

STEALTH MODIFIERS:

wearing mail hauberk	STEALTH -3
wearing mail armour	STEALTH -4
wearing plate armour	STEALTH -6
not moving	STEALTH +3
moving slowly	NO MODIFIER
moving quickly	STEALTH -2
within 3m of enemy	STEALTH -5
no cover available ¹	STEALTH -5

PERCEPTION MODIFIERS:

pitch darkness	PERCEPTION -7
torchlight or dusk	(NO MODIFIER)
broad daylight	PERCEPTION +5
asleep	PERCEPTION -9
looking other way	PERCEPTION -5
listening intently ²	PERCEPTION +2
extraneous noise or bustle	PERCEPTION -3 or more

Vision type	Illumination		
	no light	half-light	bright light
normal	-7	(none)	+5
panoptical	(none)	(none)	(none)
darksight	+5	(none)	-7
elfsight	-4	(none)	(none)
gloomsight	-3	(none)	-5

Climb	Difficulty factor
ladder	3
dangling rope	6
tree	9
ivy-covered wall	12
cliff	13
rough stone wall	16
smooth stone wall	18

Falling

Monsters are not the only hazard adventurers must face in the deserted ruins they frequent. Pit traps abound, and sometimes a crumbling floor or stairway may collapse. Characters can fall 1m without suffering injury, but greater distances will usually result in some damage:

Drop	Health Points lost
1m-2m	1d2 (i.e. halve the roll of a d4, rounding up)
2m-4m	1d4
4m-6m	1d6
6m-8m	1d8
8m-10m	1d10
10m-12m	1d12
12m-14m	1d20
14m-16m	2d20
more than 16m	5d20

The Combat Round

- attack with a m le weapon (after moving up to 2½m if desired—see above, Moving into Combat)
- prepare and shoot an arrow
- discharge a loaded crossbow
- partially load a crossbow (the character must spend 3 rounds doing this before he can shoot)
- draw a weapon
- cast a spell
- take out a scroll and unroll it
- take out a potion and stopper it
- read a scroll
- drink a potion
- activate a magical device (amulet, etc.)
- make a normal move (10m for a human, 12m for an elf, etc.)
- run (20m for a human, 25m for an elf, etc.) (a character who runs must either run, move normally or do nothing in the following round)

Wounds and Recovery

As stated above, when a character is wounded he loses Health Points. When the character's current Health Points reach 0 he falls unconscious. If they are reduced to -3 he is dead (see p.121).

A character who falls unconscious rolls 1d6 at the end of every minute (every 10 Combat Rounds) of game-time. When he manages to roll a 1, he wakes up. (His Health Point score is restored to 1, the minimum necessary for consciousness.) natural recuperation here. The character must wait four days before the natural healing process begins. He will then regain a number of Health Points equal to his rank each day, until he is back to his normal (unwounded) Health Points score.

HAND WEAPONS

Weapon	Damage
Battleaxe*	d8, 6 points
Cudgel	d3, 3 points
Dagger	d4, 3 points
Flail	d6, 4 points
Halberd *	d10, 5 points
Mace	d6, 4 points
Morning star	d6, 5 points
Shortsword	d8, 3 points
Spear*	2d4, 4 points
Staff*	d6, 3 points
Sword	d8, 4 points
Two-handed sword*	d10, 5 points
Unarmed combat	d3, 2 points

MISSILE WEAPONS

Weapon	Damage	Short	Medium	Long range
Bow*	(d6, 4 points)	0-50m	51-125m	126-250m
Crossbow*	(d10, 4 points)	0-25m	26-75m	76-250m
Dagger	(d3, 3 points)	0-10m	11-20m	21-25m
Javelin	(d8, 4 points)	0-15m	16-25m	26-35m
Rock, thrown	(d3, 2 points)	0-10m	11-15m	16-20m
Sling	(d6, 3 points)	0-25m	26-75m	76-100m
Throwing spike (d2, 2 points) x 3		0-10m	11-20m	21-25m

Missile Combat

Target is...	Adjustment to die roll
at short range	no adjustment
at medium range	+3
at long range	+7
small or crouching	+2
moving slowly	+2
moving quickly	+4
in poor light	+3 or more (GM's discretion)

* These weapons require two hands and thus preclude the use of a shield.

Strength

A character with a Strength score of 16, 17 or 18 adds +1 to his Armour Bypass Rolls and to the damage he inflicts for a successful hit.

Occasionally, as a result of magic, a character may attain a Strength above 18. His Armour Bypass Rolls and weapon damage get a +2 bonus.