6.1.1 HIT LOCATION TABLES

1d10 roll:	1	2	3	4,5,6	7,8	9,10
Humanoid	head	right arm	left arm	torso	right leg	left leg

1d10 roll:	1,2	3,4	5,6	7,8	9,10	
Quadruped	head	forebody torso	fore legs	hindbody torso	hind legs	

1d10 roll:	1,2	3	4,5	6	7,8	9,10
Lizard	head	forebody torso	fore legs	hindbody torso	hind legs	tail

1d10 roll:	1	2,3	4,5	6,7	8,9	10
Insect	head	grasping legs	torso	fore legs	hind legs	tail (*torso)

1d10 roll:	1	2	3	4,5,6	7,8	9	10
Winged	head	right arm	left arm	wings	torso	legs (†right leg)	tail (†left leg)

* if body has no tail, consider result torso instead.

† if body has no tail, consider result right or left leg as indicated (if it has a tail, 'legs' result indicates both legs).

Regional Terrain & Travel Table

Elevation Class (code) title	Vegetation Class (code) description	Visibility (in leagues)	Cross Country foot	Cross Country horse	on Trail foot	on Trail horse	unimproved Road foot	unimproved Road horse	improved Road foot	improved Road horse
(A) High Peaks	(0) Snow & Ice Peaks	.2 leagues	climb	X	7½	X	.5	.5	4½	4½
	(1) Barren Rock Peaks	.2 leagues	climb	X	6½	X	4¼	4¼	3½	3½
(B) Major Mountains	(0) Snow & Ice Mountains	.2 leagues	.6	5¾	5¼	.5	4¼	3¾	3¾	3¼
	(1) Barren Mountains	.2 leagues	4½	4¼	.4	3½	3½	.3	.3	2½
	(3) Above Treeline on Mountains	.3 leagues	.5	4¾	.4	3½	3¼	2¾	2¾	2¼
	(4) At Treeline on Mountains	.2 leagues	5¼	.5	4¼	3¾	.3	2½	2½	.2
	(5) Lightly Wooded Mountains	.1 league	5¾	5½	4¼	.4	.3	2½	2½	.2
	(6) Forested Mountains	.0	6½	6½	4½	4	3½	.3	2½	.2
	(7) Densely Forested Mountains	.0	7½	7½	4¾	4¾	.4	3¾	3¼	2¾
	(8) Jungle Mountains	.0	9	9	6	6	.5	.5	.4	3½
(C) Hills or Broken Country	(0) Snow-covered Hills	.4 leagues	3¾	.3	3¼	.3	2¼	1¾	1¾	1¼
	(1) Rocky Badlands/Broken Icefield	.3 leagues	3¼	.3	2¾	2¼	.2	1½	1½	1
	(2) Grassy Hills	.4 leagues	2¼	.2	2¼	1¾	.2	1½	1½	1
	(3) Brush Hills	.3 leagues	.3	2¼	2¼	1¾	.2	1½	1½	1
	(4) Open Hilltops & Sheltered Groves	.2 leagues	.3	2¼	2¼	1¾	.2	1½	1½	1
	(5) Lightly Wooded Hills	.1 league	3½	.3	2¾	2¼	.2	1½	1½	1
	(6) Forested Hills	.0	4¼	3¾	3	2½	.2	1½	1½	1
	(7) Densely Forested Hills	.0	5	5	4	3¾	3½	.3	1½	1¼
	(8) Jungle Hills	.0	6½	6½	5	5	4¼	3¾	2½	2
(D) Lightly Rolling	(0) Sand Dunes, Wadis/Snow on Ice	.5 leagues	3½	2¾	2½	2¼	1½	1	1¼	¾
	(1) Rock Gullies/Icefield	.5 leagues	3	2½	2¼	1¾	1¼	¾	1	½
	(2) Broken Grassland	.5 leagues	2¼	1½	1¾	1¼	1¼	¾	1	½
	(3) Brushland	.4 leagues	2¾	1¾	1¾	1¼	1¼	¾	1	½
	(4) Veldt (grass with clumps of trees)	.3 leagues	2¼	1½	1½	1¼	1¼	¾	1	½
	(5) Light Woods	.1 league	2¾	.2	2	1½	1¼	¾	1	½
	(6) Forest	.0	3¼	2¾	2¼	2	1¼	¾	1	½
	(7) Dense Forest	.0	4	4	2¾	2½	2¼	1¾	1	½
	(8) Jungle	.0	5½	5½	4	4	3	2½	2	1½
(E) Flat Land	(0) Sand or Salt Pan/Snowfield	.3 leagues	3¼	2¾	2¼	1¾	1½	1	1¼	¾
	(1) Hard, Rocky Plain/Ice Sheet	.3 leagues	2¾	.2	2	1½	1¼	¾	1	½
	(2) Grass Steppe	.3 leagues	2	1¼	1½	1	1¼	¾	1	½
	(3) Brush Steppe	.3 leagues	2½	1½	1½	1	1¼	¾	1	½
	(4) Veldt (grass with clumps of trees)	.2 leagues	2	1¼	1½	1	1¼	¾	1	½
	(5) Light Woods	.1 league	2½	.2	1¾	1½	1¼	¾	1	½
	(6) Forest	.0	3	3	1¾	1½	1¼	1	1	½
	(7) Dense Forest	.0	3¾	3¾	2½	2¼	2¼	1¾	1	½
	(8) Jungle	.0	5¼	5¼	3¾	3¾	2¾	2¼	1¼	¾
(F) Shallow Water	(2) Grass Marsh	.2 leagues	4½	3¼	3½	2¾	2¼	1¾	1½	1
	(4) Flood Plain Marsh with Trees	.2 leagues	4	2¾	3	2	2	1½	1¼	¾
	(6) Swamp	.0	6	5¼	4¼	3¾	3	2½	1¾	1¼
	(7) Dense Swamp	.0	8½	8	5¾	5¼	4¼	3¾	2½	2
	(8) Impenetrable Swamp	.0	X	X	7	6¾	5½	.5	4	3½
Streams	(s) Minor Stream	—	¼	¼	0	¼	0	0	0	0
	(SS) Major Stream	—	½	½	¼	½	0	0	0	0
Rivers	(r) Minor River	—	2	1½	½	½	0	0	0	0
	(RR) Major River	—	swim		swim		¼	¼	¼	¼
Cliffs	(c) Low Cliff, elevation C	blocks upward	.3	.4	.2	.2	1½	1½	.1	1
	(CC) High Cliff, elevation B	blocks upward	climb		.3	.4	2½	2½	.2	2
Inhabited	Large Town or City (elevation E)	.0	climb		.4	.5	.3	.3	.2	2
	Fortress Wall (elevation D)	blocks	climb		secret door		.2	.2	.2	2

Key: X=impassable, 'climb'=must use technical climbing skill, 'swim'=must use swimming skill, '—'=no effect, 'secret door'=typical entrance is secret door from a trail.

Skills Summary

Skill	Sphere	Minimum	Maximum
Weapon Use	F	strength*	.80+(strength)

*natural weapon minimum is (strength)+(agility)

Skill	Sphere	Minimum	Maximum
Weapon Speed	F	agility	.80+(agility)
Evaluate Opponent	F	no	yes
Ambush	F,S	agility	.80+(intelligence)
Detect Danger	F,S	intelligence	.80+(intelligence)
Conceal	S	intelligence	.80+(intelligence)
Stalk & Slink	S	agility	.80+(agility)
Detect Concealment	S	agility	.80+(intelligence)
Disarm Trap	S	agility	.80+(intelligence)
Pickpocket	S	0	2½x(agility+intelligence)
Underworld	T	intelligence	100 - (social status)
Diplomacy	T	intelligence	.80+(intelligence)

(add double social status when interacting with this skill)

Skill	Sphere	Minimum	Maximum
Haggling	T	intelligence	.80+(intelligence)
Bribery	T	intelligence	.80+(intelligence)
Gambling	T	intelligence	.80+(agility)
Drinking	T	mass	.80+(mass)
Cooking	T,A/C	intelligence	99
Dancing	T,A/C	agility	.80+(agility)
Riding	T,C	agility	.80+(strength)
Swimming	C	strength	.80+(strength)
Climbing	C	agility	.80+(strength)
Tracking	C	intelligence	99
Wild Food	C	intelligence	99
Hunting	C	intelligence	99
Fishing	C	intelligence	.80+(agility)
Scribe	A/C	0	99
Tailor	A/C	0	99
Pottery & Glassblowing	A/C	0	99
Jeweler	A/C	0	99
Locksmith	A/C	0	99
Doctor/Druggist	A/C	0	.80+(intelligence)
Leatherworker	A/C	0	99
Armorer	A/C	0	99
Bowyer	A/C	0	99
Builder	A/C	0	99
Miner	A/C	0	99
Artist	A/C	0	99
Musician	A/C	0	99
Identify Fire	M	no	yes
Identify Metal	M	no	yes
Identify Crystal	M	no	yes
Identify Water	M	no	yes
Identify Wood	M	no	yes
Identify Wind	M	no	yes
Identify Light/Dark	M	no	yes
Know Fire Spells	M	no	yes
Know Metal Spells	M	no	yes
Know Crystal Spells	M	no	yes
Know Water Spells	M	no	yes
Know Wood Spells	M	no	yes
Know Light/Dark Spells	M	no	yes
Spiritual Knowledge	M	no	yes
Vitriolic Humor Knowledge	M	no	yes
Phlegmatic Humor Knowledge	M	no	yes
Choleric Humor Knowledge	M	no	yes
Melancholy Humor Knowledge	M	no	yes
Warlord	L/A	intelligence	60+(intelligence x 2)
Politician	L/A	social status	60+(intelligence x 2)
Economist/Administrator	L/A	intelligence	60+(intelligence x 2)
Personnel Management	L/A	intelligence	60+(intelligence x 2)
Know Region†	G	no	yes
Know Locale†	G	no	yes
Speak Language†	G	no	yes
Read/Write	G	no	yes
Know Race/People+	G	no	yes

† indicates various skills, depending on region, locale, or races in the world.

Sphere Abbreviations: F=fighting, S=stealth, T=town, C=country, A/C= arts and crafts, M=magic, L/A=leadership and administration, G=general knowledge.

2d6 roll	NPC reaction and attitude
2 or less	instant enemy, is grossly insulted, will attack if possible
3	very hostile, insulted, draws weapon and ready to fight, other skills or interaction not possible
4	hostile, sneers, makes sure weapons are at hand, draws if you draw other skills −75, interactions competitive
5	uncooperative, negative response, not insulting other skills −50, interactions competitive
6	restrained and cautious, provides no information, but not impolite other skills −25, interactions may be competitive
7	neutral, non-commital, tries to remain uninvolved other skills normal if forced commit him/herself, roll again with extra −1 modifier
8	cautiously receptive, answers questions in a restrained manner, other skills normal, interactions not competitive
9	casual friendliness, provides simple answers to casual questions, evades difficult or serious questions, other skills +25, interactions not competitive
10	response, provides full answers to questions, ready to be friends other skills +50, interactions not competitive
11	friendly, will volunteer information, will join party for reasonable pay, other skills +75, interactions not competitive
12 or more	genuinely friendly and helpful, volunteers detailed information may give gifts, wishes to join party (for very little in return at times) other skills and interactions with this NPC are always successful

Reaction Modifiers *(add and subtract all that apply, to the 2d6 roll above)*

+1	character has family, residence, or common background with NPC
+1	character successfully uses diplomacy skill to promote trust
+1	meeting occurs in social gathering for 'better society' in civilization
−1	meeting occurs in wild, dangerous or uncivilized place
−1	character has weapon(s) ready (but not drawn) and is armored for battle
−2	character has drawn weapon(s) in hand, armored or not
−2	character is of race or cultural group naturally hostile to NPC

The term 'character' above refers to the player's character.

FUMBLE TABLE

2d6 roll	Result
2 or less	Hit oneself with own weapon
3	Stumble
4	Hit friend with weapon (no effect if no friends in range)
5, 6	Distracted
7	Weapon Entangled
8	Drop Weapon
9	Stumble
10	Weapon Entangled
11	Drop Weapon
12	Stumble
13, 14	Drop Weapon
15+	Stumble

Dice Roll Modifiers for Fumble Table

−3	all flails
−2	all L1 weapons except hammers/maces
−1	all hammers and maces
+1	all L3 weapons except flails
+2	all L4 weapons except flails

Weapons Data Summary

class	name	(material)	min. social status	Min. Strength 1-hd use	Min. Strength 2-hd use	weapon length	short	medium	long	extreme	damage die roll	wound type(s)	breakage number
shield	Light Shield	wood or leather	5	4	2	L1	x	x	x	1-2	1d6−4	S	7
shield	Heavy Shield	wood or metal	12	8	4	L1	x	x	x	1	1d6−3	S	10
club	Improvised Club	varies	1	8	3	L1	x	x	x	2-4	1d6−1	S	4
club	Club	wood	2	6	2	L1	x	x	2-3	4-5	1d6	S	8
club	Spiked Club	wood & metal	2	15	9	L2	x	x	x	2-4	1d6+1	C&S	8
club	Giant Club	wood	2	18	13	L2	x	x	x	2-4	1d6+3	S	12
stave	Staff	wood	2	11	5	L2	x	x	2	3-4	1d10−3	S	7
stave	Quarterstaff	wood	5	9	4	L2	x	x	2	3-4	1d10−2	S	9
dagger	Knife (throwable)	metal	2(5)	2	1	L1	(2-4)	(5-9)	(10-14)	(15-20)	1d6−2	T	4
dagger	Dagger (throwable)	metal	4(7)	3	1	L1	(2-3)	(4-6)	(7-9)	(10-12)	1d6−1	T	6
sword	Shortsword	metal	4	4	2	L1	x	x	2-3	4-5	1d6	T or C	9
sword	Scimitar	metal	7	6	3	L2	x	x	2	3-4	1d6+1	C	8
sword	Longsword	metal	8	8	4	L2	x	x	2	3-4	1d10	T or C	11
sword	Rapier	metal	9	3	1	L2	x	x	2-3	4-5	1d6	T	7
sword	Hand-and-a-half	metal	11	13	7	L2	x	x	2	3-4	1d10+1	C and/or T	12
sword	Greatsword	metal	13	18	13	L2	x	x	2	3-4	1d10+2	C	13
axe	Hand Axe	metal	5	12	6	L1	x	2	3-4	5-6	1d6+1	C	8
axe	Throwing Axe	metal	5	10	4	L1	2-3	4-5	6-9	10-15	1d6+1	C	7
axe	Battle Axe	metal	6	17	12	L2	x	x	2	3-4	1d6+3	C	10
axe	Halberd	metal & wood	8	18	11	L3	x	x	x	3-4	1d10+1	T or C	11
hammer/mace	Maul	stone	3	23	16	L2	x	x	x	2-3	1d10+3	S	13
hammer/mace	Hammer	metal	5	12	6	L1	x	2-3	4-5	6-9	1d6+1	S or T	8
hammer/mace	Great Hammer	metal	6	18	13	L2	x	x	2	3-4	1d6+3	S or T	10
hammer/mace	Mace	metal	11	12	6	L1	x	x	2	3-4	1d6+2	S	10
hammer/mace	Giant Mace	metal	11	18	13	L2	x	x	2	3-4	1d10+2	S	12
flail	Whip	leather	6	4	1	L3	x	x	x	3-5	1d6−1	C	8
flail	Military Flail	metal	7	19	12	L3	x	x	x	3-5	1d10+1	C or S	11
spear	Spear	wood	4	13	6	L3	x	3-4	5-8	9-15	1d6+1	T	8
spear	Pike	wood	7	25	12	L4	x	x	x	x	1d6+3	T	9
spear	Metal Shod Spear	metal & wood	10	15	9	L3	x	x	3	4-7	1d6+2	T	10
spear	Lance	wood	14	14	6	L3	x	x	3-4	5-7	1d6+3	T	9
hand missile	Rock	stone	0	2	1	L1	2	3-9	10-18	19-30	1d6−3	S	4
hand missile	Large Rock	stone	0	20	12	L1	1	2-4	5-12	13-20	1d6+3	S	9
hand missile	Javelins (2)	wood	4	7	x	L1	2-8	9-25	26-60	61-100	1d6	T	6
hand missile	Throwing Spears (2)	metal	6	8	6	L2	2-4	5-8	9-15	16-25	1d6+1	T	4
hand missile	Darts (5-6)	wood or metal	8	4	x	L1	2-12	13-30	31-50	51-75	1d6−2	T	6
hand missile	Throwing Stars (10)	metal	10	1	x	L1	1-10	11-20	21-30	31-40	1d6−1	C	8
sling	Sling (20 stones)	leather/stone	2	4	x	missile	3-20	21-50	51-70	71-100	1d6−1	S	never
sling	Sling (20 bolts)	leather/metal	6	4	x	missile	3-20	21-50	51-80	81-120	1d6	S	never
sling	Bolo	stone/leather	3	8	3	L2	2-8	9-20	21-30	31-40	1d6+1	S	7
bow	Light Bow (20 arrows)	wood	6	x	6	L2	2-24	25-60	61-102	103-150	1d6−1	T	3
bow	Medium Bow (20 arw)	wood	7	x	10	L2	2-40	41-100	101-170	171-250	1d6	T	4
bow	Long/Composite Bow	wood	8	x	12	L2	2-48	49-144	145-240	241-360	1d10	T	4
crossbow	Crossbow (20 quarrels)	wood/metal	8	x	8	L1	2-40	41-80	81-180	181-300	1d6+2	T	5
crossbow	Arbalest (12 quarrels)	wood/metal	8	x	13	L1	2-50	51-150	151-250	251-400	1d6+4	T	5
natural	Humanoid/Fist	arm	0	2	1	L1	x	x	x	x	1d6−3	S	2
(for every 25 in weapon use, add one to damage and two to breakage number)							(for every 5 mass, over a mass of one, add one to breakage)						
natural	Humanoid Kick	leg	0	3	x	L1	x	x	x	x	1d6−4	S	2
(for every 20 in weapon use, add one to damage and two to breakage number)							(for every 5 mass, over minimum, add one to breakage)						
natural	Quadruped Kick	fore/hind qtrs.	0	x	9	L1	x	x	x	x	1d10−2	S	8
							(for every 5 mass over minimum, add one to breakage)						
natural	Small Claw	arm or leg	0	2	1	L1	x	x	x	x	1d6−2	C	4
(for every 30 in weapon use, add one to damage and two to breakage number)							(for every 5 mass over minimum, add one to breakage)						
natural	Large Claw	arm or leg	0	10	x	L1	x	x	x	x	1d10−2	C	8
							(for every 5 mass over minimum, add one to breakage)						
natural	Fangs	head	0	4	x	L0	x	x	x	x	1d6−1	T	5
							(for every 6 mass over minimum, add one to breakage)						
natural	Tail	tail	0	5	x	L2	x	x	x	x	1d6	S	6
							(for every 5 mass over minimum, add one to breakage)						
natural	Stinger	tail usually	0	x	x	L2	x	x	x	x	1d6	poison	6
(striker's strength has no effect on damage)													
natural	Deadly Stinger	tail usually	0	x	x	L2	x	x	x	x	1d6+3	poison	9
(striker's strength has no effect on damage)													

Weapon Breakage Results Table
(add one to 1d6 roll for each point damage exceeds breakage number)

1d6	Striking/Parrying with Weapon	Striking with Body	Intercepting with Shield
1, 2	weapons unaffected	body unaffected	shield unaffected
3, 4	weapon blunted/chipped, damage reduced by two points until minor repairs made	body wound, suffer 2 smash wound points	shield weakened, breakage number reduced by 2
5	weapon shaft/handle breaks, bends, useless until minor repairs made	body wound, suffer 3 smash wound points	shield fractured, useless until minor repairs made
6+	weapon broken or shattered into 1d6+1 pieces, useless until major repairs made	body wounded, suffer smash wound points equal to half character's mass	shield broken or shattered into 1d6+1 pieces, useless until major repairs made

10.8 Elemental Spells Summary

Fire Spells
pure element - Lachel   *reflection - flame of a pure beeswax candle*

1 ...Heat .... uncomfortably warm (use hit location if ranged), can set highly combustible item afire in ideal conditions
1 ...Extinguish .... puts out fire (renders materials non-combustible), maximum area is 3 paces square
1 ...Cauterize .... heals any one cut or thrust wound, but leaves 1 pt burns in place instead
2 ...Torch .... sets combustibles afire (use hit location if ranged), burning clothes/hair cause 1 pt burns/instant in that location
2 ...Insulate .... gives protection against all fire and heat for 2 minutes
3 ...Burnthru .... sets combustibles afire, non-combustibles 1d6/2 pts burns or damage (use hit location if ranged)
3 ...Fireproof .... gives complete protection from all fire and heat for 1 day, on non-living objects only

Metal Spells
pure element - Mithrill   *reflection - silver*

1 ...Shield .... adds protection, −3 pts from metal weapon hit, −1 pt from any other weapon material hit, spell lasts 2 minutes
1 ...Temper .... doubles breakage number, lasts 2 minutes, cancelled by shatter (metal)
1 ...Excise .... removes item embedded in body of character, without any injury effects
2 ...Keenness .... adds two (+2) to damage by cut (C) or thrust (T) metal weapon, lasts 2 minutes
2 ...Shatter .... shatters metal object into 2d6 fragments, cancelled by temper (metal)
3 ...Bendback .... turns metal object against owner for 2 minutes
3 ...Transmute .... turn one metal into another, 1d6 for time, 1=1 sec, 2=1 min, 3=1 hr, 4=1 day, 5=1 yr, 6=forever (+1 per extra node)

Crystal Spells
pure element - Silima   *reflection - diamond*

1 ...Gemfind .... direction and vague distance to nearest precious gem
1 ...Reality Reflection .... conceals existence or use of magic for 2 minutes
1 ...Keepwarm .... protects against normal cold for 1 day
1 ...Salve .... heals all burns but 1 point on any one body location, caster must contact location
2 ...Chill .... suffer cold for 2 minutes, agility, quickness, and weapon speed halved, cancelled by keepwarm (crystal)
2 ...Clarity .... see through illusions of equal or lower power (in terms of nodal strength)
3 ...Frostbite .... point frozen for 2 minutes, only suffer half damage during this time, then thaw and suffer 1d6 points smash damage
3 ...Vision .... see up to one league, or beyond to a known location, for up to 2 minutes

Water Spells
pure element - Veraqua   *reflection - springwater*

1 ...Quench .... provides all water for 1 day while quenching all thirst, repairs any dehydration
1 ...Purify .... removes poisons and toxins from item or body
1 ...Gills .... allows normal breathing and speech while under water, lasts 2 minutes
2 ...Current .... water flow of 1 league per hour (6 paces per instant, 30 (1½) per period, or approximately 2½ mph)
2 ...Slipslide .... target character must pass agility test to stand, another to move, each instant, lasts 2 minutes
3 ...Choke .... target chokes for 1 period (20 seconds), rendered totally helpless and mentally unable, second will kill (test vs. swimming)
3 ...Flow .... turn to semi-liquid and move as water, lasts 2 minutes

Wood Spells
pure element - Druidheart   *reflection - oak*

1 ...Heartoak .... doubles breakage number, lasts 2 minutes, cancelled by chop
1 ...Warp .... deflects path of wooden object, −30 to weapon use skill, lasts 2 minutes
1 ...Splint .... heals all but one wound point of smash on any one body location, can be used on living tree also
2 ...Woodgrow .... joins permanently two wooden parts, if joining wood to non-wood it only holds for 2 minutes
2 ...Chop .... cuts wooden object along one line/plane, cancelled by heartoak
3 ...Bonebreak .... shatters bones on target location, damage is mass/3 wound points
3 ...Trow .... seals pledge (4-node unique trow can be reversed only by original caster)

Wind Spells
pure element - Magzul   *reflection - west wind*

1 ...Eavesdrop .... hear anything in sight, for 2 minutes
1 ...Refresh .... counteracts all exhaustion, +4 strength, can carry 4 extra items, lasts 2 minutes, no exhaustion afterwards
1 ...Resuscitate .... restores breathing, counteracts choke (water) spell or drowning, etc.
2 ...Longspeech .... project voice in any one direction, up to maximum vision range, for 2 minutes
2 ...Breeze .... moderate wind, flying speed either 50% or 150% normal, fall at half speed (−1 per die roll in falling damage)
2 ...Eyedust .... covers area 6 paces square, 1 story tall, halves weapon speed and use in area, agility test for other acts, lasts 2 minutes
3 ...Fear .... flee unless pass intelligence test each period (combat) or each minute (non-combat), lasts 2 minutes
3 ...Soar .... 'fly' (move on air) at double the normal ground rate, lasts 15 minutes (¼ hour)

Light and Darkness Spells
pure element - Sundrop/Pitchblack   *reflection - sunlight/deep shadow*

1 ...Flash/Blackflash .... blinds outward for 6 paces, 2 instants facing toward, 1 instant facing away (avoid by agility and intelligence test)
1 ...Shadow .... conceals one character already in natural shadow, lasts 2 minutes
1 ...Cure .... removes all diseases from character (including infections), does not cure wounds inflicted by that disease
2 ...Blindeye .... total blindness on character for 1 minute
2 ...Heavyweight .... doubles mass and weight (character's mass is doubled, agility halved), lasts 1 hour, cancelled by lightweight
3 ...Lightweight .... halves mass and weight (character mass halved, agility +1), lasts 1 hour, cancelled by heavyweight
3 ...Immune .... total immunity to all diseases for 1 day (no effect on diseases already contracted)

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d100 roll	Enchanted node consumption effect
01	node consumed regardless of age
02	node consumed in new or old object only (unaffected if ancient)
03	node consumed in new object (unaffected if old or ancient)
04-99	node is unaffected
100	object's age advances one level (new to old, old to ancient)

New applies to any object less than a year old, old applies to any object between 1 and 100 years old, ancient applies to objects over 100

missile modifier	striking modifier	situation
+25	+50	target unaware or surprised
+difference	+difference	agility difference (if it adds)
x2/3	does not apply	firing missile at medium range
x1/3	does not apply	firing missile at long range
−50, x1/3	does not apply	firing missile at extreme range
−difference	−difference	agility difference (if it subtracts)
+15	+30	target not moving
−10	−10	aimed at rider or mount (if target mounted)
−20	−20	aimed at specific part of the body

Basic Equipment Summary

social status req.	counts as item?	name of item	purpose and function
Travel Gear			
1	yes	Bedroll and/or blanket	basic materials for good sleep
1	yes	Backpack or carrying pack	carry items without encumbrance
1	yes	Flask and pouch	carries one day's food and drink
1	yes	Waterskin	carries seven days of drink
1	yes	Rations Pack	carries seven days of food
1	yes	Cook Gear	eating utensils, gear for cooking skill
1	yes	Extra-warm clothing	for very cold weather
4	yes	Tent and groundcloth	holds 2-4, for bad weather sleeping
6	yes	Mule	carries one man and gear, or cargo load
6	yes	Small boat	carries 2 men and gear, or cargo load
6	yes	Small cart	requires draft animal, men or loads equal animals
8	yes	Riding or Draft Horse	carries man and gear, or cargo load
15	yes	Warhorse or Courser	carries one man and gear (only)
Adventure Gear			
1	yes	Torches	five, each burns 3-4 hours
1	yes	Rope	50-foot length
1	yes	Digging Tools	pick and shovel
6	yes	Lantern	burns 7 days continuously, or 30 evenings
6	yes	Climbing gear	100' rope, climbing tools (hammer, spikes, etc.)
7	yes	Hunting or fishing gear	traps and snares, or nets
8	yes	Journeyman's tools	travelling tools for an Arts/Crafts skill
Magic Gear			
0	yes	Small Containers	variety of items to hold nodes
Personal Armor			
4	no	Leather jerkin, or coat	−2 pts on torso, legs too if desired
5	no	Leather helmet	−2 pts on head
6	no	Leather bracers	−2 pts on arms
7	no	Open metal helmet	−4 pts on head
9	no	Greaves	−3 pts on legs, requires strength 7+
10	yes	Flexible metal corselet	−4 pts on torso, requires strength 5+
12	yes	Flexible metal coat	−4 pts on torso & arms, requires strength 7+
13	no	Breastplate	−6 pts on torso, requires strength 6+
14	no	Closed metal helmet	−6 pts on head
15	yes	Half Plate	−6 pts torso, −5 pts legs, −3 pts arms, strength 8+
16	no	Vambraces	−5 pts on arms
17	yes	Full Plate	−6 pts everywhere, requires strength 9+
Armor for Mounts			
9	no	Light leather bards	−1 pt forebody and hindbody
11	no	Leather half bard	−2 pts head, forebody, forelegs
12	yes	Leather housing	−2 pts everywhere
14	no	Metal chanfron	−4 pts on head
17	yes	Metal chest barding	−4 pts forebody and forelegs
18	yes	Complete metal barding	−4 pts everywhere

NODE ALIGNMENT TABLE

'c'
Total power of all unused nodes already aligned and owned by the character

's'
Power of the node the character is attempting to align:

'c' Total power of all unused nodes already aligned and owned by the character	1-node	2-node	3-node	4-node	5-node	6-node*
0	50%	25%	none	none	none	none
1	55%	30%	5%	none	none	none
2	60%	35%	10%	none	none	none
3	65%	40%	15%	none	none	none
4	70%	45%	20%	none	none	none
5	75%	50%	25%	none	none	none
6	80%	55%	30%	5%	none	none
7	85%	60%	35%	10%	none	none
8	90%	65%	40%	15%	none	none
9	95%	70%	45%	20%	none	none
10	99%	75%	50%	25%	none	none
11	99%	80%	55%	30%	5%	none
12	99%	85%	60%	35%	10%	none
13	99%	90%	65%	40%	15%	none
14	99%	95%	70%	45%	20%	none
15	99%	99%	75%	50%	25%	none
16	99%	99%	80%	55%	30%	5%
17	99%	99%	85%	60%	35%	10%
18	99%	99%	90%	65%	40%	15%
19	99%	99%	95%	70%	45%	20%
20*	99%	99%	99%	75%	50%	25%

*If 'c' is greater than 20, or 's' is greater than 6-power, use the alignment equation to compute percentage chance of success:

$$5c - 25s + 75 = \% \text{ chance of success (maximum 99\%)}$$

Circle of dominance:

Light/Darkness → Fire → Metal → Crystal → Water → Wood → Wind → Light/Darkness

SWORDBEARER

CHARACTER DATA SHEET

Character Name				Race		Player's Name	
Mass	Strength	Agility		Intelligence	Age		Combat Quickness
Social Status			Experience Points		Specialized Sphere(s)		

WEAPONRY

name	use skill	speed skill	strength for: 1-hd 2-hd	length	Missile Ranges: short	mdm	long	extreme	damage	strength + 1-hd 2-hd	wound type	breaks on	now broken?

CHARACTER MOVEMENT (on ground)

crawl	step	walk	trot	run	gallop

MOUNT CHARACTERISTICS

mass	strength	agility	intelligence	quickness

CHARACTER MOVEMENT (flying)

crawl	step	walk	trot	run	gallop

MOUNT MOVEMENT

crawl	step	walk	trot	run	gallop

CHARACTER ARMOR

type & name	deflects	on body location

MOUNT ARMOR

type & name	deflects	on body location

CHARACTER WOUNDS

location	type	pts	notes

MOUNT WOUNDS

location	type	pts	notes

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ITEMS CARRIED

item	carried on	weight?

WEAPON, MAGIC, GENERAL SKILLS

rating	skill name

Sphere Abbreviations: F = fighting, S = stealth
T=town, C=country, A=arts/crafts, L=leadership

Minimums Abbreviations: intell = intelligence.
stren = strength, social = social status.

OTHER SKILLS

rating	skill name	sphere	min
	evaluate opponent	F	no
	ambush	F,S	agility
	detect danger	F,S	intell
	concealment	S	intell
	stalk & slink	S	agility
	detect concealment	S	intell
	disarm trap	S	agility
	pickpocket	S	agility
	underworld	S,T	intell
	diplomacy	T	intell
	bribery	T	intell
	haggling	T	intell
	gambling	T	intell
	drinking	T	mass
	cooking	T,A	intell
	dancing	T,A	agility
	riding	T,C	agility
	swimming	C	stren
	climbing	C	agility
	tracking	C	intell
	wild food	C	intell
	hunting	C	intell
	fishing	C	intell
	scribe	A	0
	tailor	A	0
	pottery/glassblower	A	0
	jeweler	A	0
	locksmith	A	0
	doctor/druggist	A	0
	leatherworker	A	0
	armorer	A	0
	bowyer	A	0
	builder	A	0
	miner	A	0
	musician	A	0
	warlord	L	intell
	politician	L	social
	economist/admin	L	intell
	personnel managem't	L	intell

NODES CARRIED

spell	container	node type-value

NODES CARRIED

spell	container	node type-value

NODE SEARCH

type	accumulated hours