

Damage Table

ST	Thrust	Swing
1	1d-6	1d-5
2	1d-6	1d-5
3	1d-5	1d-4
4	1d-5	1d-4
5	1d-4	1d-3
6	1d-4	1d-3
7	1d-3	1d-2
8	1d-3	1d-2
9	1d-2	1d-1
10	1d-2	1d
11	1d-1	1d+1
12	1d-1	1d+2
13	1d	2d-1
14	1d	2d
15	1d+1	2d+1
16	1d+1	2d+2
17	1d+2	3d-1
18	1d+2	3d
19	2d-1	3d+1
20	2d-1	3d+2

Skill Cost Table

Your Final Skill Level	Difficulty of Skill			
	Easy	Average	Hard	Very Hard
Attribute-3	-	-	-	1
Attribute-2	-	-	1	2
Attribute-1	-	1	2	4
Attribute+0	1	2	4	8
Attribute+1	2	4	8	12
Attribute+2	4	8	12	16
Attribute+3	8	12	16	20
Attribute+4	12	16	20	24
Attribute+5	16	20	24	28
Extra +1	+4	+4	+4	+4

Critical Success and Failure

- A roll of 3 or 4 is *always* a critical success.
- A roll of 5 is a critical success *if your* effective skill is 15+.
- A roll of 6 is a critical success *if your* effective skill is 16+.
- A roll of 18 is *always* a critical failure.
- A roll of 17 is a critical failure *if your* effective skill is 15 or less; otherwise, it is an ordinary failure.
- Any roll of 10 or more greater than your *effective* skill is a critical failure: 16 on a skill of 6, 15 on a skill of 5, and so on.

Posture Table

Posture	Attack	Defense	Target	Movement
Standing	Normal	Normal	Normal	Normal; may sprint
Crouching	-2	Normal	-2	2/3
Kneeling	-2	-2	-2	1/3
Crawling	-4	-3	-2	1/3
Sitting	-2	-2	-2	None
Lying Down	-4	-3	-2	1 yard/second

REACTION TABLE

Roll 3 dice and apply any reaction modifiers.

0 or less: Disastrous. The NPC hates the characters and will act in their worst interest. Nothing is out of the question: assault, betrayal, public ridicule, or ignoring a life-or-death plea are all possible.

1 to 3: Very Bad. The NPC dislikes the characters and will act against them if it's convenient to do so: attacking, offering grossly unfair terms in a transaction, and so on.

4 to 6: Bad. The NPC cares nothing for the characters and will act against them (as above), if he can profit by doing so.

7 to 9: Poor. The NPC is unimpressed. He may make threats, demand a huge bribe before offering aid, or something similar.

10 to 12: Neutral. The NPC ignores the characters as much as possible. He is totally uninterested. Transactions will go smoothly and routinely, as long as protocol is observed.

13 to 15: Good. The NPC likes the characters and will be helpful within normal, everyday limits. Reasonable requests will be granted.

16 to 18: Very Good. The NPC thinks highly of the characters and will be quite helpful and friendly, freely offering aid and favorable terms in most things.

19 or better: Excellent. The NPC is extremely impressed by the characters, and will act in their best interests at all times, within the limits of his own ability - perhaps even risking his life, wealth, or reputation.