

The Skill Results Table

Actual Skill	Critical Success	Special Success	Fumble
01-07	01	01	96-00
08-10	01	01-02	96-00
11-12	01	01-01	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

In all cases, an 01 result is always a critical success and a 00 result is always a fumble. * Not all skills yield special successes.

Armour Points for Objects

Object	Armour 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
Lose stone wall	20
Adobe	25
Castle/Town gate	30
Wooden palisade	30
Mortared stone/brick wall	35

Hit Point Per Location Table

Location	Total Hit Points						
	01-03	04-06	07-09	10-12	13-15	16-18	19-21
Each Leg	1	2	3	4	5	6	7
Abdomen	1	2	3	4	5	6	7
Chest	2	3	4	5	6	8	9
Each Arm	1	2	3	3	4	5	6
Head	1	2	3	4	5	6	7

Hit Location Table

Humanoid			Quadruped		
Melee	Missile	Location	Melee	Missile	Location
01-04	01-03	Right leg	01-02	01-02	RH leg
05-08	04-06	Left leg	03-04	03-04	LH leg
09-11	07-10	Abdomen	05-07	05-09	Hind Q
12	11-15	Chest	08-10	10-14	Fore Q
13-15	16-17	Right arm	11-13	15-16	RF leg
16-18	18-19	Left arm	14-16	17-18	LF leg
19-20	20	Head	17-20	19-20	Head

Shielded Hit Locations

Shield	Area Covered
Buckler	Shield arm
Target/Heater	Shield are + 1 other hit location
Scutum/Kite/Viking Round	Shield arm + 2 other hit locations contiguous with each other

Attack Chance Modifiers Table

Effect	Modifier
Target helpless.	+25
Target knocked down.	+20
Target surprised during non-combat.	+20
Target surprised during combat.	+10
Attack from targets unshielded side or from behind.	+10
Prepared attack (one melee round delay to aim).	+10
Attack from above target.	+10
Per 10 SIZ points that target is above SIZ 20.	+05
Target cannot be seen, or sensed by darksense or other such sense.	-75
Attacker knocked down.	-20
Target moving (attacking with missile weapon).	-10
Per SIZ point that target below SIZ 4.	-10
Attacker riding moving animal/ vehicle.	-10
All effects are cumulative, but attack chance cannot be reduced below 05%.	

Dropped Weapon

1D8 N = North		
1	2	3
4	N↑	5
6	7	8

Scatter Table

D20 T = Target				
19	15	11	16	20
	6	4	5	
13	3	T↑	2	14
	7	1	8	
10	17	9	18	12

Spell Strike Rank

DEX of Character	Strike Rank
01-09	4
10-15	3
16-19	2
20+	1
Total Magic Points	+ Strike Rank
1	1
2	2
3	3
Each +1	+1
Readiness: ready = no change; surprise = +3	

Improvement Summary

Method	Die Roll	Add	Time
Experience	1D6	3	1 adventure plus approx. 1 game week.
Training	1D6-2	1	Hours equal to skill %.
Research*	1D6-2	1	Hours equal to skill %
POW Gain*	1D3-1	1	1 adventure plus approx. 1 game week.
Characteristic**	1D3-1	None	Current characteristic x 25hrs.

* Must have successful experience increase roll.

** May increase by training or by research.

Natural Weapons

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

Daily Movement Rates

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

* Terrain Effect Guidelines

Terrain	Effect
Major River	Adds 1 day per km to cross unless bridged or on a very shallow ford. Gamsmaster should call for Swim skill rolls and World Lore rolls.
Vegetation	Depends on density of vegetation. Road or well used trail - No effects 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.
Mountain	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 70% for vegetation. Instead of 50 km/day movement will be 10.5 km/day (50km X .30 = 15km X .7 = 10.5 km.)

Madness Effect Table

Success Level	Effect on Target
Critical	Lose 1D4 INT permanently, and roll again for precise result, which lasts 30 minus POW days.
Special	Paranoia. Victim attacks nearest person as if Fanatic (See spirit spell Fanaticism) for 30 minus POW minutes.
Success	Catatonia. Victim collapses for 30 minus POW minutes and cannot be awakened.
Failure	No effect on normal INT creatures; restricted INT creatures confused for 30 minus POW minutes.
Fumble	Victim is unaffected.

Terrain Effects Table

	Light			Medium			Heavy		
	Scrub	Bush	Trees	Scrub	Bush	Trees	Scrub	Bush	Trees
Percept	-0	-10	-10	-10	-20	-20	-15	-30	-30
Hide	+5	+10	+10	+10	+20	+20	+15	+30	+50
Sneak	-5	-10	-10	-10	-20	-20	-15	-30	-50

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

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

Definitions of Headings

Light: No more than 1 item of the terrain type per 9 square meters. Normal vision range possible except for items of terrain.

Medium: No more than 5 items of the terrain type per 9 square meters. Vision range cut to half of normal by overlapping terrain items.

Heavy: More than 5 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-lengths high. It will impede movement as bush does, the trees can support human weight.

Resistance Table

Take the active person or object's factor and find it on the upper, horizontal entry. Then find the passive person or object's factor on the left hand, vertical line. Cross-reference them. The result is the maximum number, which a player can roll and still have his character succeed with a task.

		Active																				
		01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21
01	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	95	95	99
02	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	95	95
03	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	95
04	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95
05	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95
06	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95
07	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95
08	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95
09	05	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95
10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95
11	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95
12	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95
13	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
14	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
15	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
16	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
17	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
18	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70
19	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65
20	05	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60
21	01	05	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55

Dropped Oil Lamp Table

D100	Result
01-30	Light is extinguished; lamp is unharmed.
31-70	Lamp continues to burn unharmed; roll for random beam direction.
71-75	Lamp breaks and is no longer usable. Oil spreads over floor leaving slick surface. Wick continues to burn with brightness of a candle.
76-85	Lamp breaks irreparably and spreads oil over floor leaving slick surface. Wick goes out.
86-00	Lamp breaks and spreads burning oil across floor. Treat flames as a small fire.

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	Armour strap breaks: roll for hit location to determine from where armour fell.
51-60	Armour 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 attacks 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 is 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.
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.

Natural Weapons Fumbles

D100	Result
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 neither action nor parry.
26-30	Lose next 1D6 attacks.
31-35	Armour or clothing strap breaks: roll to determine hit location.
36-40	Armour or clothing strap breaks: roll to determine hit location and Lose next melee round as per 21-25.
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 for attacks, parries and Dodges.
74-75	Vision blocked: fumbled cannot see for 1D3 melee rounds.
76-80	Distracted: all foes may attack at +25 percentiles during the next round.
81-85	Miss an attack and strain 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.

Combined Melee Weapons and Parry Weapons Fumbles

D100	Nature of Fumble; Effects on Fumble
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	Armour strap breaks: roll for hit location to determine from where armour fell.
46-50	Armour 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 51-55 and 56-60 above.
64-67	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 metres for distance, 1D8 for compass direction and recover in 1D3+1 melee rounds. Parry - parrying weapon or shield knocked away: roll 1D6 metres for distance, 1D8 for compass direction and recover in 1D3+1 melee rounds.
83-86	Attack - weapon shattered: 100% chance is 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 is 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 fiend 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 fiend is near. Parry - wide open: foe automatically hits for rolled damage.
92	Attack - hit nearest friend for maximum rolled damage and ignore armour; hit self if no fiend 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 armour. Parry - wide open: foe automatically hits for rolled damage.
99	Attack or Parry - blow it: roll twice on this table and apply both results.
00	Attack or Parry - blow it badly: roll three times on this table and apply all three results.

Disease Effects

Failures	Degree of Illness
0	None
1	Mild; lose one characteristic point weekly
2	Acute; lose one characteristic point daily
3	Serious; lose one characteristic point hourly
4+	Terminal; lose one characteristic point / minute

Combined Melee Weapons and Parry Weapons Fumbles

D100	Nature of Fumble; Effects on Fumble
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	Armour strap breaks: roll for hit location to determine from where armour fell.
46-50	Armour 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 51-55 and 56-60 above.
64-67	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 metres for distance, 1D8 for compass direction and recover in 1D3+1 melee rounds. Parry - parrying weapon or shield knocked away: roll 1D6 metres for distance, 1D8 for compass direction and recover in 1D3+1 melee rounds.
83-86	Attack - weapon shattered: 100% chance is 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 is 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 fiend 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 fiend is near. Parry - wide open: foe automatically hits for rolled damage.
92	Attack - hit nearest friend for maximum rolled damage and ignore armour; hit self if no fiend 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 armour. Parry - wide open: foe automatically hits for rolled damage.
99	Attack or Parry - blow it: roll twice on this table and apply both results.
00	Attack or Parry - blow it badly: roll three times on this table and apply all three results.

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