

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, ripping off and so on. Merchant 300% sell, 30% buy,

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. 200% sell, 50% buy.

7 to 9: Poor. The NPC is unimpressed. He may make threats, demand a huge bribe before offering aid, or something similar. 120% sell, 75% buy.

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. Transactions will go well, and will offer help or advice.

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. Will agree to price unless buy below 80% or sell above 150%, in which case offers those rates.

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. Merchant as above, but 50%/200%.

Hiking

10xMove in miles per day. Successful hiking roll grants +20%. ne with Leadership at 12+ may make a roll against groups average Hiking. Hiking defaults to HT-5

Terrain

Very Bad	Deep snow, dense forest, jungle,	x0.20
Bad	Broken ground, rivers, steep hills, forest.	x0.50
Average	Light forest, plains.	x1.00
Good	Hard desert, level plains.	x1.25

Weather

Rain	Halves off-road travel.
Snow	Ankle-deep halves speed. Deeper quarters it.
Ice	Halves Speed.