

METAL/CRAFT EFFECTS			
Condition	Effects	Chance	Cost Multiplier
AFT	+1 damage for edged or pointed weapons	-1	*2.5
Master Craftsman	+1 CR and PR with any weapon; -1/8 DR penalty for each individual piece of armor	0	*1.5
Master Artisan	+2 CR and PR with any weapon; -1/4 DR penalty for each individual piece of armor	0	*5
Mild Steel	-1 to armor absorption for edged and pointed weapons; +2	-1	*1.5
High Carbon Steel	-2 to armor absorption for edged and pointed weapons; +4 to armor absorption for armor and shields	-2	*3.5
Copper	+2 to armor absorption for edged and pointed weapons; -4	2	*1.5
Bronze	+1 to armor absorption for edged and pointed weapons; -2	1	*2
Phosphor Bronze	-1 to armor absorption for edged and pointed weapons; +2 to armor absorption for armor and shields	-1	*3.5
Titanium	-3 to armor absorption for edged and pointed weapons; +6	-3	*6.5
Tungsten Carbide	-4 to armor absorption for edged and pointed weapons; +8 to armor absorption for armor and shields	-4	*13

MOVEMENT		
Motion	Speed	Duration
Walking	Agility * 1/10 meter/sec	Constitution * 1 hour
Trotting	Agility * 1/5 meter/sec	Constitution * 5 minutes
Running	Agility * 3/10 meter/sec	Constitution * 1 minute
Sprinting	Agility * 1/2 meter/sec	Constitution * 4 seconds

DAMAGE BONUS FROM STRENGTH	
Strength	Bonus
3	-d10
4 - 5	-d8
6 - 7	-d6
8 - 9	-d4
10 - 15	0
16 - 17	+d4
18 - 19	+d6
20 - 21	+d8
22 - 23	+d10
24 - 25	+d10+d4

BLOOD LOSS EFFECTS	
Total Blood Loss	Effects
40%	(Acrobatics, Horsemanship, etc.), and the reduction of movement rate at anything other than a walk by 10%.
60%	-2 damage, -10% on physical rolls, and -20% movement rate for anything other than a walk
80%	Will Saving Throw or unconscious every 30 seconds. Unconscious for 1-6 minutes, plus -3 damage dice/-30% to any rolls involving strenuous physical activity.
90%	Unconscious for 10-20 minutes, is Incapacitated upon awakening, and must make a Saving Throw vs. Constitution to avoid death
100%	Dead

PICKING LOCKS	
Penalty/Bonus	Factor
-25%	No tools (piece of wire)
-10%	Incorrect lock pick size
-10% per attempt	Previous failed attempt
-25%	Unknown mechanism
-25%	Damaged mechanism (see below)
-10%	Under duress/in combat
5%	Finely crafted lock picks
10%	Expertly crafted lock picks
+5% to +50%	Enchanted lock pick
+5% per success	Previously picked lock

Search Furniture					
Search Roll					
Modifier	Search	Small ornate box	Large chest	Desk	Notes
-10%	Cursory	30 seconds	1 minute	2.5 minutes	
0	Normal	1 minute	2 minutes	5 minutes	
10%	Careful	2 minutes	4 minutes	10 minutes	add +5% for each additional period of time spent searching an item

Lock difficulty		
Lock difficulty	Penalty/Bonus	Time
Extremely Easy	10%	30 seconds
Easy	5%	1 minute
Average	0	2 minutes
Difficult*	-10%	5 minutes
Extremely Difficult**	-20%	15 minutes

Search Rooms			
Search Roll			
Modifier	Search	Time per 25 sq. ft.	Note
-10%	Cursory	1 minute	
0	Normal	2 minutes	
10%	Careful	5 minutes	add +5% for each additional 5 minutes spent searching an area

Melee Attack Chart

CR minus DR

	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10		
Critical Hit									100	100	100	100	100	100	100	100	100	100	100	100	100	Critical Hit	
Head								100	99	99	99	99	99	99	98	97	96	96	96	96	95	95	Head
Chest	100	100	100	100	100	100	100	99	98	97	96	95	94	93	92	91	90	89	88	87	86	Chest	
Abdomen	99	99	99	99	99	99	97	94	91	88	85	83	81	79	77	75	73	71	69	67	65	Abdomen	
Groin	98	98	98	95	92	89	86	83	80	77	74	72	70	68	66	64	62	60	58	56	54	Groin	
Weapon Arm	97	97	94	91	88	85	82	79	76	73	70	68	66	64	62	60	58	56	54	52	50	Weapon Arm	
Shield Arm	91	88	85	82	79	76	73	70	67	64	61	59	57	55	53	51	49	47	45	43	41	Shield Arm	
Right Leg	82	79	76	73	70	67	64	61	58	55	52	50	48	46	44	42	40	38	36	34	32	Right Leg	
Left Leg	69	66	63	60	57	54	51	48	45	42	39	37	35	33	31	29	27	25	23	21	19	Left Leg	
Miss	56	53	50	47	44	41	38	35	32	29	26	24	22	20	18	16	14	12	10	8	6	Miss	
Drop Weapon	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Drop Weapon	
Critical Miss	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Critical Miss	

Melee Parry Chart

PR minus CR

	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	
Parry/Riposte							100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	Parry/Riposte
Parry			100	100	100	99	98	97	96	95	92	89	86	83	80	77	74	71	68	65	65	Parry
1/2 Parry	100	100	96	91	86	81	76	71	66	61	56	51	46	41	36	31	26	21	16	11	6	1/2 Parry
Miss	75	72	69	66	63	60	57	54	51	48	45	41	37	33	29	25	21	17	13	9	5	Miss
Drop Weapon	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Drop Weapon
Critical Miss	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Critical Miss

MELEE ADJUSTMENT FACTORS		
Melee	Adjustment	Notes
Defender stunned	-3 CR,DR,PR	Defender may not attack; Dodge at 1/2 bonus; -30% Cast Chance
Defender incapacitated	-8 CR,DR,PR	Defender may not attack; Dodge at 1/2 bonus; -80% Cast Chance
Attacked from rear	-2 DR	DR from shield is negated
Attacked from side	-1 DR	DR from shield may be negated
Defender unsuspecting	+3 CR	Attacker has +3 CR against defender
Unusual/Clever Stratagem	+1 to +3 CR	Depends on action
Height advantage	+1 CR	Greater than 1/2 meter difference in height
Height disadvantage	-1 CR	Greater than 1/2 meter difference in height
Engaging 2 foes	-1 CR	
Engaging 3 or more foes	-2 CR	
Dodging	-3 CR/PR	
Retreating	-2 CR/PR	+2 DR
Striking w/off hand	-2 CR/PR	No penalty if ambidextrous
Using two weapons	-3 CR/PR	-2 CR/PR if ambidextrous
Incapacitated leg	-1 CR/-2DR	
Fractured Limb	-1 CR,DR,PR	Penalties due to pain from fracture
Severed Limb	-3 CR,DR,PR	Penalties due to pain

MISSILE ADJUSTMENT FACTORS		
Missile	Adjustment	Notes
Defender stunned	-3 CR,DR,PR	Defender may not attack; Dodge at 1/2 bonus; -30% Cast Chance
Defender incapacitated	-8 CR,DR,PR	Defender may not attack; Dodge at 1/2 bonus; -80% Cast Chance
Defender unsuspecting	-	Defender has 0 DR against attacks
Height advantage	+1 CR	Height difference of at least 3 meters
Height disadvantage	-1 CR	Height difference of at least 3 meters
Medium range	-1 CR	
Long range	-2 CR	-1 damage
Extreme long range	-4 CR	-2 damage

DAMAGE EFFECTS ON PARRIES

For every 3 points difference in average damage between the Character's Parrying weapon and the Attacker's weapon, 1 is subtracted from the Character's PR. This modification includes strength-related damage adjustments but does not include any magical or other bonuses to damage.

Critical Hit: Missile and Thrusting Weapons	
1 - 35	Ignore Armor
36 - 45	Disfigurement (e.g. loose a tooth, permanent scar, nose smashed)
46 - 52	Statistic Loss until Healed, Hamstring (Leg hit, -6 Agility)
53 - 58	Statistic Loss until Healed, Punctured Lung (Chest hit, -6 Constitution)
59 - 63	Statistic Loss until Healed, Genitals (Groin hit, -6 Will)
64 - 69	Statistic Loss until Healed, Damaged Fingers (Arm hit, -6 Dexterity)
70 - 75	Statistic Loss until Healed, Back Injury (Abdomen hit, -6 Strength)
76 - 80	Eye Lost (-4 CR,DR,PR for 2 weeks)
81 - 85	Blinded (-8 CR,DR,PR for d10 minutes)
86 - 90	Breath Knocked Out (Incapacitated for d20 seconds)
91 - 95	Amnesia (can only use physical skills and personal knowledge gone for d4 days)
96 - 00	Special Effect (GMs decides effect)

Critical Hit: Edged Weapons	
1 - 31	ignore physical armor
32 - 62	double damage
63 - 64	shield destroyed (roll again if shield not carried)
65 - 66	helm removed (stunned d6 seconds)
67	voicebox punctured, no talking
68 - 70	ear removed (helm removed if helmed)
71 - 73	eye removed
74	knee split; movement halved
75	knee split; no movement
76	d5 fingers removed; dexterity reduced by d5 points
77	leg removed at ankle
78	leg removed at knee
79	leg removed at hip
80 - 81	shield destroyed and shield arm removed at wrist
82 - 83	shield destroyed and shield arm removed at elbow
84 - 85	shield destroyed and shield arm removed at shoulder
86	weapon arm removed at wrist
87	weapon arm removed at elbow
88	weapon arm removed at shoulder
89	abdominal injuries; carrying capacity halved
90	chest injuries carrying capacity halved
91	abdominal injuries; death in d6 days
92	chest injuries; death in d4 days
93	abdominal injuries; death in 2d6 seconds
94	chest injuries; death in 2d4 seconds
95	abdominal injuries; death in d6 seconds
96	chest injuries; death in d4 seconds
97 - 98	throat cut; death in d4 seconds
99 - 100	decapitated; immediate death

Critical Hit: Blunt Weapons	
1 - 31	double damage
32 - 64	destroy armor component, roll on +5 table to find body part, ignore misses
65 - 68	shield broken (roll again if no shield)
69 - 70	shield arm struck (no shield defense for d6 seconds)
71 - 72	shield arm simple fractured; lose shield
73 - 74	weapon arm struck; -2 to CR
75 - 76	weapon arm struck; -4 to CR
77 - 78	weapon arm simple fractured; no attacks (except with off-hand)
79 - 82	hand struck; lose d6 Dexterity until healed
83 - 84	chest struck; stunned d6 seconds
85 - 86	chest struck; ribs broken, lungs punctured, no movement
87 - 88	chest struck; ribs broken, heart punctured; death d4 seconds
89 - 90	leg struck; fall to ground
91 - 92	leg struck; movement halved
93 - 94	leg simple fractured; no movement
95 - 96	head struck; lose d6 intelligence for d4 months or until healed
97 - 98	head struck; lose 2d6 intelligence until healed
99	skull crushed; dead in d6 seconds
100	skull crushed; dead

Melee Fumble Effects	
1 - 33	slip; dex save at -5 or fall and be stunned d6 seconds
34 - 39	trip and fall; stunned for d6 seconds
40 - 44	off balance; agility save at -5 or no action next blow
45 - 49	lose grip on weapon; dex save at -5 or no attack next blow
50 - 54	lose grip on weapon; dex save at -10 or drop weapon
55 - 59	lose grip; drop weapon
60 - 65	tangled with opponent; neither attacks next round
66 - 69	weapon knocked away distance d10 feet in random direction
70 - 74	weapon breaks (base 100% change minus 20% for each +1 modifier to the)
75 - 76	hit self; half damage
77 - 78	hit self; normal damage
79 - 80	hit self; double damage
81 - 82	hit ally; half damage
83 - 84	hit ally; normal damage
85 - 86	hit ally; double damage
87 - 88	hit self; ignore physical armor
89 - 90	hit ally; ignore physical armor
91 - 92	twist ankle; half-speed for one minute, agility save at -5 or fall and be stunned d4
93 - 95	helm slips; dex save at -5 to fix or -6 CR until dex save succeeds
96 - 97	helm slips; dex save at -5 to fix, no attacks until fixed
98	distracted; you have -3 DR for d6 seconds
99	critical hit; self
100	critical hit; ally

Magical Fumble Table	
Adjusted Die Roll = (d20 + DoM of Spell)	
Adjusted Die Roll	Effect
2-6	No effect; Spell simply fails.
7-10	Spell fails; Mage expends 2 times normal SPP*
11-12	Spell fails; Mage expends 3 times normal SPP*
13	Spell fails; Mage expends 4 times normal SPP*
14-17	The Spell affects the mage if harmful, or an opponent if beneficial. If non-applicable, the Spell effects are reversed.
18-19	As for 14-17 but the effects are doubled.
20-22	Spell fails; the Mage is afflicted with self-doubt. He or she is at -2 to Cast Chance for 2 weeks, then at -1 to Cast Chance for an additional 2 weeks.
23-25	The Mage loses all remaining SPP.
26-27	The Mage's mind snaps and he or she goes insane. Specifics are left to the discretion of the Game Master. (Paranoia or a split personality are two of the favorite choices).
28-29	The Mage accidentally rips a hole in the fabric of the dimension. It will close in 1 to 6 Rounds, but during the time it is open anything the Game Master desires may wander out.
30	Mage rapidly (1-3 rounds) ages to death.
31+	Mage Explodes (painfully).

Circumstances which decrease Cast Chance	
Circumstance	Effect
Caster is between 25% and 50% of total SPP	-5% CC
Caster is at less than 25% total SPP	-10% CC
Caster is engaged in melee	-10% CC
While Boosting, for every -1 to target's ST	-5% CC
For each DoM of a Spell being Boosted in one area	-5% CC
For each point of damage taken by Caster within 10 seconds of casting the Spell	-2.5% CC

Damage effects table			
Body Part	Damage	Type	Effects
Head	300%	Either	Dead/Decapitated
Head	200%	One attack	Dead/Head crushed
Head	200%	Total	Coma/Dead in 90 seconds
Head	150%	One attack	Skull fracture, unconscious 10-20 minutes*
Head	100%	Either	Unconscious 1-6 minutes*
Head	50%	One attack	Stunned 3-8 seconds
Groin	200%	Either	Dead
Abdomen	150%	Either	Dead
Chest	100%	Either	Dead
Abdomen	100%	Either	B12, BPI 5, ST: Will-3 or unconscious*
Groin	100%	Either	B8, BPI 3, ST: Will-3 or unconscious*
Chest,Groin	75%	Either	B2, BPI 2, 1/2 CR and PR
Abdomen	75%	Either	B4, BPI 3, 1/2 CR and PR
Chest, Groin	50%	Total	BPI 1, -1 CR and PR
Abdomen	50%	Total	BPI 2, -1 CR and PR
Any Torso	50%	One attack	Stunned 3-8 seconds
Leg(Thrusting)	400%	One attack	Leg cut off, B16, ST: Will-6 or unconscious, fall over, -3 CR,DR,PR
Arm(Thrusting)	400%	One attack	Arm cut off, B12, ST: Will-6 or unconscious, -2 CR,DR,PR
Limb	400%	Total	Limb severely mangled, B8, BPI 4
Leg (Other)	300%	One attack	Leg cut off, B16, ST: Will-6 or unconscious, fall over, -3 CR,DR,PR
Arm (Other)	300%	One attack	Arm cut off, B12, ST: Will-6 or unconscious, -2 CR,DR,PR
Limb	300%	Total	Limb moderately mangled, B4, BPI 2
Limb	200%	One attack	Compound fracture, B2, BPI 2; if leg, fall over, -3 CR,DR,PR; if arm, -1 CR,DR,PR
Limb	200%	Total	Limb slightly mangled, B2, BPI 1
Limb	150%	One attack	Simple fracture; if leg, fall over, -3 CR,DR,PR; if arm, -1 CR,DR,PR
Limb	100%	Either	Limb incapacitated
Blood	100%	Either	Dead
Blood	90%	Either	Unconscious 10-20 minutes*, ST: Constitution or die
Blood	80%	Either	ST: Will or unconscious
Blood	60%	Either	-2/-20% on all strenuous activity
Blood	40%	Either	-1/-10% on all strenuous activity