Active 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21

95 95 95

80 85 90

75 80 85

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55 60 65

50 55 60

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35 40 45

30 35 40

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15 20 25

05 10 15

05 05 05

50 55 60 65 70 75

45 50 55 95 95 95

95 95 95 95 95 95 95 95 95

70 75 80 85 90 95 95 95 95 95 95 95 95 95 95

90 95 95

85 90 95

80 85 90

75 80 85

65 70 75

60 65 70

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45 50 55

20 25 30 35 40 45 50 55 60

10 15 20

90 95 95 95 95 95

70

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80 85 90

75 80 85

65 70 75

60 65 70

45 50 55 60

35 40 45

30 35 40

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20 25 30

15 20 25

10 15 20

05 10 15

05 05 10

05 05 05

05 05 05

35 40

55 60 65 70 75 80

25

Melee Sequence

Statement of Intent Phase: each player and gamemaster declare their intentions for their characters. Suggestion: first statement given by character with lowest DEX. 3 SR required to change actions in the midst of the MR.

Action Phase: 10 SR per MR. An adventurer may begin moving on his DEX SR. Roll D100 to succeed in skill use, and D20 if affecting a hit location. Check for knockback (automatic for special hits).

Bookkeeping: subtract all damage done; note fatigue point loss; check for bleeding and Heroic rolls; make experience checks.

Limit to Activities

An adventurer can perform two of the three melee actions (attack, parry, dodge). He may also cast spells if sufficient SRs remain in the melee round, though he may not attack, parry, or dodge while casting spells. Spellcasting activities can carryover to the next melee round.

Game Aids

Use of these tables will speed game play. They are grouped by color. Remove the center forms and use them as masters with which to make copies for gamemaster use.

The Resistance Table

65

60 65 70

45 50 55

40 45 50

40 45 50 55 60 65

20 25 30 35 40 45

05 05 05 05 10 15

05 05 05 05 05 05

05 05 05 05 05 05

05 05 05 05 05

70 75

50 55 60

35 40

10 15 20 25 30 35 40 45 50

20 25 30

15 20 25

05 05 10

05 05 05 05 10 15 20 25 30 35 40 45 50 55

Skill	Resu	Its	
Actual	Critical	Special	Fumble
Skill	Success	Success	
01-07	01	01	96-00
08-10	01	01-02	96-00
11-12	01	01-02	97-00
13-17	01	01-03	97-00
18-22	01	01-04	97-00
23-27	01	01-05	97-00
28-29	01	01-06	97-00
30	01-02	01-06	97-00
31-32	01-02	01-06	98-00
33-37	01-02	01-07	98-00
38-42	01-02	01-08	98-00
43-47	01-02	01-09	98-00
48-49	01-02	01-10	98-00
50	01-03	01-10	98-00
51-52	01-03	01-10	99-00
53-57	01-03	01-11	99-00
58-62	01-03	01-12	99-00
63-67	01-03	01-13	99-00
68-69	01-03	01-14	99-00
70	01-04	01-14	99-00
71-72	01-04	01-14	00
73-77	01-04	01-15	00
78-82	01-04	01-16	00
83-87	01-04	01-17	00
88-89	01-04	01-18	00
90-92	01-05	01-18	00
93-97	01-05	01-19	00
98-00	01-05	01-20	00

05 05 05 50 05 05 05 05 05 05 19 20 05 05 05 05 05 05 05 05 05 05 05 01 05 05

Locations

Melee

01

03

04 35 40 45

05

06

07

08 15 20 25 30

09 10 05 10 15

11

12 05 0.5 0.5 10 15 20

13

14

15 05

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17

18

50 55 60

45 50 55

30 35 40

05 05 10

05 05 05

05

Humanoid Hit

30 35

D20	Body Area	Description
01-04	Right Leg	Right leg from hip to foot
05-08	Left Leg	Left leg from hip to foot
09-11	Abdomen	Hip to just under floating rib
12	Chest	Floating ribs to neck and shoulders
13-15	Right Arm	Entire right arm
16-18	Left Arm	Entire left arm
19-20	Head	Neck and head

Missile/Spell

D20	Body Area	Description
01-03	Right Leg	Right leg from hip to foot
04-06	Left Leg	Left leg from hip to foot
07-10	Abdomen	Hip to just under floating ribs
11-15	Chest	Floating ribs to neck and shoulders
16-17	Right Arm	Entire right arm
18-19	Left Arm	Entire left arm
20	Head	Neck and Head

Shielded Hit Locations

For success, roll equal to

95 95 95

95 05

95

90 95

80 85 90

60 65 70

40 45

55 60

95

95

95

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95

95

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95 95 95

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85

75 80 85

70 75 80

65

or less than the indicated number.

95 95 95

95 95 95

95 95 95

95 95 95

90 95 95

70 75 80 85 90 95 95 95 95

80 85 90

75 80 85

60 65 70

70 75 80

50 55 60 65 70 75

40 45 50 55 60 65

30 35 40 45 50 55

05 05 10 15 20 25 30 35 40 45 50 55

20 25 30 35 40 45 50

25 30

95 95 95 95

Shield	Area Covered
Buckler	Shield arm.
Target/Heater	Shield arm and one other hit location.
Hoplite/Kite/	Shield arm and two other
Viking Round	hit locations contiguous with each other.

4-Legged Animal **Hit Locations**

Area	melee D20	missile D20	HP Multiplier
RH Leg	01-02	01-02	.25
LH Leg	03-04	03-04	.25
Hind O	05-07	05-09	.40
Fore O	08-10	10-14	.40
RF Leg	11-13	15-16	.25
LF Leg	14-16	17-18	.25
Head	17-20	19-20	.33

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Y-1873 6/84

Positive Percentiles Effect Target helpless +25 Target surprised during non-+20 combat or knocked down. Target surprised during combat. Attacking from target's unshielded +10 side or from behind. Prepared attack (one melee round +10 delay to aim just right). +10 Attacking from above target Per 10 SIZ points that the target +05 is over SIZ 20. Negative Effect -75 Target cannot be seen, or sensed by darksense or other such senses. Attacker has been knocked down -20Target moving (if attacking with

missile weapon).

vehicle

er SIZ point which target is below SIZ 4.

Attacker is riding a moving animal/

Attack Modifiers

chance below 5%

-10

-10

-10

All effects are cumulative, but no matter how many negative modifiers apply, never reduce the attack

Combined Melee Weapons and Parry Weapons Fumbles

D100 Nature of Fumble; Effect on Fumbler

- 01-05 Lose next parry.
- 06-10 Lose next attack
- 11-15 Lose next attack and parry.
- 16-20 Lose next attack, parry, and Dodge.
- 21-25 Lose next 1D3 attacks.
- 26-30 Lose next 1D3 attacks and parries.
- 31-35 Shield strap breaks: shield immediately falls.
- 36-40 As 31-35 above, and also lose next attack.
- 41-45 Armor strap breaks: roll for hit location from where the armor fell.
- 46-50 Armor strap breaks: as 41-45 above, and also lose next attack and parry.
 51-55 Fall: lose parry and Dodge this round, and take 1D3 melee rounds to get up.
- 56-60 Twist ankle: halve movement rate for 5D10 melee rounds.
- 61-63 Twist ankle and fall: apply both 51-55 and 56-60 above.
- Vision impaired: lose 25 percentiles from attacks and parries; fix helmet or clear eyes in 1D3 unengaged melee rounds.
- 68-70 Vision impaired: lose 50 percentiles from attacks and parries; fix helmet or clear eyes in 1D6 unengaged melee rounds.
- 71-72 Vision blocked: lose all attacks and parries; fix helmet or clear eyes in 1D6 unengaged melee rounds.
- 73-74 Distracted: foes attack at +25 percentiles effectiveness for next round.
- 75-78 Attack—weapon dropped: recover in 1D2 melee rounds.
 - Parry—parrying weapon or shield dropped: recover in 1D2 melee rounds.
- 79-82 Attack—weapon knocked away: roll 1D6 meters for distance, 1D8 for compass direction, and recovery time of 1D3+1 melee rounds.
 - **Parry**—parrying weapon or shield knocked away: roll 1D6 meters for distance, 1D8 for compass direction, and recovery time of 1D3+1 melee rounds.
- 83-86 Attack—weapon shattered: 100% chance if unenchanted, subtract 10 percentiles from chance per point of spirit magic or sorcery on weapon; subtract 20 percentiles from chance per point of divine magic on weapon. Parry—parrying weapon or shield shattered: 100% chance if unenchanted, subtract 10 percentiles from
 - Parry—parrying weapon or shield shattered: 100% chance it unenchanted, subtract 10 percentiles from chance per point of spirit magic or sorcery on weapon; subtract 20 percentiles from chance per point of divine magic on weapon.
- 87-89 Attack—hit nearest friend for rolled damage; hit self if no friend is near.
- Parry—wide open: foe automatically hits for rolled damage.
- 90-91 Attack—hit nearest friend for maximum rolled damage; hit self if no friend is near.
 - Parry—wide open: foe automatically hits for rolled damage.
- Attack—hit nearest friend for maximum rolled damage and ignore any armor; hit self if no friend is near.

 Parry—wide open: foe automatically hits for rolled damage.
- 93-95 Attack—hit self: do rolled damage.
 - Parry—wide open: foe automatically hits for rolled damage.
- 96-97 Attack—hit self: do maximum rolled damage.
 - Parry—wide open: foe automatically hits for rolled damage.
- 98 Attack—hit self: do maximum rolled damage and ignore any armor.
 - Parry—wide open: foe automatically hits for critical success with weapon.
- 99 Attack or Parry—blow it: roll twice on this table and apply both results.
- OO Attack or Parry—blow it badly: roll three times on this table and apply all three results.

Missile Weapons Fumbles

- D100 Result
- 01-10 Lose next attack.
- 11-20 Lose next 1D4 attacks.
- 21-30 Lose next 1D3 melee rounds for any activity.
- 31-40 Weapon strap breaks: lose melee weapon.
- 41-50 Armor strap breaks: roll for hit location to determine which piece breaks and falls.
- 51-60 Armor strap breaks: as per entry 41-50, and neither initiate action nor parry in the next melee round.
- 61-65 Fall to ground.
- 66-70 Vision impaired: lose 50 percentiles from all attack chances for 1D3 melee rounds.
- 71-73 Vision blocked: cannot see for 1D3 melee rounds.
- 74-80 Drop weapon: weapon lands 1D6-1 meters distant.
- 81-85 Weapon shatters: 100% chance if unenchanted, -10 percentiles per point of spirit magic or sorcery on weapon; -20 percentiles per point of divine magic on weapon.
- 86-89 Hit nearest friend: do regular rolled damage. If no friend is near, apply as per entry 81-85.
- 90-92 Hit nearest friend: do impaling damage. If no friend is near, apply as per entry 81-85.
- 93-94 Hit nearest friend: do critical damage. If no friend is near, apply as per entry 81-85.
- 95-98 Blow it: roll twice on this table and apply both results.
- 99-00 Blow it badly: roll three times on this table and apply all three results.

Dropped Oil Lamp Table

result
Light is extinguished; lamp is unharmed.
Lamp continues to burn unharmed; roll for random beam direction.
Lamp breaks and is no longer usable. Oil spreads over to the floor, leaving slick surface. Wick continues to burn with brightness of candle.
Lamp breaks irreparably and spreads oil over floor, leaving slick surface. Wick goes out.
Lamp breaks and spreads burning oil across floor; treat flames as a small fire (see The World chapter).

-25.

Natural Weapons Fumbles

D100	P It
D100	Results
01-05	Lose next Dodge.
06-10	Lose next attack.
11-15	Lose next Dodge and parry.
16-20	Lose next Dodge, parry, and attack.
21-25	Lose next 1D3 melee rounds: initiate no action nor parry.
26-30	Lose next 1D6 attacks.
31-35	Armor or clothing strap breaks: roll to determine hit location.
36-40	Armor or clothing strap breaks: roll to determine hit location and lose next melee round as per entry 21-
41-50	Fall: lose Dodge and parry this round.
51-60	Fall and twist ankle: lose 1 meter of movement per strike rank for 5D10 melee rounds.
61-70	Vision impaired: for 1D3 melee rounds, lose 25 percentiles for attacks, parries, and Dodges
71-73	Vision impaired: for 1D4 melee rounds, lose 50 percentiles on attacks, parries, and Dodges.
74-75	Vision blocked: fumbler cannot see for 1D3 melee rounds.
76-80	Distracted: all foes may attack at +25 percentiles during the next melee round.
81-85	Miss an attack, and strain a muscle: lose 1 hit point in the attacking limb and 3 fatigue points.
86-90	Hit nearest friend: do regular rolled damage. If no friend is near, apply as per entry 81-85.
91-94	Hit nearest friend: do maximum rolled damage. If no friend is near, apply as per entry 81-85.
95-96	Hit nearest friend: do critical damage. If no friend is near, apply as per entry 81-85.
97-98	Hit self: do maximum rolled damage.
99	Blow it: roll twice on this table and apply both results.
00	Blow it badly: roll three times on this table and apply all three results.

11acula	I Weap		
Weapon	Damage	Base %	SR
Claw	1D6	25%	3
Fist	1D3	25%	3
Grapple	1D6	25%	3
Head Butt	1D4	10%	3
Kick	1D6	15%	3

Engines		Base		Max.	
Name	ENC(kg) %	Damage	Range	Rate of Fire
Siege Arbale Ballista			3D6+1 10D6	425 275	1/5MR 1/5 minutes
Catapult Springal Trebuchet	N/A N/A N/A	05%	6D6 3D6 12D6	325 300 300	1/5 minutes 1/5 minutes 1/15 minutes

Missile Weapons

Weapon	STR/	Base				— Ran	ige —	Rate of	
Name	DEX	%	ENC(m)	Damage	AP	Effect	Max.	Fire	P
Atlatl	7/9	05	.5(1)	+1D6†	6	+10	+20	1/MR	20
Bow, Self	9/9	05	.5(.05)	1D6+1	5	90	120	1/SR	150
Bow, Long	11/9	05	.5(.05)	1D8+1	6	90	275	1/SR	350
Bow, Composite	13/9	05	.5(.05)	1D8+1	7	120	225	1/SR	350
Crossbow, Heavy	13/7	25	8.0(.05)	2D6+2	10	55	300	1/3MR	500
Crossbow, Medium	11/7	25	4.8(.05)	2D4+2	8	50	270	1/2MR	400
Crossbow, Light	9/7	25	3.4(.05)	1D6+2	6	40	225	1/2MR	300
Repeater (12 shots)**	9/7	25	3.2(.05)	1D6+2	6	60	170	1/SR	800
Stonebow	11/7	25	3.4(.1)	1D6+2	6	30	200	1/MR	300
Blowgun	-/11	10	.5(.05)	1D3*	4	30	30	1/MR	50
Sling	-/11	05	.1(.1)	1D8	-	100	100	1/MR	30
Staff Sling	9/11	10	.5(.1)	1D10	10	120	120	1/MR	80
Bolas***	9/13	05	3.0	1D4	-	15	25	1/MR	50
Boomerang, War***	13/9	10	1.0	1D8	6	30	50	1/MR	30
Boomerang, Hunting***	9/11	05	0.5	1D4	3	50	50	1/SR	20
Dart*	-/9	10	.5	1D6	4	20	30	1/SR	75
Javelin	9/9	10	1.5	1D8	8	20	50	1/SR	100
Shuriken	-/13	05	.1	1D3	-	20	30	1/SR	25
Throwing Axe***	9/11	10	.5	1D6	6	20	20	1/SR	50
Throwing Knife	-/11	05	.2	1D4	4	20	20	1/SR	50
Thrown Rock***	-/-	15	.5	1D3	-	20	20	1/SR	0
Rope Lasso***	9/13	05	1.0	none	-	10	10	1/5MR	200
Pole Lasso***	9/9	20	3.0	none	4	3	3	1/MR	100
Whip***	9/9	10	1.0	1D4	6	5	5	1/MR	150

*Dart from blowgun will usually have a poison of 2D10 potency.

**Once 12 shots have been fired, it takes the character's DEX strike rank +3 to reload one quarrel.

*** These weapons do not do impaling damage with a special hit.

† This is a damage modifier.

Melee Weapons

TAT			STR/					
Weapon Category	Weapon	Damage	DEX	ENC	BS%	Armor	SR	Price
	Battleaxe	1D8+2	13/9	1.0	10	8	2	100
Axe, 1H	Hatchet	1D6+1	7/9	0.5	10	6	2	25
Axe, 2H	Battleaxe	1D8+2	9/9	1.0	05	8	2	100
11,10, 211	Great Axe	2D6+2	11/9	2.0	05	10	1	120
	Halberd@\$	3D6	13/9	3.0	05	10	1	250
	Poleaxe	3D6	11/9	2.5	05	10	1	150
Dagger	Dagger	1D4+2	-/-	0.5	15 15	6	3	33 10
	Knife Main Gauche	1D3+1 1D4+2	-/- -/9	0.2	10	10	3	55
	Sai	1D4 12	-/11	1.0	05	10	2	60
Fist	Cestus, Heavy	1D3+2	11/-	1.5	15	8	3	100
	Cestus, Light	1D3+1	7/-	1.0	15	4	3	100
	Fighting Claw	1D4+1	7/9	0.1	15	1470755	3	100
Flail, 1H	Ball & Chain	1D10+1	11/7	2.0	05	8	2	250
	Grain Three Chain	1D6 1D6+2	9/- 9/13	1.0	10 05	6	2 2	10 240
El-:l all		2D6+2	9/13	2.5	05	10	1	240
Flail, 2H Hammer, 1H	Military Warhammer@	1D6+2	11/9	2.0	10	8	2	150
	Great Hammer@	2D6+2	9/9	2.5	05	10	1	250
Hammer, 2H	Heavy Mace	1D10	13/7	2.5	15	10	2	220
Mace, 1H	Light Mace	1D10	7/7	1.0	15	6	2	100
	Singlestick	1D6	7/9	0.5	15	5	2	10
	Wooden Club	1D6	-/7	0.5	15	4	2	4
Maul	Heavy Mace	1D10	9/7	2.5	10	10	2	220
	Quarterstaff	1D8	9/9	1.5 5.5	10	8 16	1 1	20 50
	Troll Maul War Maul	2D8 1D10+2	17/7	2.5	10	12	1	150
	Work Maul	2D6+2	13/7	4.0	10	12	2	150
Rapier	Rapier@	1D6+1	7/13	1.0	05	8	2	100
Shortsword	Gladius@	1D6+1	-/-	1.0	10	10	2	100
	Kukri	1D4+3	-/11	0.5	10	8	3	120
Shield**	Buckler	1D4	-/9	1.0	05	8	3	120
	Heater/Target	1D6	9/-	3.0	15	12	3	60 150
	Hoplite Shield Kite	1D6 1D6	12/- 11/-	7.0 5.0	15 15	18 16	3	120
	Viking Round	1D6	9/7	4.0	15	10	2	120
Spear, 1H@@	Iavelin	1D6+1	7/7	1.5	05	8	2	100
	Lance (mntd)	1D10+1	7/7	3.5	05*	10	0	150
	Pilum	1D6+1	9/7	2.0	05	10	2	125
	Short Spear	1D8+1	7/7	2.0	05	10	2	20
Spear, 2H@@	Long Spear	1D10+1	9/7 7/11	2.0	15 05	10 10	1 1	30 150
	Naginata Pike	2D6+2 2D6+2	11/7	3.5	15	12	0	65
	Short Spear	1D8+1	-/7	2.0	15	10	2	20
Sword, 1H	Bastard Sword	1D10+1	13/9	2.0	10	12	2	230
	Broadsword@	1D8+1	9/7	1.5	10	10	2	175
	Scimitar@	1D6+2	7/11	1.5	10	10	2	200
Sword, 2H	Bastard Sword	1D10+1	9/9	2.0	05	12	2	230 320
T 1 ""	Greatsword	2D8	11/13	3.5	05	12	1	5
Tools##	Hoe (2H) Scythe#	1D6 2D6	7/7 11/9	2.0	10 10	8	1	50
	Sickle (1H)@	1D6	-/-	0.5	05	6	3	40
	Spade (2H)	1D6+2	7/7	1.5	05	8	2	20
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Lance cannot parry when used from horseback.
Percent is for parry. Attack is 05%.
Generally have straightened blades when used for war.
Unlike the other categories of weapons, expertise with one tool does not confer any ability with the other tools. Attacks and parries with each tool must be advanced separately.
Weapon can be used either as a cutting/smashing weapon or as a thrusting weapon which can impale. Mode must be declared before attack is rolled.
All special hits with these weapons are impales.
Impaling Damage with a Halberd is 4D6, not 6D6.

Rune Quest

Ship Name				
Hull Type				
Owner/Sponsor				
Year Built	Age			
Length	Capacity			
Beam	Crew			
Freeboard	Draft			

Crew Me	mber	s pay	y	Cargo	ton
Captain_			_		

	6 464		_		
		-	_		
			_		
othe	rsailo			misc.	
		rs		misc	
Engine	SR		A%	Damage 	

Ship Sheet

Sea	w	ortl	hin	es	s:	1	2	3	4	5	6
7	8	9	10	11	12	13	14	15	16	17	18
19	20	21	22	23	24	25	26	27	28	29	3 0
31	32	33	34	35	36	()
Hu	11 G	lua	lit	y:	1	2	3	4	5	6	7
8	9	10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29	3 0	31
32	33	34	35	36	37	38	(_)
Str	uc	tur	e P	oir	ıts	:	1	2	3	4	5
		tur 8									
6	7		9	10	11	12	13	14	15	16	17
6 18	7 19	8	9 21	10 22	11 23	12 24	13 25	14 26	15 27	16 28	17 29
6 18 30	7 19 31	8 20	9 21 33	10 22 34	11 23 35	12 24 36	13 25 37	14 26 38	15 27 39	16 28 40	17 29 41
6 18 30 42	7 19 31 43	8 20 32	9 21 33 45	10 22 34 46	11 23 35 47	12 24 36 48	13 25 37 49	14 26 38 50	15 27 39 51	16 28 40 52	17 29 41 53
6 18 30 42 54	7 19 31 43 55	8 20 32 44	9 21 33 45 57	10 22 34 46 58	11 23 35 47 59	12 24 36 48 60	13 25 37 49 61	14 26 38 50 62	15 27 39 51 63	16 28 40 52 64	17 29 41 53 65
6 18 30 42 54 66	7 19 31 43 55 67	8 20 32 44 56	9 21 33 45 57 69	10 22 34 46 58 70	11 23 35 47 59 71	12 24 36 48 60 72	13 25 37 49 61 73	14 26 38 50 62 74	15 27 39 51 63 75	16 28 40 52 64 76	17 29 41 53 65 78

Rune Quest

Ship Name	
Hull Type	7773
Owner/Sponsor	
Year Built	Age
Length	Capacity
Beam	Crew
Freeboard	Draft

Crew Mei	nbers	ра	y	Cargo ton:	s
Captain_			_		_
-		-	_		
					_
-					_
	2 0 000 0 0				-
othe	sailors	-	-	misc.	
Engine	SR R	ange	A%	Damage ENC AP	
			□		

Ship Sheet



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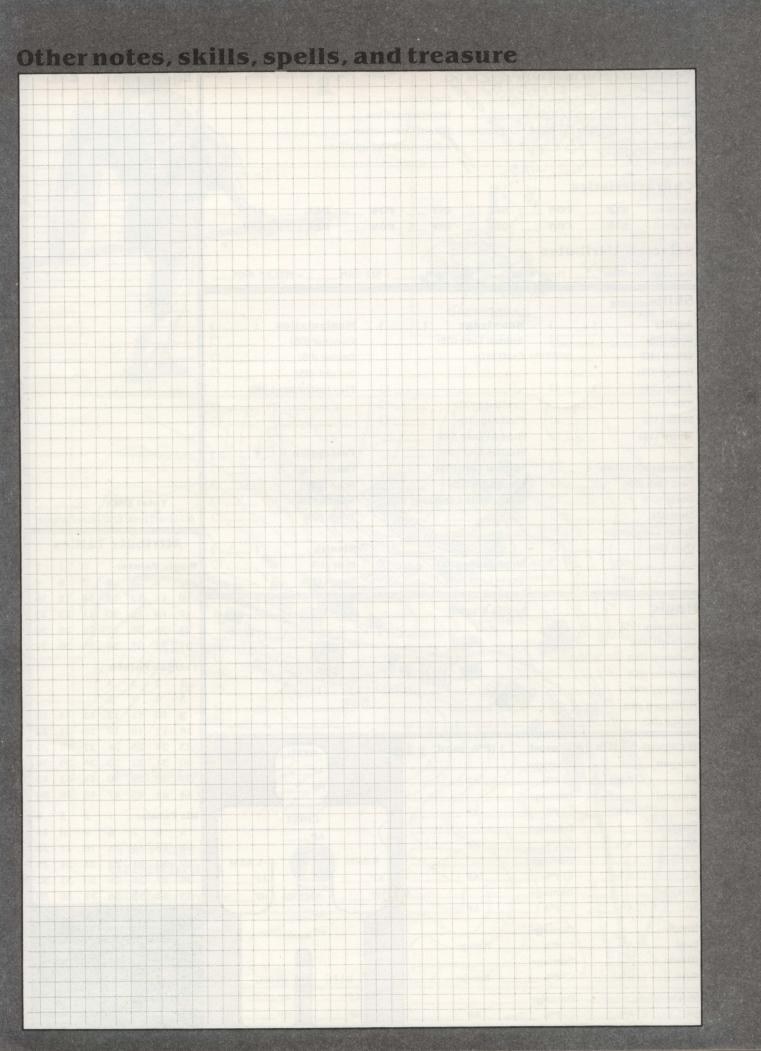
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Adventure

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79	GAMES OF	

Personal Info	rmation				Eq	uip	me	nt]	EN	C
Adventurer Name		Player Name				nies					
			n		1	nor_					
	r: Male Female		ion								
Culture		Adventurer Occ	upations								
Religion					-						
Characteristic	cs							_	_		
	CON SIZ	INT POW	DEX	APP	-			_	-		
	CON SIZ		DEX	APP					_		
Selected Attri	butes				-				-		
	Move Rate DE			EE SRM							
Skills	all Constitution District										
Agility (_) Knowledge	()	Manipulation	()							
		(05)	Conceal (05)								
		(/	Devise (05)								
Dodge (05)											
Jump (25)			Play Instrument		_				_		
Ride (05)	Evaluate (05)									
	□ First Aid (10)				_						
	Human Lore				_						
	Martial Arts		Perception	()	_						
Communication (Listen (25)		_						
The state of the s	Plant Lore (0		Scan (25)		_						
		Language (00)	Search (25)			Tot	al El	NC:			
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(00)		05)	Sneak (10)		3	4	5	6 13 20	7 14 21	8 15 22	9 16 23
(00)	World Lore (C	05)	Sneak (10))	3 10 17	4 11 18 25	5 12 19 26	6 13 20 27	7 14 21 28	8 15 22 29	9 16 23 30
(00)	World Lore (C	vn	Sneak (10)		3 10 17 24 31	4 11 18 25 32	5 12 19 26 33	6 13 20 27 34	7 14 21	8 15 22 29	9 16 23 30
(00)	World Lore (C	vn	Sneak (10)		3 10 17 24 31	4 11 18 25 32 gue	5 12 19 26 33 Poin	6 13 20 27 34 its:	7 14 21 28	8 15 22 29	9 16 23 30
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	World Lore (C	vn	Sneak (10))	3 10 17 24 31 Fati 1 5	4 11 18 25 32 gue 2 6	5 12 19 26 33 Poin 3 7	6 13 20 27 34 its: 4 8	7 14 21 28 35	8 15 22 29 36	9 16 23 30 37
	World Lore (C	vn	Sneak (10))	3 10 17 24 31 Fati 1 5 9	4 11 18 25 32 gue 2 6 10	5 12 19 26 33 Poin 3 7	6 13 20 27 34 its: 4 8 12	7 14 21 28 35	8 15 22 29 36	9 16 23 30 37
	World Lore (C	vn	Sneak (10)) 	3 10 17 24 31 Fati 1 5 9 16	4 11 18 25 32 gue 2 6 10	5 12 19 26 33 Poin 3 7 11	6 13 20 27 34 its: 4 8 12	7 14 21 28 35 13 20	8 15 22 29 36	9 16 23 30 37
(00)	World Lore (C)	vn	Sneak (10)) 	3 10 17 24 31 Fati 1 5 9 16 23	4 11 18 25 32 gue 2 6 10 17 24	5 12 19 26 33 Poin 3 7 11 18 25	6 13 20 27 34 its: 4 8 12 19 26	7 14 21 28 35 13 20 27	8 15 22 29 36 14 21 28	9 16 23 30 37 15 22 29
(00)	World Lore (C) Spells Know A% mod) (P% n Damage	vn	Sneak (10) (Free INT) 	3 10 17 24 31 Fati 1 5 9 16 23 30	4 11 18 25 32 gue 2 6 10 17 24 31	5 12 19 26 33 Poin 3 7 11 18 25 32	6 13 20 27 34 its: 4 8 12 19 26 33	7 14 21 28 35 13 20 27 34	8 15 22 29 36 14 21 28 35	9 16 23 30 37 15 22 29 36
(00)	□ World Lore (C) Spells Know A% mod) (P% m Damage □ P% AP	vn	Sneak (10) (Free INT) 	3 10 17 24 31 Fati 1 5 9 16 23 30 37	4 11 18 25 32 gue 2 6 10 17 24 31 38	5 12 19 26 33 Poin 3 7 11 18 25 32	6 13 20 27 34 its: 4 8 12 19 26 33 40	7 14 21 28 35 13 20 27 34 41	8 15 22 29 36 14 21 28 35 42	9 16 23 30 37 15 22 29 36 43
(00)	A% mod) (P% n Damage Damage	vn	Sneak (10) (Free INT) 	3 10 17 24 31 Fati 1 5 9 16 23 30	4 11 18 25 32 gue 2 6 10 17 24 31	5 12 19 26 33 Poin 3 7 11 18 25 32	6 13 20 27 34 its: 4 8 12 19 26 33	7 14 21 28 35 13 20 27 34	8 15 22 29 36 14 21 28 35	9 16 23 30 37 15 22 29 36
	World Lore (C	vn	Sneak (10) (Free INT) 	3 10 17 24 31 Fati 1 5 9 16 23 30 37 44	4 11 18 25 32 gue 2 6 10 17 24 31 38	5 12 19 26 33 7 11 18 25 32 39 46	6 13 20 27 34 its: 4 8 12 19 26 33 40	7 14 21 28 35 13 20 27 34 41	8 15 22 29 36 14 21 28 35 42	9 16 23 30 37 15 22 29 36 43
	World Lore (C	vn	Sneak (10) (Free INT) 	3 10 17 24 31 Fati 1 5 9 16 23 30 37 44	4 11 18 25 32 gue 2 6 10 17 24 31 38 45	5 12 19 26 33 7 11 18 25 32 39 46	6 13 20 27 34 tts: 4 8 12 19 26 33 40 47	7 14 21 28 35 13 20 27 34 41 48	8 15 22 29 36 14 21 28 35 42 49	9 16 23 30 37 15 22 29 36 43 50
	World Lore (C	vn	Sneak (10) (Free INT) 	3 10 17 24 31 Fati 1 5 9 16 23 30 37 44 Hit	4 11 18 25 32 19 10 17 24 31 38 45	5 12 19 26 33 7 11 18 25 32 39 46	6 13 20 27 34 tts: 4 8 12 19 26 33 40 47	7 14 21 28 35 13 20 27 34 41 48 2 9	8 15 22 29 36 14 21 28 35 42 49	9 16 23 30 37 15 22 29 36 43 50 4
	World Lore (C	vn	Sneak (10) (Free INT	L ARM	3 10 17 24 31 Fati 1 5 9 16 23 30 37 44 Hit 1	4 11 18 25 32 gue 2 6 10 17 24 31 38 45	5 12 19 26 33 Poin 3 7 11 18 25 32 39 46 ts: 7	6 13 20 27 34 its: 4 8 12 19 26 33 40 47	7 14 21 28 35 13 20 27 34 41 48 2 9	8 15 22 29 36 14 21 28 35 42 49 3	9 16 23 30 37 15 22 29 36 43 50 4 11 18
	World Lore (C	vn	Sneak (10) (Free INT		3 10 17 24 31 Fati 1 5 9 16 23 30 37 44 Hit	4 11 18 25 32 gue 2 6 10 17 24 31 38 45 Poin 6	5 12 19 26 33 Poin 3 7 11 18 25 32 39 46 ts: 7	6 13 20 27 34 48 8 12 19 26 33 40 47 1 8 15	7 14 21 28 35 13 20 27 34 41 48 2 9 16 23	8 15 22 29 36 14 21 28 35 42 49 3 10 17 24	9 16 23 30 37 15 22 29 36 43 50 4 11 18 25
	World Lore (C	nod)	Sneak (10) (Free INT	L ARM	3 10 17 24 31 Fati 1 5 9 16 23 30 37 44 Hit 1 5 12 19 26	4 11 18 25 32 gue 2 6 10 17 24 31 38 45 Poin 6 13	5 12 19 26 33 Poin 3 7 11 18 25 39 46 tts: 7 14 21 28	6 13 20 27 34 ts: 4 8 12 19 26 33 40 47 1 8 15 22 29	7 14 21 28 35 13 20 27 34 41 48 2 9 16 23 30	8 15 22 29 36 14 21 28 35 42 49 3 10 17 24 31	9 16 23 30 37 15 22 29 36 43 50 4 11 18 25 32
	World Lore (C	nod)	Sneak (10) (Free INT	L ARM AP	3 10 17 24 31 Fati 1 5 9 16 23 30 37 44 Hit 1 5 12 19 26	4 11 18 25 32 gue 2 6 10 17 24 31 38 45 Poin 6 13 20 27 34	5 12 19 26 33 Poin 3 7 11 18 25 39 46 tts: 7 14 21 28 35	6 13 20 27 34 ts: 4 8 12 19 26 33 40 47 1 8 15 22 29 36	7 14 21 28 35 13 20 27 34 41 48 2 9 16 23 30 37	8 15 22 29 36 14 21 28 35 42 49 3 10 17 24 31 38	9 16 23 30 37 15 22 29 36 43 50 4 11 18 25 32
	World Lore (C	nod)	Sneak (10) (Free INT	L ARM AP	3 10 17 24 31 Fati 1 5 9 16 23 30 37 44 Hit 1 5 12 19 26	4 11 18 25 32 gue 2 6 10 17 24 31 38 45 Poin 6 13 20 27 34	5 12 19 26 33 Poin 3 7 11 18 25 39 46 ts: 7 14 21 28 35	6 13 20 27 34 ts: 4 8 12 19 26 33 40 47 1 8 15 22 29 36	7 14 21 28 35 13 20 27 34 41 48 2 9 16 23 30 37	8 15 22 29 36 14 21 28 35 42 49 3 10 17 24 31 38	9 16 23 30 37 15 22 29 36 43 50 4 11 18 25 32
	World Lore (C	nod)	Sneak (10) (Free INT	L ARM AP	3 10 17 24 31 Fati 1 5 9 16 23 30 37 44 Hit 1 5 12 19 26	4 11 18 25 32 gue 2 6 10 17 24 31 38 45 Point 6 13 20 27 34	5 12 19 26 33 Poin 3 7 11 18 25 32 39 46 ts: 7 14 21 28 35	6 13 20 27 34 4 8 12 19 26 33 40 47 1 8 15 22 29 36 attonnand	7 14 21 28 35 13 20 27 34 41 48 2 9 16 23 30 37	8 15 22 29 36 14 21 28 35 42 49 3 10 17 24 31 38	9 16 23 30 37 15 22 29 36 43 50 4 11 18 25 32
	World Lore (C	nod)	Sneak (10) (Free INT	L ARM AP	3 10 17 24 31 Fati 1 5 9 16 23 30 37 44 Hit 1 5 12 19 26	4 11 18 25 32 gue 2 6 10 17 24 31 38 45 Poin 6 13 20 27 34	5 12 19 26 33 7 11 18 25 32 39 46 tts: 7 14 21 28 35	6 13 20 27 34 tts: 4 8 12 19 26 33 40 47 1 8 15 22 29 36 attom	7 14 21 28 35 13 20 27 34 41 48 2 9 16 23 30 37 Table do	8 15 22 29 36 14 21 28 35 42 49 3 10 17 24 31 38	9 16 23 30 37 15 22 29 36 43 50 4 11 18 25 32
	World Lore (C	nod)	Sneak (10) (Free INT	L ARM AP	3 10 17 24 31 Fati 1 5 9 16 23 30 37 44 Hit 1 5 12 19 26	4 11 18 25 32 gue 2 6 10 17 24 31 38 45 Point 6 13 20 27 34 Hii	5 12 19 26 33 7 11 18 25 39 46 ts: 7 14 21 28 35	6 13 20 27 34 4 8 12 19 26 33 40 47 1 8 15 22 29 36 attornation tileg bedom	13 20 27 34 41 48 2 9 16 23 30 37 Table d) 1 Mis of the control of	8 15 22 29 36 14 21 28 35 42 49 3 10 17 24 31 38 e	9 16 23 30 37 15 22 29 36 43 50 4 11 18 25 32
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Metal Armor Costs (complete Large City Armor Prices suits)

The wilds: metal armor unavilable.

Rural: metal armor unavilable. Small City Armor Prices

type medium large X-large 420 8750 9600 bezainted 630 brigandine* 11,000 15 500 chainmail* 12.000 14.400 16.800 lamellar 2900 13.500 16.875 20.250 23.625 plate* 880 1920 1100 scale 2880 3360

*25% chance to find this metal armor.

Leather Armor Costs (complete suits, all market)

4400

4800

6750

2400

large

5300

8100

2880

X-large

735

6200

6720

9450

3360

type	small	medium	large	X-large
cuirbouilli	180	225	270	315
soft leather	60	70	80	100
stiff leather	80	100	120	140

Adventurer's Gear Costs

Standard Traveler's Pack: 50p

Waterskin (4 liters), 30m weak rope, peasant clothes, hand axe, hammer, tarpaulin, fish hooks, fishing line, sack, cheap knife, bandages, cookware, blanket. The whole pack weight 14 ENC

Chain: 120p

A standard 10m-long iron chain, which is capable of supporting a SIZ 60 weight. The chain weighs 14 ENC.

Strong Rope: 45p

A standard 30m fiber rope, which is capable of supporting a SIZ 30 weight. The rope weighs 6 ENC

Saddle Costs

type	price	chance to find in market: the wilds/rural/S. city/L. city
knight's saddle	2500	na/05%/50%/100%
light saddle	200	na/25%/100%/100%
nomad's saddle	1000	15%/15%/05%/na

Tool Costs (all markets)

type	cost	type	cost
awl	2	lantern*	35
axe, wood	35	lamp oil* (liter)	4
5-hour candle	1	scythe	10
hammer	5	sickle	15
hatchet	15	spade	20
hoe	5	5-hour torch	1
knife	5		

*available only in towns and cities

Domestic Animal Costs

	the wilds/		
animal	rural	small city	large city
burro	500	500	1250
cat, common	5	0.5	free
dog, common	0.25	0.25	0.25
dog, hunting	5	20	20
dog, hunting breed	na	100	100
horse, average	2400	2400	6000
horse, racing	na	10,000+	15,000+
pony	750	750	3750

Weapons Costs

small

420

3500

3840

5400

1920

type

plate

scale

bezainted

brigandine

chainmail

lamellar

ringmail

	the		small	large
type	wilds	rural	city	city
ball & chain (m)	1500*	600*	250	250
battleaxe (m)	600*	240*	100	100
bolas	50	50	50	50
boomerang, hunt	20	20	20	20
boomerang, war	30	30	30	30
bow, composite	250	250	250	350
bow, long	350	350	350	350
bow, self	150	150	150	150
broadsword (m)	900*	350*	150	150
club, wood	4	4	4	4
dagger (m)	200*	80	33	33
flail, mil. (m)	1440*	576*	240	240
flail, 3-chain (m)	1440*	576	240	240
gladius (m)	600*	240	100	100
great hammer (m)	3700*	1500*	600*	250
greatsword (m)	5000*	1920*	768*	320
halberd (m)	1500*	600*	250	250
hatchet, stone	25	25	na	na
hatchet (m)	150*	60	25	25
javelin	100	100	100	100
knife	10	10	10	10
lance (m)	900*	360	150	150
mace, heavy	220	220	220	220
mace, light	100	100	100	100
pike (m)	390*	156	65	65
pilum (m)	750*	300	125	125
poleaxe (m)	900*	360*	150	150
quarterstaff	1	1	2	5
sling	10	10	10	30
sling, staff	10	10	10	80
spear, 1H short	20	20	20	20
spear, 2H long	30	30	30	30
sword, bastard (m)	1380*	800*	230	230
warhammer (m)	900*	360	150	150
war maul (m)	900	360	150	150
A T T T T T T T T T T T T T T T T T T T			100	

*25% availability in the wilds; 50% in rural.

Shield Costs

the wilds	rural	small city	large city
60	60	na	na
na	288	120	120
360*	144	60	60
900*	360	150	150
720*	288	120	120
120	120	60	60
na	375	150	150
720	288	120	120
	wilds 60 na 360* 900* 720* 120 na	wilds rural 60 60 na 288 360* 144 900* 360 720* 288 120 120 na 375	wilds rural city 60 60 na na 288 120 360* 144 60 900* 360 150 720* 288 120 120 120 60 na 375 150

50% chance of availability

Armor Table

				Armor ENG	C (total cost)	
Armor Type	Armor Points	Cost per ENC	Small (6-10)	Medium (11-15)	Large (16-20)	"Troll" (21-25)
Clothes	0	varies	2.0(40)	2.5 (45)	3.0 (50)	3.5 (60)
Soft Leather	1	20 p	3.0(60)	3.5 (70)	4.0 (80)	5.0 (100)
Stiff Leather	2	20 p	4.0(80)	5.0 (100)	6.0 (120)	7.0 (140)
Cuirbouilli	3	45 p	4.0(180)	5.0 (225)	6.0 (270)	7.0 (315)
Bezainted	4	70 p	6.0(420)	7.5 (563)	9.0 (630)	10.5 (735)
Ringmail	5	110 p	8.0(880)	10.0 (1100)	12.0 (1320)	14.0 (1540)
Lamellar	6	200 p	14.0(2800)	18.0 (3600)	21.5 (4300)	25.0 (5000)
Scale	6	120 p	16.0(1920)	20.0 (2400)	24.0 (2880)	28.0 (3360)
Chainmail	7	240 p	16.0(3840)	20.0 (4800)	24.0 (5760)	28.0 (6720)
Brigandine	7	200 p	17.5(3500)	22.0 (4400)	26.5 (5300)	31.0 (6200)
Plate	8	270 p	20.0(5400)	25.0 (6750)	30.0 (8100)	35.0 (9450)

ENC per Hit Location

Hit Location Percent of Total ENC Head 1/10 Arm 1/10 each

Chest 2/10 Abdomen 1/10 Leg 2/10 each

Armor Cost by Piece

Armor Type Cost by Size Small/Medium/Large/X-Large Material Greaves (pair) Leather Hard Leather 32/40/48/56 72/90/108/126 Cuirboilli 168/210/252/294 768/960/1152/1344 Bezainted Scale Ringmail 352/440/528/612 1160/1440/1720/2000 Lamellar 1536/1920/2304/2688 1400/1760/2120/2480 Chainmail Brigantine Plate Pants/Trews 30/35/40/45 40/50/60/70 Leather Hard Leather

210/262/315/368 440/550/660/770 Bezainted Ringmail 960/1200/1440/1680 1920/2400/2880/3360 Chainmail Brigantine Skirt

Leather

6/7/8/9 8/10/12/14 Hard Leather 18/23/27/32 42/52/63/73 Cuirboilli Bezainted 88/110/132/154 192/240/288/336 Ringmail Lamellar 290/360/430/500 384/480/576/672 Chainmail Brigantine Plate 540/675/810/945

Hauberk

Leather Hard Leather 24/67/81/94 126/157/189/220 Bezainted Ringmail Scale 264/330/396/462 576/720/864/1008 Lamellar Chainmail 870/1080/1290/1500 1152/1440/1728/2016 Brigantine 1050/1320/1590/1860

Leather 12/14/16/18 Bezainted Ringmail

84/105/126/147 176/220/264/308 Chainmail Cuirass

Hard Leather

16/20/24/28 Cuirboilli 36/45/54/63 384/480/576/672 580/720/860/1000 Scale Lamellar Brigantine Plate 700/880/1060/1240 1080/1350/1620/1890

Sleeves (pair)

Bezainted 84/105/126/147 176/220/264/308 Ringmail Chainmail 768/960/1152/1344

Vambraces &

Rerebraces (pair) Hard Leather Cuirboilli Lamellar Brigantine Plate

16/20/24/28 36/45/54/63 580/720/860/1000 700/880/1060/1240 1080/1350/1620/1890

Coifs/Hoods

Leather 42/52/63/73 88/110/132/154 Ringmail Chainmail 384/480/576/672

Helms

Hard Leather 8/10/12/14 Cuirboilli 18/22/27/31 192/240/288/336 290/360/430/500 Scale Lamellar Plate 540/675/810/945

Range Cost

CONTRACTOR OF THE PARTY OF THE		
Range	MP	Free
	Cost	INT
10 m	0	0
20 m	+1	1
40 m	+2	2
80 m	+3	3
160 m	+4	4
320 m	+5	5
640 m	+6	6
1.28 km	+7	7
2.56 km	+8	8
5.12 km	+9	9
10.24 km	+10	10
20.48 km	+11	11
40.96 km	+12	12
81.92 km	+13	13
163.84 km	+14	14
327.68 km	+15	15
655.36 km	+16	16
1310.72 km	+17	17
2621.44 km	+18	18
5242.88 km	+19	19
0485.76 km	+20	20

Duration Cost

Duration	MP	Free
In Minutes	Cost	INT
10	0	0
	+1	1
20		-
40	+2	2
80 (1 hour +)	+3	3
160 (2 hours +)	+4	4
320 (4 hours+)	+5	5
640 (10 hours +)	+6	6
1280 (21 hours+)	+7	7
2560 (1 day +)	+8	8
5120 (3 days+)	+9	9
10240 (1 week+)	+10	10
20480 (2 weeks+)	+11	11
40960(4 weeks+)	+12	12
81920 (8 weeks+)	+13	13
163840 (16 weeks+)	+14	14
327680 (32 weeks+)	+15	15
655360 (1 year +)	+16	16
1310720 (2 years+)	+17	17
2621440 (5 years+)	+18	18
5242880 (10 years +-)	+19	19
0485760 (20 years+)	+20	20

Sorcery Spells

Spell (qualifier)	Protective Circle
Animate (Substance)	Regenerate
Apprentice Bonding—(ritual)	(Sense) Projection
Armoring Enchantment—(ritual)	(Sense) (Substance)
Binding Enchantment—(ritual)	Shapechange (Species) to (Species)
Cast Back	Skin of Life
Create Basilisk	Smother
Create Familiar (Characteristic)	Spell Matrix Enchantment—(ritual)
Create Vampire	Spell Resistance
Damage Boosting	Spirit Resistance
Damage Resistance	Stupefaction
Diminish (Characteristic except INT/POW)	Strengthening Enchantment—(ritual)
Dominate (Species)	Summon (Creature)
Drain	Tap (Characteristic)
Enhance (Characteristic except INT/POW)	Telepathy
Fly	Teleport
Form/Set (Substance)	Treat Wounds
Glow	Venom
Haste	
Hinder	
Holdfast	
Homing Circle	
Immortality	
Magic Point Matrix Enchantment—(ritual)	
Mystic Vision	
Neutralize Magic	
Palsy	
Phantom (Sense)	

Cloud Clear

Create Ghost

Heal Body

Illusory Motion

Illusory Odor

Illusory Sight

Illusory Sound

Illusory Taste

Lightning

Madness

Mindblast

Glamour

Illusory Substance

Fear

Float

Command (Species)

1 point

1 point

1 point

1 point

1 point

3 points

1 point

2 points

2 points

variable

1 point

1 point

1 point

1 point

ritual

1 point

1 point

1 point

ritual

Common Divine Spells

Spell	POW Cost
Armoring Enchantment	ritual
Binding Enchantment	ritual
Dismiss Magic	1 point
Divination	1 point
Excommunication	ritual

Extension

Mindlink

Sanctify

Spell Absorption Berserk Bless Crops Breath Air/Water Cloud Call

Soul Sight

Find Enemy

Heal Wound

Find (Substance)

Time to Skill				
Roll	Duration	Roll		
D6	144	11D6		
D6	233	12D6		
D6	377	13D6		
D6	610	14D6		
D6	987	15D6		
D	1507	1404		

When augmenting the changes of a non-ritual spell, the left

Cost	
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int	
int	
-	

Spell Matrix Enchantment Spellteaching ritual Spirit Block 1 point ritual Strengthening Enchantment

Magic Point Matrix Enchantment

Special Divine	Spells
Worship (Deity)	ritual
Warding	1 point
Summon (Species)	ricuar

	Reflection	1 point
e Spells	Regrow Limb	2 points
	Restore Health	1 point
POW Cost	Resurrect	3 points
1 point	Shield	1 point
2 points	Sunspear	3 points
1 point	Sureshot	1 point
2 points	Thunderbolt	3 points
1 point	True (Weapon)	1 point

Ceremony

Duration	Roll	Duration	Roll
1	1D6	144	11D6
2	2D6	233	12D6
3	3D6	377	13D6
5	4D6	610	14D6
8	5D6	987	15D6
13	6D6	1597	16D6
21	7D6	2587	17D6
34	8D6	4181	18D6
55	9D6	6768	19D6
89	10D6	10949	20D6

column number is melee rounds of time. When augmenting the changes of a ritual spell, the left column number is hours of time.

Summons Encounters

1D100	Encounter	INT	POW
01	Bad Man	20	35
02-07	demon	3D6	3D6+6
08-17	disease spirit	-	3D6+6
18-37	elemental	-	varies
38-57	ghost	2D6+6	6D6
58-61	hellion	4D6	3D6+6*
62-66	healing spirit	_	4D6
67-71	intellect spirit	1D6	2D10
72-76	magic spirit	3D6	4D6+6
77-81	passion spirit	-	3D6+6
82-86	nymph	depends	on type
87-91	power spirit	-	2D6+3
92-96	spell spirit	per spell	3D6
97-00	wraith	2D6+6	5D6+6

*This refers to the hellion's CON, which is also equal to its armor and magic points.

Spirit Spells

			variable
Spell	Value	Glue	
Armoring Enchantment	ritual	Heal	variable
Befuddle	2 points	Ignite	1 point
Binding Enchantment	ritual	Ironhand	variable
Bladesharp	variable	Light	1 point
Bludgeon	variable	Lightwall	4 points
Control (Species)	1 point	Magic Point Matrix Enchantment	ritual
Coordination	variable	Mindspeech	variable
Countermagic	variable	Mobility	variable
Darkwall	2 points	Multimissile	variable
Demoralize	2 points	Protection	variable
-	1 point	Repair	variable
Detect Enemy	1 point	Second Sight	3 points
Detect Magic		Shimmer	variable
Detect (Substance)	1 point		variable
Dispel Magic	variable	Slow	1 point
Disruption	1 point	Speedart	ritual
Dullblade	variable	Spell Matrix Enchantment	
Endurance	variable	Spirit Screen	variable
Extinguish	variable	Strength	variable
Fanaticism	1 point	Strengthening Enchantment	ritual
Farsee	variable	Summon (Species)	ritual
Firearrow	2 points	Vigor	variable
Fireblade	4 points	Visibility	2 points

Wind Measurement

STR	Result
0-2	Calm, no air movement.
3-6	Light air, little movement; will gutter a
	candle, may not blow it out.
7-12	Breeze; easily blows out a candle.
13-18	Light wind. Lower limit for good sailing
	in boats.
19-24	Moderate wind. Dangerous to flying
	creatures and may knock them down.
	Birds always roost in such wind.
25-30	Strong wind. Menacing to average
	humans; may knock them down. Upper
	limit for sailing ships to endure.
31-36	Fresh gale. Impossible for average
	humans to remain afoot.
37-45	Whole gale.
46-50	Hurricane.

Armor Points for Objects

	Armor
Object	Points
Light Wooden Furniture	5
Light Wooden Door	6
Heavy Wooden Furniture	8
Heavy Wooden Door	8
Hut Wall	6
Fence Rail	12
Farmhouse Wall (wood & plaster)	15
Postern Gate	20
Large Stone	20
Loose Stone Wall	20
Adobe	25
Castle/Town Gate	30
Wooden Pallisade	30
Mortared Stone/Brick Wall	35

Cloud Cover

% cover	scale of cover	possible precip.
0-10	none	0-10mm
11-20	scant clouds	11-20mm
21-30	scattered clouds	21-30mm (1"+)
31-40	slightly overcast	31-40mm
41-50	moderately overcast	41-50mm (2")
51-65	mostly overcast	51-65mm
66-80	completely overcast	66-80mm (3")
81-00	dense clouds, little light	81-100mm (4")

Temperature

temp. reference	degrees in C
water freezes	0
water boils	100
human optimal range	17/27
human-acceptable	10/40
human-survivable	-20/45

Wind / Sea Damage

	CE AN CEANA	
Wind	Damage	Average
Description	to Craft	Damage
Calm	_	
Light Air	1	1
Breeze	1D3	2
Light Wind	1D6	3.5
Moderate Wind	2D6+3	10
Strong Wind	4D6+6	20
Fresh Gale	6D6+12	32
Whole Gale	8D6+24	66
Hurricane	10D6+48	87

Daily Movement Rates

Туре	Notes	Rate*
Hiking	Assumes an average of 10 hours of steady walking, on road or path with no en- cumbering wagons/ animals	50 km/day
Marching	Marching in organized groups for 10 hours, ready to fight at the end of the march	30 km/day
Riding	Moving at a walk, possibly accompa- nied by pack train or wagons	30 km/day
Cavalry	Unhindered by wagons/pack animals at a disciplined walk- trot-walk pace	50 km/day
*	-((

see terrain effects guidelines, just below.

Terrain Effects Guidelines

Terrain	Effects
Major River	Adds one day per km to cross unless bridged or on a very shallow ford. Gamemaster should call for Swim skill rolls and World Lore rolls.
Vegetation	Depends on density of vegetation. No effect if on road or well-used trail. Light—slows movement to 85% of normal. Medium—slows movement to 70% of normal. Heavy—slows movement to 50% of normal.
Rolling Hills	Slows movement to 70% of normal.
Mountains	Slows movement to 30% of normal.

These conditions are cumulative. Example: if adventurers attempt cavalry movement through medium vegetation on mountains, movement is cut to 30% for mountains, and to 70% of that modified amount for vegetation. Instead of 50 km/day, movement will be 11.5 km/day (50 km × .30 mountains = $15 \,\mathrm{km} \times .70 \,\mathrm{medium} \,\mathrm{vegetation} = 10.5 \,\mathrm{km}$ actual movement rate).

Terrain Effects on Perception

Medium Scrub Bush Trees Scrub Bush Trees Scrub Bush Trees -0 -10 -10 -10 -20 -20 -15 -30 -50

If ground is broken, halve Search and reduce Scan by 25% before subtracting the terrain percentile.

Terrain Effects on Stealth

Medium Scrub Bush Trees Scrub Bush Trees Scrub Bush Trees +5 +10 +10 +10 +20 +20 +15 +30 +50 -5 -10 -10 -10 -20 -20 -15 -30 -50 If terrain is flat, halve the Hide percentiles before adding the

If terrain is broken, double the Hide percentiles before adding the terrain modifier.

Definitions of Headings

terrain modifier.

Light: No more than one item of the terrain type per 9 square meters. Normal vision range possible except for items of terrain.

Medium: No more than five items of the terrain type per 9 square meters. Vision range cut to half of normal by overlapping

Heavy: More than five items of the terrain type per 9 square meters. Vision range cut to 25% of normal by overlapping terrain items.

Scrub: Ground cover perhaps waist high, mostly grass and light brush. It does not impede movement.

Bush: Ground cover up to slightly above man height, with many dense clumps of brush. It will reduce movement by 15% to 50%, depending on density.

Trees: Forest of trees several man-heights high. It will impede movement as Bush does; the trees can support human weight.

Failures Degree of Illness

Disease Effects

mild: lose 1 characteristic point weekly

acute: lose 1 characteristic point daily serious: lose 1 characteristic point hourly

terminal: lose 1 characteristic point / minute

Aging and Inaction

2D6	points lost	2D6	points lost
2	4	7	none
3	3	8	none
4	2	9	1
5	1	10	2
6	none	11	3
		12	4
-			

1D10	characteristic
1-2	-1 STR
3-4	-1 CON
5-6	-1 DEX
7-8	-1 APP
9-10	no loss

Improvement Summary

			3
Method	Die Roll	Add	Time
Experience*	1D6	3	one adventure plus approx. 1 game week.
Training	1D6-2	2	hours equal to skill %
Research*	1D6-2	1	hours equal to skill %
POW Gain*	1D3-1	1	one adventure plus approx. 1 game week.
Character- istic**	1D3-1	none	current charac- teristic ×25 hrs.

Must have successful experience increase roll.

**May increase by training or by research.

Attack, Parry and Dodge Results

Attack: an adventurer can make one attack and one parry during a melee round, unless attacker's weapon skill is greater than 100%, or if he is using two-weapon use rules.

success result

critical weapon does maximum possible

weapon damage plus the user's damage modifier, ignoring all armor and all but critical dodge results; target suffers automatic knockback; critical parry will completely block critical attack.

special

weapon does normal weapon damage plus user's damage modifier; thrusting weapons (spear, shortsword and missile weapons) (arrows, sling stones will also impale); target suffers automatic knockback; special dodge will avoid special attack.

simple

weapon does normal weapon damage plus user's damage modifier. If total damage is greater than target's SIZ, then target is knocked back.

miss no damage; attacking weapon may be damaged by parrying weapon.

fumble

no damage; attacking weapon may be damaged by parrying weapon; attacker suffers effects of roll on Missile / Melee Fumble Table or Natural Weapons Fumble Table.

Parry: One parrying weapon can be used against one attack. Except for 2H weapons, no weapon used to parry can be used to attack in the same MR.

success resul

critical

stops critical attack, parrying weapon suffers no damage. Check knockback. Swords, axes and similar weapons will do normal weapon damage to unsuccessful attacking weapon.

special

viking shield, sai, and speciallyconstructed weapons entangle attacking weapon. Swords and axes or similarly-bladed weapons will do normal weapon damage to unsuccessful attacking weapon. imple

weapon absorbs current AP in damage. If weapon AP exceeded by damage then AP reduced by one. Excess damage passes to defender's armor. Sword parry will do normal weapon damage to unsuccessful attacking weapon.

miss any successful attack hits.

fumble

any successful attack hits, plus defender suffers effects of roll on Parry Fumble Table.

Dodge: Each point of ENC carried reduces dodge skill by 1 percentile. Dodge is effective against all attacks from a single source, but must be rolled against each attack.

success result

critical avoid critical attack.
special avoid a special attack.
simple avoid normal successful attack
any successful attack hits.

fumble automatic normal hit unless rolled hit

is better.

Aimed Blow (PB 48)

Specify hit location to be hit during Statement of Intent. On SR 10 roll attack at ½ chance.

Damage (PB 40)

An adventurer will fall unconscious if only 1-2 total HP remain, and also loses all positive fatigue points. He or she will die at end of MR if total HP are equal to or less than zero. Damage Equals or Exceeds Location HP (PB41):

Head: Adventurer unconscious. Lose all positive FP. Make CON \times 5 or lose 1 HP/MR (blood loss). Blood loss stops OR character can be Heroic if CON \times 1 rolled (gain no experience).

Chest: Adventurer falls, cannot fight. Can crawl, magically Heal, or use First Aid. Make CON $\times 5$ or lose 1 HP/MR (blood loss). Blood loss stops OR adventurer can be Heroic if CON $\times 1$ rolled.

Abdomen: Both legs useless, adventurer falls. May fight from ground. May magically Heal or First Aid self. Make $CON \times 5$ or lose 1 HP/MR (blood loss). Blood loss stops OR adventurer can be Heroic if $CON \times 1$ rolled.

Arm: Limb useless, drop item, continue standing unless knockback. May magically Heal or First Aid self.

Leg: Limb useless, adventurer falls. May fight from the ground, magically Heal or First Aid self.

Damage Equals or Exceeds Double Location HP

Head, **Chest**, **or Abdomen**: Adventurer unconscious, lose all positive FP and 1 HP/MR. No CON roll, Heroic action, or other action.

Limb: Limb is maimed or severed, adventurer is unconscious. Lose all positive FP and $1 \ HP/ME$ (blood loss). If CON $\times 1$ rolled can be Heroic, will not stop blood loss. Must be Healed to +HP within $10 \ ME$ or lost permanently. No more than $2 \times location \ HP$ can be done as damage to total HP.

Disarm (PB 58)

Attacker states that opponent's weapon is target of attack; opponent automatically parries if that was his declaration during Statement of Intent. Attacker retains normal success chance against SR 0 weapons; he loses 10 percentiles against SR 1 weapons; 20 percentiles vs. SR 2 weapons; and 30 percentiles against SR 3 weapons. He has these options:

Strike to Damage Weapon: each point of damage in excess of weapon armor points reduces AP by one. Purely thrusting weapons will not damage other weapons.

Hit With Flat of Weapon: match rolled damage vs. target's STR (or STR ×1.5 if he uses 2H weapon using resistance table. Success means

that weapon knocked from user's hand to distance in meters equal to difference between damage done and target's STR.

Entangle Target Weapon: entanglement occurs when the user of a whip, lasso, flail, etc. achieves a special result. Then match STR of attacker vs. STR of target to wrench weapon from target's hand.

Swordbreaker Tactics: usable with viking shields, sias, and specially-made weapons (double cost). User must achieve special parry result with swordbreaker: success means either that attacker's weapon is entangled as above or match swordbreaker user's STR vs. remaining armor points of attacker's weapon using resistance table. Success indicates broken attacker weapon.

Fatigue (PB 43)

Total FP equals STR + CON. Subtract 1 FP for each point of ENC carried or worn. Lose 1 FP for each melee round of action, or each hour marching, or each 1.5 hours riding. Subtract one percentile from each skill roll, resistance table roll, or characteristic roll for each negative FP. Reaching a negative FP total equal to STR + CON causes unconsciousness (exhaustion). Unconscious character must recover to positive FP to awaken 1D3-1 FP regained per MR of rest (can ride, walk 1m/MR).

Grapple (PB 60)

Successful grapple skill use catches random hit location (shield if defender makes successful shield parry roll). Grapple attack is blocked if defender succeeds in grapple or fist roll or defender can dodge grapple attack. After initial attack, base MR SR on combatant's DEX alone (do not include SIZ). A successful roll by each cancels the other's action. A solely successful grappler may:

Throw Foe: match thrower's STR+DEX vs. opponent's SIZ+DEX on resistance table. Success means that opponent must make DEX ×5 roll or suffer 1D6 damage to random location (armor protects). Failure means opponent not thrown, but attacker maintains grip.

Immobilize Limb: succeed in STR vs. STR roll. Failure means that limb not immobilized, but attacker maintains grip.

Healing (PB 42)

Healing removes damage. An impaled adventurer cannot be healed until impaled weapon is removed. Natural Healing (PB 43): recover 1D3 HP per location per week. If adventurer is working while healing rate is 1D4-2 for each location. Total hit point damage will heal after all hit locations are healed.

First Aid (PB 75): can be used once per wound,

cannot replace severed or maimed limbs, cannot be used on adventurers with negative HP. One melee round is needed to stop bleeding. Five melee rounds and normal success heals 1D3 HP; special success heals 2D3 HP; critical success heals 1D3+3 HP; fumble causes 1D3 additional damage. Any other action by user during process subtracts 2 HP from those healed. First Aid will work against total hit point damage (asphyxiation, poison).

Magic Healing (MB 21, 34, 51): can be used any number of times against a wound. If used within 10 MR, any spell that restores HP immediately can be used to cure a maimed or severed limb. Spells will not work on total HP damage that is unrelated to location damage; can be used on adventurer suffering from negative HP if applied before SR 10.

Knockback (PB 49, 56)

Every 5 points of damage in excess of target SIZ knocks the target back 1 meter, target will fall unless DEX ×5 roll is successful. A special hit automatically knocks a target back 1m/5 points of damage regardless of SIZ.

Knockback Into Small Objects or People: primary target must make second DEX ×5; secondary target must also make DEX ×5. If primary target suffered at least a 3 meter knockback, both he and secondary person suffer 1D6 points of random damage per 5 meters to be traveled (i.e. 1D6 damage per 25 points of knockback).

Knockback Into Solid Objects: target suffers additional 1D6 random damage per meter traveled.

Intentional Knockback: state intention to knockback; at fist-attack SR attacker matches his STR+SIZ vs. SIZ+DEX of target. If successful, treat attacker STR+SIZ as if weapon damage. Unsuccessful attacker is knocked back as if defender SIZ+STR is weapon damage.

Martial Arts (PB 78)

User must roll D100 less than both natural weapon skill percentile and martial arts skill percentile. Martial arts doubles natural weapon damage (roll twice the dice); it does not affect user's damage modifier.

Other Melee Maneuvers

PB 62 Area-Effect Attacks PB 57 Close Combat

PB 57 Close Combat PB 53 Darkness

PB 59 Disengaging
PB 64 Missile Fire Into Melee

PB 65 Missile Fire Vertically PB 51 Mounted Combat PB 59 Moving and Melee PB 47 Multiple Activities PB 59 Opportunity Melee

PB 59 Opportunity Melee PB 62 Overhead Blow PB 52 Set Spear vs. Charge

PB 52 Set Spear vs. Char PB 51 Stun Damage

PB 62 Sweep Attack PB 59 Two-Handed Weapon

PB59 Two-Weapon