

Effects of high and Low Characteristic Scores on Attack, Defence, etc.

Characteristic score

Characteristic	3 4 5	6 7 8	9 10 11 12	13 14 15	16 17 18
Strength	-2 ATTACK -1 DEFENCE	-1 ATTACK No Effect	No Effect No Effect	+1 ATTACK No Effect	+2 ATTACK +1 DEFENCE
Reflexes	-1 ATTACK -2 DEFENCE -2 EVASION -1 STEALTH	No Effect -1 DEFENCE -1 EVASION No Effect	No Effect No Effect No Effect No Effect	No Effect +1 DEFENCE +1 EVASION No Effect	+1 ATTACK +2 DEFENCE +2 EVASION No Effect
Intelligence	-1 ATTACK -1 DEFENCE -1 MAGICAL ATTACK -1 MAGICAL DEFENCE	No Effect No Effect No Effect No Effect No Effect	No Effect No Effect No Effect No Effect No Effect	No Effect No Effect No Effect No Effect No Effect	+1 ATTACK +1 DEFENCE +1 MAGICAL ATTACK +1 MAGICAL DEFENCE
Psychic Talent	-2 MAGICAL DEFENCE -1 PERCEPTION Not applicable*	-1 MAGICAL DEFENCE No Effect Not applicable*	No Effect No Effect No Effect No Effect	+1 MAGICAL DEFENCE No Effect +1 MAGICAL ATTACK	+2 MAGICAL DEFENCE +1 PERCEPTION +2 MAGICAL ATTACK

*Characters with Psychic Talent of 8 or less cannot use magic

Warlock Weapon Groups

Weapon Group I	Weapon Group II	Weapon Group III	Weapon Group IV
Flail	Dagger	Halberd	Two-handed sword
Mace	Shortsword	Staff	
Morningstar	Sword	Spear	
 Weapon Group V	 Weapon Group VI	 Weapon Group VII	 Weapon Group VIII
Battleaxe	Bow	Crossbow Javelin Sling Thrown dagger Rock, etc.	Cudgel Unarmed combat

Shock Attack

Roll	Description	Effect
1	Stunned	Opponent's ATTACK, DEFENCE and EVASION are all at 0
2	Aghast	Opponent's ATTACK and EVASION are at 0; DEFENCE is half normal
3-4	Astonished	Opponent's ATTACK is at 0; EVASION and DEFENCE at half normal.
5-6	Surprised	Opponent's ATTACK is at 0; EVASION and DEFENCE are unimpaired

Psychic Fatigue for Mystics

13, plus his rank, minus the spell's level, on 1d20.

Recovers at dawn

STEALTH and PERCEPTION Modifiers

STEALTH Modifiers

wearing mail hauberk	STEALTH -3
wearing mail armour	STEALTH -4
wearing plate armour	STEALTH -6
Not moving	STEALTH +3
Moving slowly	(no modifier)
Moving quickly	STEALTH -2
Within 3m of enemy	STEALTH -5
No cover available	STEALTH -5

PERCEPTION Modifiers

Pitch darkness	PERCEPTION -7
Torchlight or dusk	(no modifier)
Broad daylight	PERCEPTION +5
Asleep	PERCEPTION -9
Looking other way	PERCEPTION -5
Listening intently	PERCEPTION +2
Extraneous noise or bustle	PERCEPTION -3 or more

Climbing		Falling				
Climb	Difficulty Factor	Drop	Health Points lost			
Ladder	3	1m-2m	1d2			
Rope	6	2m-4m	1d4			
Tree	9	4m-6m	1d6			
Ivy-covered wall	12	6m-8m	1d8			
Cliff	13	8m-10m	1d10			
Rough stone wall	16	10m-12m	1d12			
Smooth stone wall	18	12m-14m	1d20			
A character wearing armour has his fall broken to some extent. He takes 2 HP less damage.		14m-16m	2d20			
		More than 16m	5d20			
Hirelings		Poison				
Village	30% of 1-4 hotbloods; 10% chance of 1-2 1 st -rank Knights or Barbarians. Check each month.	Poison	Strength or under on Damage taken even if roll is successful*			
Roadside inn	40% chance of 1-3 hotbloods;	Weak	2d6 first Combat Round: 1d3 HP			
Roadside inn	15% chance of 1-4 1 st -rank Knights or Barbarians. Check each week.	Normal	3d6 subsequent Rounds: none			
Town	25% chance of 1-10 hotbloods;	Strong	3d6 first Combat Round: 1d4 HP			
	15% chance of 1-4 1 st -rank Knights or Barbarians. Check each month.		second Combat Round: 1d3 HP			
Castle	30% chance of 1-4 hotbloods; 30% chance of 1-6 1 st -rank Knights. Check each week.		subsequent Rounds: none			
		*(only for potentially deadly poisons)				
Armour Factors		Combat Penalties for Wearing Armour				
Armour Type	Armour Factor	Barbarians or Warlocks	-2 from ATTACK and DEFENCE if wearing plate armour			
None	0	Assassins or Mystics	-2 from ATTACK and DEFENCE if wearing mail armour; -4 for plate armour			
Gambeson	1		Elementalists or Sorcerers	-1 from ATTACK and DEFENCE if wearing mail Hauberk; -3 if wearing mail armour; -4 if wearing plate armour		
Padded Armour	2					
Mail Hauberk	3					
Mail Armour	4					
Plate Armour	5					
Spell Failure Chances for Elementalists and Sorcerers						
Mail hauberk	10%					
Mail armour	20%					
Plate armour	30%					
Hand Weapons		Missile Weapons				
Weapon	Damage	Weapon	Damage	Short	Medium	Long
Battleaxe*	d8, 6 points	Bow*	d6, 4 points	0-50m	51-125m	126-250m
Cudgel	d3, 3 points	Crossbow*	d10, 4 points	0-25m	26-75m	76-250m
dagger	d4, 3 points	Dagger	d3, 3 points	0-10m	11-20m	21-25m
Flail	d6, 4 points	Javelin	d8, 4 points	0-15m	16-25m	26-35m
Halberd*	d10, 5 points	Rock, thrown	d3, 2 points	0-10m	11-15m	16-20m
Mace	d6, 4 points	*These weapons require two hands and thus preclude use of a shield.				
Morning star	d6, 5 points	Magic Point Recovery				
Shortsword	d8, 3 points	Sorcerer	Midnight			
Spear*	2d4, 4 points	Warlock	Sunset			
Staff*	d6, 3 points	Elementalist – Air	Noon (ritual required)			
Sword	d8, 4 points	Elementalist – Earth	Moonset* (ritual required)			
Two-handed sword*	d10, 5 points	Elementalist – Fire	Sunrise (ritual required)			
Unarmed combat	d3, 2 points	Elementalist – Warlock	Moonrise* (ritual required)			
*These weapons require two hands and thus preclude use of a shield.		Elementalist – Darkness	Sunset (ritual required)			
		*cannot be performed on the one night each month when there is no moon.				

PERCEPTION Modifiers for Variable Light				Experience Points			
	Illumination			2 nd rank	30	A further 250 experience points are needed to reach each rank beyond the 9 th .	
Vision Type	No light	Half light	Bright light	3 rd rank	60		
Normal	-7	(none)	+5	4 th rank	90		
Panoptical	(none)	(none)	(none)	5 th rank	130		
Darksight	+5	(none)	-7	6 th rank	200	Fright Attack Strength: 1d12-rank Roll under this on 2d10 for successful fright attack	
Elfsight	-4	(none)	(none)	7 th rank	300		
Gloomsight	-3	(none)	-5	8 th rank	650		
Geography and Linguistics				Calendar			
Legend	Earth	Language	Script	Months of the year			
Albion	England	Elleslandic	Classic	Legend	Earth	Season	Days
Algandy	Spain	Algandarve	Classic	Forst-monath	January	Winter	30
Analika		Raukil	Jezant	Thawian-monath	February	Winter	31
Asmulia		Kurlish	Classic	Ploh-monath	March	Spring	30
Chaubrette	France	Beaulangue	Classic	Oster-monath	April	Spring	31
Cornumbria	Wales	Elleslandic	Classic	Harel-monath	May	Spring	30
East Steppes		Etya'be'yely		Eath-monath	June	Summer	31
Emphidor	Greece	Emphidian	Emphidian	Waed-monath	July	Summer	30
Ereworn	Ireland	Visic	Runic	Heorfest-monath	August	Summer	31
Ferromaine	Venice	Angate	Classic	Arn-monath	September	Autumn	30
Glissom	Ireland	Visic	Runic	Halig-monath	October	Autumn	31
Harogarn		Nascerine	Jezant	Bael-monath	November	Autumn	30
Hudristania		Unno	Jezant	Yeol-monath	December	Winter	30 (31)
Krarth		Cabbandari	Majestic	Days of the week			
Kurland	Germany	Kurlish	Classic				
Marazid		Nascerine	Jezant	Legend	Earth	There is no fxed	
Mercania		Mercanian	Runic	Haligdae	Sunday	length for the week. In	
Molasaria		Klav	Jezant	Syfsdae	Monday	Ellesland, Algandy	
Opalar		Opalarian	Jezant	Tyrsdae	Tuesday	and Chaubrette it is	
Selentium	Rome	Angate	Classic	Wotansdae	Wednesday	seven days, but	
Thuland	Scotland	Visic	Runic	Torsdae	Thursday	Kurland retains the old	
Wyrd		Cabbandari	Majestic	Freyasdae	Friday	eight-day week of the	
Yggdras		Dakkandi		Boldursdae	Saturday	Selentine Empire.	
Typical Attack SPEEDs			Instant Index				
Description	SPEED	Example					
Easily evaded	5	Toppling statue	Average Stats			117-120	
	6		Crime and Punishment			189-196	
Very slow	7	Drifting cloud of gas	Diseases			126-127	
	8		Elementalist Spells			95	
Slow	9	Hurled chair or other slow-moving object	Illumination			60, 61, 68	
	10		Jousting			197-201	
Average	11	Rolling boulder	Jumping			46-47	
	12		Madness			124-127	
Fast	13	Falling block of masonry	Map - Ellesland			150	
	14		Map - Legend			154	
Very fast	15	Trapdoor suddenly opening underfoot	Meditational Techniques			44-45	
	16		Mental Techniques			43-44	
Extremely fast	17	A Dragon's flame	Mystic Spells			90	
	18		Permanent Injuries			208	
Dazzling	19	Javelin	Simultaneous Casting			38	
	20		Sorcerer Spells			79	
			Warlock Spells			106	
			Average Stats			117-120	
Missile Weapon modifiers							
At short range		no adjustment		Moving slowly		+2	
At medium range		+3		Moving quickly		+4	
At long range		+7		In poor light		+3 or more (GM's discretion)	
Small or crouching		+2					