

Specialization	Training	Attributes (Min)
Melee	Combat	PS (4), CO (3), HE (3)
Missile	Combat	CO (4), QU (3)
Locks	Thievery	CO (4), IN (3)
Traps	Thievery	CO (4), IN (3)
Stealth	Thievery	CO (4), MS (3)
Conversion	Blessed Arts	MS (4), IN (3)
Destruction	Blessed Arts	MS (5), IN (4), HE (3)
Heal	Blessed Arts	MS (4), HE (4)
Elemental	Magical Arts	IN (5), MS (3)
Creation	Magical Arts	IN (5), MS (4), HE (3)
Illusion	Magical Arts	IN (5), MS (5), HE (3)

Body Part Location Reduced to 0 DP	
Body Location	Details / Penalties
Head (and neck)	Unconscious
Chest	Unconscious
Stomach	Unconscious
Arm (primary)	Unable to use arm efficiently (-2 to actions)
Arm (secondary)	Unable to use arm efficiently (-1 to actions)
Hand (primary)	Unable to grasp or hold (-2 to actions)
Hand (secondary)	Unable to grasp or hold (-1 to actions)
Leg	Unable to run or walk well (-2 to actions)
Foot	Unable to run or walk well (-1 to actions)

Training Area / Specialization	Points Needed	What is Gained
Melee (Co)	PR	+1 to PS, CO or HE (player choice)
Missile (Co)	PR	+1 to CO or QU (player choice)
Locks (Th)	PR	+1 to CO or IN (player choice)
Traps (Th)	PR	+1 to CO or IN (player choice)
Stealth (Th)	PR	+1 to CO or QU (player choice)
Conversion (Ba)	PR	+1 to MS or IN (player choice)
Destruction (Ba)	PR	+1 to MS or HE (player choice)
Heal (Ba)	PR	+1 to MS or HE (player choice)
Elemental (Ma)	PR	+1 to IN or MS (player choice)
Creation (Ma)	PR	+1 to IN or MS (player choice)
Illusion (Ma)	PR	+1 to IN or MS (player choice)

Attribute	0	1	2	3
MS - PS	-3	-2	-1	0
Attribute	4	5	6	7
MS - PS	0	+1	+2	+3
Attribute	8	9	10	11
MS - PS	+3	+4	+4	+5
Attribute	12	13	14	15
MS - PS	+5	+6	+6	+7

Body Part Location Reduced to Negative DP		
Body Location	Save	Details / Penalties
Head (and neck)	Failed	Death
	Passed	Coma; -2 IN and -1 MS
Chest	Failed	Death
	Passed	Coma; -1 HE and -1 PS
Stomach	Failed	Death
	Passed	Coma; -1 HE and -1 CO
Arm (primary)	Failed	Loss of arm; -2 PS and -2 CO
	Passed	All arm actions at -3 until healed
Arm (secondary)	Failed	Loss of arm; -1 PS and -1 CO
	Passed	All arm actions at -3 until healed
Hand (primary)	Failed	Loss of hand; -2 PS and -1 CO
	Passed	All hand actions at -3 until healed
Hand (secondary)	Failed	Loss of hand; -1 PS and -1 CO
	Passed	All hand actions at -3 until healed
Leg	Failed	Loss of leg; -2 PS and -2 CO
	Passed	All leg actions at -3 until healed
Foot	Failed	Loss of foot; -1 PS and -2 CO
	Passed	All foot (leg) actions at -3 until healed

Health	1	2	3	4	5	6
DP:	22	23	24	24	25	26

Health	Bonus	Detail
5	+1	2 injuries heal for 1 DP each per 24 hours rested
6	+2	3 injuries heal for 1 DP each per 24 hours rested
7-8	+3	4 injuries heal for 1 DP each per 24 hours rested
9 +	bonus	Number of injuries equals HE bonus + 1
Health	Bonus	Detail
3-4	+/-	1 injury heals for 1 DP per 24 hours rested
2	-1	1 injury heals for 1 DP per 2 days rested (48 hr)
1	-2	1 injury heals for 1 DP per 3 days rested (72 hr)
0	-3	1 injury heals for 1 DP per 4 days rested (96 hr)

Untrained Area	Points Needed	What Can be Gained
Melee (Co)	PR	Specialization (1 st time) or as above
Missile (Co)	PR	Specialization (1 st time) or as above
Locks (Th)	PR	Specialization (1 st time) or as above
Traps (Th)	PR	Specialization (1 st time) or as above
Stealth (Th)	PR	Specialization (1 st time) or as above
Heal (Ba)	PR	Specialization (1 st time) or as above
Elemental (Ma)	PR	Specialization (1 st time) or as above

Miscellaneous Skills	Points Needed	What Can be Gained	Example
Using Intellect	PR	+1 to Intellect	Figure out puzzle; found secret door
Using Quickness	PR	+1 to Quickness	Outran the town guard
Using Coordination	PR	+1 to Coordination	Successful dodge.
Using Health	PR	+1 to Health	Save vs. poison
Using Physical Strength	PR	+1 to Physical Strength	Lifted a portcullis; successful parry

Specialization	Attributes	MP
Magical Arts	IN, MS, HE	IN + MS bonus + HE bonus
Blessed Arts	MS, IN, HE	MS + IN bonus + HE bonus

Regaining Magical Points

Magical points that are expended need to be recovered over time. MPs are restored through rest and in the case of Blessed Magic, prayer. The general guideline suggested follows.

Sleep: 1 MP + HE bonus (per hour). Sleep restores MP for Magical and Blessed Arts specialists.

Prayer: 1 MP + MS bonus (per hour). An adventurer praying to his or her god restores MP for Blessed Arts specialists only.

Action	Bonus / Penalty	Detail
Offensive Attitude	+1 to initiative	
Offensive Attitude	+1 to hit	
Aggressive Attitude	+1 to initiative	
Aggressive Attitude	+1 to hit	
Aggressive Attitude	+1 DP	Melee attacks only
Defensive Attitude	-2 to initiative	
Defensive Attitude	-2 to hit	
Coordination: 1	-2 to hit	
Coordination: 2	-1 to hit	
Coordination: 5	+1 to hit	
Coordination: 6	+2 to hit	
Physical Strength: 1	-2 DP	Melee attacks only
Physical Strength: 2	-1 DP	Melee attacks only
Physical Strength: 5	+1 DP	Melee attacks only
Physical Strength: 6	+1 DP	Melee attacks only

Action	Bonus / Penalty	Detail
Offensive Attitude	-2 parry, dodge, riposte	
Aggressive Attitude	-2 parry, dodge, riposte	
Defensive Attitude	+1 parry, dodge, riposte	
Coordination: 1	-2 to dodge	
Coordination: 2	-1 to dodge	
Coordination: 5	+1 to dodge	
Coordination: 6	+2 to dodge	
Physical Strength: 1	-2 to parry	
Physical Strength: 2	-1 to parry	
Physical Strength: 5	+1 to parry	
Physical Strength: 6	+2 to parry	
Two handed weapon	-1 to parry	
After Extra Attacks	-x to parry, dodge	x = number of extra attacks
Using Large Shield	No dodging at all	

Aggressive (GM Option): the adventurer describes his or her attack as an extremely hostile move or one without hesitation. This variation of the offensive attitude has all the Offensive bonuses and penalties but disables the Location Attempt (found later in this section). Successful attacks from this attitude generate additional damage (melee) or a second, penalty-free attack (missile).

Dice Roll	Hit Location - Option 1	Hit Location - Option 2	Hit Location - Option 3
2	Right Hand	Primary Hand	Primary Hand
3	Left Hand	Secondary Hand	Primary Arm
4	Right Arm	Primary Arm	Secondary Hand
5	Left Arm	Secondary Arm	Secondary Arm
6	Head (neck)	Head (neck)	Chest (upper back)
7	Chest (upper back)	Chest (upper back)	Head (neck)
8	Abdomen (lower back / groin)	Abdomen (lower back / groin)	Abdomen (lower back / groin)
9	Right leg	Front Leg	Front Leg
10	Left leg	Back Leg	Front Foot
11	Right Leg	Front Foot	Back Leg
12	Left Foot	Back Foot	Back Foot

Dice Roll	Hit Location
2	Head (neck)
3	Right Arm
4	Right Hand
5	Left Arm
6	Left Hand
7	Chest (upper back)

Dice Roll	Hit Location
7	Chest (upper back)
6	Abdomen (lower back / groin)
5	Right Leg
4	Right Foot
3	Left leg
2	Left Foot

Dice Roll	Right Side - Hit Location	Left Side - Hit Location
2	Right Hand	Left Hand
3-4	Right Arm	Left Arm
5	Head (neck)	Head (neck)
6-7	Chest (upper back)	Chest (upper back)
8-9	Abdomen (lower back / groin)	Abdomen (lower back / groin)
10-11	Right Leg	Left Leg
12	Right Foot	Left Foot

If the total value of the attack roll (first d6 plus bonuses and penalties) is greater than or equal to the defense roll (with bonuses and penalties), the attacker scores a successful hit.

Action	Sequence	Penalty	Result
Any Combat Attitude	1 st attack	+/-	Hit
Any Combat Attitude	2 nd attack	+1 DR rank	Hit
Any Combat Attitude	3 rd attack	+2 DR rank	Hit
Any Combat Attitude	4 th attack	+3 DR Rank	Miss
Turn over			

Action	Sequence	Bonus	Result
Conversion	1 st attempt	+/-	Successful, convert another (same or lesser)
Conversion	2 nd attempt	-1 DR Rank	Successful, convert another (same or lesser)
Conversion	3 rd attempt	-2 DR Rank	Successful, convert another (same or lesser)
Conversion	4 th attempt	-3 DR Rank	Successful, convert another (same or lesser)
Conversion	5 th attempt	-4 DR Rank	Failed or Out of MP
Turn Over			

Action	Sequence	Penalty	Result
Destroy Foe	1 st attempt	+/-	Successful, destroy another
Destroy Foe	2 nd attempt	+1 DR Rank	Successful, destroy another
Destroy Foe	3 rd attempt	+2 DR Rank	Successful, destroy another
Destroy Foe	4 th attempt	+3 DR Rank	Failed or Out of MP
Turn Over			

Action	Sequence	Penalty	Result
Torment	1 st attempt	+/-	Successful, torment another
Torment	2 nd attempt	+1 DR Rank	Successful, torment another
Torment	3 rd attempt	+2 DR Rank	Successful, torment another
Torment	4 th attempt	+3 DR Rank	Failed or Out of MP
Turn Over			

Any of the basic options (0 MP) can be extended by adding additional MP. For example, the Destruction specialist can torment a foe more severely by adding 1 MP. This additional point of MP increases the penalty to -2 for all actions

Difficulty Rating	Value Range	Example(s)
Automatic	0	Walking. Lighting a torch.
Easy	1-2	Climb a ladder. Jump over a hole. Ride a horse at a walk.
Moderate	3-4	Ride a running horse. Swim a small river.
Difficult	5-6	Jump over an advancing foe. Swim across a fast moving river.
Very Difficult	7-8	Bend huge steel bars. Lift overturned wagon by oneself.
Near Impossible	9-10	Jump across pit (ridiculous distance). Scale smooth wall while protecting oneself. Any crazy idea the adventurer comes up with that the GM initially laughs at.
Godlike	11-12+	Attempts at this level are reserved for adventurers of the highest Power Ratings.

Difficulty Rating	Minimum MP	Example(s)
Automatic	0	Lighting a torch w/ elemental fire. Turning a page in a book by thought alone.
Easy	1	Moving keys across a room using thought alone. Harnessing air to fill the sails of a small boat.
Moderate	3	Pushing a door closed and holding it there with force.
Difficult	6	Using wind to blow down a small house.
Very Difficult	10	Redirecting the water from a small river (water element) for a short period of time.
Near Impossible	15	Create a small hill from the earth. Creating a hurricane to destroy a small village.
Godlike	?	Causing a small volcano to erupt. Redirecting meteors to fall upon a village.

Action	DR	Experience	Additional Detail
Successfully performing action	Easy	1 point	Add to specialization skill (if applicable) or nearest attribute untrained skill group
Successfully performing action	Moderate	2 points	Add to specialization skill (if applicable) or nearest attribute untrained skill group
Successfully performing action	Difficult	3 points	Add to specialization skill (if applicable) or nearest attribute untrained skill group
Successfully performing action	Very Difficult	4 points	Add to specialization skill (if applicable) or nearest attribute untrained skill group
Successfully performing action	Near Impossible	5 points	Add to specialization skill (if applicable) or nearest attribute untrained skill group
Successfully performing action	Godlike	GM discretion	Add to specialization skill (if applicable) or nearest attribute untrained skill group
Successful Dodge or Parry	n/a	1 point	Any successful dodge or parry provides experience. This experience can go to CO and PS (respectively).
Failed action	All Others	1 point	Only get experience if untrained (no Auto)

General Action	Specific Action	Attribute Needed
Locks	Finding a lock	Intellect
Locks	Knowing how to unlock the lock	Intellect
Locks	Picking (opening) the lock	Coordination
Traps	Finding a trap	Intellect
Traps	Knowing how to disable the trap	Intellect
Traps	Disabling the trap	Coordination
Unlocking Door	Knowing how to open the lock of the door	Intellect
Unlocking Door	Unlocking the door	Coordination
Opening Door	Opening the door	Coordination
Opening Door	Breaking down the door	Physical Strength
Riding	Riding a slow moving horse (Moderate DR)	Coordination
Riding	Riding a galloping horse (Difficult DR)	Physical Strength

Armor	Type	He	Ch	Ar	Ha	St	Le	Fe
Helmet	Leather	1						
Helmet	Steel	3						
Vest	Leather		1			1		
Vest	Steel		3			3		
Shirt	Leather		1	1		1		
Shirt	Steel		3	3		3		
Gloves	Leather				1			
Gloves	Steel				3			
Pants	Leather						1	
Pants	Steel						3	
Boots	Leather							1
Boots	Steel							3
Armor Suit	Steel		3	3		3	3	
Small Shield *	Steel	3	3	3	3	3		
Large Shield *	Steel	5	5	5	5	5	5	

Combat Attitudes affect DR checks. Any feat attempt during a round where an Offensive (Aggressive), or Defensive attitude has been declared receives a -1 penalty to the check. A Balanced approach suffers no penalties whatsoever.

Special information about shields: the small shield can absorb the initial damage of attacks to the head, chest, stomach, shield arm and shield hand (up to 3 points) before armor and body locations begin to take damage. The large shield can absorb 5 points of damage affecting the head, chest, shield arm, shield hand, stomach and legs. When the shield reaches 0 DP, it's too damaged to protect the adventurer any longer. A shield can only be used by adventurers who have the melee specialization

The resistance save is used for physical effects like poison, disease, intense heat or holding your breath. A successful save occurs when a d6 plus Health bonus totals more than the DR of the event.