

# A. CHARACTER CREATION

**EXPERIENCE ROLLS** - To see if a character has learned from experience by succeeding at something, subtract the character's current chance to succeed from 100. Adjust the result by +3% for every INT point above 12, or -3% for every INT point below 9. This adjusted number or less must be rolled on D100; a successful roll means the character's ability has increased by 5% with that weapon, shield, or skill.

## SPECIAL BASIC CHANCES

10% chance	15% chance	20% chance
Axe, thrown*	Axe, 2-handed	Axe, 1-handed
Boa**	Flail	Crossbow*
Head Butt	Javelin/Dart thrown	Hammer, 1-handed
Medium Shield	Knife, thrown*	Large Shield
Pike	Maul	Spear, 2-handed
Pole Axe	Shortsword	Staff
Sling	Spear, 1-handed	Sword, 1-handed
Sword, 1-handed	Sword, 2-handed	
25% chance -	Club/Mace, 1- or 2-handed	Dagger
	Fist*	Grapple*
	Kick*	Thrown Rock*

\*The above asterisked weapons are not parrying weapons.

**POWER GAIN ROLLS** - To see if a character can increase POW after overcoming a foe's resistance to magic, subtract the character's current POW from 20, and multiply the result by 5. This number or less must be rolled on D100; for a successful roll, roll again on D100 for the amount of POW increase achieved:

Power Increase Roll:	01-10	11-40	41-90
	+3 to POW	+2 to POW	+1 to POW

## BACKGROUND TABLE

D100	Background	Money
01-25	Peasant	D100 L
26-60	Townman	2D100 L
61-85	Barbarian	D100 L*
86-95	Poor Noble	5D100 L/game year**
96-99	Rich Noble	D100x10 L/game year**
00	Very Rich Noble	D100x20 L/game year**

\* A barbarian can be expected to have a riding animal (20% chance he doesn't), leather armor and horse to a specific spot each campaign year to obtain the money. Otherwise, if just piling up collecting no interest. The specific spot may be determined by agreement between player and referee. The poor noble's money can run off around his 21st year. The rich noble can usually keep drawing his stipend. This depends on Fate, as ruled by the referee.

## CHARACTERISTIC ROLL

ABILITY	CHARACTERISTIC	1-4	5-8	9-12	13-16	17-20	Each +4
Attacking:	Strength	-5%	-5%	+5%	+5%	+5%	+5%
	Intelligence	-10%	-10%	+10%	+10%	+10%	+10%
	Power	-5%	-5%	+5%	+5%	+5%	+5%
Parrying:	Dexterity	-10%	-10%	+10%	+10%	+10%	+10%
	Strength	-5%	-5%	+5%	+5%	+5%	+5%
	Size	-5%	-5%	+5%	+5%	+5%	+5%
Defense	Power	-5%	-5%	+5%	+5%	+5%	+5%
	Dexterity	-10%	-10%	+10%	+10%	+10%	+10%
	Size	-5%	-5%	+5%	+5%	+5%	+5%
Hit Points	Intelligence	+5%	+5%	+5%	+5%	+5%	+5%
	Power	-5%	-5%	+5%	+5%	+5%	+5%
	Dexterity	-10%	-10%	+10%	+10%	+10%	+10%
Knowledge	Size	-2	-1	+1	+1	+1	+1
	Intelligence	-10%	-10%	+10%	+10%	+10%	+10%
	Power	-5%	-5%	+5%	+5%	+5%	+5%
Manipulation	Strength	-5%	-5%	+5%	+5%	+5%	+5%
	Intelligence	-10%	-10%	+10%	+10%	+10%	+10%
	Power	-5%	-5%	+5%	+5%	+5%	+5%
Perception	Dexterity	-10%	-10%	+10%	+10%	+10%	+10%
	Intelligence	-10%	-10%	+10%	+10%	+10%	+10%
	Power	-5%	-5%	+5%	+5%	+5%	+5%
Stealth	Intelligence	-10%	-10%	+10%	+10%	+10%	+10%
	Size	+5%	+5%	-5%	-5%	-5%	-5%
	Power	+5%	+5%	-5%	-5%	-5%	-5%
Oratory	Intelligence	-10%	-10%	+10%	+10%	+10%	+10%
	Dexterity	-10%	-10%	+10%	+10%	+10%	+10%
	Power	-5%	-5%	+5%	+5%	+5%	+5%
Charisma	Intelligence	-10%	-10%	+10%	+10%	+10%	+10%
	Power	-5%	-5%	+5%	+5%	+5%	+5%
	Charisma	-10%	-10%	+10%	+10%	+10%	+10%

## STRIKE RANK TABLE

Readiness	SR	DEX	SR	Weapon Length	SR	POW Used	SR
prepared spell/mistake	0	19+	0	2+ meter	0	1 point	0
unprep. spell/mistake	5	16-18	1	1.5-4.9 meters	1	2 points	1
Surprised	within 3 meters	07-14	2	1.0-1.4 meters	2	3 points	2
	from 4 to 9 meters	01-06	3	0.5-0.9 meters	3	4 points	3
Movement	from 4 to 9 meters	06-08	4	0-0.4 meters	4	5 points	4
	each 3 meters	01-05	5			each+1	+1

## HUMANOID HIT POINTS PER LOCATION TABLE

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

**DAMAGE DONE**  
 average of STR and SIZ  
 1-6 7-12 13-16 17-20 each +8  
 -1D4 normal +1D4 +1D6 +1D6

# B. COMBAT TABLES

## MELEE SEQUENCE

1. Statement of Intent.
2. Movement of Non-engaged Characters.
3. Resolution of Attacks.
4. Bookkeeping.

## COMBAT SEQUENCE

1. Lowest Strike Rank: roll 1D100 for chance of hitting;\* roll D20 for hit location.
  2. Higher Strike Rank: roll D100 for parry chance.
  3. Switch roles.
- \*if defender has Defense Ability, then subtract it from attacker's chance of hitting.

## COMBAT RESULTS

attacker	defender	result
hits	misses	defender takes damage.
hits	parries	defender's weapon/shield takes damage.*
misses	parries	attacker weapon takes damage.*
misses	misses	no damage.

\*No weapon takes damage if the other weapon was a hafted weapon or was dagger-sized.

## DIVINE INTERVENTION TABLE

D100	POW Lost	D100	POW Lost
01-05	0 points	51-60	6 points
06-10	1 point	61-70	7 points
11-20	2 points	71-80	8 points
21-30	3 points	81-90	9 points
31-40	4 points	91-95	10 points
41-50	5 points	96-00	no effect/ no loss

## PROBABILITY CHART

% needed to hit	critical chance	fumble chance	impale chance
00	05-01	00	20-01
95	04-01	00	19-01
90	04-01	00	18-01
85	04-01	00	17-01
80	04-01	99-00	16-01
75	03-01	99-00	15-01
70	03-01	99-00	14-01
65	03-01	99-00	13-01
60	03-01	98-00	12-01
55	02-01	98-00	11-01
50	02-01	98-00	10-01
45	02-01	98-00	09-01
40	02-01	97-00	08-01
35	01	97-00	07-01
30	01	97-00	06-01
25	01	97-00	05-01
20	01	96-00	04-01
15	01	96-00	03-01
10	01	96-00	02-01
5	01	96-00	01

## HIT LOCATION CHART

die roll on D20	location of hit	notes on hit locations and damage
1-4	right leg	an arm or a leg taking 6 more points than it has is severed.
5-8	left leg	
9-11	abdomen	
12	chest	
13-15	right arm	an arm or leg cannot take more off of hit points than twice value.
16-18	left arm	
19-20	head	

A head, chest, or abdomen hit for more than 6 points above its value is an instant death.

## DEFINITIONS

"critical hits" - if the attack or parry roll is less than 5% of that needed, it is a "critical hit," and either (1) the weapon or shield takes 2x damage, or (2) the defender is struck as if he had no armor. Defenders with no armor or thick skin protection receive double damage.

"fumbles" - if the attack roll is less than 5% of that needed to miss, it is a fumble. Refer to the Fumble Chart.

"impale" - if an attack with a thrusting weapon is rolled at the 20% or less level, the weapon impales. Damage done equals the total possible weapon damage plus a regular roll, e.g., a dagger would do 6 plus a roll of 1D4+2 damage.



## RESISTANCE TABLE

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

The number indicated is the percentage needed for success.

EFFECTS OF POW

# C. ARMOR

## ARMOR STATISTICS TABLE

Area Protected	Type	Material	Absorbs	ENC	Cost	Silent
Legs	Greaves†	Leather*	1	0	15	0
		Cuirboilli	3	1	40	0
		Plate	6	2	120	-15
Abdomen and Legs	Pants/Trews	Leather*	1	0	10	0
		Leather*	2	1	20	0
		Chainmail	5	3	120	-15
Abdomen	Skirts	Leather*	1	0	10	0
		Leather*	2	1	20	0
		Light Scale	4	2	30	-35
		Heavy Scale	5	3	60	-30
		Chainmail	5	3	100	-25
Chest and Abdomen	Hauberk	Leather*	1	0	20	0
		Leather*	2	1	40	0
		Linen	3	2	30	-5
		Ring Mail	4	2	80	-15
		Light Scale	4	2	40	-30
		Heavy Scale	5	3	60	-25
		Chainmail	5	2	200	-20
Chest	Byrnie	Leather*	1	0	10	0
		Leather*	2	1	20	0
		Ring Mail	4	1	50	-5
		Chainmail	5	1	120	-15
		Cuirboilli	3	1	40	-5
	Cuirass	Linen	3	1	35	-5
		Heavy Scale	5	3	40	-25
		Brigandine	5	2	175	-15
		Plate	6	3	200	-15
Arms	Sleeves	Chainmail	5	2	75	-15
	Vambraces†	Leather*	1	0	10	0
		Cuirboilli	3	1	30	0
		Plate	6	2	100	-10

\* Can be worn under any other armor, with a cumulative encumbrance penalty. Instead of leather, this could also be quilted or thick cloth. It has the same qualities as described for leather.

† For game conventions, these are considered to cover the entire limb, although the actual armor which goes by these names only covers the area between elbow and hand (vambraces) and knee and foot (greaves).

## SHIELD STATISTICS TABLE

Size	STR	Absorbs	05-25	30-50	55-75	Price	ENC
Small	5+	8	200	400	800	15	1
Medium	9+	12	100	200	400	30	2
Large	12+	16	50	100	200	50	3

## HELMET STATISTICS TABLE

Type	ENC	Absorbs	Cost	Description
Hood	0	1	3	Leather hood; can be worn as padding under a helmet.
Cap	0	2	5	Hard leather with metal plates riveted on to it.
Composite Helm	0	3	10	Cuirboilli with metal plates riveted on to it.
Open Helm	1	4	15	Metal helm with cheek and back plates; similar to Roman legionaire helm.
Closed Helm	1	5	30	Metal helm like the above but with eye and nose protection as well.
Full Helm	2	6	50	A solid metal helm with total coverage of head and neck except for eyeholes.

# D. OTHER SKILLS

## ALCHEMIST SKILLS TABLE

<i>Skill</i>	<i>Cost of Training</i>	<i>Ingredient Cost per Dose</i>	<i>Potion Cost</i>
Acid Making	500 L/Potency Level	5 L/Point of Potency	50 L/Point of Potency
Antidotes	as cost of countered agent	as cost of countered agent	as cost of countered agent
Blade Venom	1000L/Potency Level	10 L/Point of Potency	100 L/Point of Potency
Systemic Poison	400 L/Potency Level	4 L/Point of Potency	40 L/Point of Potency
Battle Magic	2000 L/Point of Spell	20 L/Point of Spell	200 L/point of Spell
Healing	2000 L/Hit Point Healed	20 L/Hit Point Healed	200 L/Hit Point Healed
Power Restoring	2000 L/Point of POW	20 L/POW Point Restored	only used by maker

## COMBINED SKILLS TABLE

<i>Association</i>	<i>Type</i>	<i>Skill</i>	<i>Basic Chance</i>	<i>05-25</i>	<i>30-50</i>	<i>55-75</i>	<i>80-100</i>
Sages	Manipulation	Map Making	10%	100	200	400	800
		Evaluate Treasure	05%	400	800	1600	2400
		Read/Write Own Lang.	10%	200	400	800	1600
	Knowledge	Read/Write Other Lang.	00%	400	800	2000	4000
		Speak Other Languages	00%	600	1200	2000	4000
		Oratory	05%	500	1000	3000	EXP.
Thieves	Manipulation	Climbing	15%	200	400	800	1600
		Hide Item	10%	400	800	1600	3200
		Jumping	15%	100	200	400	800
		Lock Picking	05%	500	1000	2000	4000
		Trap Set/Disarm	05%	400	800	1600	3200
		Perception	Listen	25%	200	400	800
	Stealth	Spot Hidden Items	05%	200	600	1000	EXP.
		Spot Trap	05%	200	600	1000	EXP.
		Taste Analysis	00%	500	1000	2000	4000
		Camouflage	10%	200	500	1200	2600
		Hide in Cover	05%	200	500	1200	2600
		Move Quietly	05%	200	600	1200	EXP.
Armorsers	Manipulation	Pick Pockets	05%	400	800	1600	EXP.
		Armor Making	00%	500	1000	2000	4000
		Weapon Making	00%	500	1000	2000	4000
Mariners	Manipulation	Shield Making	00%	500	1000	2000	4000
		Swimming	15%	100	200	300	400
Foresters	Perception	Tracking	10%	200	400	800	EXP.
Horsemasters	Manipulation	Riding	05%	100	500	1000	EXP.

### HORSEMASTER SERVICES COST TABLE

warhorse training per type of attack:

05-25	200
30-50	400
55-75	800
80-100	EXP.

cavalry horse training (flat fee): 1000

## SCROLL TABLE

Type  
01  
02-15  
16-30  
31-50  
51-65  
66-75  
76-90

Special scroll; referee's discretion.  
Description of methods to increase certain character-istics by 1 point. Takes 1D20 weeks to implement; good for STR, DEX, CON, or CHA.  
Letter of credit, deed, valuable historical knowledge.  
Secret technique scroll, giving 1D4x5% increase in one of the weapons on the Weapon Training Table.  
Secrets of general abilities scroll, giving 1D4x5% in-crease in the ability and all special skills tied to the ability.  
Map to an area which may still be interesting (treasure hoard, hideout, whatever).  
Seemingly useless and/or unreadable.

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Map to an area which may still be interesting (treasure hoard, hideout, whatever).  
Seemingly useless and/or unreadable.

01-10  
11-20  
21-30  
31-40  
41-50  
51-60  
61-70  
71-80  
81-90  
91-100

Healing Potion  
Battle Magic Spell  
Systemic Poison  
Blade Venom  
Poison Antidote  
Other  
Spoiled Potion (possibly poisonous)

Healing Potion  
Battle Magic Spell  
Systemic Poison  
Blade Venom  
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Blade Venom  
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## SPECIAL ITEM TABLE

D100	Item
01-35	Scroll
36-60	Potion
61-85	Battle Magic Spell
86-100	Magic Crystal/Matrix

## ROLLING LESS THAN THE INDICATED PERCENTAGE

- If the number rolled is  $\frac{1}{2}$  the needed number, multiply the treasure of that type by 2.
- If the number is  $\frac{2}{3}$  the needed number, multiply by 3.
- If the number is  $\frac{3}{4}$  the needed number, multiply by 4.
- If the number is  $\frac{4}{5}$  the needed number, multiply by 5.
- If the number is  $\frac{1}{20}$  the needed number, multiply by 10.

## GEMS/JEWELRY TABLE

D100	Type	Worth
01	Special Jewelry	Roll again on this table for worth and on the Special Item Table for type.
02	Magical Crystal	See Magic Crystal Table.
03	Ancient Treasure	1D20x10,000 L.
04-05	Heirloom Jewelry	3D6x1000 L.
06-10	Superb Gemstone	1D10x1000 L.
11-15	Excellent Jewelry	1D6x1000 L.
16-20	Excellent Gemstone	3D6x100 L.
21-30	Very Good Jewelry	1D2D100 L.
31-40	Very Good Gemstone	6D100 L.
41-50	Good Jewelry	10D20 L.
51-60	Good Gemstone	2D100 L.
61-70	Costume Jewelry	5D20 L.
71-80	Flawed Gemstone	1D100 L.
81-90	Trade Junk Jewelry	1D20 L.
91-95	Semi-Precious Stones	1D10 L.
96-100	Pretty Stones	Worthless.

## TREASURE FACTORS

- A monster gets 1 treasure factor for each of the following considerations:
- each 5 points of hit points, or fraction thereof;
  - each 25% chance to hit, or portion thereof (thus 30% is 2 treasure factors);
  - each extra die of damage done by the monster (+1D4 or +1D6 count as 1);
  - each point of armor protecting the monster's whole body (3 point skin would be 3 treasure factors);
  - each combat spell possessed by the monster;
  - each special power of the monster (like a jack-o-bear's mind control);
  - each 5 levels of poison potency used by the monster (a troll using a level 7 blade venom would have 2 TP from that);
  - each extra attack the monster has (a jack-o-bear uses 2 claws, and thus gains 1 treasure factor).

D100 Type

01 Combination crystal, roll twice and combine\*  
02 Extra power crystal, roll again and add 1D6 POW†

03-05 Healing focusing crystal, 1D8 POW  
06-08 Sensitivity crystal, 1D8 POW  
09-11 Twice POW yielding crystal, 1D8 POW  
12-14 Power enhancing crystal, 1D8 POW  
15-16 Spell reinforcing crystal, 1D4 POW  
17-18 Spell strengthening crystal, 1D4 POW  
19-20 Spell resisting crystal, 1D4 POW  
21-22 Spirit supporting crystal, 1D4 POW  
23-24 Spell storing crystal, 1D4 POW  
25-30 Flawed  
31-100 POW storing/spirit trapping crystal, 2D6x3

## CRYSTAL TABLE

D100 Type  
01-10 Healing Potion  
11-25 Battle Magic Spell  
26-55 Systemic Poison  
56-65 Blade Venom  
66-80 Poison Antidote  
81-90 Other  
91-100 Spoiled Potion (possibly poisonous)

- \* Roll D100 and divide by 4, rounding up. A powered crystal cannot be combined with a POW storing crystal.
- † This additional 1D6 can be added to the POW storing crystal.

# F. WEAPONS

## WEAPONS STATISTIC TABLE

Type	Name	STR	DEX	Damage	HP	Cost	ENC	Length (Range)	SR (Rate)	Basic	05-25	30-50	55-75
Axe, 1H	battle axe	13	9	1D8+2	15	40	2	0.8	3	20	300	500	1000
	hatchet	7	9	1D6+1	15	25	1	0.4	4	20	300	500	1000
Axe, 2H	battle axe	9	9	1D8+2	15	40	2	0.8	3	15	300	600	1200
	great axe	11	9	2D6+2	15	50	2	1.2	2	15	300	600	1200
	pole axe	13	11	3D6	12	75	3	1.6	1	15	300	600	1200
	rhomphia	11	11	2D6+2	12	50	2	1.2	2	15	300	600	1200
Butt	butt	-	-	1D4	head	0	0	0	4	10	100	500	1000
Dagger	dagger	-	-	1D4+2	12	20	0	0.2	4	25	100	300	600
Fist	fist	-	-	1D3	arm	0	0	0	4	25	200	400	800
	claw	7	9	1D4+1	5	50	1	0	4	25	200	400	800
	hvy. cestus	11	-	1D3+2	10	40	1	0	4	25	200	400	800
	lt. cestus	7	-	1D3+1	5	25	0	0	4	25	200	400	800
Flail, 1H	grain flail	9	-	1D6	8	10	1	0.5	3	15	300	600	1200
	war flail	11	-	1D6+2	12	75	2	0.7	3	15	300	600	1200
Flail, 2H	military flail	9	-	2D6+2	15	75	3	2.0	0	05	400	800	1600
Grapple	grapple	-	-	special	-	0	0	0	4	25	200	500	1200
Hammer, 1H w. hammer	war pick	11	9	1D6+2	20	50	1	0.8	3	20	200	500	1000
	war pick	11	9	1D6+2	20	50	1	0.8	3	20	200	500	1000
Hammer, 2H grt. hammer	grt. hammer	9	9	1D12+2	15	75	3	1.5	1	05	300	600	1200
Kick	kick	-	-	1D6	leg	0	0	0	4	25	200	400	1000
Mace, 1H	heavy mace	13	7	1D8+2	20	40	2	0.8	3	25	200	400	800
	light mace	7	7	1D6+2	20	15	1	0.6	3	25	200	400	800
	singlestick	-	9	1D6	10	10	0	0.4	4	25	200	400	800
Maul	heavy maul	9	7	1D8+2	20	40	2	0.8	3	20	200	600	1500
	maul	11	7	2D8	15	40	3	1.5	1	20	200	600	1500
	qtr. staff	9	9	1D8	15	10	2	2.0	0	20	200	600	1500
Morning Star	Flail	11	7	1D10+1	12	100	2	1.0	2	05	400	800	1600
Pike	pike	11	7	1D12+1	15	30	3	3.5+	0	10	400	800	1600
Rapier	rapier	7	13	1D6+1	12	100	1	1.2	2	05	500	1000	2000
Shortsword	shortsword	-	-	1D6+1	20	25	1	0.6	3	15	200	400	800
Sickle	sickle	-	-	1D6+1	15	30	1	0.5	3	15	200	400	800
Spear, 1H	long spear	11	9	1D8+1	15	20	3	2.5	1	10	200	500	1000
	short spear	9	7	1D6+1	15	15	2	1.8	2	10	200	500	1000
	lance	9	7	1D10+1	20	30	3	3.0	0	10	200	500	1000
Spear, 2H	long spear	9	7	1D10+1	15	20	3	2.5	0	20	200	400	800
	short spear	7	7	1D8+1	15	15	2	1.8	1	20	200	400	800
Sword, 1H	bstd. sword	13	9	1D10+1	20	75	1	1.2	2	10	300	500	1000
	broadsword	9	7	1D8+1	20	50	1	1.0	2	10	300	500	1000
	scimitar	9	9	1D8+1	20	50	1	1.0	2	10	300	500	1000
	bstd. sword	9	9	1D10+1	20	75	1	1.2	2	05	500	1000	2000
Sword, 2H	bstd. sword	11	13	2D8	15	150	2	1.5	1	05	500	1000	2000

### MISSILE STATISTICS

Axe, throw.	throwing axe	9	11	1D6	15	35	1	(20)	(S/MR)	10	300	600	1200
Bow	composite	13	11	1D8+1	10	150	2	(100)	(S/MR)	10	300	800	1500
	elf bow	-	-	1D8+1	10	0	2	(120)	(S/MR)	10	300	800	1500
	self bow	9	9	1D6+1	6	50	2	(80)	(S/MR)	10	300	800	1500
Crossbow	arbalest	13	9	3D6+1	10	150	3	(150)	(1/SR)	20	200	400	800
	hvy. crsbow	11	9	2D6+2	10	100	2	(120)	(1/3R)	20	200	400	800
	lt. crsbow	7	9	2D4+2	6	80	2	(100)	(1/2R)	20	200	400	800
Dagger, Throwing		-	11	1D4	12	50	0	(20)	(S/MR)	15	300	600	1200
Javelin	dart	-	9	1D6	8	25	1	(20)	(S/MR)	15	300	600	1200
	javelin	9	9	1D10	10	35	2	(20)	(1/MR)	15	300	600	1200
Rock	rock	-	-	1D4	-	0	0	(20)	(S/MR)	25	100	300	800
Sling	sling	-	11	1D8	-	5	1	(80)	(S/MR)	10	300	600	1200
Staff Sling	staff sling	9	11	1D10	10	15	2	(100)	(1/MR)	05	400	800	1600

# G. OTHER COMBAT

D100 *Nature and Effect on Fumbler*

- 01-05 lose next parry.
- 06-10 lose next attack.
- 11-15 lose next attack and parry.
- 16-20 lose next attack, parry, and any defense bonus aid.
- 21-25 lose next D3 attacks.
- 26-30 lose next D3 attacks and parries.
- 31-35 shield strap breaks; lose shield immediately.
- 36-40 shield strap breaks; as above, and also lose next attack.
- 41-45 armor strap breaks; roll for hit location—that spot's armor lost.
- 46-50 armor strap breaks; as above, and lost next attack and parry.
- 51-55 fall; lose parry this round (takes D3 rounds to get up).
- 56-60 twist ankle; lose ½ speed for 5D10 rounds.
- 61-63 twist ankle and fall; apply previous two items.
- 64-67 vision impaired; lose 25% effectiveness on attacks and parries (takes D3 round unengaged to fix).
- 68-70 vision impaired; as above, but lose 50% and take D6 rounds.
- 71-72 vision blocked; lose all attacks and parries (D6 rounds unengaged to fix).
- 73-74 distracted; foes attack at +25% effectiveness for next round.
- 75-78 weapon dropped (takes D3 rounds to recover).
- 79-82 weapon knocked away (roll D6 for meters' distance and D8 for compass direction of weapon).
- 83-86 weapon shattered (100% chance if enchanted; 10% less per point of battle magic on weapon; 20% less for each Rune point).
- 87-89 hit nearest friend (hit self if no friend near); do rolled damage.
- 90-91 as above, but do full possible damage.
- 92 as above, but do critical hit.
- 93-95 hit self; do rolled damage.
- 96-97 hit self; do full possible damage.
- 98 hit self; do critical hit.
- 99 blow it; roll twice on this table and apply both results.
- 00 blow it badly; roll thrice on this table and apply all three results.

D100

*Nature and Effect on Fumbler*

- 75-78 Parrying weapon or shield dropped (D3 rounds to recover).
- 79-82 Parrying weapon or shield knocked away (roll D6 for number of meters it travels and D8 for compass direction it went).
- 83-86 Parrying weapon or shield shatters (100% if unenchanted; 10% less for each point of battle magic on object, and 20% less for each point of Rune magic).
- 87-92 Wide open; foe automatically hits with normal damage.
- 93-96 Wide open; for automatically hits with full possible damage.
- 97-98 Wide open; foe automatically critical hits.
- 99 Blow it; roll twice on this table and apply both results.
- 00 Blow it badly; roll thrice and apply all the results.

## NON-HUMANOID HIT LOCATION TABLE

### BASILISKS/COCKATRICES/ GRIFFINS/SKY BULLS

Location	D20 Points
Right hind leg	01-02 5
Left hind leg	03-04 5
Hindquarters	05-07 6
Forequarters	08-10 6
Right wing	11-12 4
Left wing	13-14 4
Right fore leg	15-16 5
Left fore leg	17-18 5
Head	19-20 5

### BOLO LIZARDS/ DEMI-BIRDS

Location	D20 Points
Right leg	01-04 5
Left leg	05-08 5
Abdomen	09-10 5
Chest	11-13 6
Right wing/arm	14-15 4
Left wing/arm	16-17 4
Head	18-20 5

### DRAGONSNAILS— One-Headed

Location	D20 Points
Shell	01-08 7
Forebody	09-14 6
Head	15-20 6

### DRAGONSNAILS— Two-Headed

Location	D20 Points
Shell	01-08 7
Forebody	09-14 6
Head 1	15-17 6
Head 2	18-20 6

### CENTAURS

Location	D20 Points
Right hind leg	01-02 4
Left hind leg	03-04 4
Hindquarters	05-06 6
Forequarters	07-09 6
Right fore leg	10-11 4
Left fore leg	12-13 4
Chest	14 6
Right arm	15-16 4
Left arm	17-18 4
Head	19-20 5

### DRAGONS/MANTICORES

Location	D20 Points
Right hind leg	01-02 5
Left hind leg	03-04 5
Hindquarters	05-06 5
Tail	07-08 4
Forequarters	09-10 6
Right wing	11-12 4
Left wing	13-14 4
Right fore leg	15-16 5
Left fore leg	17-18 5
Head	19-20 5

### GARGOYLES/ WIND CHILDREN

Location	D20 Points
Right leg	01-03 5
Left leg	04-06 5
Abdomen	07-09 5
Chest	10 6
Right wing	11-12 4
Left wing	13-14 4
Right arm	15-16 4
Left arm	17-18 4
Head	19-20 5

### SCORPION MEN

Location	D20 Points
Right hind leg	01 3
Right center leg	02 3
Right fore leg	03-04 3
Left hind leg	05 3
Left center leg	06 3
Left fore leg	07-08 3
Tail	09-10 5
Thorax	11-12 5
Chest	13-14 6
Right arm	15-16 4
Left arm	17-18 4
Head	19-20 5

### SNAKES

Location	D20 Points
Tail	01-06 5
Body	07-14 6
Head	15-20 5

### WALKTAPI

Location	D20 Points
Right leg	01-02 5
Left leg	03-04 5
Abdomen	05 5
Chest	06 6
Right arm	07-08 4
Left arm	09-10 4
Tentacle 1	11 4
Tentacle 2	12 4
Tentacle 3	13 4
Tentacle 4	14 4
Tentacle 5	15 4
Tentacle 6	16 4
Tentacle 7	17 4
Tentacle 8	18 4
Head	19-20 5

### CLIFF TOADS/ ROCK LIZARDS/ RUBBLE RUNNERS/ SHADOW CATS/ FOUR-LEGGED MOUNTS

Location	D20 Points
Right hind leg	01-02 4
Left hind leg	03-04 4
Hindquarters	05-07 6
Forequarters	08-10 6
Right fore leg	11-13 4
Left fore leg	14-16 4
Head	17-20 5

### GORPS

Location	D20 Points
Body	01-20 All

### WYRMS

Location	D20 Points
Tail	01-04 6
Abdomen	05-08 6
Chest	09-12 7
Right wing	13-14 5
Left wing	15-16 5
Head	17-20 6

### WYVERNS

Location	D20 Points
Right leg	01-03 5
Left leg	04-06 5
Abdomen	07-08 5
Chest	09-11 6
Tail	12 5
Right wing	13-14 4
Left wing	15-16 4
Head	17-20 5

# BATTLE MAGIC SPELLS LIST

## SPELL LIST AND COSTS

1. Befuddle 1500 L
2. Binding 1500 L
3. Bladesharp Var\*
4. Bludgeon Var\*
5. Coordination 1500 L
6. Countermagic Var\*
7. Darkwall 1500 L
8. Demoralize 1500 L
9. Detect Detection 300 L
10. Detect Enemies 300 L
11. Detect Gems 300 L
12. Detect Gold 300 L
13. Detect Life 300 L
14. Detect Magic 300 L
15. Detect Silver 300 L
16. Detect Spirit 300 L
17. Detect Traps 300 L
18. Detect Undead 300 L
19. Detection Blank Var\*
20. Dispel Magic Var\*
21. Disruption 500 L
22. Dullblade Var\*
23. Extinguish 1000 L
24. Fanaticism Var\*
25. Farsee 500 L
26. Firearrow 2000 L
27. Fireblade 2000 L
28. Glamour 2000 L
29. Glue Var\*
30. Harmonize 1500 L
31. Healing Var\*
32. Ignite 500 L
33. Invisibility 2500 L
34. Ironhand Var\*
35. Light 500 L
36. Lightwall 2000 L
37. Mind Speech Var\*
38. Mobility 1500 L
39. Multimissile Var\*
40. Protection 1500 L
41. Repair Var\*
42. Shimmer 500 L
43. Silence 500 L
44. Speedart 1500 L
45. Spirit Binding 1500 L
46. Spirit Shield Var\*
47. Strength 1500 L
48. Xenohealing 2000 L

## ONE POINT SPELLS

1. Befuddle
2. Binding
3. Demoralize
4. Detect Detection
5. Detect Enemies
6. Detect Life
7. Detect Magic
8. Detect Silver
9. Detect Spirit
10. Detect Undead
11. Disruption
12. Farsee
13. Ignite
14. Light
15. Mobility
16. Silence
17. Speedart
18. Spirit Binding

## TWO POINT SPELLS

1. Coordination
2. Darkwall
3. Detect Gems
4. Detect Traps
5. Extinguish
6. Firearrow
7. Glamour
8. Harmonize
9. Repair
10. Strength

## THREE POINT SPELLS

1. Invisibility

## FOUR POINT SPELLS

1. Fireblade
2. Lightwall
3. Vigor

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## Cost of Variable Spells

- 1st point 500 L  
 2nd point 1000 L  
 3rd point 1500 L  
 4th point 2000 L  
 5th point 2500 L  
 6th point 3000 L  
 Each +1 point +500 L

## VARIABLE POW SPELLS

1. Bladesharp
2. Bludgeon
3. Countermagic
4. Detection Blank
5. Dispel Magic
6. Dullblade
7. Fanaticism
8. Glue
9. Healing
10. Ironhand
11. Mind Speech
12. Multimissile
13. Protection
14. Shimmer
15. Speedart
16. Spirit Shield
17. Xenohealing

## STANDARD RUNE MAGIC SPELLS TABLE

ONE POINT MINIMUM	Stackable
1 Absorption	Stackable
2 Discoloration	Stackable
3 Dismiss Elemental 1	Non-Stackable
4 Divination	Stackable
5 Divine Intervention	Stackable
6 Extension 1	Non-Stackable
7 Matrix Creation	Stackable
8 Mind Link	Stackable
9 Multispell 1	Non-Stackable
10 Reflection	Stackable
11 Runepower 1	As Per Spell
12 Shield	Stackable
13 Spell Teaching	Non-Stackable
14 Spirit Block	Stackable
15 Warding	Stackable
TWO POINTS MINIMUM	
16 Concealment	Non-Stackable
17 Dismiss Elemental 2	Non-Stackable
18 Extension 2	Non-Stackable
19 Multispell 2	Non-Stackable
20 Runepower 2	As Per Spell
21 Vision	Non-Stackable
THREE POINTS MINIMUM	
22 Dismiss Elemental 3	Non-Stackable
23 Extension 3	Non-Stackable
24 Multispell 3	As Per Spell
25 Runepower	As Per Spell

## SHAMAN FETCH TABLE

POW	D100	Type
01-10	206	Friendly
11-20	306	Neutral
36-85	306+6	Malign
86-95	406+6	
96-00	506+6	

## SPIRIT PLANE CONTACT TABLE

D100	Spirit POW	Spirit INT	D100
01-10	106	1D3	96
11-20	206	1D6	7D6+6
21-35	306	2D6+3	8D6+6
36-75	306+6	3D6	10D6+6
76-90	4D6+6		Deity
91-95	5D6+6	3D6+6	Unlimited

Spirit INT	Spirit POW
3D6+6	6D6+6
3D6+6	7D6+6
3D6+6	8D6+6
3D6+6	10D6+6
Unlimited	Deity