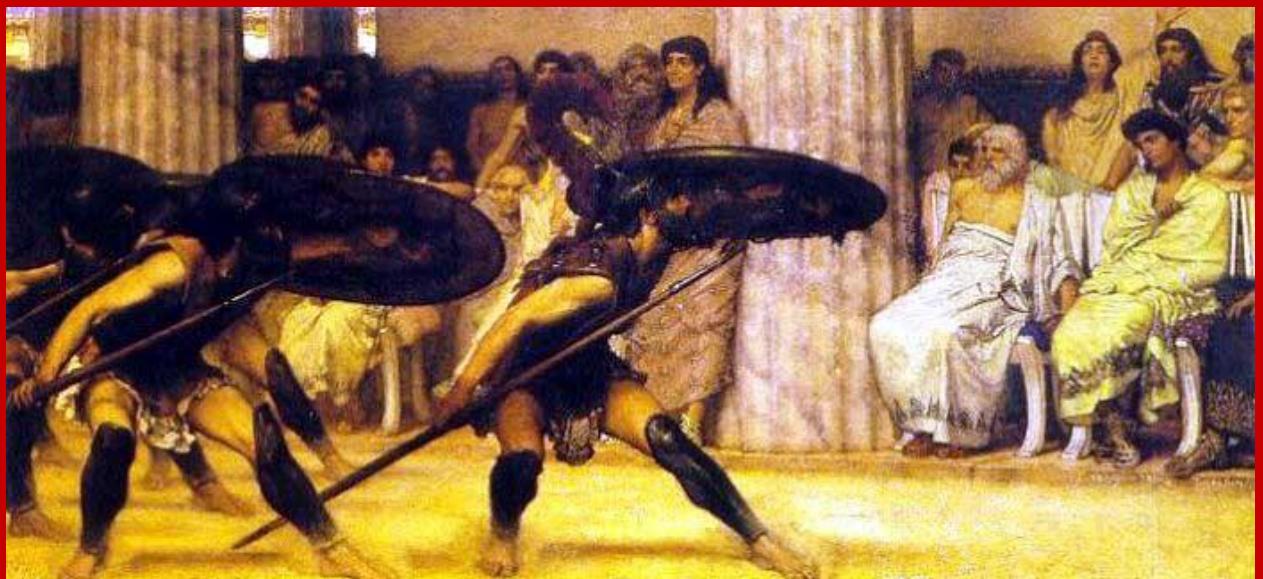


Glorantha: Characters and Combat



By D. McLaughlin

Glorantha Rulebook 1

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INTRODUCTION

TERMS

A '**dice**' refers to a ten sided dice. This is abbreviated as 'D'. 2D refers to 2 ten sided dice and so on. Other dice types are indicated by 'Dn' where 'n' is the number of sides.

'Character' can mean a player or a non-player character: that is, a person. Player characters or **PC's** are those controlled by individual players, while non-player characters or **NPC's** are controlled by the referee (**GM**). In many rules the word '**figure**' has been used as this can refer to any creature, person or animate object involved in the game. It also reflects the use of a model figure or counter to represent the creature/person.

'S/he', 'him/her' and 'him/herself' are used for characters of indeterminate gender. 'It' is used for figures.

Stat is short for statistic. A character has a series of Stats or characteristics, numbers which describe their abilities, their relative strengths and weaknesses e.g. IQ is a measure of intelligence. This will be explained further in the next section.

Adj. Means adjusted. It is used as a prefix to stats which are modified by circumstances arising in the game, such as using heavy equipment. AdjDX, for example, is a figure's dexterity after various bonuses and penalties have been reckoned.

XP are experience points, which are used to develop a character's stats and abilities. A player will have a certain number of these to spend when a character is first generated, and more can be earned as the game progresses.

CHARACTERS

To generate a player-character, the following steps should be taken:

1. **Choose a Religion.** The religion a character chooses will have some entry requirements and will also determine the virtues and vices the character will have. Religion is what gives a character access to magical abilities.
2. **Select Disadvantages.** Before spending initial XPs, players should choose disadvantages which fit their image of the character they are going to create. The points gained from disadvantages can be spent to improve the character.
3. **Buy Statistics, Skills and Traits.**
4. **Choose Advantages.**
5. **Acquire Magic.** Magic is determined by religion. It can be bought with XP or DP.

Experience Points

A starting character starts with 150 XP.

An experienced character starts with 300 XP.

A very experienced character starts with 450 XP.

Statistics

A statistic (STAT) is a basic ability which describes a figure or character in the game.

BD	= Body
DX	= Dexterity
IQ	= Intelligence
PW	= Power
CH	= Charisma
MA	= Movement Allowance

An explanation of terms:

BD: How strong, resistant and robust the character is.

DX: How quick, nimble, accurate and agile a character is.

IQ: How observant a character is and how good his/her memory is. Ability to learn and think logically.

PW: The character's spiritual energy, perceptiveness and intuition.

CH: The character's willpower and strength of character.

MA: The number of squares the character can move if unencumbered.

The following abilities are like STATS and are usually the same as them unless modified by a special ability.

Ability	Meaning	STAT based on.
ST	Strength	BD
TO	Toughness	BD
AG	Agility	DX
CO	Co-ordination	DX
WP	Willpower	CH

Characters are assumed to be human. The other races of Glorantha are not really suitable as player characters.

Characters start with a score of 8 in each of these characteristics. A small type of humans called Pygmies start with 6 BD and 10 DX and a large type called Agamori with 10 BD and 6 DX.

When generating a character, XPs can be exchanged for increases in these stats except MA. Each point normally costs 10 xp. **If buying a STAT over double the starting value from the race table the cost is doubled (20 XP). If buying a STAT over triple the starting value the cost is trebled (30 XP) and so on.**

Note that any creature with an IQ of 6 or less in a non-intelligent animal.

Actions

A character has a number of Actions with each STAT. S/he starts with 1. To buy extra Actions costs 50 XP for the first, 75 XP for the second, 100 XP for the third, 125 XP for the fourth and so on. Actions are separated from STATS by a /. A character with DX: 16/2 has 16 DX and 2 actions with DX,

Actions allow a character to do more things with that STAT. To perform a task takes a number of actions which is set by the difficulty of the task.

Personality Traits

Personality Traits (PTR) add to STATS for making saving throws as follows. The cost of increasing PTRs is 1 for the 1st point, 2 for the 2nd, 3 for the 3rd and so on.

Personality Trait	STAT	Save
Cautious	IQ	Resist Impetuosity.
Courage	CH	Resist Fear
Cunning	IQ	Resist Persuasion.
Inclusive	CH	Relationship with own or other people.
Tradition	CH	Resist Inclusion. Relationship with own people.

DISADVANTAGES

Players should be encouraged to give their characters disadvantages for two reasons. Firstly, they allow a character to have more XPs than their racial base. Secondly, disadvantages encourage role-playing. They develop a personality and gives the character some kind of motivation which justifies putting his or her life in danger on a regular basis – be it getting enough money to support their extravagant lifestyle, or battling for a cause. A character can spend XPs to get rid of a disadvantage if during the game it has reasonably been dealt with e.g. a slave who manages to buy his/her freedom or a character who repeatedly stands up to his/her fears. This costs 5 more XP than were gained for the disadvantage in the first place.

A character cannot have disadvantages totalling to more than 100 points.

Failure to follow the limitations of a disadvantage can cause **DEMORALIZATION**. Each cause of demoralization gives a character a 1 penalty on all actions. A ½ season is 4 weeks.

Many disadvantages causes loss of wealth. INCOME is total wealth is cash or kind received. SURPLUS is wealth left after minimum living expenses for self and dependents.

A character should not be allowed disadvantages whose penalties in a skill area add up to more than 5 as this would make them a total outcast and pariah.

DISADVANTAGE	Description	Limitations and Penalties	DP
AGGRESSIVE:	The character resorts to violence frequently if his/her wishes are frustrated.	1 penalty Social. Failed Social rolls result in fights or confrontation. Impetuosity caused by violence or threat of violence.	13
ALTRUISTIC:	The character's actions demonstrate kindness and generosity. S/he will give away both favours and properties. This has some positive effects in as much as it will make the character more popular.	Loss of 50% of surplus.	15
AMBITIOUS:	The character is driven by grandiose schemes of social climbing. S/he will act in a fashion suggesting a grander social status than actually possessed and attempt to derive higher social status whenever possible.	1 penalty Social. Must spend 20% of income on social occasions. Demoralized if no social climbing in any ½ season. Impetuosity caused by social superiors.	13
ARBITRARY:	The character acts in an arbitrary and unjust fashion. Others will perceive him as dangerous or unreasonable, and this will put him/her at a disadvantage when relating to many people.	1 penalty Social. Failed social rolls result in making enemies of the target.	13
BEGGER:	The character comes from the lowest free strata of society. S/he is generally ignored by social superiors.	2 penalty Social except with beggars, runaway slaves or serfs. Any evidence of wealth or success (e.g. decent clothing or accommodation) will be greeted with deep suspicion by the higher classes who will assume the character is a thief.	15
CHIVALRY:	The character lives and fights according to a strict code of conduct.	Must except surrenders. Must always give a knocked down target a chance to stand up. Never make a surprise attack. Must protect non-combatants. Never use poison.	10
CLUMSY:	A tendency to trip over his/her own feet and knock over fragile objects.	2 penalty Stealth.	13
COMFORTABLE LIVING:	The character is used to reasonable standards of comfort and does not appreciate 'roughing it'. Requires creature comforts when travelling, will always stay in good quality accommodation where possible and acquire good quality food and drink when available.	1 penalty Survival. Demoralized if did not stay previous night in either good quality accommodation and ate good food or an excellent pavilion with good food.	15
COWARDLY:	The character is a physical coward and must avoid danger and fighting whenever possible.	-2 to all Fear checks. Can't buy the Courage PTR.	20
DEPENDENTS:	A character has other individuals to look after, such as a family. He/she must protect and provide for them.	Costs minimum 50% of Income. Demoralized if in any week dependents have less than 7L spent on them.	20
DISTINCTIVE AND MEMORABLE	The character has distinctive features which are extremely difficult to disguise.	Character is easy to recognise and describe to others.	2

DISADVANTAGE	Description	Limitations and Penalties	DP
ECCENTRIC:	The character has personal foibles which marks him/her out from others. S/he will be considered eccentric, unusual or even mad.	1 penalty Social. Failed social rolls result in target considering the character to be mad.	13
EGO SIGNATURE:	The character must make sure everyone knows of his/her brave deeds (no matter if they are illegal or dangerous). S/he leaves a distinctive sign of his/her presence at the scene of victories and/or brags to anyone who will listen about them.	Character is Demoralized if forced to keep any deed a secret until it can be bragged about.	10
ENEMIES:	The character has an individual or group who are committed enemies determined to imprison or kill him/her. They are dedicated to this goal.	In each scenario roll 2D. On a score of 13+ the enemies will attempt to thwart the character.	15
FANATIC:	The character is fanatically devoted to a particular cause and will strive to his/her best ability in that cause at all times.	Character is Demoralized in any week s/he is not attempting to further the cause.	13
FEARS:	The character Fears a common situation, creature or type.	-5 to Fear checks in situation or against creature or type. Fear check is always at least difficult. PTR Courage doesn't count against feared thing.	10
FLASHBACKS:	The character has flashbacks to some traumatic event in his/her past which are triggered by certain events.	Situation is encountered in 25% of scenarios and causes the character to be incapacitated for 2D turns,	13
FOOLISH:	The character is easy to persuade and fool.	-2 to all Persuasion checks. Can't buy the Cunning PTR.	20
FRAGILE:	The character is less tough than is usual for his/her BD.	Character's BD acts as 2 lower for the number of hits taken and wound levels. S/he cannot buy the Toughness Ability.	40
FUMBLING:	Lapses in concentration cause the character to fumble frequently.	+1 chance of fumbling any roll.	40
HATRED:	The character harbours an irrational hatred of a particular common type of person or thing. The hated target is not easy to destroy and is widespread e.g. Lunar Soldiers, Dragonewts.	Demoralized in any ½ season the hated thing is not destroyed. Impetuosity caused by hated thing.	15
HERO WORSHIPPER:	The character has a submissive personality and tends to attach him/herself to more dominant personalities. The character will tend to do whatever this 'hero' says, fawn over them and so on. This will continue even if the object of worship treats the character badly. If the object of worship is lost in some way the character will find someone new to latch on to.	Choose one character not controlled by the player. The character must obey their every command and constantly strive for their approval. Demoralized if hero shows disapproval of character.	15
HIDEBOUND	The character only copes well in his/her own society and cannot relate to or learn from outsiders.	-2 to all Relationship checks with outsiders. Can't buy the Inclusive PTR.	20
HIDEOUS	The character is hideous.	2 penalty Social. Failed Social rolls result in character being driven off as a freak or diseased vermin	20

DISADVANTAGE	Description	Limitations and Penalties	DP
HOARDER:	The character is a hoarder of wealth and likes money for its own sake. His/her actions are directed towards acquiring wealth which will only be spent when absolutely necessary,	Demoralized in any week failed to hoard at least 20L. Demoralized in any week in which spent more than 25% of income. Impetuosity caused by valuable objects apparently not owned or claimed.	15
HONEST:	The character is unable to lie directly and is very unconvincing when attempting to evade the truth.	4 penalty to any roll involving lying. Character Demoralized for 4 weeks if tells a lie or evades telling the truth through equivocation or silence.	13
INAPPROPRIATE APPEARANCE:	The character does not look the part. For example a skilled fighter who looks weak and harmless, a wizard who looks foolish and incompetent or a cleric who looks worldly. The character will be taken less seriously and find it difficult to get jobs. The character may also find it necessary to keep his/her true nature concealed on some occasions.	1 penalty Social. Failed social rolls result in targets failing to respect character or believe s/he is as represented.	13
INAPPROPRIATE SOCIAL ROLE:	The character's sex, race or class makes his/her profession or attitudes socially unusual – for example, a female warrior in a society where women do not usually bear arms. People and authorities will often show prejudice against the character.	2 penalty Social where acceptance is an issue. Failed social rolls result in targets failing to respect character. Character must make Social rolls in order to be accepted for any task, job or position.	20
INDULGENT:	The character has a taste for the luxuries of life and when s/he has money available it will be spent on these.	Must spend 50% of surplus on luxuries. Demoralized in any ½ season fails to spend 150L on luxuries. Impetuosity caused by luxuries apparently unclaimed, not owned or otherwise available.	18
INTIMIDATING:	The character seems unpleasant, uncultivated or overbearing and supercilious. S/he does not make friends easily and does not inspire loyalty or affection in others.	1 penalty Social. Failed social rolls result in making enemies.	13
LAZY:	The character is less active than the norm.	1 penalty in any activity requiring effort for more than 1 hour. Demoralized if spend more than 6 hours per in a day in useful activity.	13
LOVE	The character loves the named individual.	Loss of 10% of income. Demoralized in any ½ season did not see and interact with loved person or if that person does not love the character. If loved one lost Demoralized for 1D seasons and until new loved one is found.	15

DISADVANTAGE	Description	Limitations and Penalties	DP
LOYAL:	Once the character has given his/her loyalty to someone s/he will not turn against that person under any circumstances.	Demoralized if character does not have a leader to be loyal to. Demoralized if let down leader in any way until redeemed by a display of even greater loyalty. Demoralized if leader is killed or seriously hurt for 2D weeks.	13
LUSTFUL:	The character spends a great deal of time in pursuit of the opposite sex. This is one of his/her major motivations and will often cause him/her to act in a dangerous, ill considered or foolish fashion.	Demoralized in any ½ season failed to make a successful seduction of a new target. Demoralized on any week failed to make an erotic conquest. Impetuosity caused by attractive members of the appropriate gender.	15
MONOMANIAC:	The character's whole being is directed at a single, straightforward goal. Examples could be revenge, justice or the destruction of an individual, nation or race (or the improvement of the same). This is his/her only goal and s/he will take no interest in actions that are not associated with it.	3 penalty on any action not directly associated with goal. Demoralized on any week failed to advance goal.	25
MORAL QUALMS:	The character has moral qualms about killing people. Most people (who aren't CALLOUS or PSYCHOTIC) would hesitate to kill in cold blood. A character with moral qualms however will only fight people in order to defend him/herself, and will try his/her utmost to make sure no one is killed or seriously injured.	Demoralized for 1 week if involved in an action in which someone is killed. Demoralized for 2 days if involved in an action where someone is seriously hurt.	25
OVERCONFIDENT	The character has an exaggerated view of his/her own abilities and will therefore frequently overestimate the chances of success in any task. S/he will fight against unrealistic odds, attempt dangerous tasks and generally act first and think later. Even frequent failure will not dent this confidence, as s/he will always blame it on circumstances beyond his/her control.	Can never decide not to do something by reason of risk of failure where the chance of success exceeds 50%.	13
PARANOID:	The character believes the world and everyone in it is against him/her. S/he may behave in strange and irrational ways, taking elaborate precautions against imaginary dangers and is always suspecting others of plotting against her/him. S/he may be given to taking action against people whom s/he suspects.	The character must never trust anyone without taking elaborate precautions to avoid betrayal.	15
PHYSICAL DISABILITY:	The character has a physical disability which restricts his/her actions. The number of points depends on the frequency with which this disability affects them and the severity of the problem caused.	Blind. Missing Eye -2 to all range penalties, -2 perception. Missing Arm. Missing Hand. Missing Leg -5 MA. Missing Foot -3 MA. Lame -2 MA. Dumb. Deaf.	50 20 30 20 30 20 10 40 30
POOR MEMORY:	Lack of recall for facts and details.	2 penalty Magic, Nature Lore, Academic and Military Lore. ½ IQ for spell memorisation.	10
POVERTY:	The character has fallen on hard times.	The character starts with 5L instead of the usual amount.	5

DISADVANTAGE	Description	Limitations and Penalties	DP
PROUD:	The character cannot stand being insulted or slighted. S/he cannot refuse a fair challenge or keep silent if insulted. S/he is easily provoked to violence.	If character is insulted s/he must immediately issue a challenge to a duel. If challenged to a duel the character cannot refuse.	12
RECKLESS:	The character acts without caution or restraint.	-2 to all Impetuosity checks. Can't buy the Cautious PTR.	20
RELIGIOUS FANATIC:	The character is fanatically devoted to religion. The effects of this will vary depending on the religion, but the character's whole life is devoted to the pursuit of the religion's goals. S/he will talk about this religion constantly, try to gain converts, act in accordance with these religious beliefs at all times.	Demoralized in any week failed to advance religions goals by converting one individual, attacking the religion's enemies, spending at least 21 hours working for the religion or spending at least 30sp and 30% of income on the religion.	15
REVOLUTIONARY:	The character consistently fails to follow custom and causes offence within his/her own society.	-2 to all Relationship checks with own people. Can't buy the Traditional PTR.	20
RIVALRY:	The character has a rival, professional, romantic or both. S/he must always attempt to outdo this rival and make the rival look bad if at all possible.	Demoralized on any day in which rival was not outdone on the previous day	13
SERF OR SLAVE:	A serf has no rights in law and is the property of his master to be treated as the master sees fit. A serf's only protection against others comes from their master. A serf is assumed to be a runaway and therefore his/her master will be hunting for the character. There are also other legal and state institutions which watch for runaways.	2 penalty social except with other runaways or beggars. In each scenario roll 2D. On a score of 13+ the authorities or the character's master will attempt to apprehend the character.	30
SHOUTS AT FOREIGNERS:	A tendency to speak loudly and clearly to foreigners in own language.	2 penalty Speak Other Languages and in making Social rolls in other languages.	10
SOCIALLY UNACCEPTABLE HATRED	The character harbours an irrational hatred of a particular common type of person or thing. The hated target is not easy to destroy and is widespread. It is also socially unacceptable to destroy it. e.g. the established religion in the region the character lives, the nobility	Demoralized in any ½ season the hated thing is not destroyed. Hated thing causes impetuosity.	25
SOFT:	The character is used to being waited on hand and foot.	2 penalty Survival. Demoralized if less than 2 servants working solely to make the character comfortable.	20
SQUEEMISH:	A lack of taste for blood and violence.	2 penalty Killing and Medical. Demoralized for 1 hour by the sight of a Major Wound or Mortal Wound.	15
STIFF:	A rigidity of movement.	2 penalty Gymnastics -1 MA.	8
STRANGE ODOUR:	Something about the character upsets animals.	2 penalty Animal. Animals are twice as likely to attack the character.	10

DISADVANTAGE	Description	Limitations and Penalties	DP
STYLE:	The character has style and must dress to impress.	Demoralized if wearing anything of less than good quality or less than 500L worth of jewellery. Demoralized in any ½ season fails to spend at least 200L and 25% of surplus on clothing and jewellery. Demoralized for 1 month If forced to sell clothing or jewellery other than to buy better.	15
SUSPICIOUS APPEARANCE	The character's appearance provides reason for distrust e.g. branded as a thief, looks like a vagrant.	1 penalty Social. Failed social rolls will result in character being taken to be a liar, thief or bandit.	13
Tainted by Chaos:	The character has come under the influence of chaos.	The character detects as chaotic. This disadvantage is worth nothing to illuminated characters.	10
THIEVING	The character can't resist stealing things.	Impetuosity caused by valuable objects with difficulty depending on desirability and ease of theft.	30
TRICKSTER:	The character has a penchant for jokes and tricks of an unpleasant nature and therefore frequently offends others. He/she will be very irritating to other characters, especially over long periods.	Demoralized in any day fails to inflict a cruel practical joke on a friend or associate.	8
TRUSTING:	The character believes the best of people and will generally accept them at face value. S/he is easy to con or trick and will never believe dishonest intentions in others unless they are extremely obvious, in which case s/he will be very shocked.	Character has -3 to Persuasion saves. If someone who should be a friend or ally's word proves obviously false the character is Demoralized for 1 week.	20
UGLY	The character is ugly.	1 penalty Social.	13
UNACCEPTABLE SOCIAL ROLE:	The character has a profession which is society proscribes for members of his or her class, race or sex. It is essential that the character keeps his or her true nature concealed at all times to avoid unpleasant consequences.	The character must remain in disguise at all times. If discovered the character will be imprisoned, executed or lynched.	35
UNDER-CONFIDENT:	The character has little confidence in his/her own abilities and will frequently underestimate the chance of success in any task. S/he will abandon fights as hopeless where the chance of winning is still fair, and will refuse to attempt tasks of an uncertain result.	Character cannot attempt any task where chance of success is less than 50%.	15
UNFIT:	The character is unfit and soon becomes breathless.	2 penalty Athletics. Can't run for more than 3 turns.	15
UNPERCEPTIVE:	A lack of awareness.	2 penalty Perception. -2 initiative.	10

DISADVANTAGE	Description	Limitations and Penalties	DP
VENGEFUL:	The character will always try to extract revenge from those who s/he considers to have done him/her harm.	At start of game choose an individual or group. Only death will deal with them. Demoralized in any ½ season failed to punish them for their actions. Each time the character is thwarted gain a new individual or group to take revenge on. Retribution must always be a little worse than their crimes	15
WEAK:	The character is less strong than is usual for his/her BD.	Character's BD acts as 2 lower for feats of strength and damage inflicted. S/he cannot buy the Strength Ability.	40

SPECIAL ABILITIES

Special abilities can usually only be purchased only using initial XPs. They can only rarely be gained subsequently as a result of amazing and heroic acts such as heroquests. Note that only player characters, companions and exceptional NPCs have special abilities other than those of their race.

Ability	Description
ABSOLUTE TIME SENSE:	The character will always know the correct time of day or night in all circumstances. (1).
ACADEMIC	Natural studiousness and wisdom give the character an extra action with all Academic skills. (20).
ACCURATE:	The character increases the range modifier for missiles by 3 or thrown attacks by 2. (10).
AGILITY (AG):	The character is more agile than normal for his/her DX. The value of Agility is added to DX for Speed, Gymnastics and Animal skills. DX + Agility is abbreviated as AG . (6 per).
AMBIDEXTERITY:	The character is at no penalty with his/her off hand. Penalties for two-weapon use are reduced by 2. (15).
ANIMAL MASTER:	An innate understanding of animal natures allows the character an extra action with Animal skills. Also, animals are unlikely to attack the character unless severely provoked. (20).
APPEARANCE:	The character's appearance provides an advantage. S/he is especially beautiful and attractive and has an extra action on seduction, persuasion, acting and customs. (12). And/or has an appearance which inspires confidence and trust and has an extra action with gambling, leadership, trading and oratory. (12).
ARCHER:	Character has an extra action with Missile skills. (30).
ATHLETE:	Extreme fitness and natural ability give the character an extra action on all athletic skills. (20).
BRAVERY:	The character never makes fear checks and is immune to fear based magic and attacks. S/he automatically meets any requirements based on courage. (30).
CALLOUS:	The character has no qualms about killing, deserting his friends, back stabbing, leaving the weak and innocent to die and so on. S/he is out for him/herself and no one else. This is an advantage; thus, it does not mean that the character must act this way, or is obviously evil. In fact s/he can behave with the same consideration as everyone else. It means that should it become necessary s/he can act in a completely selfish fashion. (10).
COLD RESISTANCE:	The character has an extra 6 armour against cold based attacks and can stand cold temperatures as if they were 30 degrees centigrade warmer. (5).
CO-ORDINATION (CO):	The character is better co-ordinated than normal for his/her DX. The value of Co-ordination is added to DX for Weapon Skills, Fencing, Crafts and Pick Lock. DX + Co-ordination is abbreviated as CO . (6 per).
CRAFTER:	Natural ability allows the character an extra action in all craft skills. (20).

Ability	Description
DARK SENSE:	A character with dark sense has acute senses such as hearing or more exotic senses which function in total darkness. Such senses have a limited range (about 3 metres) but within this range allow skill use at -2 modifier (those without it would suffer at least a -10 penalty). (20).
DAY or NIGHT VISION:	Characters with day vision can see normally and without penalty in sunlight or very bright artificial light. Characters with night vision can see normally in faint illumination such as at night or in badly lit areas. A character with both can see normally in all such situations and also in twilight between them. Characters who lack a type of vision are at a 2 penalty with close range skills and 6 penalty in long range skills. The range penalties for missile attacks are tripled. In twilight conditions (e.g. early morning or evening, torch light etc.) a character who does not possess both types of vision is at a 1 penalty with close range skills and a 3 penalty with long range skills. The range penalties for missile attacks are doubled. (20 each).
DEFENCE MANOEUVRE:	The character can manoeuvre so as to never let anyone have a clear attack at his/her back. Enemies to the rear only get a 2 bonus and enemies to the flank get no bonus. The character is also better at avoiding ambush attempts and should make attempts to detect them with a 2 advantage. (20).
DISEASE RESISTANT:	The character has an extra 10 PW for resisting disease spirits. (10).
DIVINE BIRTH:	The character does not pay 20 XP for Stats until they exceed triple starting value and pays 30 XP for Stats which are over quadruple starting value. S/he never pays more than 30 XP for Stats. The character can buy 100 XP worth of special abilities from points gained in play representing discovering his/her divine heritage. (40).
DUPLICITY:	The character is an especially convincing liar and can tell tales which confuse and obscure the truth. The character has an extra action on any skill roll involving lying. (12).
EMPATHIC:	The character is especially good at relating to others. All social skills have an extra action. (25).
FENCER:	Hand eye co-ordination and quick reactions allows the character to use an extra 2 dodge when fencing. (8).
GYMNAST:	Great flexibility and small stature allow the character an extra action on all gymnastic skills. (15)
HAND EYE COORDINATION	An innate sense of distance and power of throw gives the character an extra action on all Thrown skill rolls. (30).
HEALER:	A natural understanding of all healing processes allows the character an extra action in all medical skills. (20).
HEAT RESISTANCE:	The character has an extra 6 armour against heat based attacks and can stand hot temperatures as if they were 30 degrees centigrade cooler. (5).
IMMUNITY:	The character is immune to a particular disease or poison. (2 per immunity).
KILLER:	Natural aptitude allows an extra action on all killing skill rolls. (18).
LIGHT SLEEPER:	The character can wake up suddenly and be ready for action immediately instead of having to wait to orientate him/herself. Also s/he can make perception rolls whilst asleep, to hear people approaching for example, more easily than others. The character need less sleep than usual and can manage on 4 hours in 24. (10).
LIGHTNING REACTIONS:	The character is extremely fast. In combat s/he adds 5 to adjDX for determining the action sequence in combat. COST 8.
LINGUIST:	Natural ability at languages allows the character an extra action in all language skills and to learn new languages three times as fast as normal. (20).
LUCKY:	The character is very lucky. Whenever a dice throw is made for a skill use against the character or a skill use by the character then the character may spend a luck point to re-roll the dice. Luck points are regained at midnight each day. (20 for 1 point and then 5 per point up to 3. Each point thereafter costs 10).
MAGICAL RESISTANCE:	The character resists any magical attack as if their PW was a certain amount higher. This includes resisting PW drain for the resistance roll but not for the number of points available for reduction. (4 per point).

Ability	Description
MAGICAL APTITUDE:	The character has an aptitude with spells and can memorise an extra sorcery spell per point. (3 per).
MAGICIAN:	The character has an extra action with all magical skills. (25).
MILITARY GENIUS:	The character has an extra action with Military Lore skills as a result of an acute understanding of military matters. (20).
NATURE'S WISDOM	The character has an extra action with all Nature Lore skills as a result of an innate understanding of nature. (20).
PAIN RESISTANCE:	The character is especially good at resisting pain and reduces the penalty resulting from injuries by 1. (7).
PHOTOGRAPHIC MEMORY:	After seeing or reading something once, the character can recall it perfectly. For a sorcerer this means that s/he does not have to have his spell book with him/her in order to alter the spells s/he has ready, s/he can swap them by recalling it from memory. Recalling items can still be a fairly slow business, however, but it is twice as quick as reading from a spell book. A sorcerer could also copy a spell from memory to his spell book but, lacking a source, this would take twice as long as usual. It still does not allow a wizard to use a spell which has not been translated into his/her spell book. (25).
POISON RESISTANCE:	The character has an extra 10 BD for resisting poison. (7).
SENSE OF DIRECTION:	The character can always tell which compass direction s/he is facing without visual clues. Gives an extra action in navigation. (3).
SHAMAN	The character has been through the necessary training to become a shaman. (30).
SHARP SENSES:	The character has an extra action on all perception rolls and can see and hear twice as far as is usually possible. (20).
SIMULATE DEATH:	The character is excellent at playing dead. It will take a very hard perception roll from close range, or a hard first aid roll to determine that the character is still alive if s/he is feigning death. (2).
SORCERER	The character has been through the necessary training to use sorcery. (30).
SPEED READING:	The character reads very quickly. This will mean that s/he can do research from written sources twice as fast. Can learn spells twice as quickly, and record spells in $\frac{1}{4}$ of the time. (20).
SPEED:	Natural speed gives the character an extra action on all Speed skills. (20).
STEALTHY:	The character is naturally stealthy and has an extra action on all stealth throws. (20).
STRENGTH (ST):	The character is stronger than normal for his/her BD. The value of Strength is added to BD for inflicting damage, taking knock back and feats of strength. BD + Strength is abbreviated as ST . (6 per).
SURVIVOR:	A youth spent in the wilderness and great toughness allows the character an extra action on survival and nature lore skills. Also the character is resistant to starvation and lack of water and succumbs only half as fast to these problems. The character can also resist natural extremes of heat and cold twice as well as a normal person. (20).
TOUGHNESS (TO):	The character is tougher than normal for his/her BD. The value of Toughness is added to BD for hits and wound levels. BD + Toughness is abbreviated as TO . (6 per).
WEAPON MASTER:	A natural facility with hand weapons gives the character an extra action with melee categories. (30).
WILLPOWER	The character has more willpower than normal for his/her CH. The value of Willpower is added to CH for hits and saves. (6 per).

ADVANTAGES

Advantages can usually be purchased with initial XPs. They can also be gained during play in which case the referee can simply award them or give the character the opportunity to pay XP for them if wished.

Advantage	Description
COMPANION:	The character has a loyal companion. The companion starts with ¼ of his/her XP. Usually if the companion is killed or lost in play then a new companion can be gained without paying extra XP unless the character was seriously negligent in allowing the loss. 20 XP.
CONTACTS:	The character has a useful contact who is in a position to give him/her information or other help. Examples could be a friend in the town guard, a priest, some leverage over a local informer, or friendship with a local ruler. However, more powerful contacts can be used infrequently (they are very busy and will have lots of other commitments) whilst more lowly contacts can be used frequently. A character can have several contacts, or have more than one contact with the same individual increasing the likelihood of help. COST 3/contact.
FAVOURS:	Similar to contacts, favours are one use. COST 1/favour.
HEROQUEST ABILITY:	With the agreement of the referee the character can start with an appropriate heroquest ability such as an aspect or attribute of an other religion. In general this should cost double its usual cost or quadruple if the character does not have any qualification usually required for the ability.
ILLUMINATED:	The character is illuminated. This advantage requires an IQ of 14+ and an Inclusive PTR + CH of at least 20. The character does not suffer any fear reactions as a result of meeting chaotic creatures, cannot be detected as chaotic and can develop the Nysalorian Riddles social skill. However the character must behave in a non-self interested and altruistic manner or risk Chaotic Madness. 20 XP.
ITEMS:	The character has a special item, either as a heirloom or gained on a quest before play. The XP cost varies depending on the item and the referee will have to agree but here are some examples: An enchanted runemetal weapon: 25 XP. An unpowered crystal with 8 PW: 30 XP. An enchanted iron weapon: 40 XP. Enchanted iron armour: 60 XP.
MONEY:	A character is normally assumed to start the game with 40L in cash or kind. A character can spend XPs to be wealthy. 5 xpstart with 200L or 50L and 50L per year.... 10xp... start with 500L or 200L and 100L per year. 20xp... start with 1000L or 400L and 200L per year. 30xp... start with 2000L or 800L and 400L per year (a big enough income to live comfortably without working). Each extra 10 xp adds 2000L initial money or 500L initial money and 250L/year in income.
RETAINER:	The character has a loyal follower called a retainer. Usually if the retainer is killed or lost in play then a new retainer can be gained without paying extra XP unless the character was seriously negligent in allowing the loss. 2 XP.
SOCIAL STATUS:	A character is assumed to be a free person of the middle orders of society, such as a citizen of a town, a free farmer or an illegitimate (and unrecognised) child of the nobility or priesthood (which can be judged by wealth). Such an individual has some protection in law (especially within towns), and can bear arms if local regulations allow it. It is possible to have a higher social status. For 15xp the character can be a member of the minor nobility. For 30xp the character can be a member of the higher nobility.

SKILLS

Skills are grouped into categories. A character can be SKILLED in a whole category. This means that the character has a vague knowledge and familiarity with the process or concept involved. The character counts as having 1 skill in each individual skill in the category except those marked *. This costs 10 points for each category.

A character can have higher skill levels in each skill in the category. The character gains 1 skill level for each individual skill marked * as soon as s/he buys the 1st extra level in the skill. This costs 2 for the 1st (bring level 2), 4 for the 2nd, 6 for the 3rd and so on. The cost of a skill in a category is halved if the character already has another skill in the same category at that level or higher. For example if the character has Jump 4 then to buy Climb from 3 to 4 costs 3 instead of the normal 6.

Skill Level	Cost
1 (Whole Category)	10
2 (One Skill)	2
3 (One Skill)	4
4 (One Skill)	6
5 (One Skill)	8
6 (One Skill)	10

Cost for one skill is halved if already have a skill in the same category at that level or higher.	X ½
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Athletic Skills (AG) Balance Boat Climb Jump Swim	Stealth Skills (DX) Disarm Traps Hide Hide Item Pick Lock (CO) Sneak Pick Pockets	Medical Skills (IQ) Diagnose/Treat* First Aid Surgery*
Gymnastic Skills (AG) Acrobatics Contortions Dance Rope Mastery Tightrope*	Killing Skills (DX) Ambush Poison* Set Traps Silent Kill	Craft (IQ) Any specific craft
Animal Skills (AG) Animal Training Riding	Survival Skills (IQ) Foraging Outdoor Living Tracking	Nature Lore (IQ) Animals Chaos* Dragons* Landscape Navigation Plants Spirits*
Social Skills (CH) Acting Customs Gambling Inclusion* Leadership Nysalorian Riddles* Oratory Persuasion Seduction Singing Trading	Academic Skills (IQ) Astronomy Chaos Lore* Chemistry* Engineering* Geography History Law Mathematics Mysticism* Mythology Other Races* Otherworld* Philosophy* Planes* Religion Undead*	Military Lore (IQ) General* Intelligence* Logistics* Strategy* Tactics
Magical Skills (IQ) Magical Rituals Mystical Counter* Mystical Refutation* Read/Write Runes* Sorcery* Spell Research* Spirit Spell* Use Items	Language Skills (IQ) Linguistics* Literature Read/Write other language* Read/Write own language Speak other language*	Perception Skills (PW) Appraisal Scan Search
Melee Weapons (CO) Axe (1H or 2H) Bashing (1H or 2H) Brawling Cut and Thrust Swords (1H or 2H) Dagger Flail (1H or 2H) Impact Blade (1H or 2H) Mace (1H or 2H) Martial Arts Pick (1H or 2H) Polearm Slashing Swords (1H or 2H) Spear (1H or 2H) Thrusting Sword Two Weapon Combo	Thrown Weapons (CO) Thrown Blade Thrown Blade Thrown Piercing	Missile Weapon (CO) Blowpipe Bow Crossbow Gun Sling Missile Magic

Fencing (CO)	Armour(Special)	Speed (AG)
Named Weapon or Two Weapon Combination	There are no skill rolls for armour nor are there the usual skill levels. Instead any number of points can be bought in the armour skill each of which partially offsets the adjDX and MA penalty for wearing armour.	Dodge Running

Explanation of Skills

Athletic Skills

Balance	Balance involves avoiding falling over in difficult situations for example in combat, on foot, when running through difficult ground or when walking on narrow paths and ledges.
Boat	This includes rowing, sailing etc. Under normal conditions skill rolls need not be made; only when attempting a difficult manoeuvre, or when turbulent conditions are encountered, should a character be forced to roll on this skill.
Climb	Make one climb roll for every 15m or so climbed, depending on the difficulty and total length of climb. For a really long climb, rolls should be made less often; test a character's skill only on the tricky bits. A failed roll means no significant progress was made. A fumble is a fall.
Jump	Jumping is also hampered by encumbrance. Difficulty again depends on circumstances: the length of the run up, quality of the surface, distractions and weight carried as well as distance. In the case of jumping, a failure is a failure to make the distance required. Missing the required score by 1 or 2 would indicate that the jumper got close; he or she might be allowed a chance to save against falling into that pit, for example, holding onto the edge. The greater the margin by which the roll is missed, the further the jumper is from making it, and vice versa.
Swim	Make one roll for every 30m or so which the character swims, but less often on a long steady swim (particularly under conditions which would make success routine). Success or failure just shows how fast the character is swimming as long as the character is at least 2 Swimming in which case danger only occurs in difficult conditions, due to tiredness, encumbrance (such as swimming in armour). For characters who are not 2 at Swimming or are wearing armour drowning begins on a fumble. Difficulty depends on swimming conditions plus degree of encumbrance.

Stealth Skills

Disarm Traps	Similar to pick locks in usage.
Hide	Similar to above, but this is the skill of remaining concealed when stationary. Difficulty of the hiding roll depends on the environment - the cover available etc.
Hide Item	Similar to above, this involves concealing an object. The difficulty depends on camouflage available and the size of the object. This skill includes hiding things on one's person. The armour a character wears and equipment carried are usually irrelevant.
Pick Lock	Difficulty depends on the quality of the lock and suitability of equipment. A fumble will result in breaking the lock picks and/or jamming the lock and setting off any traps. A failed roll means the lock is beyond the ability of the character. Armour and other equipment are irrelevant, unless there is a need for silence.
Pick Pockets	A fumble results in being caught and failed rolls give a detection bonus equal to the margin of failure, successful rolls give a proportionate penalty to perception. Encumbrance makes rolls more difficult. Picking pockets is intrinsically difficult; it is easier if there is a serious distraction for the victim, or if an external object is being stolen (e.g. a purse tied to a belt with strings which can be cut.) It is more difficult if there is no crowd or background noise etc.
Sneak	Move silently and stay hidden. The margin of success will be a penalty to perception rolls of people seeking to detect the sneak. A critical roll needs a critical perception to spot. A failure results in a proportionate bonus to perception rolls. Difficulty level depends on the cover available, background noise etc and becomes more difficult if wearing noisy armour like plate or mail.

Gymnastic Skills

Acrobatics	Acrobatics rolls can be used to land safely after a fall. The difficulty of the roll depends on the amount by which a character wishes to reduce the damage from a fall. An average roll is 1 metre. Each extra metre by which the user wishes to reduce the fall means that the difficulty is increased by 1 level. (See <i>Other Game Mechanics: Falling</i>). Acrobatics can also be used in combat to make an initial surprise acrobatic attack. This is at +2 advantage if the acrobatics roll is successful; this is always a difficult roll at least and becomes considerably more difficult in armour or using large heavy weapons. It can also be used to move squares in combat or break off combat, at a difficulty level depending on the number of attackers engaging the character, terrain etc. A fail will usually result in the loss of the action. Fumbles often lead to a fall.
Contortions	Aside from parlour tricks, contortions can be used to allow the character to escape from bonds or to squeeze through narrow spaces. The difficulty depends on the quality of the bonds or size of the space. A fumble will result in the character becoming stuck.
Dance	Difficulty is often set by the dancer - it depends on the complexity of the routine attempted.
Rope Mastery	Includes throwing ropes, lassoing, knotting etc.
Tightrope	Allows character to balance and walk along ropes or narrow beams. Similar to climbing in terms of usage and results.

Killing Skills

Ambush	Allows an attack from a hidden location, with a missile, thrown or melee weapon, at increased effect. It presupposes that the victim has not spotted the ambusher (Stealth rolls necessary). The difficulty of the ambush depends on circumstances, but is never less than difficult for ranged or v. difficult for melee. It is worse if the targets are alert. Success results in a melee strike doing triple damage, or a missile attack doing double damage. A normal attack roll must still be made; if the ambush was successful it will be at an advantage of 3 (in addition to any other bonus for flank, rear etc.). A fumbled ambush loses the attack.
Poison	The character is adept at mixing poisons and in applying and using them. To this, the right ingredients and equipment are required, and the difficulty depends on the poison manufactured. Again, successfully applying poison depends on circumstances and is at referee's discretion.
Set Traps	The difficulty is set by the character and is a reflection of the lethality of the trap, circumstances, and available equipment. The margin of success will determine how difficult it will be to spot and/or disarm the trap. A fumbled roll may well result in the trapper setting off the trap, breaking the equipment, etc.
Silent Kill	The character can perform a silent melee ambush. If the victim is killed or incapacitated then a successful roll is a penalty to perception in a similar way to sneak. Difficulty depends on circumstances such as weapon used, proximity to others etc.

Animal Skills

Animal Training	This includes training and managing animals. Difficulty depends on the type of animal and environment for training, as well as the degree of training required. Training is an ongoing process that may take months or years to complete.
Riding	Riding rolls must be made for difficult manoeuvres such as jumping objects and galloping through difficult ground. They must also be made in combat when lancing or when being hit when mounted. These occasions are in the combat rules.

Survival Skills

Foraging	This is the skill of finding food and water in a wilderness, hunting, setting small traps and snares etc. A successful foraging roll will find a day's worth of food and water or plant moisture to drink in around four hours work. A more successful roll finds food more quickly allowing food for more than one person to be found, or less time to be taken. A failed roll finds proportionately less food. Difficulty depends on terrain and season. For example, a sand desert in the dry season would be absurdly difficult, a tropical jungle would be simple, a deciduous forest in summer would be average, and a grassland plain in the dry season would be very difficult.
Outdoor Living	This skill allows the character to live successfully out of doors. It includes building suitable shelters, travelling off road, building fires and enduring climatic conditions.
Tracking	This is a perception roll with difficulty depending on terrain, age of tracks, weather, number and elusiveness of the tracked creatures.

Social Skills

The difficulty of all social skills can be increased in order to make Persuasion saves more difficult. Difficulty is generally increased in cultures other than one's own by a number of levels depending on the degree of difference. Social skills when operating in another language cannot exceed skill in that language.

Acting	The ability to play a role, either on stage or off it. To present a convincing persona other than one's own character, including the ability to learn background parts and lines.
Customs	Familiarity with the appropriate behaviour expected in different social situations. A character with customs skill is able to identify the social group s/he is operating in and act so as not to cause surprise or offence. Knowledge of Other Cultures is required to act appropriately in cultures other than one's own.
Gambling	This is knowing the rules of, the percentages, and tactics of gambling games. It also includes cheating, and watching out for cheating. It can be both a perception roll and a concealment roll, and can therefore be modified by skill in both those areas.
Inclusion	This is an ability possessed by some Lunars which allows the speaker to allow the listener to ignore their cultural differences and treat the speaker as though s/he was from a friendly culture. It is the art of adapting arguments to the beliefs of the listener. The difficulty depends on how well the Lunar understands Sedenic Philosophy and local customs but not the degree of hostility of the listener. Success allows the Lunar to ignore all difficulty penalties for operating in another culture.
Leadership	The ability to inspire loyalty and battlefield command. Successful rolls are used to rally and inspire followers. The difficulty will depend on the relationship established between the commander and his/her troops, the odds which they are facing etc. A very skilled leader can give those under his/her command the benefit of tactics skill, if possessed (see below).
Nysalor Riddles	This skill can only be developed by a character who is Illuminated. The difficulty of using this skill depends on the resistance of the target and the time available. About a month of dedicated discussion or a year's general conversation is optimum. So an Average roll would be a receptive student taking lessons. An Orlanthi priest who didn't wish to be converted in snatched conversations would be Heroic. Fumbled rolls will result in the target realising what is happening. Success allows the target to spend the XPs to gain the Illuminated advantage if s/he meets the criteria or forces an unwilling target to buy the next point toward meeting the illumination criteria if s/he is not qualified to buy it if qualified. If the target does not have enough XP then s/he must pay as soon as s/he does.
Oratory	The ability to make effective public speeches to groups of people which persuade, stir the emotions and hold the attention.
Persuasion	The ability to persuade someone to your point of view in a face to face debate, to fast talk or con. Difficulty depends on credibility of persuader and his/her story / argument, relationship with person he/she is seeking to talk round etc. Fumbled rolls may result in offence being caused, and any lies told being exposed.
Seduction	The character is skilled at relating to the opposite sex, and using the codes of such relationships to his/her advantage. Usage is similar to Persuasion.
Singing	Knowledge of songs and singing technique. Ability to entertain with song. Difficulty is usually set by the singer.

Trading	The ability to bargain over prices, assess the worth of simple, everyday products in general terms and knowledge of where to go to buy and sell things.
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Academic Skills

Astronomy	Knowledge and understanding of the positions and movements of heavenly bodies. Allows the prediction of events such as eclipses and allows the tracking of seasonal events. Astronomy is an important aid to navigation in suitable circumstances.
Chaos Lore	Knowledge of the mythology of chaos, its rituals, cults, beliefs purposes and methods. Allows to identify the magic of chaotic and their cult affiliations.
Chemistry	Early chemistry: knowledge of materials, compounds, substances, mixtures and products; how substances are combined to produce others. Knowledge of dyes, drugs, medicines etc. Appropriate to society's present level of understanding.
Engineering	Includes early physics and natural science, knowledge of rocks, minerals, materials and construction. Allows the design of structures and machines.
Geography	Knowledge of maps, distances, locations and geographical features and relationships. Knowledge will be more exact closer to home, and will be improved by study and acquiring maps, accounts and eyewitness reports.
History	Knowledge of historical technique, sources, chronology and events. Knowledge will be more exact nearer to home, though study in other areas can add to knowledge all the time.
Law	Knowledge of laws and legal procedures. Knowledge is more exact closer to home, but can be extended by study and practice.
Maths	From counting, basic addition and subtraction, to multiplication and division. At higher levels includes geometry.
Mysticism	Understanding of the ways of the mystical religions including meditation and the exercises required to ignore the material world.
Mythology	Knowledge of general mythology and the connections between the myths of different religions. Unpopular in more conservative societies.
Other Cultures	Knowledge of other societies, their customs and habits, including other races, and other societies of the same species.
Otherworld	Knowledge of the otherworld, places of access and conditions there. Understanding of heroquesting methods.
Philosophy	Knowledge of philosophy. Above skilled it must be of a particular type, usually Sedenic (Lunar) Philosophy.
Planes	Knowledge of the other planes, and their environment, their inhabitants and their habits. Also includes the knowledge concerning the spells required to summon such creatures and contact those planes.
Religion	Knowledge of religious beliefs, rituals and dogma. At levels beyond skilled, this must be in a particular religion. Consequently, it is a series of separate knowledge skills: VS Orlanth, VS Sedenya etc.
Undead	Knowledge of the different types of undead, their habits, strengths, weaknesses, and how they were created.

Magical Skills

Magical Ritual	The ability to perform spells that involve rituals, with material components, and complicated procedures. The difficulty of the ritual depends on the spell. A failed magical ritual roll will result in the spell failing, a fumbled roll can result in severe consequences.
Mystical Counter	This is the skill used to determine the chance of success of a mystical counter the character knows. The difficulty is listed on the counter. The skill is developed separately for each counter.

Mystical Refutation	This is the skill used to determine the chance of success of a mystical refutation the character knows. The difficulty is listed on the counter. The skill is developed separately for each refutation.														
Use Items	<p>The ability to operate and evaluate magical items such as wands, rings or staves. The difficulty depends on the item. To work out how to use an item takes a day's labour. Success allows use of the item, failure means further effort is required. Another roll is possible after a week's study. A fumbled roll means the character is unable to use the item. No use items roll is required to use the fixed bonus to the characteristic of a weapon, shield or armour, or any bonus to a Stat or skill, or the permanent effects of a ring. A difficult roll is required for any item which is activated at will and an average roll for an item activated at command. Artefacts have a fixed difficulty to use depending on the item. Other items such as wands, rods and power stores have a difficulty that depends on the IQ of the spell used to create it.</p> <table> <tr><td>8</td><td>Easy</td></tr> <tr><td>9-10</td><td>Average</td></tr> <tr><td>11-13</td><td>Difficult</td></tr> <tr><td>14-16</td><td>V. Difficult</td></tr> <tr><td>17-21</td><td>E. Difficult</td></tr> <tr><td>22-25</td><td>A. Difficult</td></tr> <tr><td>26+</td><td>Heroic</td></tr> </table>	8	Easy	9-10	Average	11-13	Difficult	14-16	V. Difficult	17-21	E. Difficult	22-25	A. Difficult	26+	Heroic
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Read/Write Runes	<p>Only sorcerer's read runes. This skill is the ability to read the magical runes of a sorcery spell, and to translate them into a wizard's own spell book for later use. To identify a spell from a grimoire takes 1 minute per IQ of the spell. To memorise a spell from his/her spell book takes a wizard half the IQ of the spell in hours of work but does not require a roll. A spell may not be memorised from any other source. Transcribing the runes of a spell from a grimoire into a wizard's own spell book will take 4 times the IQ of the spell in hours work. Failure is similar to above, but it takes a months study to try again. Difficulty depends on the IQ of the spell and the operation attempted. It is one level less difficult to identify and 2 levels more difficult if instead of copying from a grimoire another sorcerer's spell book is used.</p> <table> <tr><td>Average</td><td>8-9</td></tr> <tr><td>Difficult</td><td>10-12</td></tr> <tr><td>V.Difficult</td><td>13-18</td></tr> <tr><td>E.Difficult</td><td>19-22</td></tr> <tr><td>A.Difficult</td><td>23-25</td></tr> <tr><td>Heroic</td><td>26+</td></tr> </table>	Average	8-9	Difficult	10-12	V.Difficult	13-18	E.Difficult	19-22	A.Difficult	23-25	Heroic	26+		
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Sorcery	This skill is used to cast instant sorcery spells. It applies to all such spells.														
Spirit Spells	This skill is used to cast all spirit spells except rituals. All spirit spells are difficult.														

Language Skills

Read/Write Own Language	The ability to read and write in one's mother tongue. A character skilled in this can recognise his/her own languages written script if any) and read and write his/her name. At very skilled the character and write and read everyday language. An expert has full proficiency in literary and business language. A master understands diplomatic and esoteric language. Many knowledge skills will be much harder to develop without literacy.
Linguistics	Understanding of the theory of languages and grammar; this skill makes it easier to learn new languages. The time taken is x 1/n where n is skill level.
Literature	Knowledge of literary works, poetry and prose, in the languages known.
Speak Other Languages	A character skilled in the language group is able to pick up a few words of other languages reasonably quickly. The difficulty of learning other languages properly depends on how similar the language is to others already known, and linguistic ability. Specific languages can be learned with formal study or practise and experience. 2 is a basic knowledge of simple words and phrases. 3 is as good as an average native though with an accent and speaking a more slower and more formally and without technical vocabulary. 4 is full ability as good as a typical native speaker with some technical vocabulary. 5 is as good as a well educated native with mastery of the most of the more complex nuances. 6 is indistinguishable from a native including a perfect accent.
Read/Write Other Languages	Similar to read/write own language except that skilled level does not allow any ability. It is not always necessary to speak the other language to the same level. Particularly with dead languages, this may not be possible.

Craft Skills

Craft	Crafts include non-academic professional skills. Basic skill in craft represents an ability to work at all crafts at a rudimentary level, to do a little carpentry, metalwork etc. It is only with specific crafts that professional knowledge begins. For example, in a guild system, a journeyman would be v.skilled, and a master would be expert. Obviously, within each level ability will vary due to IQ and DX. Examples of crafts include:- <i>ARMOURER, BLADESMITH, BLACKSMITH, CARPENTER, COOPER, JEWELLER, MASON, MUSICIAN, ENGINEER, ARCHITECT, THATCHER, TYLER, POTTER ENGRAVER, GLOVER, TAILOR, PLAY INSTRUMENT</i> etc...
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Medical Skills

First Aid	The ability to treat cuts, bruises, poisoning and breaks. Usage in treating wounds is discussed later (see section on <i>Healing</i>).
Diagnose-Treat	The ability to diagnose diseases, and understand treatments appropriate to the level of contemporary medical knowledge. Treatment may require extensive equipment, in the form of herbs and ointments that have been prepared by chemists or experts in plant lore. Some treatments believed effective will be counter-productive e.g. bloodletting. Poor rolls may indicate that one of these methods has been used. This skill also includes manufacturing and administering poison antidotes.
Surgery	Understanding of anatomy, and the treatment of more serious injuries and problems. Treatment will require extensive equipment, and is liable to be risky considering contemporary understanding of infection and unsanitary conditions. Examples of medieval knowledge: amputation, cauterisation, removal of arrows, delivery of children. Fumbled rolls will mean that medical intervention has been counter-productive; this is quite likely with many of these techniques, and should be reflected in the difficulty of rolls.

Perception Skills

Search	The ability to search a location for hidden objects, secret doors or traps or to search a person for hidden objects or to listen carefully to a whispered conversation or similar quiet sound.
Appraisal	The ability to formally value an object, assess its worth on the market in a particular area, and to spot fakes and forgeries. A successful roll will get a value, the more successful the closer to right it will be. A failed roll will mean that the character has no real idea of the object's value, and a poor or disastrous roll will give an erroneous value.
Scan	The ability to scan the landscape for hidden dangers such as ambushes and to spot creatures moving in cover. Also includes listening for stealthy movements and other warning of possible danger.

Nature Lore

Creatures	Early zoology, knowledge of animals, their habits, localities, appearance etc. Will be more exact closer to home, and can be improved by travel and study.
Plants	Early botany, knowledge of plants, their properties, where they grow, etc. Knowledge is more exact closer to home, but can be improved by study and travel.
Navigation	Navigation using the proper equipment, and maps. Useful for finding one's way in wilderness or at sea. Depending on the technological level of society, it may involve the use of compasses and/or astronomical instruments. Academic knowledge such as geography and astronomy is an important aid to scientific rather than instinctive navigation.
Landscape	An understanding of landscape and landforms. The character can identify terrain types and plan the best route across the landscape so as to travel as quickly as possible off-road. The character can also identify and avoid hazards such as landslides, avalanches and mudflows.
Spirits	Knowledge of the appearance, habits, strengths, weaknesses and motives of spirits.
Chaos	Understanding and knowledge concerning chaos creatures and features.
Dragons	Understanding and knowledge of dragons and their relatives.

Military Lore

Strategy	Planning of military campaigns and their long-term goals and purposes. Identifying the strengths and weaknesses of forces and positions. Knowledge from experience, or from study of texts and manuals.
General	This skill allows the character to understand the morale and motivation of large groups of soldiers and how best to manoeuvre them so as to gain advantage in large scale military actions.
Tactics	Small group tactics. In the type of skirmishes described in the combat rules a tactician gains +1 initiative per skill level. If the character is also skilled at Leadership (<i>a social skill</i>) then people under his/her command gain ½ (round up) the lower level of the two skills.
Logistics	Knowledge and understanding of the methods required to supply armies with materials required for a successful campaign including supply lines, food, arms, armour and transport.
Intelligence	The ability to analyse the reports of scouts and spies to determine the location, movement and objectives of armies.

Melee Weapons

Weapon Type	Modifies the chance to hit with the weapon type.
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Thrown Weapons

Weapon Type	Modifies the chance to hit with the weapon.
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Missile Weapons

Weapon Type	Modifies the chance to hit with the weapon.
Missile Magic	Change to hit with magic that creates a missile effect.

Speed

Running	This skill is used in running races and long distance running or long pursuits on foot. At level 2 it adds 1 to MA in no armour and at level 5 it adds 2 to MA in no armour and 1 to MA in Part Light armour.
Dodge	This skill adds to the character's defence. A character using fencing can't use more than 3 Dodge.

Fencing

Named Weapon or Two-Weapon Combo	This skill adds to the character's defence against melee attacks if the character is not using a shield. Attacks made to miss using this skill instead strike the character's weapon. It does not work against ranged attacks. A character using Fencing is limited to using 3 Dodge.
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Armour

This skill is used to offset the MA and AdjDX/AdjBD penalties which are incurred when armour is worn or shields carried; each point of Armour bought reduces this penalty by 1.

- No more than 2 MA penalty can be offset.
- The penalty can be reduced to 0 but no better.
- The improvements never apply to gymnastic or stealth skills, and only half (rounded up) apply to Athletic or Speed skills.

USING SKILLS AND TRAITS

Any task has a difficulty. Standard tasks (not resisted by an active target have these difficulties).

Difficulty	Target Number
Trivial	10
Simple	14
Easy	18
Average	22
Difficult	26
Very Difficult	30
Extremely Difficult	34
Absurdly Difficult	40
Heroic	48
Impossible	60

When the target of a skill is resisting (e.g. another figure) then the difficulty is: Target's Relevant STAT + Skill or Trait + 11. E.g. to persuade a target the difficulty is CH + Cunning + 11, to hit in melee the difficulty is DX + Dodge + 11. This number is usually modified by circumstances.

Some skill rolls are made on a STAT: for example a strength (ST) roll or a power roll (PW).

When using a skill or trait roll 2D and add the relevant STAT and Skill. **If either dice comes up 10 roll it again and add the result** (only do this on the initial roll – if a re-rolled dice comes up 10 do not roll and add again). **If the result is a double then double the result**. E.g. on a roll of two 5s the result is $10 \times 2 = 20$. If the total equals or exceeds the target number the character has succeed. If the two D show only 1s and 2s and the resulting total would not be a success then a Fumble (bad or problematic result) has occurred. In general if a roll exceeds that required by 10 or more than a good result has occurred and if the roll exceeds that required by 20 or more then an excellent result has occurred.

Most skills require 1 action to use. If a character has more than one action with the skill s/he may use each extra action to make another attempt choosing before the skill is used one of the following options:

- Where possible to do more, make more progress or go more quickly. In this case each of the actions has a separate result. For example when climbing go more quickly, when searching cover twice as much ground in the time or when fighting to make two attacks.
- To be more careful. In this case make the roll for each action and take the best result thus the character is less likely to fail or fumble. This is all that can be done with skills where multiple results are impossible e.g. jumping one pit, picking one lock or persuading one person.

Some tricky or problematic skill uses may be defined as taking more than 1 action. In this case a character can accomplish them by either:

- Using the correct number of actions.
- Using all his/her actions.

Any skill use against an active resisting opponent requires the same number of actions that the target has in the resisting STAT. For example a melee attack requires the same number of actions as the opponent's DX.

COMBAT

Weapons

Weapon Type	Effects
Composite Bow (CB)	+3 damage, -1 to hit, Ranged 8. +2 to resist breakage.
Cross Bow (XB)	+6 damage, Ranged 10. 1 action re-load. +2 to resist breakage.
Crush (Cr)	+4 Damage, 2 null.
Cut (Cu)	+5 Damage, 1 null.
Flail (Fl)	+4 Damage, 3 null, fumble of 2-4.
Hand –and-a-Half (1½H)	Used in 1H: -1 to hit. Used in 2H: +1D damage, +1 null.
Hands/Feet (HF)	No modifiers.
Improvised (Imp)	-1 Damage, -1 to hit., -1 Range if any. Found.
Impact Blade (Im)	+5 damage, -1 to hit, 2 null.
Light (Li)	-1 damage. Ranged +1 if thrown. Low encumbrance. Cheap.
Long (Lo)	Reach 2.

Weapon Type	Effects
Multi-Purpose	-1 to hit.
Normal	Reach 1.
One-or-Two-Handed (1-2H)	Can be used either as a normal 1H or 2H weapon. Spears only.
Pick (Pi)	+4 Damage, -1 to hit, 4 null.
Sling (SL)	+1 damage, 1 null, -1 to hit, Ranged 5.
Short (Sh)	-1 Damage, Reach 0, Concealable, Low encumbrance.
Stave Bow (SB)	+1 damage, -1 to hit, Ranged 6.
Sword/All Metal Weapon (Sw)	+1 defence if used without a shield, +4 to resist breakage.
Thrown Crushing (TC)	+2 damage, 1 null, Ranged 3.
Thrown Blade (TB)	+4 damage, Ranged 2.
Thrown Piercing (TP)	+2 damage, Ranged 4.
Thrust (Th)	+2 Damage, +1 to hit.
Two-Handed (2H)	+1D damage, +1 to hit, +1 null, +1 defence.
Very Long (VL)	Reach 3.

Damage is added to the user's Damage Bonus + 1D to get the weapon's damage.

Null is the number of armour points the weapon ignores-normally armour value can not be reduced to below 7.

Reach is the optimum number of squares from user to target for a melee weapon. A weapon is at -2 to hit 1 square outside inside this reach and cannot be used closer or further away than this. A reach 0 weapon can be used at range 1 at -2 to hit.

Ranged shows the distance at which there is no additional penalty to hit for a missile or thrown weapon. Each multiple of this is -1 to hit.

Defence shows the defence bonus which applies to opponents attacking from in front with melee weapons.

Examples	Classification
Addi, Throwstick	MP, Cr, TC, Wood = Melee: +4 damage, -1 to hit. Thrown: +1 damage, Ranged 3, -1 to hit.
Bastard Sword	MP Cu Th 1½H Sw = 1H Cut: +5 damage 1 null -2 to hit, 1H Thrust: +2 damage, 2H Cut: 1D+5 damage 2 null -1 to hit, 2H Thrust: 1D+2 damage. +1 defence if no shield. +4 resist breakage.
Battle-Axe	Cu 1½H = Melee 1H: +5 damage, 1 null, -1 to hit. Melee 2H: +1D+5 damage, +1 null.
Club	Cr, Imp, Wood = -1 to hit, +3 damage.
Cut and Thrust Sword	MP Cu Th Sw = Cut: +5 damage 1 null -1 to hit, Thrust: +2 damage. +1 defence if no shield. +4 resist breakage.
Dagger	Th, Sh = +1 Damage, +1 to hit, Reach: 0.
Dart	TP Li = +1 damage, Ranged 5.
Francisca	MP, Cu, TB = Melee: +5 damage, =1 to hit, 1 null. Thrown: +4 damage, Ranged 2, -1 to hit.
Glaive	Cu Lo 2H = +1D+5 Damage, 2 null, +1 to hit, +1 defence, Reach 2.
Great Axe	Cu 2H = +1D+5 damage, 2 null, +1 to hit, +1 defence.
Halberd	MP Cu Th Pi Lo 2H: Cut: +1D+5 Damage, 2 null, Thrust: +1D+2 Damage, 1 null, +1 to hit, +1 defence, Reach 2.
Hatchet	MP, Li, Cu, TB = Melee: +4 damage, -1 to hit, 1 null. Thrown: +3 Damage, -1 to hit, Ranged 3.
Javelin	TP = +2 damage, Ranged 4.
Light Flail	Fl Li = +3 Damage, 3 null, fumble of 2-4.
Long Spear	Th 1-2H= 1H: +2 damage, +1 to hit, 2H: +1D+2 damage, null 1, +2 to hit. Reach 2.
Mace	Cr = +4 Damage, 2 null.
Mattock	Pi 2H = +1D+4 Damage, 5 null, +1 to hit, +1 defence.
Maul	Cr 2H = +1D+4 Damage, 3 null, +1 to hit, +1 defence.
Pike	Th 1-2H= 1H: +2 damage, +1 to hit, 2H: +1D+2 damage, null 1, +2 to hit. Reach 3.
Quarterstaff	Cu 2H Li = +1D+3 Damage, 2 null.
Rapier	Th Sw = +2 damage, +1 to hit, +1 defence if no shield. +4 resist breakage.
Rock	TC, Imp = -1 to hit, +1 damage, 1 null, Ranged 2.
Rhomphia	IB 2H Sw = +1D+5 damage, 3 null. +2 defence. +4 resist breakage.
Saddle-Axe, War-Axe	Cu = +5 damage, 1 null.
Saggars	Pi = +4 Damage, -1 to hit, 4 null.
Sax	Cu Li Sw = +4 damage, 1 null. +1 defence if no shield. +4 resist breakage.
Scimitar	Cu Sw = +5 damage, 1 null. +1 defence if no shield. +4 resist breakage.
Short Spear	Th 1-2H= 1H: +2 damage, +1 to hit, 2H: +1D+2 damage, null 1, +2 to hit.
Sickle Sword, Kopis	IB Sw = +5 damage, -1 to hit, 2 null. +1 defence if no shield. +4 resist breakage.
Throwing Spear	MP Th TP = Melee: +2 damage, Thrown: =+2 Damage, -1 to hit, Ranged 4.
War Club	Im Wood = +5 damage -1 to hit.
War Flail	FL = +4 Damage, 3 null, fumble of 2-4.

Black Powder Weapons

These weapons are only used by the Mostali. Shields and normal armour have no value against them. Enchanted runemetal or better armour does count. If the user of a black powder weapon has 3 skill then the ROF is reduced by 1, if 5 skill the ROF is reduced by 2 and for 7 skill by 3. The weapons are fired using a fuse and therefore require suitably dry conditions. Pistols can reasonably be carried in sets: some users carry as many as four. Black powder weapons cause fear in animals which are unused to them.

Weapon	To Hit	ROF	Dam	Null	Range
Pistol	-2	4R	2D+6	5*	3
Harquebus	-1	5R	2D+8	5*	4

Armour

Armour Type	Description	PTS	Pen	MA
Full Metal	Heavy chain, scale or lamellar armour covering the entire body and limbs and with a helmet and a coif protecting the head and neck. The armour is worn over a quilted layer.	18	-9	-5
Hoplite Panoply	A full helmet, back and breastplate, greaves and vambraces all in metal with a skirt of leather or scale.	16	-7	-4
Hauberk and Helm.	A heavy mail, scale or lamellar hauberk covering the body to the knees with lesser limb protection and an open Helmet.	14	-6	-3
Part Metal.	Mail, scale or lamellar body armour with an open helmet.	12	-5	-2
Medium	A mail shirt or substantial non-metal or part metal armour such as a linen cuirass, greaves and vambraces and an open helm or a ring mail hauberk and helm.	10	-4	-2
Part Medium	A linen or boiled leather cuirass and helmet or full studded leather.	7	-3	-1
Light	Full quilt or leather armour and a light helmet.	5	-2	0
Part light.	A leather jacket or quilted arming doublet.	3	-1	0

PTS: Normal protection from damage. Normally null from weapons cannot reduce armour pts to less than 7.

Pen: This is the penalty to adjDX and adjBD – it is modified by the Armour skill.

MA: Penalty to MA. It is modified by armour skill to some extent.

Shields

Type	PTS	Melee CV	Ranged CV	Pen	MA	Notes
Light Buckler: Tiny wood and leather.	16	3	1	0	0	2H: -1 Pen.
Buckler: Tiny metal	20	3	1	-1	0	2H: -1 Pen.
Pelta: Small wicker and leather.	12	3	3	0	0	2H: -1 Pen.
Target: Small wood and leather.	16	3	3	-1	0	2H: -1 Pen.
Taka: Medium wicker	12	4	4	-1	-1	2H Spear: -2 Pen. Full Metal: -1 Pen , -1 MA.
Theuros: Medium wood and Leather	16	4	4	-2	-1	2H Spear: -3 Pen -1 MA. Full Metal: -2 Pen -1 MA
Hoplion: Medium Wood, Leather and Metal	20	4	4	-3	-2	Full Metal: -3 Pen, -2 MA. Hoplite Panoply or Hauberk and Helm: -1 Pen.
Spara: Large Wicker	12	4	5	-2	-2	Full Metal: -3 Pen, -1 MA. Hoplite Panoply or Hauberk and Helm: -1 Pen.
Tower: Large Wood and Leather	16	4	5	-3	-3	Full Metal: -4 Pen, -2 MA. Hoplite Panoply or Hauberk and Helm: -2 Pen.
Wall: Large wood, leather and metal.	20	4	5	-4	-3	Full Metal: -5 Pen, -3 MA. Hoplite Panoply or Hauberk and Helm: -4 Pen, -1 MA.

PTS: Is the hit points provided by the shield against attacks. Shields have $\times 1\frac{1}{2}$ pts against cutting or thrown blades attacks. If PTS is exceeded by a thrusting, pick, thrown piercing or thrown blade weapon or an arrow then it is stuck in the shield. If PTS are exceeded by a cutting attack then the shield PTS are reduced by $\frac{1}{2}$ the excess. If a crushing, thrown blunt weapon or sling exceeds the PTS then they are reduced by 1. If the shield reaches 0 pts it is destroyed.

CV: Combat Value: the shield provides this penalty against attacks from the front or shielded flank. It is listed against missile and melee attacks. If this causes the attack to miss the attack hits the shield.

Pen: this is a penalty to adjDX and adjBD. It can be offset with Armour skill.

MA: this is a penalty to MA. It can be offset with Armour skill.

Notes: Some shields can be used with certain 2H weapons with additional penalties which are listed. A shield with a two handed weapon counts only to its flank and front i.e. a left handed shield to left flank, left front and direct front. Some shields have additional penalties if used with heavier armour.

Scale

Combat is carried out in a scale based on squares with each square representing around 1.5 metres or 5 feet.

Turn Sequencing

Combat is played out in a series of turns, each representing about 10 seconds of time. All figures involved in a combat are recorded on the turn sheet in order of initiative, or speed (that is, adjDX taking into account armour, but *not* Armour skill). All actions are in order of speed, fastest first.

Tactics: In the type of skirmishes described in the combat rules a tactician gains +1 initiative per skill level. If the character is also skilled at **Leadership** (*a social skill*) then people under his/her command gain $\frac{1}{2}$ (round up) the lower level of the two skills.

Tie breaks: Where actions occur at the same speed, the figure with the higher IQ goes first; if IQs are tied, then the higher BD goes first; if BD is tied, the higher PW goes first; and if PW is tied, the higher CH goes first. If all are tied roll 1D; the higher goes first.

Delay: A figure may choose to delay whilst waiting for an opportunity. The figure takes no action other than to say it is delaying when its turn comes around. It may then break into any slower figure's action this turn and act at this point. For example, a figure could stand and wait for an opponent to move up and engage and then break in to make an attack action. The figure permanently drops to this point in the speed chart.

Refocus: A character who has previously delayed dropping to a lower speed may miss a turn to refocus: returning to their normal place in the speed chart.

Actions

The actions a figure can take are constrained by current status: Engaged, Disengaged or in Hand-to-Hand (HTH). When it is a figure's turn to act it must choose one of the following actions or multiple actions where allowed.

Actions For Disengaged Figures

Action	Move	Other
Full Move	MA	None.
Advance	$\frac{1}{2}$ MA	Move to engage and make melee attacks.
Charge	MA	Move to engage and make melee attacks.
Drop	$\frac{1}{2}$ MA	Fall prone.
Shoot	1	Fire a missile weapon. Multiple attacks are possible.
Reload	0	Reload a crossbow or gun.
Throw	2	Attack with a ready thrown weapon and ready a new weapon. Multiple attacks are possible.
Skill	1	Use a skill e.g. First Aid.
Attempt HTH	MA	Move into target figure's square and attempt to enter HTH.

Pursue	MA+1D	If all enemies who were engaged with the figure last round have fled then can pursue one of them moving to engage if possible and making melee attacks.
Run	2xMA	Enemies at +4 to hit.
Give an item.	½ MA	Give an item in hand to another figure who has a free hand.
Change items.	½ MA	Swap the items in each hand for other items carried. One item can be picked up as part of this action.
Pull out arrow or thrown weapon	0	Pull an arrow or thrown weapon out of a shield. Requires an average BD throw for a thrown weapon or an easy BD throw for an arrow. Reduced by 1 level if shield is put down first.

Actions For Engaged Or Disengaged Figures

Action	Move	Other
Stand Up	0	
Cast Spell	1	Cast a spell or spells.
Wield an Attribute	1	Wield an attribute or attributes.
Use Refutation	½	Use a mystical refutation.

Actions For Engaged Figures

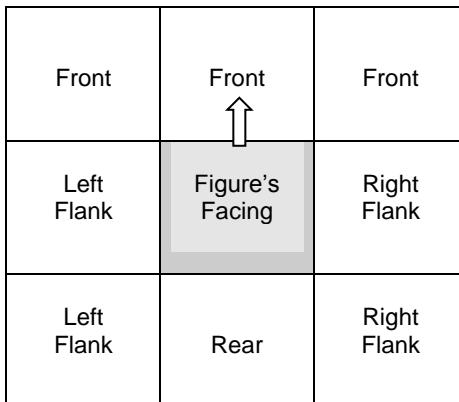
Action	Move	Other
Attack	1	Must stay engaged with all opponents. Make melee attacks.
Change item.	1	Must stay engaged. Change the item in one hand dropping anything which is currently in that hand. Can include picking up an item from the floor.
Disengage	1	
Flee	MA+1D	The figure drops any shield, polearm or 2H Weapon, has a free turn and moves directly away from opponent.
Attempt HTH	1	Move into target figure's square and attempt to enter HTH.

Actions For Figures In HTH

Action	Move	Other
HTH Attack	0	Make HTH Attacks against figure in the same square.
Draw HTH Weapon	0	Try to draw a weapon which can be used in HTH.
Attempt to disengage.	1	Attempt to stand up stand step back.

Facing and Engagement

A figure is said to facing the square (even a diagonal) directly in front of it. A multi-square figure could therefore face several squares. That square, or squares, and the squares to either side are the figure's *front*. The squares directly opposite the front squares, adjacent to the figure, and behind it are its *rear* squares. If a figure has a weapon with a reach over 1 then the figure's front extends that many squares forward as shown in the diagrams below. All other adjacent squares are *flank* squares (either right or left flank). Any figure which is in an enemy figure's front is engaged.



Single-square figure

Front	Front	Right Flank
Front	Figure's Facing	Right Flank
Left Flank	Left Flank	Rear

Single-square figure on diagonal facing

Front	Front	Front
Front	Front	Front
Left Flank	Figure's Facing	Right Flank
Left Flank	Rear	Right Flank

Single-square figure with 2-reach weapon

Front	Front	Front	Nothing
Front	Front	Front	Right Flank
Front	Front	Figure's Facing	Right Flank
Nothing	Left Flank	Left Flank	Rear

Single-square figure on diagonal facing with 2-reach weapon

Front	Front	Front	Front
Left Flank	Multi-square		Right Flank

Left Flank	Figure Facing		Right Flank
Left Flank	Rear	Rear	Right Flank
<i>Multi-square figure</i>			

Front	Front	Front	Right Flank
Front	Multi-square square Figure Facing		Right Flank
Front			Rear
Left Flank	Left Flank	Rear	Rear

Multi-square figure on diagonal facing.

Note that this way, a multi-square figure effectively gains an extra front square and an extra rear. Other multi-square figures may occupy different combinations - e.g. 6x2, 3x3 etc. The facing still uses the same formula.

Movement

The MA for different figures depends on their race, skills and armour. Normally, it costs 1 MA for a figure to move 1 square or to change facing. A diagonal move costs 1.5 MA, but a figure can always move 1 diagonal if it has just 1 MA remaining, except when *shifting* - that is, when a figure which is engaged takes its 1 allowed move. A figure can move into or out of a square containing an obstruction (an incapacitated figure, piece of furniture etc.) but not through it. To jump over such a minor obstruction requires an average jumping throw and cost an extra 1 MA. Each square of rough terrain or on a steep slope costs 2 MA. Moving up a gentle slope costs 2 MA per square. Up a slope steep enough to require climbing each square cost 4 MA or more. Each square swum through costs 2 MA. It will cost 4 MA (or all) to climb onto an object such as a table etc. Each MA can be used to move directly into one of the figure's front square, or to change a figure's facing to any other direction. A move to the side or rear costs 4 MA or all the figure's available MA (that is, no other move is allowed before or after a side or back step).

Move	MA
1 square directly forward	1
1 square forward diagonal	1.5
1 square into an obstruction	All
Average jump over 1 square	3
Rough terrain, steep slope or up gentle slope	X2
1 square climbing	4
Change facing	1
1 square swimming	2
Climb onto a object	4
Sidestep or backstep	4

Four Footed Creatures

These have two MAs, a normal MA and an MA used in short bursts such as a charge or a short chase.

Running

All MAs are combat speeds and assume the figure is moving at a speed at which it can fight effectively. A figure can move at x2 MA if it wishes, but it can then take no action other than moving, cannot act at all in the turn after it moves at

this speed except to move at normal speed and will not be able to keep up the speed for long. A figure moving at full speed is not attempting to avoid attacks and therefore melee attacks directed against it are at +4 advantage.

Opportunity Attacks and Stop Thrusts

A figure which attempts to move through a front square of an active enemy figure (that is, move into a front square and carry on moving) is vulnerable to attack. The second may immediately attack with a ready weapon if it wishes (breaking in). When making such an attack in passing, multiple attacks on one figure are only allowed at a rate of one per front square moved through. A figure armed with a ready, loaded missile weapon may make one opportunity attack against any target moving up to engage it at a 2 penalty to hit. It must then drop its missile weapon. Opportunity attacks do not require the use of actions.

A figure armed with a weapon which deals thrusting damage may make one stop thrust (thrust attack) on any figure moving into a front square. This does not require an action. It will always go before any attack the opponent intends to make unless the opponent is also armed with a thrusting weapon with the same or longer reach in which case the normal turn order applies.

Movement While Engaged

A figure which is engaged can only move a limited amount as shown under actions.

Shift: move of one square (not diagonally) which keeps the figure adjacent to all the enemies who are engaging the figure.

Disengage: a move of one square directly back away from the enemy, which may be diagonal. A figure must roll a Difficult Balance skill roll to disengage. If the roll fails, the figure stumbles and enemies get +2 to hit against it until it acts again. On a fumble it falls over.

Turning on the Spot: A figure who is engaged can immediately turn to face an attacker if it is aware of it and capable of moving (i.e. not prone or incapacitated).

Charging And Advancing

A charging figure makes up to a full move to charge an opponent. At least the last 3 squares must be a straight line. Other moves to contact count as Advancing.

Countercharge

A figure which is charged may immediately countercharge unless on foot facing a mounted charge. Both figures meet half way between them and both count as having charged.

Fleeing And Pursuing

A figure which chooses to flee must immediately drop any encumbering weapons in hand (polearms or 2H) and any shield with an MA penalty. It immediately turns (for free) directly away from its opponent and makes a normal MA move away adding 1D MA to its move. If a figure is pursuing a fleeing figure it moves its MA adding 1D MA. A figure can avoid coming to blows if it is quick enough. Lightly armed and armoured figures have a good chance of avoiding attacks by heavier figures if they run straight away. A flee response is allowed immediately if a figure is charged or advanced into, even if it has already acted. In response a charger or advancer may immediately pursue. A figure may not attack with any weapon the turn after it flees.

Dodge

A figure may sometimes wish to throw itself out of a square - for example, to avoid an area-effect spell or a move through. This breaks into the normal sequence. It is allowed even if a figure has already acted this turn. To avoid a figure must make an Average Dodge skill roll increasing in difficulty by 1 for each square after the first plus 1 if it wishes to remain standing.

Move Through

An especially strong figure can move into or through a square containing a weaker figure. To be able to do this a figure must be at least twice as strong as the target. If a figure tries to move through and does not have enough ST it immediately stops and its action ends. If the target has a ready weapon it may make **Opportunity Attacks** if the attacker moves through some of its front squares. This attack will have the weapon's contact bonus (if any). Instead of taking an opportunity attack the figure may instead try to **Dodge** the move through (the action is described above). If the dodge fails or the attack of opportunity fails to disable its target then the figure falls down and is trampled for 1D null 2 per 10 ST of the figure performing the move through.

Attacks

An attack is an attempt to strike a target with a melee, HTH, missile or thrown weapon. The attack must be with a ready weapon (a weapon available in the correct hand) or a natural weapon such as a hand or foot. A missile weapon must be loaded in order to attack.

To attack make a weapon attack skill roll (usually: AdjDX + Weapon Skill + Any Bonuses – Any Penalties + 2D). If any D scores 10 on the initial roll it may be rolled again and added. If the roll equals or exceeds the target's defence (usually: AdjDX + Dodge + 11 + Any Bonuses – Any Penalties) the attack hits. If the target has a shield then the shield's CV is a penalty to hit if the attack is coming from the front or shielded flank of the target. If a shield penalty causes an attack to miss it hits the target's shield. If an opponent is using fencing and their fencing skill causes a miss than the attack hits their weapon.

Multiple Attacks

A character with multiple actions may make multiple attacks. Each attack requires a number of actions equal to the target's DX actions.

A character using a two-weapon combo may attack with each weapon as one action. The off hand weapon will be at a penalty of 2 unless the character is ambidextrous. In addition the character is at a penalty with both attacks depending on the combination.

Combination	Penalty
Thrusting Sword plus Main-Gauche	1
Cut and Thrust Sword plus Main Gauche	2
Matched 1 handed weapons less than ST 12	3
Matched 1 handed weapons ST 12+	4
Unmatched one handed weapons	5

Parry

A parry is where an attack has hit the target's shield or weapon as described in attacks..

If a weapon parry is used against a larger attack (e.g. a normal sized character parrying a troll using a 2Club) then the parrying figure must make a BD skill roll resisted by the attacker's BD or drop the weapon without stopping the attack.

A weapon used to parry must make a save against breaking if it is hit with a harder substance. The order of hardness is:

Flesh and bone.

Wood.

Non-enchanted runemetal.

Bronze, non-enchanted iron or enchanted runemetal.

Enchanted iron.

Adamantium.

When parrying with a pole or hafted weapon (not all metal) weapon the haft is hit.

Thrusting or pick weapons never damage parrying weapons.

Thrown Weapons

The chance to hit with a thrown weapon is modified by the range to the target. Each time they go over a multiple of their range they are at a penalty of 1. They have a maximum range equal to the thrower's BD. Javelins and darts are an exception, as they have twice this range.

Missile Weapons

Missile weapons have a range modifier. This is listed in the missile modifications table. Each time they go over a multiple of their range they are at -1. Damage drops off with range. For every -4 to hit penalty for range with a missile weapon damage is reduced by 1.

Cover

There is a penalty listed for cover. This is where at least half of the target is obscured by an object. If the attack roll would have hit without this penalty then the attack is assumed to hit the obstruction.

Line Of Sight

In order to attack with a missile or thrown weapon the attacker must be able to trace a line to the target without passing through any obstacles which completely obscure the target or any figures. Should the attack miss the target it is assumed to carry on for 10 squares more in a straight line. Any figures in this line may be hit. The attacker should roll a normal attack roll against each, friend or enemy. There is a penalty of 3 to hit each target after the first.

Combat Adjustments

This is a summary table of combat adjustments.

Situation	Penalty or Advantage
Facing or Location (Melee Only)	
Facing target's flank	+2
Facing target's rear	+4
Target picking up an item, prone or standing up	+4
Above target	+2
Facing or Location (Melee or Missile)	
Target flying	-2
Target mounted	-2
Attacker Status	
First action after receiving a wound	-1
First action after being knocked back	-2
Flying	-2
Thrown and Missile Weapons	
Missile or Thrown	-1 per time over multiple of range.
Target engaged with another figure.	-3
Target in cover	-4
Target is 2-3 square	+2
Target is 4-5 square	+6
Target is 6+ squares	+8
Target is ½ human size or less	-2
Target is ¼ human size or less	-4
Target is a static object	+6
Opportunity missile attack	-2

Critical Attack Rolls

On a good hit (10 more than target number) choose between rolling an extra damage dice or treating the target's armour has ½ its pts (round up – half the armour before taking null into account). On an excellent roll (20 more than the target number) choose between rolling an extra two damage dice or ignoring the target's armour.

Fumbles

This occurs when an attack roll comes up 2-3. The chance can be reduced by a character with multiple actions by not treating multiple attacks as separate skill rolls and instead taking the best. On a fumble roll on the following tables.

Melee Fumbles

Roll	Result
1	Drop weapon.
2	Wild miss. Opponent at +4 to hit with next attack.
3	Stagger past opponent and end up with it to your rear. No attacks next turn.
4	Trouble with armour/clothing. If figure has a shield it drops it. If figure has no shield but has armour part of it drops off, reducing protection by 1D. The figure is at a 2 penalty next turn in any case.
5	If a friend is adjacent, roll an attack against him/her; if not, hit self. On self do full damage with a flail or bashing weapon. Do damage -3 with a blade weapon. Do 1D-2 damage with a polearm.
6	Drop weapon.
7	Fall over.
8	Pull muscle. Treat as light wound.
9	Break weapon. Normal saving throw.
10	Break weapon. Weapon has -2 saving throw.

Natural Weapons Fumbles

Roll	Result
1	Enthusiastic miss. Stagger to an adjacent square which is still next to opponent. No attacks next turn.
2	Wild miss. Opponent at +4 to hit with next attack, no evade, dodge or parry.
3	Fall down.
4	Huge lunge. End up with back to opponent. Opponent at +4 to hit next turn, no evade, dodge or parry. No attacks next turn.
5	Pull a muscle. Treat as a light wound.
6	Pull muscle. Treat as a light wound and MA halved whilst wound is in effect.
7	Break natural weapon. Whatever weapon was used is broken and cannot be used till it recovers. For example, a hand or foot is sprained or broken, claws snapped off or a jaw injured. It will take 2D days to recover.
8	Fall over opponent. End up lying down 1 square beyond enemy and winded. Must stay down for 1 turn.
9	Crash down. Fall over and suffer 1D-1 damage through armour.
10	Break natural weapon. It will take 2D weeks to recover.

Missile Weapon Fumbles

Roll	Result
1	Drop weapon.
2	Trouble with armour/clothing. If figure has armour part of it drops off reducing protection by 1D. The figure is at a 2 penalty next turn in any case.
3	Roll attack against nearest friend in line of sight adding +2 to hit for surprise. If no friends in line of sight hit self for normal damage.
4	Break bowstring or sling cords (easily repairable damage).
5	Slip, roll a Difficult Balance or fall. If standing, at -4 to hit next turn.
6	Break weapon. Weapon has +1 to saving throw.
7	Drop ammunition. It scatters and will take 1 turn to pick up every two arrows/ stones/bullets.
8	Fall down and drop weapon.
9	Fall down and land on ammunition. Sling bullets do 1-6, arrows or bolts do 1+2 null 2.
10	Break weapon. Normal saving throw.

Thrown Weapon Fumbles

Roll	Result
1	Trouble with armour/clothing. If figure has a shield it drops it. If figure has no shield but has armour part of it drops off, reducing protection by 1D. The figure is at -2 to hit next turn in any case.
2	Drop ammunition. Any other thrown weapons that the figure has are dropped; if it has none then any other weapon it has is dropped.
3	Roll attack against nearest friend in line of sight, adding +2 to hit for surprise. If no friends in line of sight, hit self for normal damage.
4	Pull a muscle. Treat as a light wound.
5	Slip, roll a Difficult save on Balance or fall. If standing, at -3 to hit next turn.
6	Fall over.
7	Scatter ammunition. All thrown weapons scattered 1D squares in a random direction.
8	Fall over and drop ammunition. Any thrown weapons are left in square.

9	Fall and land on weapon. If it is sharp it deals normal damage. If blunt it deals 1-5 null 2 damage.
10	Pull muscle. Light wound and MA halved whilst wound is in effect.

Gun Fumbles

Roll	Result
1	Drop weapon.
2	Trouble with armour/clothing. If figure has armour part of it drops off reducing protection by 1D3. The figure is at -2 to hit next turn in any case.
3	Roll attack against nearest friend in line of sight adding +2 to hit for surprise. If no friends in line of sight hit self for normal damage.
4	Gun jams. It will take 3 turns to clear it and it must then be reloaded.
5	Slip, roll a Difficult save on Balance or fall. If standing, at -4 to hit next turn.
6	Explosion. User takes 1D damage through armour and if using a harquebus blinded for 1D turns.
7	Drop ammunition. It scatters and will take 1 turn to pick up every two cartridges or balls.
8	Fall down and drop weapon.
9	Explosion. Weapon has a normal saving throw. User takes 2D damage through armour and if using a harquebus is blinded for 1D minutes.
10	Explosion. Weapon has -2 saving throw. User takes 3D damage through armour and if using a gun other than a harquebus is blinded for 1D minutes.

Dropped Weapons

A weapon which is dropped for any reason or thrown to the ground may scatter. Roll 1D-5 for the number of squares it travels (0 or less means that it lands in the same square). Roll randomly to see which way it goes.

Broken Weapons

A weapon which has a broken result against it from any cause gets a saving throw. Roll 1D and if the result is 10+ the weapon survives. Any weapon with a bonus gets, as a modifier, the positive difference between the weapons bonus and the opponent's weapon bonus if the opponent was parrying with a weapon or shield bonus if a shield or armour bonus if neither.

Damage

The **damage bonus** of a figure is ST/2 rounded up. This is added to the damage of any weapon.

To work out the damage inflicted by a weapon, roll the number of dice for the weapon (usually 1D but 2D for 2H Melee weapon) and adding any bonus for the weapon.

If any D scores a 10 on its initial roll then roll again and add the damage.

A missile weapon loses 1 damage for each -4 to hit from range and a thrown weapon loses 1 damage for each -2 to hit from range.

Charging to Contact

If a figure is charging or counter-charging it deals 1 extra damage or 2 with a pole weapon. If receiving a charge with a pole weapon a figure also deals 2 extra damage.

Armour, Shields and Damage

If an attack hits a shield the damage is reduced by the hit points (PTS) provided by the shield. Shields have $x 1\frac{1}{2}$ PTS against cutting or thrown blades attacks. If PTS is exceeded by a thrusting, pick, thrown piercing or thrown blade weapon or an arrow then it is stuck in the shield. If PTS are exceeded by a cutting attack then the shield PTS are reduced by $\frac{1}{2}$ the excess. If a crushing, thrown blunt weapon or sling exceeds the PTS then they are reduced by 1. If the shield reaches 0 pts it is destroyed.

The target's armour points reduce the total damage. If the attacker's weapon has an armour penetration it ignores that many points of armour except that no armour will ever offer less protection than its minimum value. If a weapon made of a harder material penetrates armour the PTS of the armour is reduced by 1.

Hit Points

A figure's hit points are calculated as TO + WP.

Any hits that get through armour are subtracted from this total.

Weapons Stuck in Shields

A weapon stuck in a shield increases its penalty by 2 and reduces its CV by 1. Each arrow or dart stuck in a shield reduces its CV by 1.

To pull an arrow or thrown weapon out of a shield requires an average BD throw for a thrown weapon or an easy BD throw for an arrow. This is reduced by 1 level if shield is put down first.

Knockbacks

If a figure takes a blow in melee with damage exceeding its ST it is knocked back. A knockback happens immediately, and therefore a figure can be knocked back before it has a chance to attack. It does not matter if the damage is absorbed by armour. The victim staggers back 1 square directly away from the attacker who hit it and must make an Average save on Balance or fall. If the figure that has been knocked back hits a solid wall, it takes D-4 damage through armour and still rolls to fall down. If a figure is knocked back into another figure:

- If *that* figure has x2 the ST of the figure which was knocked back, treat it as being knocked back into a solid wall.
- Otherwise, the figure behind is also knocked back and must make an Average Balance roll or fall.
- If this second figure has nowhere to go, or does not wish to move backwards, then it can make a Difficult balance roll to remain standing and avoid knockback.
- The figure could use a dodge roll to get out of the way.

A figure who is knocked back is at a 2 penalty to their next action.

Damage which is double the figure's knockback causes double knockback (2 squares, automatic knockdown), triple knockback is 3 squares and so on.

Reactions To Injury

- A figure on 0 or -1 hits is **disabled**. It falls down and can take no further actions.
- A figure on from -2 to -Total Hits is **dying**. The figure will take an additional hit every minute (every 6 turns).
- A figure having taken more hits than this is **dead**.

A figure who takes damage in a single blow may be hurt or seriously wounded.

- A figure who is hurt is at -2 to all physical skill rolls for each hurt.
- A serious wound counts as a hurt but with an additional effect.

The amount of damage required to inflict a hurt or serious wound depends on the type of weapon inflicting the damage.

Weapon	Hurt	Serious Wound
Thrusting, Pick, Arrow, Thrown Piercing, Gun	$\frac{1}{2} \times \text{TO}$	TO
Cutting, Impact Blade, Thrown Blade	TO	$1\frac{1}{2} \times \text{TO}$
Crushing, Thrown Crushing, Flail	TO	$2 \times \text{TO}$

Serious Wounds

When a character or figure suffers a serious wound, roll one dice to check for additional effects. See the later section that describes how such wounds can be treated and their long term effects. Some wounds are listed as causing the effect of Disabled (as above) or Mortal. Mortal wounds are likely to kill the victim in the long to medium term without medical help even if the victim survives any initial effect.

Roll	Thrusting, Pick, Arrow, Thrown Piercing, Gun
1	Leg Wound: 1 hit per turn bleeding. -1 MA. Roll 1D. On 1-5: Disabled.
2	Leg Wound: -2 MA.
3	Arm Wound: 1 hit per minute bleeding. -2 to any actions with that arm.

4	Arm Wound: 1 hit per turn bleeding. Roll 1D. On 1-5: Disabled.
5	Head Wound. Roll 1D: <ol style="list-style-type: none"> 1. Eye lost. Disabled. Roll 1D. On 1-5: Mortal. 2. Ear destroyed. 1 hit per minute bleeding. Roll 1D. On 1-3: Mortal. 3. Mouth damaged. Can't speak. Hard to eat, Roll 1D. On 1-4: Mortal. 4. Nose destroyed. 1 hit per minute bleeding. Roll 1D. On 1-3: Mortal. 5. Cheek pierced. 1 hit per minute bleeding. 6. Both cheeks pierced. Disabled. Can't speak. Hard to eat. 7. Neck pierced. Disabled. 1 hit per turn bleeding. Roll 1D. On 1-5: Mortal. 8. Brain pierced. -2 IQ -2 CH. Roll 1D. On 1-5: Mortal. 9. Brain pierced. Instant death. 10. Neck destroyed. Instant death.
7	Upper Torso Wound: Disabled. 1 hit per minute bleeding. -2 BD. Roll 1D. On 1-8: Mortal. Roll 1D. On 1: Paralysed.
8	Upper Torso Wound: Instant Death.
9	Lower Torso Wound: -2 MA, -2 BD. 1 hit per 15 minutes bleeding. Roll 1D. On 1-5: Mortal. Roll 1D. On 1: Paralysed.
10	Lower Torso Wound: -2 MA, -2 BD. 1 hit per 15 minutes bleeding. Roll 1D. On 1-8: Mortal.

Roll	Cutting, Impact Blade, Thrown Blade
1	Leg Wound: 1 hit per turn bleeding. -2 MA. Roll 1D. On 1-5: Disabled. Roll 1D. On 1-3: Mortal.
2	Leg Wound: 2 hits per turn bleeding. Leg severed. Roll 1D. On 1-8: Disabled. Roll 1D. On 1-8: Mortal.
3	Arm Wound: 1 hit per minute bleeding. -2 to any actions with that arm. Roll 1D. On 1-5: Mortal.
4	Arm Wound: 2 hit per turn bleeding. Roll 1D. On 1-8: Mortal. Roll 1D. On 1-8: Disabled.
5	Head Wound. Roll 1D: <ol style="list-style-type: none"> 1. Eye lost. Disabled. Roll 1D. On 1-5: Mortal. 2. Ear destroyed. 1 hit per minute bleeding. Roll 1D. On 1-3: Mortal. 3. Mouth damaged. Can't speak. Hard to eat, Roll 1D. On 1-4: Mortal. 4. Nose destroyed. 1 hit per minute bleeding. Roll 1D. On 1-3: Mortal. 5. Cheek cut. 1 hit per minute bleeding. 6. Cheeks severed. Disabled. Can't speak. Hard to eat. 7. Neck cut. Disabled. 1 hit per turn bleeding. Roll 1D. On 1-7: Mortal. 8. Brain pierced. -2 IQ -2 CH. Roll 1D. On 1-5: Mortal. 9. Brain pierced. Instant death. 10. Head severed. Instant death.
7	Upper Torso Wound: Disabled. 1 hit per minute bleeding. -1 BD. Roll 1D. On 1-4: Mortal.
8	Upper Torso Wound: Roll 1D. On 1-5: Instant Death. Otherwise 1 hit per turn bleeding.
9	Lower Torso Wound: -1 MA, -1 BD. 1 hit per minute bleeding. Roll 1D. On 1-3: Mortal.
10	Lower Torso Wound: -1 MA, -1 BD. 1 hit per minute bleeding. Roll 1D. On 1-5: Mortal.

Roll	Crushing, Thrown Crushing, Flail
1	Leg Broken: -3 MA. Roll 1D. On 1-6: Disabled. Roll 1D. On 1: Mortal.
2	Leg Shattered: -4 MA. Roll 1D. On 1-8: Disabled. Roll 1D. On 1-4: Mortal.
3	Arm Broken: Arm can't be used. Roll 1D. On 1-3: Disabled. Roll 1D. On 1: Mortal.
4	Arm Shattered: Arm can't be used. Roll 1D. On 1-7: Disabled. Roll 1D. On 1-3: Mortal.
5	Head Injury. Roll 1D: <ol style="list-style-type: none"> 1. Eye socket broken. Roll 1D. On 1-7: Disabled. Roll 1D. On 1-2 Eye Lost. 2. Skull fractured. Roll 1D. On 1-8: Disabled. Roll 1D. On 1-5 Mortal. 3. Jaw Broken. Hard to speak. Hard to eat. -1 to all actions. 4. Nose crushed. 1 hit per minute bleeding. -1 to all actions. 5. Cheek broken. -1 to all actions. 6. Face Shattered. Disabled. Can't speak. Hard to eat. Mortal. 7. Neck crushed. Disabled. On 1-7: Mortal. 8. Neck Broken. Disabled. Roll 1D. On 1-7 Paralysed. 9. Skull Fractured. Brain Damaged -2 IQ -2 CH. Roll 1D on 1-8 Disabled. Roll 1D on 1-5 Mortal. 10. Skull Crushed. Instant death.
7	Shoulder Broken. Arm can't be used. -1 BD. Roll 1D. On 1-3: Disabled. Roll 1D. On 1: Mortal.
8	Ribs Broken. -2 to all physical actions.
9	Lower Torso Wound: -1 MA, -1 BD.
10	Pelvis Broken. Disabled. Roll 1D. On 1-3: Mortal.

Damage Types

Several different types of damage exist each with specific characteristics. For some attacks damage is given per level (level represents the power of the damage with different spells and special abilities having a level).

Type	Caused By	Damage per level.	Special Effects
Solid	Normal weapons.	Varies.	None. Armour null varies.
Physical	Falls, large falling objects, large bulky traps,	1+2	Ignores shields. Normal armour max 3.
Elemental Earth	Spells. Creature special abilities.	1+2	Ignores shields. Null 4.
Elemental Air	Spells. Creature special abilities.	1	Ignores shields. Damage counts double for knockback.
Elemental Cold	Spells. Creature special abilities.	1+1	Ignores shields. Armour has no effect but light clothing counts for 1, heavy clothing 2 and warm winter clothes for 3. Armoured skin does count.
Elemental Fire	Spells. Creature special abilities. Large fires.	1+3	Ignores shields. Null 5.
Elemental Electricity	Spells. Creature special abilities. Lightning.	1+3	Ignores shields. Ignores metal armour.
Elemental Lunar	Spells. Creature special abilities.	1	Ignores shields and unenchanted armour.
Acid	Spells. Creature special abilities. Powerful acids.	1+2	Deals half damage to armour and shields reducing their pts if they fail a breakage roll at a penalty equal to the number of D of acid. Damage inflicted again each turn but 1D less. Can be washed off with large amounts of water.

Forcing Retreat

If a figure has struck an enemy figure with a melee weapon, inflicting damage through armour, and has not been wounded itself, then it can force a retreat. This is judged at the end of a turn, once all actions are completed. A figure forced to retreat steps back one square.

Following Up

If a combat opponent is knocked back, forced to retreat, knocked unconscious, mortally wounded or killed a figure can immediately follow up moving up to 2 squares forward through the opponent's square. If a character still has actions left they can still be used after a follow up.

Hand to Hand Combat

If a one figure tries to initiate hand to hand combat with another it does so by attempting to move into the same square as its opponent. If it is moving in from its opponent's flank or rear and its opponent does not turn to face, or the enemy is prone, it will automatically succeed in entering HTH combat. Otherwise the result depends on circumstances:

- A figure attempting to move into HTH combat must decide if it will dive into combat or not. If it does, it will have 2 advantage for the purpose of initiating HTH, but will fall if it fails (4 footed creatures do not fall when diving so almost always dive).
- The target may choose to accept HTH combat, **dodge** or **hold off** the attacker.

The target may **dodge** by making a skill roll resisted by the attacker's Brawling skill with a penalty of 1 per attacker after the first.

If a defender attempts to **hold off** the attacker then they can make an **opportunity attack** at reach 1.

If either an attempt to avoid or to hold off fails then HTH is initiated.

Knock Down

Once HTH is initiated, both figures drop their shields and any non-HTH weapons. The attacker immediately tries to knock the defender down (unless it has already fallen down). An attempt to knockdown is a ST skill roll opposed by the target's ST. Creatures with four or more feet add 4 to ST.

The attacker also adds:

- 3 if the defender was trying to dodge
- 3 if diving.
- 3 if diving from above.

If multiple attackers have entered HTH, total their strength.

If the attacker rolls higher than the defender, they both fall down in the same square. The only exception to this is that a creature with four or more feet can remain standing in HTH if it knocks the defender down.

Attacks In HTH

All attacks against a prone target (most attacks in HTH other than against a standing 4 footed creature, are at +4 advantage). Attacks begin the turn after HTH is initiated. Whilst in HTH combat a figure can attack with any weapon which has a HTH value (daggers, hands, claws, teeth etc.). All HTH attacks count as having an extra 2 armour null. The side in a HTH which has the greatest total ST does +1 damage. Multiple attacks are possible as usual.

Drawing Weapons

A figure can try to draw a HTH weapon whilst in HTH combat. Roll 1D. The figure is successful on 1-7 if stronger than HTH opponents, 1-5 if as strong and 1-3 if weaker.

Striking Into HTH Combat

Where several figures are in a square (usually in HTH) a figure adjacent to them may attack one of them. It will be at -2 to hit (and receive no bonuses for them being prone). If it misses it must roll to hit each other figure in the square at random until it hits one or misses all.

Space Limitations

No more than 4 one square or greater figures can occupy a square at a time. Small creatures with fractional sizes take up the same fraction of a square. E.g. giant rats are $\frac{1}{4}$ square creatures so 16 would fit in a square. This is a factor in HTH or when friends move through the same square. Other than HTH no one can fight in the same square.

Disengaging From HTH

A figure that wishes to disengage from HTH must make a ST skill roll resisted by all its HTH opponents to do so.

Mounted Combat

A figure fighting mounted on an animal such as a horse has a number of advantages. However, it must be noted that many of these will apply only if the animal has been trained to fight (e.g. a cavalry or war horse).

1. **Height Advantage:** Melee attacks against targets on foot will generally get the height advantage of +2.
2. **Movement:** Since the mount will do the moving, it is always possible for the rider to attack regardless of how far the mount moves. Furthermore, the rider can make a melee attack in passing, making an attack as its mount moves past an enemy (though the opponent may be able to make opportunity attacks if the rider crosses its front). If attacking in passing multiple attacks are not allowed against a single target. A figure can also make missile attacks whilst moving or even on the turn which means riding toward an opponent, shooting, then turning and riding away.
3. **Lance Damage:** A rider armed with a long thrusting spear or pike does 'lance' damage if it has charged into contact. This benefit is only gained by a rider securely seated on a war saddle. The effect of lance damage is to use the ST of the mount for determining damage bonus. This is an addition to the advantage below.
4. **Other Damage:** Melee weapons do +2 damage for a mounted character.

5. **Animal Attacks:** Some riding animals can make melee attacks. A mount of less than 4 square size is at -2 to hit on these attacks. A horse must be trained to war standards to be able to attack.
6. **Attacking a mounted figure:** Attacks must be directed at either the rider or the mount. This must be stated before any attacks are rolled. If a figure is making a melee attack against a mount, it is more vulnerable to its rider, who can make an opportunity attack if the opponent is to the front and gains an additional +2 to hit and +2 damage. All melee attacks against a mounted rider are at -2 to hit other than an attacks with a pole weapon on foot. Shooting at a mounted target on the move is at -2 and on the turn another -2.

Situation	Penalty or Advantage
Melee attack against a mounted target unless with pole weapon on foot.	-2
Opportunity attack against enemy attacking mount with melee weapon.	+2 and +2 damage.
Shooting a mounted moving target	-2
Shooting target 'on the turn'.	-2

7. **Shields:** A rider's shield can only be counted only on one side. A left-handed shield only counts against opponents to the immediate front, left front and left flank.
8. **Riding Throws:** A riding throw is necessary when making a mounted attack. The difficulty depends on the animal ridden and the degree of training it has:

The grades of training and the increase in difficulty are listed:

- War: no modifier.
- Cavalry: +1.
- Riding: +2.
- Cart: +3.
- Pack: +4.
- Wild: +5.

The difficulty for typical riding animals is:

- Horse, Pony, Unicorn, Sable, Zebra: Simple.
- Impala, High Llama, Deikos Demon: Easy.
- Demi-Bird, Bolo-Lizard, Ostrich, Camel, Mule, Donkey, Insect, Spider: Average.
- Bison, Buffalo, Rhino, Griffon, Skybull, Hippogriff: Difficult.

Each of the following increase the difficulty by one level: -

- Charging the front of an enemy who is armed with a pole weapon.
- Charging a shielded or pole weapon-using footman with fellows on either side.
- Charging an ordered body of foot with pole weapons at least 2 deep.
- Using a simple saddle or no saddle.
- Charging uphill or against an obstacle (such as a ditch or low wall)
- In difficult terrain.
- Adverse weather conditions.
- Firing a missile weapon on the move.
- Firing a missile weapon or using a thrown weapon on the turn.

A fumble will result in the rider loosing control of the animal which will shy away, stumble or turn sharply. The rider must then make a difficult riding throw or fall off. A failed roll will put the attack at a penalty equal to the margin of failure and a critical gives a 2 advantage on the attack.

9. **Knock Backs:** A mounted figure who is knocked back must make a difficult riding roll or fall off. The difficulty is increased 1 level for a rider lacking stirrups, and another level for a rider not using a cavalry or war saddle. A fumble will result in a heavier fall doing 1D more damage. Falling off a horse normally deals 1D damage with armour counting for a max of 2. (see *Other Game Mechanics: Falling*).
10. **Move Through:** A mount can be used to move through other figures. If the animal is a creature which is usually not aggressive (like a horse) and is not specially trained to move through (a war horse), it requires an extremely difficult riding roll to move through a target figure's square; otherwise it is difficult. The level of difficulty increases by one if the figure moved through has companions on both sides, and by an extra 1 for every extra figure moved through. All of the penalties listed above in part 8 also apply. A failed roll means that the animal pulls up short without moving through. A fumble will result in the rider falling off.

11. Impractical Weapons: It would be foolish to use some weapons when mounted: 2H swords, 2H axes, 2H maces and 2H flails. Furthermore, it is not possible to reload a crossbow which needs to be braced against the feet, or any other crossbow whilst moving.

13. Jousting: If two mounted figures are riding toward one another then the contest is considered a joust. Both make a normal riding throw for the circumstances. This has the usual effects but also determines the order of attack. Both figures add the amount by which they made their riding roll to their initiative. The figure with the highest total attacks first. In formal jousting blunt weapons may be used. These do ½ damage but are treated as doing full damage for knockbacks. Blunt weapons have no armour null.

Combat Between NPCs

The normal detailed combat system is used when a character or companion is involved. In circumstances where the fight is between NPCs such as a character's retainer or follower and enemy NPCs use one of the following systems.

Small Scale Encounters

Where there is a small enough number of figures involved that they can be represented with 1 figure for each NPC or follower use the following system.

Group the opposing figures 1:1 with an extras doubling or tripling up.

Each turn each rolls 2D and adds the following modifiers:

NPC vs NPC Modifiers	Description	Bonus
Poor Fighter	Untrained non-combatants without fighting experience. E.g. beggars, steadwives, youths, peasants.	+0
Average fighter	Militia with basic combat training. E.g. militia, fyrd, thanes. Retainers of characters with 150-300 XP.	+2
Good fighter	Professional fighters with combat training and experience. E.g. huscarls, soldiers. Retainers of characters with 301-400 XP.	+4
Excellent fighter	Elite professional fighters. E.g. weaponthanes of a king's bodyguard, elite Lunar military units. Retainers of characters with 401+ XP.	+6
NCO, Junior Officer, Leader	The leader of one of the groups above.	+2
Named high quality non-generic fighter	This is used when a named NPC with full STATs is fighting a character's retainers or followers.	+12
Better equipped for circumstances	This is a combination of the quality of the equipment and how useful it is in the circumstances. For example on flat ground hoplites would have an advantage over peltasts but in rough going the opposite would be true.	+2
Much better equipped for circumstances	As above but more extreme e.g. on flat ground horse archers have an advantage over peltasts but on steep hills the opposite would be true.	+4
Combat Magic	Members of cults with military magic have an edge in combat.	+3
Inspiring leader	This would be a character or named NPC who has successfully made a leadership skill roll.	+1 to +4
Advantageous circumstances	This is up to the referee but examples include uphill, defending a wall etc.	+1 to +4
Each extra NPC to 1	This would include magical support such as magicians providing back-up.	+4

Compare the difference and the NPC/s with the lower result take the results on the following table.

Number lower	Outcome
-1 to -5	Forced back.
-6 to -10	Forced Back. Hurt. Fear check.
-11 to -15	Seriously Wounded.
-16	Killed.

Large Scale Encounters

Where there are too many combatants to represent at a 1:1 scale then decide a scale for the basic size of a military unit in the encounter use the system above at that scale e.g. 1: 10, 1: 100. In this case use the following outcome table. Also as scale increases the time taken for a turn increases too. Skirmishes with 50-200 on each side should take about 10 minutes to an hour. Larger battles take hours: usually from 3 to 10. In this case the named character's personal encounters take place within the framework of the larger encounter.

Number lower	Outcome
-1 to -5	Forced back. 5% hurt.
-6 to -10	Forced Back. 2% Seriously Wounded. 20% Hurt. Fear check.
-11 to -15	Forced Back. 5% Killed. 20% Seriously Wounded. 40% Hurt. Fear check + 2 levels.
-16 to -20	Forced Back. 20% Killed. 30% Seriously Wounded. 40% Hurt. Fear check + 4 levels.
-21	Unit Shattered. 50% Killed. 30% Seriously Wounded. 20% Hurt.

Materials for Weapons and Armour

The main types of special weapons and armour found in Glorantha are those made of Rune Metals and those enchanted by sorcerers sacrificing permanent PW. The rarest and most powerful are artefacts touched or created by the gods and gained on heroquests.

Metals and Other Materials

Adamantine

Adamantine is refined truestone and is therefore incredibly rare and found only in artefacts from the godtime such as the Unbreakable Sword. Weapons made of adamantine are +5 damage +8 null and are unbreakable. Adamantine armour is +8 pts and adamantine shields are +8 pts.

Aluminium (Lo-metal) or Quicksilver (Sa-Metal)

This can only be crafted into weapons and armour when enchanted. It has the same stats as bronze and is as heavy but due to a magical affinity it floats on water and causes no penalty to swimming or fighting in water.

Bronze (Hu-Metal)

Items are usually made of hu-metal (bronze). This is mined from the bones of dead storm gods or alloyed from ga-metal and ze-metal. It is not normally enchanted and can be cast and annealed to make tools and weapons. These are the standard items of Halberd Glorantha.

Copper (Ga-Metal)

Unenchanted copper armour is -2 and copper weapons have -1 null (min 0). Enchanted copper armour is +2 pts +2 pen +1 MA. Enchanted copper weapons are +1 null, +1 damage. All enchanted copper has +2 to breaking saves.

Gold (El-Metal)

Gold is not used to make weapons and armour but they can be gilded and then enchanted. When a light producing spell is cast on an enchanted gold weapon or armour its radius of effect is doubled and penalties due to dazzle etc. are doubled.

Iron (Ur-Metal)

Unenchanted iron weapons add 2 per weapon to the magical resistance of the user and armour adds 1 per point. However this penalty is added as a bonus to the chance resisting the wearer's magic and the PW cost of his/her magic is increased by the same amount. It is otherwise the same as bronze. Enchanted iron does not affect magic but armour is +5 pts, shields are +5 pts and weapons are +4 damage +2 null. Iron items have +3 to resist breakage. Aldryami and Uz double any damage they take from iron and creatures normally damaged only by magic are affected.

Lead (Na-Metal)

Unenchanted lead armour has no penalty for stealth skills but is -2 pts, -1 pen and -1 MA. Enchanted it is the same as bronze but still has no stealth penalties. Enchanted lead made into a bashing weapon has +2 damage and +1 null.

Silver (Ui-Metal)

Silver damages creatures normally only damaged by magic. Unenchanted it can only be used for bashing weapons which are -2 damage -2 null or slingshots. Enchanted it is like bronze.

Wood, Stone and Bone

Some cultures notably Praxians and other non-metal using cultures such as the Dragonewts make weapons out of stone, bone or volcanic glass. These weapons have -2 null with any below 0 going as a damage penalty. Craft cannot give them more than +1 in any characteristic and no bonus to damage or null.

Tin (Ze-Metal)

Unless enchanted is usually used to mix with copper as a source of bronze. If enchanted as armour it gives +4 armour against magical damage of any kind. If used for weapons it ignores 4 points of magical protection.

Weapon and Armour Quality

The quality of the work on items can change their characteristics.

Quality	Weapon	Armour	Shield
Inferior	-1 Damage	-1 pts	-1 pts
Ordinary	Normal	Normal	Normal
Masterwork	+1 Damage	+1 pts	+1 pts
Superior Masterwork	+2 Damage	+2 pts	+2 pts
Excellent Masterwork	+3 Damage	+3 pts	+3 pts
Supreme Masterwork	+4 Damage	+4 pts	+4 pts

OTHER GAME MECHANICS

Trait Rolls

Personality Trait	STAT	Occasion
Cautious	IQ	Resist Impetuosity.
Courage	CH	Resist Fear
Cunning	IQ	Resist Persuasion.
Inclusive	CH	Relationship with own or other people.
Tradition	CH	Resist Inclusion. Relationship with own people.

All trait rolls are skill rolls which are either resisted by an active opponent or have a set difficulty. Traits are also used to resist skills used against the character.

Impetuosity

Impetuosity is a psychological effect that can stop figures acting as they wish. A figure failing an impetuosity check must act incautiously for a number of turns equal to the number the roll was failed by moving toward the thing that caused the impetuosity and attacking, attempting to take it or relate to it as appropriate.

A figure suffering from Impetuosity may be restrained by a figure with Leadership skill (who is the group's leader) moving to within 5 squares and making a Leadership roll of the same difficulty as the impetuosity check. This allows the Impetuosity check to be re-rolled. A leader suffering from impetuosity can restrain him/herself.

Impetuosity checks are caused by:

- Magic items or spells which cause impetuosity – level listed. Some cause an immediate impetuosity check and others have specific circumstances which cause fear.
- First sighting a strongly desirable object or person against which the character has a disadvantage. (minimum difficult).
- All combat opponents fleeing (difficult).
- Enemies apparently 50% weaker (difficult).
- Enemies apparently 75% weaker (v. difficult)
- Enemies apparently at a serious disadvantage due to circumstances (difficult)

Fear

Fear is a psychological effect which can stop figures acting as they wish.

A figure who fails a fear check is effected by fear for a number of turns equal to the number the roll was failed by. A character suffering from fear cannot move closer to thing which caused fear and is at -2 to attack it. If a fear check is failed by 10 or more the figure must also flee for each point failed by greater than 9.

A figure suffering from Fear may be rallied by a figure with Leadership skill (who is the group's leader) moving to within 5 squares and making a Leadership roll of the same difficulty as the Fear check. This allows the Fear check to be re-rolled. A leader can rally him/herself.

A figure can also choose to attempt a fear check again (or be forced to do so) without being rallied. If this roll fails the figure must flee the feared thing for the number of turns the roll was failed by.

Fear checks are caused by:

- Magic items or spells which cause fear – level listed. Some cause an immediate fear check and others have specific circumstances which cause fear.
- First sighting a creatures which cause fear – level listed.
- Being charged or advanced into by a creature which causes fear – level listed.
- Taking 25% casualties (average) unless opponents have already taken 25% casualties.
- Taking 50% casualties (difficult) unless opponents have already taken 50% casualties.
- Taking 75% casualties (v. difficult) unless opponents have already taken 75% casualties.
- Taking a hurt (average).
- Taking a serious wound (difficult).

Persuasion

Cunning is often used as a resistance to persuasion saves.

Inclusion

Inclusion skill and inclusion magic are resisted with the Traditional trait.

Relationships

A relationship save is caused by failing a social roll. The difficulty depends on the degree of offence caused and a pre-existed friendly or unfriendly attitude toward the character. A failed save results in the offended party terminating negotiations or discussions or even leaving completely. Some disadvantages cause more drastic consequences.

Healing

Spells, potions and special herbs can be used to aid healing. Otherwise, natural methods must be relied upon.

LOST HITS: The maximum Hits a figure can have is TO -2 for every hurt and -6 for every serious wound. A figure which is not dieing will recover 1/3 rounded up of its current hits per day or 2 which ever is higher.

A figure that is not dieing can be given treatment can be given treatment with a difficult first aid roll. Success gives back D/2 hits, a good roll D hits and an excellent roll 2D hits. A fumble causes D/2 hits.

A dieing figure can have its condition stabilised by a difficult first aid roll, which will stop it taking 1 hit per minute. It can be treated on a v. difficult first aid roll. A good roll brings the target back to -2 hits, an excellent roll back to 1 hit and a fumble inflicts 2 hits and the target begins dieing again. Once stabilised the wounded figure then rolls each day to be able to get hits back: a difficult TO roll if treated, v. difficult if not.

HURT: It is an average first aid roll to treat a hurt. A fumble means the wound becomes serious. A good roll results in immediate recovery. If the wound has been treated make an average TO roll each day for it to recover; otherwise v. difficult.

SERIOUS WOUND: It is a difficult first aid roll to stabilise a serious wound. Stabilising a wound will stop bleeding. A fumble will result in the wound becoming mortal. It is v. difficult to treat a serious wound. A good roll will result in immediate recovery to a hurt. If treated make a difficult TO roll each day to recover from a disabling wound. If it is not treated the roll is e. difficult. Most of the other effects from the serious wound table will take a long time to recover if they ever do and many will result in permanent disability. As I guide those that involve something being severed, shattered, crushed or destroyed are unlikely to recover. Others may take something like 4-10 weeks to heal.

MORTAL WOUND: It is a difficult first aid roll to stabilise a mortal wound. This is necessary to stop the victim dying in Dx10 minutes. It is very difficult to treat it which will stop the victim dying in D+2 hours. A fumble will result in death. A good result will cause it to recover to a serious wound otherwise if treated it is a v. difficult TO roll each week for it to recover to a serious wound.

Carrying

There are 3 grades of carried equipment: light, medium and heavy.

Equipment	MA	AdjDX
Light	0	0
Medium	-1	-3
Heavy	-2	-6

To determine any penalty for carried equipment for bipedal figures consider what the figure has slung (i.e. weapons or shields in hand don't count). A large shield or weapon like a pike or halberd can't be slung – it has to be carried or put down. No one can carry two shields without being heavily encumbered.

- Light = up to 1 big item slung, 1 medium item slung and 1 small item slung
- Medium = up to 1 big item slung, 2 medium items slung and 2 small items slung.
- Heavy = more than this (up to the maximum weight the character can carry).

Big is a bow and arrows, 7 javelins, a medium shield, a 2H weapon or a pack.

Medium is a 1H weapon, 2 javelins, 7 darts, small shield or a knapsack.

Small is a small weapon, 2 darts, a sling and ammo or a pouch.

Falling

A figure falling 0-1m takes no damage. A figure falling 1-2m takes no damage as long as it makes an average jumping throw (e.g. jumping from a low, one-story roof). Beyond this, the difficulty of the roll required goes up by a level per metre. Acrobatics can also be used.

Fall (metres)	Damage (Physical) Level
1-3	1
Up to 6	2
Up to 9	3
Up to 12	4
Each +3	+1 to max 16

If a figure falls badly - that is, unexpectedly, backwards or headfirst - then add an extra dice. Making jumping or acrobatic throws under such circumstances may also be more difficult. The damage given assumes landing on a hard surface. Landing on a soft surface can reduce damage substantially. -1 damage/level if landing on soft earth, and snow or liquid. It is, therefore, feasible (though extremely unlikely) to survive a fall at terminal velocity. From great heights, falling into water is usually like hitting a brick wall.

Poison

Poison is classified by the way in which it is administered, how fast it acts, its potency, and its effect. Poison can be swallowed, inhaled, absorbed through the skin, ingested and so on. Also important is the amount necessary to count as one dose, the preparation necessary and how easily the poison spoils. The time in which a poison takes effect can be anything from 1 turn to several months, or may have a gradual effect. Effects can include death, damage, unconsciousness, permanent muscle wasting, paralysis etc. The potency of a poison determines how likely a victim is to resist it. In order to resist a poison a victim must make a TO roll resisted by the poison's potency.

If the effects are gradual, the victim makes a roll each time the poison is going to take effect until a successful resistance roll is made. Some poisons' strength diminishes as time goes on. Most of the more effective poisons are rare and expensive. An example poison is shown below:-

Blade Venom: This is a poison made from a mixture of mineral compounds. It is fairly common, though high quality mixtures are rare. It is a thick paste and spoils if dried out. It is administered by injection and around a gram is required. It first acts 3 turns after it is administered. It can have a potency from 12 to 35 depending on its quality. If effective, the victim falls down and suffers damage equal to the number the TO roll was failed by.

Antidotes exist to most poisons. They reduce the potency of the poison by their potency.

When making poisons use the lowest skill from Poisons and either Plant Lore or Chemistry depending on if a plant or mineral poison is being made. When making antidotes use the lowest skill from Diagnose/Treat and either Plant Lore or Chemistry depending on if a plant or mineral antidote is being made. In general potency depends on difficulty.

Potency	Difficulty
4	Easy
11	Average
15	Difficult
20	V. Difficult
25	E. Difficult
30	A. Difficult
40	Heroic

Difficulty increases 1 level for fast acting poison (3 turns) as opposed to slow (15 mins to 1 hour). Difficulty also increases 1 level for a poison is very slow acting and doesn't initially show symptoms (days or weeks). Difficulty also increases for more damaging poisons. Normal poisons deal 1 damage per failed resistance, 1 point of stat loss per failed resistance or a one off 1D damage. To increase losses by 1 or 1D adds a level of difficulty.

Poisons which drain STATs cause paralysis when the STAT reaches 0. The STAT recovers at 1 point/hour but if it reaches 0 the victim loses 1 permanent STAT. Poisons which attack hits are treated as normal damage and are therefore potentially fatal.

A first aid roll of difficulty as in the table above made before the poison takes effect will add 10 to resistance rolls.

Treatment of Disease

Disease in Glorantha is caused by possession by a spirit of disease as described in Creatures. Magic can stop this by dismissing the spirit but otherwise a character must rely on treatment.

Treatment can be given using the diagnose/treat disease skill. First a character needs to identify a disease from its symptoms. This requires a roll with difficulty depending on how unique and obvious the symptoms are. It can be modified by past experience with the disease and by suitable texts.

To treat the disease the character uses a variety of herbs and rituals and prayers to increase the victim's resistance to the disease spirit causing the disease. The character makes a v. difficult skill roll. Each point of success will give the victim a 1 advantage on their next resistance roll. If the character has potions/ointments prepared with a v. difficult chemistry or plant lore skill roll s/he the treatment roll becomes difficult.

Treatment can also be given for the damage caused by a disease once the disease is gone. The difficulty of treating 1 point of STAT loss is average and increases by 1 per point. If the roll is a success the damage will be healed in a week. A character can attempt to heal some of a stat loss to increase the chances of success. Only one treatment attempt is allowed per disease per week. Again potions or ointments prepared with a v. difficult plant lore or chemistry roll improve chance of success by 1 level.

Madness

Madness in Glorantha is often caused by possession by a madness spirit. However madness can also be caused by encountering chaos. Each type of chaos creature causes fear when sighted. The first time a particular type of chaos creature is sighted a character also gains madness points equal to the number a fear check is failed by. Illuminated characters do not make fear checks in this situation and therefore cannot gain madness points in this way. A character also alters madness points as follows:

Cause	Madness Points
First becoming tainted by chaos	5
Willingly gaining a chaos feature	5
Unwillingly gaining a chaos feature	4
Loosing a chaos feature	-3
First seeing a type of chaos creature	Equal to number fear check failed by.
Gaining Academic Skill: Chaos Lore unless illuminated	2 per
Gaining Nature Lore Skill: Chaos unless illuminated	1 per
Being transformed into a chaos creature	15

Cause	Madness Points
An illuminated character performing a self-serving, cruel or heartless act	1
Using magic labelled as chaotic unless illuminated.	1
Become Illuminated	Loose any points which result from seeing chaos creatures or using chaos magic or knowing the Chaos Lore or Chaos skills.

If a character's madness points exceeds his/her WP s/he suffers from Chaotic Madness. The effects of this depends on certain factors:

Character Status	Result
Illuminated	Become a dark illuminate. The character is no longer able to judge right from wrong or good from evil and acts at all times in a self-serving manner. The character is incapable of altruistic actions.
Transformed into a chaos creature.	Loose all traits other than those of chaos creature replacing Courage with Hatred and Caution with Survival. Act in all ways like a chaos creature.
Members of anti-Chaos religions e.g. Storm Bull, Orlanth,	Become despairing and brooding. -2 to all actions except attacking chaos.
Others	Become a gibbering wreck. -2 to all actions and add 2D to the difficulty of any trait roll.

Followers and Companions

A character can start with from 0-4 companions. Companions are weaker than characters but have the same sort of abilities. Except in exceptional circumstances they are loyal and reliable and can be used on any mission. The character is expected to support and look after his/her companions. A character may gain a companion in play by engaging in brave rescues or similar loyalty creating acts. A character never has to have any companions.

Followers are not given abilities like characters and if any are needed they use standard characteristics like NPCs. They will belong to the same religion or pantheon as the character they follow. They are not represented in combat on normal adventures being assumed to fight followers of other groups, provide camp and baggage guards, set up camps, feed animals and collect forage. They don't go on heroquests, into ancient tombs or fight fierce monsters – the characters do that themselves. When they are committed to battle on normal missions each keeps one follower on the other side busy and stops them attacking a character.

Retainers are a special type of follower that the character has paid XP for. They are loyal and can be relied on in most circumstances. Other followers are more like employees and are typical NPCs with their loyalty dependent on circumstances.

Followers make up the main body of the characters' Warband, heroband, vexilla or regiment in battles.

Experience

Experience points or XPs are given out for success in the game. They can be spent in the same way as initial XPs to improve stats and skills, provided that there is reasonable justification for the improvement as a result of the experience gained. To decide how many XPs a character should get, use the following system.

How difficult was the adventure as compared with the abilities of the characters? An average adventure would mean that the opposition in terms of enemies, traps, puzzles and so on were within the abilities of the characters.

Companions gain XP in the same way as characters but Retainers and Followers don't.

Easy	2
Average	5
Difficult	10
Very Difficult	15
Extremely Difficult	20
Absurdly Difficult	25
Heroic	30

How successful was the party?

Not at all x0

Partially	x1/2
Nearly	x1
Completely	x1.5

How big a contribution to any success did the character make to the group? Note that if one character did everything then others must have done nothing.

None	x.1
Little	x.5
Average	x1
A great deal	x1.5
Everything	x2

How well did the player play his character, act according to the character's personality, and make the game interesting?

Poor	x.75
Average	x1
Above Average	x1.25

Note that for non-player characters such as craftsmen and soldiers they can be expected to gain between 10 and 100 xp per year (around 30 on average), depending on how hard they are pushing their careers.

Hero Points

Player characters and very significant NPCs (big name leaders) have Hero Points. They gain these as a bonus for particularly successful or heroic acts. Characters start with 2. Companions, retainers and followers don't have Hero Points.

A hero point can be used for any of the following:

Name	Results
I'm alright. It looked worse than it was.	At the end of a combat a character or one of his/her companions who had a serious or mortal wound turns out to have just been stunned. The injury looked worse than it was.
Time to go.	The referee thinks of a way for the character to escape. Perhaps s/he was overlooked after a battle or unexpected rescuers turn up. This also works for all the character's companions.
Do the impossible.	Change the result of one D throw made by the character or one of his/her companions to any other number.

Age and Aging

The starting age of a character should be D+15.

Aging effects characters over a certain age. It can cause loss of STATS and a reduction in XP gained.

Race	1 st Aging	2 nd Aging	3 rd Aging	4 th Aging
Human	35	51	66	81+

Losses to characteristics affect the minimum STAT (for XP costs) as well and are cumulative. The survival chance from dieing of old age is a TO roll each year.

1st Aging: -1 BD, -1 DX.

2nd Aging: -2 BD, -2 DX, risk of death/year: Easy.

3rd Aging: -3 BD, -3 DX, risk of death/year: Average. XP gains x ½.

4th Aging: -4 BD, -4 DX, risk of death/year: Difficult. XP gains x ¼.

As a result of heroquests heroes and superheroes don't usually age and appear as young adults despite often being hundreds of years old. Heroes and superheroes invariably die in battle, are assassinated, betrayed and murdered or apotheosised rather than succumbing to old age.

Languages

The following is a list of the languages the characters may wish to learn. Each character starts with one language (own) and others are learned with the language skill. Some languages are easier or more difficult and there is a multiplier to the XP or time cost for learning them.

Language	Notes	Modifier
Esrolian	Used in the Holy Country.	X 1
Pure Horse	Spoken by the Grazelanders, Pentans and Bastard Tribes.	X 1
New Pelorian	The language of the Lunar Empire. Seductively easy to learn.	X ½
Praxian	Spoken by the beast nomads of the wastes.	X 1
Heortling	Spoken by the Orlanthi of the south,	X 1 (x ½ if know Alkoring)
Alkoring	Spoken by the Orlanthi of the north.	X 1 (x ½ if know Heortling)
Tarshite	Spoken in Tarsh and by the Tarsh Exiles.	X 1
Tradetalk	The language of the Issaries cult. Only usable for simple concepts to do with meeting people and trade. Not suitable for oratory or philosophy.	X ½
Aldryami	The language of all aldryami.	X 2
Beastspeech	The language of beastmen.	X 2
Darktongue	The language of uz and other creatures of darkness.	X 1
Draconic	The language of dragons and dragonewts.	X 4
Earthtongue	The language of earth cults.	X 1
Firespeech	The language of celestial cults.	X 1 (x ½ if know Dara Happan or Balazaring)
Mostali	The language of Mostali	X 2
Seatongue	The language of sea creatures and cults.	X 2
Stormtongue	The language of air cults.	X 1
Old Wyrmish	The language of the Empire of the Wyrm Friends	X 2
Carmanian	The language of Carmania in the Lunar Empire.	X 1
Dara Happan	The language of Dara Happa in the Lunar Empire.	X 1 (x ½ if know Firespeech)
Darjinnian	The language of the Darjinnians in the Lunar Empire.	X 1
Pelandan	The language of the Pelandans in the Lunar Empire	X 1
Safelstran	The language of the kingdoms and duchies of Safelster and Ralios including the Black Horse County.	X1
Rinliddi	The language of the Rinliddi in the Lunar Empire	X 1
Eol	The language of Thrice-Blessed.	X 1
Balazaring	The language of the Balazarings.	X 1 (x ½ if know Firespeech)
Caladran	The language of Caladraland.	X 1
Seshnelan	The language of the Seshnelians	X 1
Choasspeech	The language of Chaos creatures.	X 1