The Riddle of Steel™

The Seneschal's
Master Screen
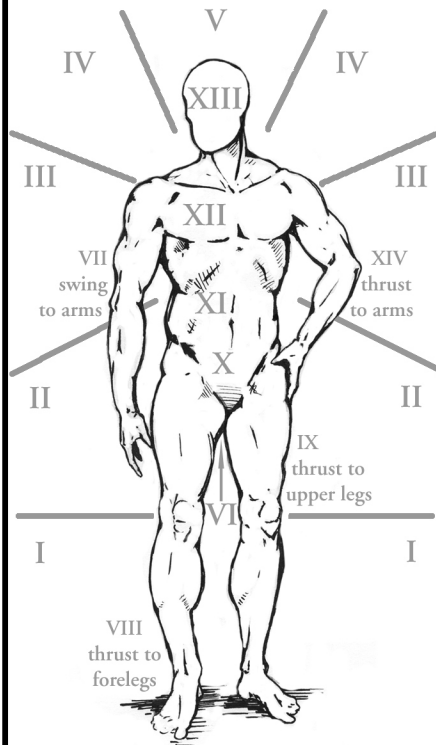### www.TheRiddleOfSteel.com

SURPRISE & HESITATION TNs (pg. 75)

5   Purposely standing with no stance (perhaps to invite an attack...)

7   Aware of opponent - Victim of a 'cheap shot' or you hesitated.

10   Unsuspecting or inattentive.

13   Blindsided!

EVASION TNs (pg. 84)

4   *Full evasion or retreat.* No attack possible for either parry on the next exchange. This pause in combat calls for a new initiative. Evasion may not be attempted on an exchange immediately following one's own attack.

7   *Partial evasion.* May take initiative as the aggressor on the next exchange by paying 2 CP dice, or if opponent fumbles or fails completly.

9   *"Duck & Weave"* May attack on the next exchange as if opponent had botched his attack (he will be at a CP disadvantage).

HIT LOCATION ZONES (pg. 76)

V

IV   XIII   IV

III   III

XII

VII swing to arms   XIV thrust to arms

XI

II   X   II

IX thrust to upper legs

VI

I   I

VIII thrust to forelegs

EFFECTS OF COUNTERS (pg. 64)

Roll d6* Half-sword	Roll d10 Normal	Effect
	1	Slash at I
	2	Slash at II
1	3	Slash at III
	4	Slash at IV
	5	Slash at V
2	6	Pommel to XIII (DR=ST b)
3	7	Thrust to face (XIII)
4	8	Thrust to body (XI or XII)
5	9	Grapple **
6	0	Disarm ***

* Roll on this colum when half-swording.
** See the Grappling Maneuver. Note that no Activation cost is necessary for this Grapple
*** Succes results in no damage, but rather one's opponent loses hi weapon. 1 or 2 successes result in the weapon landing within 3 feet, 3 to 4 successes send the weapon flying in a random direction 1d6+1 yards, 5 successes put the weapon in your hand, if you want it (otherwise it flies 1d10 yards in a random direction).

ARMOR & SHIELDS (pg. 85)

Type/Description	Armor Value*	Move Penalty	CP Modifier
Leather Jacket (w/sleeves)	2		
Leather Jacket (w/o sleeves)	2		
Chain Shirt (light, w/sleeves)	3-4		-1
Chain Shirt (light, w/o sleeves)	3-4		
Chain Shirt (full suit)	4	-1	-2
Piecemeal plating (sample pieces)	3-5	-0 to -2 ea.	-0 to -2 ea.
- Bracers or well made Gauntlets	3		
- Large Shoulder Cop	5		-1**
- Shoulder and whole Arm	4-5	-1	-1/-2**
- Knee Cop	3-5	-1	-1
Breast Plate (front and back)	5-6	-1	-1
Plate (full suit, w/helm)	5-6	-2 to -3	-3 to -4
Plate (full suit, w/o helm)	6	-2 to -3	-4 to -5
Chainmail Coif	3		-1 or 0***
Pot Helm	3-5		-1
Full Helm	5-6		-2
Buckler Sheild (hand) (TN 7)	4		
Medium Round Shield (TN 5)	6	-2	-1
Medium 'Heater' Sheild (TN5)	8	-3	-1 or -2
Large 'Kite' Sheild (TN 5)	10	-4	-3 or -4

* Applies only to coverd and protected areas.
** Applies when protecting sword or weapon arm.
*** When worn under any kind of helmet.

OPTIONAL MODIFIERS FOR STRIKING AT DIFFERENT ZONES (pg. 234)

These may be applied to the attacker's roll when striking at the following areas.

º Thrusts (including punches) to the Head (XIII): -1 CP

º Thrusts to Lower Legs (VII): -2 CP

º Thrusts to Arms & Hands (XIV): -1 CP

º Cuts (including blunt swung attacks) to the Lower Legs (I) vs. shields: +1 CP

º Cuts/Bashes to Arms & Hands (VII): +1 CP

º Missile attack to the Head (XIII) -2 MP

º Missile attack to Lower Legs or Arms (VIII/XIV): -3 MP

Missile attacks that miss due to a tie may strike another, nearby region of the body at the Seneshal's discretion.

TARGET NUMBERS (pg. 6)

2 Foolproof
4 Easy
6 *Average*
7 Challenging
10 Difficult
12 Very Difficult
14 Amazing
16 Heroic
20 Nearly Impossible
22 Unbelievable

DEGREES OF SUCCESS (PG. 6)

# or Margin of success	Result
Zero	Failure
(Ties)	Results Vary
One	Narrow Success
Two	Comfortable
Three	Room to Spare
Four	Expertly Done
Five	Flawless

DERIVED ATTRIBUTES (pg. 19)

Reflex = (AG + Wit)/2   Knockdown = (ST + AG)/2

Aim = (AG + Per)/2   Knockout = To + 1/2WP

Move = (ST + AG + EN)/2

SKILL RATINGS (pg.7)

3 Master: *well known & sought after*
5 Adept: *a skilled & respected veteran*
7 Proficient: *a trained professional*
9 Some Training: *a good beginner*
10 Beginner: *most students & some defaults*
13 *Default for* untrained *characters*

PER TNs FOR SEACHING OUT CAMOFLAGED CHARACTERS (pg. 33)

Day   4
Dusk/Dawn   7
Night   10

No Cover   -2
Light Cover ---
Heavy Cover +2

AGING AND SICKNESS TNs (pg. 98)

Character's Age	Age Catagory	Aging TN vs. HT
40-44	Mature	7
45-49	Early middle years	8
50-54	Late middle years	9
55-59	Silver	10
60+	Old timer	12

Sickness or Disease		Sickness TN vs. HT
Mild (serious colds and the like)		5
Moderate (flu, mumps)		8
Serious (pneumonia, the plauge)		13

PICKPOCKET VS. *PER* TNs (pg. 38)

Out in the open   5

Moderate crowd   6

Heavy crowd or
Good distraction   9

Proximity to body   +/-2

LOST ATTRIBUTE POINTS FROM AGING OR SICKNESS (pg. 98)

# of Successes	Lost Points
fumble	10
fail	5
1	4
2	3
3	2
4	1
5	0

AGING BONUS DICE BY RACE (pg. 99)

Race	Bonus Dice
Human	0
Fey	0(ageless)
Lesser seihe	+3
Dwarf (Siehe)	+4
Halfling	+2

SNEAK VS. *PER* TNs (BASED ON SURROUNDINGS) (pg. 40)

Quiet   5

Mild noise   8
(edge of camp) .

Loud noise   12
(crowds)   .

Degree of alertness +/-2

INSIGHT REWARDS (pg. 68)

Insight	Bonus Priorities
1-15	E
16-30	D
31-45	C
46-60	B
61-75	A
76-90	A, C
91-105	A, B
106-125	A, A
126-150	A, A, C
151-200	A, A, B
201+	A, A, A

RAISING ATTRIBUTES (pg. 69)

Current Attribute	Cost to Raise to Next Level
1	1
2	2
3	4
4	7
5	10
6	13
7	16
8	19
9	22
10	25

THE NINE VAGARIES (pg. 104-109)

TEMPORAL

SCULPTURE: *CHANGES THE PHYSICAL SHAPE OR FORM OF MATTER*

Intricacy: level of detail
1) *basic geometric shapes*
2) *complex polygons*
3) *can replicate reality*

Composition: number and type
1) *2 types of objects*
2) *10 types of plants*
3) *100 types of animals*

Concept: complexity of creation
1) *currently viewing*
2) *has been seen or described*
3) *from the imagination*

MOVEMENT: *THE BEAT'N' DOWN OF NEWTON'S LAWS*

Speed: acceleration - deceleration
1) *10yps - 1/10th*
2) *1mps - 10yps*
3) *instantaneous - "frozen"*

Maneuverability: changing of direction
1) *single direction change*
2) *swift on all three planes*
3) *instant and reverse*

Lift: elevation of targets
1) *up to 10 yds*
2) *up to 100 yards*
3) *up to 1 mile*

GROWTH: *EFFECTS THE SPACE & TIME OF MATTER*

Expanding/Contracting: changes size but not weight
1) *double of half size*
2) *by 10*
3) *by 100*

Maturing: grows if living, decomposes if dead, corrodes if an object (not reversable)
1) *ages 1 month*
2) *ages 1 year*
3) *ages 1 decade*

Dividing: causes reproduction of a smaller duplicate
1) *divides on one axis*
2) *cell division*
3) *molecular division*

MENTAL

GLAMOUR: *MAGIC OF ILLUSIONS*

Realism: measure of duplication
1) *vague or blurry w/ few details*
2) *recognizable but lacking sincerity*
3) *perfect simulation*

Tangibility: measure of tactility
1) *no form, can be passed through*
2) *solid w/ mumbled sounds, but has no thermal or tactile components*
3) *thermal and tactile components*

Interactivity: measure of animation
1) *cannot be moved or felt*
2) *interaction required*
3) *fully, independanty animate*

CONQUER: *CONTROL AND MANIPULATION OF THE MIND*

Implant: placing into the mind
1) *short thought or simple image*
2) *an experience or emotion*
3) *spirit, demon, or dormant spell*

Control: degree of influence
1) *force simple action*
2) *as though a puppet, but aware*
3) *domination of will and desires*

Repress: elimination of memory
1) *recent occurance, up to 1 day*
2) *all information by association*
3) *mind wipe, reverts to infant state*

VISION: *SEE OTHER PLACES & TIMES, OR INTO THE MINDS OF OTHERS*

Divination: viewing the past & future
1) *up to 1 day*
2) *up to 1 year*
3) *as far reaching as one's lifetime*

Clairvoyance: remote viewing
1) *up to 1 mile/10x magnification*
2) *up to 100 miles/100x mag.*
3) *view any event worldwide or molecular magnification*

Telepathy: reading of thoughts
1) *scan the "surface"*
2) *sense needs and desires*
3) *experience memories*

SPIRITUAL

SUMMONING: *CALLING OF MAGICAL BEINGS OR FORCES INTO THE WORLD*

Spirits: echoes of the once-living
1) *minor sprit (cost: a service)*
2) *spirit (cost: an extensive service)*
3) *major spirit (cost: epic quest)*

Demons: creatures of belief
1) *minor demon (cost: 8 SAPs)*
2) *demon (cost: 16 SAPs)*
3) *major demon (cost: 24 SAPs)*

Magic: life force without direction
1) *sustain novice spells (age 1 month)*
2) *sustain apprentice spells (age 2 months)*
3) *sustain master spells (age 3 months)*

BANISHIMENT: *EXILING UNWANTED MAGICAL BEINGS FROM THE PHYSICAL PLANE*

Spirits: echoes of the once-living
1) *banish a minor sprit*
2) *banish a spirit*
3) *banish a major spirit*

Demons: creatures of belief
1) *banish a minor demon*
2) *banish a demon*
3) *banish a major demon*

Magic: life force without direction
1) *banish a novice spells*
2) *banish a apprentice spells*
3) *banish a master spells*

IMPRISONMENT: *TRAPPING MAGICAL BEINGS AND FORCES*

Spirits: echoes of the once-living
1) *minor sprit (cost: by spirit)*
2) *spirit (cost: by spirit)*
3) *major spirit (cost: by spirit)*

Demons: creatures of belief
1) *minor demon (cost: 10 SAPs)*
2) *demon (cost: 20 SAPs)*
3) *major demon (cost: 30 SAPs)*

Magic: life force without direction
1) *trap novice spells (1 SP die)*
2) *trap apprentice spells (2 SP die)*
3) *trap master spells (3 SP die)*

Spell Casting Target Numbers (pg. 115)

Spells of One
T + R + V + D + L

Formalized Spells of One
(T + R + V + D + L) - 2

Spells of Three
T + R + V + D + L
(+1 per additional vagary used)

Formalized Spells of Three
T + R + V + D + L

Spells of Many
T + R + V + D + L (+ 1 per additional vagary used) - 2

T = Target
R = Range
V = Volume
D = Duration
L = Level of Vagary Effect

CTN Variables and Values (pg. 116)

Variable	Value
Targets: Multiple targets may be specified, provided they are withing the current volume constraint. Objects on someone other than an enchanted creature can be effected without a spell resistance test. A player may split his targets in a number of ways equal to the character's MA.	(0) incorporeal (A "target" of zero is possible if the spell effects only the caster.) (1) inanimate objects (2) plant life (3) animals (including humans)
Range: The caster must have access to Vision to designate ranges beyond line of sight.	(0) self (effecting only the caster) (1) touch (2) line of sight (3) unlimited
Volume: Any value of a target's composition may not exceed any one of the three variables by any amount withour raising the CTN.	(0) incorporeal (1) 3 gallons / 20 pounds / 1 yard (2) 30 gallons / 200 pounds / 10 yards (3) 300 gallons / 2000 pounds / 100 yards
Duration: Giving a spell a duration can be accomplished in three ways, but the given values are the units in which a spell's duration is factored. (e.g. If the duration chosen was 1 for a spell with a CTN of 6, and 7 successes were rolled in casting, it would only last 2 minutes.)	(0) instant (instantaneous spells have a value of zero, even when constant) (1) one minute (2) one hour (3) one day

A spell's variables are calculated independently of each other. For instance, a spell that directly effects an opponent requires a Target of "Animal" (3 points to the CTN, but depending on the Vagary used, may have a Volume less than that of the target's weight. If the spell was comprised of the Conquer Vagary, and only effected the target's mind, the Volume would be 0. This principle is true for all variables, so when creating a spell it is important to condense the spell's effect into the smallest area possible.

CTN Modifiers (pg. 117)

EVENT	ROLL	IF SUCCESSFUL*	IF FAILED	NOTES
Dialogue during casting	Form/CTN	-1 CTN	+1 CTN	No Bonus if used with Spells of One
Gestures during casting	Form/CTN	-1 CTN	+1 CTN	
Meditation before casting	Discipline/Meditation	-1 CTN	+1 CTN	Ritual Spells Only
Symbol drawing in the area of a ritual spell	Art/CTN	+1 Target's Resistance TN	-1 Target's Resistance TN	
Noisy enviroment	WP/Meditation	No Change	+1 CTN	
Interupted	WP/CTN	No Change	+1 CTN	
Wounded	No Roll	N/A	N/A	Apply Shock And Pain Modifiers to Spell Pool

*Note: These bonuses apply only to the CTN for purposes of casting the spell. Aging Rolls are made without these bonuses.

Derived Sorcery Attributes

KAA	(TO + HT + WP)/2. Kaa is the amount of raw energy a Mage is capable of producing.
FORM	(WT + PER)/2. Form stratifies the Mage's skill to cast spells.
ART	(MA + EN)/2. Art messures the Mage's competence at resisting magical effects.
DISCIPLINE	(WP + EN)/2. How cautious & detailed Rituals are performed.
DRAW	(ST + WP)/2. The rate a Mage can replenish his Spell Pool.

Sorcery Pool & Its Bonuses (pg. 113)

Sorcery Pool = KAA + Form

Provided there is at least one die in the Sorcery Pool, additional bonus dice are added when casting either Spells Of Three or Spells Of Many.

Spells of One = Sorcery Pool
Spells of Three = Sorcery Pool + Art
Spells of Many = Sorcery Pool + Art + Discipline

Aging & Overdraw Knockout TNs (pg. 119)

Spell CTN = Aging TN

Aging TN - # of Successes = Aging in months (marked of in the boxes on the character sheet).

Knockout TN = 5 + # of months aged. Failure results in 1d10 sec. of unconsciousness.

OVERLAND TRAVEL (IN MILES PER DAY) (pg. 92)

Terrain	MOVE SCORE														
	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Trail Path	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48
Poor Road	9	13	18	22	27	31	46	40	45	49	54	58	63	67	72
Good Road	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96
Open Plain	5	7	10	12	15	17	20	22	25	27	30	32	35	37	40
Forest	3	4	6	8	9	10	12	13	15	16	18	19	21	22	24
Hills	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
Mountains	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

TERRAIN MODIFIERS (pg. 77)

Terrain	Stand/Crawl	Cautious	Normal	Hurried	Sprinting
Solid, flat	0	0	0	0	0
Narrow (ledges, walls, roofs)	1	2	3	5	7
Swampy or Rocky	2	3	4	6	8
Ice/Slippery	2	4	6	8	10
Tight spaces (to get stuck)	2	3	4	5	6
2 opponents	N/A	N/A	N/A	6	5
3-5 opponents	N/A	N/A	N/A	8	6
5-10 opponents	N/A	N/A	N/A	9	7
10+ opponents	N/A	N/A	N/A	10	8

ENCUMBRANCE MODIFIERS (pg. 94)

Encumbrance Level	Move Modifier	Combat Pool Modifier	Description
Unencumbered	0	0	clothing, scabbard, light bag
Midly Encumbered	-1	-1	robes, pack, scabbard & bag
Moderately Encumbered	-1/4 total	-3	several bags or weapons
Heavily Encumbered	-1/2 total	-6	large bags, back-worn weapons
Overburdened	-3/4 total	-10	lots of stuff...

LIFTING (pg. 94)

Weight (in lbs.)	Tn/ Auto-Lift
50	1
75	2
100	3
125	4
150	5
175	6
200	7
225	8
250	9
275	10
300	11
325	12
350	13
Every 25 lbs. more	+1

JUMPING (pg.95)

Jump Height (inches)	TN/Auto -Jump
1"	1
6"	2
12"	3
18"	4
24"	5
30"	6
36"	7
42"	8
48"	9
54"	10
60"	11
66"	12
72"	13
Each additonal 6"	+1

LEAPING DISTANCES
(ADDED TO HEIGHT)(pg. 95)

Move/Auto -Leap/TN	Leap Modifier (feet)	
	Standing	Running
2	-4'	-1'
3	-3'	0'
4	-2'	+1'
5	-1'	+2'
6	0'	+3'
7	+1'	+4'
8	+2'	+5'
9	+3'	+6'
10	+4'	+7'
11	+5'	+8'
12	+6'	+9'
13	+7'	+10'
14	+8'	+11'
15	+9'	+12'

FALLING (pg. 96)

Landing Surface	Damage Rating
Soft (hay, mattresses, water on a successful swimming roll)	1 per 10' fallen
Hard (ground, stone, armored people, water on a failed swim roll)	1 per 2' fallen
Mixed (crowd of people, falling-not diving- into shallow water, muddy banks)	1 per 5' fallen

ALLOCATION OF FALLING DAMAGE

D10 roll	Location (see Table 4.2)
1-2	I
3-4	II
5	III
6	IV
7	V
8-9	VII
0	XII