

The Riddle of Steel Appendices

Appendix One: Damage Tables

Items under the “Roll” column are determined with the roll of a d6. Roman numerals refer to the Hit Location Chart (Table 4.2), explained in **Book Four: The Codex of Battle**. All results are open to Seneschal interpretation.

Wounds are meant to hurt, and most light wounds are just an opening for the killing blow. Remember—you don’t have to lead your opponent to instantaneous death to kill him off. Sometimes it takes a while. Likewise, most pain modifiers assume standing postures (especially those related to the feet—sitting or prone characters may have less of a modifier from pain). When characters are knocked down all pools drop to 1/3 current value (after penalties, etc...). Yeah, getting hit sucks.

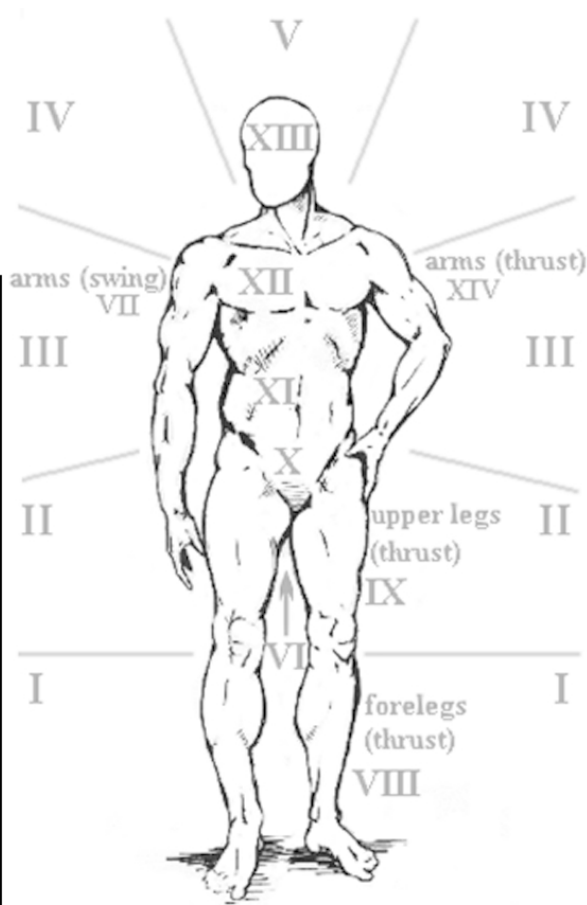
As with everything, the Seneschal should use common sense and discretion in interpreting wounds, damage, and anything on this table. When encountering non-humanoid opponents, modify results appropriately.

MODIFIERS FOR STRIKING AT DIFFERENT ZONES (OPTIONAL):

In the interest of realism and game balance, the following modifiers may be applied to the attacker’s combat pool when attacking the following areas:

- Thrusts (including punches) to the head (XIII): -1 CP
- Thrusts to the lower legs (VIII): -2 CP
- Thrusts to the arms and hands (XIV): -1 CP
- Cuts (including blunt swung attacks) to the lower legs (I) vs. shields: + 1 CP
- Cuts/Bashes to the arms/hands (VII): +1 CP
- Missile Weapon attack to the head (XIII) -2 MP
- Missile Weapon attack to the lower legs or arms (-3 MP)

Missile Weapon attacks that miss due to a tie may strike another, nearby region of the body at Seneschal discretion.





CUTTING DAMAGE TABLES

Cutting Damage Table: Zone I, right and left (Lower legs)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1	Foot	BL: 0 Shock: 3-WP Pain: 2-WP <i>Surface wound</i>	BL: 1 Shock: 3 Pain: 3-WP <i>Some flesh and bruised bone.</i>	BL: 2 Shock: 4 Pain: 5-WP <i>Deep cut, hit bone (knockdown +3).</i>	BL: 5 Shock: 6 Pain: 6-WP <i>Broken foot (roll knockdown +1).</i>	BL: 10 Shock: 9 Pain: 8-WP <i>Foot totally destroyed. Instant knockdown.</i>
2-4	Shin and lower leg	BL: 0 S: 3 P: 2-WP <i>Ow...ow ow ow dammit ow ow ow ow ow!</i>	BL: 2 S: 5 P: 6-WP <i>Bone chipped (knockdown at +2).</i>	BL: 4 S: 5 P: 6-WP <i>As a Level two, plus you are swept off your feet automatically.</i>	BL: 8 S: 7 P: 8-WP <i>Broken (knockdown at -2).</i>	BL: 13 S: 9 P: 10-WP <i>Limb is destroyed. Instant knockdown.</i>
5-6	Knee and nearby areas	BL: 0 Shock: 5-WP Pain: 3-WP <i>Glancing blow.</i>	BL: 2 Shock: 5 Pain: 5-WP <i>Solid blow; funny-bone effect.</i>	BL: 4 Shock: 8 Pain: 8-WP <i>Torn ligament or similar wound; roll knockdown.</i>	BL: 8 Shock: 10 Pain: 13-WP <i>Shattered knee. Roll for knockdown at -5.</i>	BL: 13 Shock: 12 Pain: 12-WP <i>Destroyed or torn off at knee. Instant knockdown.</i>

Cutting Damage Table: Zone II, right and left (Upper legs)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1-2	Knee and nearby areas	BL: 0 Shock: 5-WP Pain: 3-WP <i>"Glancing blow"</i>	BL: 2 Shock: 5 Pain: 5-WP <i>"Solid blow; funny-bone effect"</i>	BL: 4 Shock: 8 Pain: 8-WP <i>"Torn ligament or similar wound; roll knockdown."</i>	BL: 8 Shock: 10 Pain: 13-WP <i>"Shattered knee. Roll for knockdown at -5."</i>	BL: 13 Shock: 12 Pain: 12-WP <i>"Destroyed or torn off at knee. Instant knockdown."</i>
3-5	Thigh	BL: 1 S: 4-WP P: 3-WP <i>"Light laceration."</i>	BL: 2 S: 2 P: 4-WP <i>"Deeper laceration, including torn muscle (knockdown +2)."</i>	BL: 4 S: 5 P: 6-WP <i>"Serious flesh wound, including torn tendons; roll knockdown."</i>	BL: 8 S: 10 P: 10-WP <i>"More serious damage and bleeding, including a broken femur (Knockdown -4)."</i>	BL: 12 S: 12 P: 12-WP <i>"Compound fracture. Instant knockdown."</i>
6	Hip	BL: 0 Shock: 4-WP Pain: 3-WP <i>"Small cut, some blood."</i>	BL: 2 Shock: 3 Pain: 5-WP <i>"Deeper cut."</i>	BL: 4 Shock: 5 Pain: 7-WP <i>"Near dislocation and chipping." Roll knockdown</i>	BL: 8 Shock: 8 Pain: 10-WP <i>"Cracked hipbone and dislocation. (-2 to knockdown)"</i>	BL: 12 Shock: 10 Pain: 12-WP <i>"Weapon stuck, hip broken, lots of blood (knocked down)."</i>

ADVICE FROM AN OLD BLADESLINGER

- Hitting an opponent is easy—but *not* getting hit is hard. Allocate more dice to defense than to offence, and always be willing to evade should things get tight.
- Use maneuvers carefully—many of them can spell the doom of your opponent when executed at the right moment. But beware—he might have a few up his sleeve, as well.
- Whenever you fight someone that you have never fought before—especially in a duel or one-on-one setting—be extra cautious. You don't know how many dice he's got in his pool, and finding out the hard way usually leads to death.
- Ambushes, surprise attacks, dirty tricks, and guerilla tactics have been working for thousands of years. They'll work for you, too.



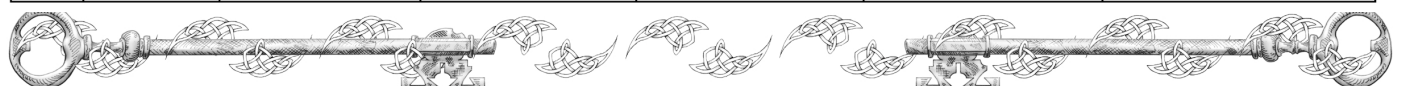


Cutting Damage Location Table: Zone III (Horizontal swing right and left)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1	Hip	BL: 0 Shock: 4-WP Pain: 3-WP "Small cut, some blood."	BL: 2 Shock: 3 Pain: 5-WP "Deeper cut."	BL: 4 Shock: 5 Pain: 7-WP "Near dislocation and chipping."	BL: 8 Shock: 8 Pain: 10-WP "Cracked hipbone and dislocation. (-2 to knockdown)"	BL: 10 Shock: 10 Pain: 12-WP "Weapon stuck, hip broken, lots of blood (knocked down)."
2-3	Upper (2) and Lower (3) Abs	BL: 1 S: 2 P: 5-WP "Light laceration."	BL: 3 S: 4 P: 6-WP "Deeper laceration, including torn muscle."	BL: 7 S: 8 P: 10-WP "Internal damage equivalent to a hernia."	BL: 10 S: 10 P: 12-WP "More serious internal damage and bleeding."	BL: 20 S: All P: All "Total disembowelment. May lose consciousness (-3 to roll)."
4-5	Ribcage	BL: 0 Shock: 2 Pain: 4-WP "Light slash"	BL: 2 Shock: 4 Pain: 5-WP "Long slash"	BL: 3 Shock: 8 Pain: 7-WP "Winded, maybe with a broken rib." Roll knockdown	BL: 9 Shock: 10 Pain: 12-WP "Cracked ribs and internal bleeding. May lose consciousness."	BL: 20 CP loss from shock and pain is total, as weapon is lodged in chest. Death is imminent.
6	Arms	Go to Zone VII (Arms), below.				

Cutting Damage Location Table: Zone IV (Overhand right and left)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1-2	Upper arm and Shoulder	BL: 0 Shock: 4-WP Pain: 4-WP "Small cut, some blood."	BL: 2 Shock: 4 Pain: 5-WP "Deeper cut."	BL: 4 Shock: 5 Pain: 8-WP "Serious flesh wound."	BL: 8 Shock: 8 Pain: 10-WP "Broken bones, serious blood."	BL: 13 Shock: 13 Pain: 14-WP "Total loss of limb, etc..."
3	Chest Cross-cut	BL: 0 Shock: 2 Pain: 4-WP "Light slash"	BL: 2 Shock: 4 Pain: 5-WP "Long slash"	BL: 3 Shock: 8 Pain: 7-WP "Winded, maybe with a broken rib." Roll knockdown	BL: 9 Shock: 10 Pain: 12-WP "Cracked ribs and internal bleeding. May lose consciousness."	BL: 20 CP loss from shock and pain is total, as weapon is lodged in chest. Death is imminent.
4	Neck	BL: 1 Shock: 4 Pain: 5-WP "Flesh wound."	BL: 4 Shock: 7 Pain: 10-WP "Chipped or cracked vertebrae."	BL: 9 Shock: 10 Pain: 11-WP "Crushed or slashed larynx."	BL: 20 Shock: 13 Pain: 14-WP "Cut jugular, maybe throat, too."	Total or near-total decapitation. Instant Death.
5	Head (lower), including the face.	BL: 0 S: 5-WP P: 0 "Classic scarring cut."	BL: 2 S: 8 P: 5-WP "Nasty teeth, cheek, or nose slash that will leave long-term effects."	BL: 5 S: 8 P: 7-WP "Roll 1d6 for feature loss: 1-2 eye; 3 nose; 5 whole ear; 6 partial ear."	BL: 7 S: 10 P: 10-WP "Jaw has been shattered, with a concussion. May lose consciousness."	Death. Destruction of cerebellum. Really messy.
6	Head (upper)	BL: 3 S: 3 P: 4-WP "Scalp cut. After 1d6 exchange blood seeps into eyes: CP reduced by 1/3 until wiped away (giving another 1d6 exchanges, and so on...)"	BL: 3 S: 7 P: 8-WP "Dizziness and bleeding. May lose consciousness (+1 to roll)."	BL: 4 S: 10 P: 12-WP "Cracked skull. May lose consciousness (-3 to roll)."	BL: 10 S: All P: All "Skull is shattered. Character is unconscious and may not recover (or will have brain damage if he does)."	Real, real messy. Instant Death.



Cutting Damage Location Table: Zone V (Vertical swing)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1-3	Head (upper)	BL: 3 S: 3 P: 4-WP "Scalp cut. After 1d6 exchange blood seeps into eyes: CP reduced by 1/3 until wiped away (giving another full exchange, and so on...)"	BL: 3 S: 7 P: 8-WP "Dizziness and bleeding. May lose consciousness (+1 to roll)."	BL: 4 S: 10 P: 12-WP "Cracked skull. May lose consciousness (-3 to roll)."	BL: 10 S: All P: All "Skull is shattered. Character is unconscious and may not recover (or will have brain damage if he does)."	Real, real messy. Instant Death.
4	Head (lower), including the face.	BL: 0 S: 5-WP P: 0 "Classic scarring cut."	BL: 2 S: 8 P: 5-WP "Nasty teeth, cheek, or nose slash that will leave long-term effects."	BL: 5 S: 8 P: 7-WP "Roll 1d6 for feature loss: 1-2 eye; 3 nose; 5 whole ear; 6 partial ear."	BL: 7 S: 10 P: 10-WP "Jaw has been shattered, with a concussion. May lose consciousness."	Death. Destruction of cerebellum. Really messy.
5-6	Shoulders	BL: 1 Shock: 4-WP Pain: 4-WP "Small cut, some blood."	BL: 2 Shock: 4 Pain: 5-WP "Deeper cut."	BL: 5 Shock: 6 Pain: 7-WP "Serious flesh wound."	BL: 10 Shock: 8 Pain: 10-WP "Broken collarbone, serious blood."	BL: 25 Shock: 10 Pain: 11-WP "Broken collarbone and ribs, heavy bleeding"

Cutting Damage Table: Zone VI (Upward swing)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1-3	Inner thigh	BL: 0 Shock: 4-WP Pain: 4-WP "Light Laceration"	BL: 6 Shock: 3 Pain: 5-WP "Deeper laceration. Blood loss is now more serious."	BL: 9 Shock: 5 Pain: 16-WP "Deep cut, hit bone: Meat! (roll knockdown)."	BL: 12 Shock: 7 Pain: 8-WP "Some large blood vessels have been hit: serious bleeding."	BL: 17 Shock: 7 Pain: 10-WP "A major artery has been severed. Death is likely."
4	Groin (Male)	BL: 6 S: 9 P: 9-WP "Yup...Sorry. Pain drops by 5 after 1d6-1 minutes."	BL: 9 S: 9 P: 10-WP "Worse; much more blood."	BL: 12 S: 10 P: 12-WP "Surface organs destroyed. May lose consciousness (-2)"	BL: 18 S: All P: All "Instant loss of consciousness. The damage is real, real bad."	BL: 20 S: All P: All "Weapon destroys pelvis and lodges just below the navel. Death is imminent."
	Groin (Female)	BL: 2 Shock: 5-WP Pain: 4-WP "Small cut, some blood."	BL: 6 Shock: 3 Pain: 5-WP "Deeper cut."	BL: 9 Shock: 5 Pain: 9-WP "Near dislocation of hip from beneath and chipping."	BL: 15 Shock: 8 Pain: 11-WP "Cracked pelvis and dislocation. (-2 to knockdown)"	As for men, above.
5	Abdomen	BL: 1 S: 2 P: 5-WP "Light laceration."	BL: 3 S: 4 P: 6-WP "Deeper laceration, including torn muscle."	BL: 7 S: 8 P: 10-WP "Internal damage equivalent to a hernia."	BL: 10 S: 10 P: 12-WP "More serious internal damage and bleeding."	BL: 20 S: All P: All "Total disembowelment. May lose consciousness (-3 to roll)."
6	Chest	BL: 0 Shock: 2 Pain: 4-WP "Light slash"	BL: 2 Shock: 4 Pain: 5-WP "Long slash"	BL: 3 Shock: 8 Pain: 7-WP "Winded, maybe with a broken rib. Roll knockdown"	BL: 9 Shock: 10 Pain: 12-WP "Cracked ribs and internal bleeding. May lose consciousness."	BL: 20 CP loss from shock and pain is total, as weapon is lodged in chest. Death is imminent.



Cutting Damage: Zone VII, right and left (Arms)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1	Hand	BL: 0 Shock: 7-WP Pain: 4-WP "Surface graze. May drop anything held in hand."	BL: 2 Shock: 3 Pain: 4-WP "Some flesh (like the palm) and bruised bone. May drop at -3."	BL: 6 Shock: 9-WP Pain: 6-WP "Broken. Instantly drop hand-held items."	BL: 8 Shock: 8 Pain: 9-WP "Lost 1d6-2 (min 1) fingers. Drop any item instantly."	BL: 10 Shock: 10 Pain: 11-WP "Hand destroyed or cut off."
2-3	Forearm	BL: 0 S: 4-WP P: 4-WP "Grazed."	BL: 3 S: 5 P: 7-WP "Bone chipped (May drop hand-held items)."	BL: 4 S: 5 P: 7-WP "As a Level two, plus you automatically drop anything held."	BL: 6 S: 8 P: 8-WP "Arm broken, and lots of blood."	BL: 12 S: 10 P: 12-WP "Arm destroyed, perhaps cut off."
4	Elbow	BL: 0 Shock: 5-WP Pain: 4-WP "Glancing blow"	BL: 0 Shock: 4 Pain: 5-WP "Solid blow; funny-bone effect. May drop items in that hand."	BL: 3 Shock: 6 Pain: 6-WP "Torn ligament or similar wound; instantly drop items in that hand."	BL: 6 Shock: 8 Pain: 9-WP "Elbow shattered."	BL: 12 S: 10 P: 10-WP "Arm torn off at elbow."
5-6	Upper arm and Shoulder	BL: 0 Shock: 4-WP Pain: 4-WP "Small cut, some blood."	BL: 1 Shock: 4 Pain: 5-WP "Deeper cut."	BL: 4 Shock: 5 Pain: 8-WP "Serious flesh wound."	BL: 6 Shock: 8 Pain: 10-WP "Broken bones, serious blood."	BL: 12 Shock: 13 Pain: 14-WP "Total loss of limb, etc..."

MORE ADVICE FROM AN OLD BLADESLINGER

- Strike for unarmored body parts. If your opponent is using a lot of dice to protect his unprotected parts, throw several attacks at different, armored parts of his body. Change location frequently. When he has gotten into a rhythm of allocating a steady quantity of dice against your attacks, go for the unarmored part again. Your opponent is likely to stick to his pattern, and you will strike his unprotected flesh.
- If this fails, resort to Half-sword techniques or grappling. When he is pinned, stick him with a dagger.
- Always carry a dagger, especially if your primary weapons tend to be longer.
- You can't parry an arrow, nor can you dodge a curse. Unless you are close and fast, flee from sorcerers and archers. Catch them later with their guard down.
- Save Luck dice for defense. Not getting hit is more important than hitting hard.
- Take advantage of longer weapons, and close range when against them.
- Use terrain to lower your opponent's Combat Pool. Take higher ground, work him into a corner, or push him toward a cliff edge.
- A little leather on the arms and legs, and chain on the chest, costs little money and has no CP loss.
- Never go into a big battle without armor (or at least a shield). Even the greatest swordsman can't defend all sides at once.
- Never get into a fight without a plan, reinforcements, or a way out.



PUNCTURE DAMAGE TABLES

Puncture Wound Damage Table: Zone VIII (Lower legs, right and left)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1	Foot	BL: 0 Shock: 4-WP Pain: 4-WP "Surface wound"	BL: 0 Shock: 3 Pain: 5-WP "Some flesh and bruised bone."	BL: 2 Shock: 4 Pain: 6-WP "Sunk deep (knockdown +3)."	BL: 3 Shock: 7 Pain: 7-WP "Hit ankle bones (roll knockdown -1)."	BL: 3 Shock: 7 Pain: 7-WP "As previous, with instant knockdown."
2-4	Shin and lower leg	BL: 0 S: 4 P: 4-WP "Ow...ow ow ow dammit ow ow ow ow ow!."	BL: 1 S: 5 P: 6-WP "Bone chipped (knockdown at +2)"	BL: 2 S: 5 P: 6-WP "As a Level two, plus you are swept off your feet automatically."	BL: 3 S: 5 P: 6-WP "Totally passes through, hindering movement (knockdown at -2)."	BL: 4 S: 7 P: 8-WP "Bone damaged in addition to Lvl. 4. Instant knockdown."
5	Knee and nearby areas	BL: 0 Shock: 5-WP Pain: 4-WP "Glancing blow"	BL: 0 Shock: 4 Pain: 5-WP "Solid blow; funny-bone effect"	BL: 3 Shock: 6 Pain: 6-WP "Torn ligament or similar wound; roll knockdown."	BL: 4 Shock: 7 Pain: 8-WP "Dislocated or otherwise jacked up knee. Roll knockdown at -2."	BL: 6 Shock: 9 Pain: 11-WP "Shattered knee. Roll for knockdown at -5."
6	Passed between legs	Sorry, you missed. It happens. Don't thrust for the feet that often...they move a lot. Try the body.				

Puncture Wound Damage Table: Zone IX (Upper legs, right and left)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1	Knee and nearby areas	BL: 0 Shock: 5-WP Pain: 4-WP "Glancing blow"	BL: 0 Shock: 4 Pain: 5-WP "Solid blow; funny-bone effect"	BL: 3 Shock: 6 Pain: 6-WP "Torn ligament or similar wound; roll knockdown."	BL: 4 Shock: 7 Pain: 8-WP "Dislocated or otherwise jacked up knee. Roll knockdown at -2."	BL: 6 Shock: 9 Pain: 11-WP "Shattered knee. Roll for knockdown at -5."
2-5	Thigh	BL: 0 S: 4-WP P: 4-WP "Light laceration."	BL: 1 S: 3 P: 4-WP "Deeper puncture, including torn muscle (knockdown +2)."	BL: 2 S: 5 P: 5-WP "Serious flesh wound, including torn tendons; roll knockdown."	BL: 4 S: 5 P: 6-WP "More serious damage and bleeding, including some bone damage (Knockdown -2)."	BL: 8 S: 5 P: 7-WP "As four, but with more serious bleeding (a blood vessel was hit)."
6	Hip	BL: 0 Shock: 4-WP Pain: 4-WP "Small cut, some blood."	BL: 1 Shock: 3 Pain: 5-WP "Deeper puncture."	BL: 3 Shock: 5 Pain: 9-WP "Near dislocation and chipping."	BL: 6 Shock: 8 Pain: 10-WP "Cracked hipbone and dislocation. (-2 to knockdown)"	BL: 10 Shock: 10 Pain: 12-WP "Weapon stuck in hip, lots of blood (knocked down)."



Puncture Wound Damage Table: Zone X (Pelvic region)

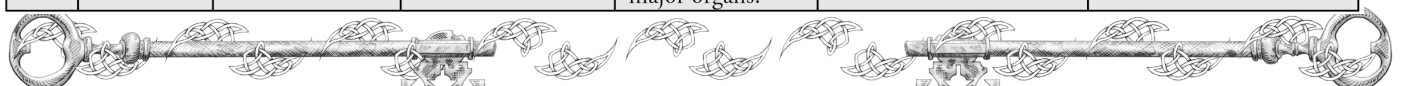
Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1-2	Hip	BL: 0 Shock: 4-WP Pain: 4-WP "Small cut, some blood."	BL: 1 Shock: 3 Pain: 5-WP "Deeper puncture."	BL: 3 Shock: 5 Pain: 9-WP "Near dislocation and chipping."	BL: 6 Shock: 8 Pain: 10-WP "Cracked hipbone and dislocation. (-2 to knockdown)"	BL: 10 Shock: 10 Pain: 12-WP "Weapon stuck in hip, lots of blood (knocked down)."
3-4	Groin (Male)	BL: 6 S: 7 P: 9-WP "Yup...Sorry. Pain drops by 10 after 1d6-1 min."	BL: 8 S: 8 P: 10-WP "Worse; much more blood."	BL: 10 S: 10 P: 15-WP "Shish-kabob. May lose consciousness (-2)"	BL: 12 S: All P: All "Instant loss of consciousness. The damage is real, real bad."	BL: 15 S: All P: All "As Level Five to the abdomen, above."
	Groin (Female)	Count as Lower Abdomen (on 3) or Hip (on 4)				
5-6	Lower Abdomen	BL: 0 S: 3 P: 4-WP "Light laceration, no puncture."	BL: 6 S: 4 P: 6-WP "Internal damage equivalent to a hernia."	BL: 8 S: 7 P: 9-WP "Belly wound—internal bleeding is going to be a problem."	BL: 12 S: 10 P: 12-WP "More serious internal damage and bleeding. Some internal organs are in trouble."	BL: 18 S: All P: All "Serious damage to internal organs and heavy bleeding. May lose consciousness (-3 to roll)."

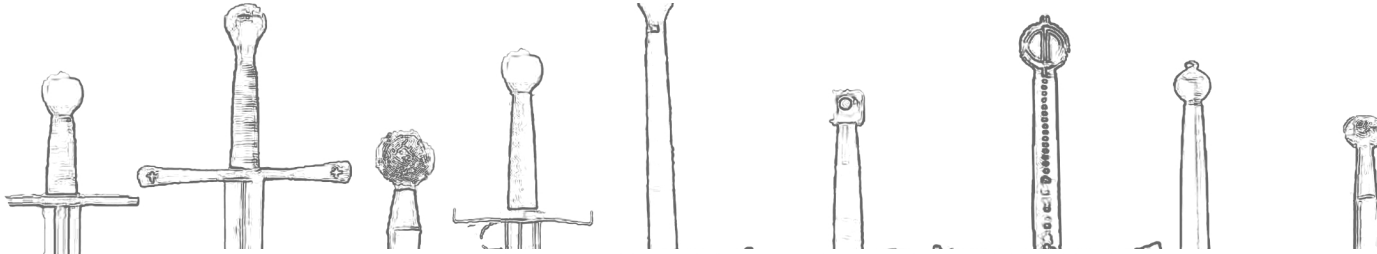
Puncture Wound Damage Table: Zone XI (Belly thrust)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1-5	Lower Abdomen	BL: 0 S: 3 P: 4-WP "Light laceration, no puncture."	BL: 6 S: 4 P: 6-WP "Internal damage equivalent to a hernia."	BL: 8 S: 7 P: 9-WP "Belly wound—internal bleeding is going to be a problem."	BL: 12 S: 10 P: 12-WP "More serious internal damage and bleeding. Some internal organs are in trouble."	BL: 18 S: All P: All "Serious damage to internal organs and heavy bleeding. May lose consciousness (-3 to roll)."
6	Flesh to the side	BL: 3 S: 5 P: 6-WP <i>Pierced body without hitting any major organs, mostly just flesh and muscle. It hurts and bleeds, but probably isn't fatal.</i>				

Puncture Wound Damage Table: Zone XII (Chest)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1-2	Under the ribs (upper abdomen)	BL: 0 S: 3 P: 4-WP "Light laceration, no puncture."	BL: 8 S: 5 P: 6-WP "Internal damage equivalent to a hernia."	BL: 10 S: 8 P: 10-WP "Belly wound—internal bleeding is going to be a problem."	BL: 13 S: 13 P: 15-WP "More serious internal damage and bleeding. Some internal organs (diaphragm or liver) are in trouble."	BL: 19 S: All P: All "Serious damage to internal organs (heart or lungs) and heavy bleeding. May lose consciousness (-3 to roll)."
3-6	Chest	BL: 0 S: 9-WP P: 5-WP "Just muscle—no organs yet, as attack is stopped short by bone."	BL: 4 S: 4 P: 6-WP "Deeper puncture, including torn muscle."	BL: 8 S: 7 P: 8-WP "Deep, but survivable; wound hits deep, but misses any major organs."	BL: 19 S: 13 P: 13-WP "Punctured lung, with serious internal bleeding; death from drowning is very likely."	Pierced heart. Death is nearly instantaneous.





Puncture Wound Damage Table: Zone XIII (Head)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1-2	Collar and throat	BL: 2 S: 4 P: 5-WP "Right below the collarbone; hurts, but not fatal."	BL: 6 S: 7 P: 6-WP "Right above the collarbone."	BL: 7 S: 13 P: 15-WP "Pierced the throat, missing the jugular; still very nasty."	BL: 15 S: All P: 20-WP "Pierced the throat, destroying the larynx and jugular."	Weapon pierces throat and punctures the cerebellum or lower brain. Death is instantaneous.
3-6	Face (3-4) and head (5-6)	BL: 1 S: 7-WP P: 4-WP "Grazed cheek or temple. May lose consciousness (roll at + 2)."	BL: 2 S: 6 P: 6-WP "As a graze, only deeper. The skull is still unbroken; may lose consciousness."	BL: 8 S: 10 P: 9-WP "Pierces part of face, missing the brain, but still causing significant damage (KO -3)."	BL: 19 S: 13 P: 13-WP "Part of brain destroyed—permanent mental damage results (-1d6-1 to all mental attributes) Unconscious."	Pierced brain. Death is nearly instantaneous, coming from massive brain damage and hemorrhaging.

Puncture Wound Damage Table: Zone XIV (Arm thrust)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1	Hand	BL: 0 Shock: 6-WP Pain: 5-WP "Surface graze. May drop anything held in hand."	BL: 0 Shock: 3 Pain: 4-WP "Some flesh (like the palm) and bruised bone. May drop at -3."	BL: 2 Shock: 9-WP Pain: 6-WP "Pierced hand totally. May drop hand-held items (at -4)."	BL: 5 Shock: 7 Pain: 9-WP "Hit wrist bones (instantly drop whatever may be held in that hand)."	BL: 9 Shock: 8 Pain: 9-WP "As previous, a slashed artery or vein."
2-3	Forearm	BL: 0 S: 5-WP P: 4-WP "Grazed."	BL: 1 S: 5 P: 6-WP "Bone chipped (May drop hand-held items)."	BL: 2 S: 5 P: 6-WP "As a Level two, plus you automatically drop anything held."	BL: 6 S: 7 P: 8-WP "Totally passes through, causing greater blood loss and forcing any item to be dropped."	BL: 7 S: 8 P: 9-WP "As lvl 4, with more blood and some bone damage."
4	Elbow	BL: 0 Shock: 6-WP Pain: 5-WP "Glancing blow"	BL: 0 Shock: 4 Pain: 6-WP "Solid blow; funny-bone effect. May drop items in that hand."	BL: 3 Shock: 6 Pain: 7-WP "Torn ligament or similar wound; instantly drop items in that hand."	BL: 5 Shock: 8 Pain: 9-WP "Dislocated or otherwise jacked up elbow. Use of arm temporarily lost."	BL: 7 Shock: 9 Pain: 11-WP "Shattered elbow. Arm now useless."
5-6	Upper arm	BL: 0 S: 4-WP P: 4-WP "Light laceration."	BL: 1 S: 3 P: 5-WP "Deeper puncture, including torn muscle."	BL: 3 S: 5 P: 6-WP "Serious flesh wound, including torn tendons."	BL: 5 S: 6 P: 7-WP "More serious damage and bleeding, including some bone damage."	BL: 7 S: 7 P: 8-WP "As four, but with more serious bleeding (a blood vessel was hit)."





BLUDGEONING (BLUNT/BASHING) DAMAGE TABLES



Bludgeoning Damage Table: Zone I (Lower legs)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1	Foot	BL: 0 Shock: 4-WP Pain: 4-WP "Surface wound"	BL: 0 Shock: 3 Pain: 5-WP "Some bruised flesh and bone."	BL: 0 Shock: 4 Pain: 6-WP "Hit bone, may be broken (knockdown +3)."	BL: 1 Shock: 5 Pain: 6-WP "Broken foot (roll knockdown +1)."	BL: 2 Shock: 8 Pain: 9-WP "Foot totally mashed. Instant knockdown."
2-4	Shin and lower leg	BL: 0 S: 4 P: 5-WP "Ow...ow ow ow dammit ow ow ow ow!."	BL: 0 S: 5 P: 6-WP "Bone chipped (knockdown at +2)."	BL: 0 S: 6 P: 7-WP "As a Level two, plus you are swept off your feet automatically."	BL: 2 S: 8 P: 9-WP "Broken (knockdown at -3)."	BL: 5 S: 10 P: 12-WP "Compound Fracture. Instant knockdown."
5-6	Knee and nearby areas	BL: 0 Shock: 5-WP Pain: 4-WP "Glancing blow"	BL: 0 Shock: 4 Pain: 5-WP "Solid blow; funny-bone effect"	BL: 2 Shock: 8 Pain: 8-WP "Torn ligament or similar wound; roll knockdown."	BL: 6 Shock: 10 Pain: 10-WP "Shattered knee. Roll for knockdown at -5."	BL: 8 Shock: 15 Pain: 12-WP "Compound fracture at knee. Instant knockdown."

Bludgeoning Damage Table: Zone II (Upper legs)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1-2	Knee and nearby areas	BL: 0 Shock: 5-WP Pain: 4-WP "Glancing blow"	BL: 0 Shock: 4 Pain: 5-WP "Solid blow; funny-bone effect"	BL: 2 Shock: 8 Pain: 8-WP "Torn ligament or similar wound; roll knockdown."	BL: 6 Shock: 10 Pain: 10-WP "Shattered knee. Roll for knockdown at -5."	BL: 8 Shock: 15 Pain: 12-WP "Compound fracture at knee. Instant knockdown."
3-5	Thigh	BL: 0 S: 4-WP P: 4-WP "Glancing blow—will leave a bruise."	BL: 0 S: 5 P: 4-WP "Serious 'Charlie horse' (knockdown +2)."	BL: 0 S: 7 P: 7-WP "Bone is bruised, maybe broken; roll knockdown."	BL: 3 S: 8 P: 9-WP "Femur is broken, and muscle is pulverized (Knockdown -4)."	BL: 7 S: 10 P: 12-WP "Compound fracture. Instant knockdown."
6	Hip	BL: 0 Shock: 3 Pain: 4-WP "Thump."	BL: 0 Shock: 5 Pain: 6-WP "Nearly dislocates leg, bone is bruised."	BL: 2 Shock: 8 Pain: 10-WP "Leg dislocated, hip cracked; instant knockdown."	BL: 10 Shock: 10 Pain: 12-WP "Hip mangled badly, broken bone fragments cause bleeding."	BL: 20 Shock: All Pain: 13-WP "Pelvis destroyed, with massive bleeding."

RECOMMENDED READING AND RESOURCES

Books:

Clements, John. *Medieval Swordsmanship; Illustrated Methods and Techniques*. Boulder: Paladin Press, 1998.

Renaissance Swordsmanship; Illustrated Methods and Techniques. Boulder: Paladin Press, 1998.

These two texts are the best modern manuals on the actual physical practice of medieval and renaissance martial arts currently available. A real eye-opener for enthusiasts, gamers, re-enactors, and martial artists.

Malory, Sir Thomas. *Le Morte D'Arthur*. 2 vols. Janet Cowen, ed. 1969 London: Penguin Classics, 1986.



Bludgeoning Damage Location Table: Zone III (Upper Body)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1	Hip	BL: 0 Shock: 3 Pain: 4-WP “Thump.”	BL: 0 Shock: 5 Pain: 6-WP “Nearly dislocates leg, bone is bruised.”	BL: 2 Shock: 8 Pain: 10-WP “Leg dislocated, hip cracked; instant knockdown.”	BL: 10 Shock: 10 Pain: 12-WP “Hip mangled badly, broken bone fragments cause bleeding.”	BL: 20 Shock: All Pain: 13-WP “Pelvis destroyed, with massive bleeding.”
2-3	Upper (2) and Lower (3) Abs	BL: 0 S: 3 P: 5-WP “Glancing blow—will leave a nasty bruise.”	BL: 0 S: 7 P: 6-WP “Slightly winded, may lose consciousness (Roll at + 3).”	BL: 3 S: 10 P: 8-WP “Badly winded, may vomit and/or lose consciousness.”	BL: 8 S: 10 P: 12-WP “More serious internal damage and bleeding.”	BL: 15 S: All P: 15-WP “Internal damage is real nasty. May lose consciousness (-3 to roll).”
4-5	Ribcage	BL: 0 S: 5-WP P: 4-WP “Glancing blow—will leave a nasty bruise.”	BL: 0 Shock: 4 Pain: 5-WP “Solid blow, ribs and muscle will be bruised.”	BL: 1 Shock: 8 Pain: 6-WP “Winded, maybe with a broken rib. May lose consciousness (+2)”	BL: 3 Shock: 10 Pain: 9-WP “Cracked ribs and serious winding. May lose consciousness.”	BL: 9 Shock: All Pain: 15-WP Broken ribs (perhaps several) and some internal damage and bleeding. May lose consciousness (roll at - 3)
6	Go to Zone VII (Arms), below.					

Musashi, Miyamoto. *A Book of Five Rings*.

Sapkowski, Andrzej. *Swiat Krola Artura*. Warsaw (Warszawa): superNOVA, 1998.

This is the best book on Arthurian lore and the background mythology available from a standpoint of scope and readability, written by Poland's premiere fantasy author. Unfortunately, it's in Polish.

Sun Tzu. *The Art of War*

Talhoffer, Hans. German *Fechtbuch* of 1467. Available in a translation by Mark Rector under the title *Medieval Combat*. Boulder: Paladin Press, 1999.

Tolkien, J.R.R. *The Lord of the Rings*. Houghton Mifflin. Available in editions from 1954 to the present. The recent film from New Line Cinema, directed by Peter Jackson, is worth seeing a few times as well.

Yamamoto Tsunetomo. *Hagakure*.

Films:

13th Warrior. Dir. John McTiernan

Braveheart. Dir. Mel Gibson.

Gladiator. Dir. Ridley Scott.

Ladyhawke. Dir. Richard Donner.

Legend. Dir. Ridley Scott.

The Dark Crystal. Dir. Jim Henson

The Seven Samurai. Dir Akira Kurosawa. (Anything by Kurosawa is good)

And there are so many more...



Bludgeoning Damage Location Table: Zone IV (Overhand right and left)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1-2	Upper arm and Shoulder	BL: 0 Shock: 5-WP Pain: 4-WP "Thump."	BL: 0 Shock: 5 Pain: 5-WP "Charlie horse."	BL: 1 Shock: 7 Pain: 8-WP "Broken humerus (hairline). May drop item in that hand."	BL: 5 Shock: 10 Pain: 9-WP "Broken bones, including collar bone or worse."	BL: 10 Shock: 13 Pain: 12-WP "Entire shoulder caves in. Lots of blood and bone fragments."
3	Upper body	BL: 0 S: 5-WP P: 4-WP "Glancing blow—will leave a nasty bruise."	BL: 0 Shock: 4 Pain: 5-WP "Solid blow, ribs and muscle will be bruised."	BL: 1 Shock: 8 Pain: 6-WP "Winded, maybe with a broken rib. May lose consciousness (+2)"	BL: 3 Shock: 10 Pain: 9-WP "Cracked ribs and serious winding. May lose consciousness."	BL: 9 Shock: All Pain: 15-WP Broken ribs (perhaps several) and some internal damage and bleeding. May lose consciousness (roll at -3)
4	Neck	BL: 0 Shock: 4 Pain: 5-WP "Glancing blow, crick in neck remains."	BL: 1 Shock: 7 Pain: 9-WP "Damage to throat and air tracts."	BL: 3 Shock: 10 Pain: 12-WP "Crushed larynx. May lose consciousness or suffocate."	BL: 3 Shock: All Pain: 15-WP "Cracked vertebrae and other throat problems."	Neck instantly broken.
5	Head (lower), including the face.	BL: 0 S: 5-WP P: 0 "Gonna leave a shiner... May lose consciousness (roll at +3)"	BL: 1 S: 8 P: 6-WP "Broken nose or lost teeth (or both)." May lose consciousness (roll at +1)	BL: 4 S: 10 P: see below "Bones near eye are smashed; eye is considered lost. Lose ½ of current pool (Unc at -1)."	BL: 6 S: 12 P: 9-WP "Jaw has been shattered, with a concussion. May lose consciousness (-3)."	Death. Destruction of cerebellum. Really messy.
6	Head (upper)	BL: 0 S: 8-WP P: 5-WP "Glancing blow, some dizziness, may lose consciousness (+2 to roll)."	BL: 3 (internal) S: 8 P: 8-WP "Concussion. May lose consciousness."	BL: 4 S: 10 P: 12-WP "Cracked skull. May lose consciousness (-3 to roll)."	BL: 6 S: All P: All "Skull is shattered. Character is unconscious and may not recover (or will have brain damage if he does)."	Real, real messy. Instant Death.



GLOSSARY OF GAME TERMS

This list contains definitions for many important terms used in The Riddle of Steel.

Armor Penalty: A negative modifier applied to the Combat Pool and Move Attribute when armor is worn. See **Book Four: The Codex of Battle**.

Armor Value: The amount of protection a piece of armor provides to the area that it covers. See **Book Four: The Codex of Battle**.

ATN (Attack Target Number): Each individual weapon has its own ATN, which is the Target Number used

for Proficiency Tests involving attack during both Melee and Missile Combat. See **Book Four: The Codex of Battle**.

Attribute: A measure of a character's prowess in the three major spheres: Temporal, Mental, and Spiritual. A fourth group, the Derived Attributes, is used in Combat and Sorcery. See **Book One: In the Beginning**.

Bout: A single match or duel between two or more opponents. A Bout begins as soon as the Seneschal declares that time is broken into Rounds (such as during combat), and ends when the fighting stops and time returns to abstract measurement. See **Book Four:**



Bludgeoning Damage Location Table: Zone V (Vertical swing)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1-2	Shoulders	BL: 0 Shock: 5-WP Pain: 4-WP “Thump.”	BL: 0 Shock: 5 Pain: 5-WP “Charlie horse.”	BL: 1 Shock: 7 Pain: 8-WP “Broken humerus (hairline). May drop item in that hand.”	BL: 5 Shock: 10 Pain: 9-WP “Broken bones, including collar bone or worse.”	BL: 10 Shock: 13 Pain: 12-WP “Entire shoulder caves in. Lots of blood and bone fragments.”
3	Head (lower), including the face.	BL: 0 S: 5-WP P: 0 “Gonna leave a shiner... May lose consciousness (roll at + 3)”	BL: 1 S: 8 P: 6-WP “Broken nose or lost teeth (or both).” May lose consciousness (roll at +1)	BL: 4 S: 10 P: see below “Bones near eye are smashed; eye is considered lost. Lose ½ of current pool (Unc at -1).”	BL: 6 S: 12 P: 9-WP “Jaw has been shattered, with a concussion. May lose consciousness (-3).”	Death. Destruction of cerebellum. Really messy.
4-6	Head (upper)	BL: 0 S: 8-WP P: 5-WP “Glancing blow, some dizziness, may lose consciousness (+2 to roll).”	BL: 3 (internal) S: 8 P: 8-WP “Concussion. May lose consciousness.”	BL: 4 S: 10 P: 12-WP “Cracked skull. May lose consciousness (-3 to roll).”	BL: 6 S: All P: All “Skull is shattered. Character is unconscious and may not recover (or will have brain damage if he does).”	Real, real messy. Instant Death.

The Codex of Battle.

Character: There are two kinds of Characters in The Riddle of Steel. Player Characters (often referred to as “PCs” or simply “Characters”) are the imaginary persona’s whose actions are controlled by a player. Non-Player Characters (or “NPCs”) are those imaginary persons and entities controlled by the Seneschal.

Character Sheet: A piece of paper used to record your character’s traits, attributes, skills, belongings, and progress. While any scrap of paper will do, we recommend using the one in the appendix. See **Book Two: The Birth of a Legend?**

Combat Pool (CP): A pool of dice used during melee combat. See **Book Four: The Codex of Battle.**

Combat, Melee: Any up-close form of physical combat, such as brawling, sword fighting, or jousting. See **Book Four: The Codex of Battle.**

Combat, Missile: Long-range combat using weapons such as thrown rocks and spears, bows and crossbows, and so forth. See **Book Four: The Codex of Battle.**

Command Pool: A pool of dice used when leading groups in mass combat. See **Book Four: The Codex of Battle.**

Damage Rating (DR): The amount of damage a weapon inflicts prior to adding the number of attack successes.

The combination of DR and the margin of attack successes create the Wound Rating. See **Book Four: The Codex of Battle.**

Dice: The Riddle of Steel uses two kinds of polygonal dice: several 10-sided (d10) and six-sided (d6). See **Book One: In the Beginning.**

DTN (Defense Target Number): Each individual weapon has its own DTN, which is the Target Number used for Proficiency Tests involving defense during Combat. See **Book Four: The Codex of Battle.**

Encumbrance: An abstract and approximate measurement of how much stuff a character is carrying, and how it affects him in physical feats (such as combat and movement). See **Book Five: The Laws of Nature.**

Exchange: One half of a Round. See **Book Four: The Codex of Battle.**

Fatigue: A measurement of how physically tired or exhausted your character has become. Fatigue affects combat and movement. See **Book Five: The Laws of Nature.**

Flaws: Weaknesses or disadvantages that make a character unique from others. See **Book Three: Training.**

Gifts: Strengths or advantages that make a character unique from others. See **Book Three: Training.**



Bludgeoning Damage Location Table: Zone V (Vertical swing)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1-2	Shoulders	BL: 0 Shock: 5-WP Pain: 4-WP “Thump.”	BL: 0 Shock: 5 Pain: 5-WP “Charlie horse.”	BL: 1 Shock: 7 Pain: 8-WP “Broken humerus (hairline). May drop item in that hand.”	BL: 5 Shock: 10 Pain: 9-WP “Broken bones, including collar bone or worse.”	BL: 10 Shock: 13 Pain: 12-WP “Entire shoulder caves in. Lots of blood and bone fragments.”
3	Head (lower), including the face.	BL: 0 S: 5-WP P: 0 “Gonna leave a shiner... May lose consciousness (roll at +3)”	BL: 1 S: 8 P: 6-WP “Broken nose or lost teeth (or both).” May lose consciousness (roll at +1)	BL: 4 S: 10 P: see below “Bones near eye are smashed; eye is considered lost. Lose ½ of current pool (Unc at -1).”	BL: 6 S: 12 P: 9-WP “Jaw has been shattered, with a concussion. May lose consciousness (-3).”	Death. Destruction of cerebellum. Really messy.
4-6	Head (upper)	BL: 0 S: 8-WP P: 5-WP “Glancing blow, some dizziness, may lose consciousness (+2 to roll).”	BL: 3 (internal) S: 8 P: 8-WP “Concussion. May lose consciousness.”	BL: 4 S: 10 P: 12-WP “Cracked skull. May lose consciousness (-3 to roll).”	BL: 6 S: All P: All “Skull is shattered. Character is unconscious and may not recover (or will have brain damage if he does).”	Real, real messy. Instant Death.

Halfling: Any character born of both human and siehe or fey parents. Also called a man-elf or half-elf.

Insight: This trait tracks a character's growth and progression. It is a vital factor in creating a new character, as a higher Insight can have a profound effect on how powerful a new PC will be upon creation. See **Book Three: Training**.

Maneuver: A specific action within a Proficiency, such as an individual attack, defense, or flashy move. See **Book Three: Training**.

Margin of Success: The number of successes remaining after an opponent's successes have been subtracted from the total original successes on any Contested Roll and most Proficiency Tests. See **Book One: In the Beginning**.

Missile Pool: A pool of dice used in long-range combat. See **Book Four: The Codex of Battle**.

Modifier: A positive or negative adjustment to any die roll. Sometimes called “bonuses” or “penalties.” All modifiers in *The Riddle of Steel* are applied to the number of dice rolled; thus a +1 modifier means “add one extra die to this roll,” and a -1 modifier means “roll one die less on this roll.” See **Book One: In the Beginning**.

Pain: A modifier applied to the Combat, Missile, and Sorcery Pools due to wounds taken or other harmful stimulus. See **Book Four: The Codex of Battle**.

Player: A real-life person, who controls an imaginary persona, called a Character or PC.

Proficiency: A measure of training, skill, and ability with weapons and fighting styles. See **Book Three: Training**.

Round: The unit of time used in situations involving combat. One Round is roughly one to two seconds long. See **Book Four: The Codex of Battle**.

Seneschal: A special player who leads the game, acting as storyteller and referee. Often called the “GM” or Game Master.

Shock: A form of Pain that lasts for one Round, applying severe negative modifiers. See **Book Four: The Codex of Battle**.

Siehe, Greater: Called the Fey, these are the most powerful and noble of the elves and faeries.

Siehe, Lesser: These elves, faeries, sprites, and trolls are less powerful than their noble cousins are. They delight in mischief and troublemaking, and love to meddle in human affairs.

Skill: Any trade, study, or craft. There are many skills,



Bludgeoning Damage Table: Zone VI (Upward swing)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1-3	Inner thigh	BL: 0 S: 4-WP P: 4-WP “Glancing blow—will leave a bruise.”	BL: 0 S: 5 P: 4-WP “Serious ‘Charlie horse’ (knockdown +2).”	BL: 0 S: 7 P: 7-WP “Bone is bruised, maybe broken; roll knockdown.”	BL: 3 S: 8 P: 9-WP “Femur is broken, and muscle is pulverized (Knockdown -4).”	BL: 7 S: 10 P: 12-WP “Compound fracture. Instant knockdown.”
4	Groin (Male)	BL: 0 S: 7 P: 9-WP “Yup...Sorry. Pain drops by 10 after 1d6-1 min.”	BL: 0 S: 9 P: 10-WP “As Level one, but worse. May lose consciousness.”	BL: 3 S: 11 P: 15-WP “Surface organs destroyed. May lose consciousness (-2)”	BL: 18 S: All P: All “Instant loss of consciousness. The damage is real, real bad.”	BL: 20 S: All P: All “Weapon destroys pelvis. Death is imminent.”
	Groin (Female)	BL: 0 Shock: 3 Pain: 4-WP “Thump.”	BL: 0 Shock: 5 Pain: 16-WP “Nearly dislocates leg, bone is bruised.”	BL: 3 Shock: 8 Pain: 10-WP “Leg dislocated, hip cracked; instant knockdown.”	BL: 10 Shock: 10 Pain: 12-WP “Hip mangled badly, broken bone fragments cause bleeding.”	BL: 20 Shock: All Pain: 13-WP “Pelvis destroyed, with massive bleeding.”
5	Abdomen	BL: 0 S: 3 P: 5-WP “Glancing blow—will leave a nasty bruise.”	BL: 0 S: 7 P: 6-WP “Slightly winded, may lose consciousness (Roll at + 3).”	BL: 3 S: 10 P: 8-WP “Badly winded, may vomit and/or lose consciousness.”	BL: 8 S: 10 P: 12-WP “More serious internal damage and bleeding.”	BL: 15 S: All P: 15-WP “Internal damage is real nasty. May lose consciousness (-3 to roll).”
6	Head (lower), including the face.	BL: 0 S: 5-WP P: 0 “Gonna leave a shiner... May lose consciousness (roll at + 3)”	BL: 1 S: 8 P: 6-WP “Broken nose or lost teeth (or both).” May lose consciousness (roll at +1)	BL: 4 S: 10 P: see below “Bones near eye are smashed; eye is considered lost. Lose ½ of current pool (Unc at -1).”	BL: 6 S: 12 P: 9-WP “Jaw has been shattered, with a concussion. May lose consciousness (-3).”	Death. Destruction of cerebellum. Really messy.

and each one is quantified by a Skill Rating (SR). Skills work in combination with Attributes. See **Book Three: Training**.

Skill Rating: A specialized form of Target Number (TN), used in skill checks. See **Book Three: Training**.

Social Class: Weyrth’s many nations divide their peoples into diverse social classes. One’s class affects wealth, education, legal rights, and social circles. Five primary classes are recognized in some form or another throughout Weyrth’s many nations: Slave/Bondsman, Peasant, Freeman, Gentry, and Lord. The first three are considered “common,” the last two “noble.” See **Book Seven: The World of Weyrth**.

Sorcery: The ability to bend the nine powers of magic to one’s will. Sorcery is practiced by wizards, magicians, witches, druids, and the Fey (from whom it is said to

originate). See **Book Six: Sorcery**.

Sorcery Pool: A pool of dice used by sorcerers in the creation and casting of spells. See **Book Six: Sorcery**.

Stacking: Any time a die rolls a 10 that die may be re-rolled and then added. There is no limit to the number of times a die may Stack. For example, if a die rolled 10, it would then be thrown again. If the second roll produced a 6, then the total for that die would be 16. If that same roll had been another 10, then it would have been rolled over, allowing Target numbers as high as 20, 30, and greater to be achieved (albeit very rarely).

See **Book One: In the Beginning**.

Target Number (TN): The minimum number that must be rolled on one die in order to generate one success.. See **Book One: In the Beginning**.

Test: Any time dice are rolled against a Target Number (TN). See **Book Three: In the Beginning**.



Bludgeoning Damage: Zone VII (Swing to arms)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1	Hand	BL: 0 Shock: 5-WP Pain: 4-WP "Surface graze. May drop anything held in hand."	BL: 0 Shock: 3 Pain: 5-WP "Bruised bone. May drop hand- held items (roll at -3)."	BL: 0 Shock: 5 Pain: 5-WP "Smashed fingers. Drop any item instantly."	BL: 0 Shock: 7 Pain: 7-WP "Hand broken. Instantly drop hand- held items."	BL: 2 Shock: 8 Pain: 10-WP "Hand is mashed badly"
2-3	Forearm	BL: 0 S: 4-WP P: 4-WP "Glancing thump."	BL: 2 S: 5 P: 6-WP "Bone chipped (May drop hand- held items)."	BL: 3 S: 5 P: 6-WP "As a Level two, plus you automatically drop anything held."	BL: 6 S: 7 P: 8-WP "Arm broken, and lots of blood."	BL: 12 S: 10 P: 10-WP "Arm destroyed, perhaps cut off."
4	Elbow	BL: 0 Shock: 5-WP Pain: 4-WP "Glancing blow"	BL: 0 Shock: 4 Pain: 5-WP "Solid blow; funny-bone effect. May drop items in that hand."	BL: 2 Shock: 6 Pain: 6-WP "Torn ligament or similar wound; instantly drop items in that hand."	BL: 5 Shock: 8 Pain: 9-WP "Elbow shattered."	BL: 12 S: 20 P: 10-WP "Arm torn off at elbow."
5-6	Upper arm and Shoulder	BL: 0 Shock: 5-WP Pain: 4-WP "Thump."	BL: 0 Shock: 5 Pain: 5-WP "Charlie horse."	BL: 1 Shock: 7 Pain: 8-WP "Broken humerus (hairline). May drop item in that hand."	BL: 5 Shock: 10 Pain: 9-WP "Broken bones, including collar bone or worse."	BL: 10 Shock: 13 Pain: 12-WP "Entire shoulder caves in. Lots of blood and bone fragments."

Bludgeoning Wound Damage Table: Zone VIII (thrust to lower legs)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1	Foot	BL: 0 Shock: 4-WP Pain: 4-WP "Surface wound"	BL: 0 Shock: 3 Pain: 5-WP "Some bruised flesh and bone."	BL: 0 Shock: 4 Pain: 6-WP "Hit bone, may be broken (knockdown +3)."	BL: 0 Shock: 6 Pain: 8-WP "Broken foot (roll knockdown +1)."	BL: 1 Shock: 9 Pain: 10-WP "Foot totally mashed. Instant knockdown."
2-4	Shin and lower leg	BL: 0 S: 4 P: 4-WP "Ow...ow ow ow dammit ow ow ow ow ow!"	BL: 0 S: 5 P: 6-WP "Bone chipped (knockdown at +2)"	BL: 0 S: 7 P: 7-WP "As a Level two, plus you are swept off your feet automatically."	BL: 2 S: 8 P: 10-WP "Broken (knockdown at -2)."	BL: 5 S: 10 P: 12-WP "Compound Fracture. Instant knockdown."
5	Knee and nearby areas	BL: 0 Shock: 5-WP Pain: 4-WP "Glancing blow"	BL: 0 Shock: 4 Pain: 5-WP "Solid blow; funny-bone effect"	BL: 2 Shock: 8 Pain: 8-WP "Torn ligament or similar wound; roll knockdown."	BL: 6 Shock: 10 Pain: 10-WP "Shattered knee. Roll for knockdown at -5."	BL: 8 Shock: 15 Pain: 12-WP "Compound fracture at knee. Instant knockdown."
6	Passed between legs	Sorry, you missed. It happens. Don't thrust for the feet that often...they move a lot. Try the body.				



Bludgeoning Wound Damage Table: Zone IX (Thrust upper legs)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1	Knee and nearby areas	BL: 0 Shock: 5-WP Pain: 4-WP “Glancing blow”	BL: 0 Shock: 4 Pain: 5-WP “Solid blow; funny-bone effect”	BL: 2 Shock: 8 Pain: 8-WP “Torn ligament or similar wound; roll knockdown.”	BL: 6 Shock: 10 Pain: 10-WP “Shattered knee. Roll for knockdown at -5.”	BL: 8 Shock: 15 Pain: 12-WP “Compound fracture at knee. Instant knockdown.”
2-5	Thigh	BL: 0 S: 4-WP P: 4-WP “Glancing blow—will leave a bruise.”	BL: 0 S: 5 P: 4-WP “Serious ‘Charlie horse’ (knockdown +2).”	BL: 0 S: 7 P: 7-WP “Bone is bruised, maybe broken; roll knockdown.”	BL: 3 S: 8 P: 9-WP “Femur is broken, and muscle is pulverized (Knockdown -4).”	BL: 7 S: 10 P: 12-WP “Compound fracture. Instant knockdown.”
6	Hip	BL: 0 Shock: 3 Pain: 4-WP “Thump.”	BL: 0 Shock: 5 Pain: 6-WP “Nearly dislocates leg, bone is bruised.”	BL: 2 Shock: 8 Pain: 10-WP “Leg dislocated, hip cracked; instant knockdown.”	BL: 10 Shock: 10 Pain: 12-WP “Hip mangled badly, broken bone fragments cause bleeding.”	BL: 20 Shock: All Pain: 13-WP “Pelvis destroyed, with massive bleeding.”

Bludgeoning Wound Damage Table: Zone X (Pelvic/groin thrust)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1-2	Lower Abdomen	BL: 0 S: 3 P: 5-WP “Glancing blow—will leave a nasty bruise.”	BL: 0 S: 7 P: 6-WP “Slightly winded, may lose consciousness (Roll at + 3).”	BL: 3 S: 10 P: 8-WP “Badly winded, may vomit and/or lose consciousness.”	BL: 8 S: 10 P: 12-WP “More serious internal damage and bleeding.”	BL: 15 S: All P: 15-WP “Internal damage is real nasty. May lose consciousness (-3 to roll).”
3-4	Groin (Male)	BL: 0 S: 7 P: 9-WP “Yup...Sorry. Pain drops by 10 after 1d6-1 min.”	BL: 0 S: 9 P: 10-WP “As Level one, but worse. May lose consciousness.”	BL: 3 S: 11 P: 15-WP “Surface organs destroyed. May lose consciousness (-2)”	BL: 18 S: All P: All “Instant loss of consciousness. The damage is real, real bad.”	BL: 20 S: All P: All “Weapon destroys pelvis. Death is imminent.”
	Groin (Female)	Count as Lower Abdomen (on 3) or Hip (on 4)				
5-6	Hip	BL: 0 Shock: 3 Pain: 4-WP “Thump.”	BL: 0 Shock: 5 Pain: 6-WP “Nearly dislocates leg, bone is bruised.”	BL: 2 Shock: 8 Pain: 10-WP “Leg dislocated, hip cracked; instant knockdown.”	BL: 10 Shock: 10 Pain: 12-WP “Hip mangled badly, broken bone fragments cause bleeding.”	BL: 20 Shock: All Pain: 13-WP “Pelvis destroyed, with massive bleeding.”

Vagaries: The sorcerous counterpart to Proficiencies. There are nine vagaries, each of which controls some aspect of the creation and use of magic. See **Book Six: Sorcery**.

Wound Level: Often simply referred to as “wounds.” Any lasting damage sustained by a character or object. All wounds in *The Riddle of Steel* have a ranking from 1

to 5, 1 being a light degree of damage, 5 leading to death and dismemberment. See **Book Four: The Codex of Battle**.

Wound Rating: Any damage done to a target prior to calculating in armor and Toughness (TO). See **Book Four: The Codex of Battle**.



Bludgeoning Wound Damage Table: Zone XI (Belly thrust)

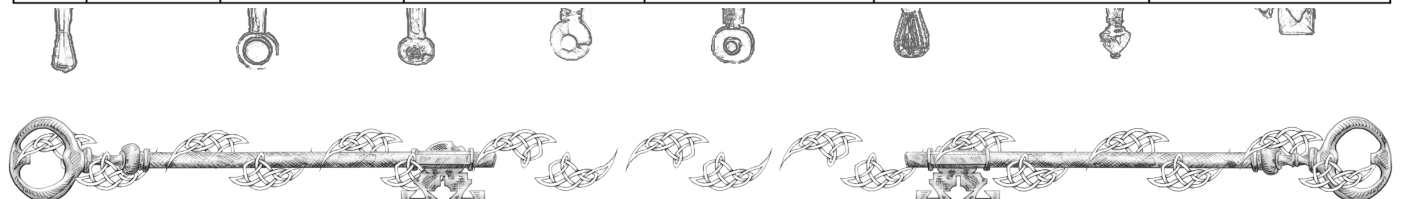
Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1-6	Lower Abdomen	BL: 0 S: 3 P: 5-WP "Glancing blow—will leave a nasty bruise."	BL: 0 S: 7 P: 6-WP "Slightly winded, may lose consciousness (Roll at + 3)."	BL: 3 S: 10 P: 8-WP "Badly winded, may vomit and/or lose consciousness."	BL: 8 S: 10 P: 12-WP "More serious internal damage and bleeding."	BL: 15 S: All P: 15-WP "Internal damage is real nasty. May lose consciousness (-3 to roll)."

Bludgeoning Wound Damage Table: Zone XII (Chest)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1-2	Under the ribs (upper abdomen)	BL: 0 S: 3 P: 5-WP "Glancing blow—will leave a nasty bruise."	BL: 0 S: 7 P: 6-WP "Slightly winded, may lose consciousness (Roll at + 3)."	BL: 3 S: 10 P: 8-WP "Badly winded, may vomit and/or lose consciousness."	BL: 8 S: 10 P: 12-WP "More serious internal damage and bleeding."	BL: 15 S: All P: 15-WP "Internal damage is real nasty. May lose consciousness (-3 to roll)."
3-6	Chest	BL: 0 S: 5-WP P: 4-WP "Glancing blow—will leave a nasty bruise."	BL: 0 Shock: 4 Pain: 5-WP "Solid blow, ribs and muscle will be bruised."	BL: 1 Shock: 8 Pain: 6-WP "Winded, maybe with a broken rib. May lose consciousness (+2)"	BL: 3 Shock: 10 Pain: 9-WP "Cracked ribs and serious winding. May lose consciousness."	BL: 9 Shock: All Pain: 15-WP Broken ribs (perhaps several) and some internal damage and bleeding. May lose consciousness (roll at -3)

Bludgeoning Wound Damage Table: Zone XIII (Head thrust)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1	Neck	BL: 0 Shock: 4 Pain: 5-WP "Glancing blow, crick in neck remains."	BL: 1 Shock: 7 Pain: 9-WP "Damage to throat and air tracts."	BL: 3 Shock: 10 Pain: 12-WP "Crushed larynx. May lose consciousness or suffocate."	BL: 4 Shock: All Pain: 15-WP "Cracked vertebrae and other throat problems."	Neck instantly broken.
2-4	Face (2-4) and head (5-6)	BL: 0 S: 5-WP P: 0 "Gonna leave a shiner... May lose consciousness (roll at + 3)"	BL: 1 S: 8 P: 6-WP "Broken nose or lost teeth (or both)." May lose consciousness (roll at +1)	BL: 3 S: 10 P: 7-WP "Bones near eye are smashed; eye is considered lost. Lose ½ of current pool (Unc at -1)."	BL: 6 S: 12 P: 9-WP "Jaw has been shattered, with a concussion. May lose consciousness (-3)."	Death. Destruction of cerebellum. Really messy.
5-6	Head (upper)	BL: 0 S: 8-WP P: 5-WP "Glancing blow, some dizziness, may lose consciousness (+2 to roll)."	BL: 3 (internal) S: 8 P: 8-WP "Concussion. May lose consciousness."	BL: 3 S: 10 P: 12-WP "Cracked skull. May lose consciousness (-3 to roll)."	BL: 7 S: All P: All "Skull is shattered. Character is unconscious and may not recover (or will have brain damage if he does)."	Real, real messy. Instant Death.



Bludgeoning Wound Damage Table: Zone XIV (Arms thrust)

Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
1	Hand	BL: 0 Shock: 4-WP Pain: 0 "Glancing blow. May drop anything held in hand."	BL: 0 Shock: 3 Pain: 4-WP "Some flesh (like the palm) and bruised bone. May drop at -3."	BL: 0 Shock: 7-WP Pain: 5-WP "As Two, but with a good funny-bone effect. May drop held items."	BL: 1 Shock: 7 Pain: 8-WP "Fingers are broken. Drop any item instantly."	BL: 3 Shock: 9 Pain: 9-WP "Hand broken."
2-3	Forearm	BL: 0 S: 4-WP P: 0 "A bruise..."	BL: 0 S: 3 P: 4-WP "Bone bruised (May drop hand-held items at -3)."	BL: 1 S: 5 P: 6-WP "As Two, but with a good funny-bone effect. May drop held items."	BL: 2 S: 8 P: 8-WP "Bone broken, arm is useless (drop automatically)."	BL: 3 S: 10 P: 10-WP "Serious break."
4	Elbow	BL: 0 Shock: 5-WP Pain: 4-WP "Glancing blow"	BL: 0 Shock: 5 Pain: 4-WP "Solid blow; funny-bone effect. May drop items in that hand."	BL: 0 Shock: 5 Pain: 6-WP "Mashed elbow; instantly drop items in that hand."	BL: 1 Shock: 8 Pain: 7-WP "Broken."	BL: 3 Shock: 9 Pain: 10-WP "Elbow shattered."
5-6	Upper arm and Shoulder	BL: 0 Shock: 4-WP Pain: 4-WP "Thump."	BL: 0 Shock: 5 Pain: 5-WP "Charlie horse."	BL: 0 Shock: 5 Pain: 6-WP "Bruised bone. May drop item in that hand."	BL: 1 Shock: 7 Pain: 7-WP "Broken humerus (hairline). May drop item in that hand."	BL: 5 Shock: 10 Pain: 10-WP "Broken bones, including collar bone or worse."

GENERIC DAMAGE TABLE

This table is used for many magical attacks, cold, heat, and other non-body-part-specific damage. It can be applied to a single body part (such as with fire) as well, given slight modification (use your imagination).

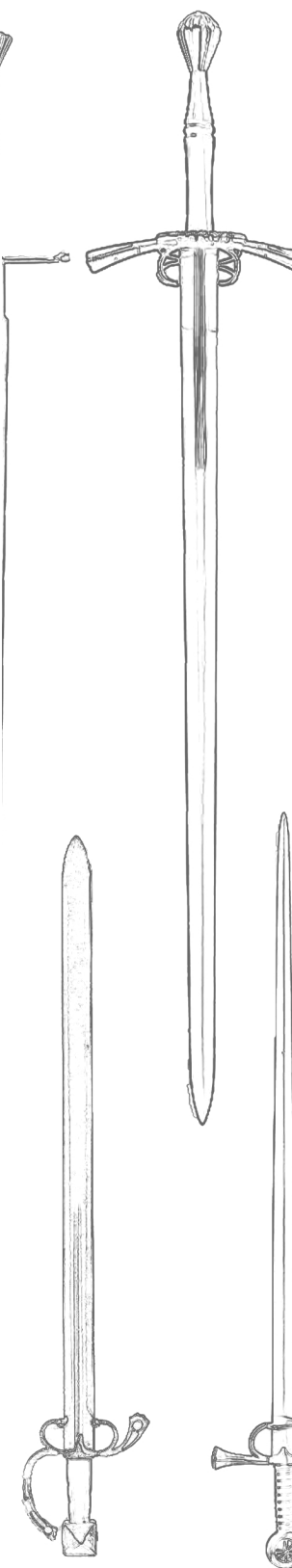
Roll	Location	Level One	Level Two	Level Three	Level Four	Level Five
☺	☺	BL: 0 Shock: 2 Pain: 5-WP	BL: 0 Shock: 5 Pain: 8-WP	BL: 0 Shock: 8 Pain: 12-WP	BL: 0 Shock: 11 Pain: 16-WP	BL: 0 Shock: All Pain: 20-WP



Appendix Two: Combined Weapon Statistics



SWORDS AND THE LIKE



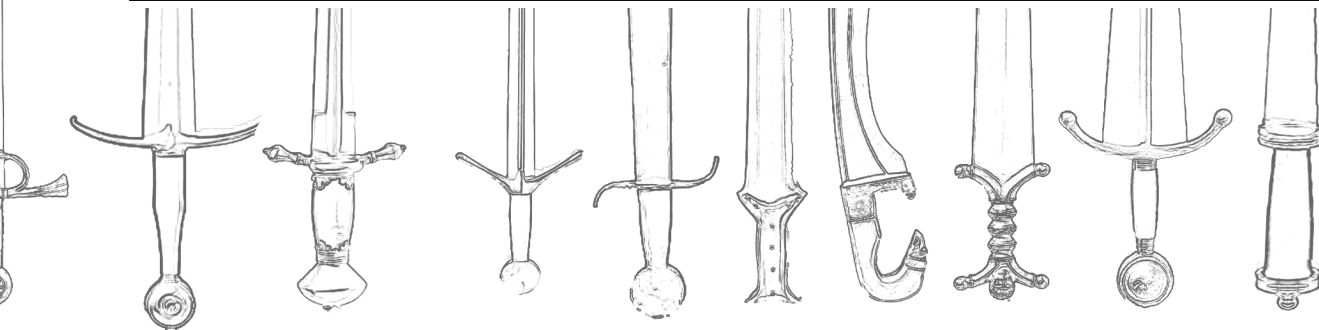
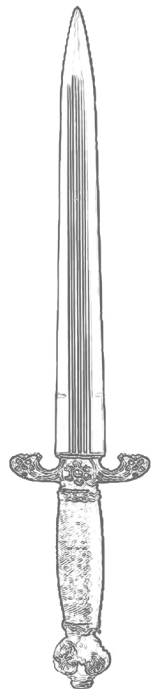
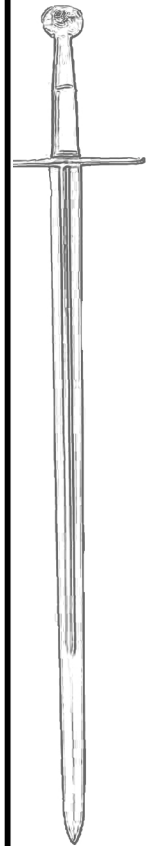
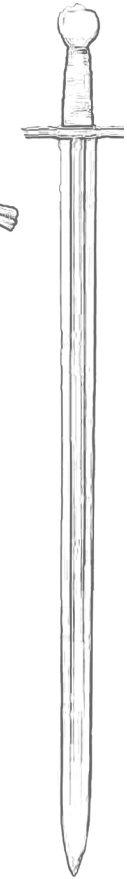
Weapon	Grip, Length	Attack TN		Defensive TN	Damage	
		Cut	Thrust		Cut	Thrust
Arming Sword	1H, medium	6	7	6	ST +1	ST
Arming Swords are typical “knightly” swords—one-handed tools meant for a variety of situations. 33”-45”, 2-3 lbs.						
Bastard Sword	2H, long	6	6	6	ST + 1	ST + 2
	1H, long	7	7	7	ST	ST + 1
The Bastard Sword is a fearsome anti-armor sword with a wide, stiff blade specially geared towards thrusting through plate armors. This sacrifices cutting ability to some degree. 48”, 3 lbs.						
Cut & Thrust	1H, medium	6	6	6	ST	ST + 1
Cut & Thrust style swords are a direct descendent of the knightly arming sword. They are popular with bladeslingers and many light calvarly and infantry. Compoud hilts are popular, as are finger-rings and other extra hand protection due to the increased use of the thrust. 36”-48”, 2-3 lbs.						
Dagger (long)	1H, hand	8	7	9 (7)	ST – 2	ST
Daggers come in many varieties. The rondel dagger, often a sidearm of warriors in battle, was unedged and had a triangular shaped blade. It had a small, round guard, a nasty point, It was designed to punch through openings in armor and deliver a nasty, hard-to-heal wound. The poniard was used as an off-hand weapon, usually with a cut and thrust sword or a rapier. It had an edge for slicing, a sturdy cruciform hilt so that it could bind other weapons, and a nasty point for sticking it in the eye, groin, arm pit, neck, hand, mouth, etc. of the opponent. The DTN for a rondel is 9, for a poniard 7 (5 against rapiers). 18”, 1-2 lbs or less.						
Doppelhander	2H, very long	7	8	8	ST + 4	ST + 1
	*2H, long	7	6	6	ST + 2	ST + 2
The Doppelhander is the true two-handed sword, as long as a man and used by anti-pike formations and the banner guard of Stahl and Oustenreich. When at longer ranges it is swung about not unlike a great sword. As the crush of battle increases, the back hand chokes up beneath the “second guard” (protruding spikes several inches below the cross-guard on the blade), employing pole-arm and half-sword techniques, including much thrusting. 72”, 6-8 lbs.						
Estoc	2H, ½-sword	7	7	6	ST + 1*	ST + 2
The Estoc is a purebred anti-armor sword. Consisting of a long triangular “blade” and a cruciform hilt, it is really little more than a sharp steel pole with a handle and cross-guard. It is designed to club opponents until closing-in is possible, after which it is used with “half-swording” techniques to break through armor for the kill. 48”, 3-4 lbs. *Damage is blunt and bashing, not cutting.						

SWORDS AND THE LIKE





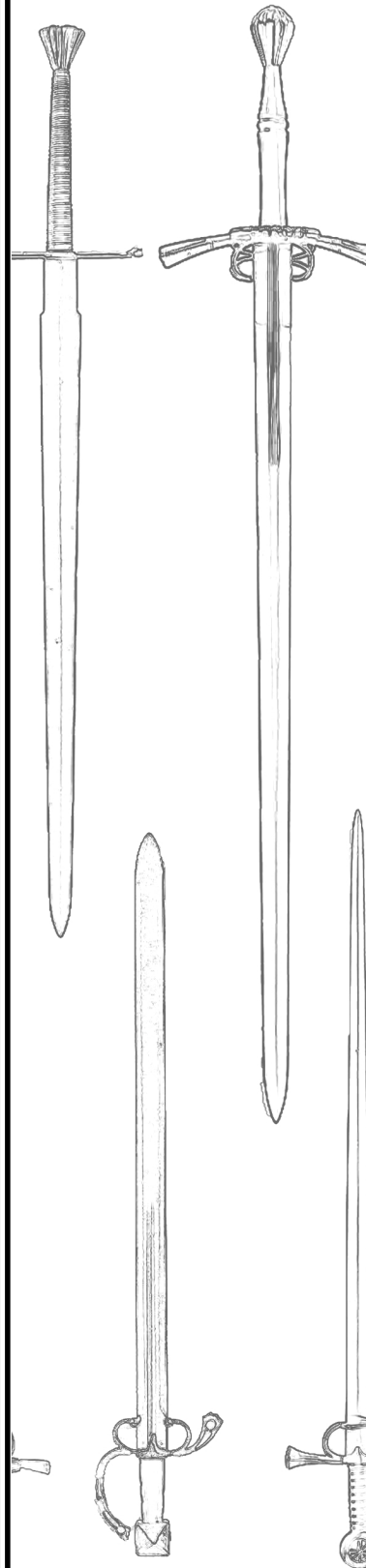
Weapon	Grip, Length	Attack TN		Defensive TN	Damage	
		Cut	Thrust		Cut	Thrust
Great Sword	2H, long	6	7	7	ST + 3	St +1
Great Swords are the largest of true swords, wielded with two hands and capable of terrifying blows. Longer and slower than shorter swords, they are still capable of impressive speed and finesse. The Scots Claymore (popular with the Highlanders of Angharad and Picti) is a fine example. 55" 3-5 lbs.						
Long Sword	2H, long	6	7	6	ST + 2	ST + 1
	1H, long	7	8	7	ST + 1	ST
Longswords are extremely popular in Stahl, Farrenshire, and Cyrinthmeir due to their substantial versatility. Long and powerful they may be used with one hand or two, can be used with half-swording techniques, and are still small enough to wear on the hip. 48", 2½ -3 lbs.						
Rapier	1H, medium	6	5	8 (5)	ST -3	ST + 3
Rapiers, while nearly useless in the crush of battle, are fearsome and deadly when encountered on the street or in a duel. Quick, agile, and lethal, a single thrust of a rapier will kill with little strength. The light build of the weapon is unsuitable for parrying larger swung weapons (hence the high DTN), but perfectly well-suited to blocking thrusts from most single-handed weapons such as other rapiers, arming swords, and the cut & thrust (DTN 5). 46"-56", 2-4 lbs.						
Saber/Scimitar	1H, medium	6	6	6	ST +2*	ST
Sabers and scimitars are curved single-handed swords common in the east of Weyrth. Commonly used as cavalry weapons, they are capable of wicked cuts and slashes, though that same curvature slightly complicates the mechanics of thrusting. 36" 2-3 lbs. * Damage ST + 1 vs. soft armors, ST vs. metal armors.						
Short Sword	1H, short	7	5	7	ST	ST
Smaller than an arming sword, longer than a dagger, short swords are common emergency side-arms for archers, pikemen, and wealthier commoners. Like the now out-dated Imperial Gladius, short swords are quick on the thrust and capable of short, sudden cuts and chops. 20"-33", 2 lbs.						
Falchion	1H, medium	6	8	7	ST + 2	ST
The falchion is little more than a large meat-cleaver. Curved on one side and relatively heavy, it is a superb weapon against lighter armors such as leather or chain. 36" 4-5 lbs.						





AXES AND MASS WEAPONS

Weapon	Grip, Length	Attack TN	Defensive TN	Damage	Notes
Club	2H, medium	6	7	ST + 1b	+ x shock (x = Dam Lvl)
	1H, medium	6	8	STb	
A simple hickory stick or other hard wood can be an effective weapon in the hand of most any trained fighter. 30"-50", 1-3 lbs.					
Flail	1H, medium	8	15	ST + 2b	+ x -1 shock (x = Dam Lvl) +1 Damage vs. hard armors +4 Blood Loss Automatically ignores 2 shield/blocking successes
This incredibly nasty weapon consists of a short pole attached to a steel ball with a length of chain between the two. Particulary adept at wrapping around shields and bashing armor, flails can be dangerous to an inexperienced user as well (any fumble causes damage as if each "1" rolled was a successful attack on one's self). 30-36", 2-4 lbs.					
Footman's Pick	1H, medium	6	8	ST + 2p	+2 Damage vs. hard armors May get stuck
A short, pointy version of the war-hammer used against opponents in metal armors. 24" 1-2 lbs.					
Hand Axe	2H, medium	7	8	ST + 2c	+ x shock (x = Dam Level)
	1H, medium	7	10	ST + 1c	+1 Damage vs. hard armors
Common as both an infantry and cavalry weapon, this ancient favorite is as effective against armored knights as it is against regular infantry. 24"-36", 2-3 lbs.					
Mace	2H, medium	6	8	ST + 2b	+1 + x shock (x = Dam Lvl)
	1H, medium	6	10	ST +1b	+1 Damage vs. hard armors
An iron-shod club, usually bearing a large iron or steel head in a ball or flower shape. 24"-30", 2-4 lbs.					
Maul	2H, long	8	10	ST + 3b	+1 + x shock (x = Dam Lvl) +1 Damage vs. hard armors
This near-mythical battle-version of a sledge-hammer is awkward and difficult to fight with, but capable of significant damage. 36"-54", 5-8 lbs.					
Morning Star	2H, medium	6	8	ST + 2b	+ x -1 shock (x = Dam Lvl)
	1H, medium	6	10	ST + 1b	+1 Damage vs. hard armors +4 Blood Loss
A meaner version of the mace, this weapon bears large spikes meant to draw blood in addition to blunt trauma. 24"-30", 2-4 lbs.					
Pole Axe	2H, long	7	7	ST + 3c	+ x shock (x = Dam Level) +2 Damage vs. hard armors
A noble weapon, the pole axe is an excellent anti-armor or dueling weapon. Techniques similar to the "half-sword" allow many close-combat possibilities in addition to simply swinging and cutting. 45-55", 3-5 lbs.					
Warhammer	1H, medium	6	8	ST + 1b	+1 + x shock (x = DL) +1 Damage vs. hard armors
	1H, medium	6	8	ST+ 2p	+2 Damage vs. hard armors May get stuck
Often misunderstood, the warhammer is an anti-armor weapon with a narrow blunt head on one side and a sharp pick-like head on the other. In addition to maces and axes, the warhammer is a favorite of heavy cavalry and those that fight them. 24"-30", 2-3 lbs.					
Warflail	2H, long	8	16	ST + 4b	+ x -1 shock (x = DL) +1 Damage vs. hard armors +4 Blood Loss Automatically ignores 2 shield/blocking successes
A two-handed variation of the flail, with a longer pole and chain. 36"-48", 4-8 lbs.					



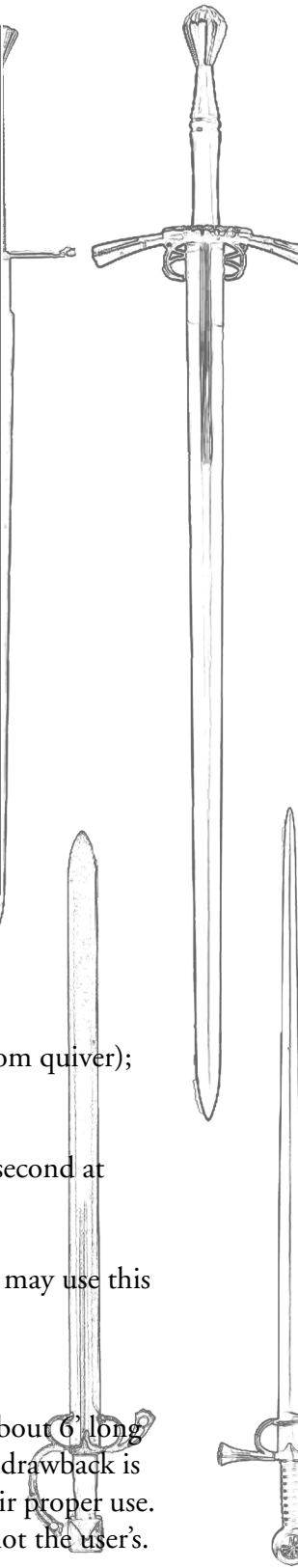
SPEARS, STAVES, AND OTHER POLE WEAPONS

Weapon	Grip, Length	Attack TN	Defensive TN	Damage	Notes
Pike	2H, extr. long	7	9	ST +2p	May be set against charges (ATN 6, + 2 damage)
An extremely long spear used at the front of battles in group formations. Especially effective against charging cavalry (ATN 6, + 2 damage). 14' long.					
Lance (Heavy Cavalry)	1H, very long	7	15	*ST +2p	*Uses Horses ST for damage; only used when charging
Few battlefield weapons are as devastating as the long and heavy lance of armored cavalry. Often adorned with banners, this long spear-like weapon is tucked under the right arm prior to charging. It is rarely useful after the first charge, as 50% of the time such a charge will break it. 11'-14' long.					
Lance (Light Cavalry)	1H, very long	7	9	*ST +1p	*Uses Horses' ST <i>if charging</i> ; use own ST otherwise
Essentially just a long spear, this light lance may be used in charges in the heat of battle. 6'-9' long.					
Long Spear	2H, long or very long	7	8	ST +2p	May be set against charges (ATN 6, + 2 damage)
Shorter than the pike, this spear is also good against cavalry charges. 7'-10' long.					
Short Spear	2H, medium	7	7	ST +2p	May be thrown like a javelin
	1H, medium	7	10	ST p	
Spears of this sort are common in all degrees of technology in the hands of mounted soldiers and infantry alike. 3'-4' long.					
Short Staff	2H, long or very long	6	7	ST + 2b	None
Short when compared to a long spear or pike, the "short staff" is actually quite long, and is perhaps one of the most versatile and deadly weapons available, despite such common origins. 8'-9' long.					
Spear	2H, long	6	7	ST +2	May be thrown (-3 MP)
Spears are amongst the earliest of weapons. Due to their effectiveness they've never gone out of style on the battlefield. 5'-7' long.					
Quarterstaff	2H, long	6	6	ST +1b	None
A shorter version of the "short staff," quarterstaves are popular as walking sticks and everyday item-turned weapon on the street or in the woods. 5'-7' long.					
Bill	2H, long	7	7	ST +3c	None
A long, curved blade (often with a spike at the end) attached to a very long pole. A versatile and dangerous weapon. 8' long.					
Halberd	2H, long	7	8	ST +3c ST +1p	None
A broad axe-head backed and topped with a hammer or spike, affixed to a very long pole. 6' long.					



NATURAL WEAPONS

Weapon	Length	Attack TN	Defensive TN	Damage	Notes
Bite (Long Teeth/Fangs)	Hand	7	N/A	ST – 3c	Following a successful bite the jaws begin to crush, doing STb damage until the victim succeeds in a contest of ST.
These figures are for the long, sharp, predatory teeth found on bears, wolves, and other mythic and real animals.					
Claws Talons	Hand	5	6	ST – 3c *ST – 2c	Only thrusting attacks may be defended—otherwise take damage to the deflecting limb!
Claws are shorter than talons, generally under an inch long and good for tearing. *Talons, as found on many larger creatures, are often as long as daggers and tear, cut, and pierce with great effectiveness.					
Kick	Hand	7	8	ST – 1b	Only other kicking attacks may be defended—otherwise take damage to the deflecting limb!
This form of attack is particularly popular against shins, knees, and the groin. Kicking above waist level is uncommon and more difficult (+1 ATN).					
Punch	Hand	5	6	ST – 2b	Only thrusting attacks may be defended—otherwise take damage to the deflecting limb!
The addition of a metal gauntlet, “iron kuckles” or a “knuckleduster” adds 1 damage.					



Bows

Crossbow

4-6 rounds preparation time:

Pull arrow: 0 (on ground), 2 (from quiver);

knock and draw: 4

Refresh begins once the arrow is cocked.

2 MP dice to reduce prep. time by one second at Reflex/TN of 8

Attack Target Number (ATN): 5

Effective ST: 4

DR (damage rating): ST +2p (6 total)

Range: +1 ATN per 10 yards

Crossbows are powerful and easy to use, though reloading one is slow. Damage is figured using the bow's ST, not the user's.

Longbow

2-4 rounds preparation time:

Pull arrow: 0 (on ground), 2 (from quiver);

knock and draw: 2

Refresh begins with drawing the arrow.

2 MP dice to reduce prep. time by one second at Reflex/TN of 8

Attack Target Number (ATN): 7

Effective ST: 5 (no one with a lower ST may use this bow)

DR (damage rating): ST +3p (8 total)

Range: +1 ATN per 25 yards

Longbows, common in Angharad, are about 6' long and incredibly powerful. Their primary drawback is the significant training necessary for their proper use. Damage is figured using the bow's ST, not the user's.

NATURAL WEAPONS, BOWS



Short Bow

2-4 rounds preparation time:

Pull arrow: 0 (on ground), 2 (from quiver);

knock and draw: 2

Refresh begins with drawing the arrow.

2 MP dice to reduce prep. time by one second at Reflex/TN of 8

Attack Target Number (ATN): 6

Effective ST: 4

DR (damage rating): ST +1p (5 total)

Range: +1 ATN per 10 yards

Common in almost every culture, short bows range from 3-4 feet in unstrung length. Damage is figured using the bow's ST, not the user's.

Thrown Weapons**Dagger/Knife (Thrown)**

1-3 rounds preparation time:

Pull knife: 1 (from sheath); flip blade-down and cock back: 2

Refresh begins with cocking back to throw.

2 MP dice to reduce prep. time by one second at Reflex/TN of 7

Attack Target Number (ATN): 7

Effective ST: by thrower

DR (damage rating): ST -1p

Range: +1 ATN per 3 yards

Many daggers may be thrown (though both rondels and poniards struggle a little in this area). Some are specially designed for throwing, and may add +1 damage and have a range increment of 4 yards.

Javelin/Short Spear

1-2 rounds preparation time:

Pull spear: 0 (already in hand), 1 (in ground); prepare to throw: 1

Refresh begins with cocking back to throw.

2 MP dice to reduce prep. time by one second at Reflex/TN of 7

Attack Target Number (ATN): 7

Effective ST: by thrower

DR (damage rating): ST +1p

Range: +1 ATN per 5 yards

Less common than the bow in recent decades, javelins and small spears have impressive range in the hands of a strong man. Generally about 4-5' long.

Sling

3-6 rounds preparation time:

Pull stone/ball: 0 (in hand), 2-3 (from bag/pocket); load and whirl: 3

Refresh begins with the first whirl.

2 MP dice to reduce prep. time by one second at Reflex/TN of 8

Attack Target Number (ATN): 8

Effective ST: by user

DR (damage rating): ST +1c

Range: +1 ATN per 5 yards

A small, common weapon with peasants and the troublemakers, slings throw small stones or lead balls with often staggering effects.

Thrown Objects

1-3 rounds preparation time:

Grab object: 0 (nearby), 2 (from bag, etc.); cock back: 1

Refresh begins with cocking back to throw.

2 MP dice to reduce prep. time by one second at Reflex/TN of 7

Attack Target Number (ATN): 7

Effective ST: by thrower

DR (damage rating): STb

Range: +1 ATN per 3-5 yards, depending on object

This category covers stones, bottles, small-but-heavy logs, etc.