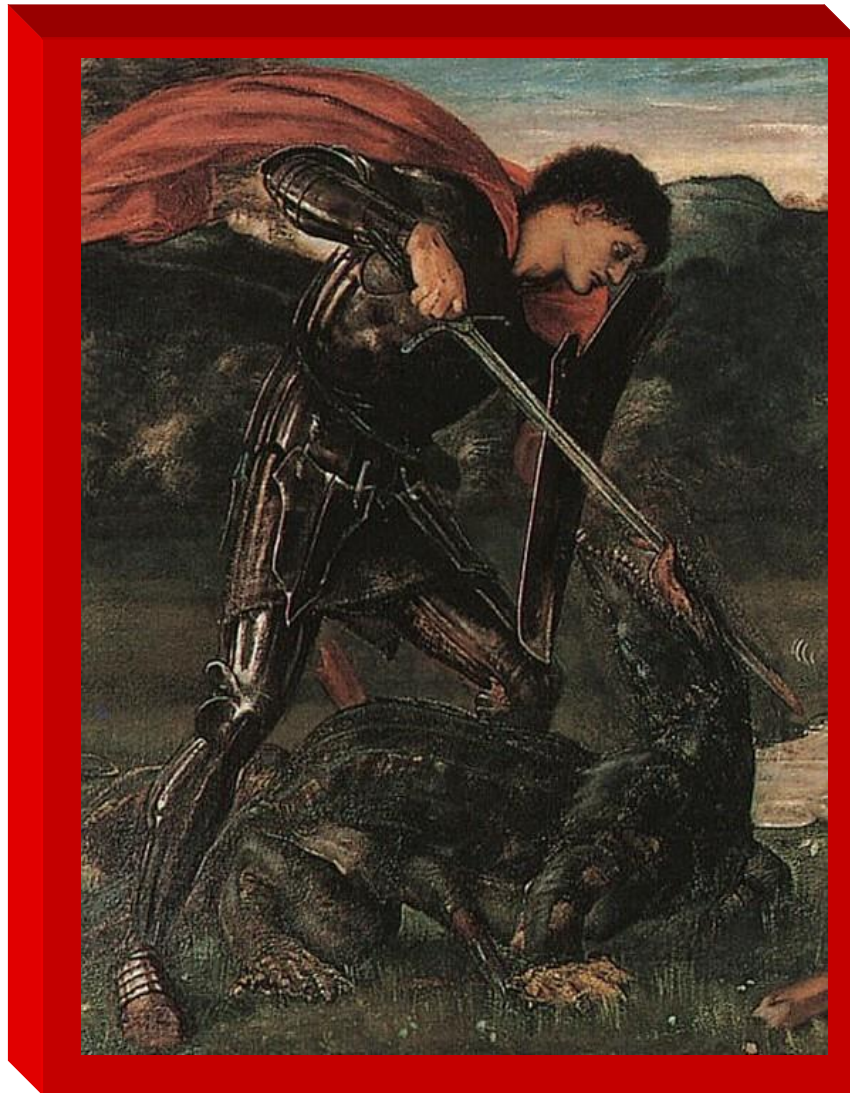


Halberd: Characters and Combat



By D. McLaughlin

Halberd Rulebook 1

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INTRODUCTION

TERMS

A **'dice'** refers to a ten sided dice. This is abbreviated as 'D'. 2D refers to 2 ten sided dice and so on. Other dice types are indicated by 'Dn' where 'n' is the number of sides.

'Character' can mean a player or a non-player character: that is, a person. Player characters or **PC's** are those controlled by individual players, while non-player characters or **NPC's** are controlled by the gamemaster (**GM**). In many rules the word **'figure'** has been used as this can refer to any creature, person or animate object involved in the game. It also reflects the use of a model figure or counter to represent the creature/person.

'S/he', 'him/her' and 'him/herself' are used for characters of indeterminate gender. 'It' is used for figures.

Stat is short for statistic. A character has a series of Stats or characteristics, numbers which describe their abilities, their relative strengths and weaknesses e.g. IQ is a measure of intelligence. This will be explained further in the next section.

Adj. Means adjusted. It is used as a prefix to stats which are modified by circumstances arising in the game, such as using heavy equipment. AdjDX, for example, is a figure's dexterity after various bonuses and penalties have been reckoned.

XP are experience points, which are used to develop a character's stats and abilities. A player will have a certain number of these to spend when a character is first generated, and more can be earned as the game progresses.

CHARACTERS

Characteristics

A characteristic is a basic ability which describes a figure or character in the game.

ST	= Strength
DX	= Dexterity
IQ	= Intelligence
PW	= Power
CH	= Charisma

An explanation of terms:

ST:	How strong, resistant and robust the character is.
DX:	How quick, nimble, accurate and agile a character is.
IQ:	How observant a character is and how good his/her memory is. Ability to learn and think logically.
PW:	The character's spiritual energy, perceptiveness and intuition.
CH:	The character's willpower and strength of character.

Characters start with a minimum score in each of these characteristics. This starting value depends on the race of the character.

When generating a character, XPs can be exchanged for increases in these stats. Each point of ST, DX, IQ or PW normally costs 100 xp. CH is usually 50 xp per point. Most character classes get one of these characteristics at a reduced cost (more on this later). **If buying a STAT over double the starting value from the race table the cost is doubled. If buying a STAT over triple the starting value the cost is trebled and so on.**

Note that any creature with an IQ of 6 or less is a non-intelligent animal.

GENERATING CHARACTERS

To generate a player-character, the following steps should be taken:

1) Choose Race.

Depending on the campaign world in which the game is going to run, players may have choose to have a non-human character. Different races have a variety of special abilities, starting values for characteristics and initial XPs which can be spent on improving them. These are shown in the table overleaf.

2) Decide on Character Class.

It is important to know what kind of character is going to be generated. Most classes have one characteristic at reduced cost, in addition to skills and spells.

3) Select Disadvantages.

Before spending initial XPs, players should choose disadvantages which fit their image of the character they are going to create. The points gained from disadvantages can be spent on special abilities, advantages, spells, non-combat skills and Charisma (CH). They may **not** be spent on any other characteristics, special skills or combat skills. Consequently, it is better to use disadvantage points first, reserving the all-important XPs for things which cannot be bought any other way.

Some time will probably be spent juggling XPs and disadvantage points around, so the running order which follows is not exact.

4) Buy Characteristics.

Except for CH, these can be bought with XPs only.

- *Fighters* need a good ST to use powerful weapons and a good DX to hit with them.
- *Rogues* need a good DX in particular, and perhaps a little extra IQ, PW and/or CH to use their other skills.
- *Academics* need a good IQ to cast powerful spells, PW to fuel them, and DX to be able to cast them.
- *Rangers* need a good ST to fight, but also need good scores in the rest of their stats to use skills well.
- *Mixed Classes* need to balance their stats for fighting ability, skill use and spell casting.

5) Buy Combat Skills.

This is, obviously, a very important step for fighters; it is less important to other classes, and academics will often skip it entirely. Characters should make sure that they have competencies in the weapons they wish to use, and enough skill in manoeuvring to wear the kind of armour they want without incurring great penalties.

6) Choose Special Abilities and Advantages.

Getting some starting money is particularly important, and academics will often want to join a magical college.

7) Buy Non-Combat Skills.

Look at the costs for the character class selected. A table of skills is to be found in the appropriate section.

8) Acquire Spells.

Not all character classes use magic, and not all characters who can will want to buy their spells directly. It is possible to obtain spells through a magical college, but a wizard is never certain of getting a particular spell from a college. Therefore, it may be useful to buy spells which will be very important. To see which spells a character can cast, see Character Classes and Spells and the Spellcasting Summary table. Note that if a character wants to research spells through a magical college, he/she will need plenty of money - the colleges charge for the spells and the character will need to eat while s/he is studying!

Starting Values

As mentioned earlier, the base value for each characteristic depends on the race of the character. The following table shows the starting values for each characteristic for the various humanoid races. These races are described in more detail in the second rulebook of this set 'Halberd: Home'.

- For MA (movement allowance in squares/turn) the number after the slash is movement in armour.
- Races have special abilities. An explanation of these terms is given at the end of the table.
- Note that these are the levels for player characters are all fairly equal in total power (the value of stats, XP and special abilities added together). If the power of some races (e.g. high elves) was calculated, it would appear that they are more powerful than humans. However, the value of their special abilities, which come as an all-or-nothing package, is reduced because of its inflexibility. The advantage of races which start with more XPs is that they can tailor their abilities to produce starting characters who possess the right characteristics for their profession.
- For NPCs the stats and special abilities are the same but XP are much more variable. On the table below XPs are used to balance the races; NPC's need not be given all of the XP's listed - otherwise, the players may find themselves running into some truly heroic lesser goblins!

Race	ST	DX	IQ	PW	CH	MA	XP	Special
Human	8	8	8	8	8	8/6	1480	DV
High/Dark Elf	8	10	10	10	10	10/6	700	DV NV AR CR DR PR BR SS LS IM
Half High/ Dark Elf	8	9	9	9	9	9/6	1180	DV NV CR DR SS LL
Wood Elf	7	11	9	9	9	10/6	750	DV NV AR CR DR PR BR SS LS ST IM
Half Wood Elf	8	10	8	8	8	9/6	1250	DV NV CR DR SS LL

Orc	9	8	7	7	6	8/6	1390	DV NV IV T4 FR CR DR PR
Half Orc	8	8	8	8	7	8/6	1440	DV NV T2 DR PR
Ogre	14	6	7	7	7	8/6	1260	DV DR PR T4 M4
Half Ogre	11	7	7	7	7	8/6	1450	DV DR PR T2 M2
Dwarf	9	6	8	8	8	6/6	1220	DV NV IV T4 FR CR M4 LL
Gnome	7	8	8	8	7	7/5	1340	DV NV IV T2 FR CR M2 LL ST
Gnoll	6	8	8	8	6	7/5	1530	DV NV FR CR LL ST
Halfling	7	10	10	12	10	10/4	950	DV NV CR PR SS ST LL
Reptilian	10	7	7	7	7	8/6	1290	DV IV T8 FR LL
Hobgoblin	7	8	8	8	7	8/6	1360	DV NV T4 FR CR DR PR
Goblin	5	9	7	7	5	8/6	1590	NV ST T2 FR CR DR PR
Lesser Goblin	4	9	7	6	4	8/5	1710	NV ST T2 FR CR DR PR

ST= Stealthy, as the special ability

AR= Archer, as the special ability.

Tn= Toughness, as the special ability (*n* is the number of points of toughness).

Mn= Magical resistance, as the special ability (*n* is the number of points of resistance).

DV= Day vision, as the special ability.

NV= Night vision, as the special ability.

IV= Dark sense, as the special ability.

BR= Bravery, as the special ability.

SS=Sharp Senses, as the special ability.

LS= Light Sleeper, as the special ability.

FR CR DR PR= By letter, resistance to Fire, Cold, Disease and Poison. Resistance is described under special abilities.

LL= Long Lived. These races have life spans 5 times normal and take twice as long to become adults. They heal at twice the normal rate.

IM = Immortal. These races do not age and take three times as long as normal to become adults. They heal at twice the normal rate and are able to regenerate organs, limbs and scars at a rate of 1% per week e.g. if an elf had lost 50% of his arm it would regrow in 50 weeks.

Calculating the Cost of Races

This formula is provided to calculate other races cost for different game worlds.

Races are worked out as follows:

The total cost of all STATS (MA is 50 x average of in armour and out of armour) plus the total cost of all special abilities with a cost of 50 for LL and 100 for IM. Being the dominant species is worth 200. The total is divided by 2 and rounded to the nearest 10. The XP to spend is 3600-total.

CHARACTER CLASSES

Character classes are like professions. A character's class determines the kind of skills and abilities in which he or she will specialise. Character classes are divided into four main groups, FIGHTERS, ACADEMICS, ROGUES and RANGERS. There are also mixed classes. Other character classes exist for people who do not go around seeking adventure (various craftsmen, farmers etc.) but these do not need to be detailed here. The character classes list the races which usually take them up. There are exceptions but they are rare. Cross breeds take up the class of either parent race. Halflings follow human or elven culture.

FIGHTERS	ACADEMICS	ROGUES	RANGERS
Soldier Warrior Knight Bodyguard Archer Barbarian Warrior Monk Citizen Soldier Paladin	Scholar Alchemist Conjurer Illusionist Magician Animist Cleric Necromancer Sorcerer Mystic Shaman Priest God-Talker Adept Power Eater	Thief Burglar Ruffian Assassin Entertainer	Ranger Forester MIXED Warrior- Wizard Fighter-Cleric Rogue-Wizard

Balancing Character Classes

Character classes are balanced as follows. All costs are in XP/DP. Total cost is 70.

Advantage	Cost
ST, DX, IQ or PW reduced to 50	+12
ST, DX, IQ or PW reduced to 75 or CH reduced to 25	+8
ST, DX, IQ or PW reduced to 90 or CH reduced to 40	+4
No Armour Limit	+8
Max Armour Full Metal	+6
Max Armour Half Plate	+4
Max Armour Medium	+2
Skill at 200. Armour at 75.	+1
Skill at 150. Armour at 60.	+2
Skill at 120. Armour at 40.	+3
Skill at 100. Armour at 35.	+4
Skill at 80. Armour at 30.	+5
Skill at 30	+6
Good Weapon Variety	+2
Fair Weapon Variety	+1
Wizard at -4 IQ ¼ IQ in spells	+7
Wizard at -2 IQ ½ IQ in spells	+15
Wizard at IQ and IQ in spells	+24

FIGHTERS

Class	Description	Weapon Types Allowed
Soldier	Soldiers represent professional fighters who make up the bulk of most civilised armies. They include mercenaries, men at arms and regular soldiers. They are usually Humans, Orcs, Ogres or Dark Elves.	Any.
Warrior	Warriors represent the fighters of semi-civilised armies or other irregular troops. They are usually Humans, Wood Elves, Dwarves, Gnomes, Gnolls or Reptilians.	Any.
Citizen-Soldier	Citizen-soldiers are the inhabitants of city-states where the middle and upper classes bear arms as an irregular army. They will usually have another profession unless they are noble. They are usually Humans or High Elves.	Any 1H Melee, 2H Spear, Polearm, Any Thrown or Missile.
Knight	Represent the nobility of Western Vohn who fight as armoured horsemen. They may be landed gentry and rulers at higher levels, but often include a mass who are basically soldiers. They are always Human and must be Noble.	Any Melee except Polearms, Impact Blades, Bashing and Slashing Swords, Two Weapon Combination, Thrown Piercing, Hand Pulled Crossbow.
Archer	A soldier fighting as an archer or skirmisher with missile weapons. They are usually Human, Dark Elf or Orc.	Cut and Trust Swords (1H or 2H), 1H Slashing Sword, Thrusting Sword, Bashing (1H or 2H), Mace (1H or 2H), Axe (1H), Pick (1H), Spear (1H or 2H), Any Thrown or Missile,
Bodyguard	Fighters who guard others, specially trained to protect other people. Often the employees of rich merchants or other important dignitaries. They are usually Human, Orc, Ogre or Dwarf.	Cut and Thrust Sword (1H), Slashing Sword (1H), Thrusting Sword, Bashing (1H), Mace (1H), Polearm, Spear (1H), Any Thrown, Crossbow, Gun.
Barbarian	Any tribal warrior. Barbarians are often mistrusted and feared in civilised lands. They are usually Human, Orc, Ogre or any Goblin type.	Cut and Thrust Sword (1H), Slashing Sword (1H), Bashing (1H or 2H), Mace (1H), Axe (1H or 2H), Spear (1H or 2H), Any Thrown, Bow, Sling.
Warrior-Monk	Certain civilisations, notably in the west the Ailisian Theocracies, have a warrior class who live as monks in fortified monasteries but study the martial arts. They are always human.	Slashing Sword (1H or 2H), Bashing (1H or 2H), Polearm, Spear (2H), Flail (1H), Thrown Blade, Two Weapon Combination, Bow. Martial Arts.
Paladin	A type of knight who is a member of a religious order and has some clerical powers. They exist in Western Vohn. They are always human and must be noble.	Any Melee except Polearms, Impact Blades, Bashing and Slashing Swords, Two Weapon Combination, Thrown Piercing, Hand Pulled Crossbow.

Class	Soldier	Warrior	Citizen-Soldier	Knight	Archer
Stats	ST: 75. DX: 90	ST: 75. DX: 90	ST: 90, CH: 40.	ST: 75. CH: 40.	DX: 75. ST: 90
Magic	None.	None.	None.	None.	None.
Academic	250	250	120	120	250
Animal	100	100	120	80	100
Armour	No Limit: 35	Full Metal: 40	No Limit: 40	No Limit: 30	Max Half Plate: 40
Athletic	100	100	120	100	100
Craft	200	200	100	250	200
Fencing	250	250	250	100	250
Gymnastic	200	150	200	200	150
Killing	150	200	200	200	200
Language	200	200	120	120	200
Magical	250	250	250	200	250
Medical	120	200	200	200	150
Military Lore	120	150	120	120	120
Nature Lore	200	120	200	200	200
Perception	100	100	120	120	80
Social	120	120	100	80	120
Speed	200	120	200	250	120
Stealth	120	120	150	200	100
Survival	120	120	200	200	120
Melee	80	100	100	80	150
Thrown	120	100	100	200	80
Missile	150	100	120	200	80

Class	Bodyguard	Barbarian	Warrior-Monk	Paladin
Stats	ST: 75	ST: 50	DX: 75, ST: 90.	ST: 75.
Magic	None.	None.	None.	As Spiritualist Cleric at -4 IQ at ¼ IQ spells.
Academic	250	250	120	120
Animal	120	100	250	80
Armour	Max Full Metal: 40	Max Full Metal: 40	Max Medium: 60	No Limit: 30
Athletic	100	100	80	120
Craft	250	200	200	250
Fencing	150	250	250	200
Gymnastic	150	100	80	200
Killing	120	120	120	250
Language	120	250	120	120
Magical	250	250	200	120
Medical	100	200	200	120
Military Lore	250	250	200	120
Nature Lore	250	120	150	200
Perception	80	100	100	100
Social	100	120	200	150
Speed	120	120	100	250
Stealth	100	120	120	200
Survival	120	120	120	200
Melee	100	100	80	80
Thrown	100	120	100	200
Missile	100	100	120	200
Parry Other	30			

ROGUES

Class	Description	Weapon Types Allowed
Thief	Thieves combine abilities of stealth and secrecy with some fighting ability. They include robbers, scouts and stealthy adventurers. They are usually Human, Dwarves, Gnomes, Gnolls or Orcs.	Dagger, Cut and Thrust Sword (1H), Slashing Sword (1H), Thrusting Sword, Bashing (1H), Thrown Blade (up to 8 ST), Crossbow.

Burglar	Burglars have few combat abilities, and specialise in physical skills. They are usually Human.	Dagger, Thrusting Sword, Bashing (1H), Thrown Blade (up to 8 ST).
Ruffian	More combat orientated than most rogues, ruffians represent street fighters, highwaymen and adventurers. They are usually Human, Dwarf or Gnome.	Dagger, Cut and Thrust Sword (1H), Slashing Sword (1H), Thrusting Sword, Bashing (1H), Mace (1H), Axe (1H), Thrown Blade, Crossbow.
Assassin	Assassins specialise in stealthy killing or spying. In most societies it is illegal to be an assassin and they are often hated, feared and beyond the normal bounds of society. They are usually Human, Dark Elf or High Elf	Dagger, Slashing Sword (1H), Thrusting Sword, Thrown Blade (up to 8 ST), Crossbow, Blowpipe, 2 Weapon.
Entertainer	Entertainers represent bards, actors, dancers and entertainers of all types. Their social status is highly dependent on different social forms. Bards in some barbarian societies who are on a par with lesser nobility, while in medieval-type societies some entertainers have a status similar to beggars. They can be any race.	Dagger, Slashing Sword (1H), Thrusting Sword, Bashing (1H or 2H), Thrown Blade (up to 8 ST), Crossbow.

Class	Thief	Burglar	Ruffian	Assassin	Entertainer
Stats	DX: 75, IQ: 90.	DX: 50, IQ: 90.	DX: 75, ST: 90.	DX: 75.	CH: 25, DX: 90.
Magic	None.	None.	None.	None.	None.
Academic	200	200	200	200	120
Animal	120	120	100	150	200
Armour	Max part Metal: 35	Max Medium: 40	Max Half Plate: 35	Max Part Metal: 40	Max Part Metal: 40
Athletic	80	80	100	80	100
Craft	250	200	250	250	200 Craft (Play Instrument) 80
Fencing	120	150	150	120	200
Gymnastic	100	80	150	80	80
Killing	120	100	120	80	200
Language	120	150	150	150	100
Magical	250	200	250	250	200
Medical	200	150	150	150	200
Military Lore	250	250	250	250	250
Nature Lore	200	200	200	250	250
Perception	80	80	100	100	100
Social	100	100	100	120	80
Speed	120	100	150	100	120
Stealth	80	80	100	80	100
Survival	200	200	120	120	120
Melee	120	200	100	100	120
Thrown	120	150	100	100	120
Missile	150	250	120	120	150

ACADEMICS

Class	Description	Weapon Types Allowed
Scholar	Scholars do not use magic; they are specialists in knowledge skills. They can also be skilled in the use and analysis of magical items. Scholars usually learn their craft at universities. In human societies which worship the Spiritualist God they are often mistrusted by the church, which dislikes secular learning. They are usually Human, High Elf or Dark Elf.	Dagger, Thrusting Sword, 2H Bashing, Crossbow.
Alchemist	Alchemists are specialists in storing magic within objects, usually potions and such like. Alchemists' enchantments are usually temporary. Powerful alchemists, called enchanter or spellsmiths, can permanently enchant items, but these powers have become very rare. Alchemists normally hold a position in society equivalent to other craftsmen, and have guilds. They are usually Human, Dark Elf, High Elf, Dwarf, Gnome, Gnoll or Reptilian.	Dagger, 2H Bashing, 2H Polearm, Crossbow.
Animist	Animists are worshippers of the Sylvan Pantheon of the Old Gods. They are disliked by both the Spiritualist and the Materialist churches. Most animists are Wood Elves or Gnolls.	Dagger, 1H or 2H Spear, 2H Bashing, Bow, Sling.

Illusionist	A wizard who specialises in creating illusions and images. Illusionists usually learn their craft from a master, but there are a few colleges of illusionists. They are mistrusted by the established church, but often find service in the courts of the nobility or as mercenaries. They are usually Human, Dark Elf, High Elf, Wood Elf, Gnome or Groll.	Dagger, 2H Bashing, Thrown Blade (up to 8 ST).
Sorcerer	Sorcerers are specialists in elemental magic. They usually learn their craft from a master. They and are disliked by the Spiritualist Churches. They are usually Human, Dark Elf or High Elf.	None.
Mystic	Mystics are wizards who specialise in spells controlling the energies of the real plane. They are often hermits or loners who dwell in lonely places. They are usually Human, Wood Elf, High Elf or Dark Elf.	Dagger, 2H Bashing, Thrown Blade (up to 8 ST).
Magician	Magicians are non-specialist wizards who can use many sorts of magic. Less effective than the specialists at each individual group they make up for it with flexibility. Magicians usually learn their craft from a master but occasionally colleges of magicians can be found. They are mistrusted by the established church, but often find service in the courts of the nobility or as mercenaries. They are usually Human, Dark Elf, High Elf or Wood Elf.	Dagger, Thrusting Sword, 2H Bashing, Thrown Blade (up to 8 ST).
Cleric	Clerics are professional members of a religious order, worshippers of either the Spiritualist or the Materialist God. They range from powerful religious and secular leaders to wandering friars and hermits. They are usually Human (Spiritualist), Dark Elf (Materialist) or Orc (either but mostly Materialist).	Dagger, 1H Bashing, 2H Bashing. 1H Mace.
Conjuror	A wizard who specialises in summoning creatures, especially demons, from Limbo. Conjurors are usually loners, having learnt their abilities from their master as an apprentice. They are usually mistrusted and feared by the population at large and the Spiritualist Church is their enemy. They are usually Dark Elves.	Dagger, 2H Bashing, 1H Slashing, Thrown Blade (up to 8 ST).
Necromancer	These wizards specialise in animating the dead and the summoning and binding of ghosts or spirits. They are hated and feared both by the Spiritualist Church and the populace in areas dominated by it. In areas dominated by the Materialist Church or the Old Gods they can be very important and powerful. Outside such areas they usually keep themselves in isolated secrecy. They are usually Dark Elves, any Goblin type, Gnolls or Humans.	Dagger, 2H Bashing, 1H Slashing, Thrown Blade (up to 8 ST).
Priest	Priests are worshippers of the Eternal Pantheon of the Old Gods. They are disliked by both the Spiritualist and the Materialist churches. Most priests are High Elves. They must be noble.	2H Bashing, Dagger, 1H Spear, 1H Slashing Sword, 1H Cut and Thrust Sword, 1H Thrusting Sword.
God-Talker	God-Talkers are worshippers of the Primal Stone Pantheon of the Old Gods. They are disliked by both the Spiritualist and the Materialist churches. Most God-Talkers are Dwarves or Gnomes. Must be noble.	2H Bashing, 1H Spear, 1H Axe, 1H Bashing, Thrown Blade, Crossbow.
Adept	Adepts are worshippers of the Draconic Pantheon of the Old Gods. They are disliked by both the Spiritualist and the Materialist churches. All Adepts are Reptilians and must be female.	2H Bashing, Thrusting Sword.
Shaman	Shamans are worshippers of the Infernal Pantheon of the Old Gods. They are disliked by both the Spiritualist and the Materialist churches. Most Shamans are Goblins or Hobgoblins.	1H Bashing, 1H Slashing Sword, Bow, Sling, Thrown.
Power Eater	Power Eaters are worshippers of the Ancient Pantheon. They are disliked by all other religions. Most Power Eaters are humans. Power Eaters must choose to be Daughters of Ga or Sons of Ke. They can graduate to being Eaters of Power if they have at least IQ 13 and PW 15. The Power Eaters are cult with other non-wizard types.	Daughters of Ga: 1H Slashing Sword, Thrown Blade. Sons of Ke: 1H Cut and Thrust Sword, 1H Slashing Sword. Eaters of Power: 2H Bashing.
Mantis	A Mantis is a worshipper of the Celestial Pantheon of the Old Gods. They are disliked by both the Spiritualist and the Materialist churches. Most Manti are human.	Dagger, 2H Bashing, 1H Spear, Thrown Piercing.

Class	Scholar	Alchemist	Animist	Illusionist	Sorcerer
Stats	IQ: 75.	IQ: 75.	ST: 75.	DX: 75, PW: 90.	PW: 75, IQ: 90.
Magic	None.	Alchemist Spells: IQ.	Animist Spells: IQ.	Illusionist Spells: IQ.	Sorcerer's Spells: IQ.
Academic	80	100	250	120	100
Animal	150	250	200	200	200
Armour	Max Full Metal:	Max Half Plate: 40	Max Medium:	No Armour	No Armour

	40		60		
Athletic	150	200	120	200	150
Craft	100	100	150	250	200
Fencing	250	250	250	250	250
Gymnastic	200	250	250	200	200
Killing	200	250	200	250	250
Language	80	100	250	120	100
Magical	100	80	120	100	80
Medical	100	200	120	200	150
Military Lore	120	250	250	250	250
Nature Lore	100	100	80	150	100
Perception	100	150	120	80	80
Social	120	150	150	120	200
Speed	200	250	200	150	150
Stealth	120	200	120	80	150
Survival	200	250	120	250	250
Melee	120	150	200	150	250
Thrown	250	250	250	200	250
Missile	120	200	150	250	250

Class	Mystic	Magician	Cleric	Conjurer	Necromancer
Stats	PW: 75.	PW: 75.	IQ: 75.	PW: 75, IQ: 90.	PW: 75, IQ: 90, ST: 90.
Magic	Mystic's Spells: IQ.	Magician's Spells: IQ.	Cleric's Spells: IQ.	Conjurer's Spells: IQ.	Necromancer's Spells: IQ.
Academic	150	150	80	80	100
Animal	200	150	200	200	250
Armour	No Armour	No Armour	Max Full Metal: 60	No Armour.	Max part Metal: 60
Athletic	150	150	200	200	200
Craft	200	150	250	200	250
Fencing	250	150	250	250	250
Gymnastic	200	150	250	200	200
Killing	250	200	250	200	150
Language	120	120	80	100	120
Magical	80	100	100	80	80
Medical	120	150	100	200	250
Military Lore	250	200	200	250	250
Nature Lore	80	150	200	250	250
Perception	100	150	150	120	150
Social	200	150	100	120	250
Speed	200	150	250	150	250
Stealth	120	150	250	120	100
Survival	120	150	250	200	200
Melee	150	150	150	200	200
Thrown	200	200	250	200	200
Missile	250	250	250	250	250

Class	Priest	God-Talker	Adept	Shaman	Power Eater	Mantis
Stats	IQ: 75.	IQ: 75.	PW: 75, IQ: 90, CH: 90.	PW: 75.	PW: 75. Sons of Ke: ST at 90.	IQ: 75, PW: 90.
Magic	Priest's Spells: IQ.	God-Talker's Spells: IQ.	Adept's Spells: IQ.	Shaman's Spells: IQ.	Daughters of Ga: Summon Dark (up to max for IQ), Blur, Concealment, Trip. Sons of Ke: Summon Fire (up to max for IQ), Firebolt, Fireball, Protection, Drop Weapon. Eaters of Power: Power Eater's Spells: IQ. Power Eater spells are received automatically and kept in mind. They do not write runes.	Mantis' Spells: IQ.
Academic	120	150	120	200	250. Religion 0	120
Animal	150	200	200	100	200	200
Armour	Max	Max Full	No	Max	Daughters of Ga and Eaters of Power:	No

	Half Plate: 60.	Metal: 40.	armour.	Medium: 60.	No Armour. Sons of Ke: Max Full Metal: 35.	Armour.
Athletic	150	150	150	120	150(Sons of Ke and Daughters of Ga 80)	150
Craft	250	250	250	250	250	200
Fencing	250	250	250	250	250	250
Gymnastic	150	200	200	200	150(Daughters of Ga 80 Sons of Ke 120)	200
Killing	250	250	250	150	150(Daughters of Ga 80)	250
Language	100	120	120	200	250	120
Magical	100	120	100	120	80 Magical Ritual only. Can only use Power Eater Items automatically. Daughters of Ga: 120	100
Medical	120	150	120	150	150	120
Military Lore	200	150	250	200	200	250
Nature Lore	150	200	150	150	120	150
Perception	150	150	100	120	100	120
Social	100	100	100	150	150(Eaters of Power 100)	120
Speed	250	250	250	250	150(Daughters of Ga 100)	250
Stealth	250	250	250	150	150(Daughters of Ga 80)	200
Survival	250	250	250	150	150	150
Melee	150	150	120	150	100	120
Thrown	250	200	250	200	120	150
Missile	250	150	250	150	250	250

RANGERS

Class	Description	Weapon Types Allowed
Ranger	Rangers are fighters in wilderness areas who specialise in guerrilla warfare. They include those who protect the borders of civilisations, bandits and freedom fighters. Most Rangers are Humans, Wood Elves, Dwarves, Gnomes, Gnolls, Orcs and Reptilians.	Cut and Thrust Sword (1H), Slashing Sword (1H), Bashing (1H or 2H), Axe (1H), Spear (1H or 2H), Thrown Blade, Thrown Piercing, Bow, Crossbow, Sling.
Forester	Foresters are less combat orientated than rangers. They include trackers and hunters. Most Foresters are Humans, Wood Elves and Gnolls.	Cut and Thrust Sword (1H), Slashing Sword (1H), Bashing (1H or 2H), Axe (1H), Thrown Piercing, Bow, Crossbow, Sling.

Class	Ranger	Forester
Stats	ST: 75.	DX: 75.
Magic	None.	None.
Academic	200	200
Animal	120	150
Armour	Max Part Metal: 35	Max Medium: 35
Athletic	100	80
Craft	120	120
Fencing	250	250
Gymnastic	150	150
Killing	120	150
Language	150	120
Magical	250	250
Medical	150	150
Military Lore	250	250
Nature Lore	80	80
Perception	100	80
Social	120	120
Speed	150	120
Stealth	100	80
Survival	80	80
Melee	120	150
Thrown	120	120
Missile	100	120

MIXED

Class	Description	Weapon Types Allowed
Warrior-Wizard	Warrior wizards are particularly common amongst certain magically orientated races. In some areas schools or military units of warrior wizards exist. They make useful mercenaries, retainers and bodyguards. Most warrior wizards are High Elves, Dark Elves or Wood Elves.	Cut and Thrust Sword (1H or 2H), Slashing Sword (1H), Thrusting Sword, Bashing (1H), Mace (1H), Axe (1H), Pick (1H), Spear (1H), Flail (1H), Impact Blade (1H), Thrown Piercing, Bow, Crossbow.
Rogue-Wizard	Some magicians, especially in areas where magic use is not accepted, live a life outside the law. They do not have the time or inclination to research their magical skills fully but have better physical skills. Most rogue-wizards are humans or orcs.	Dagger, Cut and Thrust Sword (1H), Slashing Sword (1H), Thrusting Sword, Bashing (1H), Thrown Blade (up to 8 ST), Crossbow.
Fighter-Cleric	Represents priests of martial orders, or those who are also secular warriors such as medieval type nobles. They are worshippers of the Spiritualist (Human) or Materialist (Dark Elven) Gods.	Cut and Thrust Sword (1H), Slashing Sword (1H), Bashing (1H), Mace (1H), Pick (1H), Spear (1H), Flail (1H or 2H).

Class	Warrior-Wizard	Rogue-Wizard	Fighter-Cleric
Stats	ST: 90.	DX: 90.	ST: 90.
Magic	At IQ -2 with ½ IQ spells as Magician, Conjuror, Illusionist, Sorcerer or Mystic.	At IQ -2 with ½ IQ spells as Magician, or Illusionist.	At IQ -2 with ½ IQ spells as Cleric.
Academic	150	150	100
Animal	120	150	120
Armour	Max Full Metal: 40	Max Medium: 40	No Limit: 35
Athletic	120	100	120
Craft	250	250	250
Fencing	200	150	250
Gymnastic	150	120	250
Killing	150	120	200
Language	150	150	100
Magical	150	150	100
Medical	150	200	100
Military Lore	200	200	200
Nature Lore	200	150	200
Perception	150	120	120
Social	150	120	100
Speed	150	150	250
Stealth	150	100	200
Survival	150	200	200
Melee	100	120	100
Thrown	120	120	250
Missile	150	150	250

DISADVANTAGES

Players should be encouraged to give their characters disadvantages for two reasons. Firstly, they allow a character to have more XPs than their racial base. However, points gained from disadvantages cannot be spent on stats other than CH or on combat skills. They *can* be spent on special abilities, advantages, other skills and spells. Thus they allow the development of a character with more rounded abilities. Secondly, disadvantages encourage role-playing. They develop a personality and gives the character some kind of motivation which

justifies putting his or her life in danger on a regular basis – be it getting enough money to support their extravagant lifestyle, or battling for a cause. A character can spend XPs to get rid of a disadvantage if during the game it has reasonably been dealt with e.g. a slave who manages to buy his/her freedom or a character who repeatedly stands up to his/her fears. This cost DP+25 XP.

A character cannot have disadvantages totalling to more than 1000 points.

Failure to follow the limitations of a disadvantage can cause **DEMORALIZATION**. Each cause of demoralization gives a character a 1 penalty on all actions.

Many disadvantages causes loss of wealth. INCOME is total wealth is cash or kind received. SURPLUS is wealth left after minimum living expenses for self and dependents.

A character should not be allowed disadvantages whose penalties in a skill area add up to more than 5 as this would make them a total outcast and pariah.

DISADVANTAGE	Description	Limitations and Penalties	DP
AGGRESSIVE:	The character resorts to violence frequently if his/her wishes are frustrated.	1 penalty Social. Failed Social rolls result in fights or confrontation.	125
ALTRUISTIC:	The character's actions are motivated by kindness and generosity. S/he will give away both favours and properties that s/he cannot really afford. This has some positive effects in as much as it will make the character more popular.	Loss of 50% of surplus.	150
AMBITIOUS:	The character is driven by grandiose schemes of social climbing. S/he will act in a fashion suggesting a grander social status than actually possessed and attempt to derive higher social status whenever possible.	1 penalty Social. Must spend 20% of income on social occasions. Demoralized if no social climbing in any month.	125
ARBITRARY:	The character acts in an arbitrary and unjust fashion. Others will perceive him as dangerous or unreasonable, and this will put him/her at a disadvantage when relating to many people.	1 penalty Social. Failed social rolls result in making enemies of the target.	125
BEGGER:	The character comes from the lowest free strata of society. S/he is generally ignored by social superiors.	2 penalty Social except with beggars, runaway slaves or serfs. Any evidence of wealth or success (e.g. decent clothing or accommodation) will be greeted with deep suspicion by the higher classes who will assume the character is a thief.	150
CLUMSY:	A tendency to trip over his/her own feet and knock over fragile objects.	2 penalty Stealth.	125.
COMFORTABLE LIVING:	The character is used to reasonable standards of comfort and does not appreciate 'roughing it'. Requires creature comforts when travelling, will always stay in good quality accommodation where possible and acquire good quality food and drink when available.	1 penalty Survival. Demoralized if did not stay previous night in either good quality accommodation and ate good food or an excellent pavilion with good food.	150
COWARDLY:	The character is a physical coward and must avoid danger and fighting whenever possible.	+2D to all Fear checks.	300
DEPENDENTS:	A character has other individuals to look after, such as a family. He/she must protect and provide for them.	Costs minimum 50% of Income. Demoralized if in any week dependents have less than 7 sp spent on them.	200

DISTINCTIVE AND MEMORABLE	The character has distinctive features which are extremely difficult to disguise.	Character is easy to recognise and describe to others.	20
ECCENTRIC:	The character has personal foibles which marks him/her out from others. S/he will be considered eccentric, unusual or even mad.	1 penalty Social. Failed social rolls result in target considering the character to be mad.	125
EGO SIGNATURE:	The character must make sure everyone knows of his/her brave deeds (no matter if they are illegal or dangerous). S/he leaves a distinctive sign of his/her presence at the scene of victories and/or brags to anyone who will listen about them.	Character is Demoralized if forced to keep any deed a secret until it can be bragged about.	100
ENEMIES:	The character has an individual or group who are committed enemies determined to imprison or kill him/her. They are dedicated to this goal.	In each scenario roll 2D. On a score of 12+ the enemies will attempt to thwart the character.	150
FANATIC:	The character is fanatically devoted to a particular cause and will strive to his/her best ability in that cause at all times.	Character is Demoralized in any week s/he is not attempting to further the cause.	125
FEARS:	The character Fears a common situation , creature or type.	2D Fear check (or +2 D) caused.	100
FLASHBACKS:	The character has flashbacks to some traumatic event in his/her past which are triggered by certain events.	Situation is encountered in 25% of scenarios and causes the character to be incapacitated for 2D turns,	125
FRENZY:	This disadvantage is only open to those who have the berserker advantage.	A frenzied character must roll to go berserk whenever s/he is involved in a fight. When no more enemies are available s/he will start attacking friends until s/he comes out of his/her berserk.	150
FUMBLING:	Lapses in concentration cause the character to fumble frequently.	+1 chance of fumbling any roll.	400
HATRED:	The character harbours an irrational hatred of a particular common type of person or thing. The hated target is not easy to destroy and is widespread e.g. Dark Empire soldiers, Reptilians, heretics.	Demoralized in any week the hated thing is not destroyed. If encounters thing must immediately attack it unless roll 2D under CH in which case can delay long enough to make a plan to attack it.	150
HERO WORSHIPPER:	The character has a submissive personality and tends to attach him/herself to more dominant personalities. The character will tend to do whatever this 'hero' says, fawn over them and so on. This will continue even if the object of worship treats the character badly. If the object of worship is lost in some way the character will find someone new to latch on to.	Choose one character not controlled by the player. The character must obey their every command and constantly strive for their approval. Demoralized if hero shows disapproval of character.	150
HIDEOUS	The character is hideous.	2 penalty Social. Failed Social rolls result in character being driven off as a freak or diseased vermin	200
HOARDER:	The character is a hoarder of wealth and likes money for its own sake. His/her actions are directed towards acquiring wealth which will only be spent when absolutely necessary,	Demoralized in any week failed to hoard at least 25 sp. Demoralized in any week in which spent more than 25% of income.	150
HONEST:	The character is unable to lie directly and is very unconvincing when attempting to evade the truth.	4 penalty to any roll involving lying.	125

		Character Demoralized for 1 month if tells a lie or evades telling the truth through equivocation or silence.	
INAPPROPRIATE APPEARANCE:	The character does not look the part. For example a skilled fighter who looks weak and harmless, a wizard who looks foolish and incompetent or a cleric who looks worldly. The character will be taken less seriously and find it difficult to get jobs. The character may also find it necessary to keep his/her true nature concealed on some occasions.	1 penalty Social. Failed social rolls result in targets failing to respect character or believe s/he is as represented.	125
INAPPROPRIATE SOCIAL ROLE:	The character's sex, race or class makes his/her profession or attitudes socially unusual – for example, a female warrior in a society where women do not usually bear arms. People and authorities will often show prejudice against the character.	2 penalty Social. Failed social rolls result in targets failing to respect character. Character must make Social rolls in order to be accepted for any task, job or position.	200
INDULGENT:	The character has a taste for the luxuries of life and when s/he has money available it will be spent on these.	Must spend 50% of surplus on luxuries. Demoralized in any week fails to spend 50 sp on luxuries.	175
INTIMIDATING:	The character seems unpleasant, uncultivated or overbearing and supercilious. S/he does not make friends easily and does not inspire loyalty or affection in others.	1 penalty Social. Failed social rolls result in making enemies.	125
LAZY:	The character is less active than the norm.	1 penalty in any activity requiring effort for more than 1 hour. Demoralized if spend more than 6 hours per in a day in useful activity.	125
LOVE	The character loves the named individual.	Loss of 10% of income. Demoralized in any week did not see and interact with loved person or if that person does not love the character. If loved one lost Demoralized for 1D+2 months and until new loved one is found.	150
LOYAL:	Once the character has given his/her loyalty to someone s/he will not turn against that person under any circumstances.	Demoralized if character does not have a leader to be loyal to. Demoralized if let down leader in any way until redeemed by a display of even greater loyalty. Demoralized if leader is killed or seriously hurt for 2D weeks.	125
LUSTFUL:	The character spends a great deal of time in pursuit of the opposite sex. This is one of his/her major motivations and will often cause him/her to act in a dangerous, ill considered or foolish fashion.	Demoralized in any week failed to make a successful seduction of a new target. Demoralized on any day failed to make an erotic conquest.	150
MONOMANIAC:	The character's whole being is directed at a single, straightforward goal. Examples could be revenge, justice or the destruction of an individual, nation or race (or the improvement of the same). This is his/her only goal and s/he	3 penalty on any action not directly associated with goal. Demoralized on any day failed to advance goal.	250

	will take no interest in actions that are not associated with it.		
MORAL QUALMS:	The character has moral qualms about killing people. Most people (who aren't CALLOUS or PSYCHOTIC) would hesitate to kill in cold blood. A character with moral qualms however will only fight people in order to defend him/herself, and will try his/her utmost to make sure no one is killed or seriously injured.	Demoralized for 1 week if involved in an action in which someone is killed. Demoralized for 2 days if involved in an action where someone is seriously hurt.	250
OVERCONFIDENT	The character has an exaggerated view of his/her own abilities and will therefore frequently overestimate the chances of success in any task. S/he will fight against unrealistic odds, attempt dangerous tasks and generally act first and think later. Even frequent failure will not dent this confidence, as s/he will always blame it on circumstances beyond his/her control.	Can never decide not to do something by reason of risk of failure where the chance of success exceeds 50%.	125
PARANOID:	The character believes the world and everyone in it is against him/her. S/he may behave in strange and irrational ways, taking elaborate precautions against imaginary dangers and is always suspecting others of plotting against her/him. S/he may be given to taking action against people whom s/he suspects.	The character must never trust anyone without taking elaborate precautions to avoid betrayal.	150
PHYSICAL DISABILITY:	The character has a physical disability which restricts his/her actions. The number of points depends on the frequency with which this disability affects them and the severity of the problem caused.	Blind. Missing Eye -2 to all range penalties, -2 perception. Missing Arm. Missing Hand. Missing Leg -5 MA. Missing Foot -3 MA. Lame -2 MA. Dumb. Deaf.	500 200 300 200 300 200 100 400 300
POOR MEMORY:	Lack of recall for facts and details.	2 penalty Magic, Nature Lore, Academic and Military Lore. $\frac{1}{2}$ IQ for spell memorisation.	100
POVERTY:	The character has fallen on hard times.	The character starts with 5 sp instead of the usual amount.	50
PROUD:	The character cannot stand being insulted or slighted. S/he cannot refuse a fair challenge or keep silent if insulted. S/he is easily provoked to violence.	If character is insulted s/he must immediately issue a challenge to a duel. If challenged to a duel the character cannot refuse.	120
RELIGIOUS FANATIC:	The character is fanatically devoted to religion. The effects of this will vary depending on the religion, but the character's whole life is devoted to the pursuit of the religion's goals. S/he will talk about this religion constantly, try to gain converts, act in accordance with these religious beliefs at all times.	Demoralized in any week failed to advance religions goals by conversion, persecution or large expenditure.	150
RIVALRY:	The character has a rival, professional, romantic or both. S/he must always attempt to outdo this rival and make the rival look bad if at all possible.	Demoralized on any day in which rival was not outdone on the previous day	125
SERF OR SLAVE:	A serf has no rights in law and is the property of his master to be treated as the master sees fit. A serf's only protection against others comes from their master. A serf is assumed to be a runaway and therefore his/her master will	2 penalty social except with other runaways or beggars. In each scenario roll 2D. On a score of 12+ the authorities or	300

	be hunting for the character. There are also other legal and state institutions which watch for runaways.	the character's master will attempt to apprehend the character.	
SHOUTS AT FOREIGNERS:	A tendency to speak loudly and clearly to foreigners in own language.	2 penalty Speak Other Languages and in making Social rolls in other languages.	100
SOCIALLY UNACCEPTABLE HATRED	The character harbours an irrational hatred of a particular common type of person or thing. The hated target is not easy to destroy and is widespread. It is also socially unacceptable to destroy it. e.g. the established church in the region the character lives, the nobility	Demoralized in any week the hated thing is not destroyed. If encounters thing must immediately attack it unless roll 2D under CH in which case can delay long enough to make a plan to attack it.	250
SOFT:	The character is used to being waited on hand and foot.	2 penalty Survival. Demoralized if less than 2 servants working solely to make the character comfortable.	200
SQUEEMISH:	A lack of taste for blood and violence.	2 penalty Killing and Medical. Demoralized for 1 hour by the sight of a Major Wound or Mortal Wound.	150
STIFF:	A rigidity of movement.	2 penalty Gymnastics -1 MA.	75
STRANGE ODOUR:	Something about the character upsets animals.	2 penalty Animal. Animals are twice as likely to attack the character.	100
STYLE:	The character has style and must dress to impress.	Demoralized if wearing anything of less than good quality or less than 500 sp worth of jewellery. Demoralized in any week fails to spend at least 50 sp and 25% of surplus on clothing and jewellery. Demoralized for 1 month If forced to sell clothing or jewellery other than to buy better.	150
SUSPICIOUS APPEARANCE	The character's appearance provides reason for distrust e.g. branded as a thief, looks like a vagrant.	1 penalty Social. Failed social rolls will result in character being taken to be a liar, thief or bandit.	125
TOUGHNESS:	The character is less tough than is usual for his/her ST.	Each -1 hit	40
TRICKSTER:	The character has a penchant for jokes and tricks of an unpleasant nature and therefore frequently offends others. He/she will be very irritating to other characters, especially over long periods.	Demoralized in any day fails to inflict a cruel practical joke on a friend or associate.	75
TRUSTING:	The character believes the best of people and will generally accept them at face value. S/he is easy to con or trick and will never believe dishonest intentions in others unless they are extremely obvious, in which case s/he will be very shocked.	All opponents get +3 to persuade character. If someone's word proves obviously false the character is Demoralized for 1 week.	200
UGLY	The character is ugly.	1 penalty Social.	125
UNACCEPTABLE	The character has a profession which is society	The character must remain in	350

SOCIAL ROLE:	proscribes for members of his or her class, race or sex. It is essential that the character keeps his or her true nature concealed at all times to avoid unpleasant consequences.	disguise at all times. If discovered the character will be imprisoned, executed or lynched.	
UNDER-CONFIDENT:	The character has little confidence in his/her own abilities and will frequently underestimate the chance of success in any task. S/he will abandon fights as hopeless where the chance of winning is still fair, and will refuse to attempt tasks of an uncertain result.	Character cannot attempt any task where chance of success is less than 50%.	150
UNFIT:	The character is unfit and soon becomes breathless.	2 penalty Athletics. Can't run for more than 3 turns.	150
UNPERCEPTIVE:	A lack of awareness.	2 penalty Perception. -2 initiative.	100
VENGEFUL:	The character will always try to extract revenge from those who s/he considers to have done him/her harm.	At start of game choose an individual or group. Only death will deal with them. Demoralized in any week failed to punish them for their actions. Each time the character is thwarted gain a new individual or group to take revenge on. Retribution must always be a little worse than their crimes	150

SPECIAL ABILITIES

Special abilities can usually only be purchased only using initial XPs or DP. They can only rarely be gained subsequently as a result of amazing and heroic acts. Note that only player characters and exceptional NPCs have special abilities other than those of their race.

ABSOLUTE TIME SENSE:	The character will always know the correct time of day or night in all circumstances. (15).
ACADEMIC	Natural studiousness and wisdom give the character a 1 advantage on all Academic skills. (150).
ACCURATE:	The character increases the range modifier for missiles, missile spells, thrown weapons and thrown spells by 1. (100).
AMBIDEXTERITY:	The character is at no penalty with his/her off hand. Penalties for two weapon use are reduced by 2. (150).
ANIMAL MASTER:	An innate understanding of animal natures allows the character a 1 to Animal skills. Also, animals are unlikely to attack the character unless severely provoked. (200).
APPEARANCE:	The character's appearance provides an advantage. S/he is especially beautiful and attractive and makes rolls on seduction, persuasion, acting and customs at a 1 advantage. (75). And/or has an appearance which inspires confidence and trust and makes rolls on gambling, leadership, trading and oratory at a 1 advantage. COST (75).
ARCHER:	Character has a 1 advantage with Missile skills. (300).
ATHLETE:	Extreme fitness and natural ability give the character a 1 advantage on all athletic skills. (150).
BERSERKER:	When a character tries to go berserk s/he must roll 3D under ST each turn to succeed. Whilst berserk the character must drop any shield s/he is carrying. Berserkers cannot wear armour heavier than a mail hauberk. The berserk character can take no actions other than attacking in melee and moving around. S/he adds 8 to ST for all purposes including taking damage whilst berserk. Also s/he ignores the penalty for minor wounds and suffers only -1 adjDX for major wounds. To stop being berserk a character must have

	no more enemies visible and be able to roll 2D under IQ per turn (this is compulsory each turn). The maximum time a berserker can stay berserk is equal to 10 minutes times ST. After going berserk a berserker needs to rest for four times the time s/he was berserk. Until s/he has had this rest s/he will be at -3 adjDX at -2 MA. S/he will need to sleep for at least 8 hours before going berserk again. (250).
BRAVERY:	The character is very brave and will never be persuaded by fear against an action. S/he is immune to fear based attacks and defences and does not suffer from fear caused by supernatural creatures. (300).
CALLOUS:	The character has no qualms about killing, deserting his friends, back stabbing, leaving the weak and innocent to die and so on. S/he is out for him/herself and no one else. This is an advantage; thus, it does not mean that the character must act this way, or is obviously evil. In fact s/he can behave with the same consideration as everyone else. It means that should it become necessary s/he can act in a completely selfish fashion. (100).
CRAFTER:	Natural ability allows the character a 1 advantage in all craft skills. (125).
COLD RESISTANCE:	The character has an extra 6 armour against cold based attacks and can stand cold temperatures as if they were 30 degrees centigrade warmer. (75).
DARK SENSE:	A character with dark sense has acute senses such as hearing or more exotic senses which function in total darkness. Such senses have a limited range (about 3 metres) but within this range allow skill use at -2 modifier (those without it would suffer at least a -10 penalty). (200).
DAY or NIGHT VISION:	Characters with day vision can see normally and without penalty in sunlight or very bright artificial light. Characters with night vision can see normally in faint illumination such as at night or in badly lit areas. A character with both can see normally in all such situations and also in twilight between them. Characters who lack a type of vision are at a 2 penalty with close range skills and 6 penalty in long range skills. The range penalties for missile attacks are tripled. In twilight conditions (e.g. early morning or evening, torch light etc.) a character who does not possess both types of vision is at a 1 penalty with close range skills and a 3 penalty with long range skills. The range penalties for missile attacks are doubled. (200 each).
DEFENCE MANOEUVRE:	The character can manoeuvre so as to never let anyone have a clear attack at his/her back. Enemies to the rear only get a 2 bonus and enemies to the flank get no bonus. The character is also better at avoiding ambush attempts and should make attempts to detect them with a 2 advantage. (200).
DISEASE RESISTANT:	The character has an extra 10 ST for resisting disease. (50).
DUPLICITY:	The character is an especially convincing liar and can tell tales which confuse and obscure the truth. The character has a 1 advantage on any skill roll involving lying. (50).
EMPATHIC:	The character is especially good at relating to others. All social skills have a 1 advantage. (150).
FENCER:	Hand eye co-ordination and quick reactions give the character a 1 advantage at fencing. (200).
GYMNAST:	Great flexibility and small stature allow the character a 1 advantage on all gymnastic skills. (125)
HAND EYE COORDINATION	An innate sense of distance and power of throw gives the character a 1 advantage on all Thrown skill rolls. (200).
HEALER:	A natural understanding of all healing processes allows the character a 1 advantage in all medical skills. (150).
HEAT RESISTANCE:	The character has an extra 6 armour against heat based attacks and can stand hot temperatures as if they were 30 degrees centigrade cooler. (75).
IMMUNITY:	The character is immune to a particular disease or poison. (10 per immunity).
KILLER:	Natural aptitude allows a 1 advantage on all killing skill rolls. (125).
LIGHT SLEEPER:	The character can wake up suddenly and be ready for action immediately instead of

	having to wait to orientate him/herself. Also s/he can make perception rolls whilst asleep, to hear people approaching for example, more easily than others. The character need less sleep than usual and can manage on 4 hours in 24. (100).
LIGHTNING REACTIONS:	The character is extremely fast. In combat s/he adds 5 to adjDX for determining the action sequence in combat. COST 100.
LINGUIST:	Natural ability at languages allows the character a 1 advantage in all language skills and to learn new languages three times as fast as normal. (150).
LUCKY:	The character is very lucky. Whenever a dice throw is made for a skill use against the character or a skill use by the character then the character may spend a luck point to re-roll the dice. Luck points are regained at midnight each day. (200 for 1 point and then 50 per point up to 3. Each point thereafter costs 100).
MAGICAL RESISTANCE:	The character resists any magical attack as if their PW was a certain amount higher. This includes resisting PW drain for the resistance roll but not for the number of points available for reduction. (30).
MAGICAL APTITUDE:	The character has an aptitude with spells and can memorise an extra spell per point. (30 per).
MILITARY GENIUS:	The character has a 1 advantage with all Military Lore skills as a result of an acute understanding of military matters. (100).
NATURE'S WISDOM	The character has a 1 advantage with all Nature Lore skills as a result of an innate understanding of nature. (100).
PAIN RESISTANCE:	The character is especially good at resisting pain and reduces the penalty resulting from injuries by 1. (75).
PHOTOGRAPHIC MEMORY:	After seeing or reading something once, the character can recall it perfectly. For a wizard this means that s/he does not have to have his spell book with him/her in order to alter the spells s/he has ready, s/he can swap them by recalling it from memory. Recalling items can still be a fairly slow business, however, but it is twice as quick as reading from a spell book. A wizard could also copy a spell from memory to his spell book but, lacking a source, this would take twice as long as usual. It still does not allow a wizard to use a spell which has not been translated into his/her spell book. (250).
POISON RESISTANCE:	The character has an extra 10 ST for resisting poison. (75).
SENSE OF DIRECTION:	The character can always tell which compass direction s/he is facing without visual clues. Gives a 2 advantage to navigation rolls. (50).
SHARP SENSES:	The character has a 1 advantage on all perception rolls and can see and hear twice as far as is usually possible. (150).
SIMULATE DEATH:	The character is excellent at playing dead. It will take a very hard perception roll from close range, or a hard first aid roll to determine that the character is still alive if s/he is feigning death. (25).
SIXTH SENSE:	A character with this ability sometimes gets premonitions of danger. In cases such as concealed traps or ambushes the referee should make a skill roll (PW) with a difficulty equal to the level of danger for him/her to feel uneasy. (150 +50 per advantage up to 4).
SPEED:	Natural speed gives the character a 1 advantage on all Speed skills. (250).
SPEED READING:	The character reads very quickly. This will mean that s/he can do research from written sources twice as fast. Can learn spells twice as quickly, and record spells in ¾ of the time. (200).
STEALTHY:	The character is naturally stealthy and has a 1 advantage on all stealth throws. (150).
SURVIVOR:	A youth spent in the wilderness and great toughness allow the character a 1 advantage on survival and nature lore skills. Also the character is resistant to starvation and lack of water and succumbs only half as fast to these problems. The character can also resist natural extremes of heat and cold twice as well as a normal person. (150).
TOUGHNESS:	Each point gives +1 hit and adds to wound levels accordingly. (50 per).

WEAPON MASTER:	A natural facility with hand weapons gives the character a 1 advantage with melee categories. (300).
WIZARD:	The character has a 1 advantage with all magical skills. (300).

ADVANTAGES

Advantages can usually be purchased with initial XPs (racial plus disadvantage points) only. The nature of advantages is such that they gained through game play, but cannot be bought with XP i.e. PCs may gain friends, contacts and money, but they cannot simply appear out of the ether.

CONTACTS:	The character has a useful contact who is in a position to give him/her information or other Help. Examples could be a friend in the town guard, a priest, some leverage over a local informer, or friendship with a local ruler. However, more powerful contacts can be used infrequently (they are very busy and will have lots of other commitments) whilst more lowly contacts can be used frequently. A character can have several contacts, or have more than one contact with the same individual increasing the likelihood of Help. (30/contact).
FAVOURS:	Similar to contacts, favours are one use. (10/favour).
MONEY:	A character is normally assumed to start the game with 40sp in cash or kind. A character can spend XPs to be wealthy. 50 xp ...start with 200sp or 50sp and an income of 50sp per year.... 100xp... start with 500sp or 200sp and 100sp per year. 200xp... start with 1000sp or 400sp and 200sp per year. 300xp... start with 2000sp or 800sp and 400sp per year Each extra 100 xp adds 2000sp initial money or 500sp initial money and 250sp/year in income.
SOCIAL STATUS:	A character is assumed to be a free person of the middle orders of society, such as a citizen of a town, a free farmer or an illegitimate (and unrecognised) child of the nobility or priesthood (which can be judged by wealth). Such an individual has some protection in law (especially within towns), and can bear arms if local regulations allow it. It is possible to have a higher social status. For 150xp the character can be a member of the minor nobility. For 300xp the character can be a member of the higher nobility. Being a noble allows a character a much higher legal status, protection in law, the ability to administer low justice on the lands of the family, the ability to become a knight or a priest and to be allowed to bear arms without any hindrance. Being a member of the higher nobility gives a great deal of influence, including the ability to brush aside minor officials and local laws at least to some extent.
MAGICAL COLLEGE:	The character is a member of an organisation which will allow him/her access to a library where s/he can perform magical research. The chance of finding any standard spell appropriate to the PC's character class in the library depends on the IQ needed to cast it. A character can spend 1 week of research looking for the spell. On a roll of 1D (+2 for common spells, -2 for uncommon and -6 for rare spells) over its IQ it is found and can be transcribed. A fee of 1sp/IQ will be expected for a common spell, 2sp/IQ for an uncommon spell and 3sp/IQ for a rare spell. A college member can expect to subsist at a minimum rate of 1½ sp per week (food and miscellaneous expenditure). The chance of finding a given spell is higher in more important colleges. If more XP are spent, the character can be a member of a 2 or 3 die college. Lesser Magical College (1D): COST 200. Greater Magical College (2D): COST 300. Major Magical College (3D): COST 400. Sometimes magical colleges have different tiers of membership. It is possible to be a member of a larger college, but have limited access to its library. Hence, (at the referee's discretion) it may be possible for a character to upgrade his/her magical college with XPs gained later in the game. A starting character with a magical college can begin the game with a spellbook containing 8 spells at normal price as above. The max IQ of each spell is as follows: 9 (Common) for a Lesser College; 15 (Common) or 11 (Uncommon) for a Greater College. 20 (Common), 16 (Uncommon) or 12 (Rare) for a Major College.

e.g. Anton is a member of the Order of Galcius. At his level of initiation, the Order's library counts as a greater magical college (2D). He is trying to research the spell Create Staff at IQ 12. This is a common spell, so he spends a week trying to find it. He rolls 2D+2 and gets a total of 14 - a success. Reading this spell is Difficult (see Skills: Read Runes); transcribing it is very difficult (9 or less). Anton is Very Skilled at Read Runes, so he adds 2 to his chance of success (11). Rolling a total of 16, he fails. He spends another week studying the spell and rolls a 7. This time, he records the spell successfully. It takes 4 times the IQ of the spell in hours of work: 48 hours. He spreads this over a week. He pays the college 1sp x the IQ of the spell, because it is common. It costs 12sp, plus 3 weeks' subsistence while he is staying at the college (4½sp): a grand total of 16½sp.

HEROIC ABILITIES

Heroic abilities are allowed to characters and major NPCs who have a character class. Each ability has the normal four grades SKILLED, VERY SKILLED, EXPERT and MASTER. They can only be bought with XP gained once play has begun: not with initial XP or DP.

Some heroic abilities allow opponents to save on a particular adjSTAT. The difficulty of the save is determined by the level of the ability:

Ability	Save
Skilled	1D
Very Skilled	2D
Expert	3D
Master	4D.

When saving roll the listed number of dice equal to or less than the listed adjSTAT to succeed.

Ability	Effect	Action	Save	Cost
Bash Attack	Opponent knocked back before attack.	Attack.	ST*	75
Beat Attack	Ignores parry from a 1H weapon. On a fumbled save drop weapon.	Attack	DX*	75
Break Weapon	Must be using a 1H or 2H Cut and Thrust or Slashing Sword against any other type or a 1H or 2H Bashing against 1H or 2H Cut and Thrust or Slashing Sword. On a successful attack instead of damage target must save against a broken weapon. If save is successful attacker must save against broken weapon at +2.	Attack	DX*	75
Courage	Each level reduces fear checks by 1D.	Fear Check		150
Damage Reduction	The character reduces damage taken against him/her. This applies against one cause of damage each turn and cannot reduce damage to less than 2. Skilled: -1, V. Skilled -2, Expert -3, Master -4.	None		100
Decreased Spell Maintenance.	Spells which have a PW cost per turn have the cost reduced. If the result is fractional then the spell is not maintained each turn e.g. ½ is 1 PW every other turn. Skilled: x ½, V. Skilled: x 1/3, Expert: x ¼, Master x 1/5.	Spell		100
Diving Blow	Enemy attack misses. User ends up prone in adjacent square after making an extra single attack.	Response to attack.	DX*	50
Duck and Weave	Puts opponents at a 1 penalty for skilled, 2 for very skilled, 3 for expert or 4 for master.	Response to attack.	IQ*	50
Extra Hits	The character has more hits. This adjusts wound levels: Skilled +3, Very Skilled +6, Expert +9, Master +12.	None		75
Fast Healing	The character has a faster healing rate. Skilled: x2, V. Skilled: x3, Expert: x4, Master x5.	None.		75
Feign Incompetence	Deliberately miss an attack. Opponent then at a 3 penalty to hit on next attack and user on 3 bonus the attack after.	Attack	IQ*	75
Feigned Stumble	Opponent at 2 penalty user at 2 advantage on next attack.	Response to attack.	IQ*	75
Feint Attack	Ignores Parry.	Response to parry.	IQ*	75
Heroic Leap	Replace a charge action with a leap of the same distance. Gives advantage to hit: Skilled: 1 V. Skilled: 2, Expert: 3, Master 4. Requires a V. Difficult Jump.	Charge		75
Increased Missile Spell Range	Missile spells have their range increased. Skilled: +1, V. Skilled: +2, Expert: +3, Master +4.	Spell		75
Increased PW	The character regains Temporary PW faster. Skilled: x2, V.			100

Recovery	Skilled: x3, Expert: x4, Master x 5.			
Increased Spell Duration	Spells with a duration have their times multiplied: Skilled: x2. V. Skilled: x3, Expert: x4, Master x5.	Spell.		100
Increased Thrown Spell Range	Thrown spells have their range increased. Skilled: +1, V. Skilled: +2, Expert: +3. Master +4.	Spell		100
Precise Aim	The user has extra armour null with a named missile weapon used at less than -1 range penalty, thrusting sword or dagger. Skilled: +1, V. Skilled: +2, Expert: +3, Master +4.	Attack.		75
Rapid Fire	The user reduces the penalty for the 2 nd shot with missiles: Skilled: 1, V. Skilled: 2, Expert: 3. Master 4.	Missile Attack.		100
Resist Death	The character can drop to a lower negative hit total without dying: Skilled +4, Very Skilled +8, Expert +12.			50
Shift Position	Increases maximum shift (staying engaged). Skilled: +1, V. Skilled: +2, Expert: +3. Master +4.	Attack.		100
Shoot into combat.	When shooting at an engaged target reduces the penalty and risk off hitting friends: Skilled: 1, V. Skilled: 2, Expert: 3, Master: 4.	Attack.		75
Sudden Charge	The user can charge further: Skilled: +2, V. Skilled: +4, Expert: +6. Master +8.	Charge.		75
Surprise Blow	+ 3 advantage to hit.	Attack.	IQ*	75
Surprise Throw	Make a throw attack whilst in melee with a weapon in hand. +3 advantage and +2 damage. Save ignores the bonus.	Throw	DX*	75
Switch Hands	Swap 1H weapon into other free hand. Ignores Parry. +3 advantage (remember off-hand penalty of any).	Attack.	DX*	75
Violent Blow	Skilled: +1, V. Skilled: +2, Expert: +3 Damage.	Attack		100
War Cry	+3 to hit in melee.	Charge.	Fear*	75

SKILLS

Skills are grouped into categories. A character can be SKILLED in a whole category. This means that the character has a vague knowledge and familiarity with the process or concept involved. The character counts as SKILLED in each individual skill in the category.

Some skill categories are divided into types. A character can be VERY SKILLED (V. SKILLED) in a type: which means s/he is V. SKILLED in each individual skill in the type.

A character can become V. SKILLED, EXPERT and then a MASTER in individual skills within a category or type. This represents specific training, experience and ability at a particular skill. For example, being skilled in the knowledge category represents a general education. Anyone with a decent education has some understanding of the law. However, being very skilled in law represents real specific knowledge. It is the difference between an educated layman and a lawyer. Equally, skill in the social category shows a character is reasonably good at relating to people in general circumstances, whereas someone with leadership ability is a skilled commander.

The cost of learning skills in XP depends on character class. The cost to advance to the next skill level is as listed regardless of level and whether the skill is in a category, type or individual skill. Except that if a character has an individual skill in a category or type then the cost of advancing other skills to the same level is halved.

e.g. A character has the Athletic skill group at a cost of 80 XP and Climb at VS for 80 XP then Jump only costs 40 XP. A character has paid 100 XP for the Melee Weapons category, the Axe type (100 XP) and Hatchet (100 XP). To buy Battleaxe now only costs 50 XP.

Skills and Adjusted STATS. Each skill is related to a particular adjSTAT. The chance of a skill succeeding can never be greater than the adjSTAT related to it. Where the adjSTAT for the skill exceeds 15 the character has extra ACTIONS with that skill. Extra actions have two effects: firstly it means the character can make that many attempts to succeed in a skill and secondly the action number modifies the chance of a special result.

AdjSTAT	Action
1-15	1
16-20	2
21-25	3
26-30	4
Each +5	+1

Using Skills. To perform a skill roll 2D. If the total is less than or equal to both the adjSTAT for the skill and the maximum (depends on difficulty) then the character uses a skill successfully. If the character fails in a skill roll s/he can make one more attempt for each ACTION s/he has as long as the result was not a FUMBLE.

The maximum chance of success is modified by Advantages (increasing chance of success) and Penalties (reducing it). Advantages are usually produced by skill levels and special abilities but they can also be caused by spells, magic items and circumstances (for example in combat attacking the rear of a target is an advantage). Penalties are usually produced by circumstances (for example most characters suffer a penalty in darkness). The advantages for skill levels are as follows:

Skill Level	Advantage
Unskilled	-4
Basic	0
Skilled	1
Very Skilled	2
Expert	3
Master	4

Characters are assumed to possess Basic skill in all categories except weapon types that are disallowed for their class.

Special Rolls. When using any skill it is possible to get special performances.

A roll of 2 or less is a critical success. This has an especially advantageous result. Typically the result is twice as effective as expected.

A roll of 18 or more is a fumble. It has disastrous consequences and in addition no further attempts are allowed.

These thresholds are modified by adding the number of ACTIONS the character has to them. For example a character with 2 actions usually gets a critical on 4 or less and fumbles on 20.

Especially difficult tasks modify the chance of getting a special by subtracting from the threshold.

Note on Characters with Low adjSTATs: each skill has an adjSTAT listed next to it. A character with an adjSTAT lower than this may not attempt a skill that difficult if an easy skill roll is possible.

e.g. Wolfgang decides to entertain everyone with an amusing dance (he has had too much to drink). He has no skill in Gymnastics and in his armour an adjDX of only 5. As he has the option he must choose the easiest dance possible (Trivial) and will succeed on 5 or less. Kaliope attempting a dance is VS dance and has an adjDX of 17. She may attempt a Very Difficult dance and succeed on 11 or less but can not voluntarily choose an Extremely Difficult dance.

e.g. Wolfgang and Kaliope are walking down a corridor when a trap releases a large boulder that falls on them. Each needs to avoid this by moving one square which is an Average avoid roll or Difficult if they wish to stay standing. Wolfgang must attempt the easier of the two options (Average). For Speed rolls his adjDX is 10 (improved by his Armour skill) which does not allow him to voluntarily choose the harder roll. He will succeed on 10 or less limited by his adjDX. Kaliope on the other hand is V.Skilled in Avoid and with an adjDX of 17 can choose the Difficult roll and remain standing. She will succeed on 12 or less (limited by skill).

Difficulty	Max	Special	AdjSTAT
Trivial	16		-
Simple	14		8
Easy	12		10
Average	11		12
Difficult	10		14
Very Difficult	9	-1	16
Extremely Difficult	7	-2	18
Absurdly Difficult	5	-3	20
Heroic	3	-4	22
Impossible	1	-5	24

The following table shows a list of available skills. Those marked –C are Combat Skills and therefore can't be bought with DP.

Athletic Skills (ST)	Stealth Skills (DX)	Medical Skills (IQ)
Climb	Sneak	First Aid
Swim	Hide	Surgery

Boat Jump Balance	Hide Item Pick Lock Disarm Traps Pick Pockets	Diagnose/Treat
Gymnastic Skills (DX) Dance Acrobatics Contortions Tightrope Rope Mastery	Killing Skills (DX) Ambush Silent Kill Poison Set Traps	Craft (IQ) Any specific craft
Animal Skills (DX) Riding Animal Training	Survival Skills (IQ) Foraging Tracking Outdoor Living	Nature Lore (IQ) Navigation Animals Plants Landscape Natural Spirits
Social Skills (CH) Gambling Leadership Seduction Persuasion Acting Singing Trading Customs Oratory	Academic Skills (IQ) Chemistry Engineering History Geography Planes Undead Religion Other Races Mathematics Law Astronomy	Military Lore (IQ) Strategy Tactics Logistics Intelligence General
Magical Skills (IQ) Use Items Read/Write Runes Spell Research Magical Rituals	Language Skills (IQ) Read/Write own language Read/Write other language Speak other language Literature Linguistics	Perception Skills (PW) Search Scan Appraisal
Melee Weapons (DX) -C The Melee Weapons category is divided into the types listed below. The individual skills within these are the weapons within the type. 1H means one-handed and 2H means two-handed. Where the option is provided one and two-handed weapons make up separate types. Axe (1H or 2H) Bashing (1H or 2H) Brawling Cut and Thrust Swords (1H or 2H) Dagger Flail (1H or 2H) Impact Blade (1H or 2H) Mace (1H or 2H) Martial Arts Pick (1H or 2H) Polearm Slashing Swords (1H or 2H) Spear (1H or 2H) Thrusting Sword Two Weapon Combo	Thrown Weapons (DX) -C The Thrown Weapons category is divided into the types listed below. The individual skills within these are the weapons within the type. Thrown Blade Thrown Blade Thrown Piercing	Missile Weapon (DX) -C The Missile Weapons category is divided into the types listed below. The individual skills within these are the weapons within the type. Blowpipe Bow Crossbow Gun Sling
Battle Magic (DX) -C The Battle Magic category is divided into the types below. The individual skills are individual spells. Battle Magic has the same skill costs as Magical Skills. Creation Spells	Armour(Special) -C There are no skill rolls for armour nor are there the usual skill levels. Instead any number of points can be bought in the armour skill each of which partially offsets the adjDX and MA penalty for wearing armour.	Speed (DX) -C Running Avoid Dodge Evade

Missile Spells Protection Spells Thrown Spells Control Spells Detection Spells Dismissal Spells Special Spells		
Fencing (DX) -C Named Weapon or Two Weapon Combination		

EXPLANATION OF SKILLS

Athletic Skills

Climb	Make one climb roll for every 15m or so climbed, depending on the difficulty and total length of climb. For a really long climb, rolls should be made less often; test a character's skill only on the tricky bits. A failed roll means no significant progress was made. A fumble is a fall a critical is double progress.
Swim	Make one roll for every 30m or so which the character swims, but less often on a long steady swim (particularly under conditions which would make success routine). Success or failure just shows how fast the character is swimming as long as the character is at least VS Swimming in which case danger only occurs in difficult conditions, due to tiredness, encumbrance (such as swimming in armour). For characters who are not VS at Swimming or are wearing armour drowning begins on a fumble. Difficulty depends on swimming conditions plus degree of encumbrance.
Boat	This includes rowing, sailing etc. Under normal conditions skill rolls need not be made; only when attempting a difficult manoeuvre, or when turbulent conditions are encountered, should a character be forced to roll on this skill.
Jump	Jumping is also hampered by encumbrance. Difficulty again depends on circumstances: the length of the run up, quality of the surface, distractions and weight carried as well as distance. In the case of jumping, a failure is a failure to make the distance required. Missing the required score by 1 or 2 would indicate that the jumper got close; he or she might be allowed a chance to save against falling into that pit, for example, holding onto the edge. The greater the margin by which the roll is missed, the further the jumper is from making it, and vice versa.
Balance	Balance involves avoiding falling over in difficult situations for example in combat, on foot, when running through difficult ground or when walking on narrow paths and ledges.

Stealth Skills

Sneak	Move silently and stay hidden. The margin of success will be a penalty to perception rolls of people seeking to detect the sneak. A critical roll needs a critical perception to spot. A failure results in a proportionate bonus to perception rolls. Difficulty level depends on the cover available, background noise etc and becomes more difficult if wearing noisy armour like plate or mail.
Hide	Similar to above, but this is the skill of remaining concealed when stationary. Difficulty of the hiding roll depends on the environment - the cover available etc.
Hide Item	Similar to above, this involves concealing an object. The difficulty depends on camouflage available and the size of the object. This skill includes hiding things on one's person. The armour a character wears and equipment carried are usually irrelevant.
Pick Lock	Difficulty depends on the quality of the lock and suitability of equipment. A fumble will result in breaking the lock picks and/or jamming the lock and setting off any traps. A failed roll means the lock is beyond the ability of the character. Armour and other equipment are irrelevant, unless there is a need for silence.

Pick Pockets	A fumble results in being caught and failed rolls give a detection bonus equal to the margin of failure; successful rolls give a proportionate penalty to perception. Encumbrance makes rolls more difficult. Picking pockets is intrinsically difficult; it is easier if there is a serious distraction for the victim, or if an external object is being stolen (e.g. a purse tied to a belt with strings which can be cut.) It is more difficult if there is no crowd or background noise etc.
Disarm Traps	Similar to pick locks in usage.

Gymnastic Skills

Dance	Difficulty is often set by the dancer - it depends on the complexity of the routine attempted.
Acrobatics	Acrobatics rolls can be used to land safely after a fall. The difficulty of the roll depends on the amount by which a character wishes to reduce the damage from a fall. An average roll is 1 metre. Each extra metre by which the user wishes to reduce the fall means that the difficulty is increased by 1 level. (See <i>Other Game Mechanics: Falling</i>). Acrobatics can also be used in combat to make an initial surprise acrobatic attack. This is at a +3 advantage if the acrobatics roll is successful; this is always a difficult roll at least and becomes considerably more difficult in armour or using large heavy weapons. It can also be used to move squares in combat or break off combat, at a difficulty level depending on the number of attackers engaging the character, terrain etc. A fail will usually result in the loss of the action. Fumbles often lead to a fall, leaving the character prone.
Contortions	Aside from parlour tricks, contortions can be used to allow the character to escape from bonds or to squeeze through narrow spaces. The difficulty depends on the quality of the bonds or size of the space. A fumble will result in the character becoming stuck.
Tightrope	Allows character to balance and walk along ropes or narrow beams. Similar to climbing in terms of usage and results.
Rope Mastery	Includes throwing ropes, lassoing, knotting etc.

Killing Skills

Ambush	Allows an attack from a hidden location, with a missile, thrown or melee weapon, at increased effect. It presupposes that the victim has not spotted the ambusher (Stealth rolls necessary). The difficulty of the ambush depends on circumstances, but is never less than difficult for ranged or v. difficult for melee. It is worse if the targets are alert. Success results in a melee strike doing triple damage, or a missile attack doing double damage. A normal attack roll must still be made; if the ambush was successful it will be at an advantage of 3 (in addition to any other bonus for flank, rear etc.). A critical ambush deals triple (ranged) or quadruple (melee) damage. A fumbled ambush loses the attack.
Silent Kill	The character can perform a silent melee ambush. If the victim is killed or incapacitated then a successful roll is a penalty to perception in a similar way to sneak. Difficulty depends on circumstances such as weapon used, proximity to others etc.
Poison	The character is adept at mixing poisons and their antidotes, and in applying and using them. To this, the right ingredients and equipment are required, and the difficulty depends on the poison manufactured. Again, successfully applying poison depends on circumstances and is at referee's discretion.
Set Traps	The difficulty is set by the character and is a reflection of the lethality of the trap, circumstances, and available equipment. The margin of success will determine how difficult it will be to spot and/or disarm the trap. A fumbled roll may well result in the trapper setting off the trap, breaking the equipment, etc.

Animal Skills

Riding	Riding rolls must be made for difficult manoeuvres such as jumping objects and galloping through difficult ground. They must also be made in combat when lancing or when being hit when mounted.
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	These occasions are in the combat rules.
Animal Training	This includes training and managing animals. Difficulty depends on the type of animal and environment for training, as well as the degree of training required. Training is an ongoing process that may take months or years to complete.

Survival Skills

Foraging	This is the skill of finding food and water in a wilderness, hunting, setting small traps and snares etc. A successful foraging roll will find a days worth of food and water or plant moisture to drink in around four hours work. A more successful roll finds food more quickly allowing food for more than one person to be found, or less time to be taken. A failed roll finds proportionately less food. Difficulty depends on terrain and season. For example, a sand desert in the dry season would be absurdly difficult, a tropical jungle would be simple, a deciduous forest in summer would be average, and a grassland plain in the dry season would be very difficult.
Tracking	This is a perception roll with difficulty depending on terrain, age of tracks, weather, number and elusiveness of the tracked creatures.
Outdoor Living	This skill allows the character to live successfully out of doors. It includes building suitable shelters, travelling off road, building fires and enduring climatic conditions.

Social Skills

Gambling	This is knowing the rules of, the percentages, and tactics of gambling games. It also includes cheating, and watching out for cheating. It can be both a perception roll and a concealment roll, and can therefore be modified by skill in both those areas.
Leadership	The ability to inspire loyalty and battlefield command. Successful rolls are used to rally and inspire followers. The difficulty will depend on the relationship established between the commander and his/her troops, the odds which they are facing etc. A very skilled leader can give those under his/her command the benefit of tactics skill, if possessed (<i>see below</i>).
Seduction	The character is skilled at relating to the opposite sex, and using the codes of such relationships to his/her advantage. Usage is similar to Persuasion.
Persuasion	The ability to persuade someone to your point of view in a face to face debate, to fast talk or con. Difficulty depends on credibility of persuader and his/her story / argument, relationship with person he/she is seeking to talk round etc. Fumbled rolls may result in offence being caused, and any lies told being exposed.
Acting	The ability to play a role, either on stage or off it. To present a convincing persona other than one's own character, including the ability to learn background parts and lines.
Singing	Knowledge of songs and singing technique. Ability to entertain with song. Difficulty is usually set by the singer..
Trading	The ability to bargain over prices, assess the worth of simple, everyday products in general terms and knowledge of where to go to buy and sell things.
Oratory	The ability to make effective public speeches to groups of people which persuade, stir the emotions and hold the attention.
Customs	Familiarity with the appropriate behaviour expected in different social situations. A character with customs skill is able to identify the social group s/he is operating in and act so as not to cause surprise or offence.

Knowledge Skills

Chemistry	Early chemistry: knowledge of materials, compounds, substances, mixtures and products; how substances are combined to produce others. Knowledge of dyes, drugs, medicines etc. Appropriate to society's present level of understanding.
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Engineering	Includes early physics and natural science, knowledge of rocks, minerals, materials and construction. Allows the design of structures and machines.
Astronomy	Knowledge and understanding of the positions and movements of heavenly bodies. Allows the prediction of events such as eclipses and allows the tracking of seasonal events. Astronomy is an important aid to navigation in suitable circumstances.
History	Knowledge of historical technique, sources, chronology and events. Knowledge will be more exact nearer to home, though study in other areas can add to knowledge all the time.
Geography	Knowledge of maps, distances, locations and geographical features and relationships. Knowledge will be more exact closer to home, and will be improved by study and acquiring maps, accounts and eyewitness reports.
Other Races	Knowledge of other societies, their customs and habits, including other races, and other societies of the same species.
Planes	Knowledge of the other planes, and their environment, their inhabitants and their habits. Also includes the knowledge concerning the spells required to summon such creatures and contact those planes.
Undead	Knowledge of the different types of undead, their habits, strengths, weaknesses, and how they were created.
Maths	From counting, basic addition and subtraction, to multiplication and division. At higher levels includes geometry.
Law	Knowledge of laws and legal procedures. Knowledge is more exact closer to home, but can be extended by study and practice.
Religion	Knowledge of religious beliefs, rituals and dogma. At levels beyond skilled, this must be in a particular religion. Consequently, it is a series of separate knowledge skills: VS Marek Church, VS Speaker Heresy etc.

Magical Skills

Magical Ritual	The ability to perform spells that involve rituals, with material components, and complicated procedures. The difficulty of the ritual depends on the spell. A failed magical ritual roll will result in the spell failing, a fumbled roll can result in severe consequences. A critical roll will have superior consequences - double effect or duration, half PW used etc. (referee's discretion).
Use Items	<p>The ability to operate and evaluate magical items such as wands, rings or staves. The difficulty depends on the item. To work out how to use an item takes a day's labour. Success allows use of the item, failure means further effort is required. Another roll is possible after a week's study. A fumbled roll means the character is unable to use the item.. No use items roll is required to use the fixed bonus to the characteristic of a weapon, shield or armour, or any bonus to a Stat or skill, or the permanent effects of a ring. A difficult roll is required for any item which is activated at will and an average roll for an item activated at command. Artefacts have a fixed difficulty to use depending on the item. Other items such as wands, rods and power stores have a difficulty that depends on the IQ of the spell used to create it.</p> <p>8 Easy 9-10 Average 11-13 Difficult 14-16 V. Difficult 17-21 E. Difficult 22-25 A. Difficult 26+ Heroic</p>
Read/Write Runes	This is the ability to read the magical runes of a spell, and to translate them into a wizard's own spell book for later use. To identify a spell from a written source takes 1 minute per IQ of the spell. To memorise a spell from his/her spell book takes a wizard half the IQ of the spell in hours of work but does not require a roll. A spell may not be memorised from any other source. Transcribing the runes of a spell from another source into a wizard's own spell book will take 4 times the IQ of the spell in hours work. Failure is similar to above, but it takes a

	<p>months study to try again. Difficulty depends on the IQ of the spell and the operation attempted. It is one level less difficult to identify.</p> <p style="text-align: center;"> <i>Average</i> 8-9 <i>Difficult</i> 10-12 <i>V.Difficult</i> 13-18 <i>E.Difficult</i> 19-22 <i>A.Difficult</i> 23-25 <i>Heroic</i> 26+ </p>
Spell Research	<p>This skill is used to develop new spells. The difficulty of developing a spell depends on its IQ. This skill can only be used by a wizard and s/he must be able because of IQ and planes contacted to cast the spell.</p> <p>IQ of Spell: 8-9 Average 10-12 Difficult 13-16 V. Difficult 17-20 E. Difficult 21-22 A. Difficult 23+ Heroic</p> <p>The difficulty is reduced by 1 level if the wizard has already developed a similar spell within 2 IQ of the new spell.</p> <p>The time taken to complete the research is equal to the IQ times 30 hours. A maximum of 15 hours/week can be used for research. If the roll fails the time must be used again. If the roll succeeds make a Read/Write runes roll at the same level to succeed in writing the spell successfully. The cost for materials will be the equivalent of 10 sp per IQ of the spell. The spell's effects and PW costs must be balanced against other similar spells. A critical will result in better spells. A fumbled roll will result in a block which allows for no further research in that area and may result in a magical disaster appropriate to the type of spell researched (explosion, summon something unpleasant etc.).</p>

Language Skills

Read/Write Own Language	The ability to read and write in one's mother tongue. A character skilled in this can recognise his/her own languages written script if any) and read and write his/her name. At very skilled the character can read and write everyday language. An expert has full proficiency in literary and business language. A master understands diplomatic and esoteric language. Many knowledge skills will be much harder to develop without literacy.
Linguistics	Understanding of the theory of languages and grammar; this skill makes it easier to learn new languages. At very skilled it reduces the time required by 1/3, at expert by 1/2 and master by 3/4.
Literature	Knowledge of literary works, poetry and prose, in the languages known.
Speak Other Languages	A character skilled in the language group is able to pick up a few words of other languages reasonably quickly. The difficulty of learning other languages properly depends on how similar the language is to others already known, and linguistic ability. Specific languages can be learned by becoming very skilled with formal study or practise and experience. Very skilled is as good as an average native though with an accent and speaking a little slower and more formally. Expert is full ability as good as any native speaker. Master is indistinguishable from a native with mastery of the most complex nuances and accents.
Read/Write Other Languages	Similar to read/write own language except that skilled level does not allow any ability. It is not always necessary to speak the other language to the same level. Particularly with dead languages, this may not be possible.

Craft Skills

Craft	Crafts include non-academic professional skills. Basic skill in craft represents an ability to work at all crafts at a rudimentary level, to do a little carpentry, metalwork etc. It is only with specific crafts that professional
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	knowledge begins. For example, in a guild system, a journeyman would be v.skilled, and a master would be expert. Obviously, within each level ability will vary due to IQ and DX. Examples of crafts include:- <i>ARMOURER, BLADESMITH, BLACKSMITH, CARPENTER, COOPER, JEWELLER, MASON, MUSICIAN, ENGINEER, ARCHITECT, THATCHER, TYLER, POTTER ENGRAVER, GLOVER, TAILOR, PLAY INSTRUMENT</i> etc...
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Medical Skills

First Aid	The ability to treat cuts, bruises, poisoning and breaks. Usage in treating wounds is discussed later (<i>see section on Healing</i>).
Diagnose-Treat	The ability to diagnose diseases, and understand treatments appropriate to the level of contemporary medical knowledge in the game-world. Treatment may require extensive equipment, in the form of herbs and ointments which have been prepared by alchemists. Some treatments believed effective will be counter-productive e.g. blood-letting. Poor rolls may indicate that one of these methods has been used.
Surgery	Understanding of anatomy, and the treatment of more serious injuries and problems. Treatment will require extensive equipment, and is liable to be risky considering contemporary understanding of infection and unsanitary conditions. Examples of medieval knowledge: amputation, cauterisation, removal of arrows, delivery of children. Fumbled rolls will mean that medical intervention has been counter-productive; this is quite likely with many of these techniques, and should be reflected in the difficulty of rolls.

Perception Skills

Search	The ability to search a location for hidden objects, secret doors or traps or to search a person for hidden objects or to listen carefully to a whispered conversation or similar quiet sound.
Appraisal	The ability to formally value an object, assess its worth on the market in a particular area, and to spot fakes and forgeries. A successful roll will get a value, the more successful the closer to right it will be. A failed roll will mean that the character has no real idea of the object's value, and a poor or disastrous roll will give an erroneous value.
Scan	The ability to scan the landscape for hidden dangers such as ambushes and to spot creatures moving in cover. Also includes listening for stealthy movements and other warning of possible danger.

Nature Lore

Creatures	Early zoology, knowledge of animals, their habits, localities, appearance etc. Will be more exact closer to home, and can be improved by travel and study.
Plants	Early botany, knowledge of plants, their properties, where they grow, etc. Knowledge is more exact closer to home, but can be improved by study and travel.
Navigation	Navigation using the proper equipment, and maps. Useful for finding one's way in wilderness or at sea. Depending on the technological level of society, it may involve the use of compasses and/or astronomical instruments. Academic knowledge such as geography and astronomy is an important aid to scientific rather than instinctive navigation.
Landscape	An understanding of landscape and landforms. The character can identify terrain types and plan the best route across the landscape so as to travel as quickly as possible off-road. The character can also identify and avoid hazards such as landslides, avalanches and mudflows.
Natural Spirits	Knowledge of the appearance, habits, strengths, weaknesses and motives of natural spirits.

Military Lore

Strategy	Planning of military campaigns and their long-term goals and purposes. Identifying the strengths and weaknesses of forces and positions. Knowledge from experience, or from study of texts and
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	manuals.
General	This skill allows the character to understand the morale and motivation of large groups of soldiers and how best to manoeuvre them so as to gain advantage in large scale military actions.
Tactics	Small group tactics. In the type of skirmishes described in the combat rules a very skilled tactician gains +2 initiative, an expert tactician +4 initiative and a master tactician +6 initiative. If the character is also VS at leadership (<i>a social skill</i>) then people under his/her command gain +1 initiative. If the character is an expert at <i>both</i> skills, his/her followers gain +2 initiative and if a master at both +3.
Logistics	Knowledge and understanding of the methods required to supply armies with materials required for a successful campaign including supply lines, food, arms, armour and transport.
Intelligence	The ability to analyse the reports of scouts and spies to determine the location, movement and objectives of armies.

Melee Weapons

Weapon Type	Modifies the chance to hit and parry with the weapon type or with a shield used with such a weapon. Once specific weapons are chosen (Expert and Master) it is necessary to specify if a shield will or will not be used. If a shield is used the skill applies to shield parry otherwise to weapon parry. If a two-weapon combination is chosen each weapon must be specified.
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Thrown Weapons

Weapon Type	Modifies the chance to hit with the weapon.
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Missile Weapons

Weapon Type	Modifies the chance to hit with the weapon.
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Battle Magic

Spell Type	Modifies the chance of success with the spell.
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Speed

Running	This skill adds to MA in no armour or light armour. Skilled +1, Very Skilled +2, Expert +3. Master +4. It is also used for making running skill rolls in no armour or light armour for example in races or chases.
Avoid	This skill is applied to the difficulty of making avoid rolls.
Dodge	This skill allows a character to dodge attacks instead of parrying. The attack must come from the front. The max chance of dodging is 10 if skilled, 11 if V. Skilled, 12 if Expert and 13 if a Master. This skill is reduced by 1 if wearing anything greater than part medium armour, by 2 for medium and is negated by higher armour types. It is also used for skill rolls to dodge sudden blows from traps and similar devices.
Evade	This skill makes a character harder to hit by applying a penalty to combat opponents to the front of 1 for skilled, 2 for very skilled, 3 for expert or 4 for master. This advantage is reduced by 1 if wearing anything greater than part medium armour, by 2 for medium and is negated by higher armour types.

Fencing

Named Weapon or	Each level of fencing reduces opponent's parry or dodge by 1. It also negates opposing
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Two-Weapon Combo	fencing skill to the same degree cancelling the penalty to parry or dodge. It can only be used with a 1 handed sword and no shield.
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Armour

This skill is used to offset the MA and AdjDX/AdjST penalties which are incurred when armour is worn; each point of Armour bought reduces this penalty by 1 and unusually any number of ranks can be gained.

- The maximum improvement in MA is 2. No improvement can allow a character to move further than s/he can in no armour.
- The AdjDX penalty can be reduced to 0 but no better.
- The improvements never apply to gymnastic or stealth skills, and only half (rounded down) apply to Athletic skills or Speed skills.

e.g. Sir Wolfgang wears full plate armour which reduces his adjDX by 11 and his MA by 5. His DX of 14 would be reduced to 3; humans' MA in armour is 6, which would be reduced to 1. He buys 11 ranks in Manoeuvring in Armour. His adjDX is now back to 14, but his MA can only be raised to 3. However, he will only have an adjDX of 8 if he wears his armour when attempting to use athletic skills, and 3 when using gymnastic or stealth skills. This last penalty is hardly a problem, since he is not likely to sneak up on anyone while clanking around in full plate. Besides, Sir Wolfgang is a knight, and does not believe in subtle attacks. There is nothing more surprising than a vigorous frontal assault!

COMBAT

Melee Weapons

Axes

Weapon	ST	Damage	Reach	Null	Max	Par	Other
Hatchet	8	1	1	1	11	8	Thrown Blade, HTH
Saddle-Axe	10	1+1	1	1	11	8	
Francisca	12	1+2	1	1	10	7	Thrown Blade
War-Axe	14	1+3	1	1	10	7	
2H War-Axe	14	2+1	1	1	10	8	
Battle-Axe	16	1+4	1	1	9	6	
2H Battle-Axe	16	2+2	1	1	9	7	
2H Great -Axe	18	2+3	1	1	9	7	

Bashing Weapons

Weapon	ST	Damage	Reach	Null	Max	Par	Other
Truncheon	6	1-2	1	1	11	9	TC (Throwstick), HTH
Club	8	1-1	1	1	11	9	TC (Heavy Throwstick)
2H Club	8	2-3	1	1	11	10	
Stave	10	1	1	1	11	9	
2H Stave	10	2-2	1	1	11	10	
2H Quarterstaff	12	2-2	2	1	10	9	

Brawling

Weapon	ST	Damage	Reach	Null	Max	Par	Other
Punch	(6)	1-4	1	0	12	8	Parry only vs Brawling, Martial Arts or Natural Weapons. HTH
Kick	(6)	1-2	1	0	10	-	

Cut and Thrust Swords

Weapon	ST	Damage	Reach	Null	Max	Par	Other
Knife	(6)	1-1	1	1	11	6	TB, HTH
Dagger	(8)	1	1	1	11	7	TB, HTH
Main-Gauche	(8)	1	1	1	10	10	HTH
Shortsword	10	1+1	1	1	11	10	
Broadsword	12	1+2	1	1	10	9	
Longsword	14	1+3	1	1	10	9	
2H Longsword	14	2+1	1	1	10	10	
Bastard Sword	16	1+4	1	1	9	8	
2H Bastard Sword	16	2+2	1	1	9	9	
2H Greatsword	18	2+2	2	1	9	9	

Daggers

Weapon	ST	Damage	Reach	Null	Max	Par	Other
Knife	(6)	1-1	1	1	11	6	Thrown Blade, HTH
Jambiya	(6)	1-1	1	0	12	6	HTH
Stiletto	(6)	1-3	1	1	12	6	HTH Pi-2 weapon parry
Dagger	(8)	1	1	1	11	7	Thrown Blade, HTH
Sax	(8)	1	1	0	12	7	HTH

Flails

Weapon	ST	Damage	Reach	Null	Max	Par	Other
Light Flail	9	1-1	1	2	10	8	-3 opposing parry
Heavy Flail	11	1	1	2	10	8	-3 opposing parry
War Flail	13	1+1	1	2	9	7	-3 opposing parry
2H War Flail	13	2-1	1	2	9	8	-3 opposing parry
Chain Flail	15	1+2	1	2	9	7	-3 opposing parry
2H Chain Flail	15	2	1	2	9	8	-3 opposing parry
2H Military Flail	17	2+1	1	2	8	7	-3 opposing parry

Impact Blades

Weapon	ST	Damage	Reach	Null	Max	Par	Other
Sickle	9	1	1	2	10	8	
Sickle Sword	13	1+2	1	2	9	7	
2H Rhomphia	15	2+1	1	2	9	8	
2H Mace-Axe	17	2+2	1	2	8	7	

Martial Arts

Weapon	ST	Damage	Reach	Null	Max	Par	Other
Martial Punch	8	1-2	1	1	12	10	Parry only vs Brawling, Martial Arts or Natural Weapons. HTH
Martial Kick	8	1	1	1	10	-	
Martial Throw	8	1-3*	1	1	10	-	Target must save on adjDX or fall. Difficulty depends on skill of thrower: skilled: easy, v. skilled: average, expert: difficult, master: v.difficult. Add dodge skill to save. Not allowed versus targets with ST over double attacker.

Maces

Weapon	ST	Damage	Reach	Null	Max	Par	Other
Spiked Club	8	1-1	1	3	11	8	
Light Mace	10	1	1	3	11	8	
Heavy Mace	12	1+1	1	3	10	7	
Morningstar	14	1+2	1	3	10	7	
2H Morningstar	14	2	1	3	10	8	
2H Maul	16	2+1	1	3	9	7	

Picks

Weapon	ST	Damage	Reach	Null	Max	Par	Other
Saggaris	11	1	1	4	10	8	Pi
Warhammer	13	1+1	1	4	9	7	Pi
2H Mattock	15	2	1	4	9	8	Pi
2H Poleaxe	17	2+1	1	4	8	7	Pi
2H Bec-de-Corbin	19	2+2	1	4	8	7	Pi

Polearm

Weapon	ST	Damage	Reach	Null	Max	Par	Other
2H Bill	10	2-2	2	2	11	10	Po
2H Glaive	12	2-1	2	2	10	9	Po
2H Halberd	14	2	2	2	10	9	Po
2H Guisarm	16	2+1	2	2	9	8	Po

Slashing Swords

Weapon	ST	Damage	Reach	Null	Max	Par	Other
Jambiya	(6)	1-1	1	0	12	6	HTH
Sax	(8)	1	1	0	12	7	HTH
Sabre	10	1+1	1	0	12	10	
Scimitar	12	1+2	1	0	11	9	
Falchion	14	1+3	1	0	11	9	
2H Falchion	14	2+1	1	0	11	10	
2H Great Scimitar	16	2+2	1	0	10	9	

Spears

Weapon	ST	Damage	Reach	Null	Max	Par	Other
Light Spear	(8)	1-2	1	0	10	9	TP Po Pi -2 weapon parry
2H Light Spear	(8)	2-4	1	2	10	10	TP Po Pi -2 weapon parry
Short Spear	10	1-1	2	0	10	8	Po Pi -2 weapon parry
2H Short Spear	10	2-3	2	2	10	9	Po Pi -2 weapon parry
Long Thrusting Spear	12	1	3	0	9	7	Po Pi -2 weapon parry
2H Long Thrusting Spear	12	2-2	3	2	9	8	Po Pi -2 weapon parry
2H Pike	14	2-2	4	1	9	8	Po Pi -2 weapon parry
Great Spear	16	1+2	3	0	8	6	Po Pi -2 weapon parry
2H Great Spear	16	2	3	2	8	7	Po Pi -2 weapon parry

Thrusting Swords

Weapon	ST	Damage	Reach	Null	Max	Par	Other
Stiletto	(6)	1-3	1	1	12	6	HTH Pi -2 weapon parry
Estok	(8)	1-2	1	1	12	11	Pi -2 weapon parry
Rapier	10	1-1	1	1	12	11	Pi -2 weapon parry
Epée	12	1	1	1	11	10	Pi -2 weapon parry

Weapon: 2H indicates a two handed weapon.

DMG: Damage: listed is in D10 plus adds.

Nul: Armour Null: this is an indication of a weapon's ability to penetrate armour. It is the number of armour points ignored on a hit (note that armour always has a minimum after which no reduction is possible).

Reach: is the range of the weapon. The weapon can be used this many squares away.

ST column indicates the minimum strength required to use the weapon. Each 1 ST less than this causes a -2 to hit and -1 damage. If used by a character with a greater ST than is required, extra damage is possible with a weapon: +1 per full 4 ST over the minimum. Weapons with ST in () are not at a penalty to hit for ST below the ST required though they are still at a penalty to damage of -1 per 2 ST below. Giant sized creatures use giant sized

weapons for example a 2Club. Such a weapon requires 2 x ST, does 1D extra damage and has -1 max. A 3Club would need 3 x ST, deal 2D extra damage and have -2 max and so on.

Max: Maximum: the maximum value for the weapon skill roll.

Par: Parry: the maximum value for the parry skill roll.

Notes: HTH indicates a weapon that can be used in HTH. All weapons in HTH get +2 null. Po indicates that the weapon is a pole weapon. Pi indicates a piercing weapon. TP shows a weapon which is also a thrown piercing weapon, TC a thrown blunt weapon and TB a thrown blade.

Thrown Weapons

Thrown Piercing

Weapon	ST	Damage	Range	Null	Max	ROF	Other
Dart	6	1	5	0	11	-2	Stiletto -1 Pi
Javelin	8	1+1	4	0	10	-3	Light Spear -1 Pi
Light Spear	8	1+1	3	1	9	-4	Light Spear Pi
Heavy Throwing Spear	12	1+2	2	2	9	-5	Short Spear -1. One use (bends after a hit). Pi

Thrown Blade

Weapon	ST	Damage	Range	Null	Max	ROF	Other
Knife	6	1-1	2	0	10	-2	Knife
Dagger	8	1	2	0	10	-3	Dagger
Star	8	1+1	2	0	10	-2	Knife -2
Hatchet	8	1+1	2	1	10	-3	Hatchet
Francisca	12	1+3	2	1	9	-4	Francisca

Thrown Blunt

Weapon	ST	Damage	Range	Null	Max	ROF	Other
Light Throwstick	6	1-1	3	1	9	-2	Truncheon
Heavy Throwstick	8	1	3	1	9	-3	Club

ST: as listed for melee weapons.

Damage: as listed as for melee weapons.

Range: over this range -1 max and -1 each multiple thereafter.

Null: this is listed as for melee weapons.

Max: as listed for melee weapons.

ROF: this penalty applies to hit if more than one attack is made in a turn using extra actions.

Other: lists what the weapon counts as I melee. -1 indicates -1 max.

MISSILE WEAPONS

The damage, armour penetration and range of missile weapons depend on the strength of the weapon. Its type of construction gives its size and how quickly it can be used. The damage, armour penetration and range modifier for each strength are shown below. Bows have a fixed ST and a character with a greater ST gets no advantage for using one and those with insufficient ST are -1 to hit and damage per ST lacking. Slings and staff slings actually have a range (7 for a sling and 5 for a staff sling). Within this range the ST of the user is decisive.

ST	DMG	NULL	RANGE
6	1-2	1	5
8	1-1	1	5

10	1	2	6
12	1+1	2	6
14	1+2	3	7
16	1+3	3	7
18	1+4	3	8
20	2	4	8
22	2+1	4	9
24	2+2	4	9
26	2+3	4	10
28	2+4	4	10
30	3	5	11
Each +2	+1	-	-

The types of weapon are SLING, STAFFSLING, STAVE BOW, COMPOSITE BOW, LONGBOW and CROSSBOW.

Weapon	Max	ROF	Special
Sling ST less than 13	9	-2	+1 Null if using lead bullets.
Sling ST 13 –16	8	-3	+1 Null if using lead bullets.
Staff Sling ST less than 15	8	-2	+1 Null if using lead bullets.
Staff Sling ST 16-20	7	-3	+1 Null if using lead bullets.
Stave Bow ST less than 10	10	-1	
Stave Bow ST 11-14	9	-2	-1 Range.
Stave Bow ST 15-18	8	-3	-2 Range.
Composite Bow ST less than 15.	11	-1	
Composite Bow ST 15-20	10	-2	
Composite Bow ST 21-25	9	-3	
Long Bow ST less than 15.	10	-2	
Long Bow ST 16-20	9	-3	
Long Bow ST 21-25	8	-4	
Crossbow ST 4 less than user.	12	-3	Hand pulled.
Crossbow ST up to 4 more than user.	12	1 R	Foot pulled.
Crossbow with crank ST less than 22.	11	2 R	
Crossbow with crank ST 23-26	10	3 R	If user ST less than 14 then 2 crew artillery.
Crossbow with crank ST over 27-30.	9	4 R	If user ST less than 18 then 2 crew artillery
Crossbow with crank ST over 31.	8	4 R	2 crew artillery piece.

Damage: this is listed as for melee weapons.

Null: this is listed as for melee weapons.

Range: over this range –1 max and –1 each multiple thereafter.

Max: as listed for melee weapons.

ROF: Rate of Fire: This shows the penalty for taking extra shots per turn with weapon. The penalty applies to each shot after the first. If R this shows the number of turns required to reload.

Bowstrings: Note that bows except composite bows are not generally carried strung for long periods, as this increases the risk of a snapped bowstring and will weaken the bow. Therefore, a figure should only be allowed to have a bow strung when s/he has reason to suspect that combat is likely. It takes two turns to string a bow. Equally, it would be rare to carry a crossbow loaded, since it would be very dangerous and also damaging to the weapon over long periods.

BLACK POWDER WEAPONS

These weapons are not very common. Bombards and mortars are used in sieges and some armies use bombards, handcannons and handguns in battle. The Dark Empire also uses harquebus and pistols. Some special rules apply with these weapons. Shields have no value against them unless they are completely metal or made of a better special material. If the user of a black powder weapon is very skilled then the ROF is reduced by 1, if expert the ROF is reduced by 2 and for a master by 3. Harquebus and Pistol also have ROF reduced by 1 if the user has cartridges. These are small tubes containing a measured quantity of powder, the ball and the tube itself is used as wadding. The weapons are fired using a fuse and therefore require suitably dry conditions. Pistols can reasonably be carried in sets: some users carry as many as four and cavalry up to eight. Black powder weapons cause fear in animals which are unused to them.

Weapon	Max	ROF	Dam	Null	Range	Special
Handcannon	9	20R	3	5	4	ROF reduced to 10R if 2 crew.
Handgun	10	9R	2	4	4	
Pistol	10	5R	2	4	4	
Harquebus	11	6R	2+2	5	5	Additional -2 to hit if not set up on stand taking 1 turn.

Damage: this is listed as for melee weapons.

Null: this is listed as for melee weapons.

Range: over this range -1 max and -1 each multiple thereafter.

Max: as listed for melee weapons.

ROF: Rate of Fire: This shows the number of turns required to reload.

ARMOUR

Armour Type	Description	PTS	Pen	MA
Full Plate	Plate armour covering the whole body, limbs and head with articulated plates covering the joints. The armour is worn over a quilted layer and is strapped to each part of the body.	10/4	-11	-5
Plate Mail	Plate armour covering the whole body, limbs and head with mail protecting the joints. The armour is worn over a quilted layer and is strapped to each part of the body.	9/4	-10	-5
Full Metal	Heavy chain, scale or lamellar armour covering the entire body and limbs and with a helmet and a coif protecting the head and neck. The armour is worn over a quilted layer.	8/4	-9	-4
Half Plate	Plate armour covering the body with partial articulated limb protection and a substantial helmet.	7/4	-8	-4
Hoplite Panoply	A full helmet, back and breastplate, greaves and vambraces all in metal with a skirt of leather or scale.	6/4	-7	-3
Hauberk and Helm.	A heavy mail, scale or lamellar hauberk covering the body to the knees with lesser limb protection and an open Helmet.	6/3	-6	-2
Part Metal.	Mail, scale or lamellar body armour with an open helmet.	5/3	-5	-2
Medium	A mail shirt or substantial non-metal or part metal armour such as a linen cuirass, greaves and vambraces and an open helm or a ring mail hauberk and helm.	4/3	-4	-1
Part Medium	A linen or boiled leather cuirass and helmet or full studded leather.	3/3	-3	-1
Light	Full quilt or leather armour and a light helmet.	2/2	-2	0
Part light.	A leather jacket or quilted arming doublet.	1/1	-1	0

PTS: Normal protection from damage (i.e. the amount subtracted from damage before it is applied to a figure's hits). The number after the " / " is the minimum protection it provides after armour nullification.

Pen: This is the penalty to adjDX and adjST (for Athletics) – it is modified by the Armour skill.

MA: Penalty to the armoured MA.

SHIELDS

Type	PTS	PAR	CV	AdjDX/MA	Notes
Light Buckler: Tiny wood and leather.	9	11	1	0	2H Spear or Polearm or Missile: -1 adjDX -1 PAR. Full Plate or Plate Mail: -1 adjDX -1 PAR
Buckler: Tiny metal	12	11	1	0	2H Polearm or Missile: -1 adjDX -1 PAR. Full Plate or Plate Mail: -2 adjDX -2 PAR
Pelta: Small wicker and leather.	7	11	2	0	2H Spear: -1 adjDX -1 PAR. Full Plate or Plate Mail: -2 adjDX -1 PAR.
Target: Small wood and leather.	9	11	2	0	2H Spear: -2 adjDX -1 PAR. Full Plate or Plate Mail: -2 adjDX -1 PAR.
Heater: Small metal	12	11	2	1	2H Spear: -2 adjDX -1 PAR. Full Plate or Plate Mail: -2 adjDX -1 PAR

Taka: Medium wicker	7	10	3	1	2H Spear: -3 adjDX -2 PAR. Full Plate or Plate Mail: -3 adjDX -2 PAR. Full Metal or Half Plate: -1 adjDX -1 PAR.
Theuros: Medium wood and Leather	9	10	3	1	2H Spear: -3 adjDX -2 PAR. Full Plate or Plate Mail: -4 adjDX -2 PAR. Full Metal or Half Plate: -1 adjDX -1 PAR.
Hoplion: Medium Wood, Leather and Metal	12	10	3	2	Full Plate or Plate Mail: -5 adjDX -3 PAR. Full Metal or Half Plate: -2 adjDX -2 PAR. Hoplite Panoply or Hauberk and Helm: -1 adjDX.
Pavise: Large Wicker	7	10	4	2	Full Plate or Plate Mail: -5 adjDX -3 PAR. Full Metal or Half Plate: -2 adjDX -2 PAR. Hoplite Panoply or Hauberk and Helm: -1 adjDX.
Tower: Large Wood and Leather	9	10	4	2	Full Plate or Plate Mail: -7 adjDX -4 PAR. Full Metal or Half Plate: -4 adjDX -3 PAR. Hoplite Panoply or Hauberk and Helm: -2 adjDX.
Wall: Large wood, leather and metal.	12	10	4	3	Full Plate or Plate Mail: -9 adjDX -6 PAR. Full Metal or Half Plate: -6 adjDX -5 PAR. Hoplite Panoply or Hauberk and Helm: -4 adjDX -2 PAR.

PTS: Is the hit points provided by the shield against attacks. If these are exceeded by a piercing weapon it is stuck in the shield. If PTS are exceeded by a sword or axe then the shield PTS is reduced by ½ the excess. If a blunt weapon exceeds the PTS then they are reduced by 1. If the shield reaches 0 pts it is destroyed.

Par: Parry: This is the maximum for parrying rolls with the shield. Parry is increased by weapon skill with the appropriate weapon/shield combination.

CV: Combat Value: the shield provides this penalty against attacks from the front or shielded flank. If this causes the attack to miss the attack hits the shield.

AdjDX/MA: this is a penalty to adjDX and MA. It can't be offset with Armour skill.

Notes: Some shields can be used with certain 2H weapons with additional penalties. A shield with a two handed weapon counts only to its flank and front i.e. a left handed shield to left flank, left front and direct front. Some shields have penalties if used with heavier armour. They cannot be offset by Armour skill.

SCALE

Combat is carried out in a scale based on squares with each square representing around 1.5 metres or 5 feet.

TURN SEQUENCING

Combat is played out in a series of turns, each representing about 10 seconds of time. All figures involved in a combat are recorded on the turn sheet in order of initiative, or speed (that is, adjDX taking into account armour, but *not* weapon skill). All actions are in order of speed, fastest first.

Tactics: Figures with Tactics skill adjust their speed by +2 if very skilled. +4 if expert and +6 if master. If the leader of a group has Tactics skill and Leadership skill s/he can adjust the speed of all followers by +1 if at least very skilled in both, +2 if expert at both, +3 if master at both (*see Skills section, Tactics*).

Tie breaks: Where actions occur at the same speed, the figure with the higher IQ goes first; if IQs are tied, then the higher ST goes first; if ST is tied, the higher PW goes first; and if PW is tied, the higher CH goes first. If all are tied roll 1D; the higher goes first.

Delay: A figure may choose to delay whilst waiting for an opportunity. The figure takes no action other than to say it is delaying when its turn comes around. It may then break into any slower figure's action this turn and act at this point. For example, a figure could stand and wait for an opponent to move up and engage and then break in to make an attack action. The figure permanently drops to this point in the speed chart.

Refocus: A character who has previously delayed dropping to a lower speed may miss a turn to refocus: returning to their normal place in the speed chart.

ACTIONS

The actions a figure can take are constrained by current status: Engaged, Disengaged or in Hand-to-Hand (HTH).

Actions For Disengaged Figures

Action	Move	Other
Full Move	MA	None.
Advance	½ MA	Move to engage and make melee attacks and/or parry.
Charge	MA	Move to engage and make melee attacks.
Drop	½ MA	Fall prone.
Shoot	1	Fire a missile weapon. Multiple attacks are possible.
Reload	0	Reload a crossbow or gun.
Throw	2	Attack with a ready thrown weapon and ready a new weapon.
Skill	1	Use a skill e.g. First Aid.
Attempt HTH	MA	Move into target figure's square and attempt to enter HTH.
Pursue	MA+1D	If all enemies who were engaged with the figure last round have fled then can pursue one of them moving to engage if possible and making melee attacks.
Run	2xMA	Enemies at +4 to hit.
Give an item.	½ MA	Give an item in hand to another figure who has a free hand.
Change items.	½ MA	Swap the items in each hand for other items carried. One item can be picked up as part of this action.
Pull out arrow or thrown weapon	0	Pull an arrow or thrown weapon out of a shield. Requires a difficult ST throw for a thrown weapon or an average ST throw for an arrow. Reduced by 1 level if shield is put down first.

Actions For Engaged Or Disengaged Figures

Action	Move	Other
Stand Up	0	
Cast Spell	1	Cast a battle magic spell or spells.

Actions For Engaged Figures

Action	Move	Other
Attack	1	Must stay engaged with all opponents. Make melee attacks and/or parry.
Change item.	1	Must stay engaged. Change the item in one hand dropping anything which is currently in that hand. Can include picking up an item from the floor.
Disengage	1	
Flee	MA+1D	The figure drops any shield, polearm or 2H Weapon, has a free turn and moves directly way from opponent.
Last Missile	0	A figure who has just been engaged by an enemy and has a ready missile weapon in hand and has not yet acted this turn may break in to fire a last missile attack at -2 to hit.
Attempt HTH	1	Move into target figure's square and attempt to enter HTH.

Actions For Figures In Hth

Action	Move	Other
HTH Attack	0	Make HTH Attacks against figure in the same square.
Draw HTH Weapon	0	Try to draw a weapon which can be used in HTH.
Attempt to disengage.	1	Attempt to stand up stand step back.

FACING AND ENGAGEMENT

A figure is said to facing the square (even a diagonal) directly in front of it. A multi-square figure could therefore face several squares. That square, or squares, and the squares to either side are the figure's *front*. The squares directly opposite the front squares, adjacent to the figure, and behind it are its *rear* squares. If a figure has a weapon with a reach over 1 then the figure's front extends that many squares forward as shown in the diagrams below. All other adjacent squares are *flank* squares (either right or left flank). Any figure which is in an enemy figure's front is engaged.

Front	Front ↑	Front
Left Flank	Figure's Facing	Right Flank
Left Flank	Rear	Right Flank

Single-square figure

Front	Front	Right Flank
Front	Figure's Facing	Right Flank
Left Flank	Left Flank	Rear

Single-square figure on diagonal facing

Front	Front	Front
Front	Front ↑	Front
Left Flank	Figure's Facing	Right Flank
Left Flank	Rear	Right Flank

Single-square figure with 2-reach weapon

Front	Front	Front	Nothing
Front	Front	Front	Right Flank
Front	Front	Figure's Facing	Right Flank

Nothing	Left Flank	Left Flank	Rear
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Single-square figure on diagonal facing with 2-reach weapon

Front	Front	Front	Front
Left Flank	Multi-square Figure Facing		Right Flank
Left Flank			Right Flank
Left Flank	Rear	Rear	Right Flank

Multi-square figure

Front	Front	Front	Right Flank
Front	Multi-square square Figure Facing		Right Flank
Front			Rear
Left Flank	Left Flank	Rear	Rear

Multi-square figure on diagonal facing.

Note that this way, a multi-square figure effectively gains an extra front square and an extra rear. Other multi-square figures may occupy different combinations - e.g. 6x2, 3x3 etc. The facing still uses the same formula.

MOVEMENT

The MA for different figures depends on their race, skills and armour. Normally, it costs 1 MA for a figure to move 1 square or to change facing. A diagonal move costs 1.5 MA, but a figure can always move 1 diagonal if it has just 1 MA remaining, except when *shifting* - that is, when a figure which is engaged takes its 1 allowed move. A figure can move into or out of a square containing an obstruction (an incapacitated figure, piece of furniture etc.) but not through it. To jump over such a minor obstruction requires an average jumping throw and cost an extra 1 MA. Each square of rough terrain or on a steep slope costs 2 MA. Moving up a gentle slope costs 2 MA per square. Up a slope steep enough to require climbing each square cost 4 MA or more. Each square swum through costs 2 MA. It will cost 4 MA (or all) to climb onto an object such as a table etc. Each MA can be used to move directly into one of the figure's front square, or to change a figure's facing to any other direction. A move to the side or rear costs 4 MA or all the figure's available MA (that is, no other move is allowed before or after a side or back step).

Move	MA
1 square directly forward	1
1 square forward diagonal	1.5
1 square into an obstruction	All
Average jump over 1 square	3
Rough terrain, steep slope or up gentle slope	X2
1 square climbing	4

Change facing	1
1 square swimming	2
Climb onto a object	4
Sidestep or backstep	4

Four Footed Creatures

These have two MAs, a normal MA and an MA used in short bursts such as a charge or a short chase.

Running

All MAs are combat speeds and assume the figure is moving at a speed at which it can fight effectively. A figure can move at x2 MA if it wishes, but it can then take no action other than moving, cannot act at all in the turn after it moves at this speed except to move at normal speed and will not be able to keep up the speed for long. A figure moving at full speed is not attempting to avoid attacks and therefore melee attacks directed against it are at +4 adjDX.

Opportunity Attacks

A figure which attempts to move through a front square of an active enemy figure (that is, move into a front square and carry on moving) is vulnerable to attack. The second may immediately attack with a ready weapon if it wishes (breaking in). When making such an attack in passing, multiple attacks on one figure are only allowed at a rate of one per front square moved through.

Movement While Engaged

A figure which is engaged can only move a limited amount as shown under actions.

Shift: move of one square (not diagonally) which keeps the figure adjacent to all the enemies who are engaging the figure.

Disengage: a move of one square directly back away from the enemy, which may be diagonal. A figure must roll a Difficult Avoid skill roll to disengage. If the roll fails, the figure stumbles and enemies get +2 to hit against it until it acts again. On a fumble it falls over.

Turning on the Spot: A figure who is engaged can immediately turn to face an attacker if it is aware of it and capable of moving (i.e. not prone or incapacitated).

Charging And Advancing

A charging figure makes up to a full move to charge an opponent. At least the last 3 squares must be a straight line. Other moves to contact count as Advancing.

Countercharge

A figure which is charged may immediately countercharge unless on foot facing a mounted charge. Both figures meet half way between them and both count as having charged.

Fleeing And Pursuing

A figure which chooses to flee must immediately drop any encumbering weapons in hand (polearms or 2H) and any shield with an MA penalty. It immediately turns (for free) directly away from its opponent and makes a normal MA move away adding 1D MA to its move. If a figure is pursuing a fleeing figure it moves its MA adding 1D MA. A figure can avoid coming to blows if it is quick enough. Lightly armed and armoured figures have a good chance of avoiding attacks by heavier figures if they run straight away. A flee response is allowed immediately if a figure is charged or advanced into, even if it has already acted. In response a charger or advancer may immediately pursue. A figure may not attack with any weapon the turn after it flees.

e.g. Sir Jago has 3 MA. He lumbers forward 2 square to engage an irritating orc skirmisher, who has just thrown a javelin at him. The orc knows that standing and fighting would be sheer folly, so he flees. Armed only with a small shield and some javelins, the orc does not have to drop anything, but must move its full MA of $10 + 1D(7) = 17$ squares away. Sir Jago decides not to pursue, since this would be futile.

Avoid

A figure may sometimes wish to throw itself out of a square - for example, to avoid an area-effect spell or a move through. This breaks into the normal sequence. It is allowed even if a figure has already acted this turn. To avoid a figure must make an Average Avoid skill roll increasing in difficulty by 1 for each square after the first plus 1 if it wishes to remain standing.

Move Through

An especially strong figure can move into or through a square containing a weaker figure. To be able to do this a figure must be at least twice as strong as the target. If a figure tries to move through and does not have enough ST it immediately stops and its action ends. If the target has a ready weapon it may make **Opportunity Attacks** if the attacker moves through some of its front squares. This attack will have the weapon's contact bonus (if any). Instead of taking an opportunity attack the figure may instead try to **Avoid** the move through (the avoid action is described above). If the avoid fails or the attack of opportunity fails to disable its target then the figure falls down and is trampled for 1D-2 null 2 per 10 ST of the figure performing the move through.

e.g. A huge giant decides to trample Durian, who has an adjDX of 8 for Avoid throws and no skill. Durian chooses to avoid and as the giant takes up 9 squares needs to move 2 squares. He is limited by his adjDX so must throw himself needing 8 or less.. He rolls 17 and falls down and is trampled. With 60ST, the giant inflicts 6D-12. Durian gets even shorter...

ATTACKS

An attack is an attempt to strike a target with a melee, HTH, missile or thrown weapon. The attack must be with a ready weapon (a weapon available in the correct hand) or a natural weapon such as a hand or foot. A missile weapon must be loaded in order to attack.

To attack make a weapon skill roll limited by the max of the weapon modified by skill and any circumstances and by adjDX. If the roll is successful the attack hits. If the target has a shield then the shield's CV is a penalty to hit if the attack is coming from the front or shielded flank of the target. If a shield penalty causes an attack to miss it hits the target's shield.

Multiple Attacks

A character with multiple actions may make multiple attacks. With melee weapons each is at no penalty, with missiles or thrown weapons the penalty is equal to ROF on each subsequent attack. A character using a two-weapon combo may attack with each weapon as one action. The off hand weapon will be at a penalty of 2 unless the character is ambidextrous. In addition the character is at a penalty with both attacks depending on the combination.

Combination	Penalty
Thrusting Sword plus Main-Gauche	1
Cut and Thrust Sword plus Main Gauche	2
Matched 1 handed weapons less than ST 12	3
Matched 1 handed weapons ST 12+	4
Unmatched one handed weapons	5

Parry

If a figure is hit with a melee attack and has an action left in the turn it may use it to parry. To parry make a parry skill roll with a shield or if no shield is carried a weapon. A successful shield parry causes the attack to hit the shield.

If a weapon parry is used against a larger attack (e.g. a normal sized character parrying a troll using a 2Club) then unless the parry is critical the parrying weapon is knocked D-5 squares away and does not block the attack.

A weapon used to parry must make a save against breaking if it is hit with a harder substance. The order of harness is:

Flesh and Bone.
Wood.
Metal.

Elvenglass.
Adamantium.

When parrying with a pole weapon the haft is hit unless a critical parry is made.

When parrying with a hafted weapon the haft is hit unless a critical parry is made or the parry succeeds by 3 or better.

Piercing weapons never damage parrying weapons.

Thrown Weapons

The chance to hit with a thrown weapon is modified by the range to the target. Each time they go over a multiple of their range they are at -1 They have a maximum range equal to the thrower's strength. Javelins and darts are an exception, as they have twice this range.

Missile Weapons

Missile weapons have a range modifier. This is listed in the missile modifications table. Each time they go over a multiple of their range they are at -1. Damage drops off with range. For every -4 to hit penalty for range with a missile weapon damage is reduced by 1.

Cover

There is a penalty listed for cover. This is where at least half of the target is obscured by an object. If the attack roll would have hit without this penalty then the attack is assumed to hit the obstruction.

Line Of Sight

In order to attack with a missile or thrown weapon the attacker must be able to trace a line to the target without passing through any obstacles which completely obscure the target or any figures. Should the attack miss the target it is assumed to carry on for 10 squares more in a straight line. Any figures in this line may be hit. The attacker should roll a normal attack roll against each, friend or enemy. There is a penalty of -3 to hit each target after the first.

Combat Adjustments

This is a summary table of combat adjustments.

Situation	Penalty or Advantage
Facing or Location (Melee Only)	
Facing target's flank	+2
Facing target's rear	+4
Target picking up an item, prone or standing up	+4
Above target	+2
Facing or Location (Melee or Missile)	
Target flying	-2
Target mounted	-2
Attacker Status	
First action after receiving a wound	-1
First action after being knocked back	-2
Flying	-2
Thrown and Missile Weapons	
Missile or Thrown	-1 per time over multiple of range.
Target engaged with another figure.	-3
Target in cover	-4
Target is 2-3 square	+2
Target is 4-5 square	+6
Target is 6+ squares	+8
Target is ½ human size or less	-2
Target is ¼ human size or less	-4
Target is a static object	+6

Critical Attack Rolls

On a critical hit choose between double damage (roll twice) and ignoring all armour.

Melee Fumbles

Roll on the following table.

Roll	Result
1	Drop weapon.
2	Wild miss. Opponent at +4 to hit with next attack, no evade, dodge or parry.
3	Stagger past opponent and end up with it to your rear. No attacks next turn.
4	Trouble with armour/clothing. If figure has a shield it drops it. If figure has no shield but has armour part of it drops off, reducing protection by 1D3. The figure is at a 2 penalty next turn in any case.
5	If a friend is adjacent, roll an attack against him/her; if not, hit self. On self do full damage with a flail or bashing weapon. Do damage -3 with a blade weapon. Do 1D-2 damage with a polearm.
6	Drop weapon. It flies 1D-5 (min. 1) squares in a random direction.
7	Fall over.
8	Pull muscle. Treat as light wound.
9	Break weapon. Normal saving throw.
10	Break weapon. Weapon has -2 saving throw.

Natural Weapons Fumbles

Roll	Result
1	Enthusiastic miss. Stagger to an adjacent square which is still next to opponent. No attacks next turn.
2	Wild miss. Opponent at +4 to hit with next attack, no evade, dodge or parry.
3	Fall down.
4	Huge lunge. End up with back to opponent. Opponent at +4 to hit next turn, no evade, dodge or parry. No attacks next turn.
5	Pull a muscle. Treat as a light wound.
6	Pull muscle. Treat as a light wound and MA halved whilst wound is in effect.
7	Break natural weapon. Whatever weapon was used is broken and cannot be used till it recovers. For example, a hand or foot is sprained or broken, claws snapped off or a jaw injured. It will take 2D days to recover.
8	Fall over opponent. End up lying down 1 square beyond enemy and winded. Must stay down for 1 turn.
9	Crash down. Fall over and suffer 1D-1 damage through armour.
10	Break natural weapon. It will take 2D weeks to recover.

Missile Weapon Fumbles

Roll	Result
1	Drop weapon.
2	Trouble with armour/clothing. If figure has armour part of it drops off reducing protection by 1D3. The figure is at a 2 penalty next turn in any case.
3	Roll attack against nearest friend in line of sight adding +2 to hit for surprise. If no friends in line of sight hit self for normal damage.
4	Break bowstring or sling cords (easily repairable damage).
5	Slip, roll a Difficult Balance or fall. If standing, at -4 to hit next turn.
6	Break weapon. Weapon has +1 to saving throw.
7	Drop ammunition. It scatters and will take 1 turn to pick up every two arrows/ stones/bullets.
8	Fall down and drop weapon.
9	Fall down and land on ammunition. Sling bullets do 1-6, arrows or bolts do 1+2 null 2.
10	Break weapon. Normal saving throw.

Thrown Weapon Fumbles

Roll	Result
1	Trouble with armour/clothing. If figure has a shield it drops it. If figure has no shield but has armour part of it drops off, reducing protection by 1D3. The figure is at -2 to hit next turn in any case.
2	Drop ammunition. Any other thrown weapons that the figure has are dropped; if it has none then any other weapon it has is dropped.
3	Roll attack against nearest friend in line of sight, adding +2 to hit for surprise. If no friends in line of sight, hit self for normal damage.
4	Pull a muscle. Treat as a light wound.
5	Slip, roll a Difficult save on Balance or fall. If standing, at -3 to hit next turn.

6	Fall over.
7	Scatter ammunition. All thrown weapons scattered 1D squares in a random direction.
8	Fall over and drop ammunition. Any thrown weapons are left in square.
9	Fall and land on weapon. If it is sharp it deals normal damage. If blunt it deals 1-5 null 2 damage.
10	Pull muscle. Light wound and MA halved whilst wound is in effect.

Gun Fumbles

Roll	Result
1	Drop weapon.
2	Trouble with armour/clothing. If figure has armour part of it drops off reducing protection by 1D3. The figure is at -2 to hit next turn in any case.
3	Roll attack against nearest friend in line of sight adding +2 to hit for surprise. If no friends in line of sight hit self for normal damage.
4	Gun jams. It will take 3 turns to clear it and it must then be reloaded.
5	Slip, roll a Difficult save on Balance or fall. If standing, at -4 to hit next turn.
6	Explosion. User takes 1+2 null 4 and if using a harquebus blinded for 1D turns.
7	Drop ammunition. It scatters and will take 1 turn to pick up every two cartridges or balls.
8	Fall down and drop weapon.
9	Explosion. Weapon has a normal saving throw. User takes 2+2 null 4 and if using a harquebus is blinded for 1D minutes.
10	Explosion. Weapon has -2 saving throw. User takes 2+2 null 4 and if using a gun other than a harquebus is blinded for 1D minutes. If using a harquebus the user is permanently blinded in one eye.

Dropped Weapons

A weapon which is dropped for any reason or thrown to the ground may scatter. Roll 1D-5 for the number of squares it travels (0 or less means that it lands in the same square). Roll randomly to see which way it goes.

Broken Weapons

A weapon which has a broken result against it from any cause gets a saving throw. Roll 1D and if the result is 10+ the weapon survives. Swords, daggers, composite bows and crossbows get +2. Any weapon with a bonus gets, as a modifier, the positive difference between the weapons bonus and the opponent's weapon bonus if the opponent was parrying with a weapon or shield bonus if a shield or armour bonus if neither. A weapon which makes the save is dropped instead.

DAMAGE

To work out the damage inflicted by a weapon, roll the number of dice for the weapon and adding its bonus. A figure does an extra +1 damage for every 4 ST it has in excess of that needed to use the weapon Giant sized creatures use giant sized weapons for example a 2Club. Such a weapon requires 2 x ST, does 1D extra damage and has -1 max. A 3Club would need 3 x ST, deal 2D extra damage and have -2 max and so on.

A missile weapon loses 1 damage for each -4 to hit from range and a thrown weapon loses 1 damage for each -2 to hit from range.

Armour, Shields and Damage

If an attack hits a shield either because of its penalty or because of a parry Then the damage is reduced by the hit points provided by the shield. If these are exceeded by a piercing weapon it is stuck in the shield. If the hits are exceeded by a sword or axe then the shield PTS is reduced by ½ the excess. If a blunt weapon exceeds the PTS then they are reduced by 1. If the shield reaches 0 pts it is destroyed. Any damage not blocked by a shield goes through to armour.

The total damage is reduced by the target's armour points. Armour is not damaged by stopping hits. If the attacker's weapon has an armour penetration it ignores that many points of armour except that no armour will ever offer less protection than its minimum value.

A piercing weapon going through armour deals an extra 2 damage.

The damage that gets through armour is subtracted from the figure's Hits (ST + Toughness + Heroic Abilities) representing a wound, concussion or jolt.

Contact

If a figure is charging it deals 1 extra damage or 2 with a pole weapon. If receiving a charge with a pole weapon a figure also deals 2 extra damage.

Weapons Stuck in Shields

A weapon stuck in a shield increases its DX penalty by 2 and reduces its parry by 2. Each arrow stuck in a shield reduces its parry by 1. In this context a dart counts as an arrow.

Knockbacks

If a figure takes a blow in melee with damage exceeding $\frac{2}{3}$ its ST (round up) + $\frac{1}{2}$ the adjDX penalty of any armour worn, it is knocked back. A knockback happens immediately, and therefore a figure can be knocked back before it has a chance to attack. It does not matter if the damage is absorbed by armour. The victim staggers back 1 square directly away from the attacker who hit it and must make an Average save on Balance or fall. If the figure that has been knocked back hits a solid wall, it takes D-4 damage through armour and still rolls to fall down. If a figure is knocked back into another figure:

- If *that* figure has x2 the ST of the figure which was knocked back, treat it as being knocked back into a solid wall.
- Otherwise, the figure behind is also knocked back and must make an Average Balance roll or fall.
- If this second figure has nowhere to go, or does not wish to move backwards, then it can make a Difficult balance roll to remain standing and avoid knockback.
- The figure could use an avoid roll to get out of the way.

A figure who is knocked back is at a 2 penalty to their next action.

Damage which is double the figure's knockback causes double knockback (2 squares, automatic knockdown), triple knockback is 3 squares and so on.

Reactions To Injury

- A wound of from 1-4 hits has no other effect.
- A wound of 5-7 hits is a **minor wound** and puts the figure at -1 adjDX till healed.
- A wound of from 8-10 points is a **major wound** and puts the figure at -2 adjDX till healed.
- A wound of 11+ points is a **mortal wound**, the figure falls down and is unable to take any actions until healed. It will take an additional damage per turn until death.
- Any wound causes a 1 penalty next action.

These wound levels are adjusted for high ST figures: each full 4 Hits over 10 adds 1 to all wound levels.

- A figure on 0 or -1 hits is **unconscious**.
- A figure on from -2 to -6 hits is **seriously wounded** and unconscious. The figure will take an additional wound every minute (every 6 turns).
- A figure on -7 hits or less is **dead**.

Mortal Wounds

When a character or figure suffers a mortal wound, roll one dice on the table below to check for additional effects. These effects are permanent unless repaired by specific magical spells. Normal healing will not cure them.

Roll	Effect
1-3	No permanent damage.
4	Upper limb severed or damaged beyond repair. D100% is severed or destroyed. Roll randomly for to determine limb.
5	Lower limb severed or damaged beyond repair. D100% is severed or destroyed. Roll randomly to determine limb. A character with a missing lower limb will have MA drastically reduced.
6	Head Wound. Roll the following numbers or less to avoid each effect. A character should save against all and can be affected by more than one. 12. Eye lost. +1D to all sight perception rolls. +1 to all range effects. 13. Ear lost. +1D to all hearing perception rolls. 12. Scar. -1 CH. Distinctive appearance. 14. Scar. -2 CH. Distinctive appearance. Ugly. 16. Scar. -4 CH. Distinctive appearance. Hideous. 15. Mouth damage. +1D on all communication rolls. 16. Brain damage. -1 DX, -1 CH, -2 IQ.
7	Upper torso wound. -2 ST.

8	Lower torso wound. -1 MA.
9	Limb wound. -1 DX.
10	Limb wound. -1 MA.

Damage Types

Several different types of damage exist each with specific characteristics. For some attacks damage is given per level (level represents the power of the damage with different spells and special abilities having a level).

Type	Caused By	Damage per level.	Special Effects
Solid	Normal weapons.	Varies.	None. Armour null varies.
Physical	Falls, large falling objects, large bulky traps,	1-1	Ignores shields. Normal armour max 3.
Elemental Earth	Spells. Creature special abilities.	1-1	Ignores shields. Null 4.
Elemental Air	Spells. Creature special abilities.	1-3	Ignores shields. Damage counts double for knockback.
Elemental Cold	Spells. Creature special abilities.	1-2	Ignores shields. Armour has no effect but light clothing counts for 1, heavy clothing 2 and warm winter clothes for 3. Armoured skin does count.
Elemental Fire	Spells. Creature special abilities. Large fires.	1	Ignores shields. Null 5.
Elemental Electricity	Spells. Creature special abilities. Lightning.	1	Ignores shields. Ignores metal armour.
Acid	Spells. Creature special abilities. Powerful acids.	1-1	Deals half damage to weapons and shields reducing their pts. If they fail a breakage roll at a penalty equal to the number of D of acid. Damage inflicted again each turn but 1D less. Can be washed off with large amounts of water.

Forcing Retreat

If a figure has struck an enemy figure with a melee weapon, inflicting damage through armour, and has not been wounded itself, then it can force a retreat. This is judged at the end of a turn, once all actions are completed. A figure forced to retreat steps back one square.

Following Up

If a combat opponent is knocked back, forced to retreat, knocked unconscious, mortally wounded or killed a figure can immediately follow up moving up to 2 squares forward through the opponent's square. If a character still has actions left they can still be used after a follow up.

HAND TO HAND COMBAT

If a one figure tries to initiate hand to hand combat with another it does so by attempting to move into the same square as its opponent. If it is moving in from its opponent's flank or rear and its opponent does not turn to face, or the enemy is prone, it will automatically succeed in entering HTH combat. Otherwise the result depends on circumstances:

- A figure attempting to move into HTH combat must decide if it will dive into combat or not. If it does, it will have 2 advantage for the purpose of initiating HTH, but will fall if it fails (4 footed creatures do not fall when diving so almost always dive).
- The target may choose to accept HTH combat, **avoid** or **hold off** the attacker.

The target may **avoid** as normal but with success modified by the difference between its adjDX and that of the attacker and -1 for each attacker after the first.

If a defender attempts to **hold off** the attacker then they can make an **opportunity attack** at reach 1.

If either an attempt to avoid or to hold off fails then HTH is initiated.

Knock Down

Once HTH is initiated, both figures drop their shields and any non-HTH weapons. The attacker immediately tries to knock the defender down (unless it has already fallen down). Both roll 2D and add:

- Current ST.
- 4 if they have four feet or more (e.g. a wolf adds 4).

The attacker also adds:

- 3 if the defender was trying to avoid
- 3 if diving.
- 3 if diving from above.

If multiple attackers have entered HTH, total their strength.

If the attacker rolls higher than the defender, they both fall down in the same square. The only exception to this is that a creature with four or more feet can remain standing in HTH if it knocks the defender down.

e.g. Menelaus is attacked by 5 giant rats. Each tries to leap on him. He stabs one with his spear knocking it back. The other two enter HTH and try to knock him down. He has ST 12 and rolls a 10 for a total of 22. The giant rats have ST 4 each, and there are 4 of them making a total of 16. The rats are diving (3) and have 4 feet (4), total 23. Rolling two dice they score $12+23=35$. Menealus scores $15 + 12 = 27$. They succeed in knocking Menelaus down.

Attacks In HTH

All attacks against a prone target (most attacks in HTH other than against a standing 4 footed creature, are at +4 advantage). Attacks begin the turn after HTH is initiated. Whilst in HTH combat a figure can attack with any weapon which has a HTH value (daggers, hands, claws, teeth etc.). All HTH attacks count as having an extra 2 armour null. The side in a HTH which has the greatest total ST does +1 damage. Multiple attacks are possible as usual.

Drawing Weapons

A figure can try to draw a HTH weapon whilst in HTH combat. Roll 1D. The figure is successful on 1-7 if stronger than HTH opponents, 1-5 if as strong and 1-3 if weaker.

Striking Into HTH Combat

Where several figures are in a square (usually in HTH) a figure adjacent to them may attack one of them. It will be at -2 to hit (and receive no bonuses for them being prone). If it misses it must roll to hit each other figure in the square at random until it hits one or misses all.

e.g. Menelaus is now in deep trouble. He is prone, so the rats attack him at +4 to hit, but because the rats have four feet, he does not get this bonus. The rats are also small, evasive targets. He decides to draw his dagger. However, since the rats are collectively stronger than him, he only succeeds on 1-3. Seeing this, his friend Congalach decides to help out, trying to skewer one of the rats with a spear. Congalache is at -2 for striking into HTH and -3 for the rats' evade. He rolls against the rats first, managing to miss all four. He then rolls against Menelaus, scoring a critical result. With double damage he scores a mortal wound and kills Menelaus instantly.

Space Limitations

No more than 4 one square or greater figures can occupy a square at a time. Small creatures with fractional sizes take up the same fraction of a square. E.g. giant rats are $\frac{1}{4}$ square creatures so 16 would fit in a square. This is a factor in HTH or when friends move through the same square. Other than HTH no one can fight in the same square.

Disengaging From HTH

A figure that wishes to disengage from HTH must roll 1D. The figure is successful on 1-7 if stronger than HTH opponents, 1-5 if as strong and 1-3 if weaker.

MOUNTED COMBAT

A figure fighting mounted on an animal such as a horse has a number of advantages. However, it must be noted that many of these will apply only if the animal has been trained to fight (e.g. a cavalry or war horse).

1. **Height Advantage:** Melee attacks against targets on foot will generally get the height advantage of +2.
2. **Movement:** Since the mount will do the moving, it is always possible for the rider to attack regardless of how far the mount moves. Furthermore, the rider can make a melee attack in passing, making an attack as its mount moves past an enemy (though the opponent may be able to make opportunity attacks if the rider crosses its front). If attacking in passing multiple attacks are not allowed against a single target. A figure can also make missile attacks whilst moving or even on the turn which means riding toward an opponent, shooting, then turning and riding away.
3. **Lance Damage:** A rider armed with a long thrusting spear or pike does 'lance' damage if it has charged into contact. This benefit is only gained by a rider securely seated on a war saddle. The effect of lance damage is to use the ST of the mount for determining damage bonus. This is an addition to the advantage below.
4. **Other Damage:** Melee weapons do +2 damage for a mounted character.
5. **Animal Attacks:** Some riding animals can make melee attacks. A mount of less than 4 square size is at -2 to hit on these attacks. A horse must be trained to destrier standards to be able to attack.
6. **Attacking a mounted figure:** Attacks must be directed at either the rider or the mount. This must be stated before any attacks are rolled. If a figure is making a melee attack against a mount, it is more vulnerable to its rider, who can make an opportunity attack if the opponent is to the front and gains an additional +2 to hit and +2 damage. All melee attacks against a mounted rider are at -2 to hit other than an attacks with a pole weapon on foot. Shooting at a mounted target on the move is at -2 and on the turn another -2.

Situation	Penalty or Advantage
Melee attack against a mounted target unless with pole weapon on foot.	-2
Opportunity attack against enemy attacking mount with melee weapon.	+2 and +2 damage.
Shooting a mounted moving target	-2
Shooting target 'on the turn'.	-2

7. **Shields:** A rider's shield can only be counted only on one side. A left-handed shield only counts against opponents to the immediate front, left front and left flank.
8. **Riding Throws:** A riding throw is necessary when making a mounted attack. The difficulty is:
 - Simple on a Destier.
 - Easy on a Charger,
 - Average on a Rouncey, Steppe Pony or Warg.
 - Difficult on a Hackney, Palfrey, Cavalry Camel.
 - Very Difficult on a Sumpter, Cart Horse, Riding Camel, Riding Mule
 - Extremely Difficult on a Donkey or Pack Mule

Each of the following increase the difficulty by one level: -

- Charging the front of an enemy who is armed with a pole weapon.
- Charging a shielded or pole weapon-using footman with fellows on either side.
- Charging an ordered body of foot with pole weapons at least 2 deep.
- Using a simple saddle or no saddle.
- Charging uphill or against an obstacle (such as a ditch or low wall)
- In difficult terrain.
- Adverse weather conditions.
- Firing a missile weapon on the move.
- Firing a missile weapon or using a thrown weapon on the turn.

A fumble will result in the rider losing control of the animal which will shy away, stumble or turn sharply. The rider must then make a difficult riding throw or fall off. A failed roll will put the attack at a penalty equal to the margin of failure and a critical give a 2 advantage on the attack.

9. **Knock Backs:** A mounted figure who is knocked back must make a difficult riding roll or fall off. The difficulty is increased 1 level for a rider lacking stirrups, and another level for a rider not using a cavalry or war saddle. A fumble will result in a heavier fall doing 1D-1 more damage. Falling off a horse normally deals 1D-1 damage with armour counting for a max of 2. (see *Other Game Mechanics: Falling*).
10. **Move Through:** A mount can be used to move through other figures. If the animal is a creature which is usually not aggressive (like a horse) and is not specially trained to move through (a war horse), it requires an extremely difficult riding roll to move through a target figure's square; otherwise it is difficult. The level of difficulty increases by one if the figure moved through has companions on both sides, and by an extra 1 for every extra figure moved through. All of the penalties listed above in part 8 also apply. A failed roll means that the animal pulls up short without moving through. A fumble will result in the rider falling off.
11. **Impractical Weapons:** It would be foolish to use some weapons when mounted: 2H swords, 2H axes, 2H maces and 2H flails. Furthermore, it is not possible to reload a crossbow which needs to be braced against the feet, or any other crossbow whilst moving.
13. **Jousting:** If two mounted figures are riding toward one another then the contest is considered a joust. Both make a normal riding throw for the circumstances. This has the usual effects but also determines the order of attack. Both figures add the amount by which they made their riding roll to their initiative. The figure with the highest total attacks first. In formal jousting blunt weapons may be used. These do $\frac{1}{2}$ damage but are treated as doing full damage for knockbacks. Blunt weapons have no armour null.

Example: Sir Rieter and Sir Karl are jousting both using 2H Long Thrusting Spears and are riding chargers. Sir Rieter is an expert rider with a adjDX of 14. He must make a difficult riding throw (charging the front of an enemy with a pole weapon). He needs $10+3 = 13$ or less. He rolls 12 and succeeds by 1. Sir Karl has a adjDX of 16. He is a very skilled rider. He too must make a difficult riding throw $10+2 = 12$. He rolls 13 and fails but with an adjDX of 16 he has 2 actions in Animal and can try again. This time he succeeds exactly. Who attacks first?

Sir Rieter AdjDX $14 + 1$ riding = 15

Sir Karl AdjDX $16 + 0$ riding = 16

Sir Karl!

Sir Karl makes a lance attack at $9+3$ (skill)-2 (mtd target) = 10 or less. He rolls an 10, and hits for 2-2 (Weapon) +4 (ST Bonus of horse) +2 (charging pole weapon) = 2+4. He rolls $10+4 = 14$ hits null 2. This puts 6 hits through Sir Rieter's armour and inflicts a knockback. Sir Rieter must make a difficult riding throw $10+3=13$. He rolls a 4 and stays mounted. Sir Karl can't make his second attack as they are attacking in passing. He may then attack at $9+3$ (skill) -2 (mtd target) -2 (knockback) = 8. He rolls 6. A hit! He does 2+4 damage for a total of 18 damage null 2. This puts 10 hits through Sir Karl's armour. This is a major wound and Sir Karl is at -1 on his next action and -2 adjDX..It also causes a knock back and he must roll a difficult riding throw. $10+2 -1$ (wound) = 11. He rolls 14, and falls off taking 1D-1 damage: 7 hits (he can't roll again as his adjDX is now 14 and too low for 2 actions). His armour stops 2 and he takes 5 more hits.

OTHER GAME MECHANICS

FEAR

Fear is a psychological effect which can stop figures acting as they wish.

All Fear checks are made by rolling a listed number of D and trying to get equal to or under CH. A figure who fails a fear check is effected by fear for a number of turns equal to the number the roll was failed by. A character suffering from fear cannot move closer to thing which caused fear and is at -2 to attack it. A character with the **Courage** advantage reduces the number of Fear dice rolled by the level of the ability and a character with the **Brave** Special Ability is immune to Fear.

A figure suffering from Fear may be rallied by a figure with Leadership skill (who is the group's leader) moving to within 5 squares and making an Average Leadership roll (+1 level per Fear dice over 2). This allows the Fear check to be re-rolled. A leader can rally him/herself.

A figure can also choose to attempt a fear check again (or be forced to do so) without be rallied. If this roll fails the figure must flee the feared thing for the number of turns the roll was failed by.

Fear checks are caused by:

- Magic items or spells which cause fear – level listed. Some cause an immediate fear check and others have specific circumstances which cause fear.
- First sighting a creatures which cause fear – level listed.

- Being charged or advanced into by a creature which causes fear – level listed.
- Taking 25% casualties (1D) unless opponents have already taken 25% casualties.
- Taking 50% casualties (2D) unless opponents have already taken 50% casualties.
- Taking 75% casualties (3D) unless opponents have already taken 75% casualties.
- Taking a major wound (2D).

HEALING

Spells, potions and special herbs can be used to aid healing. Otherwise, natural methods must be relied upon.

LOST HITS: The maximum Hits a figure can have is its full ST + Toughness + Special Ability Bonuses or Hero Advantages -2 for every minor wound, -6 for every major wound and -10 for a mortal wound. The wound level modifier is added to these penalties (i.e. very strong people loose more hits for wound but they take more hits to inflict). Max hits can't be less than 1. A figure which is not seriously wounded will recover 1/3 rounded up of its current hits per day or 1 which ever is higher.

A figure that is not seriously wounded can be given treatment (once per injury) on a difficult first aid roll. Success gives back 1D/3 hits and a critical 1D hits. A fumble causes 2 hits.

A figure which is seriously wounded (at -2 hits or less) can have its condition stabilised by a difficult first aid roll, which will stop it taking 1 hit per minute. It can be treated on a v.difficult first aid roll. A critical brings the target back to 1 hit and a fumble inflicts 2 hits and the target begins to die again. Once stabilised the wounded figure then rolls each day to be able to get hits back on 3D under full Hits or 2D if treated.

MINOR WOUND: It is an average first aid roll to treat a minor wound. A fumble means the wound becomes major. A critical results in immediate recovery. If the wound has been treated, roll 2D under hits each day for it to recover; otherwise roll 3D.

MAJOR WOUND: It is a difficult first aid roll to treat a major wound. A fumble will result in the wound becoming mortal. A critical roll will result in immediate recovery to a minor wound. If treated, roll 2D under hits each week for it to recover; it will then become a minor wound. If it is not treated, roll 3D under hits for recovery.

MORTAL WOUND: It is a difficult first aid roll to stabilise a mortal wound and halt the 1 damage/turn. It is very difficult to treat it. A fumble will result in death. A critical will result in recovery to a major wound. If treated, roll on 3D under hits each week for it to recover to a major wound. If it is not treated, roll 4D under hits for recovery.

WORSENING WOUNDS: If a recovery roll comes up with 2 or more 10s the wound becomes a level worse.

NOTE ON FIRST AID: An attempt to stabilise a wound takes 1 turn and can be attempted any number of times, until the figure either succeeds, or fumbles. Attempts at treatment can only be tried once (per action). It takes 5 minutes to treat a minor wound, 10 minutes to treat a major wound, or to revive an unconscious figure and 30 minutes to treat a mortal wound or a figure which is seriously injured (-2 or less).

CARRYING

A creature can carry a load equal to ST in encumbrance points at no penalty. Each additional ST encumbrance is -2 adjDX and -1 MA. This refers to dead weight and does not include items which the character is wearing such as cloths and armour. To determine the encumbrance of an item use the following system. In general 1 ENC is a thing which could be held in one hand and isn't too heavy. Heavy or bulky items have higher ENC's. A person being carried has an ENC equal to 2xST plus 2x the adjDX penalty of armour s/he is wearing. A mount is not affected by the weapons which a character is carrying..

Examples:-

Item	ENC
A small 1H weapon, a wand.	1
A large 1H weapon, a rod.	2
A large 2H weapon such as a Great Axe	3
A dart or throwing knife	½
A javelin,	1
A light or short spear, a stave	2
A long spear, quarterstaff or polearm	3
Pike	4
A pistol	1
A composite, stave or crossbow	2
A long bow, handgun or harquebus	3

A handcannon	8
A sling	1
A buckler	1
A small wicker or wood and leather shield	2
A heater or wicker or wood and leather medium shield.	4
A hoplon, pavise or tower shield.	6
A wall shield	9
A pouch with contents	1
A light pack with contents	5
A heavy pack with contents	10
A book of around 100 pages	2
A quiver of 20 normal arrows or bolts	2
A quiver of 20 long bow arrows	3
A cartridge belt with 20 cartridges	1
A bag of 20 slingshots	1
A flask of water, potion or black powder	1

FALLING

A figure falling 0-1m takes no damage. A figure falling 1-2m takes no damage as long as it makes an average jumping throw (e.g. jumping from a low, one-story roof). Beyond this, the difficulty of the roll required goes up by a level per metre. Acrobatics can also be used.

Fall (metres)	Damage (Physical) Level
1-3	1
Up to 6	2
Up to 9	3
Up to 12	4
Each +3	+1 to max 16

The maximum protection provided by any armour against falling is 3 pts (armour minimums are ignored). If a figure falls badly - that is, unexpectedly, backwards or headfirst - then add an extra dice. Making jumping or acrobatic throws under such circumstances may also be more difficult. The damage given assumes landing on a hard surface. Landing on a soft surface can reduce damage substantially. -1 damage/level if landing on soft earth, and snow or liquid. It is, therefore, feasible (though extremely unlikely) to survive a fall at terminal velocity. From great heights, falling into water is usually like hitting a brick wall.

POISON

Poison is classified by the way in which it is administered, how fast it acts, its ST, and its effect. Poison can be swallowed, inhaled, absorbed through the skin, ingested and so on. Also important is the amount necessary to count as one dose, the preparation necessary and how easily the poison spoils. The time in which a poison takes effect can be anything from 1 turn to several months, or may have a gradual effect. Effects can include death, damage, unconsciousness, permanent muscle wasting, paralysis etc. The ST of a poison determines how likely a victim is to resist it. In order to resist a poison a victim rolls 2D and adds current ST:

- If this total is more than the ST of the poison, the victim has resisted and the poison takes no effect.
- If the poison's ST is higher than the victim's total, it takes effect.

If the effects are gradual, the victim makes a roll each time the poison is going to take effect until a successful resistance roll is made. Failure means that the poison takes effect. Some poisons' strength diminishes as time goes on. Most of the more effective poisons are rare and expensive. Sample poisons are shown below:-

Ambere: This is a poison extracted from a rare tropical frog. It must be kept as a moist paste and is spoiled if it dries out. It is administered by injection; less than a gram is required. It first acts 3 turns after it is administered and then on every turn thereafter. It has a ST of 25 and has the effect of reducing DX by 1. When a victim's DX reaches 0 the figure is paralysed. DX is regained at a rate of 1 per hour except that a figure who reaches 0 DX loses 1 permanently.

Blade Venom: This is a poison made from a mixture of mineral compounds. It is fairly common, though high quality mixtures are rare. It is a thick paste and spoils if dried out. It is administered by injection and around a gram is required. It first acts 5 turns after it is administered. It can have a ST from 18 to 35 depending on its quality. If effective, the victim falls down and suffers from 1D to 5D damage depending on its quality.

Orange Spore Dust: This fine powder is the spore of a rare mushroom. It will last for up to a year if kept dry. It is administered by inhalation with about a handful in the victim's face being effective. It acts after 1 turn. It has a ST

of 28 and causes the victim to fall unconscious for the number of hours by which the ST was failed. At half-effect, it makes a victim drowsy and muddles the mind, halving DX and IQ for its duration (min 1 hour)

Antidotes exist to most poisons. They reduce the ST of the poison by their ST.

When making poisons or antidotes with plant lore or chemistry in general ST depends on difficulty.

ST	Difficulty
5	Trivial
10	Easy
15	Average
20	Difficult
25	V. Difficult
30	E. Difficult
35	A. Difficult
40	Heroic
45	Impossible

Difficulty increases 1 level for fast acting poison (3 turns) as opposed to slow (15 mins to 1 hour). Difficulty also increases 1 level for a poison is very slow acting and doesn't initially slow symptoms (days or weeks). Difficulty also increases for more damaging poisons. Normal poisons deal 1 damage per failed resistance, 1 point of stat loss per failed resistance or a one off 1D damage. To increase losses by 1 or 1D adds a level of difficulty.

DISEASE

Diseases have the following characteristics.

Transmission (Tr): a disease may be infectious, contagious, water carried, food carried, carried by a parasite or requires exchange of body fluids for transmission.

Incubation (In): this is the period after exposure when symptoms may begin to appear.

Virulence (Vr): this is a measure of the power of the disease. If a second number is given after a / then the disease has the first number as its initial virulence but once the disease takes effect then the second virulence is used.

Rate (Rt): this is a measure of how quickly the disease damages the victim.

Symptoms (Sm): a list of characteristic symptoms of the disease.

Results (Rs): the damage inflicted to a character by the disease. Many diseases drain a character's STATS. A character who has a STAT reduced to 0 by a disease will die.

Recovery (Rc): how quickly a character may expect to recover from the results of the disease once cured and if resistance or immunity is acquired if the disease is survived.

Follow the following order of events for resolving diseases.

1. The character is exposed to a disease by its method of transmission to which s/he is not immune.
2. Nothing happens until the end of the incubation period.
3. Roll 2D and add the character's ST and add any bonus for disease resistance. If the total equals or exceeds the virulence of the disease then the diseases was resisted and go immediately to step 6.
4. Symptoms appear and the results of the disease occur.
5. Waits for periods equal to the rate of the disease then go back to step 3.
6. Any symptoms that occurred will begin to disappear and the character will begin to recover from any results as described in the recovery section of the disease. If the character has recovered without the aid of magic then s/he may gain resistance or immunity to that disease.

Example Diseases of Home

The Plague. Tr: contagious, In: 1 week, Vr: 30, Rt: 1 day, Sm: black boils, sickness diarrhoea, weakness, Rs: -1 ST, -1 DX, Rc: 1 point of each STAT per week, acquire resistance.

Red Fever. Tr: infections, In: 2 weeks, Vr: 25, Rt: 2 days, Sm: high fever, red rash, Rs: -1 IQ, Rc: takes 2 days.

Wasting Sickness. Tr: infectious, In: 1 month, Vr: 22/34, Rt: 1 month, Sm: tiredness, coughing up blood, Rs: -1 ST, Rc: 1 point of ST per month, acquire immunity.

Sniffles. Tr: infectious and contagious, In: 1 week, Vr: 26/18, Rt: 1 day, Sm: sneezing, runny nose, sore throat, cough, slight fever, Rs: -2 to all actions (not cumulative), Rc: takes 1 day.

Black Gripper. Tr: water carried, In: 2 days, Vr: 28, Rt: 1 day, Sm: sickness, diarrhea, high fever, Rs: -2 ST, Rc: 1 ST per day. Acquire resistance.

Swamp Fever. Tr: parasite (mosquito), In: 3 days, Vr: 26/32, Rt: 1 day, Sm: high fever, shaking, tiredness, Rs: -1 DX, Rc: 1 point of DX per day, acquire immunity.

Grey Death. Tr: contagious, In: 2 weeks, Vr: 34, Rt: 1 week, Sm: greyish skin, pains all over body, despair, Rs: -1 ST, Rc: 1 ST per day, acquire immunity.

Skin Rot. Tr: body fluids, In: 1 month, Vr: 30, Rt: 1 week, Sm: peeling skin and then rotting flesh all over body, unpleasant smell, Rs: -1 CH, Rc: 1 CH per week, acquire resistance.

White Sickness. Tr: contagious, In: 1 month, Vr: 20/36, Rt: 1 year, Sm: pale skin, intolerance of sunlight, loss of day vision, Rs: -1 ST, Rc: 1 ST per day, immunity.

Winter Fever. Tr: contagious, In: 1 week, Vr: 20, Rt: 6 hours, Sm: high fever, bad headache, sickness, Rs: -2 ST, Rc: takes 1 day. Immunity.

The Lurches. Tr: contagious, In: 2 days, Vr: 27, Rt: 6 hours, Sm: irrational behavior, constant lurching movements, aggression, RS: -2 DX, -2 IQ, Rc: takes 2 days. Immunity.

Treatment:

Treatment can be given using the diagnose/treat disease skill. First a character needs to identify a disease from its symptoms. This requires a roll with difficulty depending on how unique and obvious the symptoms are. It can be modified by past experience with the disease and by suitable texts.

To treat the disease the difficulty depends on its virulence.

Virulence	Skill roll required
0-10	Easy
11-20	Average
21-25	Difficult
26-30	V. Difficult
31-35	E. Difficult
36-40	A. Difficult
40+	Heroic

Treatment will involve using a variety of herbal and chemical compounds. These can be gathered and kept ready to hand in most cases or can be bought. Some will be rare. They will tend to be specific to a particular disease. The value of the compounds can be estimated at Vr/5 sp and doses will be required each time the rate of the disease is passed. If the ingredients cost works out at 4sp or less then all can be collected locally requiring half a day's effort per sp value for a skilled herbalist and less time for those with higher abilities. Any cost over 4sp is for rarer items that may need to be purchased, as they would not be found locally.

Successful treatment gives the sufferer +5 resistance, a critical treatment +10 resistance A fumbled treatment gives -10 resistance and doubles the next result of the disease.

Alternatively a variety of spells and alchemical products may be available to assist against diseases.

EXPERIENCE

Experience points or XPs are given out for success in the game. They can be spent in the same way as initial XPs to improve stats and skills, provided that there is reasonable justification for the improvement as a result of the experience gained. To decide how many XPs a character should get, use the following system.

How difficult was the adventure as compared with the abilities of the characters? An average adventure would mean that the opposition in terms of enemies, traps, puzzles and so on were within the abilities of the characters.

Easy	25
Average	50
Difficult	100
Very Difficult	150
Extremely Difficult	200
Absurdly Difficult	250
Heroic	300

How successful was the party?

Not at all	x0
Partially	x1/2
Nearly	x1
Completely	x1.5

How big a contribution to any success did the character make to the group? Note that if one character did everything then others must have done nothing.

None	x.1
Little	x.5
Average	x1
A great deal	x1.5
Everything	x2

How well did the player play his character, act according to the character's personality, and make the game interesting?

Poor	x.75
Average	x1
Above Average	x1.25

Note that for non-player characters such as craftsmen and soldiers they can be expected to gain between 10 and 100 xp per year (around 30 on average), depending on how hard they are pushing their careers.

AGE AND AGING

The starting age of a character depends on race and class. Starting ages are as follows. The add column shows how much to add for character class. No player character should be older than 2 years before 1st Aging.

Race	Starting Age	Class	Add
Human	16	Soldier, Warrior, Archer, Barbarian, Citizen Soldier, Thief, Burglar, Ruffian	1D
High/Dark Elf	55		
Half High/ Dark Elf	32		
Wood Elf	55		
Half Wood Elf	32	Knight, Bodyguard, Entertainer.	1D+2
Orc	14		
Half Orc	15		
Ogre	14		
Half Ogre	15	Paladin, Magician, Power Eater, Assassin, ranger, Forester, Warrior-Wizard, Rogue-Wizard.	1D+4
Dwarf	36		
Gnome	34		
Gnoll	32		
Halfling	28	Scholar, Alchemist, Conjuror, Illusionist, Mystic	2D
Reptilion	16		
Hobgoblin	15		
Goblin	14		

Lesser Goblin	14	Animist, Cleric, Fighter-Cleric, Necromancer, Sorcerer, Priest, Shaman, God-Talker, Mantis, Adept.	2D+2
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Aging effects characters over a certain age. It can cause loss of STATs and a reduction in XP gained.

Race	1 st Aging	2 nd Aging	3 rd Aging	4 th Aging
Human	35	51	66	81+
High/Dark Elf	No	No	800	2001+
Half High/ Dark Elf	175	251	326	401+
Wood Elf	No	No	800	2001+
Half Wood Elf	175	251	326	401+
Orc	30	46	61	76+
Half Orc	32	48	63	78+
Ogre	30	46	61	76+
Half Ogre	32	48	63	78+
Dwarf	175	301	351	451+
Gnome	150	276	301	501+
Gnoll	100	201	251	351+
Halfling	No	No	301	321+
Reptilion	41	80	150	401+
Hobgoblin	40	51	61	71+
Goblin	40	51	56	61+
Lesser Goblin	40	51	56	61+

Losses to characteristics affect the minimum STAT (for XP costs) as well and are cumulative. The risk of death from old age is on 2D of the score shown or less. Races with the immortal advantage do not lose characteristics and do not have a risk of death/year.

1st Aging: -1 ST, -1 DX, risk of death/year 2.

2nd Aging: -2 ST, -2 DX, risk of death/year 3.

3rd Aging: -3 ST, -3 DX, risk of death/year 4. XP gains x ½.

4th Aging: -4 ST, -4 DX, risk of death/year 5. XP gains x ¼.

Reptilians are an exception. They use the following aging table as they grow much bigger with age:

1st Aging: +2 ST, -1 DX 1/1 Skin.

2nd Aging: +2 ST, -1 DX, 2/2 Skin. Risk of death/year 2.

3rd Aging: +2 ST, -1 DX, 3/3 Skin. 2 square. Risk of death/year 3. XP gains x ½.

4th Aging: + 2 ST, -1 DX, 4/4 Skin. 4 square. Risk of death/year 4. XP gains x ¼.