

SORCERY SUMMARY

.....

To use the "Adventures on Tekumel" magic system, you must know:

1. Your basic "Magical Resistance factor"; cf. p. 3. If you have no Sorcerer or Shaman competence, this and your "Magical Resistance factor" roll chances are all that you need; cf. p. 7. A mage or shaman requires special qualifications; cf. p. 3.
3. A sorcerer/shaman must know the number of skill levels he/she has in these skills. These add to his/her "Magical Resistance factor," as do certain other modifiers; cf. pp. 3-4.
3. Your spells: these are "bought" with skill-level points; cf. p. 4. Note their details upon your Character Record Sheet.
4. The number of "psychic power points" you have with which to cast spells is the same as your basic "Magical Resistance factor." Points are used whenever a spell is cast, and when these points are exhausted you cannot cast any more magic. Points regenerate according to the table given on p. 5.

Spell-casting follows the pattern given below.

1. The visibility and/or audibility of an opposing party is determined first; cf. p. 1. See Sec. 2.821 for chances of surprise.
2. If there is no surprise, or if the surprise round has been completed, establish the order of initiative for the next (and each subsequent) round. This is done every round. Initiative modifiers are listed on p. 2.
3. The times and Action point costs of the various things you can do each round are given on pp. 3-4. See Sec. 2.823 for details.
4. When your initiative turn comes, cast your spell. Deduct the spell casting points that this costs. Roll to see if your spell fails; cf. pp. 4-5.
5. If you are casting an "aimed" spell, check the modifiers on p. 6. Then roll to hit the target on p. 7. Spell effects are listed in their descriptions. Some do damage according to the tables in Sec. 2.829; these are given on p. 8. If an "aimed" spell misses, it may hit secondary targets directly in line behind it out to the limits of its range.
6. An "areal" spell needs no roll to hit. It takes effect in the area you designate.
7. If the spell is a "touch range" spell, and if the target does not wish to be hit, a "competitive Dexterity roll" is made by both caster and target; cf. Secs. 2.723, 2.7211 (1), and 2.823 (list 2, 19). The "Dexterity roll" table is given on p. 9.
8. Spells may hit more than one target; these "circles of effect" and their correspondences in terms of a random number of targets struck are noted on p. 7.
9. Most spells allow the target[s] to make a "Magical Resistance factor roll"; cf. pp. 7-8. If the target succeeds, the spell usually does no harm (although some powerful spells indeed do so). A failed roll means that the target suffers the full effects of the spell.

Other "Adventure Action" rolls are given on pp. 9-11. These include the table for sorcerous healing spells to work, the Dexterity roll, etc. Movement rates are also given on p. 11. See also the combat play-sheets; these give such features as wounding, morale, etc.

2.728. THE VISIBILITY ROLL:

Basic roll: D20;1-8 = success; 9-20 = failure. Modifiers:

Modifier*	Circumstance
-5	For each torch, lantern, or other light source carried by the object's party
-3	The object viewed is at least half again as large as a human: e.g. a bulky statue, a large animal
-2	The object viewed is moving: e.g. a person trying to slip across the viewer's field of vision
-2	The party is using more than 3 candles or lanterns within a 10 m circle or more than 3 torches within a 30 m circle
-1	The item viewed is the only significant object in the area: e.g. a single foe in a bare room
+1	The item viewed is one of several significant objects in the area: e.g. an animal standing amidst bushes
+1	It is foggy or raining heavily
+2	The party is using less than 3 candles or lanterns within a 10m circle or less than 3 torches within a 30 m circle
+2	For each 5 m beyond the perimeters of the 10 m circle for candles/lanterns or the 30 m circle for torches that the party attempts to see
+2	The item viewed is partially concealed: e.g. a person lurking in the shadows or hidden by furniture
+3	The object viewed is very small: e.g. a snake, an insect, a small box, a little purse lying on the floor, a secret door (if the party is just passing by and not deliberately searching; cf. (2), below)
+3	There is heavy fog, a duststorm, etc.
+5	The item viewed is almost completely concealed: e.g. a person behind draperies or a large pillar, a chest nearly buried in rubble. Total concealment or pitch darkness makes sighting impossible, of course, as does a spell of Invisibility; cf. the Sections dealing with magic, below

*These modifiers are cumulative: e.g. a large animal that is moving and is the only significant object in the area has a total modifier of $-3 + -2 + -1 = -6$. A very small insect scuttling across the floor amidst other significant objects has a total modifier of $-2 + +1 + +3 = +2$.

2.728. THE DISCOVERY ROLL:

Basic roll: D20;1-8 = success; 9-20 = failure.

2.728. THE AUDIBILITY ROLL:

Basic roll: D20;1-8 = success; 9-20 = failure. Modifiers:

Modifier*	Circumstance
-5	The unseen entities are making a loud noise: e.g. yelling, arguing, fighting, roaring, etc.
-3	The unseen entities are making some noise: e.g. speaking at a conversational level, walking along with armour and accoutrements jingling, etc.
-1	The unseen entities are whispering, muttering, or making a very small amount of noise
-1	There is more than one unseen entity
+2	The unseen entities are attempting to move stealthily, wearing soft garments and/or little

- +2 The unseen entities are professional assassins or certain agile and nimble-footed animals (listed later)
- +3 The unseen entities are standing absolutely still, lying in ambush, etc., and all that can be heard is soft breathing, etc.
- +4 The listeners' own party is making noise: e.g. talking, moving, changing positions, jingling weapons and belongings, shifting objects about, etc.

*These modifiers are cumulative. An assassin who is moving has modifiers of $+2 + +2 = +4$, for example, and if he/she is standing still, this is increased to a $+5$.

2.728. COMBAT AUDIBILITY ROLL:

*basic roll: D20;1-8 = success; 9-20 = failure. Modifiers:

Modifier*	Circumstance															
-3	The intended hearer is currently unoccupied and is looking about for something further to do															
-1	The intended hearer is looking directly towards the speaker. Miniature figures or markers are useful to show the direction in which a character is looking: anything within a 45° arc of the front of the figure (i.e. 22.5 degrees on each side of a line drawn directly forward from the centre of the figure's base) is within the character's line of sight and immediate attention															
+1	The intended hearer is not looking directly towards the speaker but off to one side; cf. just above															
+1	The intended hearer's native language is different from that of the speaker: e.g. a N'İöss—who may speak Tsolyáni quite well—is given an order in Tsolyáni by a Tsolyáni officer. In stress situations an "accent" does cause problems															
+2	For each 3 m (or part thereof) that the intended hearer is beyond a 6 m circle with the speaker as its centre. A maximum of 15 m is about all one can reach by voice communication in the chaos of combat. A diagramme will make this modifier clear:															
	<table border="1"> <thead> <tr> <th>Speaker's</th> <th>4-6</th> <th>7-9</th> <th>10-12</th> <th>13-15</th> </tr> </thead> <tbody> <tr> <td>Distance:</td> <td>3 m circle</td> <td>m</td> <td>m</td> <td>m</td> </tr> <tr> <td>Modifier:</td> <td>No roll</td> <td>0</td> <td>+2</td> <td>+4</td> </tr> </tbody> </table>	Speaker's	4-6	7-9	10-12	13-15	Distance:	3 m circle	m	m	m	Modifier:	No roll	0	+2	+4
Speaker's	4-6	7-9	10-12	13-15												
Distance:	3 m circle	m	m	m												
Modifier:	No roll	0	+2	+4												
+2	The intended hearer is not involved in combat but is engaged in some other absorbing activity: e.g. climbing a cliff to get a shot at the foe, looting, tending the wounded, getting an article out of a pouch or backpack, readying a spell, etc.															
+3	The intended hearer has his/her back directly (or nearly so) to the speaker															
+3	The intended hearer is in melee during the combat round in which the speaker addresses him/her. This applies to warriors who are physically fighting or who are firing missiles, and also to magic-users who are casting offensive or defensive spells that round.															

*These modifiers are cumulative.

2.821. SURPRISE:

A sleeping being is surprised on a D20 roll of 1-16. Use the Visibility and/or Audibility rolls for other situations. See the Section for details.

2.825. HITTING WITH TOTAL SURPRISE:

A D10 is rolled against the following table. Medium armour adds +1 to the D10 score; Heavy armour adds +2. Unconsciousness lasts 1-20 minutes (D20), and a stun lasts 1-10 minutes (D10).

Die scores and effects			
Attacker's Combat Value	Kill/render unconscious	Wound/temporarily stunned	Miss/strike an ineffective blow
up to 0	1	2-3	4-10
1-6	1-2	3-5	6-10
7-12	1-3	4-7	8-10
13-18	1-4	5-9	10
19-24	1-5	6-10	—
25-up	1-6	7-10	—

2.822 and 2.851. INITIATIVE:

Each character rolls D20. Highest score acts first, then others in order.

Special weapon group modifiers

Modifiers to the Initiative roll			
Weapon	Length group	Modifiers	
		First round	All subsequent rounds
Pike	1	Always first	See below*
Long spear	2	+4	-4
Short thrusting spear	3	+3	-3
Polearm, halberd, etc.	4	+3	-2
Quarterstaff, javelin	5	+2	-2
Two-handed weapon	6	+2	+1
Long one-handed weapon	7	+1	0
Short one-handed weapon	8	-1	+1
Knife, dagger, "The Springing Doom"	9	-2	+2
All others	10	-3	+3

*Pikes strike first in the first round of hand-to-hand combat, and opponents get no return blow unless similarly armed with pikes. In subsequent rounds a pikeman subtracts -4. If he/she wins this roll, the foe is held at pike-length, and the pikeman may continue to strike and do damage, while the opponent gets no chance to strike a return blow. If a pikeman loses or ties this roll, however, he/she must drop his/her pike and pay 3 Action points (Sec. 2.710) to change to a secondary weapon.

Other modifiers to the "Initiative roll"

Circumstantial modifiers to the Initiative roll	
Modifier	Circumstance
Dexterity factor modifiers; cf. Sec. 2.213	
-4	-15
-3	-10
-1	-5
+1	+5
+2	+10
+3	+15
+4	+20 and up
Shields and cover; cf. Secs. 1.960 and 2.828	
-1	Carrying a medium shield
-2	Carrying a large shield
-3	Helping to carry a pavise

- 3 In "hard" or "soft" cover that restricts movement: e.g. in tall grass, behind a tapestry, behind or underneath furniture, fighting from a narrow aperture, etc.
 - Armour; cf. Secs. 1.960, 2.320, and 2.8210
- 1 Wearing medium armour
- 2 Wearing heavy armour
 - Encumbrances; cf. Secs. 2.310 and 2.811
 - 1 Carrying 76-100% of one's encumbrance limit
 - 3 Carrying 101-150% of one's encumbrance limit
 - 4 Carrying 151-199% of one's encumbrance limit. (One cannot fight at all while burdened with more than this.)
 - Fatigue; cf. Sec. 2.812
 - 2 Fighting on after one's fatigue limit has expired
 - Posture; cf. Sec. 2.710
 - 1 Crouching, kneeling
 - 2 Sitting
 - 4 Lying prone
 - Wound status; cf. Sec. 2.8211
 - 1 Suffering from a "serious" wound
 - 2 Suffering from a "grave" wound
 - 3 Suffering from a "critical" wound
 - 4 Suffering from a "fatal" wound
 - Miscellaneous
 - 2 Applied to "surprised" characters in the round following the "surprise round"; cf. Secs. 2.821 and 2.825
 - 1 Manoeuvring (i.e. moving) during the same round that one strikes or shoots; cf. Sec. 2.823 (list 2, 5)
 - 1 Attacked while loading a crossbow or other missile weapon that requires more than one round to reload; cf. Sec. 2.710
 - 1 Changing weapons, taking an object out of a pouch or bag, or performing any action other than striking or shooting during the round that costs 2 or more Action points; cf. Sec. 2.710
 - 2 Attacked while preparing a spell to be cast during a later round; cf. the Sections dealing with magic, below
 - 3 Applied to characters who have turned at bay to fight after having been caught by pursuers; cf. Sec. 2.823 (list 2, 17). This is used only during the first round of such "post-rout" combat

2.710. ADVENTURE ACTION TIMINGS:

"T" = a one minute turn; "R" = a 6 second combat round. The following list give the number of turns or rounds needed to perform various actions.

Adventure action timings	
Time needed	Actions
10 T	Put on a complete suit of heavy armour (Sec. 2.320) unaided
5 T	Put on a suit of heavy armour with the help of a comrade
	Put on a suit of medium armour (Sec. 2.320) by oneself
	Strip off a suit of heavy armour (and the garments beneath it) by oneself
3 T	Put on a suit of light armour (Sec. 2.320) or chainmail by oneself
	Strip off a suit of medium armour by oneself
	Raise a drawbridge or portcullis with a winch
2 T	Put on or strip off a pair of greaves or vambraces
	Strip off a suit of light armour or chainmail oneself
	Put on or take off a breastplate and backplate
	Open a large gate or a pair of heavy double doors
	Hammer a spike into soft stone or hard clay
	Cross a breast-high obstacle in heavy armour
1 T	Put on or take off a suit of leather armour or priestly vestments. Ceremonial vestments

- take as much time as a suit of heavy armour, however, or even longer in some cases!
- Put on or take off an arming cap and a heavy visored helmet
- Open a heavy door or bar it shut
- Hammer a spike or stake into rubble, earth, or a crevice in stone
- Cross a breast-high obstacle in medium armour
- Obtain an object from a backpack: i.e. pull the pack around, search inside, and extract the object ready for use in the following turn/round
- Dig .03 cubic metres of earth or rubble
- Search a 3-metre-square area of wall or floor for a secret door or trap; search a chest, etc. for traps
- Search .25 cubic metres of earth or rubble for artifacts
- Search a body for possessions
- Light a fire with flint and steel
- Consult a map or compass
- Take a bow or crossbow from one's back, string it, and load it ready for firing during the following turn or round
- 5 R Climb 3 m of stairs or steep slope in heavy armour
- Cross a breast-high obstacle in light armour
- Put on or take off a suit of clothes (kilt, tunic, etc.)
- Light a torch or lantern from a fire already lit
- Reload a heavy crossbow for firing in the following turn or round
- 3 R Climb 3 m of stairs or steep slope in medium armour
- Descend 3 m of stairs or steep slope in heavy armour (without having to make a "Dexterity roll" at the "Harder test" level to see if one has fallen and hurt oneself; cf. Sec. 2.723)
- Reload a medium crossbow for firing in the following turn or round
- 2 R Climb 3 m of stairs or steep slope in light armour
- Descend 3 m of stairs or medium slope in medium armour (cf. under "3 R" for "heavy armour," above)
- Climb 6 m of rope in medium, light, or no armour. This is difficult for a person in heavy armour and requires a "Dexterity roll" at the "Difficult test" level to accomplish at all; cf. Sec. 2.723
- Throw a rope so as to catch upon some projection (again requiring a "Dexterity roll" at the "Difficult test" level)
- Erect a ladder
- Read a spell from a book or scroll. This takes effect during the third round, but an "Initiative roll" (Sec. 2.822) is required if the spell is being cast at a target who does not desire it
- Change from a weapon in one's hand to one slung over the back on a strap, etc. If a character is in melee, he/she can only dodge, defend with a shield, or retreat from melee during the rounds needed to obtain the new weapon; cf. Sec. 2.823

Action points	
Character's Dexterity Modifier	Action points available
- 15 through - 10	3
- 5 through 0	4
+ 5 through + 10	5
+ 15 through + 20	6
+ 30-up	7

Adventure actions and points cost	
Action points cost	Actions
3	Climb 3 m of stairs or steep slope in no armour Descend 3 m of stairs or steep slope in no armour

- (without having to make a "Dexterity roll" at the "Harder test" level to see if one has fallen and hurt oneself; cf. Sec. 2.723)
- Strike a blow with a hand weapon
- Cast a ritual or psychic spell. The former cannot be cast while moving at all, but the latter can be employed if the caster manoeuvres (see below) no more than 3 m during the round. Some spells also take more than one round to prepare; cf. the Sections on magic. Psychic spells—but *not* ritual enchantments—can be cast when the magic-user is in hand-to-hand combat
- Fire and reload a bow or a sling. This may be done while moving but not in hand-to-hand combat
- Reload a light crossbow or staff-sling. Another Action Point must be spent to fire this weapon (i.e. a total of 4). One may fire while moving but not reload it (except for the Shén, who can reload their pistol crossbows while moving), and one may neither fire nor reload once one is engaged in hand-to-hand combat. Note that it always requires a minimum of one Action Point to fire a missile weapon that is loaded and ready in the hands
- Throw a spear, javelin, dart, bolas, dagger, knife, rock, or other hand-held object. This may be done while moving but not in hand-to-hand combat
- Change from a weapon in one's hand to one scabbarded at the belt. This may be done while moving and also in melee; the first weapon must be dropped unless double "Action points" are paid
- Fire an "Eye" or other hand-held ancient technological device. "Eyes" and certain other small mechanisms may be fired both while moving and also in hand-to-hand combat
- Change from a weapon held in one hand to one already carried in the other for use during the following round. This may be done while moving and also during hand-to-hand combat. The first weapon must be dropped, however, unless double "Action points" are paid
- Strike with both weapons when fighting in Florentine-style; cf. Sec.s 1.960 and 2.2317
- Take a weapon or other object from a comrade and ready it for use in the following round. This can be done while moving, but a "Dexterity roll" at the "Difficult test" level (Sec. 2.723) is needed. This cannot be done in melee
- Take an object from a belt-pouch or hand-held sack and ready it for use in the following round. This may be done while moving but requires a "Dexterity roll" at the "Easy test" level. If done in hand-to-hand combat, the roll is made at the "Very difficult test" level; cf. Sec. 2.723
- Pick up an object from the ground (etc.) within 1 m of the person. Twice the Action points are needed for an article 2 m away and triple for an item 3 m distant. More than one round is required for objects still farther off. Again, a "Dexterity roll" at the "Easy test" level (Sec. 2.723) is required—or at an even greater level of difficulty if the object is very small, or if it lies amidst several articles, rubble, etc.
- Stand up from a prone position
- Open an unlocked door or secret door
- Descend 3 m of stairs or steep slope in no armour and carrying no more than 75 percent of one's encumbrance limit (Sec. 2.310)—without having to make a "Dexterity roll" at the "Harder test" level to see if one has fallen and hurt oneself
- Strike a blow with a dagger, knife, "The Springing Doom," a rock, the fists, the unarmed martial arts, wrestling, or other hand-held object (Secs.

2.2313, 2.2317, and 2.840). One may also attempt a blow with a short one-handed weapon at this cost, but this is not automatic; a D10 is rolled: 1-7 = the blow costs 3 Action points; 8-10 = the blow costs only 2 points

Manoeuvre (i.e. move) up to 3 m forward within 45 degrees of the character-figure's base front; cf. Sec. 2.823 (list 2, 5). One who is not engaged in hand-to-hand combat may move as given in Sec. 2.641, but if one is striking or being struck at during the round, "manoeuvring" is the maximum allowed. "Manoeuvring" is also permitted to missile-firers who emerge from behind cover to shoot and then conceal themselves again

Unfasten and drop a shield from one's arm. This may be done while moving or even during hand-to-hand combat

Change from a weapon held in one hand to an "Eye" already held in the other. The "Eye" may be aimed and fired in the same combat round, if one still has sufficient Action Points. The other weapon need not be dropped

Dive for cover within 2 m of the person. This may be done while moving, requiring a "Dexterity roll" at the "Harder test" level (Sec. 2.723), and also during hand-to-hand combat (using the same roll). In the latter case, an opponent may strike a free blow—but at a deduction for hitting; cf. Sec. 2.823 (list 2, 13). Reaching cover farther away takes more than one round, at the referee's discretion

Jump horizontally or upwards

Change posture upwards: e.g. from lying to sitting, sitting to kneeling, or kneeling to standing erect

Draw a weapon from a belt scabbard when one's weapon-hand is unencumbered. Note that 3 Action Points are needed to do this when one is grappling or in hand-to-hand combat, however.

Turn around (i.e. 180 degrees)

Strike a blow with a secondary appendage: e.g. a Shén's tail, a beast's claw (its mouth being its primary weapon), etc.

Jump downwards. A "Dexterity roll" is required at whatever difficulty level the referee decrees, depending upon the height and/or distance

Change posture downwards: i.e. from standing to kneeling, kneeling to sitting, etc.—or just dropping prone

Drop a weapon or other object from the hand. This may be done while moving or during hand-to-hand combat

Roll over, if prone

Turn 45 degrees to the right or left. A psychic spell or a missile may then be fired, providing one has enough Action points left to do this. A ritual spell cannot be employed while moving or turning at all

Look 90 degrees to the right or left

2.911. PERSONAL QUALIFICATIONS:

To be a sorcerer or shaman one must have the following qualifications; cf. Sec. 2.239:

Talent	Ritual magic only	Psychic magic only	Both branches
Intelligence	65	55	75
Psychic ability	50	70	80
Psychic reservoir	60	60	60

The total of these 3 talents gives a basic "Magical Resistance factor"; cf. Sec. 2.725 (1).

"Magical Resistance factor" equivalences

Intelligence, Psychic Ability and Psychic Reservoir totals	Equivalent Sorcerer/Shaman skill levels granted to the "Magical Resistance factor"
00-below	-5
01-50	-3
51-100	-1
101-150	0
151-200	+1
201-250	+2
251-300	+3
301-350	+4
351-up	+5

The "Magical Resistance factor" is increased by 1 level for each skill level in the skills of Sorcerer and/or Shaman. One level is also given for each 5 levels in the skill of Priest.

Medium or heavy armour of "enchanted" steel OR a large shield of this metal (OR armour and/or a shield of enchanted copper, worn by devotees of Sarku and related deities) increases the "Magical Resistance factor" by +1. Still heavier coverage or both armour and a shield of enchanted metal does not increase this factor further.

2.921. SPELL PURCHASING:

Each skill level of Sorcerer or Shaman contains 25 "spell purchase points." There are 3 "phyla" of spells ("Universal," "Generic," and "Temple"; cf. 2.915). The costs of various levels of spells of these 3 phyla are as follows:

Spell costs			
Spell phyla & costs in "spell purchase points"			
Spell level	Universal	Generic	Temple
1	2	4	6
2	4	6	8
3	6	8	10
4	8	10	12
5	10	12	14
6	13	15	17
7	16	18	20
8	19	21	23
9	22	24	26
10	25	27	30

Spells cannot be learned in any order one wishes. If a spell has lower levels, these must be acquired before buying any higher level of the same spell. If no lower level exists (e.g. a spell that starts at the U4 level), one may obtain this, if it is appropriate for one's level of skill. Levels of skill and the spells of the 3 phyla that can be bought are as follows:

Skill levels and purchasable spells			
Character's skill level	Phyla and levels of available spells		
	Universal	Generic	Temple
1	1-2	—	—
2	1-3	1	—
3	1-4	1-2	1
4-5	1-5	1-3	1-2
6-7	1-7	1-4	1-3
8-9	1-9	1-5	1-4
10-11	1-10	1-7	1-5
12-13	1-10	1-9	1-7
14-15	1-10	1-10	1-9
16-up	1-10	1-10	1-10

2.922. SPELL LEARNING TIMES:

After a character is in the game and has bought the spells given at that time, he/she must learn newly purchased spells. A "base learning time" is given below, and a random number of days is added: a D10 divided by 2 for Universal spells, a D10 for Generic spells, and a D20 for Temple spells. A high Intelligence factor (Sec. 2.215) modifies this roll: below 80 = 0; 81-95 = -1; 96-99 = -2; and 100 = -3.

A maximum of 3 spells may be studied at any one time. These are studied concurrently, but learning times must be rolled separately for each. See Secs. 2.913 and 2.922 for spells acquired from a tutor's spell-learning book.

Spell learning times			
Phyla and number of days needed to learn a spell			
Spell level	Universal	Generic	Temple
1-3	1	3	6
4-6	3	6	12
7-9	6	12	18
10	12	18	24

2.923. FINANCIAL COSTS OF SPELL LEARNING:

The following sums (usually bargained for with one's tutor) are paid to learn new spells:

Financial costs of spell learning			
Phyla and spell learning costs in Káitars			
Spell levels	Universal	Generic	Temple
1-2	20	50	100
3-4	40	100	200
5-6	100	300	500
7-8	250	700	1,500
9	600	1,500	4,000
10	1,300	2,500	9,000

2.932. SPELL CASTING COSTS:

Psychic spells cost more to cast than ritual spells. Eyes and other devices cost nothing.

Spell casting costs												
Phylum and level of the spell*	Caster's skill level and cost in "psychic power points" to cast											
	1-3		4-6		7-9		10-12		13-15		16-up	
	P	R	P	R	P	R	P	R	P	R	P	R
U1	30	25	20	15	10	5	5	3	3	2	2	1
U2	40	35	30	25	20	15	10	5	5	3	3	2
U3	50	45	40	35	30	25	20	15	10	5	5	3
U4	60	55	50	45	40	35	30	25	20	15	10	5
U5	70	65	60	55	50	45	40	35	30	25	20	15
U6	90	80	70	65	60	55	50	45	40	35	30	25
U7	110	100	90	80	70	65	60	55	50	45	40	35
U8	130	120	110	100	90	80	70	65	60	55	50	45
U9	150	140	130	120	110	100	90	80	70	65	60	55
U10	170	160	150	140	130	120	110	100	90	80	70	65
G1	40	35	30	25	20	15	10	5	5	3	3	2
G2	50	45	40	35	30	25	20	15	10	5	5	3
G3	60	55	50	45	40	35	30	25	20	15	10	5
G4	70	65	60	55	50	45	40	35	30	25	20	15
G5	80	75	70	65	60	55	50	45	40	35	30	25
G6	100	90	80	75	70	65	60	55	50	45	40	35
G7	120	110	100	90	80	75	70	65	60	55	50	45
G8	140	130	120	110	100	90	80	75	70	65	60	55
G9	160	150	140	130	120	110	100	90	80	75	70	65
G10	180	170	160	150	140	130	120	110	100	90	80	75
T1	60	55	50	45	40	35	30	25	20	15	10	5
T2	70	65	60	55	50	45	40	35	30	25	20	15
T3	80	75	70	65	60	55	50	45	40	35	30	25
T4	90	85	80	75	70	65	60	55	50	45	40	35
T5	100	95	90	85	80	75	70	65	60	55	50	45
T6	120	110	100	95	90	85	80	75	70	65	60	55
T7	140	130	120	110	100	95	90	85	80	75	70	65
T8	160	150	140	130	120	110	100	95	90	85	80	75
T9	180	170	160	150	140	130	120	110	100	95	90	85
T10	200	180	180	170	160	150	140	130	120	110	100	95

*Lower level characters cannot acquire advanced spells under the provisions of Sec. 2.921 (4, c). The table has been fully progressed, however, to allow for "referee specials"; very high-level spells given as a "gift" to a character by some non-player character "master-magician." The table may also be developed beyond skill levels 16-18 to permit the introduction of "Great Magic" into the game; cf. Sec. 2.921 (4, d).

2.931. PSYCHIC POWER POINTS:

The casting of spells requires psychic power. The amount one has is equal to one's "Magical Resistance factor" (unmodified by skill levels or priestly expertise); cf. p. 3 above. One can cast the same spell or different spells over and over as long as one has points to do so. Thereafter spells do not function until one regenerates one's psychic power points.

2.933. LIMITATIONS UPON SPELL-CASTING:

1. Certain areas of Tekumel are magically fertile; spell casting costs are halved. Others are semi-barren, and costs are doubled. In completely barren regions spells cannot be cast at all, and even ancient devices operate only once there.
2. No spell can be cast within 1.5 m of an anti-psychic individual; cf. Sec. 2.216.
3. Ritual spells cannot be cast while in combat, while physically active, while immobilised, while stunned, or while suffering from a wound that renders a limb inoperative; cf. Secs. 2.823 (list 2, 4) and Sec. 2.852 (2). A ritual sorcerer also should not wear more than 75 percent of his/her encumbrance limit; cf. Sec. 2.310.
4. Psychic spells can be cast in combat, etc. and the only way to stop such a spell being cast is to stun or slay the caster. Darkness or blinding will render an aimed psychic spell difficult to hit.
5. Wearing too much of any sort of metal makes spell failure likely. Even Chlenhide armour may encumber a ritual spell caster too much. More than 60 g require a D10 roll. Eyes, etc. are non-metallic.

Spell failure from carrying metal

Die score	Result
1-3	The spell does not function. "Psychic power points" are expended as usual, but there is no effect
4-8	The caster himself/herself is slain unless he/she makes a successful "Magical Resistance factor roll"; cf. Sec. 2.725 (1). For the purposes of this roll, only the caster's skill levels are counted (i.e. Sec. 2.725 (1, e and g) are ignored), and this skill level is cross-referenced with the same skill level in the table: e.g. a sorcerer with 7 skill levels rolls against the "7-9" target column and thus has a 01-30 chance of avoiding being killed. If the rolls succeeds, the caster suffers no damage, but the spell still does not operate, and "psychic power points" are used up.
9-10	As just above, except that in addition to the caster, all others within a 3 m circle of the mage are slain unless they make successful "Magical Resistance factor rolls"; cf. Sec. 2.725 (1). The caster's skill level is cross-referenced with each target's "Magical Resistance factor," just as though the spell had been aimed at him/her. If these rolls are successful, the caster and/or the other targets suffer no damage.

2.934. SPELL FAILURE:

Aside from too much metal, spells may also fail because of lack of experience. A -5 is applied for spells learned from a "spell-book" and not yet perfected; cf. Secs. 2.913 and 2.922 (4-6).

The following table is for Universal spells. A -5 is applied to the D100 score for Generic spells, and a -10 is used for a Temple spell.

A failed non-aggressive spell does not operate and harms no one. A failed aggressive spell has one of 3 results: A: the spell works and the caster is the centre of its damage circle; B: the spell works and the caster alone is its target (others are not harmed); C: the spell does not work at all. A failed spell costs psychic power points as usual. The D10 roll is:

Character's skill level	Spell failure		
	Dice score ranges and results		
	A	B	C
1-3	01-05	06-10	11-20
4-6	01-03	04-07	08-15
7-9	01	02-03	04-10
10-12*	—	01	02-05
13-15*	—	—	01-03

*In the interests of rapid gaming, this roll may be treated as optional for characters of level 10 and up. Chances of failure are quite small, and the roll does take up time.

**Characters with 16 or more skill levels cannot bungle a spell in this fashion unless they wish to do so deliberately.

2.935. REGENERATION OF PSYCHIC POWER POINTS:

One roll is allowed per day, made upon arising from sleep or a prolonged rest. If sorcery is employed on consecutive days a running total may have to be kept.

Character's original "psychic power points"	Regeneration of "psychic power points"				
	Dice score ranges and numbers of "psychic power points" regenerated during a day				
	01-20	21-50	51-80	81-90	91-100
175-200*	20	40	60	80	100
201-250	30	50	80	100	150
251-275	40	60	100	150	200
276-300	50	70	150	200	250
301-up**	60	80	200	250	All

*The minimum number of "psychic power points" a character must have to use magic is 175; cf. Sec. 2.239. This roll is irrelevant to non-magic-users.

**The highest possible stock of "psychic power points" is 390. This can be attained only by a Mihalli (Sec. 2.223) who scores 100 on all three relevant factors and adds the

+ 10, + 50, and + 30 bonuses given to this species. Such a character will be very rare.

2.941. DEFINITIONS AND ABBREVIATIONS:

The following schematic is used for all spell descriptions. The number of the spell is given first, then its name, and then its Psychic ("P") or Ritual ("R") status. The data shown below then are supplies. When a new spell is bought, its details should be noted upon the Character Record Sheet.

UI-10				co						XT	
GI-10	ag	ai		ci		I					
TI-10	nag	ar	Xmc	tr	Xmr	D: XT	sp	mr	PT: XCR		M
	A	B	C	D	E	F	G	H	I	J	K

- A. Phylum ("Universal," "generic," or "Temple") and spell level; cf. Sec. 2.921
- B. "Aggressive" or "non-aggressive"; cf. (2) above in this Section.
- C. "Aimed" or "areal"; cf. (3), above.
- D. "Circle of effect" ("c") stated in metres ("m"); cf. (4), above.
- E. "Caster only" ("co"); "Caster included" ("ci"); or "Touch range" ("tr"); cf. (5), above.
- F. "Range" ("r") stated in metres ("m"); cf. (5), above.
- G. "Duration" ("D"); either "Instantaneous" ("I") or stated in a number of one-minute turns ("T"); cf. (6), above.
- H. Permissibility of casting a second spell while maintaining the one described, indicated by "sp" ("Spell permitted"), cf. (7), above.
- I. Permissibility of making a "Magical Resistance factor roll" against the spell's effects; cf. (8), above, and Sec. 2.725 (1).
- J. "Preparation time" ("PT") stated in a number of combat rounds ("CR") or one-minute turns ("T") for those spells that require more than one round to make ready and cast; cf. (9), above.
- K. Visible or audible manifestation ("M") of the spell, if any; cf. (11), above.

An aimed spell functions like a missile weapon. The caster specifies a target and uses his/her Sorcerer/Shaman skill level as the "Combat Value" in the missile-hitting table given in Sec. 2.827. Negative Combat Value modifiers are ignored, and only the "Short Range" column is employed. The modifiers given for missile firers in Sec. 2.827 are used, however. Modifiers employed are:

Modifiers for missile fire

Modifier	Circumstance
Various	Encumbrances; Sec. 2.811
Various	Fatigue; Sec. 2.812
- 3	Shooting at an opponent who is advancing in a "dodging rush"; Sec. 2.823 (list 1, 4)
- 3	Shooting at a foe who is "defending"; Sec. 2.823 (list 2, 11)
- 5	Shooting at a foe who is diving for cover during the round; Sec. 2.823 (list 2, 12)
- 3	Shooting at a foe who is prone; Sec. 2.823 (list 2, 14)
- 2	Shooting at a foe who is crouching, sitting, or kneeling; Sec. 2.823 (list 2, 15)
- 6	Shooting while blind, against invisible foes, or in pitch darkness; Sec. 2.823 (list 2, 21). Different modifiers are given in the same paragraph for various nonhuman species
- 2	Shooting from a rank containing more characters than space allows; Secs. 2.651 and 2.823 (list 2, 25 and 26)
- 3	Shooting during the round after one has been "totally surprised" (e.g. asleep); Sec. 2.825
- 1	Suffering from a "Minor wound" (a loss of 10-25% of one's Body Damage Points); Sec. 2.8211
- 3	Suffering from a "Serious wound" (a loss of 26-50% of one's Body Damage Points); Sec. 2.8211
- 5	Suffering from a "Grave wound" (a loss of 51-75% of one's Body Damage Points); Sec. 2.8211
- 7	Suffering from a "Critical wound" (a loss of 76-90% of one's Body Damage Points); Sec. 2.8211*
- 10	Suffering from a "Fatal wound" (a loss of 91-99% of one's Body Damage Points)—at 100% loss the character is dead; Sec. 2.8211*
- 1	Shaken morale; Sec. 2.8212
- 3	Demoralised; Sec. 2.8212

*When wounded to this extent a character may not reload and/or fire any type of bow or sling. He/she retains sufficient strength to fire a loaded crossbow or artillery piece but not to reload it—or to alter the aim of the latter. Thrown missile weapons also cannot be used by a character suffering from a "Critical" or "Fatal" wound.

Special modifiers for missile fire

Modifier	Circumstance
+ 3	The target is much larger than a human: e.g. a very large animal
+ 2	The target is somewhat larger than a human: e.g. an Ahoggyá, Shén, or Black Ssó
- 2	The target is somewhat smaller than a human: e.g. a Tinaliya or one of the Pygmy Folk
- 3	The target is much smaller than a human: e.g. a small animal
- 5	The target is very small: e.g. a little snake, a large insect
- 3	It is raining or foggy; Sec. 2.612. Dense fog produces the same - 6 modifier as does darkness (above)
- 2	The target is moving at a rate faster than "Fast Walk"; Sec. 2.641
- 3	The target is flying (e.g. a Hláka, a foeman under the influence of a flying spell, various aerial creatures, etc.). This does not apply to a target hovering in the same location in the air. This modifier is not cumulatively added to the previous one; only the appropriate one of these two modifiers is utilised
- 2	The firer is moving at a rate faster than "Walk"; Sec. 2.641
- 3	The firer is flying (e.g. under the influence of a spell, in an aircar, etc.). This does not apply to the Hláka or to any other winged species, nor is it applicable to one who is only hovering in one place in the air. Again, either this modifier or the previous one is employed, whichever is relevant—but not both
- 1	The firer himself/herself is being fired upon by missiles during the round in which he/she shoots
- 3	The firer is the target of hostile magic during the round in which he/she shoots. This and the preceding modifier are cumulative
- 10	The target is involved with one or more of the firer's comrades in hand-to-hand melee. If the shot misses, a D10 is rolled: 1-5 = another character within 2 m (i.e. a 4 m circle) of the original target is struck (diced for randomly); 6-10 = the shot misses entirely (but see below). This does not apply to shooting into an unengaged flank or the rear ranks of an enemy party, provided that the firer has a clear shot or is on ground high enough above his companions to shoot over their heads
- 7	The firer is using "indirect fire," shooting in a high arc over his/her friends (or an Intervening enemy unit) in order to hit unseen foe beyond. The firer must have some means of knowing approximately where the enemy is, of course. If a hit is scored, any character within 3 m (i.e. a 6 m circle) of the originally designated target may be hit (diced for randomly): e.g. an archer indicates enemy soldier A and scores a hit. B and C are within range on either side of A. The archer rolls randomly to see whether A, B, or C is struck. Indirect

fire is limited to the various types of bows, crossbows, and slings, but not other weapons. See below for artillery.

All "touch range" spells are "aimed."

The "Short Range" table for missile and aimed spell hitting is as follows; a D100 is rolled.

Caster's Combat Value	Short range	Caster's Combat Value	Short range
-9 down	01-05	10-12	01-60
-8 to -6	01-10	13-15	01-70
-5 to -3	01-15	16-18	01-80
-2 to 0	01-20	19-21	01-85
1-3	01-30	22-24	01-90
4-6	01-40	25-27	01-95
7-9	01-50	28-30(up)	01-98

The table can be progressed further if needed. There must always be at least a 1% chance to hit and a 1% chance to miss, however.

Aiming at a specific area of a target is simulated by making the shot more difficult. A spell caster may employ a higher line in the table, making the shot harder: e.g. a mage with 10 skill levels may use the 7-9, 4-6, or even the 1-3 lines (no higher than this, however). If the shot (i.e. spell) hits, it strikes a specific area of the target, smaller and smaller areas being specified by more and more difficult shots. An eyehold in a helmet might thus be a difficult shot, requiring the caster to shoot 3 table lines up from his/her normal line.

A missed shot may hit a secondary target behind the primary one. A straight-edge is used, and if the target in front is missed, a secondary target behind takes the effect of the spell on a D10 score of 1-3; 4-10 = the shot misses. As for missile shots, a separate roll is made for each such rear target until the spell either hits or goes past all of them. Only those in direct line of fire can be struck, or course.

Areal spells need no roll to hit but take effect in a stated circle of effect at a stated range. The caster himself/herself may be the centre of this circle of effect, while other spells can only strike other targets. This is so stated in the spell description.

The circle of effect extends out in all directions around its centre. An aimed spell affects the target and others within this radius. An areal spell affects all within its area as well but need not be aimed at a specific target. It does not pass on to hit secondary targets. If the first targets within the area of effect make their "Magical Resistance factor" dice throws safely, the areal spell ends there.

The area affected by a spell is stated in terms of a circle of effect: e.g. "3mc" = a circle 3 m in diameter with the primary target at its centre. This requires either measurement or plastic templates. Some may prefer a quick, easy correspondence, with the exact number of targets struck being determined by a random D10 roll. These targets must be within the approximate limits of the original circle, of course. This correspondence is as follows:

Circle of effect	Number of potential targets within the circle of effect who may be hit*
1mc	The primary target only; one being
2mc	The primary target + 1 other being
3mc	The primary target + 1-5 (randomly rolled) secondary targets
6mc	The primary target + 1-10 secondary targets (roll D10)
9mc	The primary target + 1-20 secondary targets (roll 1D20)

*Certain spell descriptions give a specific number of possible targets; this table is then not used.

2.725. THE PSYCHIC ROLLS:

The "Magical Resistance factor" roll is made for targets hit by many spells. The permissibility of this roll is indicated in each spell description by the "mr" abbreviation.

The following table is for Universal spells. If hit by a Generic spell, the target uses the next table down, and if struck by a Temple spell the next line below that is employed.

The "Magical Resistance factor roll

Caster's Sorcerer/Shaman skill level*	Target's "Magical Resistance factor" and successful dice score ranges**														
	-5	-3	-1	0	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24	25-27	28-30	31-33
1-3	01-10	01-15	01-20	01-25	01-30	01-35	01-40	01-50	01-60	01-70	01-80	01-90	01-95	01-98	01-99
4-6	01-09	01-14	01-19	01-24	01-25	01-30	01-35	01-45	01-55	01-65	01-75	01-85	01-90	01-95	01-98
7-9	01-08	01-13	01-18	01-23	01-24	01-25	01-30	01-40	01-50	01-60	01-70	01-80	01-85	01-90	01-95
10-12	01-07	01-12	01-17	01-22	01-23	01-24	01-25	01-35	01-45	01-55	01-65	01-75	01-80	01-85	01-90
13-15	01-06	01-11	01-16	01-21	01-22	01-23	01-24	01-30	01-40	01-50	01-60	01-70	01-75	01-80	01-85
16-18	01-05	01-10	01-15	01-20	01-21	01-22	01-23	01-29	01-35	01-45	01-55	01-65	01-70	01-75	01-80
19-21	01-04	01-09	01-14	01-19	01-20	01-21	01-22	01-28	01-34	01-40	01-50	01-60	01-65	01-70	01-75
22-24	01-03	01-08	01-13	01-18	01-19	01-20	01-21	01-27	01-33	01-39	01-45	01-55	01-60	01-65	01-70
25-27	01-02	01-07	01-12	01-17	01-18	01-19	01-20	01-26	01-32	01-38	01-44	01-50	01-55	01-60	01-65
28-30 (up)	01-01	01-06	01-11	01-16	01-17	01-18	01-19	01-25	01-31	01-37	01-43	01-49	01-50	01-55	01-60

*The skill levels of a person who is both a shaman and a sorcerer are added together when calculating his/her "Magical Resistance factor" (cf. the example of Rútar Chré in (g), above). They are NOT added together when such a character casts spells, however. Rútar casts a shamanistic spell at level 3 and a sorcerer

spell at level 4. His innate abilities and status as a priest are not taken into account here either.

**The table may be progressed further at the same rates for higher level characters.

Most spells are prepared and cast within the same combat round; others require time to prepare. This is indicated by "PT" in the descriptions.

Spell casting points are expended as soon as the mage starts to ready a spell. A prepared spell can be kept cocked and ready for as long as 5 turns. This counts as one of the two spells that a mage can maintain at any one time.

Two rounds are needed to read a spell from a book or scroll. It takes effect in the caster's initiative "turn" in the 3rd round.

Armour and/or a shield give no defence against spells. The only exceptions are armour of medium or heavy coverage and/or a shield of large size made of en-

chanted steel or copper; this gives a +1 level protection on the preceding table (e.g. the 4-6 line instead of the 7-9 line for one who has 7 skill levels).

Heavier cover allows a "shield/cover roll" against an aimed aggressive spell (but not an areal aggressive spell; cf. Sec. 2.828 (list 1,7)). No "shield/cover roll" is permitted to the victim of a bungled spell cast by one of his/her own party.

Many spells do damage according to the tables in Sec. 2.829; others harm targets in ways specifically stated in their descriptions. Damage tables are repeated here for ease of play.

The "critical hit" table is given opposite:

Weapon Damage

Table A		Table B		Table C	
Die score	Damage	Die score	Damage	Die score	Damage
1-4	1	1-3	1	1-2	2
5-10	2	4-6	2	3-4	3
11-16	4	7-9	3	5-6	4
17-19	5	10-13	5	7-9	6
20	Critical hit	14-17	6	10-12	7
		18-19	7	13-15	8
		20	Critical hit	16-17	9
				18-19	10
				20	Critical hit

Table D		Table E		Table F	
Die score	Damage	Die score	Damage	Die score	Damage
1-2	4	1-2	5	1-2	7
3-4	5	3-4	6	3-4	8
5-6	6	5-6	7	5-6	9
7-9	8	7-9	9	7-9	11
10-12	9	10-12	10	10-12	12
13-15	10	13-15	11	13-15	13
16-17	11	16-17	12	16-17	14
18-19	12	18-19	13	18-19	15
20	Critical hit	20	Critical hit	20	Critical hit

Table G		Table H		Table I	
Die score	Damage	Die score	Damage	Die score	Damage
1	10	1	15	1	20
2-3	11	2-3	18	2-3	25
4-5	12	4-5	21	4-5	30
6-7	14	6-7	24	6-7	35
8-10	15	8-10	28	8-10	40
11-13	16	11-13	32	11-13	45
14-16	17	14-16	36	14-15	50
17-18	18	17-18	40	16-17	55
19-20	Critical hit	19-20	Critical hit	18-20	Critical hit

Table J		Table K		Table L	
Die score	Damage	Die score	Damage	Die score	Damage
1	25	1	30	1	35
2-3	30	2-3	35	2-3	40
4-5	35	4-5	40	4-5	45
6-7	40	6-7	45	6-7	50
8-9	45	8-9	50	8-9	60
10-11	50	10-11	60	10-11	70
12-13	55	12-13	70	12-13	85
14-15	60	14-15	85	14-15	100
16-17	65	16-20	Critical hit	16-20	Critical hit
18-20	Critical hit				

Critical hit table

Die score	Effect*
1-3	The damage done for a score of 10 on the table used is multiplied by 2: e.g. a fighter wielding a long one-handed weapon employs table C; if he/she scores a 20 on table C, a die roll of 1, 2, or 3 here causes a loss of $7 \times 2 = 14$ points to the opponent
4-7	The damage done for a score of 15 on the table used is multiplied by 2: e.g. on table C, this results in $8 \times 2 = 16$ points of damage
8-9	The damage done for a score of 15 on the table used is multiplied by 3: e.g. on table C, this does $8 \times 3 = 24$ points of damage
10	The opponent is automatically slain

2.942. UNIVERSAL SPELLS: HEALING:

Healing done by a physician is detailed in the melee combat play-sheets, as are degrees of wounding, etc.; cf. pp. 10-11. The sorcerous Healing spells (nos. 10, 48, 148) require a special D10 roll to work, however. The patient's basic "Magical Resistance factor" is compared with the mage's skill level, and a die is rolled. If this falls, a Healing spell cannot be cast again upon the same target by the same or a different mage to heal the same wounds. Physical healing must then be used instead. If it does work, and if all of the lost Body Damage Points are not completely restored, further Healing spells can be cast without any need to roll.

Target's basic "Magical Resistance factor"	Caster's skill level and successful D10 score ranges					
	1-3	4-6	7-9	10-12	13-15	16-up
03-100	1-3	1-4	1-5	1-6	1-7	1-8
101-175	1-4	1-5	1-6	1-7	1-8	1-9
176-200	1-5	1-6	1-7	1-8	1-9	1-10
201-250	1-6	1-7	1-8	1-9	1-10	—
251-300	1-7	1-8	1-9	1-10	—	—
301-up	1-8	1-9	1-10	—	—	—

For the details of other spells, see the descriptions.

"Touch range" aggressive spells require a "competitive Dexterity roll" (Secs. 2.723 and 2.7211 (1) in order to hit; cf. also Sec. 2.823 (list 2, 19).

Some of the more useful "Adventure Action" dice rolls are included below for ease of play. Cf. the relevant Sections for details.

2.721. THE HEIGHT-BUILD-STRENGTH ROLL:

Height-Build-Strength factor	Action difficulty-level and successful dice score ranges				
	Easy test	Harder test	Difficult test	Very difficult test	Real challenge
01-20	01-50	01-40	01-30	01-20	01-10
21-75	01-55	01-45	01-35	01-25	01-15
76-135	01-60	01-50	01-40	01-30	01-20
136-up*	01-65	01-55	01-45	01-35	01-25

*Nonhumans with very powerful physiques (Sec. 2.223) may be given still better chances of performing actions requiring great strength, but a "real challenge" should still provide a substantial chance of failure. An Ahoggyá trying to smash open a heavy bronze door, for example, would still find this a formidable task. At the referee's discretion, a further modifier of -10 may be applied to the creature's dice score.

2.722. THE "STAMINA FACTOR ROLLS"

The "Endurance roll"

Stamina factor	Action difficulty and successful dice score ranges				
	Easy test	Harder test	Difficult test	Very difficult test	Real challenge
5-15	01-50	01-40	01-30	01-20	01-10*
20-35	01-55	01-45	01-35	01-25	01-15
40-50	01-60	01-50	01-40	01-30	01-20
55-up	01-65	01-55	01-45	01-35	01-25

*There is always a 1 percent chance of success, no matter how many minus modifiers are applied.

The "Recovery roll"					
Stamina factor	Amount of wound/illness change & dice score ranges				
	2 degrees worse	1 degree worse	No change	1 degree better	2 degrees better
5-10	01-25	26-50	51-75	76-90	91-100
15-20	01-20	21-40	41-70	71-85	86-100
25-35	01-15	16-35	36-65	66-80	81-100
40-50	01-10	11-30	31-60	61-75	76-100
55-up	01-05	06-25	26-55	56-70	71-100

Times needed by antidotes to work

Stamina factor	Number of days required for an antidote to restore a poison/drug victim to full health*
5-20	1-10
25-40	1-5
45-up	1-3

*The actual number of days within these ranges is established by a random die roll.

2.723. THE "DEXTERITY FACTOR ROLL"

The "Dexterity factor roll"					
Dexterity factor modifier	Action difficulty level & successful dice score ranges				
	Easy test	Harder test	Difficult test	Very difficult test	Real challenge
-30	01-05	01-04	01-03	01-02	01
-20	01-10	01-07	01-05	01-03	01-02
-15	01-20	01-15	01-12	01-09	01-07
-10	01-30	01-20	01-15	01-12	01-09
-5	01-40	01-30	01-20	01-15	01-12
0	01-50	01-40	01-30	01-20	01-15
+5	01-60	01-50	01-40	01-30	01-20
+10	01-70	01-60	01-50	01-40	01-30
+15	01-80	01-70	01-60	01-50	01-40
+20	01-85	01-75	01-65	01-55	01-45
+30	01-90	01-80	01-70	01-60	01-50
+40	01-95	01-85	01-75	01-65	01-55

2.724. THE "INTELLIGENCE ROLLS:

The "Intelligence roll"

The "Intelligence roll"					
Intelligence factor	Action difficulty level and successful dice score ranges				
	Easy test	Harder test	Difficult test	Very difficult test	Real challenge
01-02	01-05	01-04	01-03	01-02	01
03-15	01-12	01-09	01-07	01-05	01-03
16-20	01-15	01-12	01-09	01-07	01-05
21-40	01-20	01-15	01-12	01-09	01-07
41-60	01-40	01-30	01-20	01-15	01-12
61-80	01-60	01-50	01-40	01-30	01-20
81-95	01-70	01-60	01-50	01-40	01-30
96-99	01-80	01-70	01-60	01-50	01-40
100	01-90	01-80	01-70	01-60	01-50

The "Intelligence-Dexterity roll" uses the above table but applies the "Dexterity" factor modifier.

2.725 (2): THE DIVINE INTERVENTION ROLL:

Any character can make this roll, but it is not to be used for gaining information, wealth, etc. See the Section. A +1 is added for each level the supplicant has in the skill of Priest (or for a Shaman who summons his/her "spirit" or animal totem). It is harder to gain Intervention from a Deity than from a Cohort; a +10 is added to the D100 score for the latter, but the help they can give is less. Intervention is left to the referee. A result of Retribution is interpreted as shown below. A long list of further modifiers to the Divine Intervention roll is given in the Section.

The "Divine Intervention roll"			
Basic Magical Resistance factor	Chances of divine intervention & dice scores		
	Retribution	No effect	Intervention
00-below	01-70	71-99	100
01-50	01-65	66-95	96-100
51-100	01-60	61-91	92-100
101-150	01-55	56-87	93-100
151-200	01-50	51-83	84-100
201-250	01-45	46-79	80-100
251-300	01-40	41-75	76-100
301-350	01-35	36-71	72-100
351-up	01-30	31-67	68-100

A D20 is rolled for Retribution:

Retribution	
Die score	Result
1	The worshipper and all other devotees of the same deity (including those of his/her Cohort) in the party (within about a 100 m radius) are instantly slain. The supplicant can never be revived, but his/her companions can be restored to life through the usual sorcerous means.
2	The worshipper alone is slain and cannot ever be revived.
3-10	The character loses 75 percent of his/her original stock of Body Damage Points (Sec. 2.214). If this reduces him/her below zero, he/she dies. Revivification is possible.
11-15	The character loses 50 percent of his/her original stock of Body Damage Points (as above)
16-18	The character loses 25% of his/her original stock of Body Damage Points (as above)
19	The character loses 10% of his/her original stock of Body Damage Points (as above)
20	The character is not harmed. The deity was not really very upset after all.

2.726. THE COMELINESS/CHARISMA ROLLS:

The "Comeliness roll"					
Comeliness	Degrees of success and dice score ranges				
	Very poor	Poor	Average	Good	Excellent
01-05	01-60	61-90	91-98	99	100
06-20	01-40	41-70	71-95	96-98	99-100
21-50	01-20	21-60	61-90	91-95	96-100
51-70	01-15	16-40	41-80	81-90	91-100
71-90	01-10	11-20	21-70	71-85	86-100
91-99	01-05	06-15	16-50	51-70	71-100
100	01-02	03-10	11-30	31-50	51-100

The "Charisma roll"					
Charisma factor	Degrees of success and dice score ranges				
	Very poor	Poor	Average	Good	Excellent
01-05	01-60	61-90	91-98	99	100
06-20	01-40	41-70	71-95	96-98	99-100
21-80	01-20	21-60	61-85	86-95	96-100
81-90	01-15	16-50	51-75	76-85	86-100
91-99	01-10	11-40	41-65	66-80	81-100
100	01-05	06-30	31-60	61-75	76-100

2.727. THE "SKILL SUCCESS ROLL":

The following table is used for an "easy" skill (one that costs 5 points per skill level to buy in Sec. 2.239). A "Moderately easy" skill (one that costs 10 points) is given a -5 on the score; a "Complex" skill is given a -10; and a "Difficult" skill is given a -15. A modifier of -5 is given for an Intelligence factor of 01-20; a +5 for 81-99; and a +10 for an Intelligence of 100; cf. Sec. 2.215. A minus Dexterity modifier in Sec. 2.213 gives a modifier here of -10, if the skill requires agility; a plus modifier in Sec. 2.213 adds a +5.

The 'Skill success roll'					
Skill level	Type of test and scores signifying failure ("F"), accomplishment ("A"), or resounding success ("S")				
	Easy test	Harder test	Difficult test	Very difficult test	Real challenge
1-3	F: 01-30	01-40	01-50	01-60	01-70
	A: 31-70	41-80	51-85	61-90	71-95
	S: 71-100	81-100	86-100	91-100	96-100
4-6	F: 01-20	01-30	01-40	01-50	01-60
	A: 21-65	31-75	41-80	51-85	61-90
	S: 66-100	76-100	81-100	86-100	91-100
7-9	F: 01-15	01-25	01-30	01-40	01-50
	A: 16-60	26-70	31-75	41-80	51-85
	S: 61-100	71-100	76-100	81-100	86-100
10-12	F: 01-10	01-20	01-25	01-35	01-45
	A: 11-55	21-65	26-70	36-75	46-80
	S: 56-100	66-100	71-100	76-100	81-100
13-15	F: 01-05	01-15	01-20	01-30	01-40
	A: 06-50	16-60	21-65	31-70	41-75
	S: 51-100	61-100	66-100	71-100	76-100
16-18*	F: 01-03	01-10	01-15	01-25	01-35
	A: 04-45	11-55	16-60	26-65	36-70
	S: 46-100	56-100	61-100	66-100	71-100

*The table can be progressed further for still higher skill levels. A 1% chance must always remain, however, that even a very great expert may still fail in a given task.

2.728. THE "PERCEPTION AND COMMUNICATION ROLLS":

Most of these have been given previously. The table for possible sightings may be useful, as may the "Language Intelligibility roll".

Automatic visibility at various distances	
Distance	Items one can see
15 km	Tall temple towers, the mass of a city lying across a flat plain
10 km	Lower towers, domes, major buildings, tall sails on a calm sea, a <i>Sákbe</i> road
4 km	Individual buildings, pylons, large gates, etc.
2 km	Low city walls or earthworks, very large animals (e.g. a <i>Sró</i>), the glitter of armour, a line of <i>Chlèn</i> carts on an open road
1,500 m	A large body of soldiers (as a dark, unbroken line), large animals (but smaller than a <i>Sró</i> : e.g. a <i>Sérudla</i>), a single <i>Chlèn</i> cart in the open
1,200 m	Individual companies or Cohorts of troops, large artillery pieces (e.g. an onager or trebuchet)
1 km	A line of fencing or other low obstructions
800 m	Some details of troop facing and formations; the arm and leg movements of marching troops
600 m	The number of files which make up a unit of troops, shield sizes, shapes, and major colours, the identity of nonhuman contingents
450 m	The heads of individuals and the shapes of their headdresses, weapon types
300 m	The ornaments on armour, the heraldry and blazoning of standards
200 m	The identities of individuals in a front rank
100 m	Facial expressions and most other non-concealed details

The "Language Intelligibility roll"					
Speaker's ability	Hearer's competence and successful dice score ranges				
	Elementary	Intermediate	Advanced	Near-native	Native
Elementary	01-20	01-30	01-40	01-50	01-60
Intermediate	01-30	01-40	01-50	01-60	01-70
Advanced	01-40	01-50	01-60	01-70	01-80
Near-native	01-50	01-60	01-70	01-80	01-90
Native	01-60	01-70	01-80	01-90	—

2.424. COMPETENCE REWARDS:

The points given to a warrior and to a physician for success are provided in the combat play-sheets. Here the "gamed Victory Points" for a sorcerer or shaman are added, together with the points received by these characters for using non-aggressive helpful spells for their party. The skill points earned by a merchant are added also.

Gamed "victory points"							
Winner's skill level	Loser's Warrior/Assassin skill level, or "Magical Resistance factor roll," and points gained						
	0-3*	4-8	9-13	14-18	19-23	24-28	29-33**
1-3	100	300	500	800	1,100	1,400	1,900
4-6	75	100	300	500	800	1,100	1,400
7-9	50	75	100	300	500	800	1,100
10-12	25	50	75	100	300	500	800
13-15	15	25	50	75	100	300	500
16-18	10	15	25	50	75	100	300
19-up**	5	10	15	25	50	75	100

*This includes opponents with "minus" "Magical Resistance factors"; cf. Sec. 2.725.

**This table may be progressed further at the same rates for still more powerful combatants.

Sorcerer/Shaman non-aggressive spell points

Spell-casting competence points			
Caster's skill level	Type of "non-aggressive" spell cast & pts gained		
	Universal	Generic	Temple
1-3	30	60	120
4-6	25	50	100
7-9	20	40	80
10-12	15	30	60
13-15	10	20	40
16-18	5	10	20
19-up	3	6	12

Mercantile skill points

Mercantile skill points				
Merchant's skill level	Income earned during the month (in Tsolyáni <i>Káitars</i>) and skill points given			
	1-1,000	1,001-5,000	5,001-10,000	10,001-up
1-3	100	300	500	1,000
4-6	75	100	300	500
7-9	50	75	100	300
10-12	25	50	75	100
13-15	15	25	50	75
16-18	10	15	25	50
19-up	5	10	15	25

2.641. MOVEMENT IN BUILDINGS AND THE "UNDERWORLDS":

Encumbrance in movement												
Percentages of encumbrance limit carried and distances*												
Speeds	0-25			26-50			51-75			76-100		
	Mpt	Mpr	Spt	Mpt	Mpr	Spt	Mpt	Mpr	Spt	Mpt	Mpr	Spt
Slow	15	2	5	15	2	5	12	1	4	9	1	3
Walk	45	5	15	45	5	15	36	4	12	30	3	10
Fast walk	90	9	30	90	9	30	70	7	24	60	6	20
Run	200	20	67	150	15	50	100	10	33	90	9	30
Sprint**	—	42	14	—	—	—	—	—	—	—	—	—

[cont.]												
Speeds	101-150			151-200			201-250					
	Mpt	Mpr	Spt	Mpt	Mpr	Spt	Mpt	Mpr	Spt	Mpt	Mpr	Spt
Slow	7	1	2	6	1	2	3	(.3)	1			
Walk	24	2	8	21	2	7	15	2	5			
Fast walk	42	4	14	36	4	12	21	2	7			
Run	60	6	20	39	4	13	—	—	—			
Sprint	—	—	—	—	—	—	—	—	—			

*Playability demands definite limits. A character who is carrying 99 percent of his/her encumbrance limit therefore moves at the 76-100 rates, while one who is burdened with 101 percent must use the 101-150 column. The latter may hand over a few of his/her possessions to a less-encumbered individual, of course.
 **As said above, this speed can be kept up for only two combat rounds. The figure "14" is thus the number of squares traversed per combat round in this case.

2.651. MOVEMENT FOR THE MINIATURE FIGURE SCALE:

Movement for the miniature figure scale								
Percentages of encumbrance limit carried and distances in centimetres								
Speeds	0-25	26-50	51-75	76-100	101-150	151-200	201-250	
Slow	3	3	2	2	2	2	1	
Walk	8	8	6	5	3	3	3	
Fast walk	14	14	11	9	6	6	3	
Run	30	23	15	14	9	6	—	
Sprint	63	—	—	—	—	—	—	

Attacker's Combat Value	DEFENDER'S COMBAT VALUE AND DICE SCORE RANGES TO HIT													
	-9 down	-8 to -6	-5 to -3	-2 to 0	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24	25-27	28-30
-9 down	01-40	01-30	01-20	01-10	01-05	01-04	01-03	01-02	01*	01	01	01	01	01
-8 to -6	01-45	01-35	01-25	01-15	01-10	01-05	01-04	01-03	01-02	01	01	01	01	01
-5 to -3	01-50	01-40	01-30	01-20	01-15	01-10	01-05	01-04	01-03	01-02	01	01	01	01
-2 to 0	01-55	01-45	01-35	01-25	01-20	01-15	01-10	01-05	01-04	01-03	01-02	01	01	01
1-3	01-60	01-50	01-40	01-30	01-25	01-20	01-15	01-10	01-05	01-04	01-03	01-02	01	01
4-6	01-65	01-55	01-45	01-35	01-30	01-25	01-20	01-15	01-10	01-05	01-04	01-03	01-02	01
7-9	01-70	01-60	01-50	01-40	01-35	01-30	01-25	01-20	01-05	01-10	01-05	01-04	01-03	01-02
10-12	01-75	01-65	01-55	01-45	01-40	01-35	01-30	01-25	01-20	01-15	01-10	01-05	01-04	01-03
13-15	01-80	01-70	01-60	01-50	01-45	01-40	01-35	01-30	01-25	01-20	01-15	01-10	01-05	01-04
16-18	01-85	01-75	01-65	01-55	01-50	01-45	01-40	01-35	01-30	01-25	01-20	01-15	01-10	01-05
19-21	01-90	01-80	01-70	01-60	01-55	01-50	01-45	01-40	01-35	01-30	01-25	01-20	01-15	01-10
22-24	01-95	01-85	01-75	01-65	01-60	01-55	01-50	01-45	01-40	01-35	01-30	01-25	01-20	01-15
25-27	01-99	01-90	01-80	01-70	01-65	01-60	01-55	01-50	01-45	01-40	01-35	01-30	01-25	01-20
28-30	01-99*	01-95	01-85	01-75	01-70	01-65	01-60	01-55	01-50	01-45	01-40	01-35	01-30	01-25

A score of 100 on the previous table denotes an accident. A D10 is rolled:

Weapon Damage

Table A		Table B		Table C		Table D		Table E		Table F	
Die score	Damage	Die score	Damage	Die score	Damage	Die score	Damage	Die score	Damage	Die score	Damage
1-4	1	1-3	1	1-2	2	1-2	4	1-2	5	1-2	7
5-10	2	4-6	2	3-4	3	3-4	5	3-4	6	3-4	8
11-16	4	7-9	3	5-6	4	5-6	6	5-6	7	5-6	9
17-19	5	10-13	5	7-9	6	7-9	8	7-9	9	7-9	11
20	Critical hit	14-17	6	10-12	7	10-12	9	10-12	10	10-12	12
		18-19	7	13-15	8	13-15	10	13-15	11	13-15	13
		20	Critical hit	16-17	9	16-17	11	16-17	12	16-17	14
				18-19	10	18-19	12	18-19	13	18-19	15
				20	Critical hit	20	Critical hit	20	Critical hit	20	Critical hit

Table G		Table H		Table I		Table J		Table K		Table L	
Die score	Damage	Die score	Damage	Die score	Damage	Die score	Damage	Die score	Damage	Die score	Damage
1	10	1	15	1	20	1	25	1	30	1	35
2-3	11	2-3	18	2-3	25	2-3	30	2-3	35	2-3	40
4-5	12	4-5	21	4-5	30	4-5	35	4-5	40	4-5	45
6-7	14	6-7	24	6-7	35	6-7	40	6-7	45	6-7	50
8-10	15	8-10	28	8-10	40	8-9	45	8-9	50	8-9	60
11-13	16	11-13	32	11-13	45	10-11	50	10-11	60	10-11	70
14-16	17	14-16	36	14-15	50	12-13	55	12-13	70	12-13	85
17-18	18	17-18	40	16-17	55	14-15	60	14-15	85	14-15	100
19-20	Critical hit	19-20	Critical hit	18-20	Critical hit	16-17	65	16-20	Critical hit	16-20	Critical hit
						18-20	Critical hit				