

Skills

Covert

Skill	Difficulty
Find Traps	16+
Pick Pocket	Alert +2
Stealth	Spot +3
Disguise	Spot
Forgery	Spot +2

Stealth

Factor	Difficulty
	15 + spot
Cloudy night	-8
Moonlight	-5
Dense Cover	-4
Fog	-3
Rain	-2
Crowd	-2
Close scrutiny	+5
Open(ish) terrain	+5
<15'	+2
15'-50'	0
>50'	-2

Locks

Type	Difficulty	Time
Simple	12	1 round
Tumbler / chest	15	1 min
Multi-tumbler	18	2 min
Special	20	5 min
Magical	25	10 min

Athletics

Climbing

10'+ success level in ft/rnd

Wall	=	15+
House	=	11+
Cliff	=	9+
Tree	=	7+
Raining	=	-3

Fail >2 = stuck, otherwise fall

Check at 1, 5, 20 min, 1, 5 hours

Reduce time by success level
(in appropriate units)

Jumping

Type	Distance	Success Level
Running	Height x 2	1 foot
Standing	Height	6"

Brawling

If not in close combat then armed defenders

Attack first,
Cause WP
May use their normal defence

Knockdown (No damage)

Charge opponent

Run = >10' (+2)

Sprint = >20' (+4)

If hit (Brawl vs Dodge)

Opposed roll

Brawl+Con+Height diff (3") + speed

Loser takes difference as Stun effect (No KO)

If equal both are dazed

Pummelling (Dmg = D2 +Str)

Opposed Brawling

Not against metal armour

Grappling

Arm locks, strangle holds...

Opposed brawling attack

No armour absorption

Throw (+3) - D2 + stun save

Escapes (+4) (+2 if hold changing)

Martial Artists

Takedown (+3)

Opponent pinned

+1 to your attacks

Lock (+5)

D4 SP / round, submit at 0SP

Improve Lock (+4)

Roll damage again & take best

Tracking

Terrain	Difficulty
Muddy	-4
Thick brush / reeds	-3
Dusty / soft / occasional	-2
Every 2 creatures	-1
Every 12 hours	+1
Hour of rain / sleet	+5
Shallow water	+5
Poor light	+6
Rocky ground	+10

Success	Knowledge	Speed
1	Apx. creature type	1/4
2	Apx. number	1/2
3	Time passed	3/4
4	Additional riders	3/4

Illusions

Excludes	Save	Min lvl
Sound	+3	2
Heat	+2	3
Smell	+2	4
Touch	+4	6
Successful hit	+1	
Informed	-4	
Sustain =	+1 PP / minute	

Casting when bound

	Skill
Bound*	-3 (not priests)
Gagged*	-6
Save or spell fails	
Mages @	10+spell level
Priests @	7+spell level
*Where not mandatory	

Hit whilst casting

Mages =	Disrupted
Priests =	End. save 5+1 per SP

Spell Delay

+1 power for delay of	
1 hour	
1 day	
1 month	
1 year	

Spell recovery

Sleep	%
4 hours	20%
6 hours	50%
8 hours	100%

Morale

check = 7 (+1 per check)

Heavily outgunned @ start

Leader / 50% / 75% casualties

Fail by

1-2 = Fall back fighting

3-4 = Disengage & retreat

5+ = Scream for mercy

Horror

Save	Threaten	Non
Unlucky	Stymied	Disgust
Bad	Aversion	Rage
Appalling	Revulsion	Shock
Catastrophic	Obsession	Obsession