

Skills

Covert

Skill	Difficulty
target's ALERT + spot +	
Pick Pocket	15
Disguise	15
Forgery	15

Stealth

Factor	Difficulty
	12 + target's Alert & spot +
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

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)

Brawling

Brawl + Dex + 2 x size vs Dodge
 Damage base = D2
 If not in close combat armed defenders:
 Attack first at advantage
 x2 damage
 May use parry
 You attack at disadvantage

Pumpling

Includes thumps kicks, elbows...
 Not against plated armour

Grappling

1/2 damage

Throw

Stun save (10+Brawl skill)
 Minimum = Dazed

Lock

Opp has disadvantage
 Effect may be held
 Opp. use small weapons only

Escape

Opposed brawl (STR or DEX)
 Both end standing

Rugby tackle

1/2 damage
 Stun save (Dodge) - No KO
 Effect lasts 1 round only
 vs 10
 + Brawl skill difference
 + 2x size difference
 + speed (above walking)

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	+1
Shallow water	+3
Poor light	+4
Rocky ground	+5

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*	Disadvantage (not priests)
Gagged*	-2 pip/die
Save vs AK/faith (no stat) 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%

Spell Power

Level	Points	Level	Points
1	1	6	9
2	2	7	11
3	3	8	14
4	5	9	17
5	7		

Identification

	Skill	Needs
Potion	Alchemist	12
Item	Bard	16
Pendant	Sage	12
Anything	Mage	Identify
"	Arcane K.	20