. Foe drops dead. D, + 5 Hits, 2B, -70, Ftg(-20), 2SUP	Flesh is stripped from the bone and the skull exposed. Foe is dead and enemy morale takes a -20 dip. D, + 33 Hits, -60, Ftg(-10), 3SUP, 2Prone	Foe's entire upper body has its flesh boiled off the bone, leaving a gruesome skeleton. D, + 30 Hits, -100, St, SUP, Stag	100

Strikes Critical Strike Table

Roll		A	B	C	D	E	
Head	1	Weak fist in the face. Foe scoffs at you. + 1 Hit	Fist connects with skull. Your knuckles sting, he seems unfazed. + 1 Hit, Brk	Bad strike to the face. He will still feel this one for a few days. + 4 Hits	Strike glances off jaw. + 1 Hit, Stag	Foot to the face. Foe bowls over. Comical, but not much damage. + 1 Hit, Brk(-50)	1
	2 - 3	Sliding blow doesn't really connect. Could have been better. Brk	Bad side kick glances from foe's side. + 4 Hits	Wildly thrown blow hits nothing serious but still it counts! Brk(-50)	Jab to the side leaves foe disorientated. + 3 Hits, Daze	Open palm strike to the sternum has such force that it sends foe to the floor trying to breathe. You are winning this one! Prone	2 - 3
Groin	4 - 5	Strike to the groin is just a bit off, try harder next time. + 3 Hits	Low blow to groin causes foe to groan. + 5 Hits	Lower back strike. Opponent is inconvenienced. + 3 Hits, Daze	Botched kick but after a little scuffle, but you still manage to clip foe in the crotch. Daze, Stag	Loin strike makes foe drop his weapon as he tries to fend off your strike. + 3 Hits	4 - 5
Leg	6 - 10	Foe leaves his leg open to attack. You eagerly take it, but realize it was a trap. Can you say: ripeste? + 5 Hits	Shin strike. While your shins are trained and hardened, your foe's are not. Foe is in pain. + 3 Hits, Daze	Foe's knee deflects your foot. Still a hit! + 2 Hits, -5	Blow to knee puts foe off balance. He is open to attack! +10 to next strike. Stag	Heavy strike bends foe's leg further than it should. He pulls a groin muscle. + 4 Hits, -5, Ftg(-10)	6 - 10
Arm	11 - 15	Strike glances off arm. Some bruising occurred. + 1 Hit, Ftg(-10)	Claw hand grip on upper arm pinches a nerve point. Foe is not amused because of the discomfort, pain and dropping what he was holding. + 1 Hit	Quick strike to upper weapon arm causes foe to lose opportunity to strike + 1 Hit, -5, Daze	Strike to upper arm bruises major muscle group. -10	In a quick one-two punch, you hit both shoulders. Foe is seriously hampered for the rest of the fight. -10, Stag	11 - 15
Head	16 - 20	Your tiger claw strike rends the flesh on his face. Now he is less amused by your technique. + 3 Hits, 1B	Strike to the throat could have been worse. Foe does feel its intent and reels from the blow. + 4 Hits, 5KB	Glancing blow to side of face still does some damage. + 19 Hits	Open hand strike to the face causes much pain. + 5 Hits, -10	Fist to eye socket cause a classic welt and some bleeding. Swelling and blood in the eye cause it be blinded (-20 perception until bleed stopped) + 5 Hits, 1B, -5, 2Daze	16 - 20
	21 - 25	Sledge hammer to the back after side stepping foe's lunge makes him crash to the ground. He stays down. + 1 Hit, Prone	Finely executed kick below solar plexus knocks foe's wind out of him. + 2 Hits, St	Good kick to the center mass is barely evaded. Glancing blow causes some pain and discomfort. + 3 Hits, -10	Foe makes a mistake of stepping into your swing for maximum effect. + 10 Hits, -10	You exploit a weakness in foe's defense with spear hand in foe's side. He now keeps up his guard there. + 21 Hits, St	21 - 25
Groin	26 - 35	Kick to the groin is evaded by foe by rolling with the blow. He lands on his face. Time to make him regret that. + 4 Hits, Prone	Unknightly attack elicits painful scream from your foe. + 2 Hits, St, Stag	Your foot finds soft fleshy tissue. This conveys the pain perfectly. Daze, SUP	Buttocks are important muscles for standing up, as foe discovers. Deep bruise cause him to stagger and limp around afterwards. + 2 Hits, -15, Stag	Kick to the buttocks was more disgraceful than painful. Foe suffers from shame. + 10 Hits, -5, SUP	26 - 35
	36 - 45	Battering foe's leg, bruising and other minor injuries add up, causing major discomfort to foe as he draws back 5'. + 3 Hits, Ftg(-10), 5KB	Snappy leg strike causes deep contusions and tendon damage. + 17 Hits, -5	Pummeling foe's upper leg, you strike a nerve end in one of his thigh muscles. Leg buckles from under him and he is knocked prone for 3 rounds as he cannot get up. + 1 Hit, SUP, Prone	Smashing foe's ankle makes standing very difficult. Foe drops to the ground. + 35 Hits, Prone	Hard strike to the knee feels as a major injury, but turns out to be less serious. + 14 Hits, St, SUP	36 - 45
Arm	46 - 55	Blow to shoulder makes foe show signs of weakness. + 2 Hits, -10	Upper arm claw grip causes bruising. As you pull your foe past you pull his muscle and stretch his tendon. + 8 Hits, -5, Ftg(-10), 5KB	Strike with a tiger claw hand bruises and tears arm with four bloody tracks down the length. + 9 Hits, 2B, -10, Daze	Gripping foe's underarm in a claw pinch, you tear at one of his muscles. Foe drops what he was holding as he soothes pain with his other hand. -5, Ftg(-10), Daze, SUP	Seize foe's arm. Then a knee to the elbow. Foe's painful expression tells you this was good. + 26 Hits, -15, Ftg(-10), Daze	46 - 55
Arm	56 - 65	Upper arm strike. Major muscles take the brunt of the damage. Foe is looking for an easier target. + 14 Hits, Ftg(-10)	Foe's attack is lost because you deliver a spear hand to his under arm. He barely manages to hold on to his weapon. + 2 Hits, St, SUP	Knife chop to wrist dislodges item in foe's hand and frustrates his attack. Foe is on the wrong footing and in serious trouble. + 14 Hits, Daze, SUP	Foe's hand and your foot collide. Your foot wins and his fingers bend the other way. It not only looked painful. + 17 Hits, -25	Catch foe's underarm with a knife chop, as he swings at you. The combined force breaks radius or ulna. Using arm is painful. + 5 Hits, -25	56 - 65
Groin	66	Hard blow fractures pelvis. Foe drops to the ground from the pain and will have trouble getting up again. + 9 Hits, -20, Ftg(-10), Prone	Downward strike to abdomen almost drives foe to his knees as he gags and falls to the floor. + 15 Hits, 2St, SUP, Prone	Blatant sack hack makes foe bend over. This was low, even for you. Foe drops gear. + 26 Hits, -25, 2SUP	Uppercut to lower abdomen ruptures intestines. Victim sinks to the ground and loses consciousness. Death from shock in 12 rounds. D, + 32 Hits, -25, 3SUP, Prone	Slayer walks the earth! Rain of blows in nether region stuns foe. He keels over as pain, savaged internals and trauma lead to death in 3 rounds. D, + 20 Hits, -60, Ftg(-10), St, SUP, Prone, Brk	66
	67 - 75	Nasty strike to back of knee buckles leg and takes foe down. He should defend next round and try to get up. + 15 Hits, -5, Brk	Hard upper leg strike causes a lot of pain. + 11 Hits, -20	Quick step pins foe's foot, allowing you to hammer down into his thigh with an elbow, tearing the muscle. Foe falls over as you step off his foot. + 11 Hits, -10, SUP, Prone	Heel strike to foot breaks several phalanges. Foe has trouble standing and walking and also it caused a lot of pain. Good one! -25, Daze, SUP	Strike to Achilles' tendon, leaves foe on the ground. He is in pain and stunned. + 10 Hits, -25, St, 2Prone	67 - 75
Chest	76 - 80	Clavical broken. Foe cannot use that arm, which he will discover in a painfully comical way. + 9 Hits, Ftg(-50)	Blow to the chest leaves foe winded. + 11 Hits, 2SUP	You are having a field day. Strike to the side, strike to the chest and a final kick in the gut sends foe flying. + 7 Hits, -10, Ftg(-40), 2Daze, 5KB, Brk(-100)	Raking strike rips flesh from foe's torso. Foe is badly injured and must make a Fear RR against level of attack equal to your ranks in Strikes. + 8 Hits, 2B, -25, Ftg(-30)	Attacking foe's flank, the 2 hammer blows you deliver there cause the foe to bend over in pain. He tries but fails to recover due to being stunned. + 10 Hits, -25, 2SUP	76 - 80
Head	81 - 85	A clever faint opens foe up to a strike to the temple. He goes down hard. + 12 Hits, 2St, Prone	Neck chop sinks in as foe staggers to keep his balance. -20, SUP, Stag	Blow lands on ear. It seems it did nothing until you see he has trouble with his balance. Finish him! + 3 Hits, -25, SUP, Prone	Jaw strike makes foe bite off tip of tongue. Pain and bleeding ensue. + 1 Hit, 5B, -30, St, Stag	First, a low kick in the groin drops foe on knees, opening up his face for a rain of blows. This is what you have trained for! + 14 Hits, -25, Ftg(-10), SUP, 3Prone	81 - 85
	86 - 90	Upper arm strike. Major muscles take the brunt of the damage. + 17 Hits, 2SUP	Strike to shoulder temporarily hyperextends several rotator muscles. Cannot use this arm for 3 rounds. + 19 Hits, -30	Crushing blow to the elbow makes foe yelp in pain as you dislodge his elbow and effectively break it. He will not be using that arm again in this fight. + 5 Hits, -30, Ftg(-10), St	Foe tries to block your kick with his fist. Bad idea that incapacitates that hand, dropping what he is holding. + 8 Hits, -20, Ftg(-10), SUP, Brk(-25)	Perfectly timed kick to the upper arm shatters humerus. Tiny bone fragments travel to heart, in 20 agonizing rounds, causing death. D, + 24 Hits, -55, Ftg(-10), Prone, Stag	86 - 90
Leg	91 - 95	Kick to the lower leg breaks bone. No more standing on that leg. + 18 Hits, -30, Stag	Masterly kick breaks ankle, dumping him on backside. Embarrassment, discomfort and pain are his part. Standing up is cumbersome. + 23 Hits, -25, Daze, 2Prone	Massive strike to the upper leg snaps the femur. Leg is out of commission and foe has a major problem. + 18 Hits, -25, St, SUP	Kick dislodges patella (knee cap). This locks foe's leg, accompanied by wracking pains. Internal trauma and bleeding cause slow death in 10 rounds. D, + 23 Hits, -60, Stag	Collision of events causes a ragged break in foe's femur, cutting through the flesh and artery from the inside. Foe bleeds out in 12 rounds. D, + 23 Hits, -75	91 - 95
Groin	96 - 97	Kick to the vitals misses its mark but foe is not convinced. He drops to his knees cradling his family jewels. + 24 Hits, -20, SUP, Prone	Hard blow fractures pelvis. Foe drops to the ground from the pain and will have trouble getting up again. + 18 Hits, -25, SUP, Prone	Foe laments his bad defense. Solid spear hand drives deep into abdominal region causing pain and lethal organ damage. Death occurs in 10 rounds. D, + 11 Hits, -50, Daze, St, SUP	Clever feint to the face opens up the groin. Kick in the gut sends foe back in pain, heaving his last meal. Internal damage kills in 10 rounds. Looking sickly. D, + 39 Hits, -30, 2SUP, 5KB	Deep spear hand ruptures a vital organ in abdomen. Pain and shock cause instant death. D, + 42 Hits, 3B, -30, Ftg(-20), 3SUP, Prone	96 - 97
Chest	98 - 99	Solid blow to the thorax breaks a few ribs. Pain will be foe's companion for the months to come unless you finish him here. + 24 Hits, -50	Ball of your foot lands solidly on the ribs which break. Foe is knocked back in pain. Frothing blood from the mouth indicates death in 20 rounds. D, + 27 Hits, 3B, -15, 3SUP, 5KB	Strike to the front of neck causes windpipe to constrict. Foe turns blue in the face and then keels over in 12 rounds, dead. D, + 20 Hits, -50, Ftg(-10), SUP, 4Prone	Mass and speed combine as your leap kick caves in foe's chest. Broken ribs puncture foe's lungs, collapsing them. Blood loss makes death quick. D, + 21 Hits, -50, St, 3SUP, Brk	Brutal kick below the sternum breaks all ribs. Foe drops like a log and dies like one. It is not pretty. D, + 34 Hits, 2B, -60, Ftg(-10), 3SUP, Prone, Brk	98 - 99
Head	100	With a pecking strike, you destroy foe's eye. Dismayed he reels from your blow and is writhing in pain and disorientation for 20 rounds. D, + 15 Hits, -40, Stag	Years of accumulated brain damage converge on foe this minute. Brain hemorrhage collapses him for 5 rounds of spasmic death throes D, + 28 Hits, -30, 5St	Solid strike to neck paralyzes foe from the neck down, permanently. D, + 10 Hits, -100, Prone	Open palm strike under foe's nose drives nasal bone fragments in brain. Massive bleeding, pain and incapacitation. Foe dies from brain damage. D, + 23 Hits, -100, Ftg(-10), SUP	Inspiration! As you make a flying kick, your foot connects with his face, snapping his head back. Vertebrate crunch signals his death. D, + 20 Hits, -100, St, SUP, 4Prone	100

Sweeps Critical Strike Table

Roll		A	B	C	D	E	
Head	1	You were lucky to even connect. No force behind blow. + 1 Hit	You fail at a grab and settle for a weak blow to the face. + 3 Hits	Your attempt to grab foe by the hair is fended off, but still he is shaken and mad. + 4 Hits	Foe stumbles back out of your grab at his head, so you only clip him. + 1 Hit, Stag	Badly executed neck grab. Foe breaks free but he is not unscathed. + 2 Hits, Stag	1
	2 - 3	Your grab at foe's torso is weak, but as foe breaks away he stresses some equipment. Brk	You grab at foe, just catching a loose piece of kit. You might tear it loose! + 2 Hits, Brk	Leg manipulation causes foe to trip, but he regains his footing. This causes a back muscle to cramp up. + 1 Hit, Ftg(-10)	Terrible technique, but bump to foe still forces him to reel backward. + 1 Hit, Stag, Brk	Attempts to get a hold of foe fail, but you bruise his torso in the process. -5	2 - 3
Groin	4 - 5	Arm manipulation takes foe to nearby obstacle. It hits him in the abdomen knocking out his wind. + 3 Hits	You try to get a hold and grab some of foe's gear, what you have found is possibly not that strong. + 1 Hit, Brk(-25)	Leg sweep enlarges foe's stance beyond what he finds comfortable. He staggers and has to push the effort to stay on his feet. Ftg(-10), Stag	Low grab is side stepped. luckily foe has other distractions. + 5 Hits, Daze	Quick timing gets a leg into foe's groin before knocking foe on his back. This wrenches muscle in his groin and stretches tendons. Foe is hurt... a bit. + 3 Hits, Prone	4 - 5
Leg	6 - 10	Leg sweep is weak, but knocks foe off balance. Stag	Sweep unbalances foe. You step in and foe makes an awkward step back with a lot of effort to regain balance. + 3 Hits, Ftg(-10)	Low kick unbalances foe and a follow up sweep turns his world upside down. + 2 Hits, Prone	Stomp on foe's foot is painful enough to stagger him, but not damaging. + 10 Hits, Stag	Hip and leg push from a side stepped position throws foe off balance. He is flailing his arms to regain balance and loses hand held gear. + 4 Hits, Stag	6 - 10
Arm	11 - 15	Manipulating foe's arm you manage to throw him off-balance. Work from there. + 1 Hit, Stag	Painfull arm twist forces foe off balance. + 6 Hits, Stag	Quick throw delivers foe to the ground. He has no idea what you did. + 1 Hit, Daze, Prone	You fail to get a good grip on foe's arm for a throw and he slips free, but you do manage to disarm him and knock him off balance. + 5 Hits, Stag	You yank and push on foe's arm, sending him sprawling to his stomach. + 1 Hit, -5, Prone, Brk(-25)	11 - 15
Head	16 - 20	Attempt at a neck throw fails, but you jerk hard on any headgear, and foe's head. He's not happy. + 1 Hit, Daze, Brk	Evading your head grab, foe reels back 5' and might damage some of his gear. 5KB, Brk(-25)	Arm manipulation send foe into nearest obstacle (friend or foe or furniture) with his head first. Foe ends up sprawled on the ground. + 3 Hits, Prone, Brk(-50)	Grasping foe's arm you pull him past you, but your leg is in the way. He trips over it and lands face first. + 10 Hits, Daze, Prone	Failed arm lock makes you bash foe in the face with your elbow, that works too. + 5 Hits, SUP	16 - 20
	21 - 25	Twist foe's shoulder the wrong way. Minor nerve pinch and foe sees double from pain. + 1 Hit, Ftg(-10), Daze	Your throw fails, but foe's torso is twisted in ways it shouldn't be, ouch. + 2 Hits, St	Shoddy arm lock still pulls a muscle before foe gets free. + 3 Hits, -10	Leg sweep floors foe with a dull thud. Foe tears a muscle in his back. -5, Ftg(-20), Prone	Bad shoulder manipulation sends foe reeling but he stays up. + 11 Hits, -10, Stag	21 - 25
Groin	26 - 35	Kick to inner thigh knocks foe off balance and stumbling back 10' + 4 Hits, 5KB	Sweep fails to fell foe, but overwide stance pull muscles in groin. + 2 Hits, -10	Melee scuffle lets you take a favorable position. You kick foe in the rear and he goes down. Nothing too serious, except his pride. + 10 Hits, 2Daze, Prone	Straight arm to the chest sends foe to the ground. This wrenches muscle in his lower back. + 2 Hits, -5, 25%G, Prone	Low blow combined with a shove knocks foe to the ground in quite a bit of pain. + 10 Hits, SUP, Prone	26 - 35
Leg	36 - 45	Leg grabbed, lifted and shoved, foe miraculously stays on his feet, but staggers back 10' + 3 Hits, 10KB	Leg grabbed, lifted and shoved. Foe tossed 5' and lands hard on his back with an "oof". + 2 Hits, Daze, Prone, 5KB	During the melee, foe lunges as you stick out your foot. He trips and takes a dive. + 1 Hit, St, Prone	Side stepping, you target the legs with a sweep. Foe's momentum carries him 10' behind you. + 3 Hits, SUP, 10KB, Brk	Side step and a push against the knee lets foe stumble awkwardly. He suffers a tendon injury and does not quite get what happened + 4 Hits, -10, Daze, SUP	36 - 45
Arm	46 - 55	Wrist lock stings quite a bit. Lucky for foe he comes loose before you can throw him. Daze, St, Brk	Evading his blow, you take his arm and spin foe around, effectively trading places. + 1 Hit, Ftg(-20), Daze, Stag, Brk	Botched hip throw dislodges foe's shoulder. Ligaments are stretched. Foe looks accusingly at you. + 5 Hits, -10, St, Brk(-25)	Finger lock. Foe has a choice between breaking his finger or going prone while you hold the finger lock. He chooses the latter. + 2 Hits, 30%G, Prone	Desperate block turns to advantage. Foe is off-balance and you catch his arm in a painful hold and toss him 5' in a direction of your choice. + 14 Hits, -10, Daze, St, 5KB, Brk	46 - 55
Arm	56 - 65	Twist arm with hand and elbow manipulation. Foe taken down with some pain. + 9 Hits, Ftg(-10), Daze, Prone	Arm lock makes foe comply to you wheeling him about and he slams in to a wall or his friend. Roll A Strike on foe and target (if any) + 2 Hits, 2B, St, Stag	Quick move ducks foe's blow. You catch his arm and pull him on your back. As you bend over, foe flies over your shoulder landing 5' away. He is hurting. + 9 Hits, -5, St, Prone, 5KB	After some grappling with foe, you take his arm and attempt to throw him. Foe evades but is caught by an obstacle or other participant in a painful collision. + 5 Hits, -20, 2Daze, 5KB, Brk	Perfect arm twist and throw, foe lands hard and is gawping like a landed fish. + 10 Hits, SUP, Prone, 5KB	56 - 65
Groin	66	Grapple around waist goes between the legs and as you lift to throw, you notice foe's high-pitch cries. Your teacher would be proud. + 12 Hits, -10, 2St, Prone, Brk	Throw lands foe on buttocks but damages tailbone. Stunned look elicits laughter, but foe is in real pain. -30, SUP, Prone	Grappling low with foe, you miss your mark, but your fist finds soft meats in the groin area. Tears stream from foe's eyes hampering perception -25 for 5 mds. + 21 Hits, -50, Daze	During lessons this would be a mistake; you throw foe, but hold on to leg. Groin gets torn. Shock, internal bleeding cause foe to die in 10 mds. D, + 25 Hits, -35, 2SUP, 2Prone, Brk	Foe lands hard with arm between his legs, breaking pelvis and rupturing internal organs. Death after writhing in pain for 5 rounds. D, + 30 Hits, -30, 3St, 2SUP, Prone, Brk	66
Leg	67 - 75	Foot sweep after feint makes foe fall over, landing hard on his knee, cracking his kneecap. + 7 Hits, -10, Prone	In an attempt to throw down foe you hit his knee. This is enough to take him down. He sits this one out. + 1 Hit, -5, Daze, SUP, Prone	As you push foe to the side, he makes a wrong step and twists his ankle. + 1 Hit, -25, St	Seizing foe's leg you wrench it upward. Muscles and tendons stretch in foe's other leg. + 15 Hits, -20, SUP	Leg throw dumps foe on the ground. He pulls a calf muscle. When he tries to get up you may attack again with a +10 bonus. + 10 Hits, -20, SUP, Prone	67 - 75
Chest	76 - 80	Arm strike across the chest fails to take foe down, but knocks most of the fight out of him as he staggers back 5'. + 9 Hits, SUP, 5KB	Rolling throw slams foe to the ground hard. Foe tries to get up but stays down for this round. + 11 Hits, St, SUP, Prone	Duck foe's attack and catch him around the middle. Using his momentum you throw him to the side where he collides with an obstacle or the ground. + 25 Hits, -5, Daze, SUP, Prone, Brk	Smooth throw lands foe on back, cracking a few ribs. He will not bounce up immediately from this. + 6 Hits, -30, Ftg(-10), Prone, Brk	Scissor lock feels foe like a tree. All that weight on his side cracks a variety of ribs and dislocates shoulder, disarming foe. + 5 Hits, -30, 2Prone	76 - 80
Head	81 - 85	Flip foe over, his head takes a hard knock on the ground. + 15 Hits, -5, 3Daze, Prone, Brk	Arm bar to the neck sends foe staggering 10' in the direction of your choice, coughing and having problems breathing until he can rest. + 10 Hits, Ftg(-40), SUP, 10KB	Catch foe by his waist and turn him upside down, for plevdriving his head in the ground. This might sting a bit. + 18 Hits, -10, SUP	Foe thrown down on his face, breaking his jaw. Lets call him mumbles. + 14 Hits, -15, 2SUP, Prone, Brk	You knock the foe off his feet, his head makes a loud thock as it hits the ground, you doubt he'll be getting up soon. + 24 Hits, -20, 2Daze, St, SUP, Prone	81 - 85
	86 - 90	Spin foe by the arm and launch him 5' in a direction of your choice, wrenching his elbow in the process. + 12 Hits, -10, SUP, 5KB	Quick arm manipulation pulls arm from socket and sends him to the ground. He will not bounce back from this one. + 10 Hits, -20, SUP, Prone, Brk(-25)	Arm lock and takedown, but you hear the bone in his upper arm snap on the way down. + 10 Hits, -25, Ftg(-20), 2St, Prone	Splendid hip throw delivers foe to the ground. You keep hold of his arm on enough to break the elbow with a gut wrenching sound. Ouch. + 22 Hits, -30, St, SUP, Prone	Earth: block, Water: take position, Fire: blow to the stomach, Wind:twist and break arm, Emptiness: bone fragments travel to heart for death in 5 mds.. D, + 4 Hits, -40, Daze, St, SUP	86 - 90
Leg	91 - 95	Foe stumbles and lands wrong on his foot. Ankle breaks with a sickening pop. + 8 Hits, -30, 2Daze, Stag	Pin foe's foot to the ground as you step in and unbalance him. Leg twists and foe exclaims in pain as you break all his toes. + 8 Hits, -30, Ftg(-30), Daze, St, Stag	Catch foe's leg and yank it with force. Foe flies back and lands on his backside. + 8 Hits, -25, Daze, St, SUP, Prone, 5KB, Brk(-100)	Legs do not bend that way. Knee shattered. Ragged bones tears artery. Death from shock occurs in 10 rounds. D, + 8 Hits, 10B, -45, Prone	Throw foe on his leg which cannot cope and breaks in 5 places. Bone sticks out from flesh. Foe dies in 7 rounds from shock and pain. D, + 17 Hits, -30, 2SUP, Prone, 10KB, Brk(-50)	91 - 95
Groin	96 - 97	Seizing foe's leg you wrench it upward, muscles tear in his groin before he lands on his back, hard. + 12 Hits, -25, Ftg(-10), Daze, St, Prone, Brk	Yank foe forward into a knee in the gut, his eyes bug out as he flops over on his back. + 31 Hits, -10, Ftg(-10), Daze, 2St, SUP, Prone, Brk	Classic fall to the side breaks pelvis. Foe is in down and unable to get up. He begs for mercy. Internal injuries cause sudden death in 5 mds. D, + 1 Hit, -35, 5St	Foe tossed 10' in the direction of your choice, lands hard with own elbow in the gut. Liver and spleen damaged, death in 5 rounds. D, + 24 Hits, -25, 2Daze, 3SUP, Prone, 10KB	Foe flipped like a toy in the air, lands hard in a broken heap, folded in half over a broken lower spine. D, + 24 Hits, -85, Prone, Brk(-75)	96 - 97
Chest	98 - 99	Flip foe over, landing hard on his shoulders, breaking collar bone on both sides. + 19 Hits, -35, SUP, Prone	Rolling throw sends foe flying 10' behind you smashing in to the ground. Spine broken in 3 places. Death does job in 5 rounds. D, + 32 Hits, -35, 2St, Prone, 10KB	Foe's rush is interrupted by your foot. He topples over and his momentum is too high to break his fall. He lies crumpled in a heap, dead in 5 mds. D, + 50 Hits, -15, 4St, Prone, 10KB	Flip breaks several ribs that puncture lungs. Foe froths blood and breathes with difficulty until death in 7 rounds. D, + 28 Hits, 5B, -50, SUP, Prone, Brk(-100)	Pick foe up and throw him down with force on your knee. A sharp bone snap means you dislocated a vertebra. If foe is moved without healing the injury first, he dies. D, + 21 Hits, -100, Prone	98 - 99
Head	100	Throw foe down hard on his neck, shattering trachea. Foe chokes on blocked airways in 5 rounds. D, + 25 Hits, -20, 3SUP, Brk(-100)	Holding foe in a one arm lock, you take his head and smash it hard into an obstacle. Foe loses struggle to live after 4 rounds. D, + 62 Hits, 2B, 4SUP, Brk(-50)	Twisting head lock snaps neck. Death is instant. Clean and efficient. D, + 100 Hits, -20, 100%G	Terribly effective throw slams foe, face first, in ground. Facial reconstruction looks gruesome. This will be a closed casket funeral. D, + 85 Hits, 4B, -50, St, Prone, Brk(-75)	Toppling foe: snaps neck on a carelessly left around object. As he sinks in oblivion he tries to tell you something. D, + 50 Hits, -100	100

Subdual Critical Strike Table

Roll		A	B	C	D	E	
Head	1	Poke foe's fat. + 1 Hit	Foe moves his head at the last minute, avoiding contact. + 1 Hit, Brk	You were convinced that was lethal, but it was only a slap. + 4 Hits	Bonk foe on noggin. Foe's eyes cross. + 1 Hit, Daze	Foe gasps as you jab him in the windpipe. + 2 Hits, Ftg(-10)	1
	2 - 3	Wildly grab foe's shirt. Brk	Hard poke to foe's chest. He is unimpressed, yet annoyed. + 4 Hits	Jab foe in the chest. + 1 Hit, Stag	Sudden thumping surprises foe. + 3 Hits, Daze	You try to pummel foe, but only manage to push him a bit. 5KB	2 - 3
Groin	4 - 5	Grazing strike to the belly, foe isn't ticklish. + 3 Hits	Foe turns into blow, you only graze his groin, but it leaves a lasting memory. Ftg(-10)	Weak strike, but sinks into belly, knocking the wind out of foe. + 3 Hits, Ftg(-10)	Blow to groin does not endear you to foe. Ftg(-20)	Upward shot into foe's gut causes him drop any item held. + 1 Hit, Brk	4 - 5
Leg	6 - 10	You momentarily subdue foe's leg. + 2 Hits, 5%G	Smite foe's hip and thigh, smite harder next time. + 3 Hits, Daze	You stomp on foe's foot and push. + 2 Hits, Prone	Tricky strike trips up foe. Foe curses your good name. Daze, Prone	Direct strike to knee. Foe buckles, convinced you are not trying to kill him. + 2 Hits, Ftg(-10), Prone, Brk	6 - 10
Arm	11 - 15	You twist foe's arm and are convinced foe is at your mercy. Foe may escape easily. 10%G	Solid strike leaves bruise on foe's bicep. + 2 Hits, Daze, Brk(-25)	Strike foe's arm leaving welts. + 1 Hit, -5, Stag	Foe dances back to evade leaving hand exposed. There is a crack as you break foe's thumb. + 5 Hits, -5, Daze	Dislocate foe's shoulder. Foe is at -25 until arm forced back into place (4 AP for self, 2AP for someone helping) + 5 Hits, Ftg(-10), Daze	11 - 15
Head	16 - 20	Poke foe in both eyes. Nyuk nyuk nyuk. + 3 Hits, Daze	Precise strike to foe's temple, but weak. You could have been a contender. + 2 Hits, 5KB, Brk	Hard bonk to head causes foe to bite tongue and mouth fills with blood. Foe is unable to speak or scream for 2 rounds. + 4 Hits, Daze	Crude strike to throat causes foe to gasp for breath. Foe cannot speak or scream for 2 rounds. Ftg(-30)	Strike foe under chin causing teeth to rattle. + 1 Hit, Ftg(-20), St, Brk(-25)	16 - 20
	21 - 25	Poor form. Foe thinks so too, but moves back from assault. + 1 Hit, 5KB	Hard jab to center of chest knocks foe to the ground. + 2 Hits, Ftg(-10), Prone	Solid strike to chest knocks foe back. Foe drops any items held. + 3 Hits, 5KB	Strong yet off-center strike to solar plexus. + 3 Hits, Ftg(-10), Daze, St, Brk	Strike between neck and shoulder will leave a terrible bruise. + 11 Hits, SUP	21 - 25
Groin	26 - 35	Hard strike cracks tip of foe's pelvic bone. Painful, but not debilitating. + 4 Hits, -5	Fake high, strike low, catch foe in the groin. Foe is wary and fights you at -15 for the rest of the battle. + 7 Hits, Ftg(-10)	Solid gut shot knocks some of the fight out of foe. If appropriate, foe concedes. + 5 Hits, -5, Daze	Bruising blow sinks into side below ribs. + 5 Hits, Daze, SUP, Brk	Catch foe cleanly in the groin. + 10 Hits, Ftg(-20), St, Prone	26 - 35
	36 - 45	Blow sinks into the meaty part of foe's thigh. + 6 Hits, -5, Brk	Bruising strike to thigh causes foe pain. + 12 Hits, -5, Ftg(-10)	Bash foe hard on the top of the foot, foe hops back a step but leaves behind weapon. + 1 Hit, Ftg(-20), Daze, 5KB	Strike down at an angle, hit foe in the muscle on the back of the calf. Foe turns around, disoriented. + 8 Hits, -10, Ftg(-10), Brk	Swipe to lower leg trips foe. Roll an 'A' Unbalance critical vs. foe. + 2 Hits, Brk	36 - 45
Arm	46 - 55	Whack to the elbow drives a twinge of pain down foe's arm. Foe drops anything held. + 3 Hits, Ftg(-10), Brk(-25)	Upward strike drives foe's hand into face. Stop hitting yourself! + 8 Hits, -5, Ftg(-30)	Hit foe in the hand hard. Foe's eyes water. + 4 Hits, Ftg(-20), SUP, Stag	Tendons, muscles, skin...it all gets smooched together. + 8 Hits, Ftg(-10), St, SUP, Brk	Strike to armpit ruptures minor blood vessel. + 6 Hits, 2B, -5, St, SUP	46 - 55
Arm	56 - 65	Hard strike to foe's shoulder causes any item held to fly 10' back. + 4 Hits, Ftg(-20), Daze	Force of blow drives foe to the ground. + 2 Hits, 2St, Prone	Hit funnybone. Foe laughs. Foe will stop fighting if you will. + 4 Hits, Ftg(-30), SUP	As you hear bone crack you feel sorry for foe. You really didn't mean to do that. + 12 Hits, -25, Ftg(-10)	Your attempt to disable foe's hand works well. Foe has trouble holding anything. + 10 Hits, -25, Daze, St	56 - 65
Groin	66	Blow sinks hard into foe's stomach, bruising abdominal muscles. Foe vomits for 3 rounds (treat as Concentration). + 3 Hits, -10, Ftg(-40), Brk(-50)	Dislocate foe's hip. Foe cannot stand without help or until hip is relocated. + 3 Hits, Ftg(-20), 2St, Prone, Brk	Foe doubles over from shot to the stomach, dropping anything held. + 11 Hits, -15, Ftg(-50), 2SUP, Prone	After that brutality foe writhes on ground for 1 minute before falling unconscious. D, + 37 Hits, -30, Prone, Brk(-100)	Foe's descendants feel this strike to vitals. Foe is in no condition to fight back for a full hour. Victory is yours. D, -35, Ftg(-10), 4SUP, Brk	66
Leg	67 - 75	Attempt to trip foe but knock him back instead. You think foe's will is waning. + 2 Hits, -5, Ftg(-20), Daze, 5KB	Strike to leg goes wild and breaks toes instead. Foe makes a rude comment about your mother. + 4 Hits, -20, Ftg(-10), Brk	Play golf with foe's ankle, spraining it. You know exactly what to do now. +10 to attack this foe next round. + 2 Hits, -10, Ftg(-10), St, Prone, Brk(-25)	Unexpected move as foe turns catches knee, cracking the kneecap. + 10 Hits, -30, Ftg(-10), Daze	Strike foe in the inner thigh throws foe off balance. You have a moment to pick foe's pockets, if desired. + 10 Hits, -25, St, Prone	67 - 75
Chest	76 - 80	Clean hit to the solar plexus. Needed more force but strong enough to cause foe to drop any item held. + 4 Hits, -10, Ftg(-20)	Smash foe hard in the upper ribs, forcing an "oof" out of him. Foe's allies look nervous (-20 morale) + 1 Hit, Ftg(-20), St, SUP	Sharp, fast strike to a little known pressure point takes away foe's ability to speak (for 3 rounds). + 3 Hits, -20, Ftg(-10), Brk(-25)	You try to hit a pressure point, but end up doing more damage than intended. + 23 Hits, -15, Ftg(-20), Daze, St, Prone	You feel a rib snap as you hit foe in the lower chest. + 10 Hits, -25, St, SUP, Prone	76 - 80
Head	81 - 85	Pummel foe just below the eye, opening cut along the cheekbone. + 2 Hits, 1B, -20, Ftg(-10)	Foe's head reels from the blow. Foe spits blood from split lips. + 5 Hits, -5, 2SUP, Stag	Foe's nose is like a fountain of blood. + 4 Hits, 1B, -25, St, Prone, Brk(-25)	Draw blood from foe's face. Foe reconsiders fighting you (if appropriate, Morale check at -50) + 16 Hits, -15, Ftg(-20), St, Prone	Hit foe on the top of head, causing foe great pain. This will be over soon, very soon. + 7 Hits, -30, Ftg(-10), St, SUP, Prone, Brk	81 - 85
	86 - 90	Blow bends foe's wrist back too far, spraining it. + 13 Hits, -20, Ftg(-20), Brk(-25)	Expert strike to foe's forearm causes any item held to be dropped at your feet. + 4 Hits, -30, St	Brutal strike to elbow knocks foe to the ground. -25, 2SUP, Prone	Downward strike to shoulder renders arm useless and tingly. + 5 Hits, -25, 3SUP, Brk	Series of quick blows to arm paralyzes foe. Foe can move eyes, but cannot speak. 10 minutes later, foe dies. D, + 4 Hits, -50	86 - 90
Leg	91 - 95	Perfect strike to leg drops foe to ground. + 8 Hits, Ftg(-30), 2SUP, Prone	Use the floor like an anvil to smash foe's foot, breaking a bone in the arch. + 4 Hits, -35, Ftg(-10), St, Prone, Brk(-25)	Incredible move knocks foe to ground while cracking ankle. + 3 Hits, -35, Ftg(-20), St, SUP, Prone	Deliver severe bruises to foe's leg causing intense pain. Foe is down, helpless and completely unable act. Foe dies 2 hours later from a blood clot. D, + 48 Hits, -50, Prone	Clean strike to lower leg breaks bone and drops foe in heap. Foe lapses into unconsciousness. D, + 23 Hits, -50, Prone	91 - 95
Groin	96 - 97	Painful strike to one kidney causes foe to drop anything held. + 9 Hits, -25, Ftg(-30), St	You meant to be much gentler, but that just didn't work out. + 24 Hits, -15, Ftg(-20), St, SUP, Prone, Brk(25)	Sucker shot to side meant to bring foe to knees instead ruptures kidney causing death in 2 minutes. D, + 6 Hits, -15, 24Daze	Simple, brutal, yet effective. Direct strike to abdomen drops foe to ground where he passes out. D, + 14 Hits, -10, Ftg(-50), 3SUP	Perfect upward strike to groin drives vitals into pelvis, crushing them. Foe is alive, but forever altered. D, + 2 Hits, -75, Brk(-100)	96 - 97
Chest	98 - 99	You break two lower ribs on one side of foe's chest. Foe is in no condition to fight. + 4 Hits, -20, Ftg(-50), Daze, St, SUP, Prone	Side strike shatters rib, without healing, the next critical, fumble or failed moving maneuver will drive shard into liver, killing foe. D, + 12 Hits, -30, Ftg(-50), 2St, Stag	Miss foe's head, slam down into collar bone, cracking it and knocking foe out. D, + 10 Hits, -35, Ftg(-50), SUP, 5KB	Cracking ribs sound like firecrackers. Foe fails to the ground, conscious, but unable to move. D, + 3 Hits, -35, Ftg(-50), 3SUP	Foe crumples from what you thought was a precise strike, but foe is dead. D, + 56 Hits, -100	98 - 99
Head	100	Smash foe in side of head causing him to bite off tongue. Foe falls unconscious. Hope you did not need to talk to foe. D, + 25 Hits, -25, Ftg(-50)	Snap foe's head back with a strike to the forehead. Foe slumps forward, unconscious. D, + 19 Hits, -25, Ftg(-50), 2St, Prone, Brk(-25)	Jog foe on head which knocks him cold. Unfortunately he has total amnesia for 2 days. Maybe you need to jog foe again. D, + 25 Hits, -20, Ftg(-50), 3SUP, Prone	Hit foe in head to knock him out, but things don't go as planned. Death caused by blunt force trauma to head. D, + 3 Hits, -125, Brk(-100)	You should teach this. Perfect, precise tap to temple knocks foe out causing no additional damage. D, Ftg(-50), 9SUP	100

Unbalance Critical Strike Table

Roll		A	B	C	D	E	
Head	1	Tag! He's it. + 1 Hit	You produce a good sound effect. + 3 Hits	You clip foe's ear. + 4 Hits	Blow lacks force, but hits foe's throat. + 1 Hit, Ftg(-10)	Solid hit stopped by skull. + 2 Hits, Stag	1
	2 - 3	Your opponent stands firmly in front of you. + 2 Hits	You thought your attack was perfect, but then your foe moved just a little. Brk(-25)	You force air from foe's lungs. + 1 Hit, Ftg(-10)	Foe goes, "Oofi" as impact forces air from his lungs. + 3 Hits, Ftg(-10)	Foe gets turned around by force of blow and is facing the opposite direction from which he previously faced.	2 - 3
Groin	4 - 5	Belly slap delivers more sound than fury. + 3 Hits	Abdominal blow bruises slightly. + 5 Hits	Groin strike bruises thigh. + 3 Hits, Ftg(-10)	Abdominal blow knocks down foe! Prone	Foe's groin absorbs bulk of blow. + 8 Hits, Daze	4 - 5
Leg	6 - 10	You deliver a stinging blow to foe's thigh. + 5 Hits	You hit your foe's knee. You thought those things broke easily. Not this time. + 4 Hits, Brk(-25)	Blow to leg pulls muscle in foe's thigh. + 2 Hits, -5	Foe's ankle turns as he gives to force of leg blow. Joint damage results. + 5 Hits, -5	Foe takes blow on legs, stumbles back to retain footing. + 4 Hits, Ftg(-10), 5'KB	6 - 10
Arm	11 - 15	Foe tries putting shoulder into the impact. Foe's shoulder regrets it. + 6 Hits	Foe hit on the elbow, drops anything in his hand. + 1 Hit	You catch foe on the wrist. + 1 Hit, -5, Ftg(-10)	Remember that point on the elbow. It seems to sting if you hit there. + 15 Hits, Ftg(-10)	Foe forced back by impact. + 9 Hits, 5'KB, Brk(-50)	11 - 15
Head	16 - 20	Tap to foe's head leaves him dazed. + 3 Hits, Daze	Foe takes it on the chin. + 4 Hits, -5	Blow strikes foe's cheek with head-turning force. + 3 Hits, Ftg(-10), Stag, Brk(-50)	Knock to head leaves foe disoriented. -50 to Perception for five rounds. + 8 Hits, Stag, Brk	Classic blow to head. All but a knockout. Daze, St, Prone	16 - 20
Chest	21 - 25	Thump! + 6 Hits, Daze	Impact rocks foe. + 12 Hits, Stag	Foe stands his ground, rather wishes that he hadn't. + 8 Hits, St	A rib cracks under the force of your attack. + 3 Hits, -10, Ftg(-10), Brk	A broken rib now pushes back against the lung. + 1 Hit, -15, Ftg(-10)	21 - 25
Groin	26 - 35	Blow goes right to the gut. + 4 Hits, -5	Foe takes blow in the abdomen, drops. + 7 Hits, Daze, Prone	Blow slams into foe's groin. + 2 Hits, -10, Brk(-75)	Foe struck in groin. Spasm of pain causes foe to drop anything he is holding. + 22 Hits, Daze	You hit the foe hard in the gut. The effects are most gratifying. + 10 Hits, 2Daze, St, Prone	26 - 35
Leg	36 - 45	Knee strike forces foe back. + 8 Hits, 5'KB	Nice move catches foe in the leg. You can send foe stumbling 5' in any direction of your choice. + 2 Hits, Daze, 5'KB	Foe pulls muscle in upper leg. + 11 Hits, -10, Ftg(-10)	Muscle in foe's lower leg pulled as he tries to evade your attack. + 18 Hits, -10, Ftg(-10), Brk	Foe's knee bends sideways under impact, resulting in joint injury. + 7 Hits, -15, St, Brk	36 - 45
Arm	46 - 55	Foe gets a broken finger. + 2 Hits, -10	You catch your foe inside the elbow and throw him to the ground. Bravo! + 8 Hits, St, Prone	Bruising blow to the shoulder drives foe to the ground. + 9 Hits, St, Prone, Brk(-100)	Blow strikes foe's arm, driving it back against foe's body, transmitting force throughout. + 10 Hits, St, SUP, Stag	You strike foe's upper arm. Bone breaks. + 1 Hit, -20, 2Daze, St	46 - 55
Arm	56 - 65	Blow to shoulder makes foe backpedal. + 19 Hits, 5'KB	Using foe's arm, you drag him down in a hard fall. + 3 Hits, Ftg(-10), Daze, St, Prone, Brk(-25)	Muscle in foe's shoulder is pulled. Foe drops anything held in the hand on that side. + 7 Hits, -5, SUP, Brk	Foe's wrist is sprained in fall as force to arm unbalances him. Foe drops anything in the hand. + 2 Hits, -5, 2Daze, SUP, Prone	Blow damages shoulder joint, knocks foe backward. + 10 Hits, -25, Ftg(-20), 5'KB	56 - 65
Groin	66	Hammering blow damages foe's kidney. + 9 Hits, -25, Ftg(-20), Daze	Force of blow to foe's lower torso cracks spine. Agony shoots through foe's nerves. + 20 Hits, -25, SUP, Prone	Blow breaks foe's pelvis. Think about what you've done. + 6 Hits, -40, St, SUP, Prone	Blow to groin rolls back foe's eyes. Foe falls into 1-10 hour coma. D, + 42 Hits, -50	Impact ruptures foe's spleen. Foe will go on for 9 more rounds before dropping dead. D, + 32 Hits, 4B, -40, 9Daze, Prone, Brk(-100)	66
Leg	67 - 75	Low blow twists lower leg, pulls tendon. + 2 Hits, -5, Ftg(-10), St, Stag	Kneecap cracks under force of blow. + 9 Hits, -20, Brk	Blow takes leg out from under foe, brings him down like a felled tree. + 4 Hits, -5, St, SUP, Prone, Brk	Hip joint injury results from blow that topples foe. + 5 Hits, -25, Ftg(-10), 2Daze, Prone	Knee twists, fails under pressure. Foe screams. + 11 Hits, -25, Daze, St, Prone, Brk(-25)	67 - 75
Chest	76 - 80	You crack foe's rib as you slam foe to the ground. + 9 Hits, -5, St, Prone	Foe takes deep bruising to chest and air is forced from his lungs. You have the option of moving foe 5' in any direction. + 1 Hit, -5, Ftg(-30), SUP	Foe's sternum cracks under your assault. You have the option of moving foe 5' in any direction. + 12 Hits, -25, Ftg(-10)	Foe grunts from impact that cracks three ribs. + 3 Hits, -25, Ftg(-10), SUP, 5'KB	Muscle along foe's side is strained as body blow takes him to the ground. + 10 Hits, -15, Ftg(-20), 2SUP, Prone	76 - 80
Head	81 - 85	Pow! Right in the face! Foe is now facing in the direction of your choice. + 17 Hits, SUP	You hear the crunch of foe's cheekbone breaking. Sweet music. + 15 Hits, -25, Daze	Hairline fracture of skull does not shield brain from being rattled. + 3 Hits, -5, St, 2SUP, Prone	Blow raises foe up, pulling muscles in neck, then drops him. + 6 Hits, -25, St, SUP, Prone	Skull bone breaks under impact. Foe is now not right in the head. + 17 Hits, -35, Ftg(-10), Daze, St, Prone, Brk	81 - 85
Arm	86 - 90	Foe drops anything in hand as it is driven into his torso by blow, delivering painful impact to groin. + 12 Hits, -5, Ftg(-10), 2St	Bone in hand cracks as foe is knocked to the ground. + 9 Hits, -10, Ftg(-10), Daze, St, SUP, Prone	Taking foe down by the wrist, which sprains, you stand above him like a triumphant god. Enemy must make RR versus Fear at your level + 5. -15, Daze, St, SUP, Prone	Force of blow pulls muscles in foe's shoulder, sends him to the ground with bone-rattling force. + 8 Hits, -10, St, 3SUP, Prone, Brk(-25)	Foe's arm is torn off by force of blow. Death in 6 rounds. D, + 19 Hits, 8B, -35, SUP	86 - 90
Leg	91 - 95	You knock foe's leg out from under him, though he refuses to fall. He does drop anything in his hands to keep his balance. + 23 Hits, Ftg(-10), St, SUP, Stag	Savagely jerking foe's leg out from under him sprains foe's ankle, drops him on his back. Foe is at half movement rate until healed. + 8 Hits, -20, St, SUP, Prone	Foe's knee yields to punishment. As damaged joint fails its duties, foe tumbles. + 4 Hits, -25, St, 2SUP, Prone, Brk(-25)	Blow to leg is painful but shows little surface damage. Blood clot triggers fatal stroke 14 rounds later. D, + 13 Hits, -35, 3SUP	You take foe's legs out from under him. Spinal injury from the fall leaves foe paralyzed from the waist down. D, + 8 Hits, -65, Prone, Brk(-100)	91 - 95
Groin	96 - 97	You drive foe to the ground, fracturing his spine. + 5 Hits, -25, Ftg(-20), Daze, St, Prone, Brk(-25)	Kidney-damaging blow leaves foe with a new reference point for pain. + 17 Hits, -25, Ftg(-30), 2St, Prone, Brk(-50)	Blow to groin leaves foe helpless for the next 12 rounds. You may kill him, or be merciful. D, -45, Prone, Brk(-50)	Damage to intestines is not immediately apparent, but results in death from shock in 10 rounds. D, + 14 Hits, -35, 4SUP	Blow rupture a kidney and the pancreas. Foe drops and dies in 6 agonizing rounds of inactivity. D, + 27 Hits, 5B, -75, Brk(-100)	96 - 97
Chest	98 - 99	Ribs break as you drive foe to the ground. + 12 Hits, -25, Ftg(-20), St, SUP, Prone, Brk	Bruised rib results in blood clot, stroke after 9 rounds. Foe then dies. D, + 2 Hits, -50, Ftg(-20), 3St	Foe staggers back, unaware that impact has caused damage to nerves. Heart loses its beat 7 rounds later, killing foe. D, + 5 Hits, -35, 2St, 3SUP, 5'KB	Broken rib punctures foe's heart; blood fountains from chest. +20 friendly morale for this inspiring move. D, + 13 Hits, 10B, -75	Internal ruptures bleed into lungs. Foe spurts blood from mouth and nose. Foe spends 4 rounds twitching helplessly before dying. D, + 1 Hit, 4B, -85, Ftg(-10), Brk(-100)	98 - 99
Head	100	Blow to neck breaks spine, paralyzes foe. D, -75	Blow to ear leaves it bloody. Neck snaps from force of blow. Foe is paralyzed for 12 rounds, then dies. D, + 48 Hits, -40, Brk(-100)	Foe drops from head shot, breaking neck. Death is almost instantaneous. D, + 35 Hits, -90, Brk(-100)	Foe's jaw is dislocated by blow, which sends bone shards into the brain, shutting down function. D, + 73 Hits, -90, Brk(-100)	You drive foe head-first to the ground, splitting the skull and spilling out his gray matter. D, + 100 Hits, -100	100

Melee Fumbles					
Roll	1-Handed Melee	2-Handed Melee	Animals	Mounted Arms	Unarmed
1 – 20	Your palm is sweaty. Maybe you will improve.	My that weapon is heavy! You lose the opportunity to take a swing.	Odd smell distracts you. You can try to attack next round.	Lack of coordination between you and your mount costs you, but not your mount, the opportunity to attack.	Foe is too quick, and you lose your chance to attack.
21 - 30	You lose your grip on your weapon; it flies 2d10 feet in a random direction. Next time wipe your hands first.	One hand slips from your weapon and it moves out of position; you lose the rest of the round recovering.	Try to look like you meant to do that. You make no attack this round.	Use the column for your weapon to determine the result of this fumble.	You trip over your own feet and lose the chance to attack.
31 - 40	Overenthusiastic attack puts you off balance. You suffer a -5 initiative penalty next round.	You mind wanders, and you partly lose control of your weapon. Suffer a -8 initiative penalty next round.	You slip, but keep your feet. Suffer a -3 initiative penalty next round.	You and your mount are of different minds as to what your direction meant. You both suffer a -10 initiative penalty next round.	Your mighty yell fails to impress your foes, but it leaves you a bit breathless. Take a -5 Fatigue penalty.
41 - 50	Fighting sure is tiring! Take a -5 Fatigue penalty.	You stumble over an imaginary, invisible, deceased turtle. This leaves you Dazed for two rounds.	Somehow, you manage to strike yourself for 1d10 hits.	Your mount shies suddenly. You lose your attack and are at -10 next round. Your mount loses its attack as well.	That move only works in a saga. Take 1d5 hits damage and suffer a -7 initiative penalty next round.
51 - 60	You try to impress your opponent with a spin maneuver. Too bad. Spend two rounds Dazed.	You launch a furious, but poorly-executed series of strikes that your opponent avoids easily. You only tire yourself. Take a -10 Fatigue penalty.	Suddenly, the world just seems too confusing. Spend the next round Dazed.	Your poor communication of your desires confuses your mount, which will be Dazed for the rest of this round and all of the next.	You lost your weapon! Wait, you weren't using one. Spend the next round Dazed.
61 - 65	You hit an innocent inanimate object. Both it and your weapon must make breakage checks.	You manage to completely lose your grip on your weapon, which ends up 1d10 feet away in a random direction.	Instinct is not always as reliable as it is made out to be. Your attacks are at -30 for the next three rounds.	Use the column for your weapon to determine the result of this fumble.	Your move is acrobatic, but misjudged. You end up flat on your back and are Stunned for one round.
66	Execute the declared attack on the nearest ally, whoops! If no ally is in reach, an innocent bystander will do. Failing that, attack an imaginary friend.	Execute the declared attack on the nearest ally, whoops! If no ally is in reach, an innocent bystander will do. Failing that, attack an imaginary friend.	Execute the declared attack on the nearest ally, whoops! If no ally is in reach, an innocent bystander will do. Failing that, attack an imaginary friend.	Execute the declared attack on the nearest ally, whoops! If you can only attack your mount, and your weapon is not suitable, do 2d10 hits and two rounds of Stun to your mount with a sloppy blow.	Execute the declared attack on the nearest ally, whoops! If no ally is in reach, an innocent bystander will do. Failing that, attack an imaginary friend.
67 - 70	Your weapon's balance seems off somehow. Spend two rounds attacking at 25 before you realize your grip is wrong.	The good news is that you successfully hit, delivering an 'A' Subdual critical. The bad news is, the target was yourself.	Such an itch! Spend the next two rounds Concentrating on scratching. Hope that it is not fleas.	Use the column for your weapon to determine the result of this fumble.	You have trouble believing that your awesome kill move did not work at all. Spend two rounds Stunned by your failure.
71 - 80	You are distracted and overwhelmed. You may not initiate an attack for two rounds (you may full parry if attacked).	You strain your shoulders in a mighty swing (that misses). Take a -20 penalty.	Survival of the fittest, right? That might not be you. The fight is going out of you as you take a -15 Fatigue penalty.	You nearly fall off your mount and must Concentrate for the next two rounds to regain your seat. This distracts your mount, leaving it at -30 during this time.	The problem with using your body is a weapon is that sometime you hit something hard. You take 2d10 hits and are Stunned two rounds.
81 - 85	You are suddenly very winded. Take a -20 Fatigue penalty.	You confuse yourself and get your limbs all crossed. You are -50 for three rounds.	Bite the inside of your own mouth for 1d10 hits and a round of Stunned Unable to Parry followed by a round of Stun. The good news is that foes within 10' of you must save versus a level 1 Fear effect.	Make a Hard riding maneuver or fall off your mount. If successful, you still suffer one round Dazed and a -5 penalty from a groin pull.	You execute a perfect blow, but your foe blocks it casually, perhaps accidentally; you are Stunned for two rounds by the shock of this.
86 - 90	You clip yourself with your own weapon. You are Stunned this round and Dazed next round.	Your lower back screams as you twist too far and pull a muscle. You are Stunned two rounds and suffer a -25 penalty for the injury.	You take a tumble, traveling 2d10 feet in a random direction. You are also Stunned for the rest of this round and the whole of the next. Hope that your foe is just as surprised.	You get tangled in your mount's tack. It will take 250% Activity to get free. Until then, all actions are at -100 except Riding maneuvers.	Your foot slips out from under you as you begin your attack. You fall and Stun yourself for two rounds.
91 - 95	You trip and fall prone as your swing goes wide. You are Stunned for two rounds, then Dazed in the third.	You go down hard on one knee. The pain leaves you Stunned for one round, then Dazed for the next. The knee injury is a -15 flesh wound. You also drop your weapon.	You got your target's tail! Wait, no, that was your own tail. Take 2d10 hits and a round of Stunned followed by a round of Dazed.	Your poorly expressed directives cost both you and your mount not only your attacks for the round, but also a -50 penalty to all actions for the next three rounds.	Your balance is a little off while requiring one foot to support your full weight. You suffer a -20 ankle sprain.
96 - 99	The excitement is just too much! Your momentary frenzy leaves you Stunned Unable to Parry this round, Stunned next round, and Dazed the third round.	Your shoulder should not bend that way! You are Stunned for three rounds. The pulled muscle provides a -25 injury.	You look in one direction, move in another, and therefore fail to spot the obstacle in your path. You not only lose your attack, but take an 'A' Unbalancing critical.	Use the column for your weapon to determine the result of this fumble.	You miss and overextend, pulling something in your back. Pulled muscle is a -20 injury. Take 2d10 hits and a round of Stun from the pain.
100	Execute the declared attack on yourself, with no parry DB. Ow!	Worst move seen in ages! You Stunned Unable to Parry for five rounds and are at -30 with a pulled groin muscle. There is a 50% chance your foes will be out for 3 rounds, laughing.	Where did he go? You managed to get turned around. Your foe is now behind you and gets a free attack on your back.	You drop your weapon. Trying to recover it, you fall from your mount. This shocking turn of affairs leaves your mount at -30 for two rounds.	You execute a textbook headbutt... to the ground. You are prone, Stunned for three rounds, and bleeding 1/rnd.

Ranged Fumbles					
Roll	Bows	Thrown	Elemental Bolts	Elemental Balls/Cones	Slings
1 – 20	Sweat gets in your eye. You lose this round's attack to wipe it off.	Your grip is weak. You elect not to attack because of lack of control.	The element is unruly. If you choose to not act for the rest of the round, you may "hold" the bolt and roll your attack next round without recasting.	The element is unruly. If you choose to not act for the rest of the round, you may hold your attack until next round without recasting.	Not enough spin. Hold your attack until next round.
21 - 30	What should be automatic with practice becomes clumsy as you overthink it. You fail to attack this round.	You lose control as you release the weapon and it falls harmlessly to the ground halfway to your target.	The element loses focus and bits spray harmlessly off the bolt. Reroll attack with the Size of the attack reduced by one.	The energies resist direction. If you choose to not act for the rest of this round, and all of the following round, you may attack the round after that without recasting.	You lose your grip. The stone still goes flying off to make a +0 attack on the target, but your sling goes along for the ride.
31 - 40	You spill your ammunition on the ground. Did you do something to offend the gods recently?	You trip over your own feet. You land face down, but hang on to your weapon.	Bolt goes flying off at an angle 90 degrees left of the intended line of attack. Roll a +0 attack on each target along the new path until it hits someone, strikes a solid obstruction, or runs out of range.	Attack is launched along a line at an angle 90 degrees left of that intended. Roll +0 attacks on those in the new attack zone. When a ball hits someone (or something) or reaches its range limit, it will detonate normally.	You partly lose your grip. The stone goes skipping off harmlessly along the ground, but you retain your sling.
41 - 50	The projective breaks, but half is still caught on the string. It requires 200% Activity to clear it.	You begin juggling your weapon because of a bad grip and smack yourself in the head. You are Stunned for 2 rounds.	Bolt appears as a fist sized ball of appropriate material, which gently floats a 10' per round in the direction intended. If anyone runs into it, or it otherwise makes physical contact, resolve attack at +0 OB.	Elements appear as a head-sized ball, which gently floats at 10' per round in the direction intended. If it strikes anything solid, resolve attack as a ball attack centered on that point (use cone terminal radius for ball radius).	You have been overdoing it. Take a -5 Fatigue penalty.
51 - 60	"Twang!" The projectile drives into the ground between your feet. It breaks.	Poor release. If there is someone else within 15' of the intended target, roll a +0 attack on the closest.	As 31-40 above, except that bolt is launched at 90 degrees right of the intended path.	As 31-40 above, except that attack is launched at 90 degrees right of the intended path.	You spin your sling so fast that you almost lose control of it. Suffer a -10 initiative penalty next round.
61 - 65	Bow slips from your sweaty hands and falls at your feet.	You throw very poorly. The weapon ends up 10 + 1d10 feet away in a random direction and must make a breakage check.	As 31-40 above, except that bolt is launched straight down.	As 31-40 above, except that attack is launched straight down.	You are sure it is the perfect sling until you tire of waiting for your target to fall and notice the stone is on the ground near your feet. Your next action is at -20.
66	Execute the declared attack on the nearest ally, whoops! (If no ally in range, put projectile through your own foot for 2d10 hits and a -20 flesh wound.)	Execute the declared attack on the nearest ally, whoops! (If no ally in range, weapon bounces off an object, comes back at you as a +0 surprise attack.)	Execute the declared attack on the nearest ally, whoops! (If no ally in range, attack is lost, and you are probably in enough trouble already.)	Execute the declared attack centered on the nearest ally, whoops! (If no ally in range, execute attack centered on self)	Execute the declared attack on the nearest ally, whoops! (If no ally in range, you do yourself an 'A' Unbalancing crit.)
67 - 70	You mishandle your weapon, causing yourself pain. Take one round Stunned.	What a throw! The weapon flies out twenty feet beyond its normal maximum range past the intended target. If someone is there, roll a +0 attack. You take a -10 Fatigue penalty from your exertion.	As 31-40 above, except that bolt is launched at 180 degrees from the intended path (i.e., in the direction opposite the intended target).	As 31-40 above, except that attack is launched at 180 degrees from the intended path (i.e., in the direction opposite the intended target).	The stone drops on your foot. Take 1d5 hits of damage.
71 - 80	The bowstring snap. Draw another weapon or restrng your bow.	Just as you are about to release, you slip and fall prone, and are Stunned for one round.	As 31-40 above, except that bolt is launched at 45 degrees left of the intended path.	As 31-40 above, except that attack is launched at 45 degrees left of the intended path.	You put too much body into it, and you fall down before you can release your attack. You are Dazed one round.
81 - 85	You managed to hold your thumb in the way of the string. Your shot misses, and you are Stunned for two rounds.	Your weapon drops to the ground, hitting your foot on the way for 1d10 hits.	As 31-40 above, except that bolt is launched at 45 degrees right of the intended path.	As 31-40 above, except that attack is launched at 45 degrees right of the intended path.	You clip the side of your head and suffer one round Stunned.
86 - 90	Your shot goes wild, landing 3d10 feet from target in a random direction. If someone is there, roll a +0 attack.	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 one round.	As 31-40 above, except that bolt is launched at 45 degrees above the intended path.	As 31-40 above, except that attack is launched at 45 degrees above the intended path.	You clip the side of your head and suffer two rounds Stunned.
91 - 95	You slip and fall as you fire. Your shot goes astray. You are now prone and Stunned for two rounds.	You manage to throw your weapon 4d10 feet behind you. Anyone in the way takes a +0 attack. You are Dazed one round.	As 31-40 above, except that bolt is launched at 45 degrees below the intended path.	As 31-40 above, except that attack is launched at 45 degrees below the intended path.	You injure a tendon in the wrist of your slinging hand. This results in a -15 injury penalty.
96 - 99	Make a breakage check. If it fails, the bow snaps and you take an 'A' Puncture from a flying splinter; if it is passed, the string snaps and lashes you, doing an 'A' Slash critical.	You trip as you release your weapon, which flies off to make a +0 attack on the nearest creature. You are Stunned for two rounds.	As 31-40 above, except that bolt is launched straight up.	As 31-40 above, except that attack is launched straight up.	You pull a muscle in your slinging arm, resulting in a -20 penalty injury.
100	You shoot yourself in the foot. Your foot is pinned to the ground (170% Activity to free yourself). You are Stunned for two rounds, bleeding at 1 hit/round, and have a -30 flesh wound.	You throw the weapon straight up and it comes down as a +50 attack on yourself.	Element misfires as it leaves your hand. You take an 'A' critical of the appropriate type.	Elements explode in your face. You take a 'C' critical of the appropriate type.	The sling becomes a melee weapon as you manage to hit yourself for an 'A' Krush critical.