

D100	Female	Male	Surname	Female	Male	Surname	
1	Agate	Adam	Groves	51	Lari	Kamden	Wakefield
2	Alison	Aelfstan	Hatheway	52	Lark	Kelton	Fairchilde
3	Alodie	Ainsley	Duarte	53	Lassie	Kendrick	Barton
4	Alvina	Aldway	Hambleton	54	Lauren	Kennard	Fields
5	Ashley	Algar	Clinton	55	Leanne	Kingsley	Good
6	Athela	Becket	Humes	56	Leigh	Knox	Darwin
7	Audrey	Beornred	Turnbull	57	Lilyana	Kynaston	Broadbent
8	Beda	Beortric	Hulle	58	Lindley	Leofric	Palyer
9	Bedelia	Beowulf	Berry	59	Lodema	Lewis	Clifford
10	Beverly	Brinley	Howland	60	Lorna	Liam	Hampton
11	Blake	Ceolmund	Ecclestone	61	Louella	Lloyd	Strudwicke
12	Bliss	Chadwick	Woodrow	62	Lynn	Logan	Auldeye
13	Blossom	Clayton	Bagley	63	Madison	Marshal	Akers
14	Cedrica	Clifford	Eldred	64	Maida	Milton	West
15	Cerelia	Clive	Alden	65	Marigold	Morris	Carmin
16	Corliss	Cooper	Wyndham	66	Mary	Nash	Easom
17	Dahlia	Crawford	Bardsley	67	Meg	Nedric	Caulfield
18	Daisy	Cynefrith	Weaver	68	Melba	Nial	Ware
19	Deana	Dane	Warwick	69	Nelda	Nixon	Bird
20	Della	Deorwin	Elmere	70	Nell	Oakley	Hollins
21	Dena	Dexter	Mender	71	Norma	Osgar	Tashe
22	Doanne	Dudley	Huxley	72	Norvella	Osmond	Whittlee
23	Eadda	Dunstan	Hawkins	73	Oletha	Oswald	Aylmere
24	Earline	Ealhstan	Haward	74	Opeline	Parker	Fisher
25	Ebba	Edmund	Bush	75	Orlan	Pearce	Radcliffe
26	Edith	Edwig	Bloodworth	76	Ornelle	Phillip	Parrywye
27	Edmonda	Egbert	Homewood	77	Pamela	Presley	Bean
28	Egarda	Eofor	Craftford	78	Payton	Preston	Eadsle
29	Elfrida	Esmond	Wolfe	79	Philberta	Riley	Winter
30	Erline	Evan	Dexter	80	Piper	Roland	Cook
31	Everild	Fergus	Wembley	81	Posy	Rowain	Hamme
32	Everly	Finley	Wilson	82	Primrose	Ryder	Wright
33	Faith	Franklin	Dwerryhouse	83	Rae	Sanford	Greene
34	Farrah	Fulton	Reids	84	Rohesia	Sawyer	Wyatt
35	Fern	Gage	Walton	85	Rose	Seawine	Harden
36	Flyta	Garry	Hart	86	Rovena	Stanley	English
37	Geraldine	Graham	Blackbourne	87	Rue	Stuart	Winthrop
38	Gleda	Greysen	Cockle	88	Sigourney	Tatum	Glass
39	Gytha	Hale	Fulton	89	Sunniva	Theodoric	Osburne
40	Haralda	Hamilton	Coburns	90	Sutton	Thomas	Fenn
41	Heather	Harlow	Bourke	91	Timothea	Vaughan	Willis
42	Hilda	Hayden	Revie	92	Tinble	Viktor	Toller
43	Imogene	Heath	Algere	93	Wassa	Wesley	Boatwright
44	Iria	Holden	Taylor	94	Wilburga	Willem	Blackmane
45	Irvette	Ian	Alfredsson	95	Willa	Wilton	Sweet
46	Joyce	Idris	Willoughby	96	Windy	Woodraec	Elwyn
47	Juliette	Jackson	Hunt	97	Winifred	Woodrow	Burnham
48	June	Jacob	Kynastone	98	Wren	Wulfstan	Buckley
49	Justice	James	Gladwyne	99	Zelene	Wyot	Cheshire
50	Kelsey	Jett	Brewer	100	Zephyrine	Xavier	Wayne

TO MAKE A **CHECK**, ROLL 1D6 AND ADD SKILL, ABILITY, OR SITUATIONAL MODIFIERS:

If the result is **6 or more**, the check is successful.

Player's Guide, page 46

TO MAKE A **SAVING THROW**, ROLL 1D10 AND ADD ABILITY OR SITUATIONAL MODIFIERS:

If the result is **10 or more**, the saving throw is successful.

Player's Guide, page 47

TO MAKE A **SCARCITY CHECK**, ROLL THE CURRENT SCARCITY DIE FOR THE ITEM:

If the result is **1 or 2**, reduce the size of the scarcity die one step:

1d12 → 1d10 → 1d8 → 1d6 → 1d4 → Gone

Player's Guide, page 36

TO MAKE AN **ATTACK ROLL**, ROLL 1D20 AND ADD RELEVANT ATTACK BONUS:

If the result meets or exceeds the target's Armor Class (AC), the attack is successful.

Player's Guide, page 50

EACH **COMBAT TURN**, EVERY PARTICIPANT MAY PERFORM UP TO:

- 1 MOVEMENT ACTION
- 1 COMBAT ACTION
- ANY NUMBER OF FREE ACTIONS*

THESE ACTIONS CAN BE PERFORMED IN ANY ORDER

MOVEMENT ACTIONS	COMBAT ACTIONS
AIM A RANGED WEAPON †	ATTACK
DROP PRONE †	BLOOD MAGIC †
HOLD ACTION	DISENGAGE
REGULAR MOVE †	DRAW A WEAPON †
STAND UP †	RUN (ONLY IF ALREADY USED A REGULAR MOVE) †
*FREE ACTIONS TAKE 1 SECOND OR LESS, AND ARE USED ONLY AT THE REFEREE'S DISCRETION	PICK UP AN OBJECT †
	THROW AN OBJECT †

† INDICATES THAT THE ACTION PROVOKES AN ATTACK OF OPPORTUNITY

MEASURES OF TIME

COMBAT ROUND = 10 SECONDS
TURN = 10 MINUTES
WATCH = 4 HOURS

Player's Guide, page 58

TO ROLL **INITIATIVE**, ROLL 1D10 AND ADD INITIATIVE MODIFIER:

Combat will happen in order, from highest to lowest, with **DEXTERITY** breaking ties.

TO DRAW **INITIATIVE CARDS**, EACH PLAYER DRAWS ONE CARD, PLUS EXTRA CARDS EQUAL TO THEIR INITIATIVE MODIFIER:

Characters with positive initiative modifiers and Warriors keep only the highest of their cards.

Characters with negative initiative modifiers keep only the lowest of their cards.

Combat happens in order, from highest to lowest.

Player's Guide, page 48

1 GOLD PIECE (GP) = 50 SILVER PIECES (SP)

Level	XP required
1	0
2	1,000
3	2,000
4	4,000
5	8,000
6	16,000
7	32,000
8	64,000
9	128,000
10	256,000

REFEREE PRINCIPLES

1. BE CLEAR AND CONSISTENT
2. ROLL DICE IN THE OPEN
3. PULL NO PUNCHES
4. TEMPT THE DANGER
5. PRESSURE THE PLAYERS
6. REWARD CREATIVITY
7. WELCOME PLAYER STYLES
8. PRESENT PLACES, NOT PLOTS
9. DON'T GATE PROGRESS
10. SET THE SCENE EFFICIENTLY

Referee's Compendium, page 12

COMMON SOURCES OF BONUSES FOR ROLLS
(EACH USUALLY CONFERRING +1 ON A ROLL)

- RELEVANT EQUIPMENT
- ENVIRONMENTAL FEATURES
- OBJECTS PRESENT IN THE SCENE
- PREVIOUSLY ESTABLISHED BACKGROUND INFO

Referee's Compendium, page 22



PLAYER INITIATES AN ACTION = **CHECK**

EXAMPLE ABILITY CHECKS:

CHARISMA

- Deceiving
- Intimidating
- Persuading

CONSTITUTION

- Breathing
- Eating
- Outlasting

DEXTERITY

- Aiming
- Balancing
- Steering

INTELLIGENCE

- Communicating
- Crafting
- Strategizing

STRENGTH

- Jumping
- Lifting
- Threatening

WISDOM

- Gambling
- Listening
- Perceiving

Referee's Compendium, page 23

PLAYER IS RESISTING = **SAVING THROW**

EXAMPLE SAVING THROWS:

CHARISMA

- Resist ego destruction
- Resist magic
- Resist possession

CONSTITUTION

- Resist exhaustion
- Resist poison
- Resist starvation

DEXTERITY

- Dodging (non-combat)
- Keeping balance
- Resist tripping

INTELLIGENCE

- Resist befuddling
- Resist suggestion
- See through illusions

STRENGTH

- Resist crushing
- Resist knock down
- Resist pushing

WISDOM

- Avoid surprise
- Resist charm
- Resist deceptions

Referee's Compendium, page 23

ENCOUNTER DISTANCE

RULE OF THUMB = **100 FEET**

IF YOU WISH TO RANDOMIZE THE DISTANCE:
NORMAL TERRAIN: 3D6 X 10 FEET
CLUTTERED TERRAIN: 2D6 X 10 FEET
OPEN TERRAIN: 3D10 X 10 FEET

Referee's Compendium, page 24

NPC REACTIONS (2D6)

2. OPENLY HOSTILE
- 3-5. UNFRIENDLY AND UNHELPFUL
- 6-8. WARY BUT NEUTRAL
- 9-11. OPEN TO COOPERATION
12. FRIENDLY AND ACTIVELY HELPFUL

Referee's Compendium, page 25

SURPRISED CHARACTERS SKIP THE FIRST ROUND OF COMBAT

OUTCASTS BEING STEALTHY: PLAYERS MAKE A STEALTH CHECK
OUTCASTS RESISTING SURPRISE: PLAYERS MAKE A WISDOM SAVING THROW

Referee's Compendium, page 24

MORALE

CHECK MORALE:

- THE FIRST TIME AN NPC TAKES DAMAGE
- WHEN AN NPC IS REDUCED TO HALF OR LESS HEALTH
- WHEN A GROUP OF NPCS IS REDUCED TO HALF OR LESS THEIR STARTING NUMBER
- WHEN AN NPC GROUP'S LEADER IS DEFEATED, IS SLAIN, OR SURRENDERS

TO CHECK MORALE ROLL 2D6.

IF THE RESULT OF THE ROLL IS HIGHER THAN THE NPC'S MORALE SCORE, THE NPC FLEES OR SURRENDERS.

Referee's Compendium, page 27

Melee weapon	Damage	Notes	Ranged weapon	Damage	Notes
Battle axe	2d4	1 shock	Crossbow	1d10	60' (12 squares) range Requires combat action to reload
Claws or teeth	1d8		Dagger (thrown)	1d4	15' (3 squares) range
Club	1d4		Longbow	1d8	120' (24 squares) range
Dagger	1d4	Can be thrown 15' (3 squares)	Shortbow	1d6	60' (12 squares) range
Great axe	1d12	2 shock; 2-handed weapon	Sling	1d4	30' (6 squares) range
Great sword	1d10	2-handed weapon	Spear (thrown)	1d6	15' (3 squares) range
Tool	1d6	Any improvised weapon	Rock (thrown)	1d2	15' (3 squares) range
Mace	1d8				
Polearm	1d10	5' reach; 2-handed weapon			
Punch	1 dmg				
Short sword	1d6				
Spear	1d6	Can be thrown 15' (3 squares)			
Staff	1d6	2-handed weapon			
Sword	1d8				

INTERESTING COMBAT SCENES MIGHT INCLUDE:

COVER, DANGEROUS AREAS, VERTICALITY, INTERACTIVE OBJECTS, FIRE SOURCES, COUNTDOWNS, DYNAMIC FEATURES, MACHINERY

Referee's Compendium, page 26