

ROUTINES OF PLAY

[1] DETERMINE ENVIRON

TIMETICK TABLE		
Environ	Time Tick	Foot Move
Urban	1 minute	250 feet
Rural	1 watch	4 leagues
Highway	1 watch	5 leagues
Wilderness	1 watch	4 leagues
Sealanes	1 watch	Variable
Open Sea	1 watch	Variable
Underworld	1 minute	100 feet
Safe	24 hours	n/a

[2] TIME TICKS

Spring	Summer	Autumn	Winter
Nuzyael	Nolus	Azura	Ilvin
Peonu	Larane	Halane	Navek
Kelen	Agrazhar	Savor	Morgat

Time	Watch
Mid – 4am	First
4am – 8am	Second
8am – Noon	Third
Noon – 4pm	Fourth
4pm – 8pm	Fifth
8pm – Mid	Sixth

[3] WEATHER GENERATION

Roll	Weather Changes
1	Move 1 up
2-3	No change
4-5	Move 1 down
6	Move 2 down

[4] ENCOUNTER GENERATION

CHANCE OF ENCOUNTER (D20)		
Environ	Day	Night
Urban	16+	19+
Rural	14+	19+
Highway	17+	19+
Wilderness	19+	20
Sealanes	19+	19+
Open Sea	20	20
Underworld	20	20
Safe	20	n/a

CRAFTSMAN RATING		
Quality	ML	
1 Poor	51-60	50 + 1d10
2 Inferior	61-70	60 + 1d10
3 Average	71-80	70 + 1d10
4 Superior	81-100	80 + 1d20
5 Excellent	101+	100 + 1d20

[5] MOVEMENT (LEAGUES PER WATCH)

Terrain	Foot	Horse	Cart	Wagon
FLAT				
Paved Road	5	10	5	5
Unpaved Road	5	9	5	4
Trail	5	9	4	3
Cropland / Pasture	4	6	2	1
Mixed Woodland	4	6	2	1
Heathland	4	6	0.5	0
Mixed Forest	3	4	0.5	0
Needleleaf Forest	4	5	1	0
Swamp	1	1	0	0
HILLY				
Paved Road	4.5	9	4	4
Unpaved Road	4.5	8	4	3
Trail	4.5	7	2	2
Cropland / Pasture	3.5	5	1	0
Mixed Woodland	3.5	5	1	0
Heathland	3.5	5	0.5	0
Mixed Forest	2.5	2	0.5	0
Needleleaf Forest	3.5	3	0.5	0
MOUNTAINOUS				
Paved Road	3	6	3	2
Unpaved Road	3	6	2	1
Trail	3	5	1	0
Cold Woodland	2	4	0	0
Alpine Vegetation	2	4	0	0
Mixed Forest	1	1	0	0
Needleleaf Forest	2	2	0	0
Ice / Snow / Rockfield	1	3	0	0

[6] MAPS & MAPPING

REGIONAL	LOCAL	INTERIOR
1cm hex = 5 leagues	1mm:10 feet	1mm: 1 foot
GM	COMMON	GM
PLAYER (Memory)	GM	PLAYER
ATLAS MAPS	PLAYER	POETIC MAPS

SUNSIGN (DERIVED FROM BIRTHDATE)		
From	To	Sunsign
4 th Nuzyael	3 rd Peonu	Ulandus (the Tree)
4 th Peonu	2 nd Kelen	Aralius (the Wands)
3 rd Kelen	3 rd Nolus	Feniri (the Smith)
4 th Nolus	4 th Larane	Ahnu (the Fire Dragon)
5 th Larane	6 th Agrazhar	Angberelius (the Swords)
7 th Agrazhar	5 th Azura	Nadai (the Salamander)
4 th Azura	4 th Halane	Hirin (the Eagle)
5 th Halane	3 rd Savor	Tarael (the Penticle)
4 th Savor	2 nd Ilvin	Tai (the Lantern Bearer)
3 rd Ilvin	2 nd Navek	Skorus (the Mixer)
3 rd Navek	1 st Morgat	Masara (the Chalice)
2 nd Morgat	3 rd Nuzyael	Lado (the Galley)

CHARACTER SIZE

Weight	Size	Factor	Random
61-65	1	0.50	01-02
66-75	2	0.60	03-05
76-90	3	0.70	06-10
91-110	4	0.80	11-22
111-135	5	0.90	23-37
136-165	6	1.00	38-63
166-200	7	1.10	64-78
201-240	8	1.20	79-90
241-285	9	1.30	91-97
286-335	10	1.40	98-00

VALUE ENHANCEMENT

SI	CS	MS	MF
0	1.1	1.0	1.0
1	1.3	1.0	1.0
2	1.6	1.1	1.0
3	2.0	1.2	1.0
4	2.5	1.3	1.0
5	3.0	1.5	1.0
6	4.0	2.0	1.0
7	5.0	2.5	1.1
8	6.0	3.0	1.2
9	7.0	3.5	1.3
10	8.0	4.0	1.4
11	9.0	5.0	1.5
12	10.0	6.0	1.6

CLIMBING

Success	Easy	Hard	Very Hard
CS	+30'	+20'	+10'
MS	+15'	+10'	+5'
MF	0	-5'	-10'
CF	Fall	Fall	Fall

Falling: > 5' = 1d6 b per 10' to random location

Impact	Landing Surface
-3d6	Deep Water (3 feet or more)
-2d6	Shallow Water (less than 3 feet)
-1d6	Soft Ground (mud, bog, etc.)
+0	Normal Ground (grass, earth, etc.)
+1d6	Hard Ground (paving stone, etc.)
+2d6	Rocky Ground

Landing on feet: clear fall of 15' +

Skill	CF	MF	MS	CS
Acrobatics	+1d6	*	-2d6	-3d6
Dodge	+2d6	+1d6	-1d6	-2d6

Grabbing: DEXx5

CS	Fall Slowed – Impact -3d6
MS	Fall Slowed – Impact -2d6
MF	No Effect.
CF	Wrenched one or both arms – blunt minor injury (M1)

JUMPING

Distances are in percent of character's height.

Success	High Jump	Long Jump
CS	100%	300%
MS	75%	200%
MF	50%	100%
CF	Stumble	Stumble

THROWING

CS	ML x 4 feet
MS	ML x 3 feet
MF	ML x 2 feet
CF	Fumble

PLANT FINDING

(use above table for doses found per four hours foraging)

Herb Rarity	EML
Very Common	x 1.25
Common	x 1.00
Uncommon	x 0.75
Rare	x 0.50
Very Rare	x 0.25

FISHING

NUMBER OF FISH CAUGHT

(per four hours fishing with spear or hook & line)

Conditions	CF	MF	MS	CS
Poor	*	*	1d2	2d2
Fair	*	*	1d4	2d4
Average	*	*	1d6	2d6
Good	*	*	1d8	2d8
Excellent	*	1d3	1d10	2d10

SPECIES AND WEIGHT OF FISH CAUGHT

(Three pounds per manday of food)

SALT WATER			FRESH WATER		
1d100	Species	Wt.	1d100	Species	Wt.
01-30	Cod	1d12	01-15	Bass	1d20
31-40	Eel	1d8	16-25	Perch	1d12
41-60	Herring	1d4	26-35	Pike	2d20
61-75	Mackerel	1d6	36-55	Salmon	1d12
76-95	Salmon	2d12	56-60	Sturgeon	6d20
96-99	Sturgeon	10d20	61-99	Trout	1d8
100	GM Discretion		100	GM Discretion	

FORAGING

(mandays food found per four hours foraging)

Conditions	CF	MF	MS	CS
Poor	*	*	1d2	2d2
Fair	*	*	1d4	2d4
Average	*	1d3	1d6	2d6
Good	*	1d4	1d8	2d8
Excellent	*	1d5	1d10	2d10

WEATHERLORE

(once per watch)

Success	Weather Report
CS	Accurate report for next watch
MS	Mostly accurate report for next watch
MF	Mostly inaccurate report for next watch.
CF	False report for next watch.

HEARING

NOISE	EXAMPLES	TEST
Softer	Breathing or dripping water on the other side of a closed door.	HRG x 2
Soft	Whispering on the other side of a closed door; footsteps in the distance; a small animal moving in the bushes.	HRG x 3
Medium	Quiet conversation on the other side of a closed door.	HRG x 4
Loud	Ordinary conversation on the other side of a closed door.	HRG x 5
Louder	Ordinary conversation around a corner.	HRG x 6

ILLUMINATION

Item	Range (ft)	Duration (hr)
Candle, tallow	5	8
Candle, wax	5	12
Lamp	15	4 (2 oz. oil)
Torch	20	2

STARVATION & DEHYDRATION

Injury	Treatment	EML	NT	CF	MF	MS	CS
Starvation							
0 to 10% Weight Loss	Food	60	---	H2	H3	H4	EE
10 to 20% Weight Loss	Food	50	---	Inf	H3	H4	H5
20 to 30% Weight Loss	Food	30	---	Inf	H3	H4	H5
Dehydration							
0-5% Weight Loss	Water	70	---	H3	H4	H5	EE
5-10% Weight Loss	Water	60	---	BL	H3	H4	H5
10-20% Weight Loss	Water	50	---	BL	H3	H4	H5

RELIGION

Deities of Hârn	Morality
Agrik (evil god of fire and war)	03-13
Halea (goddess of wealth and pleasure)	05-16
Ilvir (god of sorcerous beasts)	05-16
Larani (lady of paladins)	08-18
Morgath (evil god of the undead)	03-07
Naveh (god of thieves and assassins)	03-10
Peoni (lady of healing and virtue)	08-18
Sarajin (Viking god of battle)	05-16
Save-K'nor (wise god of riddles)	08-18
Siem (god of dreams, elves & dwarves)	11-18

PIETY GAIN TABLE

Prayer	20%	1pp	hour
Fasting	50%	2pp	day
Confession	80%	2pp	penn.
Daily Mass	30%	2pp	
Monthly Low Mass	60%	2pp	
Monthly High Mass	80%	3pp	Clergy
Feast Mass	90%	5pp	Year
Temple Service	90%	3pp	Minor
Donation / Sacrifice	90%	var.	
Quest	95%	1-10pp	Day
Pilgrimage	95%	var.	

DIVINE INTERVENTION

DIVINE INTERVENTION ROUTINE

[1] Wishes of the Caller	
[2] Piety Expenditure	5 : level to 95
[3] Assessing the Call	Worthy +20 Neutral +0 Unworthy -20
[4] Intervention Roll	Max. 95%
[5] Conditions Roll	If #4 succeeds.
[6] Retribution Roll	If #4 fails.

PRAYER OF OPPURTUNITY

15 – RSI seconds	EML + 1 to 20 pp
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DIVINE INTERVENTION TABLE

Deity	Interven	Condition	Retrib.
Agrik	01-15	41-00	81-00
Halea	01-20	31-00	81-00
Ilvir	01-10	51-00	76-00
Larani	01-15	41-00	86-00
Morgath	01-25	21-00	76-00
Naveh	01-15	41-00	81-00
Peoni	01-20	31-00	91-00
Sarajin	01-15	41-00	86-00
Save-K'nor	01-10	51-00	86-00
Siem	01-15	41-00	91-00
Demigod	+10	-20	-10

PERFORMING AN INCOVATION

[1] Circle Modifier	Individual EML's
[2] Prayer	EML + 0 to 20 pp
[3] Consecrated Ground	Cleric's deity +10 Allied deity +5 Unconsecrated +0 Neutral deity -5 Opposing deity -20
[4] Preparation bonus	5-10 GM discretion
[5] Invocation roll	+Divine Grace bonus

SHEK-PVAR

CASTING SPELLS

[1] Declaration	Expend time
[2] Spell EML	-physical penalty min 5, max 95
[3] Success Roll	Worthy +20 Neutral +0 Unworthy -20
[4] Fatigue Accumulation	CS: 0, MS: F1, MF: F1, CF: F2+
[5] Shock Roll	If accum. >= F3
[6] Apply spell effects	If #4 fails.

CONVOICATIONS

Convocation	Hue	Element	Essence
Lyahvi	Red	Air	Light / Illusion / Ethrealness
Peleahn	Orange	Fire	Heat / Action / Dryness
Jmorvi	Yellow	Metal	Metals / Minerals / Artifice
Fyvria	Green	Earth	Birth / Growth / Death / Decay
Odivshe	Blue	Water	Cold / Darkness / Moisture
Savorya	Violet	Spirit	Knowledge / Mind / Meaning / Psionic

CANT

Degree	Cant	EML	Detection
I	Silence	-10	n/a
II	Whispering / Subverbal / Lip Motion	-5	HRG x3
III	Normal Speech	+0	HRG x5
IV	Shouting / Loud Singing / Chanting	+5	HRG x7

GESTURE

Degree	Gesture	EML	Detection
I	No Movement	-10	n/a
II	Small Hand / Wrist Move	-5	HRG x3
III	Hand / Arm / Head Move	+0	HRG x5
IV	Whole Body Move / Dancing	+5	HRG x7

NOISE

Degree	Noise / Activity Level	EML
I	Silence (best environment)	+5
II	Small noises / activity (whispering, etc.)	0
III	Normal conversation / movement	-5
IV	Loud noises / sudden actions	-10
V	Very disturbing (combat / etc.)	-15

COMBAT

ACTION OPTIONS	
Rest	+END/6 fatigue per minute
Free Move	If unengaged
Engage	½ mobility move, highest mobility gets TA
Disengage	1 hex from all engagement then ½ mobility move
Rise	3d6 / 4d6 vs. Agility or automatic
Grope	3d6 / 4d6 vs. Dexterity or automatic
Mount / Dismount	vs. riding: CS – TA, CF – 2d6 Blunt to body fall.
Grapple Attack	<i>Combat 10</i>
Melee Attack	<i>Combat 5</i>
Missile Attack	<i>Combat 12</i> if unengaged and ready weapon
Esoteric Option	Magic / psionics / divine aid, if unengaged

COMBAT 5: MELEE ATTACK SEQUENCE

ATTACK DECLARATION	
Defender	Target of attack if more than 1 engaged
Attack Weapon	Readied weapon (default to primary hand)
Weapon Aspect	blunt / edge / point (default to highest)
Aiming Zone	body (default) / head / arms / legs
DEFENSE DECLARATION	
Block / Parry	Success checks weapon damage
Counterstrike	weapon / aspect / aiming for attack
Dodge	vs. dodge or acrobatics (physical penalty)
Grapple	if unarmed (success gets TA)
Ignore	if unaware or unable to defend
Missile Defense	with readied weapon, if unengaged
Esoteric Defense	If time < 6 seconds
SKILL [EML] DETERMINATION	
Physical Penalty	encumbrance / injury points / fatigue
Special Penalty	wrong hand / GM specified
Aiming Modifier	head -10 / arms -15 / body -0 / legs -10
Weapon Modifier (attack/defend class)	Close -½ AC (rnd up); mounted +1 AC, -1 DC apply modifier from table
Prone Modifier	+20 EML for non-prone attack / defend
Outnumbering Mod.	-10 EML per person over one
Melee Attack	Block: Check for Weapon Damage Fumble [F] Stumble [S] Tactical Advantage [TA] Standoff / Miss [●] Hold [Hd] Strike [A*, D*, B*] nD6 impact points

WEAPON DAMAGE	
Non-magic attack	3d6 > Weapon Quality = destroyed
Magic weapon attack	4d6 > Weapon Quality = destroyed
STRIKE RESOLUTION	
Strike Location	d100 on STRIKE LOCATION table.
Strike Impact	Impact points plus weapon impact.
Effective Impact	Strike Impact minus armor protection
Injury Determination	[K] Kill [A] Amputation [B] Bleeding [E] Shock [F] Fumble [S] Stumble

INJURIES [A*n, D*n, B*n]	
Instant Kill	nD6 > END = dead (else n+1 Shock roll)
Amputation	nD6 > weight/10 = amputation (n+1 shock roll)
Bleeding Wounds	N BPs per turn (10") BP > END = unconscious, BP > 2 END = dead
Limb Injuries	IP > 15 (1 strike) = limb useless until IP < 16
Knockback	Blunt IP > STR (1 strike) = knocked back 1 hex
Endurance Index	(IP + FP) / 10 (round down)
SHOCK ROLL [E]	
nD6 + EI > END	Unconscious & prone (E3 to recover or 2d6 min.)
Upon recovery	3d6 + EI FP (> END = shock)
Shock	Pallor, cold sweat, weakness, nausea REST / WALK / IGNORE only
Recovery	H5 per 4 watch (CS+2, MS+1, MF-1, CF-2) H6 = recovered, H0 = dead

FUMBLE ROLL [F]	
3D6 or nD6 + EI	-2 two-hands, -5 tied on
> DEX = drop item	1=N, 2=NE, 3=SE, 4=S, 5=SW, 6=NW 7-10 drop in same hex
STUMBLE ROLL [S]	
3D6 or nD6 + EI	> AGL = falls prone
MORALE CHECK (BEFORE CHOOSING ACTION)	
D100 vs. 5 x Will	CF 50% berserk or flee / surrender
	MF 50% withdraw or desperate
	CS MS morale holds, normal turn
Desperation	Most aggressive option to end combat quickly
Berserk	+20 / - 20 EML attack / defend until win or death

COMBAT 10: GRAPPLING

GRAPPLING		
Obtaining a Hold	Declare target body part and number of hands	
Unarmed	– Physical Penalty	
GRAPPLING ML		
Target	One Hand	Two Hands
Head / Neck	-20	-10
Arm / Hand	-5	+0
Weapon / etc.	-10	+5
Leg / Foot / Tail	-40	-10
Body / Torso	-50	-10
EXPLOITATION OF HOLDS		
STRIKE	In close mode	
TAKE / GRAB	3 x STR vs. 3 x STR (5 x if 2 hands, +20 if tied)	
SQUEEZE	3 x STR (1 hand) or 5 x STR (2 hands) CF hold broken MF no effect MS 1d6 impact CS 3d6 impact	
THROW	Contest of Unarmed skill (CS 2d6 blunt to body)	
MAINTAIN	Turn ends	
BREAK HOLD	contest of Unarmed skill (4d6+EI > END = injury)	

DEFENSE DECLARATION

Block / Parry	Success checks weapon damage
Dodge	vs. dodge or acrobatics (physical penalty)
Ignore	if unaware or unable to defend

MISSILE ATTACK RESOLUTION

Wild	randomly generated direction
Miss	20% hit adjacent character
Block	Check for weapon damage if > 1 lb.
Strike	CS choice of aspect MS random aspect Taburi or Javelin 80% point aspect

COMBAT 12: MISSILE COMBAT

[1] RANGE TO TARGET								
MISSILE	RANGE (5 foot hexes)							
	2	5	12	30	60	120	240	
Rock / etc.	-10	-15	-20	-40	-80	n/a	n/a	
Spear / etc.	-5	-10	-15	-30	-60	n/a	n/a	
Handaxe / etc.	-5	-10	-20	-60	n/a	n/a	n/a	
Dagger / etc.	-5	-15	-25	-60	n/a	n/a	n/a	
Melee Weapon	-10	-25	-50	-75	n/a	n/a	n/a	
Taburi	+0	-10	-20	-50	n/a	n/a	n/a	
Shorkana	+0	-5	-15	-50	n/a	n/a	n/a	
Javelin	+0	-5	-10	-20	-40	n/a	n/a	
Net / etc.	-5	-20	-50	n/a	n/a	n/a	n/a	
Heavy Longbow	+20	+10	+5	+0	-10	-30	-50	
Med. Longbow	+20	+10	+5	+0	-15	-40	-80	
Light Longbow	+20	+10	+0	+0	-25	-60	n/a	
Heavy Shortbow	+20	+10	+5	+0	-15	-40	-80	
Med. Shortbow	+20	+10	+5	+0	-25	-60	n/a	
Light Shortbow	+20	+5	+0	-5	-35	-80	n/a	
Heavy Crossbow	+30	+20	+10	+0	-20	-80	n/a	
Med. Crossbow	+30	+15	+5	+0	-30	n/a	n/a	
Light Crossbow	+30	+10	+0	-5	-40	n/a	n/a	
Sling / Stone	+10	+5	+0	-10	-25	-50	n/a	
Staffsling	+5	+5	+0	-5	-20	-40	-80	
Blowgun	+25	+10	+0	-20	n/a	n/a	n/a	

COMBAT 11: MISSILE ATTACK SEQ.

ATTACK DECLARATION	
Attack Weapon	Declare weapon
Target	Declare target of attack.
Type of Attack	Type 1 if hit location table Type 2 otherwise
Aiming Point	Type 1: line & column Default is C and 1D20
EML CALCULATION	
Attacker Moving	-10 or more
Attacker Mounted	-10 or Mounted Modifier
Moving Target	- Target Dodge SI
Cross Wind	-10 x Wind Index if > 1
Head / Tail Wind	Left C tail or Right C head
Weapon / Range	See table + = HV - = LV
Target Size	2xMan left or 1/2xMan right
ATTACKER SKILL ROLL	
LSD (direction)	See deviation table
MSD (distance)	CS +0 MS 1 (odd) or 2 (even) MF 3 (odd) or 4 (even) CF 5 (odd) or 6 (even)