

# EARTHDAWN

FOURTH EDITION



2014  
CERAN

## Step/Action Dice Table

<i>Step</i>	<i>Action Dice</i>	<i>Step</i>	<i>Action Dice</i>
1	D4-2	26	D20+D12+2D6
2	D4-1	27	D20+D12+D8+D6
3	D4	28	D20+D12+2D8
4	D6	29	D20+D12+D10+D8
5	D8	30	2D20+2D6
6	D10	31	2D20+D8+D6
7	D12	32	2D20+2D8
8	2D6	33	2D20+D10+D8
9	D8+D6	34	2D20+2D10
10	2D8	35	2D20+D12+D10
11	D10+D8	36	2D20+2D12
12	2D10	37	2D20+D12+2D6
13	D12+D10	38	2D20+D12+D8+D6
14	2D12	39	2D20+D12+2D8
15	D12+2D6	40	2D20+D12+D10+D8
16	D12+D8+D6	41	3D20+2D6
17	D12+2D8	42	3D20+D8+D6
18	D12+D10+D8	43	3D20+2D8
19	D20+2D6	44	3D20+D10+D8
20	D20+D8+D6	45	3D20+2D10
21	D20+2D8	46	3D20+D12+D10
22	D20+D10+D8	47	3D20+2D12
23	D20+2D10	48	3D20+D12+2D6
24	D20+D12+D10	49	3D20+D12+D8+D6
25	D20+2D12	50	3D20+D12+2D8

## Default Skill Table

Animal Handling
Avoid Blow
Awareness
Bribery
Climbing
Conversation
Distract
Etiquette
Flirting
Haggle
Melee Weapons
Missile Weapons
Research
Resist Taunt
Seduction
Slough Blame
Swimming
Throwing Weapons
Tracking
Unarmed Combat
Wilderness Survival

## Perception Modifiers Table

<i>Condition</i>	<i>Difficulty Modifier</i>	<i>Condition</i>	<i>Difficulty Modifier</i>
<b>Sight:</b>		<b>Smell:</b>	
Dusk/dawn	+2	Obvious odor	-2
<b>Darkness:*</b>		Other odors present	+2
Partial	+1	<b>Touch:</b>	
Full	+2	Extreme temperature	-3
<b>Light rain</b>	+1	Perceiver wearing gloves	+3
<b>Heavy rain</b>	+3	<b>Taste:</b>	
		Taste is obvious	-3
		Perceiver has a cold	+3
<b>Target concealed:</b>			
Partial			+2
Full			+4
Target same color as surroundings			+3
Target contrasts with surroundings			-3
Target uniquely shaped compared to surroundings			-2
Viewer knows what to look for			-2
<b>Sound:</b>			
Soft background noise			+1
People talking nearby			+2
Boisterous talking/singing			+3
Combat/battle noise			+4
Sound lower pitched than background noise			+2
Sound higher pitched than background noise			-2
Sound has steady rhythm contrasting with background noise			-2
Listener has heard sound before and recognizes it			-2
Only audible sound			-3

\*In addition to relevant test penalties (see **Situation Modifiers Table**).

### Dispel & Sensing

#### Difficulty Table

<u>Spell Circle</u>	<u>Dispel Difficulty</u>	<u>Sensing Difficulty</u>
1	11	16
2	12	17
3	13	18
4	14	19
5	15	20
6	16	21
7	17	22
8	18	23
9	19	24
10	20	25
11	21	26
12	22	27
13	23	28
14	24	29
15	25	30

### Step Number Conversion Table

<u>Step Number</u>	<u>Defense Rating</u>	<u>Mystic Armor</u>	<u>Unc Rating</u>	<u>Death Rating</u>	<u>Wound Threshold</u>
2	2-3	0	2-6	4-8	3-4
3	3-4	0-1	8-12	11-15	4-5
4	5-6	1	14-18	18-22	6-7
5	6-7	2	20-24	25-29	7-8
6	8-9	2-3	26-30	32-36	9-10
7	9-10	3	32-36	39-43	10-11
8	11-12	3-4	38-42	46-50	12-13
9	12-13	4	44-48	53-57	13-14
10	14-15	5	50-54	60-64	15-16
11	15-16	5-6	56-60	67-71	16-17

### Favor Success Table

<u>Target Attitude</u>	<u>Small Favor</u>	<u>Large Favor</u>
Awestruck	Automatic	1 Success
Loyal	1 Success	2 Successes
Friendly	2 Successes	3 Successes
Neutral	3 Successes	4 Successes
Unfriendly	4 Successes	NA

### Favor Payback Table

<u>Target Attitude</u>	<u>Small Favor</u>	<u>Large Favor</u>
Awestruck	Never	1 year
Loyal	1 year	1 month
Friendly	1 month	1 week
Neutral	1 week	1 day
Unfriendly	1 day	NA

### Physician Table

<u>Ailment</u>	<u>Difficulty Number</u>
Common Cold	4
Injury and Wounds	5
Influenza	6
Mild Poison	6
Broken Bones	8
Strong Poison	11
Black Death	15

### Knowledge Obscurity Table

<u>Knowledge Obscurity</u>	<u>Success Level Required</u>
General	1 Success
Detailed	2 Successes
Intricate	3 Successes
Obscure	4+ Successes

### Difficulty Number Table

<u>Acting Character</u>	<u>Easy</u>	<u>Average</u>	<u>Hard</u>	<u>Very Hard</u>	<u>Heroic</u>
Ordinary	1-2	3-5	6-9	10-12	13-15
Journeyman	1-2	3-7	8-12	13-16	17-20
Wardens	3-6	7-12	13-18	19-22	23-27
Master	6-8	12-16	18-24	25-29	30-35
	8-11	17-20	25-28	29-34	35-41

### Knowledge Test Table

<u>Type of Information</u>	<u>Difficulty Number</u>
To-the-Point	5
Closely Related	7
Related	9
Hardly Related	12
Unrelated	NA

### Climbing Difficulty Table

<u>Surface</u>	<u>Difficulty</u>
Tree	5
Pole	7
Rocky Cliff	9
Wall	12
Sheer Surface	15
Distance (Choose highest)	
20+ yards	+1 DN
50+ yards	+2 DN
100+ yards	+3 DN
Each additional 100 yards	+1 DN

### Perception Difficulty Table

<u>Situation</u>	<u>Typical Difficulty</u>
Hidden target	Target's Dexterity
Locate trap	Step Trap Detection Difficulty
Spot secret door	8+
Notice clues	5+
Notice anything unusual about surroundings	6

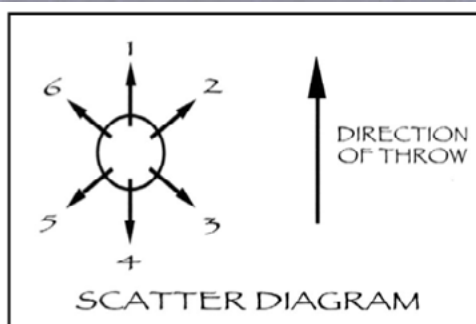
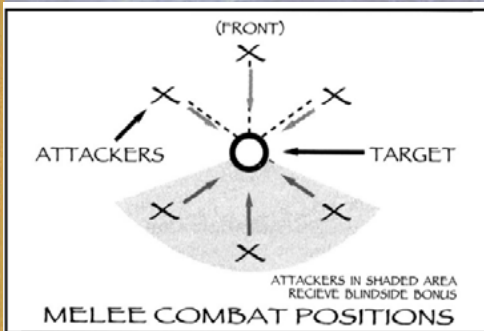
## Situation Modifiers Table

<u>Situation</u>	<u>Action Test Modifier</u>	<u>Defense Modifier*</u>
Blindsided	-	-2
Cover - Partial	-	+2
Cover - Full	-	NA
Darkness (Blindness; Dazzled) - Partial	-2	-
Darkness (Blindness; Dazzled) - Full	-4	-
Harried	-2	-2
Impaired Movement - Light	-2	-
Impaired Movement - Heavy	-4	-
Knocked Down	-3	-3
Range - Short	-	-
Range - Long	-2	-
Surprised	No tests	-3

\* Applies to Social Defense at gamemaster discretion.

## Falling Damage Table

<u>Distance Fallen (yards)</u>	<u>Damage Step</u>
2-3	5
4-6	10
7-10	15
11-20	20 (2)
21-30	25 (2)
31-50	25 (3)
51-100	30 (3)
101-150	30 (4)
151-200	35 (4)
201+	35 (5)



## Barrier Rating Table

<u>Barrier Material</u>	<u>Death Rating</u>	<u>Physical Armor</u>
Blood Ivy	15	3
Cave or Natural Wall	150	30
Wood (up to 2 inches thick)	20	7
Wood (more than 2 inches thick)	30	9
Stone Wall (mortared)	45	12
Stone Block	85	20

## Fire Damage Table

<u>Size of Fire</u>	<u>Damage Step</u>
Torch	4 (touch)
Campfire (Small)	6 (touch)
Campfire (Large)	8 (touch)
Forest Fire	12
House Fire	10

## Combat Options Table

<u>Combat Option</u>	<u>Strain</u>	<u>Effect/Modifier</u>
Aggressive Attack	1 per attack	+3 Attack and Damage, -3 PD and MD
Attacking to Knockdown	0	Knock opponent down; inflicts no damage
Attacking to Stun	0	Damage test inflicts Stun damage
Called Shot	1	-3 Attack test to hit designated area.
Defensive Stance	0	+3 PD and MD; -3 to all tests except Knockdown.
Jump Up	2	Stand up as a Simple action; no other movement.
Setting Against a Charge	0	Unhorse a charging opponent.
Shattering a Shield	1	Breaks opponent's shield
Splitting Movement	1	Can move, act, and move again; character is Harried.
Tail Attack[t'skrang only]	0	Additional Unarmed attack; -2 to all tests.

### Raw Magic Table

Region Type	Warping Step	Damage Step	Horror Mark Step**
Safe	Circle*	Circle + 4	NA
Open	Circle + 5	Circle + 8	Circle + 2
Tainted	Circle + 10	Circle + 12	Circle + 5
Corrupt	Circle + 15	Circle + 16	Circle + 10

\* Refers to Circle of spell being cast.

\*\* The Horror Mark Step cannot exceed the Horror's Spellcasting Step

### Astral Backlash Table

Region Type	Damage Step
Safe	SR + 4
Open	SR + 8
Tainted	SR + 12
Corrupt	SR + 16

### Astral Sensing Table

Region Type	Difficulty Modifier
Safe	NA
Open	+2
Tainted	+5
Corrupt	+12

### Navigation Table

Difficulty Number	Condition
5	Clear night sky, few obstructions blocking the character's view (on an open plain)
7	Scattered clouds and/or minor obstructions, such as low buildings
9	Partly cloudy or significant obstructions (trees, nearby mountains, and so on)
12	Overcast, heavy foliage or other conditions blocking the character's view of the sky
18	Severe rainstorm or blizzard blocking the sky

### Interaction Success Table

Type of Interaction Test	Required Successes
<b>Deceit:</b>	
Exaggeration	1+
Fabrication	2+
Half-Truth	1+
<b>Insight:</b>	
Detect basic emotion	1+
Detect deception	2+*
Detect deception when features obscured	3+
<b>Intimidation:</b>	
Do nothing	1+
Take action	2+
<b>Make an Impression:</b>	
Improve target's attitude by one level	1+
Worsen target's attitude by one level	Rule of One

\* Against active deception, sensing character must score more successes than deceiving character.

### Survival Table

Terrain	Difficulty Number
The Badlands	12
The Blood Wood	10
Hinterlands	7
Jungles	7
Mountains, highland	7
Mountains, lowland	6
Plains	6
The Poison Forest	12
The Wastes	12
Woodlands	5

### Light Source Table

Source	Radius
Candle	2 yards
Torch	5 yards
Campfire	10 yards
Lantern	10 yards
Light Quartz	5 yards

### Travel Rate Table

Method of Travel	Travel Rate
Airship	300 miles*
Caravan (foot)	20 miles
Caravan (mounted)	30 miles
Namegiver (foot)	25 miles
Namegiver (mounted)	45 miles
Riverboat	100 miles*

\* 16 hours of travel instead of 8

### Visibility Table

Condition	Short	Medium	Long
Daylight	25	200	750
Dawn/Dusk	15	125	500
Light Fog	10	75	250
Heavy Fog	2	5	10
Light Rain	15	175	350
Heavy Rain	10	50	100
Night, full moon	5	60	200
Moonless night	5	15	30



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