

SKILL RESULTS:				SORCERY DURATION COST		HUMANOID HIT POINTS PER LOCATION TABLE:										ENC PER HIT LOCATION TABLE									
Skill%	crit.	spec.	fumb.	Duration	MP Free	Location:										Hit	Percent of Total								
01-07	01	01	96-00	In minutes	Cost INT	01-03 04-06 07-09 10-12 13-15 16-18 19-21										Location:	Encumbrance:								
08-10	01	01-02	96-00	10.....	+0 0	Each Leg...1.....2.....3.....4.....5.....6.....7	Head.....1/10																		
11-12	01	01-02	97-00	20.....	+1 1	Abdomen...1.....2.....3.....4.....5.....6.....7	Arm.....1/10 each																		
13-17	01	01-03	97-00	40.....	+2 2	Chest.....2.....3.....4.....5.....6.....8.....9	Chest.....2/10																		
18-22	01	01-04	97-00	80 (1 hour +).....	+3 3	Each Arm...1.....2.....3.....3.....4.....5.....6	Abdomen.....1/10																		
23-27	01	01-05	97-00	160 (2 hours +).....	+4 4	Head.....1.....2.....3.....4.....5.....6.....7	Leg.....2/10 each																		
28-29	01	01-06	97-00	320 (4 hours +).....	+5 5																				
30	01-02	01-06	97-00	640 (10 hours+).....	+6 6																				
31-32	01-02	01-06	98-00	1280 (21 hours+).....	+7 7																				
33-37	01-02	01-07	98-00	2560 (1 day +).....	+8 8																				
38-42	01-02	01-08	98-00	5120 (3 days +).....	+9 9																				
43-47	01-02	01-09	98-00	10240 (1 week +).....	+10 10																				
48-49	01-02	01-10	98-00	20480 (2 weeks+).....	+11 11																				
50	01-03	01-10	98-00	40960 (4 weeks+).....	+12 12																				
51-52	01-03	01-10	99-00	81920 (8 weeks+).....	+13 13																				
53-57	01-03	01-11	99-00	163840 (16 wks+).....	+14 14																				
58-62	01-03	01-12	99-00	327680 (32 wks+).....	+15 15																				
63-67	01-03	01-13	99-00	655360 (1 year+).....	+16 16																				
68-69	01-03	01-14	99-00	1310720 (2 yrs+).....	+17 17																				
70	01-04	01-14	99-00	2621440 (5 yrs+).....	+18 18																				
71-72	01-04	01-14	00	5242880 (10 yrs+).....	+19 19																				
73-77	01-04	01-15	00	10485760 (20 yrs).....	+20 20																				
78-82	01-04	01-16	00																						
83-87	01-04	01-17	00																						
88-89	01-04	01-18	00																						
90-92	01-05	01-18	00																						
93-97	01-05	01-19	00																						
98-00	01-05	01-20	00																						
DODGE RESULTS						ATTACK MODIFIERS:					SORCERY RANGE COST					HUMANOID HIT LOCATIONS:					ATTACK AND PARRY RESULTS				
Criticals: Avoid critical attack.						Mod. Effect					Range Cost INT					Location: melee/missile					Attack:				
Special: Avoid special attack.						+25 Target helpless.					10 m +0 0					Left leg...01-04/01-03					Critical- weapon does maximum damage plus rolled damage bonus. Ignores all armor and all but critical Dodge; target is automatically knocked back.				
Simple: Avoid normal atk						+20 Target surprised during non-combat or knocked down.					20 m +1 1					Abdomen...09-11/07-10					Special- weapon does normal weapon damage + user's damage modifier; thrusting weapons impale. Target suffers automatic knockback.				
Fail: Success. attack hits						+10 Target surprised during combat.					40 m +2 2					Chest.....12 /11-15					Simple- normal damage. If damage is greater than target's SIZ, target is knocked back.				
Fumble: automatic normal hit unless rolled better.						+10 Attack from target's unshielded side/from behind					80 m +3 3					Right arm...13-15/16-17					Fail- no damage; attacking weapon may be damaged by parrying weapon.				
IMPROVEMENT SUMMARY						+10 Prepared attack (wait one MR).					160 m +4 4					Left arm...16-18/18-19					Fumble- no damage; attacking weapon may be damaged by parrying weapon. Roll on Fumble Table.				
Method Roll/Add Time						+10 Attacking from above target.					320 m +5 5					Head.....19-20/ 20					Parry:				
Experience* 1d6/3 1week						+05 Per 10 SIZ that the target is above 10.					640 m +6 6					Shielded HIT LOCATIONS:					Crit.- stops crit. attack, no damage taken from anything.				
Training 1d6-2/2 hours equal to skill %						-75 Target cannot be seen or sensed.					1.28 km +7 7					Shield...Area Covered					Spec.-special weapons/shields entangle; long edged weapons damage failed attack weapons				
Research* 1d6-2/1 hours equal to skill %						-20 Attacker has been knocked down.					2.56 km +8 8					Buckler...Shield arm.					Simple- weapon absorbs AP in damage. If damage exceeds weapon AP, then AP is reduced 1.				
POW Gain 1d3-1/1 1 week						-10 Target moving (if attacking with a missile weapon).					5.12 km +9 9					Target/ Shield arm + Heater.....1 other loc.					Fail- successful attack hits.				
Character-istic** 1d3-1/na characteristic x 25 hours						-10 Attacker is riding moving animal					10.24 km +10 10					Hoplite/ Shield arm + Kite/ 2 other loc.					Fumble-successful attack hits and roll on fumble table.				
* Must have successful experience increase roll.						Time Roll					20.48 km +11 11					Viking contiguous to round.....each other.									
** May increase through training or research.						Time Roll					40.96 km +12 12					MELEE SEQUENCE									
						Time Roll					81.92 km +13 13					Statement of Intent:each player and GM declare intentions. 3 SR required to change actions in the middle of the MR.									
						Time Roll					163.84 km +14 14					Action Phase:10 strike ranks per melee round.									
						Time Roll					327.68 km +15 15					A adventurer may begin moving on his DEX SR.									
						Time Roll					655.36 km +16 16					Limit to Activities:An adventurer can perform 2 of 3 melee actions (attack,parry,dodge). May also cast spells if still sufficient SR in the melee round.									
						Time Roll					1310.72 km +17 17					DISEASE EFFECTS									
						Time Roll					2621.44 km +18 18					failure-degree of illness									
						Time Roll					5242.88 km +19 19					1 -mild; lose 1 pt/week									
						Time Roll					10485.76 km +20 20					2 -acute; 1 point/day									
						Time Roll					20971.52 km +21 21					3 -serious; 1 point/hour									
						Time Roll					41943.04 km +22 22					4+ -terminal; 1pt/minute									
						Time Roll					83886.08 km +23 23					CEREMONY									
						Time Roll					167772.16 km +24 24					Time Roll									
						Time Roll					335544.32 km +25 25					5 = 4d6									
						Time Roll					671088.64 km +26 26					8 = 5d6									
						Time Roll					1342177.28 km +27 27					13 = 6d6									
						Time Roll					2684354.56 km +28 28					21 = 7d6									
						Time Roll					5368709.12 km +29 29					144 = 11d6									
						Time Roll					10737418.24 km +30 30					987=15d6									
						Time Roll					21474836.48 km +31 31														
						Time Roll					42949672.96 km +32 32														
						Time Roll					85899345.92 km +33 33														
						Time Roll					171798691.84 km +34 34														
						Time Roll					343597383.68 km +35 35														
						Time Roll					687194767.36 km +36 36														
						Time Roll					1374389534.72 km +37 37														
						Time Roll					2748779069.44 km +38 38														
						Time Roll					5497558138.88 km +39 39														
						Time Roll					10995116277.76 km +40 40														
						Time Roll					21990232555.52 km +41 41														
						Time Roll					43980465111.04 km +42 42														
						Time Roll					87960930222.08 km +43 43														
						Time Roll					17592186444.416 km +44 44														
						Time Roll					35184372888.832 km +45 45														
						Time Roll					70368745777.664 km +46 46														
						Time Roll					140737491555.328 km +47 47														
						Time Roll					281474983110.656 km +48 48														
						Time Roll					562949966221.312 km +49 49														
						Time Roll					1125899932442.624 km +50 50														
						Time Roll					2251799864885.248 km +51 51														
						Time Roll					4503599729770.496 km +52 52														
						Time Roll					9007199459540.992 km +53 53														
						Time Roll					18014398919081.984 km +54 54														
						Time Roll					36028797838163.968 km +55 55														
						Time Roll					72057595676327.936 km +56 56														
						Time Roll					144115191352654.872 km +57 57														
						Time Roll					288230382705309.744 km +58 58														
						Time Roll					576460765410619.488 km +59 59														
						Time Roll					1152921530821238.976 km +60 60														
						Time Roll					2305843061642477.952 km +61 61														
						Time Roll					4611686123284955.904 km +62 62														
						Time Roll					9223372246569911.808 km +63 63														
						Time Roll					18446744491139823.616 km +64 64														
						Time Roll					36893488982279647.232 km +65 65														
						Time Roll					73786977964559294.464 km +66 66														
						Time Roll					147573955929118588.928 km +67 67														
						Time Roll					295147911858237177.856 km +68 68														
						Time Roll					590295823716474355.712 km +69 69														
						Time Roll					118059164732894871.424 km +70 70														
						Time Roll					236118329465789742.848 km +71 71														
						Time Roll					472236658931579485.696 km +72 72														
						Time Roll					944473317863158971.392 km +73 73														
						Time Roll					188894663572637942.784 km +74 74														
						Time Roll					377789327145275885.568 km +75 75														
						Time Roll					755578654290551771.136 km +76 76														
						Time Roll					1511157308581103542.272 km +77 77														
						Time Roll					3022314617162207084.544 km +78 78														
						Time Roll					6044629234324414169.088 km +79 79														
						Time Roll					12089258468648828338.176 km +80 80														
						Time Roll					24178516937297656676.352 km +81 81														
						Time Roll					48357033874595313352.704 km +82 82														
						Time Roll					96714067749190626705.408 km +83 83														
						Time Roll					19342813549838125341.816 km +84 84														
						Time Roll					38685627099676250683.632 km +85 85														
						Time Roll					77371254199352501367.264 km +86 86														
						Time Roll					154742508398705002734.528 km +87 87														
						Time Roll					309485016797410005469.056 km +88 88														
						Time Roll					618970033594820010938.112 km +89 89														
						Time Roll					1237940067189640021876.224 km +90 90														
						Time Roll					2475880134379280037552.448 km +91 91														
						Time Roll					4951760268758560075104.896 km +92 92														
						Time Roll					9903520537517120150209.792 km +93 93														
						Time Roll					1980704107503424030419.584 km +94 94														
						Time Roll					3961408215006848060839.168 km +95 95														
						Time Roll					7922816430013696121678.336 km +96 96														
						Time Roll					15845632860027392243556.672 km +97 97														
						Time Roll					3169126572005478448711.344 km +98 98														
						Time Roll					6338253144010956897522.688 km +99 99														
						Time Roll					12676506288021913795045.376 km +100 100														
						Time Roll					25353012576043827590090.752 km +101 101														
						Time Roll					50706025152087655180181.504 km +102 102														
						Time Roll					101412050304175310360363.008 km +103 103														
						Time Roll					202824100608350620720726.016 km +104 104														

COMMON DIVINE SPELLS			SORCERY SPELLS			SPIRIT MAGIC SPELLS			MELEE WEAPONS																																				
#)	Spell	POW Cost	#)	Spell		#)	Spell	Points	Weapon		STR/																																		
									Category	Weapon	Damage	DEX	ENC	BS%	AP	SR																													
1)	Armoring Ench...ritual		1)	Animate(Substance)*		1)	Armoring Ench...ritual		Axe, 1H	Battleaxe	1D8+2	13/9	1.0	10	8	2																													
2)	Binding Ench...ritual		2)	Apprentice Bonding*		2)	Befuddle.....2			Hatchet	1D6+1	7/9	0.5	10	6	2																													
3)	Dismiss Magic.....1		3)	Armoring Enchant*		3)	Binding Ench...ritual		Axe, 2H	Battleaxe	1D8+2	9/9	1.0	05	8	2																													
4)	Divination.....1		4)	Binding Enchant*		4)	Bladesharp...variable			Great Axe	2D6+2	11/9	2.0	05	10	1																													
5)	Excommunication.ritual		5)	Cast Back		5)	Bludgeon.....var			Halberd@ (4d6)	3D6	13/9	3.0	05	10	1																													
6)	Extension.....1		6)	Create Basilisk*		6)	Control (Species).1			Poleaxe	3D6	11/9	2.5	05	10	1																													
7)	Find Enemy.....1		7)	Create Familiar(Chr)*		7)	Coordination....var		Dagger	Dagger	1D4+2	-/-	0.5	15	6	3																													
8)	Find (Substance)...1		8)	Create Vampire*		8)	Countermagic....var			Knife	1D3+1	-/-	0.2	15	4	3																													
9)	Heal Wound.....1 ^		9)	Damage Boosting		9)	Darkwall.....2			Main Gauche	1D4+2	-/9	0.5	10	10	3																													
10)	MP Matrix Ench.ritual		10)	Damage Resistance		10)	Demoralize.....2			Sai	1D6	-/11	1.0	05	10	2																													
11)	Mindlink.....1		11)	^Diminish (Chr)		11)	Detect Enemy....1		Fist	Cestus, Heavy	1D3+2	11/-	1.5	15	8	3																													
12)	Sanctify.....1		12)	Dominare (Species)		12)	Detect Magic....1			Cestus, Light	1D3+1	7/-	1.0	15	4	3																													
13)	Soul Sight.....1		13)	Drain		13)	Detect (Sub.)...1			Fighting Claw	1D4+1	7/9	0.1	15	-	3																													
14)	Spell Matrix...ritual		14)	Enhance (Chr)		14)	Dispel Magic...var		Flail, 1H	Ball & Chain	1D10+1	11/7	2.0	05	8	2																													
15)	Spellteaching....1		15)	Fly		15)	Disruption.....1			Grain	1D6	9/-	1.0	10	6	2																													
16)	Spirit Block.....1		16)	Form/Set (Substance)		16)	Dullblade.....var			Three Chain	1D6+2	9/13	2.0	05	10	2																													
17)	Strength Ench...ritual		17)	Glow		17)	^Endurance.....var		Flail, 2H	Military	2D6+2	9/-	2.5	05	10	1																													
18)	Summon(Species)ritual		18)	Haste		18)	Extinguish....var		Hammer 1H	Warhammer@	1D6+2	11/9	2.0	10	8	2																													
19)	Warding.....1		19)	Hinder		19)	Fanaticism.....1		Hammer 2H	Great Hammer@	2D6+2	9/9	2.5	05	10	1																													
20)	Worship(Deity).ritual		20)	^Holdfast		20)	Farsee.....var			Heavy Mace	1D10	13/7	2.5	15	10	2																													
SPECIAL DIVINE SPELLS			SPECIAL DIVINE SPELLS			SPECIAL DIVINE SPELLS																																							
#)	Spell	POW Cost	#)	Spell		#)	Spell	Points																																					
1)	Absorption.....1		21)	Homing Circle		21)	^Firearrow.....2		Mace, 1H	Light Mace	1D8	7/7	1.0	15	6	2																													
2)	Berserk.....2		22)	Immortality		22)	^Fireblade.....4			Singlestick	1D6	7/9	0.5	15	5	2																													
3)	Bless Crops.....1		23)	MP Matrix Enchant.*		23)	^Glamour.....var			Wooden Club	1D6	-/7	0.5	15	4	2																													
4)	Breathe Air/Wat...2		24)	Mystic Vision		24)	^Glue.....var		Maul	Heavy Mace	1D10	9/7	2.5	10	10	2																													
5)	Cloud Call.....1		25)	Neutralize Magic		25)	^Heal.....var			Quarterstaff	1D8	9/9	1.5	10	8	1																													
6)	Cloud Clear.....1		26)	Palsy		26)	^Ignite.....1			Troll Maul	2D8	17/7	5.5	10	16	1																													
7)	Command (Species)...1		27)	Phantom (Sense)		27)	^Ironhand.....var			War Maul	1D10+2	11/7	2.5	10	12	1																													
8)	Create Ghost.....1		28)	^Protective Circle		28)	Light.....1			Work Maul	2D6+2	13/7	4.0	10	12	2																													
9)	Fear.....1		29)	^Regenerate		29)	Lightwall.....4		Rapier	Rapier@	1D6+1	7/13	1.0	05	8	2																													
10)	Float.....1		30)	(Sense) Projection		30)	MP Matrix Ench.rit		Shortsword	Gladius@	1D6+1	-/-	1.0	10	10	2																													
11)	Heal Body.....3^		31)	(Sense) (Substance)		31)	Mindspeech....var			Kukri	1D4+3	-/11	0.5	10	8	3																													
12)	Illusory Motion...1		32)	^Shapechange (Species)		32)	Mobility.....var		Shield	Buckler	1D4	-/9	1.0	05	8	3																													
13)	Illusory Odor....1		33)	^Skin of Life		33)	^Multimissile....var			Heater/Target	1D6	9/-	3.0	15	12	3																													
14)	Illusory Sight....1		34)	Smother		34)	Protection....var			Hoplite Shield	1D6	12/-	7.0	15	18	3																													
15)	Illusory Sound....1		35)	Spell Matrix Ench.*		35)	^Repair.....var			Kite	1D6	11/-	5.0	15	16	3																													
16)	Illusory Subst....1		36)	Spell Resist		36)	Second Sight...3			Viking Round	1D6	9/7	4.0	15	10	2																													
17)	Illusory Taste....1		37)	Spirit Resist		37)	Shimmer.....var		Spear, 1H	Javelin	1D6+1	7/7	1.5	05	18	2																													
18)	Lightning.....1		38)	Stupefaction		38)	^Silence.....var			Lance (mntd)	1D10+1	7/7	3.5	05	10	0																													
19)	Madness.....2		39)	Strengthening Ench.*		39)	Slow.....var			Pilum	1D6+1	9/7	2.0	05	10	2																													
20)	Mindblast.....2		40)	Summon (Creature)*		40)	Speedart.....1			Short Spear	1D8+1	7/7	2.0	05	10	2																													
21)	Reflection.....1		41)	^Tap (Chr)		41)	Spell Matrix En.rit		Spear, 2H	Long Spear	1D10+1	9/7	2.0	15	10	1																													
22)	Regrow Limb.....2^		42)	Telepathy		42)	Spirit Screen...var			Naginata	2D6+2	7/11	2.0	05	10	1																													
23)	Restore Health...1^		43)	Teleport		43)	Strength.....var			Pike	2D6+2	11/7	3.5	15	12	0																													
24)	Resurrect.....3		44)	^Treat Wounds		44)	Strengthening En.rit			Short Spear	1D8+1	-/7	2.0	15	10	2																													
25)	Shield.....3		45)	Venom		45)	Summon (Species).rit		Sword, 1H	Bastard Sword	1D10+1	13/9	2.0	10	12	2																													
26)	Sunspear.....3		*	= ritual enchantment		46)	Vigor.....var			Broadsword@	1D8+1	9/7	1.5	10	10	2																													
27)	Sureshot.....1		^	= touch only spell		47)	Visibility.....2			Scimitar@	1D6+2	7/11	1.5	10	10	2																													
28)	Thunderbolt.....3		SKILLS CATEGORY MODIFIERS						Sword, 2H	Bastard Sword	1D10+1	9/9	2.0	05	12	2																													
29)	True (Weapon)....1		Primary	Secondary	Negative					Greatsword	2D8	-/11	13	3.5	05	12	1																												
STRIKE RANKS SUMMARY									Natural	Fist	1D3	-/-	-	25	-	3																													
DEX SR	+	SIZ SR								Grapple	1D6	-/-	-	25	-	3																													
1-9 = 4	1-9 = 3	10-15 = 2								Head Butt	1D4	-/-	-	10	-	3																													
16-19 = 2	16-19 = 1	20+ = 0								Kick	1D6	-/-	-	15	-	3																													
									Missiles:	Type	Dam.	S/DX	ENC	B%	Range	SR																													
										Bow, Self	1D6+1	9/9	0.5	05	90/120	1SR																													
										Bow, Long	1D8+1	11/9	0.5	05	90/275	1SR																													
										Bow, Comp.	1D8+1	13/9	0.5	05	120/225	1SR																													
										Crossbow, H	2D6+2	13/7	8.0	25	55/300	1/3																													
										Crossbow, L	1D6+2	9/7	3.4	25	40/225	1/2																													
										Crossbow, M	2d4+2	11/7	4.8	25	50/270	1/2																													
										Dart	1D6	-/09	0.5	10	20/30	1SR																													
										Sling	1D8	-/11	0.1	05	100/100	1MR																													
									ATTACK SPECIALS: IMPALE, SLASH, & CRUSH																																				
									Impale: Add maximum weapon damage (only) to rolled damage + damage bonus + magic. Roll 40% of skill (2x slash %) to remove weapon from target. Fumble = broken weap. If not removed, any movement causes 1/2 damage to target, ignoring armor. To remove without damage, roll under First Aid. To remove from self, roll under STR + CON on same roll, or flinch & fail.																																				
									Slash: Roll weapon damage twice & add together, + normal damage & magic bonuses. Remove as impale, but chance is 60% (x3)																																				
									Crush: Add maximum strength damage bonus to rolled bonus and normal weap. + magic.																																				
									MAGIC POINT REGENERATION RATE TABLE																																				
									(hours & minutes needed to recover 1 pt.)																																				
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									STR, CON, DEX, POW, APP:3D6. SZ, INT 2d6+6																																				
									Natural Damage: Flame=1/MR, S. Fire=1D6, L. Fire=2D6, Intense=3D6. Suffoc.: CON x (11-rds. exposed) or Wat.=D8 Smk.=d4 Poison=D8																																				

NATURAL WEAPONS FUMBLES:	
D100	Effect:
01-05	Lose next Dodge.
06-10	Lose next attack.
11-15	Lose next Dodge and parry.
16-20	Lose next Dodge, parry, and attack.
21-25	Lose next 1D3 melee rounds Dodge, Parry, Attack
26-30	Lose next 1D6 attacks
31-35	Armor strap breaks; roll location.
36-40	Armor strap breaks; roll location, also lose next round as per 21-25
41-50	Fall; lose Dodge and parry this round.
51-60	Fall and twist ankle; lose 1 meter of Movement per melee round for 5D10 rounds.
61-70	Vision impaired: -25% on attacks & parries, take 1D3 rounds unengaged to fix.
71-73	As above, but 50% for 1D4 rounds.
74-75	Vision blocked; blind for 1D3 rounds.
76-80	Distracted; all foes +25% attack next round.
81-85	Strain muscle; lose 1 hit point in attacking limb and 3 Fatigue points.
86-90	Hit nearest friend, do rolled damage. If no friend is near, as per 81-85.
91-94	Hit nearest friend, do maximum damage. If no friend is near, as per 81-85.
95-96	Hit nearest friend, do critical damage. If no friend is near, as per 81-85.
97-98	Hit self; do maximum rolled damage.
99	Roll twice on this table, apply both results.
100	Roll thrice on this table, apply both results.

ADVENTURER'S GEAR COSTS:	
Standard Traveler's pack: 50p	
Waterskin (4 liters), 30m rope, clothes, handaxe, hammer, tarp, fishhooks, fishing line, sack, cheap knife, bandages, cook-ware, blanket. - ENC = 14	
Tool	Cost: Tool Cost:
awl	2p lantern 35p
woodaxe	35p lamp oil 1l 4p
5-hr candle	1p scythe 10p
hammer	5p sickle 15p
hatchet	15p spade 20p
hoe	5p 5-hr torch 1p
knife	5p
ALTERNATE MYSTIC VISION RESULTS	
pts.	effect
1	Detect Magic, determine if greater/less than self
5	Detect, + know Magic pts of humans within ñ 10 points
10	Detect, + detect basic magic (ie. matrix,store,spell)
15	Know magic type (particular spell) + 5 pt. gaps
20	Analyze magic + 1 pt gap
25	Know caster, MP & POW
STANDARD MYSTIC VISION RESULTS	
1	Detect, 10 pt. gaps
5	As 10 above + 1 fnctn/rd
10	As 25 above

ATTACK SPECIALS: IMPALE, SLASH, & CRUSH			
Impale: Add maximum weapon damage (only) to rolled damage + damage bonus + magic. Roll 40% of skill (2x slash %) to remove weapon from target. Fumble = broken weap. If not removed, any movement causes 1/2 damage to target, ignoring armor. To remove without damage, roll under First Aid. To remove from self, roll under STR + CON on same roll, or flinch & fail.			
Slash: Roll weapon damage twice & add together, + normal damage & magic bonuses. Remove as impale, but chance is 60% (x3)			
Crush: Add maximum strength damage bonus to rolled bonus and normal weap. + magic.			
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