



Tables Booklet

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Race	STR	AGI	DEX	CON	INT	SST	WIL	APP	SIG	HEA	SMT	TOU	Luck	Siz	Max. Enc	Max. SL	Max. DM	Max. RN	Natural Armour
Centaur	1.5	0.8	1	1.2	0.8	0.9	0.9	1	1.8	1	1.2	1	1d100	1.5(12)	80	60	2.5	32	
Changeling	0.8	1	1	0.5	1.5	1.5	1.3	1	1	1	1	1	2d100	0.2-2(-)	30	100	1.6	10	
Draconian	1.5	0.8	0.9	1.5	0.8	0.8	1	0.5	1	1	1	1	1d100	1.1(7)	65	85	3	28	20/20/20/15
Dwarf	1.2	0.7	1	1.8	1	0.5	1.1	0.8	1.2	1	1.1	1	2d100	0.8(5)	60	80	2.3	28	
Elf, Dark	1	1.3	1	0.9	1.1	1.1	1	1.3	1.4	1.5	1	1	2.5d100	1(5)	45	110	2	18	
Elf, Half	1	1.2	1.1	0.9	1.1	1.1	1	1.2	1.3	1.2	1	1	3.5d100	1(5)	45	105	1.9	18	
Elf, High	0.9	1.2	1.1	0.8	1.3	1.2	1	1.4	1.5	1.2	1	1	2.5d100	1(5)	40	110	1.8	16	
Elf, Wood	0.9	1.3	1.1	0.8	1.1	1.1	1.1	1.2	1.5	1.4	1.2	1	3d100	1(5)	40	110	1.8	17	
Giant	8	0.2	0.6	6	1	0.5	1	1	1	1	1	1	0	3(30)	200	10	16	120	
Gnome	0.3	1.8	1.2	1	1.2	1.3	1.1	1	1	1	1	1	3d100	0.3(2)	20	117	0.6	10	
Hobbit	0.6	1.4	1.4	1.3	1	0.5	1.4	1	1.3	1.1	1	1.3	3d100	0.5(3)	30	110	1.2	12	
Human	1	1	1	1	1	1	1	1	1	1	1	1	4d100	1(5)	50	100	2	20	
Ogre	2	0.7	0.8	1.3	0.6	0.5	0.6	0.6	1	1	1	1	1.5d100	1.25(12)	70	80	4	25	
Orc, Black	1.6	0.8	0.8	1.3	0.6	0.5	0.6	0.5	1	1	1	1	2.5d100	1.2(8)	65	85	3.2	26	5/3/3/2
Orc, Brown	0.9	1.3	0.9	1	0.6	0.5	0.6	0.5	1.3	1	1	1	4d100	0.8(4)	45	105	1.8	18	3/2/2/2
Orc, Green	1.2	0.9	0.9	1.2	0.6	0.5	0.6	0.5	1	1	1	1	3d100	1(6)	55	95	2.4	24	5/3/3/2
Orc, Half	1.1	1	1	1.1	0.8	0.8	0.8	0.8	1	1	1	1	3.5d100	1(5)	52	97	2.2	22	3/2/2/2
Orc, Yellow	0.7	1.5	1	0.9	0.6	0.5	0.6	0.5	1	1	1	1	4d100	0.65(3)	40	115	1.4	13	3/2/2/2
Pixi	0.1	3	1	0.1	1.3	1.5	1	1.5	1.3	1.2	1	1.1	1d100	0.1(1)	0	119	0.2	2	
Sverian stage 1	1	1	1	0.8	1.1	1	1.3	0.8	1	1	1	1	1d100	1(5)	50	90	1.8	15	
Sverian stage 2	+ 5		+ 3	+ 5				- 3							60	90	3	22	20/18/20/16
Sverian stage 3	+ 3		+ 2	+ 3	+ 3	+ 5	+ 2							+ 5	70	75	3.2	25	
Sverian stage 4		+ 10	+ 5		+ 5	+ 3	+ 3	+ 18	+ 5	+ 5	+ 5	+ 5		- 5	70	115	3.2	30	
Troll	5	0.4	0.6	4	0.4	0.5	0.4	0.3	1	1	1	0.7	1d100	2(20)	100	40	10	80	26/23/25/16
Wolfen	1.3	1	1	1.2	1	0.9	1	0.8	1.4	1.3	1.5	1	2.5d100	1.2(7)	60	90	2.6	24	

Table 1: Summary of Racial Modifiers

Table 2a: Summary of Human Apprenticeships (i)

Career	Resistance	Exhaustion	Speed	Eps per year	Climb	Balance	Dodge	Jump	Hide	Sing	Speak	Initiative	Encumbrance	Strike Level	Damage	Other Skills
Administrator*	750	300	10000	25	750	750	750	750	500	500	500	1000	1800	2000	2500	1 Script/+25/300 Maths/300 History/500
Alchemist	800	325	10000	60	750	800	800	750	500	500	500	1200	2500	2200	3000	+2 Lang/+15/300 1 Script/+25/300 1 Script/+15/300 3 craft skills/1000
Apothecary	750	300	10000	25	650	750	750	750	500	500	500	1000	1800	2000	2500	Herbalist/200 Physician/500 Maths/500 Foraging/300 Script/+15/500 Survival/800 1 Animal Husbandry/700
Assassin	650	225	4250	60	350	400	350	500	300	500	500	400	1400	800	2400	5 Weapons/400 Stealth/450 L&M/600 2 FROM: Disguise, Acting, Acrobatics, Herbalist, Ride/500
Bounty Hunter	450	250	4500	50	450	450	400	500	400	500	500	450	1100	1100	2100	1 Weapon/450 2 Weapons/550 Unarmed/450 Tracking/500 Survival/600 Stealth/600
Burglar	700	225	5000	50	350	350	400	400	300	500	500	500	1500	900	2500	2 Weapons/700 Stealth/400 L&M/300 Disguise/700
Cartographer*	750	300	10000	25	700	750	750	750	500	500	500	1000	1800	2000	2500	Cartography/300 Drawing/300 Maths/750 Script/+20/500 Navigation/500
Clothier*	750	300	10000	25	700	750	750	750	500	500	500	1000	1800	2000	2500	Textiles/300 Hide-working/500 Jewelcraft/750 Drawing/750
Druid	600	300	6000	50	650	500	700	600	500	500	500	600	1100	1100	2200	2 Weapons/650 Survival/400 Foraging/500 Track/500 4 Animal Husbandrys/300 Herbalist/600
Entertainer	650	200	6000	50	350	350	600	400	500	400	500	700	1800	800	2500	2 Weapons/700 Acrobatics/350 Sleight of Hand/400 Acting/350 2 Animal Husbandrys or Musicians/400
Farmer	700	250	9500	25	600	700	750	600	500	500	500	1000	1800	2000	2500	Agriculture/300 Weather-Divining/900 3 Animal Husbandrys /500

Career	Resistance	Exhaustion	Speed	Eps per year	Climb	Balance	Dodge	Jump	Hide	Sing	Speak	Initiative	Encumbrance	Strike Level	Damage	Other Skills
Fisherman	700	300	9000	25	650	600	700	600	500	500	500	1000	1750	2000	2500	Fishing/300 Seamanship/500 Weather-Divining/900 Swimming/600
Gladiator	500	250	3750	60	500	400	350	500	500	500	500	400	1150	900	1900	6 Weapons/450 Unarmed/550 Physician/1200
Herdsman	650	300	9000	35	500	750	700	600	500	500	500	1000	1700	2000	2300	3 Animal Husbandrys/500 Survival/700 Foraging/700 Track/1000 1 weapon/750
Hoplite	400	200	4250	60	400	450	450	400	500	500	500	400	800	1000	1600	1H Sword/400 2H Spear/400 Throwing spear/400 Shield/400 2 Weapons/400 Riding/400 Foraging/800 Survival/800
Hunter	550	225	5750	50	400	500	600	450	400	500	500	500	1400	1200	2200	Tracking/400 Longbow/500 2 Weapons/650 Survival/800 Foraging/450 Fletching/500 Fishing/500
Illusionist	800	325	10000	60	750	800	800	750	500	500	300	1200	2500	2200	3000	+2 Lang/+15/300 1 Script/+25/300 1 Script/+15/300 1 Other Skill/700
Immortal	400	200	4750	60	500	500	450	400	500	500	500	450	850	1000	1800	3 Weapons/400 2 Weapons/500 Shield/450 Riding/500
InnKeeper*	750	300	10000	30	700	750	750	750	500	500	500	1000	1800	2000	2500	Brewing/300 Cookery/300 Carpentry/750 +1 Lang/+10/500
Jeweller*	750	300	10000	30	700	750	750	750	500	500	500	1000	1800	2000	2500	Jewelcraft/300 Metal-working/600 Mineralogy/750
Knight	400	200	4500	60	400	450	450	400	500	400	500	400	750	1000	1500	2H Staved/400 Specialist 1H Spear 4 Weapons/400 Shield/400 Heraldry/500 Riding/400 Musician/600 +1 Lang/+10/500 Script/+20/500
Legionnaire	500	250	5250	50	500	500	600	500	500	500	500	450	900	1000	2100	2 Weapons/400 1 Weapon/500 1 weapon/550 Riding/700 Survival/800 Foraging/850 Heraldry/700

Table 2a: Summary of Human Apprenticeships (ii)

Table 2a: Summary of Human Apprenticeships (iii)

Career	Resistance	Exhaustion	Speed	Eps per year	Climb	Balance	Dodge	Jump	Hide	Sing	Speak	Initiative	Encumbrance	Strike Level	Damage	Other Skills
Locksmith*	750	300	10000	30	700	750	750	750	500	500	500	1000	1800	2000	2500	L&M/300 Metal-working/500 Woodcarving/500
Mercenary	500	250	5000	50	500	500	500	500	500	500	500	500	1000	1000	2100	5 Weapons/500 Shield/500 Heraldry/800 2 Craft or lore skills/1000
Mason*	750	300	10000	30	700	750	750	750	500	500	500	1000	1800	2000	2500	Masonry/300 Carpentry/500 Engineering/500 Maths/750
Merchant*	750	300	10000	30	700	750	600	750	500	500	500	1000	1800	2000	2500	Maths/500 +2 Lang/+20/500 +1 Lang/+10/500 2 Scripts/+25/500
Metal Smith*	750	250	10000	25	700	750	750	750	500	500	500	1000	1800	2000	2500	Metal-working/300 Mineralogy/500 WeaponCraft/750
Militia**			7000									750	1500	1600	2400	2 Weapons/700 Shield/700
Miller*	750	300	10000	30	700	750	750	750	500	500	500	1000	1800	2000	2500	Milling/300 Engineering/500 Agriculture/500
Miner*	700	250	9500	20	600	700	750	600	500	500	500	1000	1800	2000	2500	Mineralogy/300 Engineering/500 Carpentry/750 Metal-working/750 Jewelcraft/1000
Ninja	650	275	4250	60	300	350	350	400	250	500	500	350	1600	800	2500	2 Weapons/450 5 Weapons/600 Stealth/400 L&M/600 Disguise/500 Acrobatics/500 Herbalist/600 Swim/600
Physician*	750	300	10000	25	700	750	750	750	500	500	500	1000	1800	2000	2500	Physician/300 Herbalist/300 Maths/500 Script/+25/500
Potter*	750	600	10000	25	700	750	750	750	500	500	500	1000	1800	2000	2500	Pottery/300 Glass-working/500 Mineralogy/500
Priest/ Acolyte	600	225	6000	60	650	500	700	600	500	500	500	600	1100	1100	2200	3 Weapons/600 Ritual/500 Cookery/500 2 FROM: Physician, Astrology, +1 Lang(+15), 1 Script(+25) /500

Career	Resistance	Exhaustion	Speed	Eps per year	Climb	Balance	Dodge	Jump	Hide	Sing	Speak	Initiative	Encumbrance	Strike Level	Damage	Other Skills
Psionic	800	325	10000	60	750	800	800	750	500	500	300	1200	2500	2200	3000	+2 Lang/+15/300 1 Script/+25/300 1 Script/+15/300 1 Other Skill/700
Sailor/ Pirate	600	250	6250	45	250	500	650	550	500	500	500	700	1500	950	2250	1H Sword/550 1 Weapon/600 Seamanship/350 Fishing/600 Weather-Divining/600 Navigation/500 Shipwright/900
Samurai	400	200	4000	60	400	400	450	400	500	500	500	400	800	900	1750	6 Weapons/400 Heraldry/500 Riding/400 Musician/700 +1 Lang/+15/500 +1 Script/+25/500
Scout	500	250	5000	50	400	400	500	400	350	500	500	500	1500	1500	2000	2 Weapons/500 Bow/400 Stealth/500 Weather-Divining/800 Survival/600 Foraging/600 Herbalist/500 Navigation/1000
Shaman,	700	300	8000	50	700	700	700	700	500	500	500	1000	1800	1800	2500	2 Weapons/600 Herbalist/500 Physician/700
Shaman, Southern	700	300	8000	50	700	700	700	700	500	500	500	1000	1800	1800	2500	WeaponCraft/600 Metal-working/800 Fletching/400 Ritual/600 Bow/500 Weapon/700
Summoner	800	325	10000	60	750	800	800	750	500	500	300	1200	2500	2200	3000	+2 Lang/+15/300 2 Scripts/+25/300 1 Other Skill/700
Thief	700	275	5000	50	400	500	450	500	300	500	500	500	1500	900	2500	2 Weapons/600 Stealth/500 L&M/450 Sleight of Hand/500 Forgery/500
ToyMaker*	750	300	10000	25	700	750	750	750	500	500	500	1000	1800	2000	2500	WoodCarving/300 Drawing/500 L&M/800 Hide-working/1000
Tribesman	500	225	5500	40	400	500	450	500	400	500	500	500	1300	1000	2200	Bow/400 2 Weapons/550 Survival/700 Foraging/700 2 Animal Husbandrys/700 1 FROM: Riding or Weather-Divining/300

Table 2a: Summary of Human Apprenticeships (iv)

Career	Resistance	Exhaustion	Speed	Eps per year	Climb	Balance	Dodge	Jump	Hide	Sing	Speak	Initiative	Encumbrance	Strike Level	Damage	Other Skills
Viking	450	225	5000	40	500	600	700	500	500	500	500	500	900	1300	2000	3 Weapons/550 Shield/550 Survival/800 2 Crafts/600 Seamanship/600
Warrior - Monk	500	250	3500	60	450	400	350	450	500	500	500	400	1800	650	2000	Unarmed/350 2 Weapons/600 Acrobatics/400 Ki/400 Physician/600 1 Craft/600
Weapon Crafter*	750	250	10000	25	700	750	750	750	500	500	500	1000	1750	2000	2500	WeaponCraft/300 Metal-working/500 Fletching/400 Mineralogy/750 Carpentry/800
Wizard	800	325	10000	60	750	800	800	750	500	500	300	1200	2500	2200	3000	+2 Lang/+15/300 1 Script/+25/300 1 Script/+15/300 1 Other Skill/700
Wood Crafter*	750	300	10000	25	700	750	750	750	500	500	500	1000	1750	2000	2500	Carpentry/300 WoodCarving/500 Metal-working/750 Hide-working/1000

	Career	Resistance	Exhaustion	Speed	Eps per year	Climb	Balance	Dodge	Jump	Hide	Sing	Speak	Initiative	Encumbrance	Strike Level	Damage	Other Skills
Centaur	Hunter	600	250	5500	50	750	600	600	400	500	500	500	500	1400	1200	2200	Bow/400 Specialist longbow Track/400 2 Weapons/650 Weather Divining/600
	Fletcher	750	250	10000	25	750	700	700	700	500	500	500	750	1800	2000	2500	Bow/600 Specialist longbow Fletching/200 Weaponcraft/600 Metal-working/1000
Draconian	Chieftain	500	250	6500	40	600	600	650	600	500	500	500	600	1000	1300	1800	4 Weapons/600
	Warrior- Hunter	500	250	7000	40	500	600	650	500	500	500	500	600	1100	1400	1800	4 Weapons/700 Survival/650 Foraging/650 1 Craft/1000

Table 2a: Summary of Human Apprenticeships (v) & Table 2b: Non-Human Apprenticeships

	Career	Resistance	Exhaustion	Speed	Eps per year	Climb	Balance	Dodge	Jump	Hide	Sing	Speak	Initiative	Encumbrance	Strike Level	Damage	Other Skills
Dwarf	Thane/ Knight	400	200	5000	60	500	500	550	500	500	400	500	500	700	1050	1400	6 Weapons + Shield/400 Heraldry/600 +1 Lang/+15/500 +1 Lang/+5/500 1 Script/+25/500
	Light Footman	500	225	5000	50	500	450	500	500	500	500	500	450	1000	1000	2100	2 Weapons/400 2 Weapons/550 Shield/500 Foraging/600 Survival/600
	Heavy Footman	450	225	5500	50	500	500	700	500	500	500	500	550	800	1250	1900	2 Weapons/400 2 Weapons/550 Shield/500 Foraging/600 Survival/600
Elf, Dark	Darklord	650	250	4000	60	350	500	350	500	350	500	500	400	1100	750	2200	5 Weapons/400 Stealth/400 Ride/450 Acrobatics/400 +2 Lang/+15/500 1 Script/+25/500 1 Script/+10/500
	Raider	600	250	4500	50	500	500	400	400	400	500	500	400	1000	850	2100	6 Weapons/400 Stealth/400 Disguise/600
Elf, High	Bard	650	300	5000	60	600	600	650	600	500	200	500	600	1300	1000	2300	2 Weapons/550 3 Musicians/300 Script/+15/500 +1 Lang/+10/500 History/600
	Lord/Noble	650	300	4000	60	650	500	400	600	500	300	400	300	1500	750	2000	Foil/400 1 Weapon/600 Physician/600 Maths/400 1 Animal Husbandry/400 +3 Lang/+15/400 2 Scripts/+20/400
	Soldier	500	250	5000	50	500	500	500	500	500	500	500	500	1000	1000	2100	Bow/400 Specialist longbow 2 Weapons/500 Shield/500 Riding/500 Survival/700

Table 2b: Summary of Non-Human Apprenticeships (ii)

Table 2b: Summary of Non-Human Apprenticeships (iii)

Career		Resistance	Exhaustion	Speed	Eps per year	Climb	Balance	Dodge	Jump	Hide	Sing	Speak	Initiative	Encumbrance	Strike Level	Damage	Other Skills
Elf, Wood	ClanHead	600	250	5000	50	500	500	500	500	350	350	500	650	1500	900	2300	Bow/400 Specialist longbow 2 Weapons/550 Survival/500 2 Animal Husbandrys/350 Script/+20/500 +2 Lang/+15/500
	Woodsmán	600	250	5000	50	400	500	500	500	300	500	500	400	1500	900	2200	Bow/400 Specialist longbow 2 Weapons/550 Tracking/500 Stealth/500 Survival/500 Foraging/500 3 Crafts/600
Giant	Fighter	500	250	9000	40	600	700	800	700	500	500	500	600	1000	2000	2000	4 Weapons/750
Gnome	Ranger- Hunter	650	225	5000	50	600	700	600	600	400	500	500	450	1500	950	2500	2 Weapons/600 Survival/400 Foraging/400 Track/400 Stealth/500
Hobbit	Militiamán	650	275	6000	40	650	650	650	650	500	500	500	650	1300	1000	2200	3 Weapons/600 Shield/600 Survival/600 Foraging/600 Fletching/600
	Landowner	750	350	10000	20	750	750	750	750	500	500	500	1000	2000	2000	2500	Agriculture/500 1 Animal Husbandry/750 Maths/750 +1 Lang/+15/500 1 Script/+25/500
	Servant	750	250	10000	25	750	750	750	750	500	500	500	1000	2000	2000	2500	Cook/300 Musician/500 Carpentry/800 Metal- working/800
Ogre	Chieftain	500	250	6500	40	600	600	650	600	500	500	500	600	1000	1300	1800	4 Weapons/600
	Warrior- Hunter	500	250	7000	40	500	600	650	500	500	500	500	600	1100	1400	1800	4 Weapons/700 Survival/650 Foraging/650 1 Craft/1000

	Career	Resistance	Exhaustion	Speed	Eps per year	Climb	Balance	Dodge	Jump	Hide	Sing	Speak	Initiative	Encumbrance	Strike Level	Damage	Other Skills
Orc	Chieftain	500	250	6500	40	600	600	650	600	500	500	500	600	1000	1300	1800	4 Weapons/600
	Warrior- Hunter	500	250	7000	40	500	600	650	500	500	500	500	600	1100	1400	1800	4 Weapons/700 Survival/650 Foraging/650 1 Craft/1000
Pixi	Archer	750	250	6000	50	350	500	500	500	500	500	500	550	1800	850	2500	Bow/300 Specialist longbow 1 Weapon/500 Herbalist/300 Stealth/400 Foraging/500
	Chief- Trickster	750	300	7000	60	300	300	300	300	300	500	500	700	1800	1000	2500	L&M/300 Stealth/500 Herbalist/500
Sverian	Wayfarer	700	250	6000	40	500	500	500	500	500	500	500	600	1300	1200	2300	2 weapons/600 Foraging/500 Survival/500 Track/600
Troll	Hunter	500	250	8000	30	600	650	750	650	500	500	500	700	1000	1400	2000	4 Weapons/800 Survival/750 Foraging/750 Track/800
Wolfen	ClanHead	400	200	5500	50	500	600	600	500	500	500	500	450	800	1200	1800	5 Weapons/450 Shield/450 Seamanship/400 Navigation/600

Table 2b: Summary of Non-Human Apprenticeships (iv)

Table 3a: Human Occupations by Culture

Father's Occupation	Iron Ring Kingdom (1)	Karivda (2)	Teleb Empire (3)	Southron Empire (4)	Steppes: Tribal (5)	Savannah: Tribal (6)	Viking Kingdoms (7)	Central City States (8)	Periz (9)
Administrator	01	01-02	01-03	01-03				01-02	01
Alchemist	02	03	04	04				03	02
Apothecary	03	04	05	05	01-02		01-02	04	03
Assassin	04	05	06-07					05	04
Bounty Hunter	05	06	08	06				06	05
Burglar	06	07	09	07				07	06
Cartographer	07	08	10	08			03	08	07
Clothier	08	09	11-12	09				09	08
Druid	09	10	13	10				10	09
Entertainer	10-11	11-12	14-15	11-12			04	11-12	10-11
Farmer	12-51	13-42	16-55	13-55			05-08	13-52	12-51
Fisherman	52-56	43-57	56-60	56-57			09-20	53-57	52
Gladiator	57	58	61					58-59	53-54
Herdsman	58-62	59-60	62-65	58-60				60-64	55-63
Hoplite									64-67
Hunter	63-64	61-62	66-67	61-62			21-23	65-66	68-69
Illusionist	65	63	68	63				67	70
Immortal			69-70						
InnKeeper	66	64	71	64			24	68	71
Jeweller	67	65	72	65				69	72
Knight	68-70								
Legionnaire	71-72	66-67	73-74	66-67				70-72	73-74
Locksmith	73	68	75	68				73	75
Mercenary	74-75	69-70	76	69-70				74-75	
Mason	76	71	77	71				76	76
Merchant	77-78	72-73	78-79	72-73			25-26	77-78	77-78
Metal Smith	79-80	74-75	80-81	74-75				79-80	79-80
Miller	81	76	82	76				81	81
Miner	82-83	77	83	77				82-83	82-83
Ninja				78					
Physician	84	78	84	79				84	84
Potter	85-86	79-80	85-86	80-81				85-86	85-86
Priest/ Acolyte	87-88	81-82	87-88	82-83			27-29	87-88	87-88
Psionic	89	83	89	84				89	89
Sailor/ Pirate	90-92	84-92	90-92	85				90-92	90-92
Samurai				86-91					
Scout	93	93	93	92				93	93
Shaman, Northern						01-05			
Shaman, Southern					03-06				
Summoner	94	94	94	93				94	94
Thief	95	95	95	94				95	95
ToyMaker	96	96	96	95				96	96
Tribesman					07-100	06-100			
Viking							30-100		
Warrior - Monk	97	97	97	96-97				97	97
Weapon Crafter	98	98	98	98				98	98
Wizard	99	99	99	99				99	99
Wood Crafter	100	100	100	100				100	100

Historical Equivalents (for those not using the Korin-Thar world system)

1. Loosely based upon mediaeval Europe (Christendom).
2. Mediaeval culture with a strong seafaring/trading tradition.
3. Broad based empire, loosely based upon medieval Middle East/India.
4. Oriental style empire, loosely based upon medieval China/Japan.
5. Nomadic horse-reliant peoples, loosely based upon mediaeval Mongols and related tribes.
6. Catch-all tribal category, describing nomads without a strong horse-riding tradition.
7. Loosely based upon early mediaeval Scandinavia.
8. Collection of independent city-based provinces; culturally diverse (see Korin-Thar WORLD ATLAS).
9. Oldest of the Central City States. Primarily based on ancient Sparta, with elements of Imperial Rome.

Table 3b : Non-Human Occupations

Father's Occupation	Dwarf (1)	Hobbit (2)	Elf, High (3)	Elf, Wood (4)	Elf, Dark (5)
Administrator	01	01-03	01-02		01-02
Alchemist	02-03		03		03
Apothecary		04	04	01-04	
Assassin	04		05		04-05
Bard			06		
Bounty Hunter	05		07		
Cartographer	06	05	08-09		06
Clanhead				05-08	
Clothier	07	06-08	10-11		07-08
Darklord					09-13
Druid				09-15	
Entertainer	09-10	09-10	12-13	16	14
Farmer	11-40	11-50	14-33		15-40
Fisherman	41-42	51-60	34-50		41-50
Gladiator					51-52
Heavy footman	43-46				
Hunter	47-48	61-63	51-52		53
Illusionist			53		54
innkeeper	49	64-66	54		55
Jeweller	50	67	55		56
Knight/Thane	51-53				
Landowner		68-72			
Light Footman	54-57				
Locksmith	58	73	56		57
Lord/Noble			57-59		
Mercenary	59		60		58
Mason	60-62	74	61		59-61
Merchant	63	75	62-63		62
Metal Smith	64-66	76-77	64-65		63-64
Militiaman		78-81			
Miller	67	82	66		65
Miner	68-86	83	67		66-68
Physician	87	84	68-69		69
Potter	88	85-86	70-71		70
Priest/ Acolyte	89-90	87-89	72-74		71-72
Psionic			75		73
Raider					74-93
Sailor/ Pirate	91	90-92	76-90		94
Scout	92	93	91		
Servant		94-95			
Soldier			92-94		
Summoner			95		95-96
Thief	93	96	96		97
ToyMaker	94	97	97		
Weapon Crafter	95-99	98	98		98
Wizard			99		99
Woodcrafter	100	99-100	100		100
Woodsman				17-100	

Centaur
1-90 : Hunter
91-100 : Fletcher

Changelings
Roll for the race/culture in which they were brought up

Giant
Father always Fighter

Gnome
Father always Ranger-Hunter

Orc, Ogre or Draconian
1-95 : Warrior-Hunter
96-100 : Chieftan

Pixi
1-70 : Archer
81-84 : Illusionist
85-88 : Wizard
89-92 : Psionic
93-100 : Chief Trickster

Sverian
Father always Wayfarer

Troll
Father always Hunter

Wolfen
Roll on the table for human Vikings

Historical Equivalentents (for those not using the Korin-Thar world system)

1. Subterranean feudal society, on a broadly European model.
2. Tolkienesque. Loosely English rural, 16th century.
3. An island-based seafaring culture, with a society loosely based on early modern Europe (C 17th/18th)
4. Tribal confederation of forest dwellers: no historical parallel.
5. Dark subterranean city state. Think Dickens meets black magic underground.

Table 4a : Skill Modifiers (i)

Category	Skill	Primary (+/- 2)	Secondary (+/- 1)	Tertiary (+/- 0.5)	Negative (+/- 1)	Specialists
Physical (Strength values above 25 do not affect Physical Skill modifications)	Acrobatics	Agi	Str		Siz	n/a
	Balance	Agi			Siz	n/a
	Climbing		Str, Agi, Dex			n/a
	Fly	Agi	Int		Siz	n/a
	Hide	Agi		Int	Siz	n/a
	Jump		Str, Agi		Siz	n/a
	Ride	Agi		Str	Siz	n/a
	Seamanship		Str, Agi, Dex			n/a
	Skiing	Agi	Str	Dex	Siz	n/a
	Sleight of Hand	Dex	Tou			n/a
	Stealth	Agi		Wil	Siz	n/a
Swimming	Str	Con, Agi		Siz	n/a	
Communication	Ritual		Int	App		n/a
	Singing	App	Hea			n/a
	Speak (language)	Int		Wil		n/a
	Write (script)	Int		Wil		n/a
Combat (Strength values above 25 do not affect Combat Skill modifications)	Bow	Sig	Dex	Int		Longbow, Recurve bow, Blowpipe
	Chain Weapons	Dex	Agi, Str	Int		1H chain, 2H chain, Whip
	Disarm	Dex	Dex	Int		n/a
	Dodge	Agi		Str	Siz	n/a
	Encumbrance	Str	Con	Siz		n/a
	Exotic Knives	Sig	Dex	Int		Knives, axes, disks, eggbombs, bolos
	Initiative	Agi	Agi	Int	Siz	n/a
	Net	Dex	Str	int		None
	One-handed Hafted	Dex	Str	Int		1H club, 1H axe, 1H flail, parry
	One-handed Sword	Dex	Str	Int		Long sword, dagger, scimitar, short sword, foil
	Shield	Str	Dex	Int		None
	Strike level	Agi		Agi	Siz	n/a
	Throwing Spear	Sig	Dex, Str	Int		None
2H Staved	Str	Dex	Int		Staff, Pole arm, 2H spear, 1H spear	
2H Hafted	Str	Dex	Int		2H Unbalanced, 2H sword	
Unarmed		Str, Dex, Agi	Int		Tonfa	
Craft / Lore	Acting	Int	App	Will		n/a
	Agriculture		Int, Con			n/a
	Animal husbandry		Int, Wil	Agi		n/a
	Astrology	Int	Sst	Wil		n/a
	Brewing	Smt	Int			n/a
	Carpentry	Dex		Str		n/a
	Cartography		Int, Dex, Sig			n/a

Table 4a : Skill Modifiers (ii)

Category	Skill	Primary (+/- 2)	Secondary (+/- 1)	Tertiary (+/- 0.5)	Negative (+/- 1)	Specialists
Craft / Lore (cont.)	Cookery	Smt		Wil		n/a
	Disguise	Int	Wil			n/a
	Drawing	Sig	Dex			n/a
	Embalming		Dex, Smt			n/a
	Engineering	Int	Dex			n/a
	Fishing		Dex, Tou	Wil		n/a
	Fletching	Dex		Tou		n/a
	Foraging	Sig	Int	Smt		n/a
	Forgery	Sig	Int	Dex		n/a
	Glass-working	Dex		Int		n/a
	Heraldry		Int, Wil	Sig		n/a
	Herbalist	Int	Smt	Sig		n/a
	Hide-working	Dex		Int		n/a
	History	Int		Wil		n/a
	JewelCraft	Sig	Tou	Int		n/a
	Locks and Mechanisms	Dex	Tou	Int		n/a
	Masonry	Str	Dex	Int		n/a
	Maths	Int		Wil		n/a
	Metal-working	Dex		Int		n/a
	Milling	Str	Smt	Int		n/a
	Mineralogy	Sig	Int			n/a
	Musician	Dex	Hea			n/a
	Navigation		Sig, Int	Wil		n/a
	Perfumery	Smt		Int		n/a
	Physician	Int		Dex		n/a
	Pottery	Tou	Dex			n/a
	Shipwright	Dex	Str, Int			n/a
	Survival	Dex	Int	Con		n/a
	Textiles	Dex	Sig	Int		n/a
	Timber-working		Str, Int, Dex			n/a
Track	Sig		Smt		n/a	
WeaponCraft	Dex	Str	Int		n/a	
Weather Divining	Sig	Smt, Tou			n/a	
WoodCarving	Dex		Sig		n/a	

Table 4b: Saving Throw Modifiers

Category	Skill	Primary (+/- 2)	Secondary (+/- 1)
Saves	Poison/Disease/ Coma	Con	Wil
	Insanity/Fear	Wil	Wil
	White/Black Magic	Sst	Con, Wil

Table 4c: Magic skill Modifiers

Category	Skill	Primary (+/- 2)	Secondary (+/- 1)
Magic	Learn Spell	Int	Wil
	Use Spell	Sst	Int
	Ki	Wil	Sst

Table 5 : Ageing and Statistical Deterioration

Race	Starting Age	Training Years	Age of Death	Average Death at
Changeling	42	14	CAM x 16	120
Draconian	21	7	CAM x 5	65
Dwarf	28	9	CAM x 5.5	75
Giant	18	6	CAM x 1.5	55
Gnomes	28	9	CAM x 8	80
Half elf	21	7	CAM x 9	85
Hobbit	28	9	CAM x 7	80
Human	21	7	CAM x 7	70
Ogre	21	7	CAM x 5.5	65
Orc	22	8	CAM x 7	75
Other Elves	35	12	CAM x 11	100
Pixi	8	7	Immortal	Variable
Sverian	21	7	CAM x 7	65
Troll	18	6	CAM x 2	50
Wolfen/Centaur	21	7	CAM x 5.5	60

Age of Onset for Age-Related Stat Deterioration		
Level 1	Level 2	Level 3
CAM x 8	CAM x 10	CAM x 14
CAM x 3	CAM x 4	CAM x 4.5
CAM x 3	CAM x 4	CAM x 5
CAM x 0.75	CAM x 1	CAM x 1.25
CAM x 4	CAM x 6	CAM x 7
CAM x 5	CAM x 6	CAM x 8
CAM x 4	CAM x 5	CAM x 6
CAM x 3	CAM x 4	CAM x 6
CAM x 3	CAM x 4	CAM x 5
CAM x 3	CAM x 4	CAM x 6
CAM x 6	CAM x 8	CAM x 10
n/a	n/a	n/a
CAM x 4	CAM x 5	CAM x 6
CAM x 1	CAM x 1.3	CAM x 1.6
CAM x 3	CAM x 4	CAM x 5

Table 6a: Exhaustion Cost Multipliers

Double Encumbrance: Exhaustion modifier:	0-39	40-59	60-79	80-99	100-119	119+
	x 1	x 2	x 3	x 4	x 5	x 6

Table 6c: Height Modifiers for Calculating Pace

Character's Height	Pace Modifier
Shorter than 1'9"	Subtract 90
1'10" - 2'3"	Subtract 80
2'4" - 2'9"	Subtract 70
2'10" - 3'3"	Subtract 60
3'4" - 3'9"	Subtract 50
3'10" - 4'3"	Subtract 40
4'4" - 4'9"	Subtract 30
4'10" - 5'3"	Subtract 20
5'4" - 5'9"	Subtract 10
5'10" - 6'3"	0
6'4" - 6'9"	Add 10
6'10" - 7'3"	Add 20
7'4" - 7'9"	Add 30
7'10" - 8'9"	Add 50
8'10" - 9'9"	Add 70
9'10" - 10' 9"	Add 90
10'10" - 11'9"	Add 110
Taller than 11'10"	Add 130

Table 6b: Exhaustion Costs for Various Actions

Action	Cost
Walking	1 every 5 mins
Jogging	2 every minute
Sprinting	1 every second
Attacking (strike) or dodging	1 every 5
Using magic	2 per spell point used
Throwing	1
Grappling	2 every round
Reinitiating grappling when restrained	10
Average acrobatic manoeuvre	1
Climbing, per 30 feet	8x([100-climb skill]/100)
Swimming, per 100 feet	3x([100-swim skill]/100)
Jumping	1

Table 6d: Attack Time.

Encumbrance:	0-2.5	2.5-7.5	7.5-12.5	12.5-17.5	17.5-22.5	22.5-27.5	27.5-32.5	32.5-37.5	37.5-42.5	42.5 +
Resulting AT	AGILITY SCORE IN RANGE...									
4	27+	28 +	29 +	30 +	31 +	32 +	33 +	34 +	35 +	36 +
5	24-26	25-27	26-28	27-29	28-30	29-31	30-32	31-33	32-34	33-35
6	21-23	22-24	23-25	24-26	25-27	26-28	27-29	28-30	29-31	30-32
7	18-20	19-21	20-22	21-23	22-24	23-25	24-26	25-27	26-28	27-29
8	15-17	16-18	17-19	18-20	19-21	20-22	21-23	22-24	23-25	24-26
9	12-14	13-15	14-16	15-17	16-18	17-19	18-20	19-21	20-22	21-23
10	9-11	10-12	11-13	12-14	13-15	14-16	15-17	16-18	17-19	18-20
11	6-8	7-9	8-10	9-11	10-12	11-13	12-14	13-15	14-16	15-17
12	3-5	4-6	5-7	6-8	7-9	8-10	9-11	10-12	11-13	12-14
13	1-2	1-3	2-4	3-5	4-6	5-7	6-8	7-9	8-10	9-11
14	n/a	n/a	1	1-2	1-3	2-4	3-5	4-6	5-7	6-8
15	n/a	n/a	n/a	n/a	n/a	1	1-2	1-3	2-4	3-5
16	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	1	1-2
17	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a

Table 7 : Example Personality Traits

Cool, well mannered, pessimist, outgoing, light-hearted, charming, brutal, forgiving, easy going, sulky, optimist, deceptive, short tempered, careful, paranoid, secretive, hot tempered, difficult, assured, pushy, laid back, arrogant, confident, open, trusting, concise, over confident, forward, warm, flattering, paternal, crude, caring, forthright, inquisitive, threatening, unfaithful, insulting, casual, honest, untrusting, intoxicating, quiet, adventurous, bloodthirsty, overbearing, sophisticated, big headed, administrative, witty, stuck up, pompous, quick-witted, malicious, sarcastic, warped, obsessive, rowdy, mean, wilful, daring, brave, disloyal, untamed, noble, polite, domineering, sly, seductive, cowardly, unemotional, authoritative, proud, quiet, two faced, moody, unpredictable, meek, self contained, condescending, begrudging

Table 8: Saving Throw Success Levels

Spell Strength	Success Level	Spell Strength	Success Level	Spell Strength	Success Level	Spell Strength	Success Level	Spell Strength	Success Level
-9	-2	1	28	11	58	21	88	31	118
-8	1	2	31	12	61	22	91	32	121
-7	4	3	34	13	64	23	94	33	124
-6	7	4	37	14	67	24	97	34	127
-5	10	5	40	15	70	25	100	35	130
-4	13	6	43	16	73	26	103	36	133
-3	16	7	46	17	76	27	106	37	136
-2	19	8	49	18	79	28	109	38	139
-1	22	9	52	19	82	29	112	39	142
0	25	10	55	20	85	30	115	40	145

Table 9a: Terrain multipliers for movement time

Terrain Type	Modifier
Packed earth track/stone/wood	1
Gentle upwards slope	1.25
Steep hill	2

Terrain Type	Modifier
Thick grass/light foliage	2
Boggy ground/snow	2
Dense foliage	3

Table 9b : Conversion Values

Distances
1 yard = 3 feet
1 foot = 0.33 yards
1 meter = 3.28 Feet
1 foot = 0.30 Meters
1 league (fantasy use) = 4 miles
1 mile = 0.25 leagues (fantasy use)
1 mile (1760 yards) = 1.61 Km
1 km = 0.62 Miles
1 inch = 2.54 cm
1 cm = 0.39 inches

Weights
1 kg = 2.2 pounds
1 pound = 0.45 kg
1 metric ton (1000 kg) = 157.14 stone
1 British ton = 160 stone
1 stone = 14 pounds, 1 pound = 16 ounces
1 ounce = 28.13 grams

Volumes
1 litre = 1.7 British pints
1 British pint = 0.59 litres
1 hogshead = 599.6 British pints
1 British gallon = 8 British pints
1 British pint = 4 British gills
1 British bushel = 64 British pints
1 litre of water weights 1 kg = 2.2 pounds
1 pint of water weighs 0.688 kg = 1.52 pounds

Table 10 : Relative Weapon Modifiers

Combat Modifiers By Weapon Type		Defending Weapon																									
Attacking Weapon		Longsword	Shortsword	Scimitar	Foil	Knives	2H Sword	1H Club/Axe	2H Club/Axe	1H Flail	2H Flail	2H Spear	Polearm	Staff	1H Chain/Whip	Unarmed	1H spear	2H Chain	Dodge	Buckler	Target Shield	Hoplon/Viking Round	Kite Shield	Heater Shield	Scuton Shield		
Longsword			A -5	A -5			D -5	D -10	D -20	D -15	D -10	D -5	D -10	A -10	D -60			D -15	A -5		A -10	A -15	A -15	A -20	A -15	A -20	
Shortsword			A -5	A -5	A -10		D -10	D -10	D -20	D -10	D -10	D -5	D -10	A -5	D -65			D -15	D -5	A -10	A -15	A -15	A -15	A -15	A -15	A -15	
Scimitar	D -5	D -5		A -5	A -5		D -10	D -15	D -20	D -20	D -10	D -10	D -10	A -5	D -60	D -5		D -25	A -5		A -20	A -15	A -10	A -10	A -15	A -10	
Foil	D -10	D -5	D -10		D -5		D -20	D -20	D -30	D -25	D -20	D -15	D -20	D -5	D -80	D -10		D -30	D -10	D -5		D -5	D -10	D -10	D -10	D -15	
Knives		D -5		A -10			D -15	D -10	D -20	D -15	D -10	D -10	D -10		D -65	D -5		D -20	D -5	A -15	A -20	A -15	A -15	A -10	A -15	A -10	
2H Sword				A -5			D -5	D -10	D -15					A -10	D -70			D -20	A -15	D -5	A -10	A -15	A -15	A -20	A -15	A -20	
1H Club /Axe	A -5	A -10	A -10	A -10	A -10			D -5	D -5	D -10	D -5	D -10	A -5	D -60	A -5	D -15			A -10	A -15	A -15	A -20	A -15	A -15	A -20	A -20	
2H Club /Axe	A -5		A -5	A -10	A -15		A -5	D -5		D -10				A -15	D -70	A -15	D -20	A -15			A -10	A -15	A -20	A -20	A -20	A -25	
1H Flail	A -5	D -5			D -15		D -15	D -10	D -20	D -10	D -5	D -10	A -10	D -70			D -20	D -10	A -10			A -10	A -15	A -20	A -10	A -20	
2H Flail		D -10	D -5	D -5	D -15		D -15	D -5	D -20	D -5	D -5	D -5	A -5	D -75	D -10		D -25	D -10	D -5	D -5			A -15	A -15	A -5	A -35	
2H Spear	D -5			A -5	D -10		D -5	D -15	D -15	D -15	D -10		D -5	A -10	D -75			D -25			A -15	A -10	A -15	A -15	A -10	A -10	
Polearm		D -5	A -5	A -15	D -10		D -10	D -5	D -10	D -5	A -5			A -15	D -80			D -20	A -10	D -10	A -10	A -15	A -15	A -10	A -15	A -10	
Staff	D -5	D -5	D -5		D -5	D -10	D -10	D -20	D -15	D -5			D -5		D -60			D -20				A -5	A -10	A -10	A -15	A -10	A -10
Chain /Whip (strike)	D -20	D -25	D -20	D -20	D -30		D -20	D -30	D -25	D -30	D -30	D -25	D -30	D -25	D -50	D -20		D -50	D -25	D -20		D -15	D -10	D -5	D -5	A -5	
Chain /Whip (entangle)		D -10	D -5		D -20		D -20	D -10	D -20	D -20	D -15	D -20	D -10	D -10	D -30	D -35	D -20	D -10	D -20				A -5	A -10	A -10	A -10	A -15
Unarmed	D -5	D -5	A -5		A -5	D -10	D -15	D -20	D -15	D -10	D -10	D -10			D -50			D -20				A -15	A -15	A -20	A -25	A -20	A -20
Net	D -20	D -30	D -20	D -30	D -35		D -15	D -35	D -25	D -35	D -20	D -20	D -20	D -20	D -100	D -50		D -25	D -40	D -10		D -30	D -5	A -10	A -25	A -5	A -30
Claw /Bite			A -5		D -5	D -10	D -10	D -20	D -15	D -10	D -10	D -10			D -60			D -15	D -15	A -5		A -15	A -15	A -20	A -15	A -15	A -25
1H Spear				A -10	D -5		D -10	D -15	D -25	D -20	D -15	D -10	D -15	A -5	D -80	A -5		D -25	D -5			A -5	A -15	A -15	A -15	A -15	A -15
Shield (any)	D -5	D -10	D -10	D -15	D -25		D -5		D -20	D -5					D -100	D -40		D -30	D -40	A -15		A -10	A -25	A -30	A -30	A -30	A -35
Javelin (thrown)	D -35	D -30	D -25	D -25	D -35		D -45	D -50	D -55	D -50	D -50	D -45	D -50	D -35	D -90	D -30		D -60	D -60			D -10		A -15	A -15	A -5	A -25
Throwing Knives	D -40	D -35	D -30	D -30	D -40		D -50	D -55	D -60	D -55	D -55	D -55	D -55	D -40	D -100	D -35		D -70	D -70	D -10		D -15	D -5	A -10	A -5		A -20
Bow /Sling	D -75	D -70	D -65	D -65	D -75		D -85	D -90	D -95	D -90	D -90	D -85	D -90	D -75	D -100	D -70		D -100	D -100	D -15		D -15	D -10	A -5	A -5	D -5	A -15
Crossbow	D -80	D -75	D -70	D -70	D -80		D -90	D -95	D -100	D -95	D -95	D -95	D -95	D -80	D -100	D -75		D -100	D -100	D -20		D -15	A -5	A -5	D -10	A -15	

Table 11 : Hit Locations

Table 11a : Standard Attacks

Defence beaten by	Locations available
1 to 10	Elbow, Forearm, shin
11 to 20	and upper arm, thigh, knee, wing
21 to 30	and shoulder, chest, hip
31 to 40	and hand, abdomen, groin
41 to 50	and skull, face, foot
50 +	and neck, tail

Table 11b : Small on Large

Defence beaten by	Locations available
1 to 10	Forearm, shin, thigh
11 to 20	and elbow, knee
21 to 30	and hip, foot, groin, wing
31 to 40	and abdomen
41 to 50	and chest, upper arm, tail
50 +	and shoulder, hand

Table 11c : Large on Small

Defence beaten by	Locations available
1 to 10	Elbow, forearm, upper arm, wing
11 to 20	and hand, shoulder
21 to 30	and chest, hip, abdomen
31 to 40	and skull, face, thigh
41 to 50	and neck, groin, knee
50 +	and shin, foot, tail

Table 11d : 4 Legged / Animal

Defence beaten by	Locations available
1 to 10	foreleg
11 to 20	and shoulder, wing
21 to 30	and back, rear leg
31 to 40	and wings, chest, tail
41 to 50	and skull, stomach
50 +	and neck

Table 12: Knockout and Death Rolls

Damage total	Death/ Knockout Rolls	Damage total	Death/ Knockout Rolls
0 to 6	None	203 to 209	14d6 + 15d6
7 to 13	0d6 + 1d6	210 to 216	15d6 + 15d6
14 to 20	1d6 + 1d6	217 to 223	1d6 + 16d6
21 to 27	1d6 + 2d6	224 to 230	16d6 + 16d6
28 to 34	2d6 + 2d6	231 to 237	16d6 + 17d6
35 to 41	2d6 + 3d6	238 to 244	17d6 + 17d6
42 to 48	3d6 + 3d6	245 to 251	17d6 + 18d6
49 to 55	3d6 + 4d6	252 to 258	18d6 + 18d6
56 to 62	4d6 + 4d6	259 to 265	18d6 + 19d6
63 to 69	4d6 + 5d6	266 to 272	19d6 + 19d6
70 to 76	5d6 + 5d6	273 to 279	19d6 + 20d6
77 to 83	5d6 + 6d6	280 to 286	20d6 + 20d6
84 to 90	6d6 + 6d6	287 to 293	20d6 + 21d6
91 to 97	6d6 + 7d6	293 to 300	21d6 + 21d6
98 to 104	7d6 + 7d6	301 to 307	21d6 + 22d6
105 to 111	7d6 + 8d6	308 to 314	22d6 + 22d6
112 to 118	8d6 + 8d6	315 to 321	22d6 + 23d6
119 to 125	8d6 + 9d6	322 to 328	23d6 + 23d6
126 to 132	9d6 + 9d6	329 to 335	23d6 + 24d6
133 to 139	9d6 + 10d6	336 to 342	24d6 + 24d6
140 to 146	10d6 + 10d6	343 to 349	24d6 + 25d6
147 to 153	10d6 + 11d6	350 to 356	25d6 + 25d6
154 to 160	11d6 + 11d6	357 to 363	25d6 + 26d6
161 to 167	11d6 + 12d6	364 to 370	26d6 + 26d6
168 to 174	12d6 + 12d6	371 to 377	26d6 + 27d6
175 to 181	12d6 + 13d6	378 to 384	27d6 + 27d6
182 to 188	13d6 + 13d6	385 to 391	27d6 + 28d6
189 to 195	13d6 + 14d6	392 to 398	28d6 + 28d6
196 to 202	14d6 + 14d6	399 to 405	28d6 + 29d6

Table 13d : Missile Lighting Modifiers

Light Condition	Modifier
Daylight	1
Twilight	x 1.5
Night	x 2
Pitch Black	x 7

Table 13a : Missile Weapon Modifiers

Weapon	Weapon Mod	Max Range
Longbow	0.33	400
Shortbow	0.5	250
Composite/Recurve Bow	0.4	330
Light Crossbow	0.5	500
Heavy Crossbow	0.6	600
Spear/Javelin	0.7	200
Knife/Throwing Axe or Iron	0.8	80
Shuriken	0.8	60
Blow Pipe	0.8	50
Sling	0.7	150

Table 13b : Missile Size Modifiers

Size	Modifier
Human	x 1
Dwarf	x 1.33
Hobbit	x 2
Gnome	x 3
Ogre	x 0.8
Horse	x 0.4
Troll	x 0.33
1 square foot	x 4

Table 13c : Missile Aim Time Modifiers

Aim Time	Modifier
1	-10
2	0
3	5
4	15
Light crossbow takes 8 actions to load	
Heavy crossbow takes 20 actions to load	
Other bows/crossbows take 1 to draw, 1 to fit	

Table 14a : Humanoid Damage by Location

Table 14a : Humanoid Damage by Location

Location (random roll)	Attack type				Broken bone on*
	Cut	Chop	Thrust	Impact	
Skull (1-4)	5	8	6	8	60
Face (5-7)	5	8	6	6	25
Neck (8-9)	15	8	8	6	60
Shoulder (10-12)	1.5	2	1.5	1.5	30
Wings (13-20)	2	1.5	1	1.5	20
Upper arm (21-25)	1	1.5	1	1.5	20
Elbow (26-27)	1	2	1	1.5	25
Forearm (28-32)	1	1.5	1	1	15
Hand (33-34)	0.5	0.5	0.5	0.5	8
Chest (35-46)	2.5	3.5	3	3	40
Abdomen (47-58)	3.5	2.5	3	3	n/a
Groin (59-60)	3	3	3.5	2.5	n/a
Hip (61-65)	1.5	2.5	1.5	2.5	35
Tail (66-68)	2	1.5	1.5	1.5	30
Thigh (69-81)	2	1.5	1	1.5	35
Knee (82-83)	1	2	1	2	20
Shin (84-95)	1	1.5	1	1.5	25
Foot (96-100)	0.5	0.5	0.5	1	10

Table 14b : Four-Legged Damage by Location

Location (random roll)	Attack type				Broken bone on*
	Cut	Chop	Thrust	Impact	
Skull (1-5)	5	8	6	8	60
Neck (6-13)	9	8	7	6	60
Back (14-35)	3	3.5	2.5	3	50
Chest (36-45)	2.5	3.5	3	2.5	40
Shoulder (46-48)	1.5	2	1.5	1.5	30
Wings (49-60)	3	1.5	2	1	40
Stomach (61-72)	3.5	2.5	3	2.5	n/a
Tail (73-80)	2	1.5	1.5	1	35
Foreleg (81-90)	1	1.5	1	1.5	20
Hindleg (91-100)	2	1.5	1	1.5	35

Table 14c : Monster Damage by Location

Flesh				Location (random roll)	Internal			
Attack type					Attack type			
Cut	Chop	Thrust	Impact	Cut	Chop	Thrust	Impact	
2	2.5	2.5	2	Skull (1-5)	6	8	8	8
2.5	2.5	2	2	Neck (6-13)	10	8	8	7
1.5	1	1.5	1	Back (14-35)	2	2.5	2.5	2
1	1.5	1.5	1.5	Chest (36-45)	2	3	3	3
1.5	1	1	1	Shoulder (46-48)	1.5	2	2	1.5
3	1.5	1.5	1	Wings (49-60)	4	2	1.5	1.5
2	1	1.5	1	Stomach (61-72)	3.5	3	3	2.5
1	1	0.5	0.5	Tail (73-80)	1	1.5	1.5	1.5
1	1	1	1	Foreleg (81-90)	1.5	2	2	2
1.5	1	1	1	Hindleg (91-100)	2.5	2	2	2

*This value refers to the injury point total required to break a bone. It should be doubled for thrust attacks. Attacks to limb locations which exceed double this value will cause amputations (quadruple for thrust attacks; no amputation for impact attacks).

Table 15 : Free Attacks Determined by Attack Time (AT)

Attacker's AT	Defender's AT	1	2	3	4	5	6	7	8	9	10
4	5	P	P	P	P	N	P	P	P	P	N
4	6	P	P	N	P	P	N	P	P	N	P
4	7	P	N	P	P	N	P	N	P	N	P
4	8	P	N	P	N	P	N	P	N	P	N
4	9	P	N	P	N	N	P	N	P	N	P
4	10	P	N	N	P	N	P	N	N	P	N
4	11	P	N	N	P	N	N	P	N	N	P
4	12	P	N	N	P	N	N	P	N	N	P
4	13	P	N	N	N	P	N	N	P	N	N
4	14	P	N	N	N	P	N	N	N	P	N
5	6	P	P	P	P	P	N	P	P	P	P
5	7	P	P	P	N	P	P	N	P	P	P
5	8	P	P	N	P	N	P	P	N	P	P
5	9	P	N	P	P	N	P	N	P	N	P
5	10	P	N	P	N	P	N	P	N	P	N
5	11	P	N	P	N	P	N	N	P	N	P
5	12	P	N	N	P	N	P	N	P	N	N
5	13	P	N	N	P	N	P	N	N	P	N
5	14	P	N	N	P	N	N	P	N	N	P
5	15	P	N	N	P	N	N	P	N	N	P
6	7	P	P	P	P	P	P	N	P	P	P
6	8	P	P	P	N	P	P	P	N	P	P
6	9	P	P	N	P	P	N	P	P	N	P
6	10	P	P	N	P	N	P	P	N	P	N
6	11	P	N	P	N	P	P	N	P	N	P
6	12	P	N	P	N	P	N	P	N	P	N
6	13	P	N	P	N	P	N	N	P	N	P
6	14	P	N	P	N	N	P	N	P	N	P
7	8	P	P	P	P	P	P	P	N	P	P
7	9	P	P	P	P	N	P	P	P	N	P
7	10	P	P	N	P	P	P	N	P	P	N
7	11	P	P	N	P	P	N	P	N	P	P
7	12	P	N	P	P	N	P	N	P	P	N
7	13	P	N	P	N	P	P	N	P	N	P
7	14	P	N	P	N	P	N	P	N	P	N
8	9	P	P	P	P	P	P	P	P	N	P
8	10	P	P	P	P	N	P	P	P	P	N
8	11	P	P	P	N	P	P	N	P	P	P
8	12	P	P	N	P	P	N	P	P	N	P
8	13	P	P	N	P	N	P	P	N	P	N
8	14	P	N	P	P	N	P	N	P	N	P
9	10	P	P	P	P	P	P	P	P	P	N
9	11	P	P	P	P	P	N	P	P	P	P
9	12	P	P	P	N	P	P	P	N	P	P
9	13	P	P	N	P	P	P	N	P	P	N
9	14	P	P	N	P	P	N	P	N	P	P
10	11	P	P	P	P	P	P	P	P	P	P
10	12	P	P	P	P	P	N	P	P	P	P
10	13	P	P	P	N	P	P	P	P	N	P
10	14	P	P	P	N	P	P	N	P	P	P
10	15	P	P	N	P	P	N	P	P	N	P
11	12	P	P	P	P	P	P	P	P	P	P
11	13	P	P	P	P	P	P	N	P	P	P
11	14	P	P	P	P	N	P	P	P	N	P
12	13	P	P	P	P	P	P	P	P	P	P
12	14	P	P	P	P	P	P	N	P	P	P
12	15	P	P	P	P	N	P	P	P	P	N
13	14	P	P	P	P	P	P	P	P	P	P

Table 16 : Missile Strike Locations

Strike - defence: D12	Body					Head/ Neck				
	21 +	16-20	11-15	6-10	1-5	41 +	31-40	21-30	11-20	1-10
1	Chest	Chest	L Should	L Wing	MISS	Face/Skull	MISS	MISS	MISS	MISS
2	Chest	Chest	L Up arm	L Up arm	MISS	Face/Skull	MISS	MISS	MISS	MISS
3	Chest	Chest	L Elbow	L Wing	MISS	Face/Skull	MISS	L Wing	L Wing	MISS
4	Chest	Abdomen	L Forearm	L Hand	MISS	Face/Skull	L Should	L Wing	L Wing	MISS
5	Chest	Abdomen	L Hip	L Thigh	L Shin	Face/Skull	Neck	Chest	L Up arm	L Forearm
6	Chest	Abdomen	Groin	Knee	Foot	Face/Skull	Neck	Chest	Abdomen	Groin
7	Chest	Abdomen	R Hip	R Thigh	R Shin	Face/Skull	Neck	Chest	R Up arm	R Forearm
8	Chest	Abdomen	R Forearm	R Hand	MISS	Face/Skull	R Should	R Wing	R Wing	MISS
9	Chest	Chest	R Elbow	R Wing	MISS	Face/Skull	MISS	R Wing	R Wing	MISS
10	Chest	Chest	R Up arm	R Up arm	MISS	Face/Skull	MISS	MISS	MISS	MISS
11	Chest	Chest	R Should	R Wing	MISS	Face/Skull	MISS	MISS	MISS	MISS
12	Chest	Chest	Neck	Face/Skull	MISS	Face/Skull	MISS	MISS	MISS	MISS
Strike - defence: D12	Right Arm					Left Arm				
	31 +	23-30	16-22	8-15	1-7	31 +	23-30	16-22	8-15	1-7
1	R Elbow	R Up arm	R Up arm	MISS	MISS	L Elbow	L Wing	L Wing	MISS	MISS
2	R Elbow	Chest	Chest	Chest	L Should	L Elbow	MISS	MISS	MISS	MISS
3	R Elbow	Abdomen	Abdomen	Abdomen	L Forearm	L Elbow	MISS	MISS	MISS	MISS
4	R Elbow	R Hip	Groin	L Thigh	MISS	L Elbow	MISS	MISS	MISS	MISS
5	R Elbow	MISS	R Hip	R Thigh	L Shin	L Elbow	L Forearm	L Hand	MISS	MISS
6	R Elbow	R Forearm	MISS	MISS	MISS	L Elbow	L Forearm	MISS	MISS	MISS
7	R Elbow	R Forearm	R Hand	MISS	MISS	L Elbow	MISS	L Hip	L Thigh	R Shin
8	R Elbow	MISS	MISS	MISS	MISS	L Elbow	L Hip	Groin	L Thigh	MISS
9	R Elbow	MISS	MISS	MISS	MISS	L Elbow	Abdomen	Abdomen	Abdomen	R Forearm
10	R Elbow	MISS	MISS	MISS	MISS	L Elbow	Chest	Chest	Chest	R Should
11	R Elbow	R Wing	R Wing	MISS	MISS	L Elbow	L Up arm	L Up arm	MISS	MISS
12	R Elbow	R Up arm	R Wing	MISS	MISS	L Elbow	L Up arm	L Wing	MISS	MISS
Strike - defence: D12	Right Leg					Left Leg				
	21 +	16-20	11-15	6-10	1-5	21 +	16-20	11-15	6-10	1-5
1	R Thigh	R Thigh	Groin	Abdomen	L Up arm	L Thigh	L Hip	MISS	L Forearm	MISS
2	R Thigh	L Thigh	L Thigh	MISS	L Hand	L Thigh	MISS	MISS	L Hand	MISS
3	R Thigh	L Thigh	L Thigh	MISS	MISS	L Thigh	MISS	MISS	MISS	MISS
4	R Thigh	L Thigh	L Knee	MISS	MISS	L Thigh	MISS	MISS	MISS	MISS
5	R Thigh	MISS	L Shin	L Foot	MISS	L Thigh	MISS	MISS	MISS	MISS
6	R Thigh	R knee	R Shin	R Foot	MISS	L Thigh	L Knee	L Shin	L Foot	MISS
7	R Thigh	MISS	MISS	MISS	MISS	L Thigh	MISS	R Shin	R Foot	MISS
8	R Thigh	MISS	MISS	MISS	MISS	L Thigh	R Thigh	R Knee	MISS	MISS
9	R Thigh	MISS	MISS	MISS	MISS	L Thigh	R Thigh	R Thigh	MISS	MISS
10	R Thigh	MISS	MISS	R Hand	MISS	L Thigh	R Thigh	R Thigh	MISS	R Hand
11	R Thigh	R Hip	MISS	R Forearm	MISS	L Thigh	L Thigh	Groin	Abdomen	R Up arm
12	R Thigh	R Thigh	R Hip	Abdomen	Chest	L Thigh	L Thigh	L Hip	Abdomen	Chest

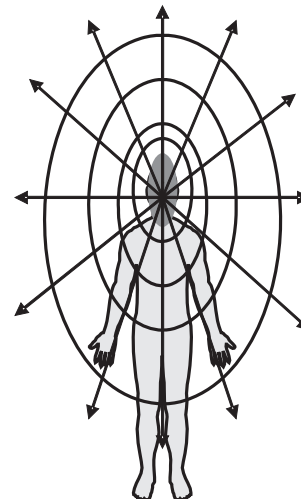
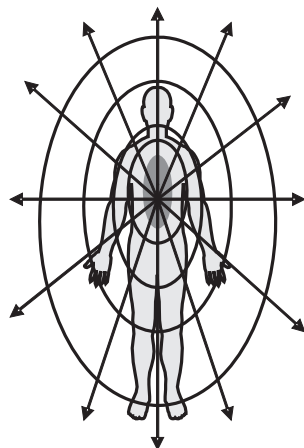


Table 17 : Penetrating Damage

Table 17a : Penetrating Damage From Thrust Attacks			Table 17b : Penetrating Damage From Swings (chop and impact attacks)					
Note: Against 1H/2H parrying weapons: thrust is pushed aside, no Penetrating Damage.			Against Shield:		Against Parrying Weapon:			
Against Shield:			Roll	Location	Base Damage	Roll	Location	Base Damage
1-10	Shield hand	No mod	1-20	Shield hand	No mod	1-10	Parry hand	No mod
11-45	Shd forearm	No mod	21-60	Shd forearm	No mod	11-30	Pry forearm	No mod
46-50	Shd elbow	No mod	61-80	Shd elbow	No mod	31-35	Pry elbow	No mod
51-60	Shd upp arm	-5	81-90	Chest	-5	36-50	Pry up arm	No mod
61-65	Shd shoulder	-7	91-100	Abdomen	-5	51-60	Pry shoulder	No mod
66-77	Chest	-10	Note: Penetrating Damage = Base Damage - parrying weapon Strength. Note: Cutting strikes do not cause Penetrating Damage.			61-67	Chest	-3
78-90	Abdomen	-10				68-75	Abdomen	-3
91-100	Misses target	No damage				76-78	Groin	-3
						79-85	Hip	-3
						86-100	Misses target	No damage

Table 18a : Body Location Options Against Shield Bearing Defenders

Defence Beaten By	Locations Available	
1 to 10	off upper arm, off shin, on forearm	Defender using a shield <i>other than a buckler</i> . The stance is about half way between square and side on, with the off leg and shield arm forwards and the attacking weapon held back in the dominant hand.
11 to 20	and on elbow, off thigh, off shin, off knee, off shoulder, off wing	
21 to 30	and on shoulder, on upper arm, chest, off or on hip, on wing	
31 to 40	and on hand, abdomen, groin, on shin, on thigh	
41 to 50	and skull, face, off or on foot	
50 +	and neck, off elbow, off forearm, off hand, tail	

Table 18b : Body Location Options Against Defenders Bearing Two Weapons

Defence Beaten By	Locations Available	
1 to 10	off elbow, on or off forearm, on or off shin	Defender using two one-handed weapons, one in each hand. Can be one as a primary parrying weapon, or both used to attack and parry. The stance is fairly square, but with a tendency for the parrying side to come forwards.
11 to 20	and on upper arm, on or off thigh, on or off knee, on elbow, on or off wing	
21 to 30	and on or off shoulder, chest, on or off hip, on upper arm	
31 to 40	and on or off hand, abdomen, groin	
41 to 50	and skull, face, on or off foot	
50 +	and neck, tail	

Table 18c : Body Location Options Against Defenders Bearing a 2H Weapon

Defence Beaten By	Locations Available	
1 to 10	off upper arm, off shin, on and off forearm	Defender using a single two-handed weapon. The stance is about half way between square and side on, with the off leg slightly forward.
11 to 20	and on and off elbow, off thigh, off shin, off knee, off wing	
21 to 30	and off shoulder, on upper arm, chest, off or on hip, on wing	
31 to 40	and off or on hand, abdomen, groin, on shin, on thigh, on shoulder	
41 to 50	and skull, face, off or on foot	
50 +	and neck, tail	

Table 18d : Body Location Options Against Defenders Bearing a Single 1H Weapon

Defence Beaten By	Locations Available	
1 to 10	on elbow, on forearm, on shin	Defender using a single one-handed weapon. The stance is a typical fencing one, with the body turned almost completely side on to present a smaller target, and the on arm/leg being presented.
11 to 20	and on upper arm, on thigh, on knee, on wing	
21 to 30	and on shoulder, chest, on hip, off shin, on hand	
31 to 40	and abdomen, groin, off shoulder, off knee, on foot, off hip, off wing	
41 to 50	and skull, face, off foot, off upper arm, off thigh, tail	
50 +	and neck, off elbow, off forearm, off hand	

Table 19 : Chances of Armour Damage

Table 19a : Chance of Armour Damage by Location (humanoid)

Location	D20 roll	Location	D20 roll
Skull	15 or less	Chest	7 or less
Face	17 or less	Abdomen	11 or less
Neck	18 or less	Hips	12 or less
Shoulders	16 or less	Groin	18 or less
Upper arms	16 or less	Thighs	6 or less
Elbows	18 or less	Knees	18 or less
Forearms	14 or less	Shins	8 or less
Hands	16 or less	Feet	14 or less

Table 19b : Chance of Armour Damage by Location (Additional Centaur locations)

Location	D20 roll
Back	2 or less
Sternum	3 or less
Stomach	3 or less
Forelegs	N/A
Hindlegs	N/A
Tail	N/A

Table 20a : Missile Location Table for Centaur Target.

Strike - Defence:	Body					Head/Neck				
	21+	16-20	11-15	6-10	1-5	40+	31-40	21-30	11-20	1-10
1	Chest	Chest	L Should	MISS	MISS	Face/Skul	MISS	MISS	MISS	MISS
2	Chest	Chest	L Up arm	L Up arm	MISS	Face/Skul	MISS	MISS	MISS	MISS
3	Chest	Chest	L Elbow	MISS	MISS	Face/Skul	MISS	MISS	MISS	MISS
4	Chest	Abdomen	L Forearm	L Hand	Back	Face/Skul	L Should	MISS	MISS	MISS
5	Chest	Abdomen	Back	L Fo Leg	L Fo Leg	Face/Skul	Neck	Chest	L Up arm	L Forearm
6	Chest	Abdomen	Back	L Fo Leg	MISS	Face/Skul	Neck	Chest	Abdomen	Back
7	Chest	Abdomen	Back	R Fo Leg	R Fo Leg	Face/Skul	Neck	Chest	R Up arm	R Forearm
8	Chest	Abdomen	R Forearm	R Hand	Back	Face/Skul	R Should	MISS	MISS	MISS
9	Chest	Chest	R Elbow	MISS	MISS	Face/Skul	MISS	MISS	MISS	MISS
10	Chest	Chest	R Up arm	R Up arm	MISS	Face/Skul	MISS	MISS	MISS	MISS
11	Chest	Chest	R Should	MISS	MISS	Face/Skul	MISS	MISS	MISS	MISS
12	Chest	Chest	Neck	Face/Skul	MISS	Face/Skul	MISS	MISS	MISS	MISS

^ <<< D12 Roll

Table 20b : Hit Locations for Melee Attacks Against Centaurs

Defence beaten by	Locations available
1 to 10	Elbow, Forearm, Foreleg
11 to 20	and Upper Arm
21 to 30	and Shoulder, Chest, back
31 to 40	and hand, abdomen, Sternum
41 to 50	and Skull, Face, Stomach, Hindleg
50 +	and Neck

Note: The locational damage mods for the horsish parts of a centaur are lower than for other four-legged animals.

This is because centaurs' resistance numbers are relatively low compared to their bulk, modelling the delicacy of their humanoid organs. Blows to their equine regions are likely to be relatively far less effective in disabling or killing them.

Table 20c : Locational Damage for Strikes Against Centaurs

Location	Attack type				Broken bone on*
	Cut	Chop	Thrust	Impact	
Skull	5	8	6	8	60
Face	5	8	6	6	25
Neck	15	8	8	6	60
Shoulder	1.5	2	1.5	1.5	30
Back	1	1.5	1	1	40
Upper arm	1	1.5	1	1.5	20
Elbow	1	2	1	1.5	25
Forearm	1	1.5	1	1	15
Hand	0.5	0.5	0.5	0.5	8
Chest	2.5	3.5	3	3	40
Abdomen	3.5	2.5	3	3	n/a
Stomach	1.5	1	1.5	1	n/a
Sternum	1	1.5	1.5	1.5	40
Foreleg	0.5	0.5	0.5	0.5	10
Hindleg	0.5	0.5	0.5	0.5	15
Tail	0.5	0.5	0.25	0.25	8

Table 21 : Falling

Table 21a : Time to Impact, Velocity and Damage Based on Distance Fallen

Distance Fallen		Velocity		Time to Impact		Damage Modifier (non locational)
Feet	Metres	Feet/sec	Metres/sec	Counts	Seconds	
6	1.8	19.6	6.0	6.1	0.6	0.9
8	2.4	22.7	6.9	7.1	0.7	1.2
10	3.0	25.4	7.7	7.9	0.8	1.5
12	3.7	27.8	8.5	8.6	0.9	1.8
14	4.3	30.0	9.1	9.3	0.9	2.1
16	4.9	32.1	9.8	10.0	1.0	2.4
18	5.5	34.0	10.4	10.6	1.1	2.7
20	6.1	35.9	10.9	11.2	1.1	3.0
22.5	6.9	38.0	11.6	11.8	1.2	3.4
25	7.6	40.1	12.2	12.5	1.2	3.7
27.5	8.4	42.1	12.8	13.1	1.3	4.1
30	9.1	43.9	13.4	13.7	1.4	4.5
32.5	9.9	45.7	13.9	14.2	1.4	4.9
35	10.7	47.4	14.5	14.8	1.5	5.2
37.5	11.4	49.1	15.0	15.3	1.5	5.6
40	12.2	50.7	15.5	15.8	1.6	6.0
42.5	13.0	52.3	15.9	16.3	1.6	6.3
45	13.7	53.8	16.4	16.7	1.7	6.7
47.5	14.5	55.3	16.8	17.2	1.7	7.1
50	15.2	56.7	17.3	17.6	1.8	7.5
55	16.8	59.5	18.1	18.5	1.8	8.2
60	18.3	62.1	18.9	19.3	1.9	9.0
65	19.8	64.7	19.7	20.1	2.0	9.7
70	21.3	67.1	20.4	20.9	2.1	10.5
75	22.9	69.4	21.2	21.6	2.2	11.2
80	24.4	71.7	21.9	22.3	2.2	11.9
90	27.4	76.1	23.2	23.7	2.4	13.4
100	30.5	80.2	24.4	24.9	2.5	14.9
110	33.5	84.1	25.6	26.2	2.6	16.4
120	36.6	87.8	26.8	27.3	2.7	17.9
130	39.6	91.4	27.9	28.4	2.8	19.4
140	42.7	94.9	28.9	29.5	3.0	20.9
150	45.7	98.2	29.9	30.5	3.1	22.4
175	53.3	106.1	32.3	33.0	3.3	26.1
200	61.0	113.4	34.6	35.3	3.5	29.9
225	68.6	120.3	36.7	37.4	3.7	33.6
250	76.2	126.8	38.6	39.4	3.9	37.3
275	83.8	133.0	40.5	41.4	4.1	41.1
300	91.4	138.9	42.3	43.2	4.3	44.8

See the Gaming Environment chapter, section 4.1.1, for precise formulae. Note that for human-sized creatures, a critical velocity is reached at around 60m/s (air resistance prevents further acceleration)

Table 21b : Falling Damage Modifiers by Weight

Weight	Modifier	Weight	Modifier
1-10 lbs	0.1	301-500 lbs	1.6
11-40 lbs	0.4	501-750 lbs	2
41-100 lbs	0.7	751-1250 lbs	2.5
101-200 lbs	1.0	1251-1999 lbs	3
201-300 lbs	1.3	2000 lbs +	4

Table 21c : Falling Damage Modifiers by Surface

Surface Fallen Onto	Modifier
Hard packed earth/track	1
Cobbled street/rock	1.2
Grass/soft earth	0.8
Sodden ground	0.6
Shallow water	0.4

Table 22a : Random Encounters

d100	Civilized / Settled			Wilderness / Wilds		
	Road	Farmland	Woods	Grassland / Moor / Desert	Mountains	Forest
1-5	High-ranking state noble on important business	Rural priest of local religion on errand	Druid / priest & shrine	Indigenous priest / shaman & entourage	Priest / druid	Priest / druid (human or non-human)
6-10	Powerful priest of local religion with entourage	Local militia / soldiers on patrol	Local soldiers on a mission	Indigenous dignitary on important errand	Rare, unhostile non-humans (Changelings, Sverian etc)	Elvish / Gnome hunters & gatherers
11-15	Local noble with entourage	Local noble landowner and small entourage	Human travellers	Centaur hunting party (Grassland only)	Hunters / trappers	Non-human settlement
16-20	Local / state soldiers on patrol	Farmer and family / workers	Forest settlement	Indigenous hunters / gatherers	Non-human travellers (50% chance of being Dwarfs)	Soldiers from nearby state on mission
21-25	Local / state soldiers on important mission	Village	Hunting party (nobles)	Ruins / tombs	Settlement (prospectors / miners)	Adventurers - Roll on table 22c with no Modifier
26-30	Lone merchant or peddler	Farm	Hunting party (commoners)	Indigenous soldiers / scouts	Dwarf ruins	Hunters / trappers
31-35	Farmers travelling to market	Farmworkers / labourers	Foresters / woodsmen	Foreign / non-human travellers	Soldiers from nearby state on mission	Travellers (human or non-human)
36-40	Townfolk travelling on personal business	Farmworkers / labourers	No encounter	Indigenous herder with flock	River (hazardous)	Forest settlement
41-45	Roadside Inn	No encounter	No encounter	Indigenous travellers	No encounter	No encounter
46-50	No encounter	No encounter	No encounter	River (hazardous)	No encounter	No encounter
51-55	No encounter	No encounter	No encounter	No encounter	Dangerous ruins	No encounter
56-60	Shrine	No encounter	No encounter	No encounter	Orc settlement	Clearing
61-65	Mercenaries / fighters searching for work	Townspople travelling on business / errand	No encounter	Adventurers - Roll on table 22c with no Modifier	Adventurers - Roll on table 22c with no Modifier	Ruins
66-70	Farmers / carters	Lone merchant or peddler	Merchant / peddler	Indigenous settlement	Giant(s) / Ogre(s) / Troll	River (hazardous)
71-75	Trappers / hunters returning from wilds	Domesticated animals grazing	Wild animals (deer / ponies)	Herd / group of non-dangerous wild animals	Dangerous Animal - Roll on table 22e with +10 Modifier	Dangerous Animal - Roll on table 22e with +10 Modifier
76-80	Large merchant caravan / train (local)	Herder with flock	Adventurers - Roll on table 22c with no Modifier	Dangerous Animal - Roll on table 22e with +10 Modifier	Rockfall	Giant forest spider(s)
81-85	Large merchant caravan / train (foreign)	Non-human travellers	Ruins (graves / stone circle etc)	Dangerous Animal - Roll on table 22e with +15 Modifier	Hazardous terrain (cliff / chasm etc)	Pixie grove / clearing
86-90	Foreign noble / priest travelling to nearest city	Adventurers - Roll on table 22c with no Modifier	Non-human travellers	Hazardous terrain (quicksand / bog etc)	Orc hunting party	Foreign / non-human warband
91-95	Non-human party on business / errand	Dangerous Animal - Roll on table 22e with -10 Modifier	Bandits - Roll on table 22d with no Modifier	Bandits - Roll on table 22d with +10 Modifier	Bandits - Roll on table 22d with +20 Modifier	Bandits - Roll on table 22d with +10 Modifier
96-97	Dangerous Animal - Roll on table 22e with no Modifier	Bandits - Roll on table 22d with -10 Modifier	Bandits - Roll on table 22d with no Modifier	Non-human raiders	Orc war-party	Bandits - Roll on table 22d with +20 Modifier
98-99	Bandits - Roll on table 22d with -10 Modifier	Foreign / non-human raiders	Dangerous Animal - Roll on table 22e with no Modifier	Monster - Roll on table 22b with +10 Modifier	Monster - Roll on table 22b with +10 Modifier	Monster - Roll on table 22b with +10 Modifier
00	Monster - Roll on table 22b with -10 Modifier	Monster - Roll on table 22b with -10 Modifier	Monster - Roll on table 22b with -10 Modifier	Monster - Roll on table 22b with +20 Modifier	Monster - Roll on table 22b with +20 Modifier	Monster - Roll on table 22b with +20 Modifier

Table 22b : Monster Encounters

d100	Encounter	d100	Encounter	d100	Encounter	d100	Encounter
1 - 5	d3 Yellow Orcs	26 - 30	Desert - Scorpion, Giant Other - d3 Spiders, Giant	51 - 55	01 - 75 : Black Orc 76 - 00 : d3 Black Orcs	81 - 85	01 - 75 : 1 Minor Vampire 76 - 00 : d3 Minor Vampires
6 - 10	01 - 50 : d4 Brown Orcs 51 - 00 : As above + d2 Green Orcs	31 - 35	01 - 60 : d3 Worgen 61 - 00 : d3 + 3 Worgen	56 - 60	Werewolf	86 - 90	Troll
11 - 15	01 - 75 : Zombie 76 - 00 : d4 Zombies	36 - 40	01 - 60 : d3 Draconians 61 - 00 : d3 + 3 Draconians	61 - 70	01 - 80 : d3 Hell Hounds 81 - 00 : d3 + 3 Hell Hounds	91 - 95	01 - 85 : 1 Wraith Minion 86 - 00 : d3 + 1 Wraith Minions
16 - 20	01 - 75 : d3 Drow Raiders 76 - 00 : As above + 1 DarkLord	41 - 45	01 - 50 : d4 Green Orcs 51 - 00 : d4 + 2 Green Orcs	71 - 75	Hydra	96 - 99	01 - 95 : d3 Demoic Minions, Lesser 96 - 00 : Demonic Minion, Higher
21 - 25	Basilisk	46 - 50	01 - 75 : Solitary Ogre 76 - 00 : d3 + 1 Ogres	76 - 80	01 - 75 : 1 Minor Skeleton 76 - 00 : d4 Minor Skeletons	00	Dragon (a natural roll of 100 is required)

Table 22c : Adventurer Encounters

d100	Encounter	d100	Encounter	d100	Encounter
1 - 25	Party (d4+1) returning from expedition with treasure	51 - 75	Party (d3+1) in combat (roll on table 22b for monster)	81 - 90	Party (d4+1) - all slain
26 - 50	Party (d4+1) setting out on dangerous expedition	76 - 80	Party (d3+2) in need of help	91 - 00	Party (d3+2) with hostile intent to PCs

Table 22d : Bandit Encounters

d100	Encounter	d100	Encounter	d100	Encounter	d100	Encounter
1 - 25	01 - 75 : d2 + 1 Thieves 76 - 00 : d4 + 1 Thieves	51 - 75	01 - 75 : d4 + 2 Thieves 76 - 00 : d6 + 3 Thieves	81 - 90	d3 + 1 Mounted Highwaymen	96 - 99	Small Outlaw Camp : d10 + 5 occupants
26 - 50	Pickpocket	76 - 80	d6 + 3 Bandits with good ambush prepared	91 - 95	Notorious Outlaw and d6 + 3 henchmen	00	Large Outlaw Camp : d20 + 10 occupants

Table 22e : Dangerous Wild Animal Encounters

d100	Encounter	d100	Encounter	d100	Encounter	d100	Encounter
1 - 25	Snake - Poisonous	51 - 65	Big Cat (change species for terrain - use Lion or Leopard details)	76 - 85	01 - 75 : d3 + 1 Wild Dogs 76 - 00 : d6 + 2 Wild Dogs	91 - 95	d3 + 1 Big Cats
26 - 50	Snake - Constricting	66 - 75	Wild Boar	86 - 90	Brown Bear	96 - 00	Wolf Pack (d6 + 6)

Table 23 : Random Spells

Table 23a : Random Spell Generator (Psionic spells)

Mage's Motivation			Experience Point Level							
No Bias	Combat Oriented	Knowledge Driven	1000	2000	4000	8000	16000	32000	64000	128000
1-12	1-20	1-10	Detect Psionics	Heal Self	Disrupt Attack	Mind Strike	Roll again	Mind Wipe	Control Water	Control Fire
13-25	21-40	11-20	Sense Presence	Mind Block	Cause Despair	Cause Pain	Shock System	Roll again	Melt Metal	Control Energy
26-37	41-50	21-30	Resist Thirst	Resist Fire	Roll again	Telikinesis	Mental Possession	Induce Coma	Roll again	Roll again
38-50	51-60	31-40	Resist Fatigue	Death Trance	Fuel Flame	Cause Insanity	Induce Nightmares	Impervious to Fire	Roll again	Roll again
51-62	61-70	41-50	Resist Cold	Ignore Pain	Spontaneous Combustion	Roll again	Personal Illusion	Impervious to Cold	Roll again	Roll again
63-75	71-80	51-60	Resist Heat	Resist Hunger	Roll again	Roll again	Roll again	Impervious to Energy	Control Gasses	Roll again
76-87	81-90	61-80	See Aura	Empathy	Hypnotise	Cure Insanity	Insert Memory	Roll again	Enhanced Senses	Locating
88-100	91-100	81-100	Sense Magic	Object Reading	Telepathy	Remove Memory	Precognition	Far Sight	Roll again	Great Memory

Table 23b : Random Spell Generator (Wizard spells)

Mage's Motivation			Experience Point Level							
No Bias	Combat Oriented	Knowledge Driven	1000	2000	4000	8000	16000	32000	64000	128000
1-8	1-25	1-5	Blinding Flash	Deflect Blow	Bolt of Heat	Mystic Shield	Multiple Flamedart	Acid Bubble	Mist of Death	Reflect Spell
9-16	26-40	6-10	Flamedart	Paralysis Bolt	Arc of Sleep	Fireball	Mystic Armour	Swords to Snakes	Lightning Call	Roll again
17-23	41-50	11-15	Cloud of Smoke	Wind Rush	Mesmerise	Mystic Net	Parry Spell	Circle of Flames	Roll again	Powerword: Petrification
24-31	51-55	16-20	Roll again	Featherfall	Rot Wood	Blur	Powerword: Blind	Roll again	Fly	Weather Manipulation
32-39	56-60	21-25	Roll again	Speed	Globe of Silence	Sun Ray	Holding	Erode Stats	Roll again	Earthquake
40-46	61-65	26-30	Infravision	Breath Without Air	Crumble Stone	Fog of Fear	Wall of Flames	Haste	Roll again	Boost Stats
47-54	66-70	31-35	Sense Magic	Roll again	Roll again	Spell Store	Calm Waters	Roll again	Boost spell	Hold Spell Points
55-62	71-75	36-40	Walk the Waves	Magic Message	Golden Span	Slow Others	Wall of Stone	Resist Heat/Cold	Magnetism	Conversion
63-69	76-80	41-45	Increase Weight	Create Food	Meld	Cause Exhaustion	Slow Blade	Powerword: Paralysis	Powerword: Death	Roll again
70-77	81-85	46-50	Roll again	Stop Wind	Rust Metal	Darkness	Age	Roll again	Roll again	Roll again
78-85	86-90	51-60	Speak the Truth	Sphere of Daylight	Levitate	Multiple Image	Roll again	Sorcerous Seal	Steal Stats	Roll again
86-92	91-95	61-75	Speak Tongue	Charismatic Aura	Invisibility	Turn to Mist	Displacement	Roll again	Transcend Physicals	Scroll Creation
93-100	96-100	76-100	Decipher Magic	See the Invisible	Charm	Evade Pursuit	Teleport	Negate Magic	Metamorphosis	Dimensional Teleport

Table 24 : Spell Fumbles

Table 24a : Chance of Spell Fumbling by Spell Strength

Spell strength	Fumble on	Spell strength	Fumble on	Spell strength	Fumble on
1-7	95	13-17	97	23-27	99
8-12	96	18-22	98	28-30	100

Table 24b: Spell fumble outcome

Roll	Outcome
001	Summons an avatar (earthly manifestation of a God). GM should roll randomly for element (1d6) then select an appropriate deity.
002-003	Summons 1d6 demons (all powerful; chosen at GM's discretion).
005-010	Summons a dragon.
011-020	Caster permanently loses a sense. Roll 1d6: 1-2 = sight; 3-4 = hearing; 5 = smell/taste; 6 = touch (-1d6 dex).
021-050	Casts a spell from a completely different profession. Roll randomly for spell and target.
051-100	Summons a single major demon (GM's choice).
101-150	Induces horrendous mental imagery. Caster suffers a strength 4d10 magical fear attack.
151-200	Casts a spell from the caster's profession, but which the caster has not actually learnt (and may not even possess). GM should roll randomly for spell and target.
201-250	Caster suffers 20 secs of convulsions, and loses all remaining spell points for the day.
251-300	Spell is unlearnt. Reverts to L% value when originally learnt; all U% expenditure lost.
301-350	Casts an alternative spell from the caster's repertoire. Roll randomly for spell and target.
351-400	Summons an animal (angry/confused). Roll randomly.
401-450	Anti-magical flux. Caster plus any spell users within 15 feet lose 1d3 spell points permanently.
451-500	The spell has approximately the opposite effect to usual (GM's interpretation).
501-550	It gets instantly cloudy overhead and begins to rain heavily (even if inside).
551-600	Causes an explosion, centred upon the target of the original spell. At the point of explosion, it causes non-locational damage of (8d10 x 0.1) multiplied by the usual 2d10 damage roll. For more distant targets, subtract 0.1 from the damage mod for each foot distant. Ignores armour.
601-650	Spell leach. All runes within 25 feet of the caster must make a save against a spell strength equivalent to that of the attempted spell, or lose their potency permanently. For multi-runed items, roll once per rune.
651-700	Caster is instantly knocked out. Upon awakening, they will have temporary amnesia (loss of memory about who they are and their life history), with memory returning over 2d6 days.
701-750	Produces an overwhelmingly unpleasant smell, centred on the caster. Fades slowly over the next 2d6 days.
751-800	Caster gains 1d4 random insanities (see chapter on the gaming environment, section 4.1.6)
801-850	Caster ages 1d6 years.
851-900	Caster accidentally insults a God. Struck by lightning (equivalent to a bolt of heat of SS 5d10 aimed at the body).
901-950	Caster changes sex, must delete two personality traits and select two radically different ones.
951-980	Casts 1d6 other spells from caster's repertoire (roll randomly for which ones and what targets)
981-990	Caster is teleported 1d6 km. Roll 1d6 for direction (1 = North, 2 = East, 3 = South, 4 = West, 5 = up, 6 = down). Caster is unlikely to know where he is...
991-996	Caster is knocked unconscious and suffers brain damage. See the chapter on combat and movement, section 3.3.7.10 (permanent damage) for details.
997-999	Caster and 1d6 companions are teleported to a different dimension. Roll 1d10 for element of destination plane (1-4 = death [hell], 5-6 = fire, 7 = air, 8 = earth, 9 = water, 10 = life).
1000	The fabric of reality is ripped asunder, causing an explosion of atomic ferocity. Everything within 50 km is instantly and irreversibly annihilated.

Character Record (2)

<u>Skill</u>	<u>Cost</u>	<u>Stat mod</u>	<u>E.P. mod</u>	<u>Other mod</u>	<u>Total</u>	<u>Equipment</u>	<u>Weight</u>
Climb							
Balance							
Dodge							
Jump							
Hide							
Sing							
Initiative							
Encumbrance							
Strike level							
Speak:							

Armour Values...	<u>Cut</u>	<u>Chop</u>	<u>Thrust</u>	<u>Impact</u>
Location				
Skull				
Face				
Neck				
Shoulder				
Upper arm				
Elbow				
Forearm				
Hand				
Thorax				
Abdomen				
Hip				
Groin				
Thigh				
Knee				
Calf				
Foot				

Personality: