

Spell Creation Tables

Range

Range

Self

Touch

10'

50'

500'

1 Mile

5 Miles

TN

+0

+1

+3

+5

+7

+10

+13

Duration

Duration

Instant

1 Round

10 Rounds

1 Hour

12 Hours

1 Day

1 Week

1 Month

1 Year

TN

+0

+2

+4

+6

+8

+10

+13

+16

+19

Targets

Targets

Self

1 Target

2 Targets / 5'R

5 Targets / 10'R

10 Targets / 20'R

20 Targets / 100'R

50 Targets / 500'R

TN

+0

+5

+10

+13

+16

+19

+22

Fatiguing

Fatiguing?

Yes

No

TN

+0

+6

Damage

Damage

2D6

4D6

6D6

8D6

10D6

12D6

TN

+1

+5

+10

+15

+20

+25

Change

Change

Per 20% Change

TN

+3

Boost Statistic

Increase

Per +1 Bonus

TN

+3

Boost Other

Increase

Per +1 Bonus

TN

+2

Restore

Restoration

Per Level

TN

+3

Summon

Summoned

Per 4D of Statistics

TN

+3

General

Effect

Per Level

TN

+5

Spell Limits

Condition

Range

Duration

Targets

Damage

Change

Boost

Restore

Summon

General

Limits

None

None

None

2D per 1D in the Element

20% per 1D in the Element

+1 per 1D in the Element

1 Wound level per 1D in Body or Nature

4D of Statistics per 1D in the Element

1 Level per 1D in the Element

Controls

Summon

Destroy

Shape

Elements

Mind

Light

Nature

Spirit

Magic

Body

Fire

Air

Water

earth

Target Numbers

<i>Difficulty</i>	<i>TN</i>
Very Easy	5
Easy	10
Moderate	15
Difficult	20
Very Difficult	15
Heroic	30

Heat Exhaustion

<i>Base TN 6</i>	<i>TN Modifier</i>
Inadequate Clothing	+2
Heavily Encumbered	+2
No water that half day	+4
No food that half day	+2
Forced or Fast march	+2
Medical Attention	-2
Armour Agility Penalty	Penalty

Faction Ratings

<i>Standing</i>	<i>Rating</i>
Sworn Enemy	31
Unfriendly	21-30
Neutral	16-20
Associate	11-15
Friendly	6-10
Ally	01-05

Auto Success

<i>Difficulty</i>	<i>Requirement</i>
Very Easy	3D
Easy	5D
Moderate	7D

Purchases

<i>Price</i>	<i>TN</i>	<i>Wait</i>	<i>Auto</i>
Inconsequential	5	1 Day	3D+ Wealth
Cheap	10	1 Week	5D+ Wealth
Moderate	15	1 Month	7D+ Wealth
Expensive	20	1 Season	
Luxury	25	1 Year	

Might Skills

Brawling
Strength
Running
Swimming
Block

Agility Skills

Athletics
Dodge
Larceny
Stealth
Melee Weapons
Missile Weapons
Thrown Weapons
Crafting
Sailing

Wits Skills

Research
Medicine
History
Languages
Lore
Navigation
Religion
Tactics
Parry

Charm Skills

Command
Persuade
Seduce
Diplomacy
Ride
Streetwise
Barter
Animal Handling
Performance
Music

Toughness Skills

Stamina
Resistance
Steadfastness
Survival
Self Control

Perception Skills

Search
Awareness
Tracking
Second Sight
Investigation
Assess Other
Hunting

Attack Roll

<i>Excess</i>	<i>Effect</i>	
5	+3 Damage	<i>or</i> Reduce Armour by 1 point
10	Stun 1 round	<i>or</i> Free Extra attack at same D
15	Break Shield	<i>or</i> Disarm Opponent
20	Destroy Armour	<i>or</i> +1 Wound Level
25	Cleave Limb	<i>or</i> Double Damage
30	Auto Kill	

Damage Roll

<i>Excess</i>	<i>Wound Level</i>
1-5	Stunned
6-15	Wounded <i>or</i> Severely Wounded
16-20	Incapacitated
21-25	Mortally Wounded
26+	Dead

Melee Weapons

<i>Weapon</i>	<i>Damage</i>	<i>Special</i>
Unarmed	+0	Can be used to subdue
Lunar Axe	+3D	2 Handed - Negates 1 pt of armour
Polearm	+3D	2 Handed - Has reach
Shamshir	+2D	+2 Initiative
Spear	+2D	Has reach
Tulwar	+2D+1	
Khopesh	+3D+1	2 Handed
Club	+1D+1	Can be used to subdue
Shield	+2 pips	+1D to Block reactions
Spike Chains	+3D	Has Reach - Attacks at -2D
Staff	+1D+2	2 Handed - Can Block/Parry at +1D
Katar	+1D+2	Can use in both hands - +1 att/rnd
Dagger	+1D	

Melee Combat Modifiers

	<i>Modifier</i>
Charge Attack	+1
Rear Attack	+3
Higher Ground	+1
Lower Ground	-1

Missile Combat Modifiers

	<i>Modifier</i>
Fog/Smoke	-3
Over half range	-3
Poor light	-3
Light Cover	-3
Heavy Cover	-6 to -9

Armour

<i>Armour</i>	<i>Protection</i>	<i>Agl Pen.</i>
Silk	+1	0
Leather	+2	-1
St.Leather	+3	-2
Scale	+4	-1D
Banded	+5	-1D+1
Chainmail	+6	-1D+2

Static Defences

Block	Block Skill D x3 + pips
Dodge	Dodge Skill D x3 + pips
Parry	Parry Skill D x3 + pips

Mook Damage Roll

<i>Excess</i>	<i>Wound Level</i>
1-8	Wounded <i>or</i> Severely Wounded
9+	Dead

Melee Weapons

<i>Weapon</i>	<i>Damage</i>	<i>Range</i>	<i>Special</i>
Crossbow	4D+1	400'	
Longbow	+2D+2	600'	
Dagger	+1D	60'	
Horse Bow	+2D	450'	Can be used mounted
Javelin	+1D+2	200'	Can be used in melee