

SKILL RESULTS:				SORCERY DURATION COST				HUMANOID HIT POINTS PER LOCATION TABLE:										ENC PER HIT LOCATION TABLE		
Skill%	crit.	spec.	fumb.	Duration	MP Free	Location:	Total Hit Points:	Hit	Percent of Total										Location:	Encumbrance:
01-07	01	01	96-00	in minutes	Cost INT	01-03	04-06	07-09	10-12	13-15	16-18	19-21	Head.....1/10							
08-10	01	01-02	96-00	10.....+0	0	Each Leg...1.....2.....3.....4.....5.....6.....7							Arm.....1/10 each							
11-12	01	01-02	97-00	20.....+1	1	Abdomen...1.....2.....3.....4.....5.....6.....7							Chest.....2/10							
13-17	01	01-03	97-00	40.....+2	2	Chest.....2.....3.....4.....5.....6.....7.....8.....9							Abdomen.....1/10							
18-22	01	01-04	97-00	80 (1 hour +).....+3	3	Each Arm...1.....2.....3.....4.....5.....6							Leg.....2/10 each							
23-27	01	01-05	97-00	160 (2 hours +).....+4	4	Head.....1.....2.....3.....4.....5.....6.....7														
28-29	01	01-06	97-00	320 (4 hours +).....+5	5															
30	01-02	01-06	97-00	640 (10 hours+).....+6	6															
31-32	01-02	01-06	98-00	1280 (21 hours+).....+7	7															
33-37	01-02	01-07	98-00	2560 (1 day +).....+8	8															
38-42	01-02	01-08	98-00	5120 (3 days +).....+9	9															
43-47	01-02	01-09	98-00	10240 (1 week +).....+10	10															
48-49	01-02	01-10	98-00	20480 (2 weeks+).....+11	11															
50	01-03	01-10	98-00	40960 (4 weeks+).....+12	12															
51-52	01-03	01-10	99-00	81920 (8 weeks+).....+13	13															
53-57	01-03	01-11	99-00	163840 (16 wks+).....+14	14															
58-62	01-03	01-12	99-00	327680 (32 wks+).....+15	15															
63-67	01-03	01-13	99-00	655360 (1 year+).....+16	16															
68-69	01-03	01-14	99-00	1310720 (2 yrs+).....+17	17															
70	01-04	01-14	99-00	2621440 (5 yrs+).....+18	18															
71-72	01-04	01-14	00	5242880 (10 yrs).....+19	19															
73-77	01-04	01-15	00	10485760 (20 yrs).....+20	20															
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																	

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

DAMAGE BONUS: 1-12=-1D4, 13-24=0, 25-32=D4, 33-40=D6, 41-56=2D6, add 1D6 per 16
 Alt: 1-22=0 23-24=1 25-26=D2 27-28=D3 29-30=D4 31-32=D5 33-36=D8 35-36=D8 + d6/8

ATTACK MODIFIERS:				SORCERY RANGE COST				HUMANOID HIT LOCATIONS:				ATTACK AND PARRY RESULTS	
Mod.	Effect	MP Free	Location:	Range	Cost	INT	Location:	melee/missile	Attack:				
+25	Target helpless.		01-04/01-03	10 m	+0	0	Right leg...05-08/04-06		Critical- weapon does maximum damage plus rolled damage bonus. Ignores all armor and all but critical Dodge; target is automatically knocked back.				
+20	Target surprised during non-combat or knocked down.		09-11/07-10	20 m	+1	1	Abdomen...12 /11-15		Special- weapon does normal weapon damage + user's damage modifier; thrusting weapons impale. Target suffers automatic knockback.				
+10	Target surprised during combat.		13-15/16-17	40 m	+2	2	Chest.....16-18/18-19		Simple- normal damage. If damage is greater than target's SIZ, target is knocked back.				
+10	Attack from target's unshielded side/from behind		19-20/ 20	80 m	+3	3	Head.....19-20/ 20		Fail- no damage; attacking weapon may be damaged by parrying weapon.				
+10	Prepared attack (wait one MR).		Shield...Area Covered	1.28 km	+7	7	Buckler...Shield arm.		Fumble- no damage; attacking weapon may be damaged by parrying weapon. Roll on Fumble Table.				
+10	Attacking from above target.		Target/ Shield arm + Heater....1 other loc.	2.56 km	+8	8	Hoplite/ Shield arm + Kite/ 2 other loc.		Parry: Crit.- stops crit. attack, no damage taken from anything. Spec.-special weapons/shields entangle; long edged weapons damage failed attack weapons Simple- weapon absorbs AP in damage. If damage exceeds weapon AP, then AP is reduced 1. Fail- successful attack hits and roll on fumble table.				
+05	Per 10 SIZ that the target is above 10.		Shield arm + Heater....1 other loc.	5.12 km	+9	9	Viking contiguous to round.....each other.						
-75	Target cannot be seen or sensed.		contiguous to round.....each other.	10.24 km	+10	10							
-20	Attacker has been knocked down.		Statement of Intent:each player and GM declare intentions. 3 SR required to change actions in the middle of the MR.	20.48 km	+11	11							
-10	Target moving (if attacking with a missile weapon).		MELEE SEQUENCE	40.96 km	+12	12							
-10	Per SIZ the target is below 4.		Statement of Intent:each player and GM declare intentions. 3 SR required to change actions in the middle of the MR.	81.92 km	+13	13							
-10	Attacker is riding moving animal		MELEE SEQUENCE	163.84 km	+14	14							
			Statement of Intent:each player and GM declare intentions. 3 SR required to change actions in the middle of the MR.	327.68 km	+15	15							
			Statement of Intent:each player and GM declare intentions. 3 SR required to change actions in the middle of the MR.	655.36 km	+16	16							
			Statement of Intent:each player and GM declare intentions. 3 SR required to change actions in the middle of the MR.	1310.72 km	+17	17							
			Statement of Intent:each player and GM declare intentions. 3 SR required to change actions in the middle of the MR.	2621.44 km	+18	18							
			Statement of Intent:each player and GM declare intentions. 3 SR required to change actions in the middle of the MR.	5242.88 km	+19	19							
			Statement of Intent:each player and GM declare intentions. 3 SR required to change actions in the middle of the MR.	10485.76 km	+20	20							

DISEASE EFFECTS			
Failure-degree of illness	1 -mild; lose 1 pt/week	2 -acute; 1 point/day	3 -serious; 1 point/hour
4+ -terminal; lpt/minute			

CEREMONY			
Time	Roll	Time	Roll
1 = 1d6	5 = 4d6	34 = 8d6	233=12d6
2 = 2d6	8 = 5d6	55 = 9d6	377=13d6
3 = 3d6	13 = 6d6	89 =10d6	610=14d6
	21 = 7d6	144 =11d6	987=15d6
			1597=16d6
			2587=17d6
			4181=18d6
			6768=19d6

COMBINED MELEE WEAPONS AND PARRY WEAPONS FUMBLES				MISSILE WEAPONS FUMBLES			
D100	Effect:	D100	Effect:				
01-05	Lose next parry.	01-10	Lose next attack.				
06-10	Lose next attack.	11-20	Lose next 1D4 attacks.				
11-15	Lose next attack & parry.	21-30	Lose all activities for next 1D3 melee rounds.				
16-20	Lose next attack, parry, & Dodge.	31-40	Weapon strap breaks; lose melee weapon.				
21-25	Lose next 1D3 attacks.	41-50	Armor strap breaks, roll hit location.				
26-30	Lose next 1D3 attacks & parries.	51-60	As above, plus lose attack and parry next round.				
31-35	Shield strap breaks, shield falls.	61-65	Fall to ground.				
36-40	As 31-35, also lose next attack.	66-70	Vision impaired; lose 50% from attack for 1D3 rounds.				
41-45	Armor strap breaks, roll hit location.	71-73	Vision blocked; cannot see for next 1D3 rounds.				
46-50	As 41-45, also lose next attack & parry.	74-80	Drop weapon; it lands 1D6-1 meters away (1D8 direction).				
51-55	Fall; lose parry & Dodge, take 1D3 rounds to get up.	81-85	Weapon shatters; to 83-86 on Melee Weapon Fumbles.				
56-60	Twist ankle: Movement rate halved for 5D10 rounds.	86-89	Hit nearest friend; do rolled damage. If no friend, 81-85.				
61-63	Twist ankle & fall: apply 51-55 & 56-60.	90-92	Impale nearest friend; if no friend is near, as 81-85.				
64-67	Vision impaired: -25% on attacks & parries, take 1D3 rounds unengaged to fix.	93-94	Critical nearest friend; if no friend is near, as 81-85.				
68-70	As 64-67, but -50% on att. & par. and 1D6 rounds to fix.	95-98	Roll twice on this table and apply both results.				
71-72	As 68-70, but lose all att. and par. and 1D6 rds to fix.	99-00	Roll three times on this table and apply both results.				
73-74	Distracted: foes attack/parry at +25% for next round.						
75-78	ATTACK: Weapon dropped, take 1D2 rounds. to recover. PARRY: Parrying weapon or shield dropped, 1D2 to recover.						
79-82	Weapon or parrying shield knocked away. 1D6 meters., 1D8 for direction. 1D3+1 rounds to rec.						
83-86	Weapon or Shield shatters: 100% if unenchanted, -10% chance per pt. of Spirit or Sorc. on weapon, -20%/pt. Divine.						
87-89	A:Hit nearest friend, self if no friend. P:Foe auto. hits						
90-91	A:As above, for maximum damage. P: Foe automatically hits						
92	A: As above, critically. P: Foe auto. hits. (rolled dam)						
93-95	A: hit self (rolled damage). P: Foe automatically hits.						
96-97	A: hit self for maximum damage. P: Foe automatically hits						
98	A: critical self P: Foe criticals.						
99	Roll twice. 100: roll three times.						

CHARACTER CULTURE:		CULTURAL WEAPONS BONUSES:	
D8	Culture:	Primitive:	Att. and Par.-1H or 2H Spear(25), 1H axe or Mace (25%). Attack only- Javelin or Boomerang (20), Sling (25), Self Bow (25)
1	= Primitive	Parry only- Buckler or Target Shield (25)	
2-3	= Nomad	Barbarian: Att. & Par.- 1H or 2H Spear (25), 1H Axe, Mace or Sword (25), 2H Axe or 2H Sword (15). Att. only- Bow or Javelin (25). Parry only- Any shield but Heater & Hop.(25)	
4-6	= Barbarian	Parry only- Lance (30), Bow or Javelin (20).	
7-8	= Civilized	Parry only- Buckler or Target Shield (20).	
		Civilized: Attack and Parry- Broadsword, Rapier, Scimitar, or Shortsword (25), 1H or 2H Spear (20), 2H Axe or Sword (15).	
		Attack only- Crossbow or Sling (25)	
		Parry only- Main Gauche, Buckler, Heater, Kite, or Hoplite (25)	

