

SKILL RESULTS:				SORCERY DURATION COST		HUMANOID HIT POINTS PER LOCATION TABLE:							ENC PER HIT LOCATION TABLE	
Skill%	crit.	spec.	fumb.	Duration	MP Free	Location:							Hit	Percent of Total
01-07	01	01	96-00	In minutes	Cost INT	01-03 04-06 07-09 10-12 13-15 16-18 19-21							Location:	Encumbrance:
08-10	01	01-02	96-00	10.....+0	0	Each Leg...1.....2.....3.....4.....5.....6.....7						Head.....1/10		
11-12	01	01-02	97-00	20.....+1	1	Abdomen...1.....2.....3.....4.....5.....6.....7						Arm.....1/10 each		
13-17	01	01-03	97-00	40.....+2	2	Chest.....2.....3.....4.....5.....6.....8.....9						Chest.....2/10		
18-22	01	01-04	97-00	80 (1 hour +).....+3	3	Each Arm...1.....2.....3.....3.....4.....5.....6						Abdomen.....1/10		
23-27	01	01-05	97-00	160 (2 hours +).....+4	4	Head.....1.....2.....3.....4.....5.....6.....7						Leg.....2/10 each		
28-29	01	01-06	97-00	320 (4 hours +).....+5	5									
30	01-02	01-06	97-00	640 (10 hours+).....+6	6									
31-32	01-02	01-06	98-00	1280 (21 hours+).....+7	7									
33-37	01-02	01-07	98-00	2560 (1 day +).....+8	8									
38-42	01-02	01-08	98-00	5120 (3 days +).....+9	9									
43-47	01-02	01-09	98-00	10240 (1 week +).....+10	10									
48-49	01-02	01-10	98-00	20480 (2 weeks+).....+11	11									
50	01-03	01-10	98-00	40960 (4 weeks+).....+12	12									
51-52	01-03	01-10	99-00	81920 (8 weeks+).....+13	13									
53-57	01-03	01-11	99-00	163840 (16 wks+).....+14	14									
58-62	01-03	01-12	99-00	327680 (32 wks+).....+15	15									
63-67	01-03	01-13	99-00	655360 (1 year+).....+16	16									
68-69	01-03	01-14	99-00	1310720 (2 yrs+).....+17	17									
70	01-04	01-14	99-00	2621440 (5 yrs+).....+18	18									
71-72	01-04	01-14	00	5242880 (10 yrs+).....+19	19									
73-77	01-04	01-15	00	10485760 (20 yrs).....+20	20									
78-82	01-04	01-16	00											
83-87	01-04	01-17	00											
88-89	01-04	01-18	00											
90-92	01-05	01-18	00											
93-97	01-05	01-19	00											
98-00	01-05	01-20	00											
DODGE RESULTS														
Criticals: Avoid critical attack.														
Special: Avoid special attack.														
Simple: Avoid normal atk														
Fail: Success. attack hits														
Fumble: automatic normal hit unless rolled better.														
IMPROVEMENT SUMMARY														
Method Roll/Add Time														
Experience* 1d6/3 1week														
Training 1d6-2/2 hours equal to skill %														
Research* 1d6-2/1 hours equal to skill %														
POW Gain 1d3-1/1 1 week														
Character-istic** 1d3-1/na characteristic x 25 hours														
* Must have successful experience increase roll.														
** May increase through training or research.														
COMBINED MELEE WEAPONS AND PARRY WEAPONS FUMBLES														
D100 Effect:														
01-05 Lose next parry.														
06-10 Lose next attack.														
11-15 Lose next attack & parry.														
16-20 Lose next attack, parry, & Dodge.														
21-25 Lose next 1D3 attacks.														
26-30 Lose next 1D3 attacks & parries.														
31-35 Shield strap breaks, shield falls.														
36-40 As 31-35, also lose next attack.														
41-45 Armor strap breaks, roll hit location.														
46-50 As 41-45, also lose next attack & parry.														
51-55 Fall; lose parry & Dodge, take 1D3 rounds to get up.														
56-60 Twist ankle: Movement rate halved for 5D10 rounds.														
61-63 Twist ankle & fall: apply 51-55 & 56-60.														
64-67 Vision impaired: -25% on attacks & parries, take 1D3 rounds unengaged to fix.														
68-70 As 64-67, but -50% on att. & par. and 1D6 rounds to fix.														
71-72 As 68-70, but lose all att. and par. and 1D6 rds to fix.														
73-74 Distracted: foes attack/parry at +25% for next round.														
75-78 ATTACK: Weapon dropped, take 1D2 rounds. to recover. PARRY: Parrying weapon or shield dropped, 1D2 to recover. Weapon or parrying shield knocked away. 1D6 meters., 1D8 for direction. 1D3+1 rounds to rec.														
83-86 Weapon or Shield shatters: 100% if unenchanted, -10% chance per pt. of Spirit or Sorc. on weapon, -20%/pt. Divine.														
87-89 A:Hit nearest friend, self if no friend. P:Foe auto. hits														
90-91 A:As above, for maximum damage. P: Foe automatically hits														
92 A: As above, critically. P: Foe auto. hits. (rolled dam)														
93-95 A: hit self (rolled damage). P: Foe automatically hits.														
96-97 A: hit self for maximum damage. P: Foe automatically hits														
98 A: critical self P: Foe criticals.														
99 Roll twice. 100: roll three times.														
MISSILE WEAPONS FUMBLES														
D100 Effect:														
01-10 Lose next attack.														
11-20 Lose next 1D4 attacks.														
21-30 Lose all activities for next 1D3 melee rounds.														
31-40 Weapon strap breaks; lose melee weapon.														
41-50 Armor strap breaks, roll hit location.														
51-60 As above, plus lose attack and parry next round.														
61-65 Fall to ground.														
66-70 Vision impaired; lose 50% from attack for 1D3 rounds.														
71-73 Vision blocked; cannot see for next 1D3 rounds.														
74-80 Drop weapon; it lands 1D6-1 meters away (1D8 direction).														
81-85 Weapon shatters; to 83-86 on Melee Weapon Fumbles.														
86-89 Hit nearest friend; do rolled damage. If no friend, 81-85.														
90-92 Impale nearest friend; if no friend is near, as 81-85.														
93-94 Critical nearest friend; if no friend is near, as 81-85.														
95-98 Roll twice on this table and apply both results.														
99-00 Roll three times on this table and apply both results.														
CHARACTER CULTURE:														
D8 Culture:														
1 = Primitive														
2-3 = Nomad														
4-6 = Barbarian														
7-8 = Civilized														
1H Axe, Mace or Sword (25), 2H Axe or 2H Sword (15). Att. only- Bow or Javelin (25). Parry only- Any shield but Heater & Hop.(25)														
Nomad: Attack and Parry- 1H Axe, Mace, 1H spear, or Sword (20)														
Attack only- Lance (30), Bow or Javelin (20).														
Parry only- Buckler or Target Shield (20).														
Civilized: Attack and Parry- Broadsword, Rapier, Scimitar, or Shortsword (25), 1H or 2H Spear (20), 2H Axe or Sword (15).														
Attack only- Crossbow or Sling (25)														
Parry only- Main Gauche, Buckler, Heater, Kite, or Hoplite (25)														

COMMON DIVINE SPELLS			SORCERY SPELLS			SPIRIT MAGIC SPELLS			MELEE WEAPONS							
#)	Spell	POW Cost	#)	Spell		#)	Spell	Points	Weapon		STR/					
									Category	Weapon	Damage	DEX	ENC	BS%	AP	SR
1)	Armoring Ench...ritual		1)	Animate(Substance)*		1)	Armoring Ench...ritual		Axe, 1H	Battleaxe	1D8+2	13/9	1.0	10	8	2
2)	Binding Ench...ritual		2)	Apprentice Bonding*		2)	Befuddle.....2			Hatchet	1D6+1	7/9	0.5	10	6	2
3)	Dismiss Magic.....1		3)	Armoring Enchant*		3)	Binding Ench...ritual		Axe, 2H	Battleaxe	1D8+2	9/9	1.0	05	8	2
4)	Divination.....1		4)	Binding Enchant*		4)	Bladesharp...variable			Great Axe	2D6+2	11/9	2.0	05	10	1
5)	Excommunication.ritual		5)	Cast Back		5)	Bludgeon.....var			Halberd@ (4d6)	3D6	13/9	3.0	05	10	1
6)	Extension.....1		6)	Create Basilisk*		6)	Control (Species).1			Poleaxe	3D6	11/9	2.5	05	10	1
7)	Find Enemy.....1		7)	Create Familiar(Chr)*		7)	Coordination....var		Dagger	Dagger	1D4+2	-/-	0.5	15	6	3
8)	Find (Substance)...1		8)	Create Vampire*		8)	Countermagic....var			Knife	1D3+1	-/-	0.2	15	4	3
9)	Heal Wound.....1 ^		9)	Damage Boosting		9)	Darkwall.....2			Main Gauche	1D4+2	-/9	0.5	10	10	3
10)	MP Matrix Ench.ritual		10)	Damage Resistance		10)	Demoralize.....2			Sai	1D6	-/11	1.0	05	10	2
11)	Mindlink.....1		11)	^Diminish (Chr)		11)	^Detect Enemy....1		Fist	Cestus, Heavy	1D3+2	11/-	1.5	15	8	3
12)	Sanctify.....1		12)	Dominare (Species)		12)	Detect Magic....1			Cestus, Light	1D3+1	7/-	1.0	15	4	3
13)	Soul Sight.....1		13)	Drain		13)	Detect (Sub.)...1			Fighting Claw	1D4+1	7/9	0.1	15	-	3
14)	Spell Matrix...ritual		14)	Enhance (Chr)		14)	Dispel Magic...var		Flail, 1H	Ball & Chain	1D10+1	11/7	2.0	05	8	2
15)	Spellteaching....1		15)	Fly		15)	Disruption.....1			Grain	1D6	9/-	1.0	10	6	2
16)	Spirit Block.....1		16)	Form/Set (Substance)		16)	Dullblade.....var			Three Chain	1D6+2	9/13	2.0	05	10	2
17)	Strength Ench...ritual		17)	Glow		17)	^Endurance.....var		Flail, 2H	Military	2D6+2	9/-	2.5	05	10	1
18)	Summon(Species)ritual		18)	Haste		18)	Extinguish....var		Hammer 1H	Warhammer@	1D6+2	11/9	2.0	10	8	2
19)	Warding.....1		19)	Hinder		19)	Fanaticism.....1		Hammer 2H	Great Hammer@	2D6+2	9/9	2.5	05	10	1
20)	Worship(Deity)...ritual		20)	^Holdfast		20)	Farsee.....var		Mace, 1H	Heavy Mace	1D10	13/7	2.5	15	10	2
SPECIAL DIVINE SPELLS			SKILLS CATEGORY MODIFIERS													
#)	Spell	POW Cost	Primary	Secondary	Negative											
1)	Absorption.....1		+1 per 1 over 10	+1 per 2 over 10 (max	=Primary											
2)	Berserk.....2		-1 per 1 under 10	-1 per 2 under 10 (+10)	Reversed											
3)	Bless Crops.....1															
4)	Breathe Air/Wat...2															
5)	Cloud Call.....1															
6)	Cloud Clear.....1															
7)	Command (Species)...1															
8)	Create Ghost.....1															
9)	Fear.....1															
10)	Float.....1															
11)	Heal Body.....3^															
12)	Illusory Motion...1															
13)	Illusory Odor.....1															
14)	Illusory Sight....1															
15)	Illusory Sound....1															
16)	Illusory Subst....1															
17)	Illusory Taste....1															
18)	Lightning.....1															
19)	Madness.....2															
20)	Mindblast.....2															
21)	Reflection.....1															
22)	Regrow Limb.....2^															
23)	Restore Health....1^															
24)	Resurrect.....3															
25)	Shield.....3															
26)	Sunspear.....3															
27)	Sureshot.....1															
28)	Thunderbolt.....3															
29)	True (Weapon)....1															
STRIKE RANKS SUMMARY																
	DEX SR		SIZ SR													
	1-9 = 4		1-9 = 3													
	10-15 = 3		10-15 = 2													
	16-19 = 2		16-19 = 1													
	20+ = 1		20+ = 0													
NATURAL WEAPONS FUMBLES:																
D100	Effect:															
01-05	Lose next Dodge.															
06-10	Lose next attack.															
11-15	Lose next Dodge and parry.															
16-20	Lose next Dodge, parry, and attack.															
21-25	Lose next 1D3 melee rounds Dodge, Parry, Attack															
26-30	Lose next 1D6 attacks															
31-35	Armor strap breaks; roll location.															
36-40	Armor strap breaks; roll location, also lose next round as per 21-25															
41-50	Fall; lose Dodge and parry this round.															
51-60	Fall and twist ankle; lose 1 meter of Movement per melee round for 5D10 rounds.															
61-70	Vision impaired: -25% on attacks & parries, take 1D3 rounds unengaged to fix.															
71-73	As above, but 50% for 1D4 rounds.															
74-75	Vision blocked; blind for 1D3 rounds.															
76-80	Distracted; all foes +25% attack next round.															
81-85	Strain muscle; lose 1 hit point in attacking limb and 3 Fatigue points.															
86-90	Hit nearest friend, do rolled damage. If no friend is near, as per 81-85.															
91-94	Hit nearest friend, do maximum damage. If no friend is near, as per 81-85.															
95-96	Hit nearest friend, do critical damage. If no friend is near, as per 81-85.															
97-98	Hit self; do maximum rolled damage.															
99	Roll twice on this table, apply both results.															
100	Roll thrice on this table, apply both results.															
HANDEDNESS: Roll D10 and D5. D10>D5=R, D10<5=L, ==amb																
Natural Damage: Flame=1/MR, S. Fire=1D6, L. Fire=2D6, Intense=3D6. Suffoc.: CON x (11-rds. exposed) or Wat.=D8 Smk.=d4 Poison=D8																

ADVENTURER'S GEAR COSTS:			ATTACK SPECIALS: IMPALE, SLASH, & CRUSH						
Standard	Traveler's pack:	50p	Impale:						
Waterskin (4 liters), 30m rope, clothes, handaxe, hammer, tarp, fishhooks, fishing line, sack, cheap knife, bandages, cook-ware, blanket.			Add maximum weapon damage (only) to rolled damage + damage bonus + magic. Roll 40% of skill (2x slash %) to remove weapon from target. Fumble = broken weap If not removed, any movement causes 1/2 damage to target, ignoring armor. To remove without damage, roll under First Aid. To remove from self, roll under STR + CON on same roll, or flinch & fail.						
			Slash:	Roll weapon damage twice & add together, + normal damage & magic bonuses. Remove as impale, but chance is 60% (x3)					
			Crush:	Add maximum strength damage bonus to rolled bonus and normal weap. + magic.					
			MAGIC POINT REGENERATION RATE TABLE						
			(hours & minutes needed to recover 1 pt.)						
POW Time	POW Time	POW Time	POW Time						
1	24 hrs	7 3h25m	13 110m	19	75m				
2	12 hrs	8 3 h	14 102m	20	72m				
3	8 h	9 2h40m	15 96m	21	68m				
4	6 h	10 2h24m	16 90m	22	65				
5	4h 48m	11 2h10m	17 84m	23	63m				
6	4 h	12 2 h	18 80m	24	60m				
			HUMAN CHARACTERISTIC ROLLS						
			STR, CON, DEX, POW, APP:3D6. SZ, INT 2d6+6						
Standard	Traveler's pack:	50p	Crossbow, H	2D6+2	13/7	8.0	25	55/300	1/3
			Crossbow, L	1D6+2	9/7	3.4	25	40/225	1/2
			Crossbow, M	2d4+2	11/7	4.8	25	50/270	1/2
			Dart	1D6	-/09	0.5	10	20/30	1SR
			Sling	1D8	-/11	0.1	05	100/100	1MR

ALTERNATE MYSTIC VISION RESULTS			STANDARD MYSTIC VISION RESULTS						
pts.	effect		1						
1	Detect Magic, determine if greater/less than self		1	Detect, 10 pt. gaps					
5	Detect, + know Magic pts of humans within ñ 10 points		5	As 10 above + 1 fnctn/rd					
10	Detect, + detect basic magic (ie. matrix,store,spell)		10	As 25 above					