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SCREEN

HARD



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- Lore Tables
- Attack Tables
- Encounter Tables
- Monster Tables
- Herbs & Poisons
- Magic Item Tables
- Mundane Gear
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ICE 1000



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	CRUSH CRITICALS	PUNCTURE CRITICALS	SLASH CRITICALS	
(-19)-(-10)	Strike whistles past, barely nicking foe. 1 Hit.	Try using the pointed end next time. 1 Hit.	Stop embarrassing your friends. 1 Hit.	(-19)-(-10)
(-9)-0	I have seen kittens hit harder. 1 Hit.	Just a flesh wound. Remember to aim. 2 Hits.	A little more practice, and you could be a barber. 3 Hits.	(-9)-0
01-10	Whoosh! 2 Hits.	Congratulations. You got his undivided attention. 4 Hits.	You nicked his arm. 5 Hits.	01-10
11-20	You going for a Love Tap? 7 Hits.	You drew blood! 6 Hits.	Nice rib slash. 7 Hits.	11-20
21-30	I am so impressed, not! Foe takes 9 Hits.	You neatly skewer his weapon arm. 8 Hits.	Solid blow to his back, but work on that follow through. 9 Hits.	21-30
31-40	Hefty strike bruises leg muscles and bones. Foe takes 11 Hits and is at -5.	Cheap shot to the shin. 10 Hits.	Mighty blow breaks a rib. 12 Hits.	31-40
41-50	Hard shoulder strike. Foe takes 13 Hits and is stunned 1 round.	Nasty puncture to foe's chest. 12 Hits.	You hack at foe's shoulder like you're chopping wood. Takes 14 Hits and is at -5.	41-50
51-60	You broke his collarbone. Foe takes 15 Hits, is stunned 1 round, and is at -10.	Your strike tears up foe's armor and exposes skin. Foe takes 14 Hits is and stunned 1 round.	Slash to the abdomen. 16 Hits.	51-60
61-70	The sound of cracking ribs is music to your ears. Foe takes 17 Hits and is stunned 2 rounds.	Forearm puncture leaves open wound. Foe takes 16 Hits, is stunned 1 round, and bleeds 1 per round.	The idiot used his arm to parry. Foe takes 18 Hits, is stunned 1 round, and is at -10.	61-70
71-80	Nice, hard blow to his side. 19 Hits. Foe is stunned 2 rounds and is at -15. Keep that momentum going.	That thigh wound drew blood. Foe takes 18 Hits, is stunned 2 rounds, bleeds 1 per round, and is at -5.	Blow to his elbow. Foe takes 20 Hits, is stunned 1 round, bleeds 1 per round, and is at -15.	71-80
81-85	Precise, well-placed blow destroys shoulder muscles and tendons. Foe takes 21 Hits and is stunned 3 rounds.	Shot destroys calf muscle. Foe takes 19 Hits, is stunned 3 rounds, and bleeds 1 per round.	Gashing slash destroys muscle. Foe takes 23 Hits, is stunned 2 rounds, and bleeds 1 per round.	81-85
86-90	Strike knocks foe down. Foe takes 23 Hits, is stunned 3 rounds, and bleeds 1 per round.	Messy, but effective neck strike. Foe takes 21 Hits, is stunned 3 rounds, bleeds 2 per round, and is at -10.	Gory strike exposes leg muscles. Foe takes 25 Hits, is stunned 2 rounds, bleeds 1 per round, and is at -20.	86-90
91-95	Snap, crackle, pop—that's 3 broken bones. Foe takes 25 Hits, is stunned 4 rounds, and bleeds 1 per round.	Deep stab to foe's side. Foe takes 23 Hits and bleeds 2 per round.	Your slash opens a vein. Not a pretty sight. Foe takes 27 Hits, is stunned 3 rounds, and bleeds 2 per round.	91-95
96-100	That's gotta hurt—you broke his foot. Foe takes 27 Hits, is stunned 4 rounds, bleeds 1 per round, and is at -25.	Awesome strike to chest. Foe takes 24 Hits, is stunned 4 rounds, bleeds 2 per round, and is at -15.	Wicked slash to his shield arm. Foe takes 29 Hits, is stunned 3 rounds, bleeds 2 per round, and is at -25.	96-100
101-105	Way to Crush!! One broken weapon arm and shoulder. Foe is now weaponless. Takes 29 Hits and is stunned 5 rounds.	Major leg wound. Foe takes 27 Hits, is stunned 4 rounds, bleeds 3 per round, and is knocked down.	Major head wound. Foe takes 31 Hits, is stunned 5 rounds, bleeds 2 per round, and is at -30.	101-105
106-110	That was sooo close—foe is nursing multiple fractures. Foe takes 31 Hits, is stunned 6 rounds, bleeds 2 per round, and is at -30. Death in 6 rounds.	You impale foe in the lung—he'll die in 12 gurgling rounds. Foe takes 29 Hits, is stunned 12 rounds, bleeds 3 per round, and is at -20.	You sever foe's leg muscles and tendons, and he's down and dying. Foe takes 34 Hits, is stunned 8 rounds, and bleeds 3 per round. Death comes in 8 rounds.	106-110
111-115	Chest wound! Foe takes 33 Hits and bleeds 2 per round. He's also unconscious for 6 hours before he dies.	Mortal wound to foe's side. Foe takes 31 Hits, is stunned 9 rounds, bleeds 4 per round, collapses in 9 rounds, and dies 3 hours later.	You severed an arm. Foe is unconscious and dies in 6 rounds. Foe takes 36 Hits and bleeds 3 per round.	111-115
116-119	Your blow to his armpit crushes his ribs and organs. Foe takes 35 Hits, is stunned 3 rounds, bleeds 3 per round, and will be dead in 3 rounds.	You pierced his heart. Foe takes 33 Hits, is stunned 7 rounds, bleeds 5 per round, is at -25, and dies in 7 rounds.	Slashing blow severs arteries. Foe takes 38 Hits, is stunned 5 rounds, and bleeds 4 per round. Foe dies in 5 agonizing rounds as his blood spurts like a fountain.	116-119
120	Yuck—are those brains? You crushed his skull and he's dead. Foe takes 39 Hits.	You skewered him right between the eyes. He's dead Jim. Foe takes 36 Hits.	Instant Death. If you find enough pieces you might send them home to his mother in a trinket box. Foe takes 42 Hits.	120

The Lore Table	
Ranks	Knowledge
1 – 2	Allows basic recognition of the general type of the subject.
3 – 4	Allows basic recognition of the specific type of the subject.
5 – 6	The scholar may recall knowledge of the major points (sketchy outline) of the subject.
7 – 8	The scholar remembers all major points pertaining to the subject.
9 – 10	Allows the scholar knowledge of basic details on the subject.
11 – 12	The scholar recalls full technical summary on the subject.
13 – 14	The scholar understands full technical summary on the subject.
15 – 16	Scholar may begin to form basic inferences about subject, and recognize and cross-reference to similar subjects.
17 – 18	Allows the scholar to form multiple inferences and create accurate analogies to the subject. The scholar also has technical knowledge on similar subjects.
19 – 20	Scholar has obscure knowledge pertaining to the subject.
21+	Scholar learns obscure and uncommon knowledge about various specific examples of the subject matter.

Maneuver Table				
Total Roll	Maneuver Results		Spell Results	
	Percentage	Bonus	RR	Utility
(-51) Down	Fail	-70	Fail	Fail
(-50) – (-31)	Fail	-65	Fail	Fail
(-30) – (-10)	Fail	-60	Fail	Fail
(-10) – (-01)	Fail	-55	Fail	Fail
0 – 10	Fumble*	-50	Fumble*	Fumble*
11 – 20	10	-45	65	Fail
21 – 30	20	-40	70	Fail
31 – 40	30	-35	75	Fail
41 – 50	40	-30	80	Fail
51 – 60	50	-25	85	Fail
61 – 70	60	-20	90	Fail
71 – 80	70	-15	95	Normal
81 – 90	80	-10	100	Normal
91 – 100	90	-5	110	Normal
101 – 110	100	+5	120	Normal
111 – 130	110	+10	130	Normal
131 – 150	120	+20	140	Normal
151 – 170	130	+30	160	Double
171 – 200	140	+40	180	Double
201 – 230	150	+50	200	Double x2
231 – 260	160	+60	220	Double x2
261 – 300	170	+70	240	Triple
301+	180	+80	260	Triple

Modifiers
Mundane: No roll required
Routine: +60
Easy: +40
Light: +20
Medium: +0
Hard: -20
Very Hard: -40
Extremely Hard: -60
Sheer Folly: -80
Absurd: -100
 * = Fumbles only occur on an unmodified roll of 01–05 for everything except weapon use. Otherwise, treat the results as a normal failure.

Jumping			
Difficulty	Broad Jump		Pole Vaulting
	Running	Standing	High x Wide
Routine	B.L. x 1.0	B.L. x 0.5	4' x 4'
Easy	B.L. x 1.5	B.L. x 0.7	6' x 6'
Light	B.L. x 2.0	B.L. x 0.9	8' x 8'
Medium	B.L. x 2.5	B.L. x 1.1	10' x 10'
Hard	B.L. x 3.0	B.L. x 1.5	15' x 15'
Very Hard	B.L. x 3.5	B.L. x 2.0	20' x 20'
Ext. Hard	B.L. x 4.0	B.L. x 2.5	30' x 30'
Sheer Folly	B.L. x 4.5	B.L. x 3.0	40' x 40'
Absurd	B.L. x 5.0	B.L. x 3.5	50' x 50'

B.L. = Body Length is the height of the individual making the jump.

Fate Points
<i>For 1 Fate Point</i>
+50 bonus to any one roll
+50 DB for one round
25 subtracted from any one critical
<i>For 2 Fate Points</i>
+100 to any one roll
+100 DB for one round
50 subtracted from any one critical

Roll	Healing Recovery Table		
	Severity of Damage		
	Light	Medium	Severe
01-15	5 days	25 days	45 days
16-35	4 days	18 days	34 days
36-65	3 days	12 days	24 days
66-90	2 days	7 days	15 days
91-100	1 day	3 days	7 days

Healing	
Bleeding Severity	Maneuver Difficulty
Light (1 – 3 Hits)	Medium
Moderate (4 – 6 Hits)	Hard
Severe (7 – 9 Hits)	Very Hard
Dire (10+ Hits)	Extremely Hard



Light Source	
Light Source	Area Illuminated
Candle	5' radius
Firebrand*	50' radius
Glitterstone*	10' radius
Glowrod*	30' radius
Lantern	25' radius
Light spell	20' radius (base)
Torch	20' radius

* = Magical item; see HARP Chapter 14 for more details



Limited Visibility			
Lighting Condition	Normal Vision	Night Vision	Dark Vision*
Full to half moon	50 yards (150 feet)	500 feet	200 feet
Less than half full moon	25 yards (75 feet)	250 feet	100 feet
Starlight, new moon, or heavy clouds blocking the moonlight.	10 yards (30 feet)	100 feet	50 feet

* = The benefits of Dark Vision have already been accounted for in the distances listed in this table.

Offensive Bonus Modifiers	
+15	Flank (attacking from the side, foe may parry)
+20	Rear (attacking from behind foe, foe may not parry normally)
+20	Foe unaware of attack (foe may not parry)
+20	Foe Stunned *
+40	Foe Downed *
-10	Heavy brush or thicket
-5	Light brush or forest
-5	Ice or ground
-10	Knee-deep snow, water, or soft sand
-20	Waist-deep snow or water**
-50	Shoulder-deep snow or water**
+10	Higher Ground

*Only one may be applied at a time; all other modifiers are cumulative.

** While crossing water or snow this deep, a character will not be able to perform Martial Arts Sweeps, kicks, or any maneuvers that require low attacks or use of the legs

Defensive Bonus Modifiers	
Type of Cover	Bonus
Half Soft Cover*	+20
Full Soft Cover*	+40
Half Hard Cover*	+50
Full Hard Cover*	+100

* Only 1 may be used at a time.

Hit Locations	
1	Foot/Calf
2	Knee
3	Thigh
4	Groin
5	Abdomen/Lower Back
6	Chest/Upper Back
7	Neck
8	Face/Skull
9	Shoulder/Upper Arm
10	Forearm/Hand

Called shot: +/- adjust every -10 to OB

Missile Weapon Ranges			
Weapon	RI	PB	PB Range
Blowgun	10'	+0	—
Bola	40'	+10	20'
Boomerang	25'	+5	15'
Composite Bow	50'	+25	25'
Heavy Crossbow	70'	+35	35'
Javelin	25'	+10	15'
Light Crossbow	50'	+25	25'
Long Bow	80'	+20	40'
Short Bow	30'	+10	15'
Shuriken	5'	+0	—
Sling	30'	+15	15'
Spear	20'	+15	10'
Thrown Weapons	5'	+0	—
Thrown Pole Arms	10'	+5	5'

Initiative Modifier Table	
-10	Weapon Not Ready (first round only)
0	One Handed Weapon
-5	Two Handed Weapon
+5	Two Weapon Combination
+10	Pole Arm (only when closing to melee range)
-10	Pole Arm (when within melee range)
-5	Shield
-20	Surprised (first round only)
-5	Lightly Encumbered
-10	Medium Encumbered
-15	Heavily Encumbered
-25	Wounded More Than 50%

Weapon Sizes		
Attack Size	Critical Modifier	Damage Cap
Tiny	-20	80
Small	-10	90
Medium	0	100
Large	+10	110
Huge	+20	120

The Combat Round	
Action	Rounds
Combat Perception (-50 to roll)*	0
Melee	1
Move Base Movement Rate (x Pace)	1
Quick Perception Roll (-20 to roll)	1
Controlled Drop to the Ground	1
Rapid Dismount	1
Missile Attack	1
Draw Weapon (or drop /change weapon)	1
Activate Chi Defense	1
Stand Up (from prone position)	1
Climb (one-half Base Movement Rate)	1
Pick Lock (per difficulty rating)	1
Disarm trap (per difficulty rating)	1
Cast a Spell (per every 5 PP in spell)	1
Take Prepared Herb (stored in bandoleer)	1
Mount Riding Animal	1
Reload Sling or Bow	2
Search 10' sq. Area**	4
Reload Light Crossbow	5
Reload Heavy Crossbow	10

*May be used while performing other actions
**For traps, secret doors, etc.

Falling Damage	
Height of Fall	Critical Size
1' - 20'	Tiny
21' - 50'	Small
51' - 100'	Medium
101' - 200'	Large
201'+	Huge



Fumbles		
01 - 25	Combat	You lose your grip on your weapon and the opportunity to strike your foe.
	Influence	You accidentally make a high pitched noise as you try to begin.
	Mental	Umm... what was your name again? Your mind goes blank for a moment.
	Moving	You stumble over an unseen imaginary dead turtle.
	Physical	You drop whatever you are holding and must spend a round recovering it.
	Spell	You are distracted by a pixie in the corner! Give it up and try again next round.
26 - 50	Combat	Take 1d10 hits. Remember, the pointy end faces the enemy!
	Influence	You strike a sour note with your audience. You may try again, but with a -10 modifier.
	Mental	You are too deep in thought to be distracted by trifles.
	Moving	Your fall face-first into the dirt. Take 1d10 Hits. You must spend a round picking yourself up off the ground.
	Physical	The tool that you are using breaks! At least you didn't damage what you were working on...
	Spell	Wow sparks! Were you trying for that effect? What a waste of perfectly good power points!
51 - 75	Combat	Roll 2d10 on the appropriate damage table. You have just successfully attacked yourself. Congratulations!
	Influence	The crowd looks downright hostile. You can try again with a -20 modifier, or play it safe and go elsewhere!
	Mental	Not only do you not remember anything pertinent, but you spout off incorrect information without realizing it!
	Moving	Wow, people can bounce! Roll 2d10+10 on the Crush table for the damage that you gave yourself.
	Physical	Not only did the tool you were using break, but the item you are working on was damaged in the process.
	Spell	Since when do you glow? You must roll 2d10+10 on the Electricity Critical Table for the damage you internalized.
76 - 100	Combat	That will most definitely leave a mark! Make a 1d100 roll on the appropriate damage table.
	Influence	The audience is stunned for the first few seconds. After that, the term 'Lynch Mob' comes to mind.
	Mental	You keep using that word....It doesn't seem to mean what you think it means....
	Moving	Make a 1d100 roll on the Crush table for the damage you take from that hilarious move.
	Physical	You destroy (or activate, if a trap) whatever you were working on. Take 2d10 hits of damage as you wound yourself in the process.
	Spell	Wow! You just invented the x-ray! You knock yourself out and take a 1d100 on the Electricity Critical Table from the magical energy feedback.

Note: It is important to tailor the fumble to the event. While a fumble is unfortunate, it is not necessarily certain death.

	GRAPPLE CRITICALS	EXTERNAL POISON CRITICALS	INTERNAL POISON CRITICALS	
(-19)-(-10)	You lose your grip. 1 Hit.	Foe looks just fine. 1 Hit.	1 Hit.	(-19)-(-10)
(-9)-0	Don't be afraid to make contact. 2 Hits.	Is that a rash? 3 Hits.	Is it heartburn? 3 Hits.	(-9)-0
01-10	You had him and then you lost him. 3 Hits.	Foe shows signs of discomfort. 6 Hits.	Foe is green around the gills. 5 Hits.	01-10
11-20	Foe slips from your grasp, but takes 4 Hits.	Foe is sweating and shaking. 8 Hits.	Foe knows something is wrong now. Foe takes 8 Hits and is at -5.	11-20
21-30	A rough push counts for something. 5 Hits.	Foe is covered in red splotches. Foe takes 11 Hits and is at -5.	Foe is woozy and light-headed. 10 Hits.	21-30
31-40	Sneaky move trips foe. Foe takes 6 Hits and is at -5.	Foe's arms feel like they are burning! 14 Hits.	What a pretty shade of green. Foe takes 12 Hits, is stunned 1 round, and is at -10.	31-40
41-50	You got him! Foe must make a Routine Strength Maneuver to break free. Foe takes 7 Hits and is at -10.	Foe screams from the sudden, searing chest pain. Foe takes 16 Hits and is at -15.	Foe is extremely nauseous. Foe takes 15 Hits, is stunned 2 rounds, and is at -15.	41-50
51-60	Shake, rattle and roll...That's 3 broken ribs. Foe takes 8 Hits and is at -15.	Jarring pain rips through foe's nerves. Foe takes 19 Hits and is stunned 1 round.	Foe is vomiting! Foe takes 17 Hits and is stunned 3 rounds.	51-60
61-70	Your grip on his hand makes him think it's broken. 9 Hits.	Foe doubles over from piercing pain in his abdomen. Foe takes 22 Hits, is stunned 2 rounds, bleeds 1 per round, and is at -15.	Foe's stomach feels like it is on fire. Foe takes 19 Hits, is stunned 4 rounds, and is at -20.	61-70
71-80	You get foe so tangled up he drops anything that he is holding. Foe takes 10 Hits, is stunned 1 round, and is at -20.	Foe is staggering with intense leg pain. Foe takes 24 Hits, is stunned 3 rounds, bleeds 1 per round, and is at -20.	Foe is having severe cramps. Foe takes 22 Hits, is stunned 5 rounds, bleeds 1 per round, and is at -25.	71-80
81-85	Attack flings foe 5' in a random direction, tearing his arm muscles. Foe takes 11 Hits, is stunned 1 round, and is at -25.	Foe loses a large patch of skin and flesh. Foe takes 27 Hits, is stunned 4 rounds, bleeds 1 per round, and is at -25.	Foe stumbles in agony. Foe takes 24 Hits, is stunned 6 rounds, bleeds 1 per round, and is at -30.	81-85
86-90	You squeeze his leg hard. Foe takes 12 Hits and is stunned 2 rounds. You gain +25 against him on your next 2 rounds.	Foe's arm flesh melts. Foe takes 29 Hits, is stunned 4 rounds, and bleeds 2 per round.	Foe coughs blood. Foe takes 29 Hits, is stunned 7 rounds, and bleeds 1 per round.	86-90
91-95	You've pinned his arms, painfully. Foe takes 13 Hits, is stunned 2 rounds, and must make a Hard Strength Maneuver in order to break free. He is at -30 until free.	Foe's torso flesh looks leprous as bits and chunks begin to fall off. Foe takes 32 Hits, is stunned 5 rounds, bleeds 2 per round, and is at -30.	Foe begins bleeding internally. Foe takes 29 Hits, is stunned 7 rounds, bleeds 1 per round, and is at -35.	91-95
96-100	That "square knot" tore cartilage and tendon, and cracked a few bones Foe takes 14 Hits, is stunned 3 rounds, and is at -35.	Foe's body is a mass of open wounds. Foe takes 35 Hits, is stunned 5 rounds, bleeds 2 per round, and is at -35.	Foe has the funniest look on his face as he starts bleeding from his pores. Foe takes 31 Hits, is stunned 7 rounds, bleeds 2 per round, and is at -40.	96-100
101-105	You send foe into a twirling spin to land 5' away. He breaks 5 ribs on landing. Foe takes 15 Hits and is stunned 3 rounds.	Foe screams as the skin on his face is burned away. Foe takes 37 Hits, is stunned 6 rounds, bleeds 3 per round, and is at -40.	Did he just cough up a lung? Foe takes 34 Hits, is stunned 8 rounds, bleeds 3 per round, and is at -45.	101-105
106-110	You grapple foe, and send him flying 10', knocking him out for 1d10 hours in the process. Foe takes 16 Hits and is at -30 to all actions.	Foe's left foot and ankle melt away. He is writhing in helpless agony for the 12 rounds it takes him to die. Foe takes 40 Hits, is stunned 12 rounds, and bleeds 3 per round.	It takes 12 minutes for the fluids within his body to congeal and for him to die. Foe takes 36 Hits, is stunned 8 rounds before losing consciousness, and bleeds 3 per round.	106-110
111-115	Your grapple snaps an arm bone and leaves foe in agonizing pain. Foe takes 17 Hits, is stunned 4 rounds, bleeds 1 per round, and is at -45.	Foe dies after 12 helpless rounds of agonizing pain as his skin dissolves. Foe takes 43 Hits, is stunned 12 rounds, bleeds 4 per round, and is at -50.	Foe collapses and screams as his internal organs slowly liquefy. (Death in 1D10 minutes.) Foe takes 38 Hits and bleeds 3 per round. Foe is inactive.	111-115
116-119	You are a little over-zealous. You send him flying against the nearest hard surface, breaking one of his legs. Foe takes 18 Hits, is stunned 5 rounds, bleeds 2 per round, and is down.	Foe is covered in acrid smoke as his internal organs are destroyed. Foe dies in 6 rounds. Foe takes 45 Hits, is stunned 6 rounds, bleeds 3 per round, and is at -45.	Foe collapses and dies in 1D10 rounds as nervous system disintegrates. Foe takes 41 Hits, is stunned 9 rounds, bleeds 4 per round, and is at -55.	116-119
120	You crush his windpipe—he dies in 12 rounds. He also takes 20 Hits, is stunned 12 rounds, bleeds 2 per round, and is at -50.	All that remains of foe are his head and torso—and he is quite dead. Foe takes 55 Hits.	Poison dissolves foe's brain, killing him instantly. Foe takes 41 Hits.	120

Encounter Table

Encounter	Densely Populated		Moderately Populated		Lightly Populated		Wilderness	
	Benign	Hostile	Benign	Hostile	Benign	Hostile	Normal	Magic
Normal Animals	—	—	01-06	01-04	01-15	01-07	01-35	01-30
Vegetation	—	—	07-09	05-07	16-30	08-12	36-40	31-38
Terrain	—	—	10-12	08-15	31-36	13-22	41-47	39-46
Locals (Working)	01-30	01-32	13-35	16-26	37-38	23-26	—	—
Locals (Playing)	31-37	33	36-40	27	39	27	—	—
Locals (Traveling)	38-45	34-39	41-43	28-33	40-42	28-31	—	—
Merchants/Traders	46-52	40-43	44-50	34-37	43-46	32-34	48	—
Craftsmen	53-58	44-48	51-53	38-40	47-48	35-36	—	—
Hunters/Fishermen	59	49-50	54-60	41-43	49-56	37-48	49-58	47-52
Messengers	60	51-53	61-62	44	57	49	—	—
Nobles	61-66	54-59	63-64	45-47	58-60	50-51	—	—
Pilgrims	67-69	60	65-67	48-50	61-62	52-53	59	53-54
Local Guard	70-78	61-69	68-73	51-57	63-64	54-56	—	—
Military Patrol	79-81	70-79	74-79	58-70	65-71	57-64	60-67	55-59
Bandits	82-83	80-81	80-85	71-74	72-76	65-69	68-73	60-62
Raiders	84-85	82-85	86-88	75-78	77-81	70-73	74-77	63-66
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Adventurers	92-99	93-99	95-99	94-99	94-99	93-99	92-99	94-99
Special	100	100	100	100	100	100	100	100

Encounter Modifiers

Condition	Urban	Rural	Wilderness
Traveling at night	-25	-50	+25
Spells employed (flashy/noisy spells)	+50	+30	+10
Encamped after 12 hours travel	—	—	+20
Encamped after 16 hours travel	—	—	+40
Raining	-10	-10	-10
Clear weather	+10	+10	+10
Patrolled Area	+50	+30	+10
Hostile Area	+100	+50	+25
Pursuit (hue & cry)	+100	+100	+50
Night-adapted population at night	+30	+20	+10
Night-adapted population during day	-30	-40	-50
Terrain			
Forest & rough	—	-50	-50
Forest & flat	—	-25	-25
Light & rough	—	+10	+20
Light & flat	—	—	—
Open & rough	—	—	—
Open & flat	—	+50	+50
Travel Speed			
Sneaking afoot / 25% x BMR	-25	-50	-50
Careful Walk / 50% x BMR	-15	-20	-20
Normal Walk / 1x BMR	—	—	—
Run / 2x BMR	+20	+15	+10
Slow Ride / norm	+20	+20	+20
Fast Ride / 3x norm	+50	+40	+40



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Monsters and Terrain

Mountains	Forest	Plains	Swamps	Desert	Ruins/Caves
Ant, Giant	Ant, Giant	Ant, Giant	Ant, Giant	Ant, Giant	Ant, Giant
Beetle, Giant	Ape, Giant	Ape, Giant	Beetle, Giant	Beetle, Giant	Beetle, Giant
Cat, Large	Beetle, Giant	Beetle, Giant	Dragon	Centaur	Demon, Any
Dragon	Cat, Large	Cat, Large	Giant, Lesser	Dragon	Gargoyle
Gargoyle	Centaur	Centaur	Hydra	Kobold	Goblin
Giant, Greater	Dragon	Dragon	Kobold	Orc	Golem, Iron
Giant, Lesser	Giant, Greater	Goblin	Lizardmen	Scorpion, Giant	Hobgoblin
Goblin	Giant, Lesser	Hobgoblin	Ogre	Undead, Any	Hydra
Griffin	Goblin	Kobold	Orc	Wasp, Giant	Kobold
Hippogriff	Hobgoblin	Orc	Rat, Giant	Werewolf	Lizardmen
Hobgoblin	Hydra	Rat, Giant	Spider, Giant		Orc
Hydra	Kobold	Sabertooth Tiger	Spider, Greater		Orc
Kobold	Lizardmen	Troll, Greater	Spider, Lesser		Rat, Giant
Ogre	Ogre	Troll, Lesser	Troll, Greater		Spider, Giant
Orc	Orc	Wasp, Giant	Troll, Lesser		Spider, Greater
Rat, Giant	Rat, Giant	Werewolf	Wasp, Giant		Spider, Lesser
Sabertooth Tiger	Sabertooth Tiger	Wolf	Werewolf		Troll, Greater
Spider, Giant	Spider, Giant				Troll, Lesser
Spider, Lesser	Spider, Greater				Undead, Any
Troll, Greater	Spider, Lesser				Werewolf
Werewolf	Troll, Greater				Wyvern
Wolf	Troll, Lesser				
Wyvern	Wasp, Giant				
	Werewolf				
	Wolf				
	Wyvern				



Creature Statistics

Name	Lvl	Size	BMR	Init	DB	Hits	Attacks	# Enc	Outlook	Treasure	Stamina	Will	Magic
Ant, Giant	2	S	10	20	90	85	70 S-Slash	2-20	Hungry	PNP	50	35	35
Ape, Giant	5	L	14	25	85	230	95 L-Crush; 70 We	1-10	Bellig.	PPP	75	40	50
Beetle, Giant	2	M	12	20	90	110	70 L-Slash	1-5	Hungry	—N3—	35	20	30
Cat, Large	3	M	16	20	60	115	80 L-Slash; 60 M-Puncture	1-5	Aggr.	— — —	40	35	35
Centaur	5	M	20	15	70	120	90 L-Crush; 80 We	2-20	Prot.	N2N2 (10) R2	85	70	70
Demon, Class I	2	M	12	20	65	105	75 M-Crush; 65 We	1	Berserk	N — —	30	30	30
Demon, Class II	4	M	12	20	85	125	85 L-Crush; 70 We	1	Berserk	N2 — —	50	35	40
Demon, Class III	8	M	15	25	110	140	105 L-Crush; 90 We	1	Cruel	N3 — —	75	70	70
Demon, Class IV	15	M(L)	16	25	135	215	130 L-Crush; 120 We	1	Cruel	R2 — —	100	95	95
Demon, Class V	20	L	20	25	140	280	145 H-Crush; 130 We	1	Domin.	R3R —	115	110	105
Demon, Class VI	25	L	24	30	145	300	160 H-Crush; 150 We	1	Domin.	R3R2 —	125	125	125
Dragon,	25	H	15	25	165	455	190 H-Puncture;	1	Greedy/Cruel	R5R4 (100) R3	155	145	135
- Typical Adult	-	-	-	-	-	-	175 H-Slash; 160 H-Crush	-	-	-	-	-	-
Gargoyle	5	M	12	20	80	125	85 L-Slash; 70 M-Puncture	1-10	Aloof/Prot.	NR (5) N	90	75	75
Giant, Greater	20	H	16	15	120	435	155 H-Crush; 140 We	1	Aggr.	R2R (10) N2	125	110	110
Giant, Lesser	10	L	16	15	100	250	120 L-Crush; 100 We	1	Hungry	P2NN3	85	75	75
Goblin	1	M	12	15	60	70	50 We	10-20	Greedy	PPR3	30	30	30
Golem, Iron	10	L	12	15	120	270	125 L-Crush; 110 We	1-2	Prot.	— — —	85	140	85
Griffin	8	M	10	20	60	130	100 L-Slash; 85 L-Puncture	1-2	Aloof/Hungry	PNP	85	80	80
Hippogriff	9	L	12	20	105	245	110 L-Slash; 95 L-Puncture	1-2	Aloof/Prot.	PNP	80	70	70
Hobgoblin	2	M	12	15	60	95	65 We	1-20	Domin.	NNN	95	40	40
Hydra	10	L	20	20	130	245	150 M-Puncture	1	Bellig.	PNP	95	85	85
Kobold	1	M	12	15	60	70	50 We	10-20	Greedy/Hungry	NPN	35	30	30
Lizardmen	4	M	14	15	50	115	85 M-Slash; 70 We	2-10	Aggr.	NPR3	65	65	65
Ogre	8	L	13	15	90	240	110 L-Crush; 95 We	1-5	Hungry	PPN	80	50	55
Orc	6	M	16	20	80	130	105 We	2-20	Hostile	NPN	75	70	70
Rat, Giant	3	S	14	25	65	95	80 S-Puncture; 65 S-Slash	2-10	Hungry	PPP	45	30	30
Sabertooth Tiger	9	L	12	20	110	245	125 L-Slash; 110 L-Crush;	1	Hungry/Prot.	PPP	85	70	70
-	-	-	-	-	-	-	110 H-Puncture	-	-	-	-	-	-
Scorpion, Giant	4	L	16	20	75	225	90 L-Puncture;	1-2	Bellig.	PPP	60	40	40
-	-	-	-	-	-	-	80 M-Puncture (Poison)	-	-	-	-	-	-
Spider, Giant	8	M	16	20	75	140	90 L-Puncture;	1-10	Bellig.	NNP	75	65	65
-	-	-	-	-	-	-	80 M-Puncture (Poison)	-	-	-	-	-	-
Spider, Greater	20	L	20	20	130	285	155 L-Puncture;	1	Domin./Cruel	RRP	125	120	120
-	-	-	-	-	-	-	140 L-Puncture (Poison)	-	-	-	-	-	-
Spider, Lesser	3	S	12	20	75	95	80 S-Puncture;	2-20	Hungry	PPP	35	35	35
-	-	-	-	-	-	-	65 S-Puncture (Poison)	-	-	-	-	-	-
Troll, Greater	10	L	16	15	100	250	125 L-Crush; 110 L-Slash;	1-5	Cruel	NPN	100	75	75
-	-	-	-	-	-	-	90 L-Puncture	-	-	-	-	-	-
Troll, Lesser	5	M(L)	14	15	75	180	95 L-Crush; 80 L-Slash;	1-10	Hungry	PPN	70	45	45
-	-	-	-	-	-	-	75 M-Puncture	-	-	-	-	-	-
Undead, Class I	3	M	10	15	25	120	75 S-Crush; 60 We	2-20	Berserk/Hungry	PPP	35	25	25
Undead, Class II	5	M	12	15	35	130	90 M-Crush; 75 We	1-10	Berserk	PPP	40	35	40
Undead, Class III	10	M	12	20	65	150	120 M-Crush; 105 We	1-5	Cruel	NNP	70	70	75
Undead, Class IV	15	M(L)	12	25	80	220	140 We; 120 L-Crush	1-2	Cruel	RNP	95	95	100
Undead, Class V	20	M(H)	16	25	90	335	155 We; 140 L-Crush	1	Domin./Cruel	R2R2N	110	110	120
Wasp, Giant	2	M	26	25	45	110	70 M-Puncture (Poison);	2-20	Hungry	PPP	30	25	30
-	-	-	-	-	-	-	60 L-Puncture	-	-	-	-	-	-
Werewolf	7	M	14	25	95	135	100 L-Puncture; 85 L-Slash	1	Bellig./Cruel	NNN	80	60	65
Wolf	3	M	16	20	55	115	75 M-Puncture	2-20	Hungry	— — —	35	30	30
Wyvern	10	L	18	25	140	250	145 L-Puncture; 130 L-Slash;	1	Hostile	R3R3(10)R3	95	85	85
-	-	-	-	-	-	-	120 L-Puncture	-	-	-	-	-	-

Creature Racial Characteristics

Name	St	Racial Stat Modifiers							Endurance	Power Points	Resistance Bonuses		
		Co	Ag	Qu	SD	Re	In	Pr			Stamina	Will	Magic
Ant, Giant	+3	+4	+2	+5	+0	+0	+0	+0	25	—	25	15	15
Ape, Giant	+5	+5	+5	+10	+0	+0	+0	+0	150	—	30	5	15
Beetle, Giant	+4	+3	+1	+5	+0	+0	+0	+0	50	—	10	0	10
Cat, Large	+2	+2	+3	+6	+0	+0	+0	+0	50	—	10	10	10
Centaur*	+4	+4	+0	+0	+0	+0	+2	+2	40	20	15	10	5
Demon, Class I	+4	+0	+1	+4	+0	+0	+0	+0	50	20	10	10	10
Demon, Class II	+5	+3	+1	+6	+0	+0	+0	+0	50	20	15	5	10
Demon, Class III	+7	+3	+2	+8	+0	+0	+0	+0	50	20	20	20	20
Demon, Class IV	+9	+4	+2	+10	+2	+2	+2	+2	100	30	20	20	20
Demon, Class V	+10	+5	+3	+8	+3	+3	+3	+3	150	50	25	25	20
Demon, Class VI	+12	+5	+3	+8	+5	+5	+5	+5	150	50	30	30	30
Dragon, Adult	+40	+10	+10	+10	+5	+0	+0	+5	300	60	50	50	50
Gargoyle*	+0	+3	+0	+4	+0	+0	+0	+0	45	15	25	15	15
Giant, Greater	+20	+10	+0	+0	+2	+2	+2	+2	300	60	25	25	25
Giant, Lesser	+15	+5	+0	+0	+0	+0	+0	+1	150	—	15	15	15
Goblin*	+1	+2	+0	+0	+0	+2	+0	+0	30	30	10	10	10
Golem, Iron	+10	+5	+0	+0	+20	+0	+0	+0	150	—	25	50	25
Griffin*	+5	+3	-4	+4	+0	+1	+1	+0	40	20	10	10	10
Hippogriff	+10	+4	-4	+6	+0	+0	+0	+0	150	—	15	15	15
Hobgoblin*	+2	+3	+0	+0	+0	+1	+0	+0	35	25	10	10	10
Hydra	+30	+5	+5	+5	+0	+0	+0	+0	150	—	25	25	25
Kobold*	+0	+2	+1	+1	+0	+0	+0	+0	30	30	10	10	10
Lizardmen*	+3	+2	+0	+1	+2	+0	+2	+1	40	20	10	10	10
Ogre	+6	+2	-1	-1	+0	+0	+0	+0	150	50	25	0	5
Orc*	+3	+3	+0	+3	+0	+0	+0	+0	35	25	10	10	10
Rat, Giant	+0	+5	+10	+10	+0	+0	+0	+0	25	—	10	5	5
Sabertooth Tiger	+4	+4	+6	+6	+0	+0	+0	+0	150	—	20	15	15
Scorpion, Giant	+6	+4	-1	+3	+0	+0	+0	+0	150	—	20	10	10
Spider, Giant	+6	+4	-1	+3	+0	+0	+0	+0	50	—	15	15	15
Spider, Greater	+10	+10	+0	+4	+3	+3	+3	+3	150	—	25	30	30
Spider, Lesser	+3	+1	+2	+4	+0	+0	+0	+0	25	—	10	10	10
Troll, Greater	+12	+5	+0	+0	+0	+0	+0	+0	150	—	30	15	15
Troll, Lesser	+8	+4	+0	+0	+0	+0	+0	+0	100	—	25	10	10
Undead, Class I	+2	+5	+0	+0	+0	+0	+0	+0	50	—	0	0	0
Undead, Class II	+3	+2	+0	+0	+0	+0	+0	+0	50	—	0	0	5
Undead, Class III	+4	+3	+3	+3	+3	+3	+3	+3	50	—	5	5	10
Undead, Class IV	+5	+5	+5	+5	+5	+5	+5	+5	100	30	15	15	20
Undead, Class V	+6	+6	+6	+6	+6	+6	+6	+6	200	40	20	20	30
Wasp, Giant	-1	+3	+8	+8	+0	+0	+0	+0	50	—	5	5	10
Werewolf	+1	+2	+0	+8	+0	-2	+0	+0	50	—	30	15	20
Wolf	+0	+2	+2	+6	+0	+0	+0	+0	50	—	5	5	5
Wyvern	+30	+5	+0	+10	+0	+0	+0	+0	150	—	25	25	25

* = This race may be used for player characters upon GM approval.

Fumbles

01 - 25	Combat	You lose your grip on your weapon and the opportunity to strike your foe.
	Influence	You accidentally make a high pitched noise as you try to begin.
	Mental	Umm... what was your name again? Your mind goes blank for a moment.
	Moving	You stumble over an unseen imaginary dead turtle.
	Physical	You drop whatever you are holding and must spend a round recovering it.
	Spell	You are distracted by a pixie in the corner! Give it up and try again next round.
26 – 50	Combat	You give yourself a minor wound. Take 1d10 hits. Remember, the pointy end faces the enemy!
	Influence	You strike a sour note with your audience. They are far from inspired by your performance. You may try again, but with a -10 modifier.
	Mental	You are too deep in thought to be distracted by trifles.
	Moving	Your maneuver ends up with you tripping and falling face-first into the dirt. Take 1d10 Hits. You must spend a round picking yourself up off the ground.
	Physical	You mutter an oath as the tool that you are using snaps and breaks! At least you didn't damage what you were working on...
	Spell	Wow sparks! Were you trying for that effect? What a waste of perfectly good power points!
51 – 75	Combat	It is surprising that you still have all of your limbs attached! Roll 2d10 on the appropriate damage table. You have just successfully attacked yourself. Congratulations!
	Influence	The crowd does not look the least bit pleased. In fact, they look downright hostile. You can try again with a -20 modifier, or play it safe and go elsewhere!
	Mental	In the words of a great philosopher, "Doh!" Not only do you not remember anything pertinent, but you actually spout off incorrect information without realizing it!
	Moving	Wow, people can bounce! Roll 2d10+10 on the Crush table for the damage that you gave yourself in that spectacular fall!
	Physical	You are distracted by a noise at a critical moment. Not only is the tool you were using broken, but the item you are working on was damaged in the process.
	Spell	Since when do you glow? You internalize the magical energy of the spell, and must roll 2d10+10 on the Electricity Critical Table for the damage you just did to yourself.
76 - 100	Combat	That will most definitely leave a mark! You shouldn't try to harm yourself like that. Make a 1d100 roll on the appropriate damage table as you try this fancy form of suicide.
	Influence	The audience is stunned! Well, at least for the first few seconds. After that, the term 'Lynch Mob' comes to mind. Better luck next time!
	Mental	You keep using that word....It doesn't seem to mean what you think it means....
	Moving	Is it supposed to bend that direction? Unfortunately not! Make a 1d100 roll on the Crush table for the damage you take from that hilarious move. Everyone within 50' spend 3 rounds trying to contain their laughter!
	Physical	Hmm... Square peg? Round hole? Nope, it's just you destroying (or activating, if a trap) whatever you were working on. Take 2d10 hits of damage as you wound yourself in the process.
	Spell	Wow! You just invented the x-ray! Unfortunately, you also knock yourself out and take a 1d100 on the Electricity Critical Table from the magical energy feedback.

Note: It is important to tailor the fumble to the event. While a fumble is unfortunate, it is not necessarily certain death.

Shields

Shield Type	Untrained	Trained	Notes
Wall Shield	+20	+40	Weights 25 – 30 pounds; 48 to 60 inches tall
Full Shield	+15	+30	Weights 15 – 20 pounds; 32 to 40 inches tall
Normal Shield	+10	+25	Weights 10 – 15 pounds; 20 to 30 inches diameter
Target Shield	+5	+20	Weights 5 – 10 pounds; 12 to 18 inches diameter
Buckler	+0	+15	Weights 1 – 4 pounds; 6 inches in diameter; may be hooked to bracer designed for it, or held in hand.
Main Gauche	+0	+15	Shield weapon, gains the +15 only when used defensively
Sai	+0	+15	Shield weapon, gains the +15 only when used defensively
Unusual objects	+0 - +15	+10 - +30	GM's discretion.

Herbs

ANTIDOTES

Name	Cost	Time	Form/Prep	Codes	Effect
Aldi	5000 gp	1 round	Flower/Drink	9-s-Z	Universal antidote.
Frel	120 gp	2 minutes	Stalk/Ingest	7-m-P	Neutralizes any one poison that does not use a Cascading Resistance Roll.
Mur	10 gp	5 minutes	Stem/Poultice	5-h-W	Cures infection.
Rafa	8 gp	1 round	Moss/Brew	4-t-U	Purifies water. Slows poison 10x. Lasts 12 hours. 1 dose per day only.

BONE REPAIR

Name	Cost	Time	Form/Prep	Codes	Effect
Amaled	60 gp	1 hour	Grass/Poultice	7-t-P	Mends bone.
Heddith	31 gp	2 hours	Stem/Ingest	8-c-W	Mends bone.
Orudin	2 sp	*	Seed/Ingest	6-c-F	Doubles rate of healing for fractures.
Tarin	110 gp	8 hours	Reed/Brew	8-h-O	Repairs shattered bones.

BURN & EXPOSURE

Name	Cost	Time	Form/Prep	Codes	Effect
Arlan	10 gp	4 rounds	Stalk/Poultice	4-t-S	Double rate of healing of minor burns. Heals 5 Hits from burns.
Manu	18 sp	8 minutes	Reed/Poultice	5-h-O	Cures frostbite. Heals 1-50 resulting from cold.
Sarpal	9 sp	1 hour	Leaf/Poultice	4-f-M	Cures frostbite. Heals 2-20 resulting from cold.
Tinari	35 gp	5 minutes	Root/Poultice	4-a-Z	Heals up to 10 sq' of burns.

CIRCULATORY

Name	Cost	Time	Form/Prep	Codes	Effect
Alaf	200 gp	*	Stem/Poultice	6-s-Z	Stops bleeding of any one wound.
Beras	135 gp	5 rounds	Grass/Poultice	6-s-P	Stops bleeding of any one wound.
Pekari	40 gp	6 rounds	Kelp/Ingest	6-h-O	Stops all bleeding. Must not move for one hour or bleeding starts again.
Tamuna	75 gp	5 rounds	Seed/Poultice	6-h-O	Stops up to 5 Hits/round of bleeding. Wound will not reopen.

HEALING

Name	Cost	Time	Form/Prep	Codes	Effect
Alfrith	40 gp	*	Reed/Ingest	3-s-O	Heals 10 Hits and relieves two rounds of stun.
Rowna	140 gp	*	Grass/Ingest	8-m-P	Heals all Hits instantly but stuns for one round.
Seras	9 sp	3 rounds	Flower/Brew	3-t-W	Heals 2-20 Hits.
Shiran	10 gp	*	Moss/Ingest	3-c-M	Heals 10 Hits instantly.
Simari	90 gp	1 hour	Root/Poultice	7-h-S	Heals all Hits.
Tamuna	100 gp	7 rounds	Fruit/Ingest	6-c-F	Heals 3-300 Hits.

GENERAL PURPOSE

Name	Cost	Time	Form/Prep	Codes	Effect
Halin	11 sp	20 minutes	Berry/Brew	2-m-P	Doubles healing during next sleep.
Loneri	450 gp	3 hours	Nut/Ingest	9-t-F	Restore any stat loss other than those due to old age. Only affects one stat.
Rimar	12 gp	3 rounds	Root/Poultice	4-c-P	Heals 2-20. Double rate of healing for major wounds.

LIFE PRESERVATION

Name	Cost	Time	Form/Prep	Codes	Effect
Afran	160 gp	*	Nut/Ingest	6-f-F	Lifekeeping for ten days.
Aska	100 gp	*	Leaf/Ingest	5-h-O	Lifekeeping (1 day).
Baraloc	200 gp	*	Berry/Ingest	8-t-U	Lifekeeping for 30 days.
Hargon	200 gp	*	Seed/Ingest	8-f-O	Lifekeeping (2-20 days).
Tian	1200 gp	5 Hours	Root/Poultice	9-h-J	Lifegiving. If given within 30 days.

MUSCLE REPAIR

Name	Cost	Time	Form/Prep	Codes	Effect
Hansur	40 gp	4 minutes	Vine/Ingest	7-h-J	Mends muscle damage.
Inuli	30 gp	3 minutes	Nut/Brew	5-t-F	Mends muscle damage.
Shara	23 gp	2 minutes	Kelp/Ingest	4-m-O	Repairs sprains.

NERVE REPAIR

Name	Cost	Time	Form/Prep	Codes	Effect
Agaric	300 gp	1 day	Flower/Ingest	7-h-J	Nerve regeneration and repair.
Bera	380 gp	1 day	Moss/Ingest	8-c-M	Regenerate any damaged organs or nerves.
Erisa	2 gp	*	Bark/Poultice	3-m-F	Doubles rate of healing for nerve damage.
Haruut	600 gp	1 hour	Root/Poultice	9-a-Z	Nerve repair.

ORGAN REPAIR

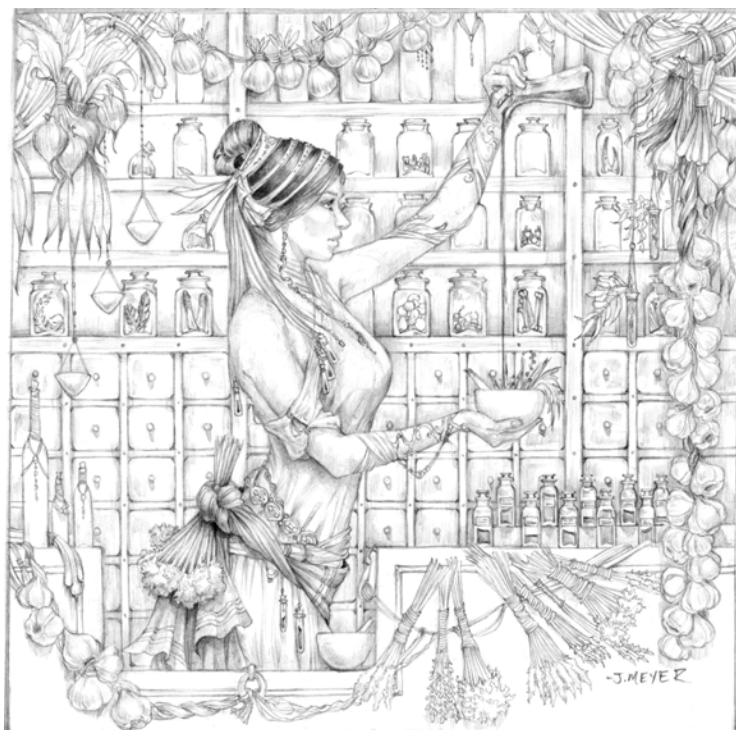
Name	Cost	Time	Form/Prep	Codes	Effect
Amelin	95 gp	1 hour	Flower/Brew	4-c-W	Heals organ damage.
Broncel	500 gp	2 minutes	Stalk/Ingest	8-a-P	Restores organs.
Sare	145 gp	1 day	Moss/Poultice	7-h-V	Major organ repair.
Turan	220 gp	2 hours	Leaf/Brew	8-h-J	Repairs organ damage.

PHYSICAL ALTERATION

Name	Cost	Time	Form/Prep	Codes	Effect
Airi	15 gp	4 rounds	Seed/Brew	7-m-P	Enhanced vision (x3 range) & Lesser Dark Vision (50') for 3 hrs. 1x/day.
Alcatan	10 gp	1 minute	Nut/Ingest	6-h-J	+25 to spell casting for 1-10 minutes.
Camadin	40 gp	2 minutes	Root/Brew	4-f-S	Protect eyes in intense light or glare. Allows sight despite sudden or blinding light. Lasts 9 hours.
Carsir	150 gp	2 minutes	Stem/Ingest	6-m-U	Allows 70% activity underwater, breathe air or water. Lasts one hour.
Elin	60 gp	2 rounds	Reed/Ingest	4-h-O	Haste for three rounds.
Iinas	45 gp	2 minutes	Kelp/Ingest	6-m-O	Allows one to breathe under water (only) for 4 hours.
Kolod	50 gp	2 minutes	Root/Ingest	3-f-Z	2x strength for 1-10 rounds. +10 OB, double Hit damage delivered.
Lorc	100 gp	4 rounds	Moss/Ingest	8-t-U	Haste for six rounds. Take 20 Hits ten rounds later due to drug reaction.
Mur	27 gp	5 rounds	Root/Brew	6-s-S	Greater Dark Vision (6 hours).
Sarcia	80 gp	1 minute	Stem/Brew	9-t-U	Allows user to see invisible for ten minutes. Usable once per day.
Tirval	12 sp	6 rounds	Leaf/Ingest	3-c-M	Increases visual perception (2x range) for 10 minutes.
Uinear	15 gp	2 minutes	Berry/Ingest	8-m-W	Allows one to see enchantments. Eyes glow red. Lasts for one hour.
Urfaran	9 sp	3 rounds	Clove/Ingest	2-t-P	Acute smell and taste (+50 Perception) for one hour.
Viracon	12 gp	5 rounds	Fungus/Brew	4-c-U	Enhances smell and hearing (3x range; +50). Lasts one hour.

STUN RELIEF

Name	Cost	Time	Form/Prep	Codes	Effect
Alant	11 gp	*	Berry/Ingest	6-s-P	Stun relief (3 rounds).
Berulf	2 gp	*	Nut/Ingest	4-m-M	Stun relief (1 round).
Delvar	2 gp	*	Leaf/Ingest	3-t-W	Stun relief (1 round).
Jada	12 sp	*	Leaf/Ingest	4-s-P	Stun relief (1-10 rounds).
Tarin	12 gp	*	Nut/Ingest	6-h-J	Stun relief (2 rounds).



Poisons

Poison	Cost	Time	Form/Prep	Codes	Effect
Amaric	600 gp	*	Flower/Paste	7-f-M	Black paste destroys nervous system, killing instantly. RR(100)
Arbarin	74 gp	*	Flower/Paste	4-h-P	Pinkish paste delivers 1-100 Hits. RR (85)
Aren	300gp	1-10 rounds	Dragon/varies	6-f-U	Grey/Black blood rapidly dissolves affected area. Affects metals and organic material. Does not affect glass, sand, or pottery. If Ingested: CRR (150) – No Effect CRR (130) – 1d100-20 on IPCT CRR (110) – 1d100-10 on IPCT CRR (90) – 1d100 on IPCT CRR (70) – 1d100+10 on IPCT CRR (50) – 1d100+20 on IPCT Failure – Instant death as entire body dissolves into gooey puddle If splashed on object or victim: CRR (140) – No Effect CRR (120) – 1d100-10 on EPCT CRR (100) – 1d100 on EPCT CRR (80) – 1d100+10 on EPCT Failure – 1d100+20 on EPCT
Beorith	120 gp	1-10 rounds	Juice/Ingest	8-c-F	Bluish liquid causes victim to spontaneously combust. PB(+25)
Burthar	25 gp	2 rounds	Fish/Ingest	8-f-W	Black venom ravages the victim's insides. CRR (80) – No Effect CRR (60) – 2d10 on the IPCT CRR (40) – 2d10 + 20 on the IPCT Failure – 2d10 + 40 on the IPCT
Calla	53 gp	1d100 hours	Flower/Ingest	4-a-Z	Reddish liquid causes massive blood clotting and then death. PB (+5)
Edellin	14 gp	*	Stalk/Contact	2-m-T	Silver powder scars skin giving 2d10 Hits. PB (+45)
Erist	14 gp	1-10 minutes	Leaf/Paste	3-h-W	Tan paste destroys hearing and delivers 1-10 Hits. PB (+15)
Gullarin	71 gp	*	Bats/Contact	5-m-U	Black powder irritates and burns the skin. CRR (100) – No Effect CRR (85) – 1d100-10 on the EPCT CRR (70) – 1d100 on the EPCT CRR (55) – 1d100+10 on the EPCT Failure – 1d100+20 on the EPCT
Guram	60gp	*	Lichen/Contact	5-f-F	Blue/grey paste causes fatal dehydration within 1-10 minutes. RR (90)
Habet	41 gp	*	Scorpion/Ingest	5-a-Z	Clear liquid causes gradual insanity over the course of 1-100 weeks. RR (90)
Inumar	29 gp	1-10 rounds	Flower/Ingest	7-s-P	Orange liquid. CRR (75) – No Effect CRR (60) – 1d10 on the IPCT CRR (45) – 1d10 + 10 on the IPCT Failure – 2d10+20 on the IPCT
Klyun	53 gp	1-10 rounds	Root/Paste	4-s-O	Golden paste causes coma for 1-10 days. RR (80)
Margolen	142 gp	2-12 rounds	Leaf/Paste	4-h-J	Reddish paste causes heart to shut down from massive shock. PB (+35)
Molenor	2 gp	*	Root/Paste	6-m-F	Brown paste delivers 1-10 Hits. PB (+50)
Morell	154 gp	*	Berry/Paste	5-s-P	Brown paste delivers 3-300 Hits. PB (+50)
Salkin	310 gp	1-10 rounds	Frog/Paste	8-m-J	Greenish paste made from dried frog skin. CRR (120) – No Effect CRR (100) – 1d100-20 on IPCT CRR (80) – 1d100 on the IPCT CRR (60) – 1d100+20 on the IPCT Failure – Sudden Death
Siamun	1300 gp	1-2 rounds	Fruit/Contact	8-h-J	Extremely corrosive yellowish liquid. CRR (110) – No Effect CRR (90) – 1d100-10 on EPCT CRR (70) – 1d100 on EPCT CRR (50) – 1d100+10 on EPCT Failure – Instant death as victim's body melts into a puddle of goo.
Surenn	12 gp	*	Leaf/Paste	3-t-P	Creamy paste delivers 3-30 Hits. PB (+30)
Tabisss	27 gp	*	Bark/Contact	5-c-F	Brown powder gives 5-50 Hits. RR (100)

MARTIAL ARTS STRIKES CRITICALS

(-19) – (-10)	A pale piece of pig's ear could do better than that. 1 Hit.
(-9) – 0	Remember! Proper breathing! 2 Hits.
01 – 10	Straighten your elbow next time. 3 Hits.
11 – 20	Blow to the shoulder. 5 Hits.
21 – 30	Glancing kidney strike. 7 Hits.
31 – 40	Nice blow to the chest. Foe takes 8 Hits and is at -5.
41 – 50	Foe falls back from the blow trying to recover. Foe takes 9 Hits and is at -10.
51 – 60	Bad bone bruise on his leg. Foe takes 10 Hits, is stunned 1 round, and is at -15.
61 – 70	Thunk. Nice, solid kick to the ribs. Foe takes 12 Hits and is stunned 1 round.
71 – 80	You slip inside his guard to deliver hard shoulder blow. Foe takes 13 Hits, is stunned 2 rounds, and is at -20.
81 – 85	Solid blow spins foe to face the opposite direction. Foe takes 15 Hits, is stunned 2 rounds, and is at -25.
86 – 90	Quick, hard chest strike knocks wind out of foe. He takes 16 Hits and is stunned 3 rounds.
91 – 95	Crunch! You heard foot bones break. Foe takes 18 Hits, is stunned 4 rounds, and is at -30.
96 – 100	Dislocate and break weapon arm. Foe takes 19 Hits, is stunned 4 rounds, and is at -35.
101 – 105	Foe flies head over heels to land on his face. Foe takes 20 Hits, is stunned 5 rounds, and bleeds 1 per round.
106 – 110	Kick to the solar plexus sends foe to the ground. Foe takes 22 Hits, is stunned 6 rounds, bleeds 1 per round, and is at -40.
111 – 115	Savage blow tears leg muscles and tendons. Foe takes 23 Hits, is stunned 6 rounds, bleeds 2 per round, and is at -45.
116 – 119	Your kick sends foe's head bouncing off nearest hard surface. He is unconscious for 1d10 minutes before dying. Foe takes 25 Hits and bleeds 2 per round.
120	Precise combination of blows leaves foe in a dead, mangled heap. Foe takes 27 Hits.

MARTIAL ARTS SWEEPS/ UNBALANCING CRITICALS

(-19) – (-10)	Try not to trip. 1 Hit.
(-9) – 0	A love tap? 2 Hits.
01 – 10	Dazzling. 3 Hits.
11 – 20	Your acrobatics are more effective this time. 4 Hits.
21 – 30	Your attack knocks foe to one knee, but he recovers quickly. 5 Hits.
31 – 40	Foe stumbles and takes 6 Hits.
41 – 50	Elbow to the face! Foe takes 7 Hits and is stunned 1 round.
51 – 60	Foe falls. Foe takes 8 Hits and is stunned 1 round.
61 – 70	Foe stays on his feet, but is badly bruised. Foe takes 9 Hits, is stunned 1 round, and is at -5. You gain a +10 against him next round.
71 – 80	Well done. You knocked him to the ground. Foe takes 10 Hits and is stunned 3 rounds.
81 – 85	Sweep sends foe to the ground hard. He fractures a few ribs in the fall. Foe takes 11 Hits, is stunned 4 rounds, and is at -10.
86 – 90	Perfect toss sends foe stumbling 5' away. Foe takes 12 Hits and is stunned 5 rounds.
91 – 95	You spring back to your feet after a quick roll with foe. He is still lying on the ground from the sudden attack. Foe takes 13 Hits, is stunned 6 rounds, and is at -15.
96 – 100	Sweep to the shin sprains foe's ankle. Foe takes 16 Hits and is stunned 6 rounds.
101 – 105	Foe is flipped backwards and staggers away. Foe takes 15 Hits, is stunned 7 rounds, and is at -20.
106 – 110	Your spinning leg sweep sends foe crashing to the ground, breaking his shoulder. Foe takes 15 Hits, is stunned 7 rounds, and bleeds 1 per round. +25 to your action the next round.
111 – 115	With subtle grace you send foe rolling through the air to land in an unconscious, twisted heap. (1D10 minutes.) Foe takes 17 Hits, is stunned 8 rounds (upon awakening), and is at -25.
116 – 119	Snazzy throw breaks foe's collarbone, shoulder and arm. Foe is unconscious 2D10 minutes. Foe takes 18 Hits, is stunned 8 rounds (upon awakening), bleeds 2 per round, and is at -30.
120	You smash foe against multiple objects. There is no telling which killed him. Foe takes 20 Hits. You gain a +30 to your actions for the next 2 rounds.

LARGE CRITICALS

(-19)–(-10)	Foe is tougher than you thought; you break your weapon. 1 Hit.
(-9)–0	Foe doesn't notice your attack. 2 Hits.
01–10	Nice shot! He almost noticed you that time. 4 Hits.
11–20	Good head blow, but this could take a while. Foe is big! 6 Hits.
21–30	You've bruised his side. 8 Hits.
31–40	Blow to his forearm. 10 Hits.
41–50	You hit him in the back. 12 Hits.
51–60	Solid strike has visibly hurt foe. 13 Hits.
61–70	Nice slash to thigh. 15 Hits.
71–80	The fur is flying from that strike to his shoulder. Foe takes 17 Hits and is at -5.
81–85	Skillful strike to his abdomen. Foe takes 19 Hits and is at -10.
86–90	You miss his weapon arm but hit his knee. Foe takes 21 Hits and is stunned 1 round.
91–95	Strike to the abdomen knocks foe to the ground. Foe takes 23 Hits, is stunned 1 round, bleeds 1 per round, and is at -20.
96–100	Reverse thrust to the legs. Foe takes 24 Hits, is stunned 1 round, bleeds 1 per round, and is at -15.
101–105	Hard blow to the chest. Foe takes 26 Hits, is stunned 2 rounds, and bleeds 1 per round.
106–110	What a shot! Foe flips over backwards, cracking skull on impact. Foe takes 28 Hits, is stunned 3 rounds, bleeds 2 per round, and is at -25.
111–115	Blow injures major organs. Foe takes 30 Hits, is stunned 5 rounds, bleeds 2 per round, and is at -30. You gain a bonus of +25 to your action next round.
116–119	Your savage blow crushes his jugular vein. Foe falls and dies in 6 inactive rounds. Foe takes 32 Hits and bleeds 2 per round.
120	Massive head wound. Foe dies instantly. You gain a +35 to your action next round. Foe takes 35 Hits.

HUGE CRITICALS

(-19)–(-10)	You do some damage, but there is a lot of foe to damage. Your weapon breaks during the attack, but at least you give him 1 Hit.
(-9)–0	You may have scratched foe's hide, but it's hard to tell. 2 Hits.
01–10	Foe thinks you are an insect and tries to swat you. 3 Hits.
11–20	This won't be easy. Foe's hide deflects all but the strongest blows. 4 Hits.
21–30	You hit him in the arm. 6 Hits.
31–40	Foe has a very hard head. 7 Hits.
41–50	Right on his nose. 8 Hits.
51–60	Strike to the ribs bruises the big fella. 10 Hits.
61–70	You strike at his exposed neck. 11 Hits.
71–80	Your strike staggers foe for a moment. 12 Hits.
81–85	Your strike penetrates his leg. Foe takes 12 Hits and is at -5.
86–90	A solid blow to his arm. 15 Hits.
91–95	Lucky shot cracks his ribs. Foe takes 16 Hits, is stunned 1 round, and is at -10.
96–100	Resounding blow knocks foe prone. Foe takes 18 Hits, is stunned 1 round, and bleeds 1 per round.
101–105	Strike to the neck draws blood. Foe takes 19 Hits, is stunned 1 round, bleeds 1 per round, and is at -15. You gain a +25 to your next 2 actions.
106–110	Messy chest strike leaves you covered in blood. Foe takes 20 Hits, is stunned 2 rounds, and bleeds 1 per round.
111–115	Classic strike cracks several vertebrae. Foe takes 23 Hits, is stunned 4 rounds, bleeds 2 per round, and is at -25.
116–119	Major abdominal wound. Foe takes 22 Hits, is stunned 4 rounds, bleeds 3 per round, and is at -30.
120	You've crushed his skull and his spine, and he dies instantly. Foe takes 25 Hits.

HEAT CRITICALS	
(-19) – (-10)	Hot air singes foe. 1 Hit.
(-9) – 0	Is that a wisp of smoke? 3 Hits.
01 – 10	Strong heat gets foe's attention. 5 Hits.
11 – 20	You trying to hurt foe or give him a hot foot? 8 Hits.
21 – 30	That was enough to light a torch. 10 Hits.
31 – 40	Minor burns. Foe takes 12 Hits, and is at -5.
41 – 50	Smoke from smoldering clothing blinds foe. Foe takes 15 Hits and is stunned 1 round.
51 – 60	Foe's arms are slightly par-broiled by now. Foe takes 18 Hits, is stunned 3 rounds, and is at -10.
61 – 70	Foe's chest is lightly browned. Foe takes 19 Hits, is stunned for 3 rounds, and is at -15.
71 – 80	Fiery blast knocks foe down. Foe takes 22 Hits, is stunned 4 rounds, and bleeds 1 hit per round.
81 – 85	Major burns all over foe's body. Foe takes 24 Hits, is stunned 5 rounds, bleeds 1 per round, and is at -20.
86 – 90	Searing blast to abdomen. Foe takes 27 Hits, is stunned 5 rounds, bleeds 1 per round, and is at -25.
91 – 95	Flames engulf foes hair and face. Foe takes 29 Hits, is stunned 6 rounds, and bleeds 2 per round.
96 – 100	Blast burns foe's lower body. Foe takes 31 Hits, is stunned 6 rounds, bleeds 3 per round, and is at -30.
101 – 105	Scalding blast roasts foe's torso, burning away his clothing. Foe takes 34 Hits, is stunned 7 rounds, bleeds 3 per round, and is at -35.
106 – 110	Foes organs are destroyed and he dies in 12 stunned rounds. Foe takes 36 Hits and bleeds 4 per round.
111 – 115	Blast sets foe's legs alight and spread to the rest of his body. Death in 5 inactive rounds due to shock and nerve damage. Foe takes 38 Hits and bleeds 7 per round.
116 – 119	Massive third degree burns to foe's body kill him. Foe takes 41 Hits.
120	Fiery blast chars foe's chest and abdomen, destroying organs and killing him instantly. Foe takes 45 Hits.

COLD CRITICALS	
(-19) – (-10)	Did you feel a draft? Foe takes 1 Hit.
(-9) – 0	You gave foe goose bumps. 3 Hits.
01 – 10	Foe is covered in a light frost. 5 Hits.
11 – 20	Light blast chills foe. 7 Hits.
21 – 30	Chilling strike to his leg. 9 Hits.
31 – 40	Frosty blast to torso. Foe takes 12 Hits and is at -5.
41 – 50	The arctic blast numbs foe's arm. Foe takes 14 Hits, is stunned 1 round, and is at -10.
51 – 60	Chilly blast cracks ribs. Foe takes 16 Hits and is stunned 2 rounds.
61 – 70	Blast freezes lower leg. Foe takes 18 Hits, is stunned 3 rounds, and is at -15.
71 – 80	Blast send foe spinning. Foe takes 20 Hits, is stunned 4 rounds, and is at -20.
81 – 85	Icy blast produces frostbitten hands. Foe takes 23 Hits, is stunned 5 rounds, and bleeds 1 per round.
86 – 90	Arctic air pierces foe's chest. Foe takes 25 Hits, is stunned 5 rounds, bleeds 1 per round, and is at -25.
91 – 95	Blast freezes foe's weapon arm. Foe takes 27 Hits, is stunned 6 rounds, bleeds 2 per round, and is at -30.
96 – 100	Blast partially freezes foe's leg. Foe takes 29 Hits, is stunned 6 rounds, and bleeds 2 per round.
101 - 105	Blast cracks hip and freezes muscles. Foe takes 31 Hits, is stunned 7 rounds, bleeds 3 per round, and is at -35.
106 – 110	Foe's lungs are damaged. Foe takes 34 Hits, is stunned 7 rounds, bleeds 3 per round, and is at -40. He lapses into unconsciousness in 7 rounds.
111 – 115	Required bodily fluids are frozen. Foe dies in 8 incapacitated rounds of agony. Foe takes 36 Hits and bleeds 5 per round.
116 – 119	Blast sends foe flying 10' and kills him. Foe takes 38 Hits.
120	Cold freezes foe's heart, killing him in 1 round. Foe takes 42 Hits.

ELECTRICAL CRITICALS	
(-19) – (-10)	The energy dissipates. 1 Hit.
(-9) – 0	The charge tickles foe. 3 Hits.
01 – 10	Look! Sparks! 6 Hits.
11 – 20	Bolt jumps from foe's weapon into the ground. You have initiative next round and foe takes 8 Hits.
21 – 30	Foe's hair stands on end. Frightening! Foe takes 11 Hits and is at -5.
31 – 40	Blast leaves foe's sleeves smoldering. Foe takes 14 Hits, is stunned 1 round, and is at -10.
41 – 50	Jolt to the heart. Foe takes 16 Hits and is stunned 2 rounds.
51 – 60	Electrifying strike to the legs. Foe takes 19 Hits, is stunned 3 rounds, and is at -15.
61 – 70	Energy ripples over foe's body. Foe takes 22 Hits, is stunned 4 rounds, and is at -20.
71 – 80	Chest strike. Foe takes 24 Hits, is stunned for 5 rounds, and is at -25.
81 – 85	You just invented the x-ray. The "patient" takes 27 Hits and is stunned 5 rounds.
86 – 90	Foe's arm nerves are damaged. Foe takes 29 Hits, is stunned 6 rounds, bleeds 1 per round, and is at -30.
91 – 95	Strike injures major leg nerves and muscles. Foe takes 32 Hits, is stunned 7 rounds, bleeds 1 per round, and is at -5.
96 – 100	Massive shock to the nervous system knocks foe to the ground. Foe takes 35 Hits, is stunned 7 rounds, and bleeds 2 per round.
101 – 105	Blast causes convulsions. Foe takes 37 Hits, is stunned 8 rounds, bleeds 2 per round, and is at -40.
106 – 110	Incandescent energy engulfs foe as he writhes in agony. Foe takes 40 Hits, is stunned 8 rounds, bleeds 3 per round, and is at -45. Death in 8 rounds.
111 – 115	Blast overloads foe's nervous system, killing him after 6 rounds of inactivity. Foe takes 43 Hits.
116 – 119	Blast envelopes foe in coruscating energies, killing him in 3 rounds. Foe takes 45 Hits and is unconscious. What a light show!
120	Blast rends foe's body, shattering his spine and killing him. Foe takes 45 Hits.

IMPACT CRITICALS	
(-19) – (-10)	Stop tickling! 1 Hit.
(-9) – 0	Gentle tap. 3 Hits.
01 – 10	Firm strike causes foe to step back and get his bearings. 5 Hits.
11 – 20	A solid shot unnerves foe. 7 Hits.
21 – 30	Blast staggers foe. Foe takes 9 Hits and is at -5 to all actions. He must spend the next round just getting up off the ground.
31 – 40	Strike sends foe reeling 10'. Foe takes 11 Hits, is stunned 1 round, and is at -10.
41 – 50	Strike to back. Foe takes 13 Hits and is stunned 2 rounds.
51 – 60	Cruel blow to foe's shoulder. Foe takes 15 Hits, is stunned 3 rounds, and is at -15.
61 – 70	Whack! Straight to the face! Foe takes 17 Hits, is stunned 4 rounds, and is at -20.
71 – 80	Chest blast staggers foe. Foe takes 19 Hits, is stunned 5 rounds, and is at -25.
81 – 85	Blast to legs knocks foe down. Foe takes 21 Hits and is stunned 6 rounds.
86 – 90	Blast to shoulder. Foe takes 23 Hits, is stunned 4 rounds, and is at -30.
91 – 95	Vicious blast knocks foe head over heels. Foe takes 25 Hits, is stunned 7 rounds, and is at -35.
96 – 100	Ripping blast tears foe's arm muscles and tendons. Foe takes 27 Hits and is stunned 6 rounds.
101 – 105	Blast shatters rib and shoulder bones. Foe takes 29 Hits, is stunned 8 rounds, bleeds 1 per round, and is at -40.
106 – 110	Jarring strike sends foe airborne, rendering him unconscious for 1D10 hours. Foe takes 31 Hits, is stunned 8 rounds upon awakening, bleeds 1 per round, and is -45.
111 – 115	Blast cracks foe's skull and jaw, rendering him unconscious for the 1D10 minutes it takes him to die. Foe takes 33 Hits and bleeds 1 per round.
116 – 119	Blast shatters every bone in foe's body, killing him after 3 rounds of whimpering inactivity. Foe takes 35 Hits and bleeds 2 per round.
120	Blast breaks foe's neck and crushes his windpipe, killing him instantly. Foe takes 35 Hits.

Language Table

Rank	Conversational Ability	Reading/Writing Ability
1	Recognition of the language when spoken.	Recognition of the written language.
2	The user can communicate and understand very basic concepts in the form of single words or very short phrases (e.g. eat, danger, room, money, enemy, bathroom, pain, etc.)	The user can read or write very simple phrases and words and possibly understand the context of very simple passages.
3	User can distinguish between major dialects. And the user to communicate moderately basic concepts in the form of phrases. User can get the tone/context of the language when spoken at a normal rate, but no more. He can understand basic phrases spoken at a slow pace.	User can get an overview of simple writings, but will have trouble with specific details. User to write very short sentences of a simple nature (i.e. at a third grade level)
4	User may converse on very simple subjects, using whole sentences instead of broken phrases. User can understand everyday conversation when spoken slowly.	User can read moderately simple writings and understand most of the details. User still has trouble with subtle concepts. Basically, newspaper level reading ability. User can write sentences at a fifth grade level.
5	User can converse freely in everyday conversations of an average nature (e.g. market talk, peasant discussions, conversations with guards, etc.). Rapid and/or sophisticated speech is still troublesome.	Reading of most everyday writings and normal books. User can write on a seventh grade level.
6	Normal speaking level of the native population. Subtle or particularly sophisticated concepts still prove troublesome. User cannot understand dialects archaic speech out of the norm. User can converse freely on the same level.	Reading level of the average literate man. User writes at the ninth grade level.
7	True fluency. Understanding of, and conversation with, the most learned of native speakers. Sophisticated folk may still brand you as an outlander. Archaic or unusual concepts will still prove troublesome.	User writes at eleventh grade level and has the reading ability is that of average member of nobility.
8	Fluency plus the ability to recognize the regional and cultural origin of all speech (although such speech will still prove troublesome to speak or understand).	College writing level. User can read relatively complex material and recognize (but not fully understand) the nature of archaic or unusual dialects and concepts.
9	Absolute fluency in chosen dialect plus simple understanding and speaking ability in closely related dialects.	User can write and read very complex passages, even technical books, but only in the chosen dialect. Allows moderate translation of closely related dialects, and simple writing ability in such areas.
10	Absolute fluency of all the chosen languages and all closely related dialects. Extremely archaic and complex concepts may prove troublesome.	Reading and writing of the most complex nature in the chosen language, and a strong reading/writing ability in closely related dialects.
10+	As 10 above, unless the GM's world system calls for extremely complex languages. Skill levels 11-20 should be reserved for those who wish to learn extremely ancient or ultra unique versions of a given language (e.g. ancient Egyptian, or rare religious dialects of certain monastic groups)	As for spoken.

Experience Progression			
Level	XP Needed	Level	XP Needed
1	0	11	5750
2	350	12	6600
3	750	13	7500
4	1200	14	8450
5	1700	15	9450
6	2250	16	10500
7	2850	17	11600
8	3500	18	12750
9	4200	19	13950
10	4950	20	15200
		21+	+2500/lvl

Goal Difficulty				
Difficulty	Major Party Goal	Minor Party Goal	Major Personal Goal	Minor Personal Goal
Routine	0	0	0	0
Light	30	20	20	10
Easy	50	30	30	20
Medium	100	50	50	30
Hard	200	100	100	40
Very Hard	300	150	150	50
Ext Hard	400	200	200	60
Sheer Folly	500	250	250	70
Absurd	1000	500	500	100

Level Up Check list
1. Calculate your character's Development Points.
2. Purchase talents, skills, stat increases, Training Packages etc. Be sure to keep track of these changes on your character sheet.
3. Recalculate any skill and stat bonuses that have changed.



Magic Items			
Roll	Normal	Rich	Item
01-10			Bonus I
11-20	01-10		Bonus I
21-30	11-20	01-10	Bonus I
31-35	21-30	11-20	Bonus I
36-40	31-35	21-30	Bonus II
41-45	36-40	31-35	Bonus II
46-50	41-45	36-40	Bonus III
51-55	46-50	41-45	Bonus III
56-60	51-55	46-50	Runes
61-65	56-60	51-55	Potion
66-70	61-65	56-60	Bonus IV
71-75	66-70	61-65	Bonus V
76-80	71-75	66-70	Runes
81-85	76-80	71-75	Potion
86-90	81-85	76-80	Clothing
91-94	86-90	81-85	Jewelry
95-97	91-94	86-90	Miscellaneous
98-99	95-97	91-94	Rods & Staves
100	98-99	95-97	Weapons
	100	98-99	Armor
		100	Special

Magic Armor		
Roll	Item	Value
01-10	Bracelets of Armor	Varies
11-20	Cowl of Darkvision	2,250 gp
21-30	Bracelets of Strength	3,000 gp
31-35	Bracelets of Archery	3,750 gp
36-40	Dalgor's Shield	3,750 gp
41-45	Headband of Evasion	3,750 gp
46-50	Seafarers' Breastplate	3,750 gp
51-55	Buckler of Bashing	4,500 gp
56-60	Elven Chain Hauberk	4,500 gp
61-65	Shield of Photus	5,250 gp
66-70	Mage's Vest	5,250 gp
71-75	Zhuril's Shield	5,250 gp
76-80	Bracelets of the Spider	6,000 gp
81-85	Silent Shield	6,000 gp
86-90	Dwarven Shield	6,750 gp
91-94	Bracelets of Chuhin	7,500 gp
95-97	Chi Torc	7,500 gp
98-99	Forest Scale	12,000 gp
100	Dragonskin Armor	14,250 gp

Magic Clothing

Roll	Item	Value
01-10	Gloves of Agility	750 gp
11-20	Belt of Strength	1,000 gp
21-30	Belt of Traceless Passing	1,250 gp
31-35	Cat's Paw Gloves	1,250 gp
36-40	Preservation Pouch	1,250 gp
41-45	Boots of Jumping	1,500 gp
46-50	Gloves of Shadow	1,750 gp
51-55	Hidden Helm	1,750 gp
56-60	Light Pouch	1,800 gp
61-65	Shadow Mask	2,000 gp
66-70	Boots of Speed	2,250 gp
71-75	Cloak of Scouting	2,250 gp
76-80	Shadow Cloak	2,250 gp
81-85	Snake's Belt	2,250 gp
86-90	Mantle of the Mage	3,500 gp
91-94	Hazrad's Backpack	3,750 gp
95-97	Heron's Headband	4,250 gp
98-99	Eagle Cloak	4,500 gp
100	Mask of Disguise	5,500 gp

Magic Jewelry

Roll	Item	Value
01-10	Amulet of Steelskin	Varies
11-20	Amulet of Tongues	1,500 gp
21-30	Amulet of Trap Detection	1,500 gp
31-35	Dwarven Beard Rings	2,000 gp per ring
36-40	Ring of Counterspelling	2,000 gp
41-45	Zural's Ring	2,000 gp
46-50	Ring of Dark Vision	2,500 gp
51-55	Torc of Power	2,500 gp
56-60	Amulet of Will	3,000 gp
61-65	Clasp of Shrinking	3,000 gp
66-70	Medallion of Myradon	3,000 gp
71-75	Monocle of Trap Detection	3,000 gp
76-80	Viper's Armband	3,500 gp
81-85	Armband of Prowess	4,000 gp
86-90	Bone Bracelet	4,000 gp
91-94	Silent Ring	4,000 gp
95-97	Ring of Regeneration	5,500 gp
98-99	Dog Ring	7,000 gp
100	Earthblood Pendant	8,000 gp

Miscellaneous Magic Items

Roll	Item	Value
01-10	Saltar's Bomb	45 gp
11-20	Flashstone	50 gp
21-30	Glitterstone	75 gp
31-35	Everburning Spark	750 gp
36-40	Glowrod	750 gp
41-45	Ladder Stick	750 gp
46-50	Spidersilk Rope	750 gp
51-55	Magic Rope	1,250 gp
56-60	Folding Tent	1,500 gp
61-65	Firebrand	1,500 gp
66-70	Gauze Portal	1,750 gp
71-75	Neral's Saddle	1,750 gp
76-80	Warning Bell	4,500 gp
81-85	Eggs of Divination	4,750 gp
86-90	Scrying Mirror	4,750 gp
91-94	Harper's Lyre	5,250 gp
95-97	Guardian Statuette	5,500 gp
98-99	Hagal's Ship	12,500 gp
100	Charnel Bag of Restoration	16,500 gp

Magic Potions

Roll	Item	Value
01-10	Cursed Potion of Delusion	Varies
11-20	Alchemist's Fire	20 gp
21-30	Potion of Minor Healing	300 gp
31-35	Potion of Neutralize Poison	300 gp
36-40	Potion of Stealth	350 gp
41-45	Potion of the Politician	400 gp
46-50	Potion of Haste	450 gp
51-55	Potion of Shrinking	450 gp
56-60	Potion of Flight	500 gp
61-65	Potion of Invisibility	550 gp
66-70	Potion of Jumping	550 gp
71-75	Potion of Ghostwalking	600 gp
76-80	Potion of Giant Growth	600 gp
81-85	Potion of Truthfulness	650 gp
86-90	Potion of Major Healing	700 gp
91-94	Potion of Fire Resistance	750 gp
95-97	Potion of Spider Climb	750 gp
98-99	Potion of Water Breathing	800 gp
100	Potion of Longevity	1,000 gp



Magic Rods & Staves		
Roll	Item	Value
01-10	Crossbow Wand	1,000 gp
11-20	Wand of Minor Healing	1,250 gp
21-30	Rod of Dowsing	1,500 gp
31-35	Wand of Casting	1,500 gp
36-40	Wand of Lightning	1,750 gp
41-45	Thunder Rod	2,500 gp
46-50	Wand of Elemental Bolts	3,000 gp
51-55	Harper's Baton	3,500 gp
56-60	Earth Staff	4,500 gp
61-65	Tangler Rod	4,500 gp
66-70	Rod of Smiting	5,000 gp
71-75	Staff of Healing	5,250 gp
76-80	Staff of the Air	5,250 gp
81-85	Forest Staff	6,750 gp
86-90	Chaos Rod	7,500 gp
91-94	Rod of Nobility	8,000 gp
95-97	Mage Staff	9,000 gp
98-99	Rod of the Weapon's Master	10,000 gp
100	Staff of Power	12,750 gp

Money			
Roll	Poor	Normal	Rich
01-10	2 cp	5 cp	5 sp
11-20	3 cp	10 cp	10 sp
21-30	5 cp	2 sp	15 sp
31-35	7 cp	5 sp	20 sp
36-40	10 cp	7 sp	3 gp
41-45	12 cp	10 sp	5 gp
46-50	15 cp	15 sp	8 gp
51-55	1 sp	18 sp	10 gp
56-60	2 sp	20 sp	12 gp
61-65	17 cp	3 gp	15 gp
66-70	20 cp	5 gp	18 gp
71-75	4 sp	7 gp	20 gp
76-80	6 sp	8 gp	3 pp
81-85	9 sp	10 gp	5 pp
86-90	12 sp	2 pp	10 pp
91-94	15 sp	Gems (20)	Gems (250)
95-97	20 sp	Gems (50)	Gems (300)
98-99	3 gp	Gems (100)	Gems (500)
100	Special	Special	Special

Magic Weapons		
Roll	Item	Value
01-10	Claw-Hand Gloves	2,250 gp
11-20	Arnod's Axe	3,000 gp
21-30	Dagger of Returning	3,750 gp
31-35	Elven Bow	3,750 gp
36-40	Frost Blade	4,500 gp
41-45	Gnomish Hammer	4,500 gp
46-50	Hammer of Hiding	4,500 gp
51-55	Shock Blade	5,250 gp
56-60	Shock Bow	5,250 gp
61-65	Telescoping Staff	5,250 gp
66-70	Dwarven Mace	6,000 gp
71-75	Gryxian War Fork	6,000 gp
76-80	Magebane	6,000 gp
81-85	Shadowblade	6,000 gp
86-90	Vampiric Blade	6,000 gp
91-94	Swift Slayer	6,750 gp
95-97	Arrow/Bolt of Slaying	7,500 gp
98-99	Shifting Sword	9,750 gp
100	Spear of Dragonslaying	10,500 gp

Mundane Treasure				
Roll			Item	
Poor	Normal	Rich		
01-10			Normal Equipment	
11-20	01-10		Normal Equipment	
21-30	11-20	01-10	Normal Equipment	
31-35	21-30	11-20	Household Items	
36-40	31-35	21-30	Household Items	
41-45	36-40	31-35	Laborer's Tools	
46-50	41-45	36-40	Laborer's Tools	
51-55	46-50	41-45	Clothes	
56-60	51-55	46-50	Outdoor Gear	
61-65	56-60	51-55	Entertainment Gear	
66-70	61-65	56-60	Herbs	
71-75	66-70	61-65	Thieves' Tools	
76-80	71-75	66-70	Weapons	
81-85	76-80	71-75	Armor	
86-90	81-85	76-80	Toys	
91-94	86-90	81-85	Scribes' Gear	
95-97	91-94	86-90	Artwork	
98-99	95-97	91-94	Treasure Map	
100	98-99	95-97	Wizard's Gear	
	100	98-99	Ancient Relic	
		100	Magic Item	

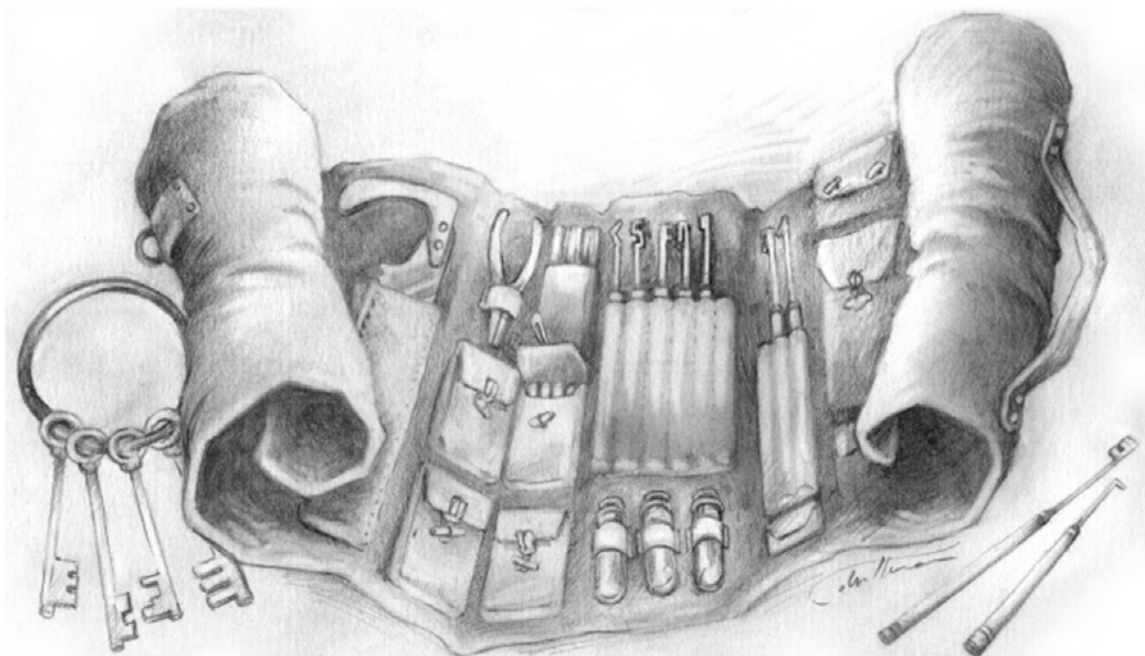
Runes		
Roll	Item	Value
01-15	Blank Rune Paper	10 gp
16-30	Rune Spell (not scaled)	20 gp
31 - 50	Rune Spell (scaled)	30 gp + 5 gp per PP
51 - 70	Blank Rune Scroll	50 gp
71-85	Rune Scroll (not scaled)	80 gp
86-100	Rune Scroll (scaled)	90 gp + 10 gp per PP



Wizard's Gear		
Roll	Item	Value
01-20	1d10 doses of Herbs	Varies
21-40	Scrollcase (2' long with pockets for holding up to 10 scrolls)	5 sp
41-60	Herb case (leather wallet that can hold 20 doses of herbs)	5 sp
61-80	Dissection Kit	10 sp
81-100	Notebook (contains notes needed to learn 1d10 spells)	30 sp

Scribe Gear		
Roll	Item	Value
01-14	Quill pens (count of 50)	2 sp
15-28	Scrollcase (2' long with pockets for holding up to 10 scrolls)	5 sp
29-42	Blank books (9"x12", 50 pages)	9 sp
43-56	Book Safe (hollowed out lockable book)	12 sp
57-72	Blank Lockable Books (as above- lock is Hard difficulty)	15 sp
73-86	Cartographer's Kit (+10 to map making)	35 sp
87-100	Portable Book Case (trunk with shelves – holds up to 50 books)	275 sp

Thieves' Tools		
Roll	Item	Value
01-11	Marbles(bag of 100 – reduces movement to 25% BMR or Hard Maneuver)	8 cp
12-22	Noisy tops (special tops that make clacking noise)	3 sp
23-33	Weapon black (one vial – 20 applications)	3 sp
34-44	Face black (small jar – 20 applications)	3 sp
45-55	Climbing irons (attach to legs, spurs on ankles give +5 to climbing)	5 sp
56-66	Extended Lock Pick Set (+10 to picking locks)	10 sp
67-77	Hinge removing set (removes any size hinge)	30 sp
78-89	Key making set	40 sp
90-100	Rope set (2 folding grapples, and 50' tough, thin rope)	40 sp



Skill Name	Cost	Stats	# of Ranks	Bonus Rank +	Mods Stat +	Spec =	Total Bonus	Skill Name	Cost	Stats	# of Ranks	Bonus Rank +	Mods Stat +	Spec =	Total Bonus	
Artistic								Mystical Arts								
Acting	_____	Pr/In	_____	_____	_____	_____	_____	Arcane Lore:	_____	Re/Re	_____	_____	_____	_____	_____	
Dancing	_____	Ag/Pr	_____	_____	_____	_____	_____	Arcane Lore:	_____	Re/Re	_____	_____	_____	_____	_____	
Mimicry	_____	Pr/SD	_____	_____	_____	_____	_____	Attunement	_____	In/In	_____	_____	_____	_____	_____	
Play Instr: _____	_____	Pr/Ag	_____	_____	_____	_____	_____	Power Point Dev.	_____	In/SD	_____	_____	_____	_____	_____	
Play Instr: _____	_____	Pr/Ag	_____	_____	_____	_____	_____	Runes	_____	Re/In	_____	_____	_____	_____	_____	
Singing	_____	Pr/In	_____	_____	_____	_____	_____	Outdoor								
Storytelling	_____	Pr/In	_____	_____	_____	_____	_____	Animal Handling	_____	Pr/In	_____	_____	_____	_____	_____	
Athletic								Beastmastery	_____	In/Pr	_____	_____	_____	_____	_____	
Acrobatics	_____	Ag/SD	_____	_____	_____	_____	_____	Foraging/Survival	_____	In/Re	_____	_____	_____	_____	_____	
Climbing	_____	Ag/St	_____	_____	_____	_____	_____	Horticulture	_____	Re/In	_____	_____	_____	_____	_____	
Contortions	_____	Ag/SD	_____	_____	_____	_____	_____	Navigation	_____	Re/In	_____	_____	_____	_____	_____	
Combat								Riding	_____	Ag/SD	_____	_____	_____	_____	_____	
Brawling	_____	St/Ag	_____	_____	_____	_____	_____	Sailing	_____	Ag/Re	_____	_____	_____	_____	_____	
Combat Styles: _____	_____	/	_____	_____	_____	_____	_____	Tracking	_____	SD/In	_____	_____	_____	_____	_____	
Combat Styles: _____	_____	/	_____	_____	_____	_____	_____	Physical								
Martial Arts: Strikes	_____	St/Ag	_____	_____	_____	_____	_____	Armor	_____	St/Ag	_____	_____	_____	_____	_____	
MA Styles: _____	_____	SD/	_____	_____	_____	_____	_____	Endurance	_____	Co/SD	_____	_____	_____	_____	_____	
MA Styles: _____	_____	SD/	_____	_____	_____	_____	_____	Jumping	_____	St/Ag	_____	_____	_____	_____	_____	
Martial Arts: Sweeps	_____	St/Ag	_____	_____	_____	_____	_____	Swimming	_____	St/Ag	_____	_____	_____	_____	_____	
Weapon: _____	_____	St/Ag	_____	_____	_____	_____	_____	Subterfuge								
Weapon: _____	_____	St/Ag	_____	_____	_____	_____	_____	Ambush	_____	SD/Ag	_____	_____	_____	_____	_____	
Weapon: _____	_____	St/Ag	_____	_____	_____	_____	_____	Disguise	_____	Pr/SD	_____	_____	_____	_____	_____	
Weapon: _____	_____	St/Ag	_____	_____	_____	_____	_____	Locks & Traps	_____	In/Ag	_____	_____	_____	_____	_____	
Concentration								Pick Pockets	_____	Ag/Qu	_____	_____	_____	_____	_____	
Chi Defense	_____	SD/In	_____	_____	_____	_____	_____	Stalking & Hiding	_____	SD/Ag	_____	_____	_____	_____	_____	
Chi Focus	_____	SD/St	_____	_____	_____	_____	_____	Poisoning	_____	In/SD	_____	_____	_____	_____	_____	
Chi Speed	_____	SD/Qu	_____	_____	_____	_____	_____	Sniping	_____	SD/Ag	_____	_____	_____	_____	_____	
Chi Strength	_____	SD/St	_____	_____	_____	_____	_____	Streetwise	_____	Pr/In	_____	_____	_____	_____	_____	
Mental Focus	_____	SD/SD	_____	_____	_____	_____	_____	Trickery	_____	Pr/SD	_____	_____	_____	_____	_____	
General								_____	_____	/	_____	_____	_____	_____	_____	
Appraisal	_____	Re/In	_____	_____	_____	_____	_____	_____	_____	/	_____	_____	_____	_____	_____	
Crafts: _____	_____	Re/Ag	_____	_____	_____	_____	_____	_____	_____	/	_____	_____	_____	_____	_____	
Crafts: _____	_____	Re/Ag	_____	_____	_____	_____	_____	_____	_____	/	_____	_____	_____	_____	_____	
Healing	_____	Re/In	_____	_____	_____	_____	_____	_____	_____	/	_____	_____	_____	_____	_____	
Herbcraft	_____	Re/In	_____	_____	_____	_____	_____	_____	_____	/	_____	_____	_____	_____	_____	
Mundane Lore: _____	_____	Re/Re	_____	_____	_____	_____	_____	_____	_____	/	_____	_____	_____	_____	_____	
Mundane Lore: _____	_____	Re/Re	_____	_____	_____	_____	_____	Spell Name								
Perception	_____	In/SD	_____	_____	_____	_____	_____	_____	_____	Cost	Stats	# of Ranks	Bonus Rank +	Mods Stat +	Spec =	Total Bonus
Resistance: Stamina	_____	Co/Co	_____	_____	_____	_____	_____	_____	_____	_____	/	_____	_____	_____	_____	_____
Resistance: Will	_____	SD/SD	_____	_____	_____	_____	_____	_____	_____	_____	/	_____	_____	_____	_____	_____
Resistance: Magic	_____	In/In	_____	_____	_____	_____	_____	_____	_____	_____	/	_____	_____	_____	_____	_____
Rope Mastery	_____	Re/Ag	_____	_____	_____	_____	_____	_____	_____	_____	/	_____	_____	_____	_____	_____
Signaling	_____	Re/In	_____	_____	_____	_____	_____	_____	_____	_____	/	_____	_____	_____	_____	_____
Influence								_____	_____	/	_____	_____	_____	_____	_____	
Duping	_____	Pr/In	_____	_____	_____	_____	_____	_____	_____	_____	/	_____	_____	_____	_____	_____
Public Speaking	_____	Pr/In	_____	_____	_____	_____	_____	_____	_____	_____	/	_____	_____	_____	_____	_____
Trading	_____	Pr/In	_____	_____	_____	_____	_____	_____	_____	_____	/	_____	_____	_____	_____	_____

NOTES