

CHARTS & TABLES

POISON TABLE

Poison Type	Spell Defense/ Step Number	Onset Time	Duration
Damage	5-9	Instant/1-2 days	1-6 rounds
Debilitation	5-7	Instant	Effect Test days
Paralysis	5-9	Instant	Effect Test hours
Death	10-13	Instant/1-2 days	Instant

CURSE TABLE

Curse Type	Step Number*	Effect
Minor	7-8	Reduced steps, minor damage
Major	9-15	Scars, reduced Attribute Values
Horror	Horror's Spellcasting step	Horror-marked items or characters, use of Horror powers through item

* The step number used to determine if a curse affects a character.

TRAVEL RATE TABLE

Method of Travel	Travel Rate
Airship	255 miles (per 16 hour day)
Caravan (foot)	20 miles (per 8 hour day)
Caravan (mounted)	30 miles (per 8 hour day)
Namegiver (foot)	25 miles (per 8 hour day)
Namegiver (mounted)	45 miles (per 8 hour day)
Riverboat	160 miles (per 16 hour day)

BARRIER RATING TABLE

Barrier Material	Physical Armor	Death Rating
Blood Ivy	3	15
Cave or Natural Wall	30	150
Wood (up to 2 inches thick)	7	20
Wood (more than 2 inches thick)	9	30
Stone Wall (mortared)	12	45
Stone Block	20	85

DETECTION DIFFICULTY TABLE

Detection Difficulty	Difficulty Number
Easy	5
Average	9
Hard	15
Very Hard	21
Heroic	25

LIGHT SOURCE VISIBILITY TABLE

Light Source	Radius
Candle	2 yards
Torch	5 yards
Campfire	10 yards
Lantern	10 yards
Light Quartz	5 yards

LEGEND AWARD TABLE

Current Circle	Legend Award*	Total Legend Points Awarded Per Session*
1	25-75 (50)	100-300 (200)
2	100-300 (200)	400-1,200 (800)
3	200-500 (350)	800-2,000 (1,400)
4	250-700 (475)	1,000-2,800 (1,900)
5	500-1,500 (1,000)	2,000-6,000 (4,000)
6	900-2,700 (1,800)	3,600-10,800 (7,200)
7	1,650-4,900 (3,275)	6,600-19,600 (13,100)
8	2,350-7,000 (4,675)	9,400-28,000 (18,700)
9	4,800-14,200 (9,500)	19,200-56,800 (38,000)
10	8,600-25,800 (17,250)	34,400-103,200 (68,800)
11	15,450-46,350 (30,900)	61,800-185,400 (123,600)
12	22,950-68,850 (45,900)	91,800-275,400 (183,600)
13	42,500-127,500 (85,000)	170,000-510,000 (340,000)
14	77,500-232,500 (155,000)	310,000-930,000 (620,000)
15	120,000-360,000 (240,000)	480,000-1,440,000 (960,000)

* The Average Award for each Circle is shown in parentheses.

FALLING DAMAGE TABLE

Distance Fallen	Damage Step
2-3 yards	5
4-6 yards	10
7-10 yards	15
11-20 yards	(2) 20
21-30 yards	(2) 25
31-50 yards	(3) 25
51-100 yards	(3) 30
101-150 yards	(4) 30
151-200 yards	(4) 35
201+ yards	(5) 35

FIRE DAMAGE TABLE

Size of Fire	Damage Step
Campfire (small)	6 (touch)
Campfire (large)	8 (touch)
House Fire	10
Forest Fire	12
Torch	4 (touch)

CLIMBING DIFFICULTY TABLE

Surface	Difficulty Number
Tree	5
Pole	7
Rocky Cliff	9
Wall	12
Sheer Surface	15

PERCEPTION DIFFICULTY TABLE

Situation	Typical Difficulty Number
Hidden target	Target's Dexterity step
Locate trap	Trap Detection Difficulty
Spot secret doors	8+
Notice clues	5+
Notice anything unusual about surroundings	6

PERCEPTION MODIFIERS TABLE

Environmental Condition	Difficulty Modifier
Sight:	
Dusk/dawn	+2
Darkness:*	
Partial	+1
Full	+2
Complete	+3
Light rain/precipitation	+1
Heavy rain/precipitation	+3
Target concealed:	
Partial	+2
Full	+4
Complete	+6
Target camouflaged, same color as surroundings	+3
Target color contrasts with surroundings	-3
Target uniquely shaped compared to surroundings	-2
Viewer knows what to look for, i.e., has seen specific object or character before	-2
Sound:	
Soft background noise	+1
People talking	+2
Boisterous talk/singing	+3
Loud noises/battle sounds:	
10-20 yards away	+1
21-50 yards away	+2
More than 50 yards away	+4
Sound lower in pitch than background noise	+2
Sound higher in pitch than background noise	-2
Sound has steady rhythm that contrasts with background noise	-2
Listener heard sound before and recognizes it	-2
Listener trying to identify the only audible sound	-3
Smell:	
Obvious odor	-2
Other odors present	+2
Touch:	
Extreme temperature (hot or cold)	-3
Perceiver is wearing gloves	+3
Taste:	
Taste is obvious	-3
Perceiver has a cold	+3
Astral Sensing (see the Workings of Magic chapter of the <i>Player's Guide</i>)	Varies

* In addition to any Action Test penalties (see **Situation Modifiers** on p. 226 of the *Combat* chapter of the *Player's Guide*).

DIFFICULTY NUMBER TABLE

Acting Character	Easy	Average	Hard	Very Hard	Heroic
Ordinary	1-2	3-5	6-9	10-12	13-15
Novice	1-2	3-7	8-12	13-16	17-20
Journeyman	3-6	7-12	13-18	19-22	23-27
Warden	6-8	12-16	18-24	25-29	30-35
Master	8-11	17-20	25-28	29-34	35-41

INTERACTION SUCCESS TABLE

Type of Interaction Test	Result Level
Deceit:	
Exaggeration	Average
Fabrication	Good
Half-Truth	Average
Insight:	
Detect basic emotions	Average
Detect deception	Good
Detect deception when target's features are obscured	Excellent
Intimidation:	
Do nothing	Average
Take action	Good
Make an Impression:	
Improve target's attitude by one level	Average+
Worsen target's attitude by one level	Poor-
Ask for a Favor:	
Refer to the Favor Success Table	Varies

FAVOR SUCCESS TABLE

Target Attitude	Small Favor	Large Favor
Awestruck	Poor	Average
Loyal	Average	Good
Friendly	Good	Excellent
Neutral	Excellent	Extraordinary
Unfriendly	Extraordinary	NA
Hostile	NA	NA
Enemy	NA	NA

VISIBILITY TABLE

Condition	Short Range	Medium Range	Long Range
Daylight	20	200	750
Dawn/Dusk	15	125	500
Light fog	10	75	250
Heavy fog	2	5	10
Light rain/drizzle	15	175	350
Heavy rain	10	50	100
Night with moon	5	60	200
Night with no moon	5	15	30



COMBAT OPTIONS TABLE

Combat Option*	Effect/Modifier
Aggressive Attack (1 per attack)	+3 bonus to Attack and Damage Tests; -3 penalty to Physical and Spell Defense
Aiming (1 per round)	+2 (1 round) or +3 (2 rounds) bonus to next ranged Attack Test (see text)
Attacking to Knockdown	Possibly knocks opponent down; inflicts no real damage to opponent
Attacking to Stun	Damage Test inflicts Stun damage; Wounded opponent is also Stunned
Called Shot (1)	-3 penalty to Attack Test; if successful, attack hits designated area
Defensive Stance	+3 to Physical and Spell Defense; -3 penalty to all Action Tests (except Knockdown Tests)
Giving Ground (1)	+1 to Physical Defense per yard given (up to maximum of Melee Weapons or Unarmed Combat Rank); -2 penalty to Attack Tests
Going Inside a Shield	Negates opponent's shield bonuses; -2 penalty to Attack Test
Jumping Up (2)	Allows the character to stand up and perform a Standard action; no other movement allowed
Running (1)	Character doubles his Movement Rate, but is Harried
Setting Against a Charge	Allows the character to unhorse a charging opponent
Shattering a Shield (1)	Breaks opponent's shield
Splitting Movement (1)	Allows a move/action/move combination; character is Harried
Tail Attack [t'skrang only]	Allows an additional Unarmed Combat attack (-2 to all Action Tests)
Tail Parry [t'skrang only]	+1 to Physical Defense per -1 to all Action Tests (max. +3 bonus)

* The number shown in parentheses after the combat option is the Strain cost for using that option.

COMBAT ROUNDS

- 1 Declare Actions (p.214)
- 2 Determine Initiative (p.214)
- 3 Resolve Actions (p.215)
- 4 Begin a New Round (p.215)

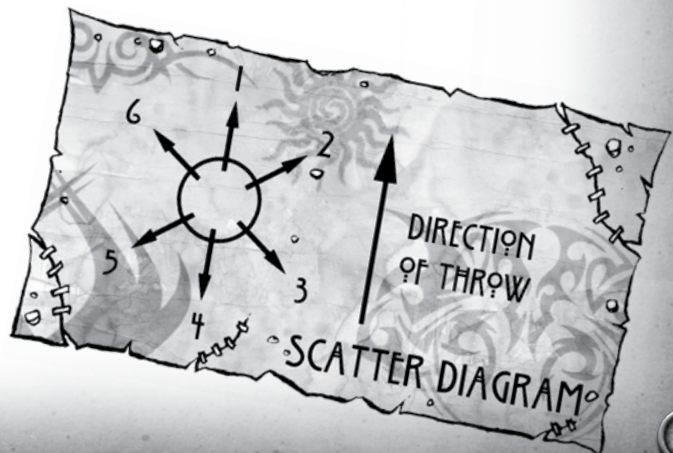
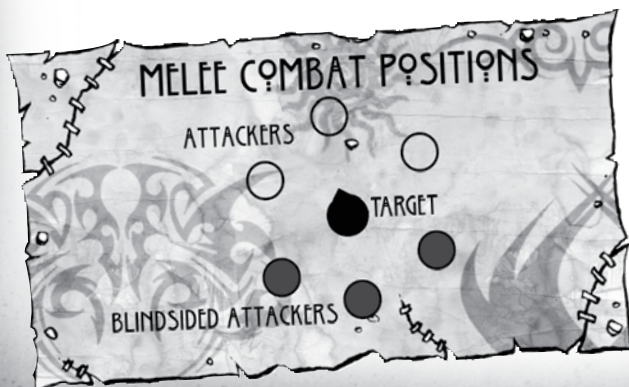
RESOLVING ATTACKS

- 1 Make an Attack Test (p.218)
- 2 Determine Success (p.218)
- 3 Make a Damage Test (p.218)
- 4 Adjust Damage for Armor (p.219)
- 5 Check for Wounds (p.219)
- 6 Make a Knockdown Test (p.219)
- 7 Check for Unconsciousness or Death (p.219)

SITUATION MODIFIERS TABLE

Situation	Action Test Modifier	Defense Modifier*
Blindsided	-	-2
Cover	-	Partial: +2 Full: +4 Complete: NA
Darkness (Blindness; Dazzled)	Partial: -1 Full: -3 Complete: -5	-
Distance	Short: NA Long: -2	-
Harried	-2	-2
Overwhelmed	-3	-3
Impaired Movement	Light: -2 Medium: -3 Hard: -4	-
Knocked Down	-3	-3
Stunned	Simple actions only; Harried (-2)	-2
Surprised	No Action Tests allowed	-3

* Also applies to Social Defense, at the gamemaster's discretion.



RESULT LEVEL TABLE

Difficulty Number	—Result—					
	Pathetic	Poor	Average	Good	Excellent	Extraordinary
2	*	1	2-4	5-6	7-8	9+
3	*	1-2	3-5	6-7	8-9	10+
4	*	1-3	4-6	7-9	10-11	12+
5	1	2-4	5-7	8-10	11-13	14+
6	1	2-5	6-8	9-12	13-16	17+
7	1-2	3-6	7-10	11-14	15-18	19+
8	1-3	4-7	8-12	13-15	16-19	20+
9	1-4	5-8	9-14	15-17	18-21	22+
10	1-5	6-9	10-15	16-19	20-22	24+
11	1-5	6-10	11-16	17-20	21-24	25+
12	1-6	7-11	12-17	18-22	23-26	27+
13	1-6	7-12	13-19	20-24	25-28	29+
14	1-7	8-13	14-20	21-25	26-30	31+
15	1-8	9-14	15-22	23-26	27-30	31+
16	1-9	10-15	16-23	24-27	28-32	33+
17	1-10	11-16	17-24	25-29	30-33	34+
18	1-11	12-17	18-25	26-30	31-35	36+
19	1-11	12-18	19-27	28-32	33-36	37+
20	1-12	13-19	20-28	29-33	34-38	39+
21	1-13	14-20	21-29	30-35	36-40	41+
22	1-14	15-21	22-30	31-36	37-41	42+
23	1-15	16-22	23-32	33-37	38-42	43+
24	1-15	16-23	24-33	34-38	39-43	44+
25	1-16	17-24	25-34	35-40	41-45	46+
26	1-17	18-25	26-35	36-41	42-46	47+
27	1-18	19-26	27-36	37-42	43-48	49+
28	1-18	19-27	28-38	39-44	45-49	50+
29	1-20	21-28	29-39	40-45	46-50	51+
30	1-20	21-29	30-40	41-46	47-52	53+
31	1-21	22-30	31-41	42-47	48-53	54+
32	1-22	23-31	32-42	43-48	49-54	55+
33	1-23	24-32	33-44	45-50	51-56	57+
34	1-23	24-33	34-45	46-51	52-57	58+
35	1-24	25-34	35-46	47-52	53-59	60+
36	1-25	26-35	36-47	48-53	54-59	60+
37	1-26	27-36	37-48	49-55	56-61	62+
38	1-27	28-37	38-50	51-56	57-62	63+
39	1-28	29-38	39-51	52-57	58-63	64+
40	1-29	30-39	40-52	53-58	59-65	66+

*No such thing as a Pathetic result for this Difficulty Number, except if the Rule of One (see the *Player's Guide*, p.15), is being used.

STEP/ACTION DICE TABLE

Step Number	Action Dice
4	D6
5	D8
6	D10
7	D12
8	2D6
9	D8+D6
10	2D8
11	D10+D8
12	2D10
13	D12+D10
14	2D12
15	D12+2D6
16	D12+D8+D6
17	D12+2D8
18	D12+D10+D8
19	D12+2D10
20	2D12+D10
21	3D12
22	2D12+2D6
23	2D12+D8+D6
24	2D12+2D8
25	2D12+D10+D8
26	2D12+2D10
27	3D12+D10
28	4D12
29	3D12+2D6
30	3D12+D8+D6
31	3D12+2D8
32	3D12+D10+D8
33	3D12+2D10
34	4D12+D10
35	5D12
36	4D12+2D6
37	4D12+D8+D6
38	4D12+2D8
39	4D12+D10+D8
40	4D12+2D10

STEPS 1, 2, AND 3

Step Number	Action Dice
1	D6-3
2	D6-2
3	D6-1