Combat Actions	Table f	or:
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Round:	Mover	nent			Skill			C	ombat			
Initiative:	ActionTotal ActivityMovement as a Span action1-20%	used Ph	tion ase	Action A Moving De	epends on	% used	Action Phase SND	F 11 1 4 1	Total Activity 0-100%	% used	Pl	ction nase ND
Initiative = 2d10 + Qu mod. Initiative Modifiers: Surprised -4 Taken more than 50% hits -4	Snap action 1-20% Movement as a Normal action 1-50%			Maneuver pac Action/Skill used:	e/distance		3 N D	Specific target must be declared	0-100%			N D
Declared Movement -1 per 10% declared movement Melee Initiative Modifiers: Stronger Combatant +1 One Hand Free +1 Higher Position +1 Longer Weapon +1	Movement as a Deliberate action 1-80%		N D	Apply cl Static Maneuver 50.		. if attacking	after maneuver	May move to follow target and attac action phase; half OB penalties from				
Longer weapon when either combatant is charging +3 Pole Arm 1st round +5 Pole Arm 2nd round -1	Post Deliberate Any movement remaining	SI	ND	Depends on skill SO	-100 /0		5 N D	React & melee (-10 OB) May move <50' & attack anyone Movement and attack occur in the sa	0-100%		S	ND
Action Phase Maneuver Modifiers:	Pace used: D	istance:						apply normal OB penalties due to m If hasn't attacked, may move 50% at		round.		
Snap -20 Normal +0 Deliberate +10 Canceling Actions:	Charging an opponent will give +1 O both attacker and defender. Longer v concussion damage for pole arms. Pe	veapon strikes first. Do nalties to charger's att	ouble	Situational Awareness Rapid Observation	10% 30%	令	S N D S N D	Throw & melee action (-20 OB for both attacks)	100%	\Diamond	S	ND
When canceling less than 60% activity you may: Move 10% in the Deliberate Action Phase. When canceling more than 60% activity you may:	according to Moving Maneuver diffic Routine 0 Medium - Easy -5 Hard - Light -10 Very Hard -	25 Ext. Hard 50 Sheer Fo	lly -150	maneuver (-40) Half Observation maneuver (-20)	50%		SND	OB transferred to Parry	Γ			
 Move 50% in the Deliberate Action Phase. Melee in the Deliberate Action Phase (-40 OB). Maneuver/Spell in the Deliberate Phase (-40 mod.). 	Disengage from melee (May move 10') 25% If not disengaging, adjacent attackers	← S may cancel actions	ND	Full Observation maneuver (+0)	70%	\Diamond	SND	Drawing a weapon (Successful Quickdraw = 0%)	ــ 20%	\Diamond	S	ND
Opportunity Action: A declared action may be put in "Opportunity mode" (all	and attack before the character runs a	way.		Hiding	20%	\Diamond	SND	Changing weapons	50%	\triangleleft	S	ND
further actions are nullified), and delayed until you wish to resolve it. You may still move 20% at the end of the deliberate phase while still holding the opportunity action.	Standing up from a seated position 10% Standing up from 200/		N D	Stalking	50%	\Diamond	SND	Shifting a weapon	10%	\Diamond	S	ND
Active Spell:	"on knees/ crouch" 20% Move from prone to 30%		N D N D	Controlling a 10- mount	-100%		SND	Making a missile attack	30-60%		S	ND
Total Duration: Rnd/Min/Hr/Day	"on knees/crouch" 50% Standing up from a 50%		ND	Mounting a riding beast	50%	¢	SND	Parrying a missile attack	50%	\Diamond	S	ND
	Rapid drop to the ground 10%	<> S	ND	Rapid dismount from a riding beast Careful dismount	20%	行 人	SND	Reloading a sling/short bow	50%	\Diamond	S	ND
	Careful drop to the ground 20% Picking something 200/		N D	from a riding beast	50%	$\langle \neg$	SND	Reloading a composite bow	60%	\Diamond	S	ND
Misc:	off the ground 30%	<>> S	ND	D	•			Reloading a long bow	70%	\Diamond	S	ND
	Dropping something 0%	⇐ S	ND	Preparing a spell Casting a non	90% 75%	令	S N D S N D	Reloading a light crossbow	160%	\Diamond	S	ND
	Relaxed swim 50%		ND	instantaneous spell Casting an instantaneous spell	10%	¢	SND	Reloading a heavy crossbow	220%	\Diamond	S	ND
	Hard swim 90%	<> S	ND	_	500/	\bigtriangledown	SND	Stringing a short bow	200%	\Diamond	S	ND
	Climbing 60-100%	S	ND	Concentration	50%	ک	JND	Stringing a composite bow/ long bow	300%	\Diamond	S	N D

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FACTOR	Melee	Missile	Basic Spells	Directed Spells	Area Spells	Special	Standard Any applicable skill
Quickness x 3	full	full	none	full	full	Modified due to armor worn.	Any applicable
Adrenal Defense	full	half	none	half	none	Special restrictions.	item bonuses
Special Items	full	full	full	full	full	Varies due to type of item.	
Armor Quality	full	full	none	full	half		Less than normal %
Shield:							activity used
Wall Shield	30	40	*	30	0	May parry melee & missile attacks.	Difficulty
Full Shield	25	25	*	20	0	May parry melee & missile attacks.	Routine
Normal Shield Target Shield	20 20	20 10	*	15	0	May parry melee & missile attacks.	Easy
-	20	10		J		May parry melee & missile attacks.	Light
Weapon: Main Gauche	15§	0	0	0	0 ·	Man and a shark	Medium
1-Handed Weapons	13 ş 5 ş	0	0	0	0	May parry melee attacks. May parry melee attacks.	Hard
2-Handed Weapons	58	Ő	Ő	0	Ő	May parry melee attacks;	Very Hard
						only up to 50% of OB can be used	Extremely Hard
Pole Arms	58	0	0	0	0	against 1-Handed weapons.	Shear Fally
Fole Allis	5§	0	0	0	0	May parry melee attacks; only up to 50% of OB can be used	Sheer Folly
						against non-pole arm weapons.	Absurd
Helmet:						- •	% of Hits Taken
No Helmet	0	0	**	-5	-5		0% to 25%
Helmet	0	0	**	0	0		25% to 50%
Full Helmet	0	0	**	5	5		51% to 75%
Cover:							76% to 100+%
Full "Soft" Cover ‡	na	na	20	na	40	_	Other Wounds
Half "Soft" Cover ††	20	40	10	20	20	May parry melee & missile attacks	Hits/Rnd Being Tak
						(e.g., a light wooden wall could be used to parry a missile).	
Partial "Soft" Cover †	10	20	0	20	20	May parry melee & missile attacks	Stunned $-50 + 2$
						(e.g., a light wooden wall could be	% of ExPs Expend
F 11 40 1 1 1			•			used to parry a missile).	0% to 25%
Full "Hard" Cover ‡ Half "Hard" Cover ††	na 30	na 60	20 10	na 30	60 30		25% to 50%
man man cover i	50	00	10	50	50	May parry melee & missile attacks (e.g., a stone wall could be used to	51% to 75%
							76% to 90%
						parry a missile).	
Partial "Hard" Cover †	15	30	0	30	30	May parry melee & missile attacks	
Partial "Hard" Cover †	15	30	0	30	30	May parry melee & missile attacks (e.g., a stone wall could be used to	91% to 99%
Partial "Hard" Cover †	15	30	0	30	30	May parry melee & missile attacks	91% to 99% 100+%
na — Normally, an attack	c may not	t be made ag	ainst such	a target.		May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile).	91% to 99% 100+% Combat Situation
na — Normally, an attack * — If the target of a basi	c may not	t be made ag eling spell is	ainst such	a target.	nor, a me	May parry melee & missile attacks (e.g., a stone wall could be used to	91% to 99% 100+% Combat Situation Engaged in melee
na — Normally, an attack * — If the target of a basi amount of metal) will	c may not ic Channe determin	t be made ag eling spell is e the colum	ainst such not wear n used for	a target. ng metal arn a basic spell	nor, a me l attack.	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile). stal shield (i.e., most shields have a significant	91% to 99% 100+% Combat Situation Engaged in melee In a melee environm
na — Normally, an attack * — If the target of a basi amount of metal) will ** — A target's leather o	c may not ic Channe determin or metal h	t be made ag eling spell is e the colum elmet will d	ainst such not weari n used for etermine t	a target. ng metal arn a basic spell he column u	nor, a me l attack. sed agair	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile). etal shield (i.e., most shields have a significant tst a basic Mentalism spell.	91% to 99% 100+% Combat Situation Engaged in melee In a melee environm Under missile fire .
na — Normally, an attack * — If the target of a bas amount of metal) will ** — A target's leather o § — Can only be used if	c may not ic Channe determin or metal h the weapo	t be made ag eling spell is the colum elmet will d on is not use	ainst such not weari n used for etermine t	a target. ng metal arn a basic spell he column u	nor, a me l attack. sed agair	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile). etal shield (i.e., most shields have a significant tst a basic Mentalism spell.	91% to 99% 100+% Combat Situation Engaged in melee In a melee environm Under missile fire . Lighting, if Require
na — Normally, an attack * — If the target of a basi amount of metal) will ** — A target's leather o § — Can only be used if † — 50-75% of the target	c may not ic Channe determin or metal h the weape can be se	t be made ag eling spell is e the colum elmet will d on is not use cen.	ainst such not weari n used for etermine t	a target. ng metal arn a basic spell he column u	nor, a me l attack. sed agair	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile). etal shield (i.e., most shields have a significant tst a basic Mentalism spell.	91% to 99% 100+% Combat Situation Engaged in melee In a melee environn Under missile fire . Lighting, if Requir No Shadows
na — Normally, an attack * — If the target of a bas amount of metal) will ** — A target's leather o § — Can only be used if t — 50-75% of the target t + — 01-49% of the target t - — The target is detected	c may not ic Channe determin or metal h the weapo can be se et can be d but not	t be made ag eling spell is e the colum elmet will d on is not use een. seen. sighted (i.e.	ainst such not weari n used for etermine t d to attack , no line o	a target. ing metal arm a basic spell he column u c or if 1009 f sight) and	nor, a me l attack. sed agair % of OB	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile). etal shield (i.e., most shields have a significant ast a basic Mentalism spell. is used to parry.	91% to 99% 100+% Combat Situation Engaged in melee In a melee environm Under missile fire . Lighting, if Requi No Shadows Light Shadows
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ha — Normally, an attack * — If the target of a basi amount of metal) will ** — A target's leather o § — Can only be used if t — 50-75% of the target t — 01-49% of the target t — 01-49% of the target b (i.e., the target is detected D (i.e., the target is 1 FACTOR Skill Bonus Skill Rank Special Items Weapon Quality Using Less Than Max. % Activity Position:	k may not determin or metal h the weap can be se d but not hiding be ATT Melee full none full full varies	t be made ag eling spell is e the colum elmet will d on is not use zen. seen. sighted (i.e. hind someth OFFENS ACK ROL Missile full none full full varies	ainst such not wear nused for etermine t d to attack , no line o ing). Nor SIVE CA L MODII Basic Spells none full full none none	a target. ing metal arm a basic spell he column u c or if 1009 f sight) and i mally melee PABIL,IT TICATIONS Directed Spells full none full none none	nor, a me l attack. sed again % of OB the targee and miss TES TA Area Spells none full none none	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile). etal shield (i.e., most shields have a significant ast a basic Mentalism spell. is used to parry. et does not use its tripled Quickness bonus for its ile attacks may not be made. BLE T-3.5 JS: Special OB for the weapon or spell. Skill rank of spell's list. Varies due to type of item. This is normally part of the OB. -1 mod for each 1% less than max used.	91% to 99% 100+% Combat Situation Engaged in melee . In a melee environm Under missile fire . Lighting, if Requi No Shadows Light Shadows Medium Shadows Pitch Black Darkness, if Adva No Shadows Light Shadows Light Shadows Medium Shadows Heavy Shadows Medium Shadows Medium Shadows Pitch Black Pitch Black
na — Normally, an attack * — If the target of a bas amount of metal) will ** — A target's leather og S — Can only be used if t † — 01-49% of the target † — 01-49% of the target the target is detecte DB (i.e., the target is DB (i.e., the target is B (i.e., the target is FACTOR Skill Bonus Skill Bonus Skill Bonus Skill Rank Special Items Weapon Quality Using Less Than Max. % Activity Position: Flank Attack	r may noto ic Channu r metal h the weapy can be say can be say can be say can be say can be say can be say can be say d dbut not hiding be full full full full varies +15	t be made age cling spell is e the colum elmet will d on is not use een. sighted (i.e. hind someth Missile full full full full varies +0	ainst such n ot weari n used for etermine t d to attack , no line o ing). Norr SIVE, CA L MODII Basic Spells none full none none +0	a target. ing metal arr a basic spell he column u c or if 1009 f sight) and i nally melee PABILIT FICATIONS Directed Spells full none full none full none +0	nor, a me attack. sed again & of OB the targeget and miss Area Spells none full none none +0	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile). tal shield (i.e., most shields have a significant ast a basic Mentalism spell. is used to parry. t does not use its tripled Quickness bonus for its ile attacks may not be made. BLE T-3.5 JS: Special OB for the weapon or spell. Skill rank of spell's list. Varies due to type of item. This is normally part of the OB. -1 mod for each 1% less than max used. Cumulative with other position mods.	91% to 99% 100+% Combat Situation Engaged in melee . In a melee environm Under missile fire Lighting, if Requi No Shadows Light Shadows Medium Shadows Pitch Black Darkness, if Adva No Shadows Light Shadows Darkness, if Adva No Shadows Heavy Shadows Medium Shadows Medium Shadows Medium Shadows Pitch Black Dark Pitch Black
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na — Normally, an attack * — If the target of a basi amount of metal) will * — A target's leather o § — Can only be used if if - 50-75% of the target + — 01-49% of the target the distribution of the target b (i.e., the target is leather D (i.e., the target is leather FACTOR Skill Bonus Skill Bonus Skill Rank Special Items Weapon Quality Using Less Than Max. % Activity Position: Flank Attack Rear Attack Surprise Attack	r may noto ic Channu r metal h the weapy can be say can be say can be say can be say can be say can be say can be say d dbut not hiding be full full full full varies +15	t be made age cling spell is e the colum elmet will d on is not use een. sighted (i.e. hind someth Missile full full full full varies +0	ainst such n ot weari n used for etermine t d to attack , no line o ing). Norr SIVE, CA L MODII Basic Spells none full none none +0	a target. ing metal arr a basic spell he column u c or if 1009 f sight) and i nally melee PABILIT FICATIONS Directed Spells full none full none full none +0	nor, a me attack. sed again & of OB the targeget and miss Area Spells none full none none +0	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile). tal shield (i.e., most shields have a significant ast a basic Mentalism spell. is used to parry. t does not use its tripled Quickness bonus for its ile attacks may not be made. BLE T-3.5 JS: Special OB for the weapon or spell. Skill rank of spell's list. Varies due to type of item. This is normally part of the OB. -1 mod for each 1% less than max used. Cumulative with other position mods.	91% to 99% 100+% Combat Situation Engaged in melee . In a melee environm Under missile fire . Lighting, if Requi No Shadows Light Shadows Medium Shadows Pitch Black Dark Darkness, if Adva No Shadows Light Shadows Medium Shadows Medium Shadows Medium Shadows Medium Shadows Pitch Black Dark Pitch Black Medium Shadows Medium Shadows
na — Normally, an attack * — If the target of a basi amount of metal) will ** — A target's leather o \$	x may non determin r metal h the weaps et can be se et can be se the weaps full full varies +15 +20 +20	t be made ag eling spell is e the colume emet will d on is not use ren. seen. sighted (i.e. hind someth OFFENS ACK ROL Missile full none full full varies +0 +0 +0	ainst such not wear not wear etermine t d to attack , no line o ing). Nor SIVE CA L MODII Basic Spells none full full none none +0 +0	a target. ing metal arm a basic spell he column u c or if 1009 f sight) and i mally melee PABIL,IT TICATIONS Directed Spells full none full none full none full none full none full none full none	nor, a met attack. sed again & of OB the targes TES TA S VERSI Area Spells none full full none none +0 +0	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile). etal shield (i.e., most shields have a significant ast a basic Mentalism spell. is used to parry. et does not use its tripled Quickness bonus for its ite attacks may not be made. BLE 'T-3.5 JS: Special OB for the weapon or spell. Skill rank of spell's list. Varies due to type of item. This is normally part of the OB. -1 mod for each 1% less than max used. Cumulative with other position mods. Cumulative with other position mods. Cumulative with other position mods.	91% to 99% 100+%
na — Normally, an attack * — If the target of a basi amount of metal) will * — A target's leather o § — Can only be used if if - 50-75% of the target + — 01-49% of the target the distribution of the target b (i.e., the target is leather D (i.e., the target is leather FACTOR Skill Bonus Skill Bonus Skill Rank Special Items Weapon Quality Using Less Than Max. % Activity Position: Flank Attack Rear Attack Surprise Attack	r may noto determini the weapp of an best of a	t be made age eling spell is e the colum elmet will d on is not use ren. seen. seen. OFFENS ACK ROL Missile full none full full varies +0 +0	ainst such n ot wear n used for etermine t d to attack , no line o ing). Nor SIVE CA L MODII Basic Spells none full full none +0 +0	a target. ing metal arm a basic spell he column u c or if 1009 f sight) and in anally melee DABILIT TCATIONS Directed Spells full none full none +0 +0 +0	nor, a me attack. sed again & of OB the targee IES TA S VERSU Area Spells none full full none une none	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile). ttal shield (i.e., most shields have a significant ast a basic Mentalism spell. is used to parry. tto does not use its tripled Quickness bonus for its ile attacks may not be made. BLE T-3.5 JS: Special OB for the weapon or spell. Skill rank of spell's list. Varies due to type of item. This is normally part of the OB. -1 mod for each 1% less than max used. Cumulative with other position mods. Cumulative with other position mods. Cumulative with other position mods. Cumulative with other position mods.	91% to 99% 100+% Combat Situation Engaged in melee . In a melee environm Under missile fire Lighting, if Requi No Shadows Light Shadows Medium Shadows Pitch Black Dark Pitch Black Dark Shadows Light Shadows Light Shadows Dark Pitch Black Dark Pitch Black Medium Shadows Light Shadows Light Shadows Dark Pitch Black Moving Mano Modiffers Any applicable skill bouss Any applicable is applicable is bouss Any applicable is applic
na — Normally, an attack * — If the target of a basi amount of metal) will ** — A target's leather o \$	x may non determin r metal h the weaps et can be se et can be se the weaps full full varies +15 +20 +20	t be made ag eling spell is e the colume emet will d on is not use ren. seen. sighted (i.e. hind someth OFFENS ACK ROL Missile full none full full varies +0 +0 +0	ainst such not wear not wear etermine t d to attack , no line o ing). Nor SIVE CA L MODII Basic Spells none full full none none +0 +0	a target. ing metal arm a basic spell he column u c or if 1009 f sight) and i mally melee PABIL,IT TICATIONS Directed Spells full none full none full none full none full none full none full none	nor, a met attack. sed again & of OB the targes TES TA S VERSI Area Spells none full full none none +0 +0	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile). tal shield (i.e., most shields have a significant ist a basic Mentalism spell. is used to parry. t does not use its tripled Quickness bonus for its ile attacks may not be made. BLE T-3.5 JS: Special OB for the weapon or spell. Skill rank of spell's list. Varies due to type of item. This is normally part of the OB. -1 mod for each 1% less than max used. Cumulative with other position mods. Cumulative with other position mods. Cumulative with other position mods. Applies to prone and/or surprised targets with no cover. Target gets no Qu bonus to his DB.	91% to 99% 100+% Combat Situation Engaged in melee . In a melee environm Under missile fire . Lighting, if Requi No Shadows Light Shadows Medium Shadows Pitch Black Dark Pitch Black Darkness, if Adva No Shadows Light Shadows Medium Shadows Modified Black Modified skill bonus Moving Maneuer Penalty Modified Encumbrance Penalty Modified Encumbrance Penalty
na — Normally, an attack * — If the target of a basi amount of metal) will * — A target's leather o § — Can only be used if if - 50-75% of the target the - 01-49% of the target the - 01-49% of the target the target is detected DB (i.e., the target is leather DB (i.e., the target is leather FACTOR Skill Bonus Skill Rank Special Items Weapon Quality Using Less Than Max. % Activity Position: Flank Attack Rear Attack Surprise Attack Surprise Attack Static Target	x may noto determin the weap of the weap the wea	t be made ag eling spell is e the colum elmet will d on is not use seen. seen. seen. Seen. OFFENS ACK ROL Missile full none full full varies +0 +0 +0 +0	ainst such not wear not wear not wear etermine t d to attack , no line o ing). Nor SIVE CA L MODII Basic Spells none full full none none +0 +0 +0 +10	a target. ing metal arm a basic spell he column u c or if 1009 f sight) and i mally melee PABILIT TCATIONS Directed Spells full none full none +0 +0 +30	nor, a me attack. sed again & of OB the targee TIES TA S VERSI Area S pells none full none full none none +0 +0 +0 +30	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile). ttal shield (i.e., most shields have a significant ast a basic Mentalism spell. is used to parry. tto does not use its tripled Quickness bonus for its ile attacks may not be made. BLE T-3.5 JS: Special OB for the weapon or spell. Skill rank of spell's list. Varies due to type of item. This is normally part of the OB. -1 mod for each 1% less than max used. Cumulative with other position mods. Cumulative with other position mods. Cumulative with other position mods. Cumulative with other position mods.	91% to 99% 100+%
na — Normally, an attack * — If the target of a basi amount of metal) will * — A target's leather o § — Can only be used if † — 50-75% of the target † — 01-49% of the target † — The target is detecte DB (i.e., the target is l B (i.e., the target for the target Skill Bonus Skill Bank Special Items Weapon Quality Using Less Than Max. % Activity Position: Flank Attack Rear Attack Surprise Attack Static Target Stunned Target	c may noto ic Channi ic Channi r metal h the weaps can be se et can be se full full varies +15 +20 +20 +0 +20	t be made ag eling spell is ie the colume elmet will d on is not use zen. seen. sighted (i.e. hind someth OFFENS ACK ROL Missile full none full full varies +0 +0 +0 +0 +0	ainst such not wear not wear etermine t d to attack , no line o ing). Nor SIVE CA L MODII Basic Spells none full full none +0 +0 +10 +10 +0	a target. a target. a basic spell he column u c or if 1009 f sight) and i mally melee PABILIT TICATIONS Directed Spells full none full f	nor, a met attack. sed again & of OB the target TES TA S VERSI Area Spells TES TA Area Spells IES TA Area Spells full full none none +0 +0 +0 +30 +0	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile). ttal shield (i.e., most shields have a significant ist a basic Mentalism spell. is used to parry. tt does not use its tripled Quickness bonus for its ite attacks may not be made. BLE 'T-3.5 JS: Special OB for the weapon or spell. Skill rank of spell's list. Varies due to type of item. This is normally part of the OB. -1 mod for each 1% less than max used. Cumulative with other position mods. Cumulative with other position mods.	91% to 99% 100+%
na — Normally, an attack * — If the target of a bass amount of metal) will ** — A target's leather os @ Can only be used if t — 50-75% of the target t = - The target is detecte DB (i.e., the target is l DB (i.e., the target is l DB (i.e., the target is l B (i.e., the target is l B (i.e., the target is l DB (i.e., the target is l Carget Status; Statil Rank Sum Autack Rear Attack Suprise Attack Static Target Stunned Target Downed Target	x may noto determin r metal h the weapp can be se et can be se the weapp d but not hiding be full none full full varies +15 +20 +20 +0 +30	t be made age eling spell is e the colume elenet will do on is not use een. seen. Sighted (i.e. hind OFFENS ACK ROL Missile full none full full varies +0 +0 +0 +0 +0 +20 +30	ainst such in ont wearin in used for etermine t d to attack , no line o ing). Norr SIVE CA L MODII Basic Spells none full full none +0 +0 +0 +0 +0 +0 +0 +0 +0	a target. in g metal arr a basic spell he column u c or if 1009 f sight) and ti anally melee PABILIT TCATIONS Directed Spells full none full none full none full none +0 +0 +0 +0 +0 +0 +0 +0 +0 +0	nor, a me attack. sed again the targee and miss TIES TA S VERSU full none full full none full full none +0 +0 +0 +0 +0 +0 +0	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile). ttal shield (i.e., most shields have a significant ast a basic Mentalism spell. is used to parry. t does not use its tripled Quickness bonus for its ile attacks may not be made. BLE T-3.5 JS: Special OB for the weapon or spell. Skill rank of spell's list. Varies due to type of item. This is normally part of the OB. -1 mod for each 1% less than max used. Cumulative with other position mods. Cumulative with other position mods. Cumulative with other position mods. Cumulative with other starget status mods. Not cumulative with other target status mods.	91% to 99% 100+%
na — Normally, an attack * — If the target of a basi amount of metal) will * — A target's leather o \$ — Can only be used if i + — O1-49% of the target + — O1-49% of the target DB (i.e., the target is leather o B (i.e., the target target Prone Target Prone Target	x may noto determin in reatal the weap et can be se et can be se full none full full varies +15 +20 +20 +30 +30 +50	t be made age leling spell is e the colume elmet will d on is not use seen. seen. Seen. OFFENS ACK ROL Missile full none full full varies +0 +0 +0 +0 +20 +30 +50	ainst such n ot wear n used for etermine t d to attack , no line o ing). Nor SIVE CA L MODII Basic Spells none full full none +0 +0 +0 +0 +0 +0 +0 +0 +0 +0 +0	a target. in g metal arri a basic spell he column u c or if 1009 f sight) and in ally melee PABILIT TCATIONS Directed Spells full none full none full none full none +0 +0 +0 +0 +0 +0 +0 +0 +0 +0	nor, a me attack. sed again the targee and miss TIES TA S VERSI For a second full full none full full none full full +0 +0 +0 +0 +0 +0 +0 +0 +0 +0	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile). ttal shield (i.e., most shields have a significant ist a basic Mentalism spell. is used to parry. tdoes not use its tripled Quickness bonus for its ile attacks may not be made. BLE T-3.5 JS: Special OB for the weapon or spell. Skill rank of spell's list. Varies due to type of item. This is normally part of the OB. -1 mod for each 1% less than max used. Cumulative with other position mods. Cumulative with other position mods. Cumulative with other target status mods. Not cumulative with other target status mods. Not cumulative with other target status mods.	91% to 99% 100+% Combat Situation Engaged in melee . In a melee environr Under missile fire . Lighting, if Requi No Shadows Light Shadows Medium Shadows Pitch Black Dark Pitch Black Darkness, if Adva No Shadows Light Shadows Medium Shadows Modiffer Black Modified Skill bonus Modified Encumbrance Penalty Modified Encumbrance Penalty Modified Encumbrance Penalty

MODIFICATIO Instantaneous Lvi Instantaneous +15 +15 +10 +5 +5 +5 +0 +0 +0 -30 -35 -40 -50 -70 10) -95 -15) -120 -20) -170 taneous Spell Cast as a Snap A wer 26% to 50% ed: 51% to 75% 76% to 100% Oyen Base, Own Open. Own Res Open, Own Res	N 0 -10 -20 -30 -35 -45 -55 -85 -90 -95 -100 -105 -125 -150 -175 -225 -275 OTHE Action:	D LEVELS A Non-instantane 1 +10 +5 0 0 0 -10 -20 -30 -60 -65 -70 -75 -80 -100 -125 -150 -200 -250 Char + (skil	ND PREPA eous Spell — 2 +115 +10 +5 +5 +5 -5 0 0 0 -30 -30 -35 -40 -45 -50 -70 -95 -120 -70 -95 -120 -70 -220 CATIONS nneling Il bonus) -20 -10 -20 -30		OUNDS ion Rounds 7 6 7-8 5 +30 0 +25 5 +20 5 +20 5 +20 5 +20 0 +15 0 +15 0 +15 0 +15 0 -15 5 -20 0 -25 5 -20 0 -25 5 -30 0 -35 0 -35 0 -35 0 -35 5 -80 0 -205 ce	9+ +35 +30 +25 +25 +25 +20 +20 +20 -10 -15 -20 -25 -30 -50 -75 -100 -150
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ed: 51% to 75% 76% to 100% Type: Own Base, Own Open, Own Rea			-20 -30	-20		-20 -30
76% to 100% Type: Own Base, Own Open, Own Rea			-30			-30
Type: Own Base, Own Open, Own Rea				-50		
Open, Own Rea						+10
	alm		+10	+10		-10
			+5	+5		+5
Closed, Own R	Realm		+0	+0		+0
Arcane Lists			-5	-5		-5
Other Base, Ow			-10	-10		-10
Open List, Othe Closed List, Oth			-10 -20	-10 -20		-10 -20
Base List, Othe			-30	-30		-30
			20			
s (*): None			-20	-30		+0
One			+0	+0		+0
Two		-	+5	+10		+0
ce (*): None			-10	-5		+0
Whisper			+0	+0		+0
Normal			+5	+0		+0
Shout		-	+10	+5		+0
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	the caster) mod	applicable during			5	
each condition, use the worst (to				e nearest pound		
	 Whisper Normal Shout None Leather Leather & Leather Leather & Metal t (*†): Organic Mater Organic Mater Inorganic Mater Normal ATS 1 Normal ATS 5 Normal ATS 5 Normal ATS 5 Normal ATS 7 Normal ATS 1 Normal AT 1 	 Whisper Normal Shout None Leather Leather & Metal Metal t (*†): Organic Material, living Organic Material, non-living Inorganic Material t): Normal ATs 1, 2, 3, 4 t): Normal ATs 5, 6 Normal ATs 7, 8 Normal ATs 7, 8 Normal ATs 7, 8 Normal ATs 10 Normal AT 12 Normal AT 12 Normal ATs 15, 16 Normal AT 19 Normal AT 19 Normal AT 19 Normal AT 20 	Whisper Normal Shout Normal None Leather Leather & Metal Metal tt (*†): Organic Material, living Organic Material, non-living Inorganic Material, non-living Inorganic Material +1 per 1 Normal ATs 1, 2, 3, 4 +): Normal ATs 5, 6 Normal ATs 7, 8 Normal ATs 7, 8 Normal ATs 7, 8 Normal AT 12 Normal AT 12 Normal ATs 15, 16 Normal AT 19 Normal AT 19 Normal AT 19 Normal AT 20	Whisper Normal $+0$ NormalNormal $+5$ ShoutNone Leather $+0$ LeatherLeather Metal $+0$ Leathert (*†):Organic Material, living Organic Material, non-living Inorganic Materialt (*†):Organic Material, non-living Inorganic Materialt (*†):Organic Material, non-living Inorganic Material+0 Inorganic Material -1 per 1 lb over 10 lb $+1$ Normal ATS 1, 2, 3, 4 Normal ATS 5, 6 $+0$ Normal ATS 7, 8 $+0$ Normal ATS 9, 10 $+0$ Normal ATS 12 $+0$ Normal ATS 14 $+0$ Normal ATS 15, 16 -60 Normal ATS 15, 16Normal ATS 15, 16 -60 Normal AT 19 $+0$ Normal ATS 15, 16 -60 Normal ATS 15, 16 $+0$ Normal AT 12 -30 Normal ATS 15, 16 $+0$ Normal ATS 15, 16 -60 Normal AT 19 $+0$ Normal AT 20 -75 each condition, use the worst (to the caster) mod. applicable during any preparate	Whisper +0 +0 Normal +5 +0 Normal +5 +0 Shout +10 +5 I: None +0 -0 Leather +0 -20 Leather +0 -30 Metal -20 -40 tt (*†): Organic Material, living +0 -1 per 5 lb o of Granic Material, non-living +0 -1 per 1 lb over 10 lb -2 per 1 lb o tt (*†): Normal ATs 1, 2, 3, 4 +0 +0 +0: Normal ATS 1, 2, 3, 4 +0 -10 Normal ATS 1, 2, 3, 4 +0 -10 Normal ATS 1, 2, 3, 4 +0 -0 +10: Normal ATS 1, 2, 3, 4 +0 +10: Normal ATS 1, 2, 3, 4 +0 +2: Normal ATS 1, 2, 3, 4 +0 +10: Normal ATS 1, 4 -30 Normal ATS 1, 10 +0 -22 Normal ATS 15, 16 -60 -70 Normal ATS 15	Whisper Normal $+0$ $+0$ Normal $+5$ $+0$ Shout $+10$ $+5$ None $+0$ $+0$ Leather $+0$ $+0$ Leather & Metal -10 -30 Metal -20 -40 tt (*†): Organic Material, living Organic Material, non-living Inorganic Material $+0$ -1 per 5 lb over 50 lb Normal ATs 1, 2, 3, 4 $+0$ -1 per 1 lb over 10 lb -2 per 1 lb over 5 lb *): Normal ATs 1, 2, 3, 4 $+0$ $+0$ -1 per 1 lb over 5 lb *): Normal ATs 1, 2, 3, 4 $+0$ $+0$ -2 per 1 lb over 5 lb *): Normal ATs 1, 2, 3, 4 $+0$ $+0$ -2 per 1 lb over 5 lb *): Normal ATs 1, 2, 3, 4 $+0$ -10 -2 per 1 lb over 5 lb *): Normal ATs 1, 2, 3, 4 $+0$ -20 -0 Normal ATs 5, 6 $+0$ -10 -22 Normal ATs 1, 1 $+0$ -25 -0