

Encumbrance

Unburdened carrying capacity is 8 pounds per Strength factor. Any amount over double is a heavy burden.

<u>Encumbrance</u>	<u>Rate per Move</u>	<u>Normal Human</u>
Unencumbered	100%	12"
Medium Burden	75%	9"
Heavy Burden	50%	6"

Common item Weights

<u>Item</u>	<u>Weight in Lbs.</u>
10 Gold Pieces, Gems, or items of Jewelry	1
Leather Armor (AC7)	15
Chain Mail (AC5)	30
Plate Armor (AC3)	50
Helmet	5
Shield	15
Light Group Weapons	1
Medium Group Weapons	5
Heavy Group Weapons	10
Magical Staff	4
Potion	3
Typical Equipment Pack (clothes, rope, rations, chalk, etc., 8-10 items)	40

Armor and Burdens While Swimming

Wearing armor and/or being heavily encumbered creates a chance of drowning. Characters in water have a 50% chance to shed their armor before being dragged down. Roll once per turn in the water. Failure to remove armor or burdens results in the chances of drowning given in the table below:

Armor or Weight Allowance	Chance of Drowning
Plate or heavily Encumbered	100%
Chain-Type or medium Encumbrance	80%
Leather, unencumbered	20%
Unskilled swimmer or Storm*	+50%

*In a storm or for individuals who have not learned to swim, add 50% to the chance of drowning given. Unencumbered characters in no armor will still have a 50% chance of drowning in a storm. Unskilled swimmers caught in a storm face a 100% certainty of drowning.

Only weapons that can be held in the teeth or buoyant weapons (wooden, usually) can be carried when swimming, otherwise, the hands must be unencumbered.

# of Player Characters (on foot)	Number of NPC's Encountered Out of Lair	Chance of Discovery	Chance of Evading
1-3	30+	50%	50%
	16-30	30%	70%
	1-15	10%	90%
4-9	30+	70%	30%
	16-30	50%	50%
	1-15	30%	70%
10-24	30+	90%	10%
	16-30	70%	30%
	1-15	50%	50%
25+	30+	95%	5%
	16-30	85%	15%
	1-15	75%	25%

- Woods subtract 10% to 25% to Chances of Discovery and add 10% to 25 % to Chances of Evasion and allow a 10% chance of evasion even when surprised.
- Mountainous or urban (buildings) terrain subtracts 20% to Chances of Discovery and adds 20 % to Chances of Evasion.
- Swamps and cities subtract 5% to Chances of Discovery and add 5 % to Chances of Evasion.
- Travel on roads adds 20% to Chances of Discovery and subtracts 20% to chances of evasion.
- Airborne travellers count as 25+ Player Characters
- Each horse or similar animal with or without riders counts as 3 Player Characters.
- Each natural Hit Die of larger than human sized creatures counts as 1 Player Character.
- Each wagon, carriage, palanquin or similar conveyance counts as 15 Player Characters.

REACTION

Reaction Table	
<u>Dice Score</u>	<u>Reaction</u>
2	Hateful, Desires Violence
3-5	Dislike
6-8	Neutral/ambivalent
9-11	Friendly/agreeable
12	Enthusiastic (Loyalty +3)

When Alignment is unknown or Neutral no modification for Alignment is made, Other Alignment adjustments are as follows:

- Lawful aligned individuals receive a +1 when reacting to other Lawfuls
- Lawful aligned individuals receive a -6 when reacting to Chaotics
- Chaos aligned individuals receive no modifier when reacting to other Chaotics
- Chaos aligned individuals receive a -3 when reacting to Lawfuls

Random Direction Table

<u>Roll</u>	<u>Direction of Actual Travel</u>
1	North
2	Northeast
3	Southeast
4	South
5	Southwest
6	Northwest

Morale Tables

To make a Morale Throw, roll 2d6 and apply appropriate plusses or minuses, according to the situation. The result must be equal to or greater than the number below:

Morale Saving Throw Table:

Fighting Capability	Saving Throws
4+	3
3	4
2	6
1	7
Less than 1 HD	11

When a Morale Saving Throw failure occurs, Morale Condition drops one step and the effects of that step are applied according to the table below:

Morale Condition Table:

Condition	Combat Adjustments	Duration
Flushed	Double Fighting Capability	2 Melee Turns
Normal	None	
Shaken	50% Damage Capability	2 Melee Turns
Disrupted	20% Damage Capability	6 Melee Turns
Routed	0% Fighting Capability	18 Melee Turns

Damage

Creature Hit Dice	Damage per Hit
0 to <1	Damage is equal to creature Hit Points
1 to 7	1d6
(7 +) to (11+)	2d6
12 to (15+)	3d6
16 and greater	4d6

FATIGUE

Even heroes get tired:

Activity	Rest Required
5 days of overland travel	1 day
3 days of forced marching	1 day
10 Moves of normal movement	2 moves
4 Moves of running	1 move
3 Melee Turns (minutes) of combat per Level, tests of strength, climbing (unskilled). For zero Level characters fatigue begins at only 3 Rounds.	1 Melee Turn per level

Failure to rest results in fatigue. Fatigued characters fight less effectively. Strength and Dexterity suffer a -1. Fatigued characters must also subtract 2 from all attack rolls and damage rolls, drop 1 Morale Condition automatically, before any throws are made, and drop to 1/3 normal movement rate.

Stun

<u>Die Score</u>	<u>Result</u>
1-2	Not stunned
3-5	Stunned 1 Melee Turn
6	Stunned 3 Melee Turns

Stunned individuals are recumbent and unable to do much until they recover.

WEAPONS GROUP

Weapon Class 9-7 (light)
Weapon Class 6, 5 (medium)
Weapon Class 4-1 (heavy/long)

WEAPON SPEED

Weapon Wielded	Effect
1 or more Groups heavier than the opponents	Automatic loss of initiative.
Identical or lighter Groups	The defender may parry:

ORDER OF ACTION

The character with the highest Dexterity has the option to act first unless:

- a) Surprised.
- b) Approached from behind
- c) Wielding a weapon from a Weapons Group heavier than the opponent's
- d) Charging more than 10 feet against an opponent armed with spears, pikes, or lances.
- e) The opponent is fighting from much higher ground
- f) Morale condition or an enchantment causes hesitation

COMBAT SEQUENCE

There are two moves to the turn or 10 rounds of combat per turn (Tactical).

I. If appropriate, check for Surprise; distance is 1"-3" (Melee distance), or check unsurprised Sighting distance - 2"-8".

II. *First Move* - Morale, Loyalty or Reaction Checks as needed.

III. Order of Action

A. Movement or projectile weapons or Spells or Turning

B1. If Melee is now entered, then

- a. Continues until a victory condition is met or up to 10 rounds (Tactical)
- b. Command Control Checks as needed (p56)
- c. Morale Checks if triggered (p91)

B2. If not in Melee, *Second Move*

- a. Second movement or projectiles (or spells or turning if not already done at the start of the first Move)
- b. Melee may be entered (as above)

IV. New combat turn begins at step II

Nota Bene: Basic and Strategic combat do not break phase B1a into rounds.

STRATEGIC COMBAT

Attack Rating (determined by Weapon Class):

Light Foot

Weapon Class 9-7, including projectile and throwing weapons.

Medium Foot

Weapon Class 6, 5

Heavy Foot

Weapon Class 4-1

Defense Rating (Based on Armor Class)

Light Foot

AC 9-7 (No Armor through Leather or Leather & Shield)

Medium Foot

AC 7-4 (Leather & Shield through Chain Mail & Shield)

Heavy Foot

AC 4-2 (Chain Mail & Shield through Plate & Shield)

Determining Hits

	Defender						
Attacker	Unarmed	LF	MF	HF	LH	MH	HH
Unarmed	1 (6)	1/2 (6)	1/3 (6)	1/4 (6)	1/4 (6)	1/5 (6)	1/6 (6)
LF	1 (5,6)	1 (6)	1/2 (6)	1/3 (6)	1/2 (6)	1/3 (6)	1/4 (6)
MF	1 (4-6)	1 (5,6)	1 (6)	1/2 (6)	1/2 (6)	1/3 (6)	1/4 (6)
HF	2 (4-6)	1 (4-6)	1 (5,6)	1 (6)	1 (6)	1/2 (6)	1/3 (6)
LH	2 (4-6)	2 (5,6)	2 (6)	1 (6)	1 (6)	1/2 (6)	1/3 (6)
MH	3 (4-6)	2 (4-6)	2 (5,6)	2 (6)	1 (5,6)	1 (6)	1 (6)
HH	4 (4-6)	4 (5,6)	3 (5,6)	2 (5,6)	2 (5,6)	1 (5,6)	1 (5,6)

Multiply Fighting Capability times the first number in the column for number of d6 to roll (The number in parenthesis indicates what is needed on each individual die to achieve a telling blow). For fractions less than 1, attackers may only roll an attack die in the Melee Turn when their fraction, when added to itself each Melee Turn, equals 1.

TACTICAL COMBAT TABLE:

Roll 2d6. A score equal to or greater than the number shown indicates a damaging blow.

WEAPON CLASS VERSUS ARMOR CLASS TABLE

Class	AC 9	AC 8	AC 7	AC 6	AC 5	AC 4	AC 3	AC 2	Large Creature
WC 9	5	6	8	8	8	10	11*	12*	+2
WC 8	6	7	8	8	9	10	12*	12*	+2
WC 7	7	7	8	9	10	10	11	12	+2
WC 6	8	8	8	9	8	9	8	9	+2
WC 5	7	8	8	9	8	9	10*	11*	+1
WC 4	6	7	9	9	8	9	9*	10*	+2
WC 3	5	6	6	7	6	7	7	8	-
WC 2	7	8	8	7	6	6	7	8	-1
WC 1	5	5	7	7	6	7	7	8	-2

*If dismounted and recumbent a score of 7 or better scores a hit.

Large creatures – that is creatures of a size notably larger than human, may receive a modifier shown in the last column. This modifier is applied to the target number needed to hit the creature.

Projectile Hit Determination Table

Use the column appropriate to the targets Armor Class and roll 1d6. Check attackers Fighting Capability against the results of the die roll to determine hits. For each hit indicated, roll 1d6 damage.

Fighting Capability	Armor Class 9		Armor Class 8-5		Fighting Capability	Armor Class 4-2	
	Roll= 1-3	Roll= 4-6	Roll= 1-3	Roll= 4-6		Roll= 1-3	Roll= 4-6
1-2	0	1	0	0	1-3	0	0
3-4	1	2	0	1	4-8	0	1
5-6	2	3	1	2	9-12	1	2
7-8	3	4	2	3	13-16	2	3
9-10+	4	5	3	3	17-20	3	4

Apply any + or – attack modifiers, such as that for magic weapons, to the Fighting Capability of the attacker.

Subtract any defensive bonus held by a defender from the number of damage dice to be rolled, meaning, for example, a shot fired against a +1 shield would require 1 six sided die be removed from the number of dice thrown for damage.

Further, it is recommended that a **+1 (Point Blank)**, **0 (Medium)**, **-1 (Long)** and **-3 (Extreme)** be applied to the attackers Fighting Capability.

Thrown Objects

The range given for throwing knives can be used as a guide for most small objects and the modifiers used for projectile weapons should also be applied; **+1 (Point Blank)**, **0 (Medium)**, **-1 (Long)** and **-3 (Extreme)**.

To determine a miss or hit, roll 2d6 and adjust the result by a factor of one in the throwers favor for every third attempt against a stationary target, or if the shooter is a creature (not a machine) and they have a Dexterity score of 13 or higher. A result of 7 on 2d6 indicates a direct hit (6,7,8 with high Dexterity). Every pip on the dice away from seven indicates a miss by 3'. A miss having a lower result indicates a miss either left, right or short of the target. A miss having a higher result indicates a hit either left, right or beyond the target. To determine the precise hit location, roll a d6 and look to the table below:

D6	Low Roll Miss	High Roll Miss
1	Left	Left
2	Right	Right
3	Short and Left	Long and Left
4	Short and Right	Long and Right
5,6	Short	Long

Fighter Saving Throws						
Tier (Level)	TYPE I	TYPE II	TYPE III	TYPE IV	TYPE V	TYPE VI
Veteran (1-3)	12	12	15	16	15	16
Hero (4-7)	10	10	12	14	13	14
Superhero (8-11)	7	7	8	12	9	12
Lord (14+)	4	4	5	7	5	8

Cleric Saving Throws						
Tier (Level)	TYPE I	TYPE II	TYPE III	TYPE IV	TYPE V	TYPE VI
Veteran (1-5)	11	13	14	14	16	12
Hero (6-8)	9	9	10	12	14	8
Superhero (9-13)	6	6	7	8	11	4
Lord (14+)	3	5	4	6	8	3

Magic-User Saving Throws						
Tier (Level)	TYPE I	TYPE II	TYPE III	TYPE IV	TYPE V	TYPE VI
Veteran (1-6)	15	14	14	13	15	15
Hero (7-10)	13	12	12	11	13	12
Superhero (11-15)	11	6	9	8	10	9
Lord 16 +	8	5	6	5	7	4

FALLING SAVING THROW

Damage from falling is determined by rolling one six-sided die for each “level” fallen; that is, every full 10 feet to a hard surface or every 20 feet if the fall is broken by water or some yielding substance. Partial distances are rounded down. Those falling must roll a d6 and score the Save Number or greater shown in the table below to avoid being damaged by the fall. When damage is taken, one d6 is rolled for each level of the fall and the results added for the damage total.

Level Fallen	Save #
1	2
2	3
3	4
4	5
5	6
6+	7

SPELL DISRUPTION

The player must throw 2d6 and consult the following table:

Caster Tier	Spell Level I	Spell Level II	Spell Level III	Spell Level IV	Spell Level V	Spell Level VI
Veteran	4, 5	5, 6	6, 7	8, 9	9, 10	10, 11
Hero	3, 4	4, 5	6, 7	7, 8	8, 9	9, 10
Superhero	3	3, 4	5, 6	6, 7	7, 8	8, 9
Lord	2	2	4, 5	5, 6	6, 7	7, 8

If the numbers shown are rolled, the spell is delayed a full turn. If values greater than those indicated are rolled, the spell is cast normally; lower values indicate failure and complete loss of the spell.

UNDEAD TURNING RESISTANCE

Cleric Level	Undead Level							
	<1	1	2	3	4	5	6	7+
1	15	13	10	no effect	no effect	no effect	no effect	no effect
2	T	15	13	10	no effect	no effect	no effect	no effect
3	T	T	15	13	10	no effect	no effect	no effect
4	XX	T	T	15	13	10	no effect	no effect
5	XX	XX	T	T	15	13	10	no effect
6	XX	XX	XX	T	T	15	13	10
7	XX	XX	XX	XX	T	T	15	13
8	XX	XX	XX	XX	XX	T	T	T

Number = this number or more on a 3d6 throw, indicates the undead creature has successfully resisted and is not turned.

T = automatically turned away (routed), up to 12 undead

XX = up to 12 undead are automatically destroyed

Undead always use 3d6 and never a twenty sided dice for their Throw.

Magic Item Saving Throws

Item	Save
Holy Relics and Symbols, Potions	16
Wands, Crystal Balls, Basic Enchanted Objects, Magic Armor/Shield/Weapon +1	14
Rings, Amulets, Jewellery, Magic Armor/Shield/Weapon +2	12
Staves, Artefacts	11
Magic Armor/Shield/Weapon +3	10

NAME:

AGE:

RACE:

ALIGNMENT:

HEIGHT:

CLASS/LEVEL:

HIT POINTS:

SAVING THROWS:

TYPE I -

EXPERIENCE:

ADJ:

TYPE II -

NORMAL FIGHTING CAPABILITY:

TYPE III -

FANTASTIC FIGHTING CAPABILITY:

TYPE IV -

ARMOR CLASS:

TYPE V -

LANGUAGES:

TYPE VI -

STRENGTH:		
INTELLIGENCE:		
WISDOM:		
CONSTITUTION:		
DEXTERITY:		
CHARISMA:		

COMBAT:

SKILLS:

SPELLS: 1 2 3 4 5 6

ITEMS CARRIED

MAGIC/SPECIAL

LOCATION CARRIED

Fighters Fighting Capability Table

Level	Fighting Capability Mundane Creatures	Fighting Capability Fantasy and Magical Creatures
1	1 (+1)	1 (-3)
2	2 (+1)	1 (-2)
3	3	1 (-1)
4	4	1
5	4 (+1)	1 (+1)
6	5 (-1)	1 (+1)
7	5 (+1)	2 (-1)
8	6 (-1)	2
9-12	6 (+1)	2 (+1)
13+	7 (-1)	2 (+2)

Cleric Fighting Capability Table

Level	Fighting Capability Mundane Creatures	Fighting Capability Melee against Fantasy and Magical Creatures
1,2	1	1 (-5)
3	1 (+1)	1 (-4)
4	2	1 (-3)
5	2 (+1)	1 (-2)
6	3	1 (-1)
7	3	1
8	3	1 (+1)
9-12	3 (+1)	2 (-1)
13-16	3 (+1)	2
17+	3 (+1)	2 (+1)

Magic User Fighting Capability Table

Level	Fighting Capability Mundane Creatures	Fighting Capability Fantasy and Magical Creatures
1	1	0
2	1 (+1)	1 (-5)
3	2	1 (-3)
4	2 (+1)	1 (-1)
5	3	1
6	3 (+1)	1 (+1)
7	4 (-1)	1 (+3)
8-13	4	2
14,15	4	2 (+1)
16 +	4	2 (+2)

Note: Alternatively, Referees may prefer to rule that Fighting Capability verses Fantasy and Magical creatures is always a flat 1 for all concerned.