

Commonly Used Tables

BASH RESULTS TABLE

Result of Bash Factor Comparison and modifier	Effect (P = Physical, M = Mental)
<0	No effect
01-10	Knocked back 1 hex, Balance check
11-20	Lose 1 P action, Balance check at -1/2
21-30	Lose 1 M action, Balance check at -3/4
31-40	Knocked down
41-50	Knocked down, lose 1 P action
51-70	Knocked down, lose 1 M action
71-90	Fumble
91-110	Lose 1 P action, Fumble
111-130	Lose 1 M action, Fumble
131-150	Knocked down, Fumble
151-180	Knocked down, Fumble, lose 2 P, 1 M actions
181-210	Unconscious 1 round
211-240	Knocked down, Fumble, lose 3 P, 2 M actions
241-270	Unconscious 2 rounds
271-300	Unconscious 3 rounds
301-340	Unconscious 4 rounds
341-380	Unconscious 5 rounds
381-420	Unconscious 5 rounds, lose 1 Blood Point in 1d4 locations internal bleeding per round
421-460	Unconscious 5 rounds, lose 2 Blood Points in 1d4 locations internal bleeding per round
461-500+	Unconscious 5 rounds, lose 3 Blood Points in 1d4 locations internal bleeding per round

ATTACK RESULTS TABLE

Score	Critical	Special	Fumble
97-103	01-05	06-15	00
90-96	01-05	06-14	00
84-89	01-04	05-13	99-00
77-83	01-04	05-12	99-00
70-76	01-04	05-11	99-00
64-69	01-03	04-10	98-00
57-63	01-03	04-09	98-00
50-56	01-03	04-08	98-00
44-49	01-02	03-07	97-00
37-43	01-02	03-06	97-00
30-36	01-02	03-05	97-00
24-29	01	02-04	96-00
17-23	01	02-03	96-00
10-16	01	02	96-00
04-09	-	01	95-00
01-03	-	-	95-00

FUMBLE TABLE

# of Lost Actions (1d100)	Special Results	
	M/P	Special Results
01-05	0/1	Roll Balance or fall to ground
06-10	0/1	Roll Balance at -1/2 or fall to ground
11-15	1/1	Roll Balance at -3/4 or fall to ground
16-20	1/2	Fall to ground
21-25	1/2	No Attack allowed for 2 rounds
26-30	1/2	No Parry allowed for 2 rounds
31-35	1/3	No Attack or Parry allowed for 2 rounds
36-40	1/3	No Attack or Parry allowed for 3 rounds
41-45	2/3	Weapon dropped (lands 1d4 hexes away)
46-50	2/4	Weapon thrown (lands 1d6 hexes away)
51-55	2/4	Weapon hurled (lands 1d8 hexes away)
56-60	2/4	Weapon breaks
61-65	2/5	Weapon shatters (LUK stat check vs. LUK 12 required to find all the pieces after combat)
66-70	2/5	Vision partially blocked 1d4 rounds to fix (all vision skills at -1/4 normal)
71-75	3/5	Sprain back, all physical skills at -1/2 until Heal is cast or First Aid is applied
76-80	3/5	Injure self, normal damage
81-88	3/6	Injure self or friend, normal damage
89-92	3/6	Injure self or friend, special damage
93-95	3/6	Injure self or friend, critical damage
96-00	3/6	Fumble looks so ridiculous, opponent devotes 1d4 physical actions laughing, may only use actions to defend (block, dodge)

The "injure friend" result should only be considered if an ally is within the same or adjacent 10' hex. If a missile weapon is used, any friend who is within a reasonable line of fire and within the maximum range of the weapon is a possible target.

COMBAT VISUAL RANGE

(1d100)	Range Types					
	A	B	C	D	E	F
01-04	0	1	2	3	8	15
05-08	1	2	4	6	16	30
09-12	1	3	6	9	24	45
13-16	2	4	8	12	32	60
17-20	2	5	10	15	40	75
21-24	3	6	12	18	48	90
25-28	3	7	14	21	56	105
29-32	4	8	16	24	64	120
33-36	4	9	18	27	72	135
37-40	5	10	20	30	80	150
41-44	5	11	22	33	88	165
45-48	6	12	24	36	96	180
49-52	6	13	26	39	104	195
53-56	7	14	28	42	112	210
57-60	7	15	30	45	120	225
61-64	8	16	32	48	128	240
65-68	8	17	34	51	136	255
69-72	9	18	36	54	144	270
73-76	9	19	38	57	152	285
77-80	10	20	40	60	160	300
81-84	10	21	42	63	168	315
85-88	11	22	44	66	176	330
89-92	11	23	46	69	184	345
93-96	12	24	48	72	192	360
97-00	12	25	50	75	200	375

A = Tropical Forest D = Wetlands
 B = Temperate Forest E = Desert/Grasslands
 C = Mountains F = Air (flying)

STAT & SKILL MODIFIER GUIDELINES

Level of Difficulty	Equivalent Stat	Fractional Modifier	Crowd Reaction (if successful)
Facile	1	x2	none
Elementary	5	+3/4	Yeah, so. Is that it?
Easy	7	+1/2	Well, I could do that.
Not too hard	9	+1/4	Ok.
Average	12	None	Not bad.
Pretty hard	15	-1/4	Impressive.
Difficult	17	-1/2	Whoa, did you see that?
High-Impossible	19	-3/4	Amazing! Who is that guy?
Inconceivable	25	01	Open-mouthed stares

POSITIONAL MODIFIERS

	Attacking in Hand to Hand	Parrying in Hand to Hand	All Dodging
Standing vs.	+1/4	normal	normal
Downed	-1/2	normal	-1/2

MANEUVERABILITY CATEGORY

Result	A	B	C	D	E	F	G	H	I	J	K	L	M	N
SIZ-DEX	-10	-5	-2	0	1	2	4	6	8	10	15	20	30	30+

MANEUVERABILITY TABLE

Current Velocity	Maneuverability Category													
	A	B	C	D	E	F	G	H	I	J	K	L	M	N
1-3	0	0	0	0	0	0	0	0	0	0	1	1	1	1
4-5	0	0	0	0	0	0	0	0	0	1	1	1	1	2
6-7	0	0	0	0	0	0	0	1	1	1	1	2	2	2
8-10	0	0	0	0	1	1	1	1	1	2	2	2	2	3
11-13	0	0	0	1	1	1	2	2	3	3	4	4	4	5
14-17	0	0	1	1	1	2	2	3	4	5	5	6	7	7
18-21	0	1	1	2	3	4	5	5	6	6	7	7	8	8
22-27	0	1	2	3	4	5	5	6	6	7	7	8	9	9
28-35	1	2	3	4	5	6	7	7	8	8	9	9	10	11
36+	1	2	3	4	6	8	8	9	9	10	11	12	13	14

STUN TABLE

Location	Effect
Head	Head immobilized; all skills decreased by -1/4. The victim must also make a CON Stat Check vs. the number of HPs of damage that overcame his armor or be knocked unconscious for 1d4 rounds.
Chest	Contraction of thoracic cavity; Movement, Attack, and Parry are penalized by -1/4.
Abdomen	Stomach cramps; Movement reduced by -1/4; Attack and Parry penalized by -1/4.
Legs	Leg cramps; Movement penalized by -1/2.
Arms	Cramps penalize all skills, Attacks, and Parries using affected arm by -1/2.

NUMBER OF HIT OR BLOOD POINTS RESTORED PER DAY

Max HP/BP	CON																							
	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24				
1-5	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1			
6	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1			
7	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2			
8	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2			
9	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2			
10	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	2	2			
11	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	2	3	3	3			
12	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	3	3	3	3	3			
13	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	3	3	3	3	3	3			
14	1	1	1	1	1	2	2	2	2	2	2	2	2	3	3	3	3	3	3	3	3			
15	1	1	1	1	2	2	2	2	2	2	2	2	3	3	3	3	3	3	3	4	4			
16	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	4			
17	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3	4	4	4	4	4	4			
18	1	1	1	2	2	2	2	2	3	3	3	3	3	3	4	4	4	4	4	4	4			
19	1	1	2	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	4	5	5			
20	1	1	2	2	2	2	2	3	3	3	3	3	3	4	4	4	4	4	5	5	5			
21	1	1	2	2	2	2	3	3	3	3	3	4	4	4	4	4	4	5	5	5	5			
22	1	1	2	2	2	2	3	3	3	3	4	4	4	4	4	5	5	5	5	5	5			
23	1	1	2	2	2	3	3	3	3	3	4	4	4	4	5	5	5	5	5	6	6			
24	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	5	6	6	6			
25	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6			

Note: Blood Total Recoveries can be computed by multiplying the character's maximum Blood Point Total by CON as a percentage.

SEQUENCE OF EVENTS

Order	Event
1)	Statement of Intent
2)	Spell Combat
3)	Physical Combat in order of Attack Category
4)	All Movement
5)	Any Held action from above except movement

ADDITIONAL TABLES

Table	Page
Special Weapons Abilities	p. 63
Material DA Table	p. 90
Stat & Skill Modifier Guidelines	p. 59
Inanimate Objects DA and HPs Table	p. 90
Non-Vision Perception Results	p. 75
Non-Vision Perception vs. Hide Results	p. 75
Levels of Damage	p. 88
Effects of Serious Damage	p. 88
Common Spells	p. 21
Grappling Results	p. 23
Moving On Vinya	p. 91
Intoxicants	p. 95

REGAINING MPT

(While Awake - 05% per HR) / (While Sleeping - 10%/HR)

Elapsed Hrs	Beginning MPT Score																								
	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25							
1	0/1	0/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2				
2	1/2	1/2	1/2	1/2	1/2	1/3	1/3	2/3	2/3	2/3	2/4	2/4	2/4	2/4	2/4	2/5	2/5	3/5	3/5	3/5	3/5				
3	1/2	1/3	2/3	2/3	2/4	2/4	2/4	2/5	2/5	2/5	3/5	3/6	3/6	3/6	3/7	3/7	3/7	4/8	4/8	4/8	4/8				
4	2/3	2/4	2/4	2/4	2/5	3/5	3/6	3/6	3/6	3/7	4/7	4/8	4/8	4/8	4/9	5/9	5/10	5/10	5/10	5/10	5/10				
5	2/4	2/5	3/5	3/6	3/6	3/7	4/7	4/8	4/8	4/9	5/9	5/10	5/10	5/11	6/11	6/11	6/12	6/12	6/12	6/13	6/13				
6	2/5	3/5	3/6	3/7	4/7	4/8	4/8	5/9	5/10	5/11	6/11	6/12	6/13	7/13	7/13	7/15	8/15	8/15	8/15	8/15	8/15				
7	3/6	3/6	4/7	4/8	4/8	5/9	5/10	5/11	6/11	6/12	6/13	7/14	7/14	8/15	8/16	8/17	9/18	9/18	9/18	10/19	10/20				
8	3/6	4/7	4/8	4/9	5/10	5/10	6/11	6/12	6/13	7/14	7/14	8/15	8/16	8/17	9/18	9/18	10/19	10/20	10/21	11/22	11/23				
9	4/7	4/8	5/9	5/10	5/11	6/12	6/13	7/14	7/14	8/15	8/16	9/17	9/18	9/19	10/20	10/21	11/22	11/23	11/23	11/23	11/23				
10	4/8	5/9	5/10	6/11	6/12	7/13	7/14	8/15	8/16	9/17	9/18	10/19	10/20	11/21	11/22	12/23	12/24	13/25	13/25	13/25	13/25				

VARIABLE SPELL MP COSTS

Spell Level	MP Cost
1	1
2	2
3	4
4	8
5	16
6	32
7	64
8	128
+1	Every Doubling