

## Effects of High and Low Characteristic Scores on Attack, Defence, etc.

### Characteristic score

Characteristic	3 4 5	6 7 8	9 10 11 12	13 14 15	16 17 18
<b>Strength</b>	-2 ATTACK -1 DEFENCE	-1 ATTACK No Effect	No Effect No Effect	+1 ATTACK No Effect	+2 ATTACK +1 DEFENCE
<b>Reflexes</b>	-1 ATTACK -2 DEFENCE -2 EVASION -1 STEALTH	No Effect -1 DEFENCE -1 EVASION No Effect	No Effect No Effect No Effect No Effect	No Effect +1 DEFENCE +1 EVASION No Effect	+1 ATTACK +2 DEFENCE +2 EVASION No Effect
<b>Intelligence</b>	-1 ATTACK -1 DEFENCE -1 MAGICAL ATTACK -1 MAGICAL DEFENCE	No Effect No Effect No Effect No Effect	No Effect No Effect No Effect No Effect	No Effect No Effect No Effect No Effect	+1 ATTACK +1 DEFENCE +1 MAGICAL ATTACK +1 MAGICAL DEFENCE
<b>Psychic Talent</b>	-2 MAGICAL DEFENCE -1 PERCEPTION Not applicable*	-1 MAGICAL DEFENCE No Effect Not applicable*	No Effect No Effect No Effect	+1 MAGICAL DEFENCE No Effect +1 MAGICAL ATTACK	+2 MAGICAL DEFENCE +1 PERCEPTION +2 MAGICAL ATTACK

\*Characters with Psychic Talent of 8 or less cannot use magic

### Warlock Weapon Groups

<i>Weapon Group I</i>	<i>Weapon Group II</i>	<i>Weapon Group III</i>	<i>Weapon Group IV</i>
Flail	Dagger	Halberd	Two-handed sword
Mace	Shortsword	Staff	
Morningstar	Sword	Spear	
<i>Weapon Group V</i>	<i>Weapon Group VI</i>	<i>Weapon Group VII</i>	<i>Weapon Group VIII</i>
Battleaxe	Bow	Crossbow	Cudgel
		Javelin	Unarmed combat
		Sling	
		Thrown dagger	
		Rock, etc.	

### Shock Attack

Roll	Description	Effect
1	Stunned	Opponent's ATTACK, DEFENCE and EVASION are all at 0
2	Aghast	Opponent's ATTACK and EVASION are at 0; DEFENCE is half normal
3-4	Astonished	Opponent's ATTACK is at 0; EVASION and DEFENCE at half normal.
5-6	Surprised	Opponent's ATTACK is at 0; EVASION and DEFENCE are unimpaired

### STEALTH and PERCEPTION Modifiers

STEALTH Modifiers	
wearing mail hauberk	STEALTH -3
wearing mail armour	STEALTH -4
wearing plate armour	STEALTH -6
Not moving	STEALTH +3
Moving slowly	(no modifier)
Moving quickly	STEALTH -2
Within 3m of enemy	STEALTH -5
No cover available	STEALTH -5
PERCEPTION Modifiers	
Pitch darkness	PERCEPTION -7
Torchlight or dusk	(no modifier)
Broad daylight	PERCEPTION +5
Asleep	PERCEPTION -9
Looking other way	PERCEPTION -5
Listening intently	PERCEPTION +2
Extraneous noise or bustle	PERCEPTION -3 or more

### Psychic Fatigue for Mystics

13, plus his rank, minus the spell's level, on 1d20.

Recovers at dawn

<b>Climbing</b>		<b>Falling</b>	
<i>Climb</i>	<i>Difficulty Factor</i>	<i>Drop</i>	<i>Health Points lost</i>
Ladder	3	1m-2m	1d2
Rope	6	2m-4m	1d4
Tree	9	4m-6m	1d6
Ivy-covered wall	12	6m-8m	1d8
Cliff	13	8m-10m	1d10
Rough stone wall	16	10m-12m	1d12
Smooth stone wall	18	12m-14m	1d20
A character wearing armour has his fall broken to some extent. He takes 2 HP less damage.		14m-16m	2d20
		More than 16m	5d20

<b>hirldings</b>		<b>Poison</b>	
		<i>Poison</i>	<i>Strength or under on</i>
Village	30% of 1-4 hotbloods; 10% chance of 1-2 1 <sup>st</sup> -rank Knights or Barbarians. Check each month.	Weak	2d6
Roadside inn	40% chance of 1-3 hotbloods;	Normal	3d6
Roadside inn	15% chance of 1-4 1 <sup>st</sup> -rank Knights or Barbarians. Check each week.	Strong	4d6
Town	25% chance of 1-10 hotbloods; 15% chance of 1-4 1 <sup>st</sup> -rank Knights or Barbarians. Check each month.		
Castle	30% chance of 1-4 hotbloods; 30% chance of 1-6 1 <sup>st</sup> -rank Knights. Check each week.		

**Poison**  
*Damage taken even if roll is successful\**

first Combat Round: 1d3 HP  
subsequent Rounds: none

first Combat Round: 1d4 HP  
second Combat Round: 1d3 HP  
subsequent Rounds: none

first Combat Round: 1d6 HP  
second Combat Round: 1d4 HP  
third Combat Round: 1d3 HP  
subsequent Rounds: none

\*(only for potentially deadly poisons)

<b>Armour Factors</b>		<b>Combat Penalties for Wearing Armour</b>	
<i>Armour Type</i>	<i>Armour Factor</i>		
None	0	Barbarians or Warlocks	-2 from ATTACK and DEFENCE if wearing plate armour
Gambeson	1	Assassins or Mystics	-2 from ATTACK and DEFENCE if wearing mail armour; -4 for plate armour
Padded Armour	2	Elementalists or Sorcerers	-1 from ATTACK and DEFENCE if wearing mail Hauberk; -3 if wearing mail armour; -4 if wearing plate armour
Mail Hauberk	3		
Mail Armour	4		
Plate Armour	5		

<b>Spell Failure Chances for Elementalists and Sorcerers</b>		<b>Missile Weapons</b>				
		<i>Weapon</i>	<i>Damage</i>	<i>Short</i>	<i>Medium</i>	<i>Long</i>
Mail hauberk	10%	Bow*	d6, 4 points	0-50m	51-125m	126-250m
Mail armour	20%	Crossbow*	d10, 4 points	0-25m	26-75m	76-250m
Plate armour	30%	Dagger	d3, 3 points	0-10m	11-20m	21-25m
		Javelin	d8, 4 points	0-15m	16-25m	26-35m
		Rock, thrown	d3, 2 points	0-10m	11-15m	16-20m

\*These weapons require two hands and thus preclude use of a shield.

<b>Hand Weapons</b>		<b>Magic Point Recovery</b>	
<i>Weapon</i>	<i>Damage</i>		
Battleaxe*	d8, 6 points	Sorcerer	Midnight
Cudgel	d3, 3 points	Warlock	Sunset
dagger	d4, 3 points	Elementalist – Air	Noon (ritual required)
Flail	d6, 4 points	Elementalist – Earth	Moonset* (ritual required)
Halberd*	d10, 5 points	Elementalist – Fire	Sunrise (ritual required)
Mace	d6, 4 points	Elementalist – Warlock	Moonrise* (ritual required)
Morning star	d6, 5 points	Elementalist – Darkness	Sunset (ritual required)
Shortsword	d8, 3 points		
Spear*	2d4, 4 points		
Staff*	d6, 3 points		
Sword	d8, 4 points		
Two-handed sword*	d10, 5 points		
Unarmed combat	d3, 2 points		

\*These weapons require two hands and thus preclude use of a shield.

\*cannot be performed on the one night each month when there is no moon.

<b>PERCEPTION Modifiers for Variable Light</b>			
	<i>Illumination</i>		
<i>Vision Type</i>	<i>No light</i>	<i>Half light</i>	<i>Bright light</i>
Normal	-7	(none)	+5
Panoptical	(none)	(none)	(none)
Darksight	+5	(none)	-7
Elfsight	-4	(none)	(none)
Gloomsight	-3	(none)	-5

<b>Experience Points</b>		
2 <sup>nd</sup> rank	30	A further 250 experience points are needed to reach each rank beyond the 9 <sup>th</sup> .
3 <sup>rd</sup> rank	60	
4 <sup>th</sup> rank	90	
5 <sup>th</sup> rank	130	
6 <sup>th</sup> rank	200	<b>Fright Attack</b> <b>Strength:</b> 1d12-rank Roll under this on 2d10 for successful fright attack
7 <sup>th</sup> rank	300	
8 <sup>th</sup> rank	650	

<b>Geography and Linguistics</b>			
<i>Legend</i>	<i>Earth</i>	<i>Language</i>	<i>Script</i>
Albion	England	Elleslandic	Classic
Algandy	Spain	Algandarve	Classic
Analika		Raukil	Jezant
Asmulia		Kurlish	Classic
Chaubrette	France	Beaulangue	Classic
Cornumbria	Wales	Elleslandic	Classic
East Steppes		Etya'be'yely	
Emphidor	Greece	Emphidian	Emphidian
Eworn	Ireland	Visic	Runic
Ferromaine	Venice	Angate	Classic
Glissom	Ireland	Visic	Runic
Harogarn		Nascerine	Jezant
Hudristania		Unno	Jezant
Krarth		Cabbandari	Majestic
Kurland	Germany	Kurlish	Classic
Marazid		Nascerine	Jezant
Mercania		Mercanian	Runic
Molasaria		Klav	Jezant
Opalar		Opalarian	Jezant
Selentium	Rome	Angate	Classic
Thuland	Scotland	Visic	Runic
Wyrd		Cabbandari	Majestic
Yggdras		Dakkandi	

<b>Calendar</b>			
<b>Months of the year</b>			
<i>Legend</i>	<i>Earth</i>	<i>Season</i>	<i>Days</i>
Forst-monath	January	Winter	30
Thawian-monath	February	Winter	31
Ploh-monath	March	Spring	30
Oster-monath	April	Spring	31
Harel-monath	May	Spring	30
Eath-monath	June	Summer	31
Waed-monath	July	Summer	30
Heorfest-monath	August	Summer	31
Arn-monath	September	Autumn	30
Halig-monath	October	Autumn	31
Bael-monath	November	Autumn	30
Yeol-monath	December	Winter	30 (31)
<b>Days of the week</b>			
<i>Legend</i>	<i>Earth</i>	There is no fixed length for the week. In	
Haligdae	Sunday	Ellesland, Algandy	
Syfsdae	Monday	and Chaubrette it is	
Tyrsdae	Tuesday	seven days, but	
Wotansdae	Wednesday	Kurland retains the old	
Torsdae	Thursday	eight-day week of the	
Freyasdae	Friday	Selentine Empire.	
Boldursdae	Saturday		

<b>Typical Attack SPEEDS</b>		
<i>Description</i>	<i>SPEED</i>	<i>Example</i>
Easily evaded	5	Toppling statue
	6	
Very slow	7	Drifting cloud of
	8	gas
Slow	9	Hurled chair or
	10	other slow-moving object
Average	11	Rolling boulder
	12	Falling block of masonry
Fast	13	Trapdoor suddenly opening
	14	underfoot
Very fast	15	
	16	A Dragon's flame
Extremely fast	17	
	18	Javelin
Dazzling	19	
	20	Energy-beam from a Ring of Red Ruin

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Average Stats	117-120

<b>Missile Weapon modifiers</b>			
At short range	no adjustment	Moving slowly	+2
At medium range	+3	Moving quickly	+4
At long range	+7	In poor light	+3 or more (GM's discretion)
Small or crouching	+2		