

# PavisQuest Play Sheet

## Tests, Tasks and Saves

<p><i>Difficulty</i> H = Harder – increase resist. E = Easier – decrease resist.</p>	<p><i>Tests</i></p> <ul style="list-style-type: none"> <li>• Double the resistance = <b>Major Success.</b></li> <li>• Equal to resistance = <b>Success.</b></li> <li>• Lower than resistance = <b>Failure.</b></li> <li>• Half resistance or 2 = <b>Major Failure.</b></li> <li>• 1 = <b>Fumble</b></li> </ul>	<p><i>PC Bump with a HP</i> Up or down 1 level.</p>
<p><i>Tasks</i> H subtracts from result, E adds to result.</p>		<p><i>Major NPC Bump Restrictions</i> Success to a Major Success Major Failure to Fumble</p>
<p><i>Saves</i> If no skill listed use D10. Difficult or higher avoids outcome.</p>	<p><i>Retries</i> <b>Failure:</b> consequence and consideration. HP for second retry. <b>Major Failure:</b> consequence and consideration. HP for retry. <b>Fumble:</b> no retry.</p>	<p><i>Special NPC Bump Restrictions</i> Tenacious: stop any bump against it 3 times/fight. Tricky: stops a bump against it unless an extra HP is spent.</p>
<p><i>Fumble Save</i> 5+ using skill. 1 is a Disaster. Success bumps to Major Failure.</p>		

## Encumbrance

<p><i>Big Items (3 ENC)</i></p> <p>Composite Bow with bow case and arrows 3-7 JLS 4-5 Throwsticks Heavy Weapon (2H) Large Shield Backpack (and contents)</p>	<p><i>Medium Items (2 ENC)</i></p> <p>Self Bow with arrows and quiver Crossbow with bolts and quiver Heavy Weapon (1H or 1-2H) 4-6 Bolas Small Shield 2 JLS 2-3 Throwsticks Satchel (and contents)</p>	<p><i>Too Much Encumbrance</i> More than 8 ENC: P1 Base Move H1 Gymnastics H1 Stealth H1 Athletics H3 to Water Life (Swimming)</p>
<p><i>Small Items (1 ENC)</i></p> <p>Up to 3 Bolas Other Weapons (not Heavy or Bows)</p>	<p><i>0 ENC Items</i></p> <p>Within reason knives, daggers, a belt pouch and contents</p>	

## Concealment and Senses

<table border="1"> <thead> <tr> <th><i>Sense</i></th> <th><i>Function</i></th> </tr> </thead> <tbody> <tr> <td>Vision</td> <td>Normal vision. Ignores concealment for Light. No range limit.</td> </tr> <tr> <td>Night Vision</td> <td>Normal vision adapted to low light. Not good at seeing colour. Ignores concealment for Twilight and Night. Works to 60 squares.</td> </tr> <tr> <td>Dark Sense</td> <td>A kind of echolocation. Doesn't detect colours. Works to 10 squares and ignores concealment except from Cover.</td> </tr> <tr> <td>Earth Sense</td> <td>Sensing air movements, earth masses etc. Doesn't detect colour or details. Works to 5 squares and ignores concealment.</td> </tr> <tr> <td>Magical Sense</td> <td>Senses the power of things living and non-living. Can see the runes and the power of runes of things. Provides little detail of the physical world. Ignores concealment.</td> </tr> </tbody> </table>	<i>Sense</i>	<i>Function</i>	Vision	Normal vision. Ignores concealment for Light. No range limit.	Night Vision	Normal vision adapted to low light. Not good at seeing colour. Ignores concealment for Twilight and Night. Works to 60 squares.	Dark Sense	A kind of echolocation. Doesn't detect colours. Works to 10 squares and ignores concealment except from Cover.	Earth Sense	Sensing air movements, earth masses etc. Doesn't detect colour or details. Works to 5 squares and ignores concealment.	Magical Sense	Senses the power of things living and non-living. Can see the runes and the power of runes of things. Provides little detail of the physical world. Ignores concealment.	<p><i>Hearing</i> Noisy H2 Every 10 squares away H1</p>	<p><i>Concealment</i> Light 3 Twilight 1 Night 3 Darkness: Total Haze 1 Fog 3 Light Terrain 1 Heavy Terrain 3 Partial Cover 1 Full Cover 3 Complete Cover: Total Magic: varies</p>
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	<p><i>Tracking Scent</i> Wind blowing the scent away unless following a trail H2-4 Not strongly scented e.g. non-living H2-4 Every 50 squares away H1</p>													

# PavisQuest Play Sheet

## Finances, Lifestyle, Training and Equipment

Profession	Day	Season	Difficulty
Labourer, unskilled worker, guard.	1L	28L	3
Trained craftsman, soldier	2L	56L	4
Skilled crafter, supervisor, infantry file leader, mounted soldier	4L	112L	6
Cavalry file leader	6L	168L	7
Expert craftsman, manager, junior officer	8L	224L	8
Officer	10L or more	280L +	8

Result	Working at a Profession
Major Success	+20%
Success	Normal
Failure	-10%.
Major Failure	-20%. Persuasion of difficulty to keep their position.

Agriculture Income	Self-Managed	Rentier	Difficulty
Hide	600L/year	120L/year	5
Herd	800L/year	160L/year	6
Slave Worked Hide		400L/year	7

Result	Agriculture
Major Success	-30%
Success	Standard
Failure	-20%.
Major Failure	-50%.
Fumble	Disaster. -50%. Income -20% until 200L per hide spent. Herds D100% of the herd has been stolen or died.

Employee	Business Income per Season
Unskilled worker	35L
Trained worker	60L
Supervisor	35L
Skilled worker	135
Expert	60L

Difficulty	Income Modifier for Business
4	-20%
5	None
6	+10%
7	+20%
8	+30%
9	+40%
10	+50%

Living Standard	Cost per Season
<b>Destitute.</b> Health P3.	0L
<b>Meagre.</b> Health P2.	7L
<b>Poor.</b> Health P1.	13L
<b>Reasonable.</b>	21L
<b>Comfortable.</b>	40L
<b>Wealthy.</b>	80L
<b>Luxurious.</b>	160L

Result	Business
Major Success	+30%
Success	Standard
Failure	-20%
Major Failure	-40%.
Fumble	Disaster. -40%. Income -40% until 50% of income spent to restore things.

Living Standards by Household
1 <sup>st</sup> adult full cost
Each subsequent adult ½ cost
Each child ¼ cost
Each servant ¼ cost max 15L
Each slave ¼ cost max 10L

Skill Training	Difficulty	Cost Per Season (L)	Exceptional Teacher (L)
Familiar	6	16	32
Trained	8	24	48
Skilled	10	32	64

Spell Training	Difficulty	Cost Per Season (L)	Exceptional Teacher (L)
1 point	6	24	48
2 points	8	36	72
3 points	10	48	96
4+ points	12	60	120

Test to Learn
<ul style="list-style-type: none"> <li>• Fumble: Further training won't work.</li> <li>• Major failure: no benefit. Any cumulative improvement to the test is lost.</li> <li>• Failure: test becomes 1 easier next season (cumulative).</li> <li>• Success: skill learned.</li> <li>• Major Success: skill learned and test to learn the next skill level is 1 easier (cumulative) next season.</li> </ul>

Combat 1

<i>Actions</i>
Attack: to attack with a crossbow it must be loaded. To attack with a bow must have an arrow in hand.*
Magic: use magic on something other than yourself or something you are wearing or carrying.*
Spirit Combat: attack in Spirit Combat against a spirit in the same space.*
Leadership Action.*
Rally: if a commander.
Load a crossbow (with bolt in hand).*
Move.
Pick something up or take something from another willing character.
Put away an item in hand.
Stand Up.*
Tactics Action.*
Resist a Grapple.*
Draw: get out a carried item so it is in hand.

<i>Bonus Action</i>
Use magic on yourself or an item you are carrying or wearing.*
Shield Bash: immediately after a move into contact with the enemy*
Tackle: immediately after a move into contact with the enemy.*

<i>Free Actions</i>
First Draw: get out a carried item so it is in hand – once per turn.*
Drop: drop an item in hand.
Turn as a reaction to a Move

<i>Reactions</i>
Cast Reaction Magic*
Evade*
Flee*
Make a Stop Thrust*
Make an Opportunity Attack*
Skirmish*

Actions marked \* cannot be chosen more than once per turn

<i>Powerful Actions</i>
Attack, Magic or Move
<ul style="list-style-type: none"> <li>• XD 14</li> <li>• XD 20</li> <li>• XD 26</li> <li>• XD 32</li> <li>• Each XD +6</li> </ul>

<i>Off-Hand</i>
<ul style="list-style-type: none"> <li>• Shield: 0</li> <li>• Standard: -1</li> <li>• Harder: -2</li> <li>• Strange combinations: at least -3</li> </ul>

<i>Move</i>	<i>Max Movement Dice</i>
0-3	D4
4-5	D6
6-7	D8
8-9	D10
Each +2	+1

Movement dice do not explode

<i>Movement</i>	<i>Cost</i>
Directly forward	1
Diagonally forward	1.5
90 degree turn 4 legged	3
90 degree turn 2 others	2
1 square any direction maintaining facing or turn any number of degrees	All
Rough going 4 legged	x3
Rough going others	x2

<i>Movement Type</i>
Squares Moved
24+: <b>Fast Moving</b>
30+: <b>Very Fast Moving</b>

<i>Skill Test Move Through</i>
War Mount 4
Cavalry Mount 6
Other 10

<i>Skill Test Move By</i>
Not War or Cavalry Mount 8

<i>H1 to Hit (all that apply cumulatively)</i>
Target is parrying with a sword or trident against an unarmed attack
Target isn't spotted
Attacker is skirmishing
Mounted attack not from a war or cavalry mount
Mounted attack from a pack animal
Attacking an enemy which isn't the closest
Attacking a mount in melee
On foot and attacking a rider in melee unless with a Polearm
Shooting at fast moving (24+) target
Shooting at very fast (30+) moving target
Melee attack with a polearm at +1 Range

<i>E1 to Hit (all that apply cumulatively)</i>
Per extra melee attacker against the target this turn
Target is being attacked from above in melee (uphill, higher upstairs, defending a wall, mounted vs foot, prone)
Target is prone
Attack isn't from the target's front
Attack is from the target's rear
Target hasn't spotted the attacker
Target hasn't detected the attacker
Follow up after a successful Push, Disarm or Trip

## PavisQuest Play Sheet

### Combat 2

<i>Attack</i>	<i>Vs Gymnastics (Dodge or Riding)</i>	<i>Vs Weapon (Parry)</i>	<i>Weapon (Disarm) vs Weapon (Parry)</i>
Major Success	Hit. Result is E2 or E4 Damage with Pierce		Hit. Result is E2
Success	Hit		
Failure	Melee attack misses if target steps back one. Ranged misses if target steps 1 to either side	Hits parrying weapon or shield	Miss
Major Failure	Miss and target can choose to move 1	Miss and target can choose to move 1	Defender gets a disarm against attacker

#### Evade

- Against a Move Through from LOS or similar: 4 +1 per square
- Against sudden unexpected events like a trap dropping a rock on a character: 6 +1 per square
- Not used against physical agents

<i>Evade</i>	<i>Outcome Against an Engaged Enemy</i>	<i>Outcome Other Cases</i>
Major Success	Move outside the area	Move outside the area
Success	Move outside the area	Move outside the area and fall down
Failure	Don't move	Don't move
Major Failure	Don't move and fall down	Don't move and fall down

<i>D8</i>	<i>Fumble</i>	<i>Disaster</i>
1	Roll twice	Roll twice
2	If making a melee attack step directly or diagonally forward one square if possible or if not possible fall down. If adjacent opponents have a reaction available they can use it to make an opportunity attack. If not making a melee attack treat as 6.	If making a melee attack step directly or diagonally forward one square if possible or if not possible fall down. Stunned. If adjacent opponents have a reaction available they can use it to make an opportunity attack. If not making a melee attack treat as 6.
3	If using a weapon it must save or it is broken. Success: it is dropped. If attacking unarmed suffer 1 Hurt.	Weapon saves at -2 or is broken. Success: it is dropped. If attacking unarmed suffer Serious Wound in the limb attacked with.
4	Weapon is dropped or if attacking unarmed fall down. Turn ends.	Weapon is dropped and it scatters 2D6 squares in a random direction or if attacking unarmed fall down. Turn ends.
5	Character suffers 1 Hurt.	Character suffers a Minor Wound.
6	Make the attack again against the nearest friend in range and arc or if there are none then suffer 1 Hurt.	Make the attack again against the nearest friend in range and arc at E2 to hit or if there are none then suffers a Minor Wound.
7	If using a bow or sling drop all the ammunition – it scatters within 1 square. If using another weapon drop it.	If using a bow or sling drop all the ammunition – it scatters within 3 squares. If using another weapon drop it and it scatters 2D6 squares in a random direction.
8	Fall down, turn ends	Fall down, turn ends, Stunned

#### Solid Damage

- Piercing weapons add 2 to the result on a Success so are more likely to get a Major Success against a character or shield.
- AP weapons add 2 on a Failure against a character wearing Medium+ armour.

<i>Damage</i>	<i>Vs Health + Solid and Magical Armour</i>	<i>Vs Shield Resist</i>	<i>Vs Weapon Resist</i>
Major Success	Hurt and Wound. Possible Recoil.	Pierce weapon stuck in shield. Other weapons shield Break Save. Possible Recoil.	Break save if not parrying a Pierce weapon. Weapon skill save 5+ or drop weapon. Possible Recoil.
Success	Hurt. Possible Recoil.	Shield Break save E2. Possible Recoil.	Weapon skill save 3+ or drop weapon. Possible Recoil.
Failure	Unhurt. Possible Recoil.	Possible Recoil and counts as a miss unless Recoil occurs.	
Major Failure		Miss.	

### Conditions

- **Befuddled.** Each action can only move in a random direction at half move. Save on 9+ at the start of the turn to end the effect. If the character is attacked the effect ends to the extent that they will assume that the attacker is an enemy as are those on its side.
- **Blinded.** The character cannot use Vision or Night Vision. If caused by a sudden flash of light it wears off after around 2 minutes and the character is then Dazzled.
- **Calmed.** The character cannot attack. Wears off if attacked.
- **Confused.** At the start of each turn the character must save on 5+ using Knowledge or each action can only move in a random direction at half move. If the save is 10+ it ends. If the character is attacked the effect ends to the extent that they will assume the attacker and its allies are the enemy and can move and attack bearing this in mind.
- **Dazed.** The character is at H1 Arts, Craft, Customs, Medicine, Knowledge, Persuasion, Stealth, Streetwise, Survival, Tactics, Water Life, Weapons and using Runes.
- **Dazzled.** The character is H1 in Craft, Devices, Gymnastics, Medicine, Perception, Base Move, Stealth, Survival and Weapons if targeted with Vision or Night Vision. If caused by a sudden flash of light it wears off after around 2 minutes.
- **Demoralized:** The character is H3 at Bravery, any Attacks and Movement if toward an enemy. They can't use offensive magic.
- **Disabled.** The character can only use actions to crawl 1 square. Can be treated with Medicine Skill.
- **Exhausted.** The character is H2 Athletics, Health, Gymnastics and Weapons. They have -2 Base Move. Wears off after a day in better conditions with food and rest. An Exhausted character who is Weakened or Exhausted again is Disabled.
- **Frightened:** The character is H1 at Bravery, Weapon Attack and Movement if toward an enemy. Can be removed by Leadership & Oratory from a leader or the commander of force can use a Rally action to recover but otherwise wears off after 5 minutes of peace and quiet.
- **Grappled.** Individual can only act to resist the grapple or make an unarmed attack against the grappler at H2 attack and H2 damage. Removed by resisting the grapple successfully.
- **Grappling.** Individual can only make an Unarmed Trip attack, other Unarmed attacks at H1 attack and damage, ready a R0 weapon which requires another grapple outcome roll or attack with an R0 weapon and can't take any other action without breaking the grapple.
- **Hurt.** An individual can have several of these. Each is Health H1. An individual whose Health is reduced to 1 is Disabled. After 12 hours rest a character can remove 1 Hurt once per day. Can be treated with Medicine Skill.
- **Paralysed.** The character stands absolutely still and takes no actions and no parry. They defend against physical attacks with a Dodge of 1. When caused by poison that will list how long it lasts: normally 2 hours and in this case it can be treated with Medicine Skill.
- **Poisoned.** The character is H1 Athletics, Health, Gymnastics, Base Move and Weapons. Caused by poison which lists how long it lasts: normally 12 hours and in this case it can be treated with Medicine Skill.
- **Power Drained.** An individual can have several of these. Each is Magical Resistance H1. An individual with 1 in Magical Resistance is Unconscious. When gained lose 1 Power Point (see Magic). Each Power Point a character regains also removes a Power Drain.
- **Routed.** The character must try to escape the situation and can't take any further actions to try to win. The character flees to the nearest reasonably safe place. Can be removed by Leadership & Oratory from a leader or the commander of force can use a Rally action to recover but otherwise wears off after 5 minutes of peace and quiet.
- **Slowed.** The characters Base Move is -4.
- **Soul Blasted.** The target has enough Power Drains to be Unconscious (i.e. to have Magic Resistance 1).
- **Stunned.** Whilst an individual has a stun marker it can take no actions except to Crawl one square. At the end of each turn roll Bravery vs 6 and on any Success remove the Stun.
- **Stupefied.** The character is mindless. In each action they make a half move in a random direction. They can't defend themselves against physical attack and resists with 1 dodge and no parry.
- **Uncertain:** The character is H2 at Bravery, any Attacks and Movement if toward an enemy.
- **Unconscious:** the character can't do anything. Happens because of a roll on the wound table which will say how long it lasts. Also ends if the wound that caused it is removed. Can be treated with Medicine Skill.
- **Weakened.** The character is H1 Athletics, Health, Gymnastics and Weapons. They have -1 Base Move. Wears off after a day in better conditions with food and rest. A Weakened character who is Weakened again is Exhausted.

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### Other Attack Results

#### Recoil and Push

- A Recoil weapon adds 2 to the result if the outcome would be a Failure and this can improve the outcome.
- H2 if target is mounted.
- H2 if the target has 4 or more legs.
- H2 against a target on foot that has an ally immediately behind it with a shield (forming a phalanx).

<i>Recoil and Push</i>	<i>Vs Unmounted Athletics</i>	<i>Vs Mounted Riding</i>
Major Success	Hit. Recoil 1 and fall. Attacker can move 1 forward.	Hit. Hurt. Recoil 1 and fall off. Attacker can move 1 forward.
Success	Hit. Recoil 1. Attacker can move 1 forward.	Hit. Fall off. Mount moves 1 forward into an empty space if possible. Attacker can move 1 forward if there is space.
Failure or Major Failure	No effect.	

*Recoil into an Object:* Gymnastics test vs 4 or falls over.

*Recoil into an individual:* can use a reaction to evade, resist the same recoil result with E2, If part of a phalanx recoil 1 square.

#### Disarm, Trip and Move Through

- Move Through is E1 if moved 4-8 into contact in a straight line or E2 if 9+.
- Any damage caused when making or receiving a Move Through with a Large Shield applies to the shield.

<i>Disarm, Trip, Move Through</i>	<i>Disarm vs Weapon Resist</i>	<i>Trip vs Athletics</i>	<i>Move Through vs Athletics</i>
Major Success	Weapon Skill save on 8+ or 6+ for a shield or the target weapon is dropped.	Fall down and Hurt. Breaks any Grapple.	Recoil 1 and fall. Damage equal to move through. Unless the attacker is mounted or is a 4+ footed creature it must make a Gymnastics (Balance) test vs 4 and on a failure fall over in the same square as the target.
Success	Weapon Skill save on 6+ or 4+ for a shield or the target weapon is dropped.	Fall down. Breaks any Grapple.	Recoil 1 square. Damage equal to move through. Attacker moves forward 1 square.
Failure	Miss.		Miss. Attacker stops. Both take damage equal to the move.
Major Failure			Miss. Attacker falls and takes damage equal to the move through.

#### Grapple

<i>Grapple</i>	<i>Individual vs Athletics</i>	<i>Weapon or Shield vs Weapon Resist</i>	<i>Tackle vs Athletics</i>
Major Success	Grapple	Weapon disarmed	Grapple. Both fall in the same square.
Success		Shield Held, Sword missed others disarmed.	
Failure	Miss	All but Sword held.	Miss. Attacker falls.
Major Failure		Miss. Sword does damage to the attacker.	

#### Acid

<i>Acid</i>	<i>vs Health + Solid and Magical Armour</i>
Major Success	Hurt and Wound. Item makes break save. Roll new result next turn.
Success	Hurt. Item save E2. Roll new result next turn.
Failure	No effect.
Major Failure	

#### Energy Damage

Energy damage is caused by spells and other effects causing Cold, Lightning or Fire. It ignores Solid Armour.

Energy Damage	Vs Health + Magical Armour
Major Success	Hurt and Wound.
Success	Hurt.
Failure	Unhurt.
Major Failure	

## PavisQuest Play Sheet

### Spirit Combat

- Weakest rune
- Shaman or assistant shaman uses their ☉ or ☾ rune with an Augment.
- Shaman can also add their fetch's XD if it is supporting them.
- Corporeal entity must make a Knowledge test with difficulty 6 and get a Success to be able to take an action other than attacking the spirit.

<i>Spirit Combat</i>	<i>vs Magical Resistance + Spirit Armour</i>
Major Success	Spirit is defeated. It can either be driven off into the spirit plane, a shaman can capture the spirit or it can be bound with the correct magic.
Success	Spirit is Power Drained. May disengage from spirit combat.
Failure	No effect.
Major Failure	

### Attacking Spirits with Other Attacks

It is possible to attack a spirit engaged in spirit combat with other attacks. This has the following effects:

- Enchanted weapon (listed on spell). Attack vs ☉ rune. On a hit the weapon rolls its damage against ☉ H2. On a Success it causes 1 Power Drain and on a Major Success 2 Power Drain.
- Attack Spell which causes Hurts like Disruption swaps Hurts for Power Drain. Ignore any result other than a Hurt.
- Physical Agents which ignore armour affect them with the Hurts swapped for Power Drain. Ignore any result other than a Hurt.

### Spirit Combat Fumbles

<i>D100</i>	<i>Spirit Combat Fumble</i>
1–15	Combatant confuses realities and loses all actions next round.
16–30	Combatant begins to dream; loses next two turns while attacking imaginary enemies.
31–45	Combatant confuses self with target. In subsequent turns they make spirit combat attacks on themselves until they get a Success.
46–60	Combatant hallucinates; if disincorporate, may attack any random nearby target; if in the Middle World, misses next 1D3 turns negotiating with imaginary foe.
61–75	Combatant's energies become unfocused; take 1 Power Drain.
76–79	Combatant begins to cry uncontrollably, and has trouble seeing. Combatant's Spirit Combat is H2 for 2 turns.
80–89	Spirit combat energies penetrate the veil; an embodied combatant takes a Hurt, a disembodied combatant can be affected by unenchanted weapons as though they are rune metal for 1d3 turns.
90	One enchanted item (chosen at random) is damaged beyond repair due to outpouring of magical energies.
91–95	Energies affect the combatant's senses. For an embodied combatant roll 1D6: 1: Combatant's legs become numb and the combatant falls 2: Combatant's arms become numb and they drop anything they are holding 3: Combatant loses control of their bladder 4: Combatant is deafened for an hour. 5: Combatant is Blinded for an hour. 6: Combatant becomes Unconscious for an hour. For a disembodied combatant it loses its ability to detect things in the Middle World for an hour. This likely ends spirit combat.
96–98	Non-shaman Combatant's body and spirit become separated; combatant disincorporates and may only be reunited and can only return to their body with the help of a shaman. Shaman Re-roll twice.
99–100	Combatant loses all faith and believes that their only viable choice is to surrender; spirit combat ends.

Wounds

D10 (-2 damage 20+)	Wound Table
1 or fewer	Dead
2	Mortal Wound
3-4	Serious Wound
5-9	Minor Wound
10+	Stun

**Dead:** spirit remains near the body for 30 minutes. Roll on the Mortal Wound table below.  
**Mortal Wound:** save on 3+ each turn or the character is Dead. If the save gets a 10 then the character stabilises. Roll on the Mortal Wound table below. Character is Disabled for 1 week and H1 Health for 1 season.  
**Serious Wound:** Roll on the Serious Wound table below. Character is Disabled for 1 day and H1 Health for 2 weeks.  
**Minor Wound:** Character is Disabled for 1 hour and H1 Health for 1 week.  
**Stunned:** Character gains the **Stunned** status  
**Unconscious.** The character can save again every 5 minutes to regain consciousness but on a roll of 1 then the roll changes to every hour and on another 1 then daily.

D10	Mortal Wound Table	Serious Wound Table
1	Blinded in one eye. Unconscious 6+. Perception (Vision) and Ranged Attacks H3. Serious change to appearance. All skill H2. (Permanent but after 6 weeks penalty to Perception (Vision) and Ranged Attacks drops to H2 and H2 to all skills goes)	Broken leg. Untreated can't walk. Treated Base Move Athletics and Gymnastics are H3. (12 weeks but without healing victim will always limp at H1 Gymnastics and Athletics (Using Leg))
2	Lost an ear. Unconscious 6+. Perception Hearing H2. All Skill H1. (Permanent but after 6 weeks penalty to all skills goes)	Broken arm. The arm can't be used untreated. Treated it is at H3. (12 weeks but without healing using the arm will always be H1 when used)
3	Brain injury. Unconscious 8+. P4 Knowledge, Customs, Literacy, Leadership & Oratory. H2 to all other skills. (Permanent but every 16 weeks the Penalty gets 1 better until it reaches H1)	One eye closed. Unconscious 3+. Useless until healed. Perception (Vision) and Ranged Attacks H3 (4 days).
4	Serious damage to jaw. Unconscious 6+. Can't eat solid food or talk easily. Health H2, Persuasion H2, Leadership & Oratory H2, Survival H2. All other skills H1 (Permanent but after 6 weeks penalty to all skills goes and others improve to H1)	Broken nose. Unconscious 3+. H1 to all skills (2 weeks but without healing won't be straight so appearance altered)
5	Neck injury. Unconscious 4+. Can't turn neck, H2 Perception, Gymnastics, Weapons (Permanent but after 6 weeks improves to H1)	Concussed. Unconscious 5+. H2 to all skills for D30 hours after the injury
6	Severed or shattered arm. Unconscious 4+. It can't be used at all. All Skills H1 (Permanent but after 12 weeks penalty to all skills goes)	Hit in the mouth Unconscious 3+. Lost some teeth. H1 to all skills. (7 days for the injury but the teeth aren't coming back so appearance altered and finds it harder to eat).
7	Severed or shattered leg. Unconscious 4+. Can't walk. All skills H1. (Permanent but after 12 weeks loses the H1. Only if treated then after 4 weeks can walk at H3 with a crutch and/or peg-leg)	Body injury: H1 Athletics and Health (8 days)
8	Body injury. Unconscious 4+. H3 Athletics, Gymnastics, Health (Permanent but after 6 weeks goes to H2)	Ankle or foot injury – Untreated can't walk. Treated Base Move Athletics and Gymnastics are H2. (8 weeks)
9	Shattered or severed hand. Unconscious 4+. It can't be used at all. All Skills H1 (Permanent but after 8 weeks penalty to all skills goes)	Hand or wrist injury. Untreated the hand can't be used. Treated it is at H2. (8 weeks)
10	Shattered or severed foot. Unconscious 4+. Can't walk at all. All skills H1 (Permanent but after 8 weeks loses the H1. Only if treated then after 4 weeks can walk at H2 with a crutch and/or peg-leg)	Serious cuts or bruises: H1 Health (4 weeks)



Structure, Bravery, Leadership, Falling and Fire

Structure	Resistance
Wattle and daub wall, fence or light door	5
Typical door, wooden wall	7
Reinforced door	8
Thin brick or stone wall (10cm). Gate.	10
Standard brick or stone wall (20 cm)	14
Thick brick or stone wall (30 cm)	16
Each extra 1cm thickness of wall	+2
Metal door	20

Bravery	Vs 6
Major Success	The individual is fine and can continue. Remove Frightened or Routed.
Success	
Failure	Frightened or if already Frightened then Routed.
Major Failure	Routed

Leadership & Oratory	Vs 6
Major Success	All followers within 20 squares who are Frightened or Routed make a Morale Test using the Leader's Leadership & Oratory as well as Bravery. As a result of this their status can't get any worse.
Success	All followers within 20 squares who are Routed or Frightened make a Morale Check. As a result of this their status can't get any worse.
Failure	No effect.
Major Failure	All followers within 20 squares who aren't Routed must make a Morale Check as a result of which their status can't get better.

Tactics vs Tactics	Individual	Leader
Major Success	E1 in Attack, Parry and Dodge against opponent for the rest of this turn.	All followers within 20 squares have E1 in Attack, Parry and Dodge against opponents for the rest of this turn.
Success	Has E1 in one Attack, Parry or Dodge against opponent which occurs during the rest of this turn.	All followers within 20 squares have E1 in one Attack, Parry or Dodge against opponent occurring during the rest of this turn.
Failure	No effect.	No effect.
Major Failure	Opponent has E1 in Attack, Parry and Dodge against individual for the rest of this turn and on its next turn.	All followers within 20 squares are confused and take no further actions this turn.

Falling

Gymnastics test to take no damage. Size of the creature falling adds to the Damage.

Squares	Damage	Gymnastics
1	D4 AP	3
2	D6 AP	4
3	D8 AP	6
4	D10 AP	8
5	D10 AP	9
6-7	D12 AP	10
7-10	D14 AP	11
11-20	D16 AP	12
21-35	D18 AP	13
36-55	D20 AP	16
56-75	D22 AP	Squares Fallen
76-105	D24 AP	Squares Fallen
106-140	D30 AP	Squares Fallen
141+	D50 AP	Squares Fallen

Fire

Fire Type	Volume (Cubes)	Min Footprint (Squares)	Max Footprint (Squares)	Damage	Light
Lamp	0	0	0	D2	D4
Torch	0	0	0	D4 E2	D4
Mahome	0-8	0	4	D6 E2	D6
Gustbran	9-125	5	25	D10 E2	D8
Oakfed	126+	26	Unlimited	D14 E2	D10

Element or Rune	Resistance	Examples not Affected by Stasis	Example Affected by Stasis (H2)
Air	10	Air	
Animal/Man	2	Hair	Flesh, bone
Darkness	7	Darkness	
Earth	8	Dust, Sand	Rock
Plant	1	Kindling, grass and leaves	Block of wood, tree
Water	13	Liquid Water	Ice

Wet things are H2. Air and Darkness have too little substance for fire to spread.

## PavisQuest Play Sheet

### Poison, Venom, Medicine, Remedy, Healing Potion

Poison or Venom	Potency	Minimum Delay	Effect Major Failure	Effect Failure	Ultimate Effect	<i>Antidotes</i> <ul style="list-style-type: none"> <li>Mineral ½ vs Spider</li> <li>Gas ½ vs Wyven</li> <li>Spider ½ vs Manticore or Spider</li> <li>Wyvern or Mineral ½ vs Gas</li> <li>Insect ½ vs Spider</li> </ul>
Lethal	1 to 12	3 Turns	2 Hurts	Hurt	If Disabled save on 3+ each turn or the victim is Dead. If the save gets a 10 then the character stabilises and no longer has to roll each turn. If survives Disabled ends after 1 day and then Poisoned for 1 week.	
Paralysing	1 to 12	2 Turns	Poisoned and Paralysed	Poisoned	Paralysed. Wears off after 2 hours.	
Weakening	1 to 12	3 turns	Poisoned	Poisoned	Wears off after 1 week.	

Kind	Difficulty for Ingredients	Time to Collect	Difficulty to Manufacture	Time to Manufacture
Gas	Potency H3	Potency x 2 days	Potency H6	Potency days
Venom	Potency	Potency days	Potency H3	Potency days
Poison	Potency E2	Potency/2 days	Potency H1	Potency days
Antidote	Potency E2	Potency/2 days	Potency H1	Potency days

Kind	Cost for Ingredients	Cost for Manufacture	Total Cost	Where?
Gas Potency 1-3	Potency x 2L	Potency x 4L	Potency x 6L	Small City
Gas Potency 4-6	Potency x 4L	Potency x 8L	Potency x 12L	City
Gas Potency 7-9	Potency x 8L	Potency x 16L	Potency x 24L	Large City
Gas Potency 10-12	Potency x 16L	Potency x 32L	Potency x 64L	Metropolis
Venom Potency 1-3	Potency L	Potency x 2L	Potency x 3L	Town
Venom Potency 4-6	Potency x 2L	Potency x 4L	Potency x 6L	Small City
Venom Potency 7-9	Potency x 4L	Potency x 8L	Potency x 12L	City
Venom Potency 10-12	Potency x 8L	Potency x 16L	Potency x 24L	Large City
Poison Potency 1-3	Potency L	Potency L	Potency x2L	Village
Poison Potency 4-6	Potency L	Potency x 2L	Potency x 3L	Town
Poison Potency 7-9	Potency x 2L	Potency x 4L	Potency x 6L	Small City
Poison Potency 10-12	Potency x 4L	Potency x 8L	Potency x 12L	City

Injury	Treatment Task (Difficulty)
Disease	Difficulty as the magical resistance of the disease ghost (15 minutes) – victim can use the healer’s skill as well on next roll to resist disease.
Mortal Wound	Stabilised: Difficulty 5 (1 Turn), Disabled Removed: Difficulty 7 (12 Turns), Treated: Difficulty 7 (1 hour) – gain any treated benefits after the listed time. Other recovery time halved.
Serious Wound	Remove Disabled: Difficulty 6 (6 Turns), Treated: Difficulty 6 (15 minutes) – gain any treated benefits and recovery time halved.
Minor Wound	Remove Disabled: Difficulty 5 (3 Turns), Treated: Difficulty 5 (5 minutes) – half recovery time.
Hurt	Treated: Difficulty 4 (5 minutes) – each treated hurt will recover after an hour.
Poisoned	Treated: Difficulty 6 (5 minutes) – half recovery time.

Healing Potions	Ingredients (Survival)		Manufacture (Alchemy)	
	Difficulty	Time	Difficulty	Time
Healing 1	4	2 days	5	3 days
Heal 2 Hurts	5	3 days	6	4 days
Heal Minor Wound and 2 Hurts	6	4 days	7	4 days

Remedies
<ul style="list-style-type: none"> <li>Physical injuries, poison or disease</li> <li>Ingredients: ½ a day Survival 5</li> <li>Treatments E1</li> <li>2L</li> </ul>

Divine Intervention, Power Points, Memory, Rune Points, Ritual, Gaining Rune Spells

*Divine Intervention*

<i>Divine Intervention</i>	<i>Rune Lord</i>	<i>Others</i>
Major Success	Granted. Rune P1.	Granted. Rune P2.
Success	Granted. Rune P2.	Granted. Rune P3.
Failure	Granted. Rune P3.	Denied.
Major Failure	Granted. Rune P4.	Denied.
Fumble	Granted. Rune P5.	Denied.
Disaster	Granted. Rune P6.	Denied. Rune P4.

2 XP to get back P1

*Power Points*

<i>Best Rune</i>	<i>Power Points</i>
D3	3
D4	4
D6	5
D8	6
D10	7
D12	8
D14	9
Each +1	+1

*Memory*

<i>XD</i>	<i>Memory</i>
D3	2
D4	3
D6	4
D8	5
D10	6
D12	7
D14	8
Each +1	+1

- Skilled in Knowledge: +1
- Expert in Knowledge: +2
- Skilled in Customs: +1

*Regaining Rune Points*

<i>Customs (Culture) or Knowledge</i>	<i>Vs Difficulty</i>
Major Success	Gain Extra Points
Success	Gain Normal Points
Failure	Gain Reduced Points
Major Failure	Gain No Points

<i>Power Points</i>	<i>Time to Get 1 Back</i>
3	8 hours
4	6 hours
6	4 hours
8	3 hours
12	2 hours
18	1 ½ hours
24	1 hour

<b>Difficulty</b>	<b>Sacrifice</b>	<b>RP Gained for Holy Site</b>
Portable Shrine 8	15L E1	Seasonal or High Holy Day: 2D3/1D3/1
Shrine 7	50L E2	
Holy Site 7	300L E3	
Minor Temple 6		
Major Temple 5		
Great Temple 4		

<b>Initiates Extra/Normal/Reduced</b>	<b>Votive Statue</b>
Weekly Holy Day 2D4/1D4/0	Cost 50L 1 RP on Holy and High Holy Days
Seasonal Holy Day 2D8/1D8/1D3	
High Holy Day All/2D8/1D8	
Sacred Time All/2D8/1D8	

**Rune Levels**

**Extra/Normal/Reduced**

Weekly Holy Day 2D6/1D6/0

Seasonal Holy Day All/All/1D6

High Holy Day All/All/2D8

Sacred Time All/All/2D8

**Associated Cults for Seasonal or High Holy Day Only**

**Extra/Normal/Reduced**

Initiate 2D4/1D4/0

Rune Levels 2D6/1D6/0

*Rituals*

<i>Difficulty</i>	<i>Max Ritual Modifier</i>
Less than 6	E1
6-8	E2
9-11	E3
12-16	E4
17+	E5

<i>Ritual Modifier</i>	<i>Paraphernalia Value</i>	<i>Value Expended</i>
E1	10L	1L
E2	1000L	10L
E3	5000L	100L
E4	25 000L	1000L
E5	125 000L	10 000L

<i>Ritual Time</i>	<i>Ritual Modifier</i>
15 minutes	E1
Hour	E2
Day (8 hours working)	E3
Week	E4
Season (5 days of each week)	E5
Year	Increased time

*Gaining Rune Points and Rune Spells*

1 Point and a Cult Special Spell: 2 XP and 100L

1 Point with Associated Cult and Associate Cult Spell: 2 XP and 200L

Using a different Rune: +1 XP

Regaining 1-use Spell: 1 XP

<i>Difficulty Modifier</i>	<i>Number of Supporters to Get</i>				
	<i>E1</i>	<i>E2</i>	<i>E3</i>	<i>E4</i>	<i>E5</i>
Less than 6	0	N/A	N/A	N/A	N/A
6-8	1	4	N/A	N/A	N/A
9-11	2	4	8	N/A	N/A
12-16	4	8	16	32	N/A
17+	8	16	32	64	128

Magical Outcomes, Wyrter, Sorcery, Lunar Cycle

*Magical Outcome*

Rune	Vs Difficulty
Major Success	The magic succeeds with its best possible result. Many spells list this or the referee can describe a suitable outcome. The cost of the magic is paid.
Success	The magic succeeds normally. The cost of the magic is paid.
Failure	The magic doesn't work. Another future attempt is allowed on the same target but if that fails a third attempt is only allowed by spending a HP or waiting at least a day. The cost of the magic isn't paid.
Major Failure	Most magic doesn't work. Another attempt is allowed on the same target only by spending a HP or waiting at least a day. The caster must spend ½ the cost of the magic rounded up. Chaos magic does not work as expected. Roll on the Random Chaos Magic for the outcome and the caster spends all of the cost.
Fumble	Most magic doesn't work. Another attempt isn't allowed on the same target without waiting at least a day. The caster must spend the cost of the magic. For Chaos magic roll on the Random Chaos Magic for the outcome. Also see Chaos Magic for extra consequences.

*Wyrter*

Community	Members	XD of Wyter
Shrine, Large Family, or Vexilla	50-100	12
Shrine, Village, or Company	101-250	16
Minor Temple, Clan, or Regiment	251-1000	20
Major Temple, Small Tribe, Large Town	1001-3000	24
Major Temple, Large Tribe, City	3001-7000	28
Great Temple or Large City	7000+	32
Great Temple or Metropolis	15000+	36

*Spirit Magic Cost*

Special Cult Spells: Lay Member 50L/point  
 Special Cult Spells: Initiate 25L/point  
 Spirit Tradition, Spirit Cult, Spirit Society with the cult's rune:  
 Lay Member or Initiate 100L/point  
 Spirit Tradition, Spirit Cult, Spirit Society with the cult's rune:  
 Student 50L/point  
 Lunar Cult with the cult's runes: 200L/point

*Sorcery Intensity and Range*

Intensity	Cost	Strength	Average Strength
1 (base)	0	D6	4
2	1	D8	5
3	2	D10	6
4	3	D12	7
5	4	D14	8
6	5	D16	9
7	6	D18	10
Each +1	+1	+1	11

  

Intensity	Cost	Range
1 (base)	0	10
2	1	40
3	2	100
4	3	200
5	4	400
6	5	1 km
7	6	2 km
8	7	3 km
9	8	5 km
10	9	10 km
11	10	20 km
12	11	50 km
13	12	100 km

*Sorcery Duration*

Intensity	Cost	Range
1 (base)	0	5 minutes
2	1	15 minutes
3	2	1 hour
4	3	12 hours
5	4	1 day
6	5	3 days
7	6	1 week
8	7	2 weeks
9	8	4 weeks
10	9	1 season
11	10	2 seasons
12	11	1 year
13	12	2 years
14	13	4 years
+1	+1	Double

*Sorcery Day Modifiers*

Freezeday: ● E1, □ H1  
 Waterday: ≠ E1, ○ H1  
 Clayday: □ E1, ⊕ H1  
 Windsday: ⊕ E1, ≠ H1  
 Fireday: ○ E1, ● H1  
 Wildday: E1 if no elemental rune  
 Godday: None

*Sorcery Week Modifiers*

Week Power Rune: E1,  
 Week Opposite Rune: H1

*Sorcery Season Modifiers*

Sea Season: ≠ E1, ○ H2  
 Fire Season: ○ E1, ● H2  
 Earth Season: □ E1, ⊕ H2  
 Dark Season: ● E1, □ H2  
 Storm Season: ⊕ E1, ≠ H2

*Sorcery Difficulty*

Cost + Intensity + 2  
 Major Success +1 Intensity

*Sorcery Lunar Cycle*

Sorcery Spells using the ☾ rune are influenced by the cycle of the Red Moon as follows:

- Full moon or glowspot: all PP cost is halved
- Half moons or glowline: spells have normal cost.
- Crescent moons: all PP cost x 1½
- Dead or Dying moons: all PP cost x2

*Rune Magic Lunar Cycle*

Rune magic using the ☾ rune is influenced by the cycle of the Red Moon as follows:

- Full moon or Glow Spot: E1. All durations are doubled.
- Half-moons or Glowline: standard.
- Crescent moons: H1. Only magic with a cost of 1 or 2 can be used.
- Dead or Dying moons: H2. Only magic with a cost of 1 can be used.

Chaos Magic

*Chaos Magic*

D12	Random Chaos Magic
1	Roll Twice
2	Reverse effect. Double effect for a Fumble or tripple for a Disaster when the effect is reversed. When swapping powers a Major Failure = Success, Fumble = Major Success. <ul style="list-style-type: none"> <li>• Chaos Weapon as Warp Weapon</li> <li>• Dissolve Magic reversed i.e. puts extra reinforcement into the magic.</li> <li>• Twist Spirit repairs all Power Drain on the spirit. If it has no Power Drain then it ignores the next 2 Power Drain in receives. On a fumble it ignores the next 2 Power Drains and repairs all Power Drain or if it has no Power Drain ignores the next 4 Power Drains. On a disaster it ignores the next 4 Power Drains and repairs all Power Drain or if it has no Power Drain ignores the next 8 Power Drains.</li> <li>• Knit Flesh: reversed = causes hursts and wounds instead of healing them.</li> <li>• Terror as Rage.</li> <li>• Rage as Terror.</li> <li>• Speed as Trap Victim.</li> <li>• Split Missile targets the attacker.</li> <li>• Trap Victim as Speed.</li> <li>• Warp Flesh as Knit Flesh.</li> <li>• Warp Weapon as Chaos Weapon.</li> </ul>
3	Reverse target. If the magic was aimed at an enemy it has its effect on the caster or if aimed at the caster it works on an enemy instead regardless of range. For a Fumble the effect is doubled and for a Disaster it is trippled as well.
4	Warping occurs. If the magic was cast on an ally or object owned by them they are warped. Otherwise it is the caster or one of the caster's objects. The warping should match the spell used. These effects will be hard to get rid of, extremely hard for a Fumble or almost impossible for a Disaster.
5	A weird chaotic effect appears. The caster and everyone within a last are Stunned. For a Fumble it is a large blast and for a Disaster a massive blast.
6	A magical explosion occurs. The caster is in the centre of the explosion which deals the caster's augmented rune in fire damage like a physical agent. The referee should choose or roll randomly for which type. For a Fumble it is a large blast and for a Disaster a massive blast. The caster can't evade it.
7	The caster flies 2D12 squares in a random direction and ends up prone. For a Fumble the caster falls from this height too and for a Disaster the distance is 2D20 as well.
8	The caster suffers a Hurt or for a Fumble a Hurt and a random Wound or for a Disaster 2 Hurts and two random wounds.
9	The caster suffers D6 Power Drain or for a Fumble 2D6 Power Drain or on a Disaster Soul Blast.
10	The caster is Confused for 10 minutes or on a Fumble Befuddled for 10 minutes or on a Disaster Beffudled for 6 hours.
11	The caster is Blinded for 2 minutes, on a Fumble for 10 minutes or on a Disaster for a day.
12	The caster is Dazed for an hour, on a Fumble for a day or on a Stupified for a day.

In addition if the roll to use chaos magic is a fumble:

- A non-illuminate who was using a moon phase swaps the moon phase for a 🌑 and gains a chaos feature.
- A character using a chaos rune takes a Hurt. They cannot use chaos magic again until after the next midnight. They must roll the rune again and on a fumble also gain a chaos feature.
- An illuminate using a moon phase must succeed in a test of difficulty 8 using Knowledge trying once per day of prayer and meditation. If they try to use chaos magic again before completing this process they will count as a non-illuminate and hence risk getting a chaos rune and a chaos