

Combat Quick Reference

1. Morale

NPC Size	Morale (WIL)
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Tiny	6
Small	8*
Medium	10
Large	12
Giant	14

*12 for Dwarf, Halfling, and Nymph.

Adjustments to the Die Roll for Morale Test

+ the Fright mod of the most scary enemy in sight*

+2 outnumbered by 2:1

-4 outnumbers enemies by 2:1

+3 outnumbered by 3:1

-6 outnumbers enemies by 3:1

+4 outnumbered by 4:1

-8 outnumbers enemies by 4:1

+5 outnumbered by 5:1 or more

-10 outnumbers enemies by 5:1 or more

+4 if Blinded

+1 for each other relevant Condition**

*Player characters have a +0 Fright mod or +4 in relation to Animals if carrying flaming torches!

**Entangled, Poisoned, Seriously Injured, Sick, & Tired.

2. Declare Actions

3. Riders & Difficult Terrain

4. Initiative

Size	Reach
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Tiny, Small, & Medium	Short
Large	Medium
Giant	Long

Fighting Style	Initiative
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Tactical Advance/Offensive fighting +2

Normal fighting +0

Tactical Retreat/Defensive fighting -8

Condition	Initiative
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For each relevant condition* -2

*Afraid, Blinded, Encumbered, Entangled, Poisoned, Seriously Injured, Sick, Soaking Wet, Tired and Submerged.

5. Performing Actions

1. Move (Reactions & Attacks of Opportunity)

2. Missile Combat

3. Mêlée Combat

4. Spells

5. 2nd Missile attacks

6. 2nd Mêlée attacks

7. 3rd Missile attacks

Fumbles

There are two ways you can handle fumbling (when a character casts a natural 1 in combat, or instead 1-2 if using a flail, a war flail, a sling or a staff sling). The fast and easy way (for novice players) is to simply state that the attack missed, and that any further planned actions that round (like a second attack) will be cancelled.

The slower but more realistic way (for expert players) of doing it is to also ask for a D20 roll and then check the result against the Fumbling table. Adjust the result of the die by +1 if the character's base attack rate is 3/2, or by +2 if it is 2/1.

	Other Missile Slings Weapons	Mêlée weapons (& for natural & unarmed attacks)
≥ 11	≥ 10	≥ 10 A (A)
10	8-9	8-9 B (F)
9	6-7	6-7 C (F)
7-8	-	5 D (F)
≤ 6	≤ 5	≤ 4 E (E)

A = Always a miss. If multiple attacks were planned the attacker must abstain from further attacks this round. Test DEX to avoid falling. Adjust the die according to situation (for example, by +6 if fighting on a narrow ledge).

B = Attacker drops his weapon and must spend one round to pick it up (if he indeed wishes to risk picking it up again).

C = Attacker breaks his weapon. **NB!** A broken weapon can on 1-2 on a D6 be repaired, with good craftsmanship (test INT) and craftsman's tools.

D = The attacker may hit himself instead. Perform a normal attack against the fumbling character using his own weapon, with a +0 OV.

E = Attacker misses his intended target. If anyone (including riding animals) is within a 10' radius of the intended target, he may instead hits someone else. If multiple individuals are nearby, the GM randomly picks one (friend or foe) as the unintended target. Perform a normal attack against the unintended target using the fumbling character's weapon, with a +0 OV. If no one is near the intended target, treat this result as an A instead.

F = Attacker hurts himself (for example, his teeth, his horns, his fist, his knee, his tusks etc.) whilst attacking and takes D4 damage as a result of this. **NB!** This result is ignored for Incorporeal Trolls.

Wrestling

A character who wishes to grab and hold another character (for example to tie him up) performs a normal Unarmed mêlée attack with a -2 mod. Add attackers Size adjustment (Tiny -4, Small -2, Medium +0, Large +2, Giant +4) to his OV and defenders Size adjustment to his DV. Instead of inflicting damage to his opponent, he will – if the result is at least “Damage” in Combat Resolution – grab and hold him. A character must have both his hands free to try this. If the result is better than the DV of his opponent he will also Successfully silence him (for example, with a hand over his mouth).

If two or more (max 8) characters try to grab and hold one other, the best OV and highest Size mod for an Unarmed mêlée attack is used and the result is modified by +2 for each character helping.

A held character is for game purposes defined as helpless (see **Conditions** under **Combat Modifications**) and can not perform any actions, save try to break free from the hold. A character who is also silenced will not be able to talk (or scream) either.

In order to break free from a hold, a character needs to perform a normal Unarmed mêlée attack with a -2 mod to his OV, and score at least a “Damage” to succeed. Size mods apply as described above. The DV of the character holding him is modified by +2 for each character helping him.

A character holding another character is also for game purposes defined as helpless and can not perform any other action, save talk (or scream), as long as he keeps the hold.

Combat Modifications

Combat modifications are adjustments applied to a character's OV and DV during combat. These modifications can arise from different conditions, stance, movement, type of attack performed, tactical maneuvers, fighting in confined space, special actions taken and illumination.

Conditions

Conditions are specific states or situations that also affect a character's performance in combat (and in relation to performing tasks related to ability scores. See **The Core Mechanics**. See also **Dying from Old Age in Character Roles**). Each condition adjusts the character's OV and DV. For how to get rid of the Soaking Wet condition, see **Shelters** under **Random Encounters in Adventuring**.

“To fall is human, to rise is divine.”

Condition	OV MÊ	OV MI	DV MÊ	DV MI
Afraid	-2	-2	-2	+0
Blinded	-8	-8	-8	No DEX
Encumbered	-2	-2	-2	No DEX
Entangled	-2	-2	-2	No DEX
Helpless*	n/a	n/a	/3	No DEX
Poisoned	-2	-2	-2	+0
Seriously injured (has lost 1/2 of all HP)	-2	-2	-2	+0
Sick	-2	-2	-2	+0
Soaking wet	-2	-2	-2	+0
Stunned	n/a	n/a	-2	No DEX
Surprised**	n/a	n/a	/3	No DEX
Submerged	-4	n/a	-4	No DEX
Tired	-2	-2	-2	+0

*Tied up, held, incapacitated, unable to move, paralyzed, sleeping, unconscious et cetera.

In order to surprise a target in mêlée the attacker normally needs to Successfully sneak up on the target from behind or hide and wait for an opportunity to surprise attack, or strike an opponent unexpectedly. **NB! Only a normal attack can be used when attacking by surprise (not tactical maneuvers or charges or the like).

Stance & Movement

The stance and movement of a character affects his offensive and defensive capabilities in combat. If a

Stance & Movement	OV MÊ	OV MI	DV MÊ	DV MI
Climbing	n/a	n/a	-4 & no DEX	no DEX
Behind Cover	-1 (10%) to -9 (90%)	+0	+1 (10%) to +9 (90%)	+1 (10%) to +9 (90%)
Prone	-4	n/a (+1 Crossbows)	-4	+1
Ride/attack from riding animal	+0	-2 (-4 Crossbows*) (-4 Slings*) (n/a Staff slings) (-1 Composite Bows) (-1 Short Bows)	+1 & no DEX	+2 & no DEX
Stand up (from prone/sitting)	-2	-2 (n/a Slings) (n/a Staff slings)	-2	+0
Sit	-2	-2 (+1 Crossbows)	-2	+0
Swim	-4	n/a	-4	No DEX
Is attacked from the flanks (Left & Right)	+0	+0	-2	Only 1/2 shield mod
Is attacked from the front (Left front, Front & Right front)	+0	+0	+0	+0
Is attacked from the rear (Left rear, rear & right rear)	+0	+0	-4, no DEX & no shield DV**	No shield DV**

*You can launch a sling bullet and shoot a crossbow from a riding animal, but you cannot reload the weapon whilst riding.

**Or 1/2 shield DV rounded up if the shield is carried on the back.

character performs a movement in a combat round, the modifiers will apply to the character performing the movement, and to all attacks against him carried out whilst and after he has moved. See **Initiative**.

If your character is fighting a single foe, he always faces him. When engaged with multiple foes simultaneously, he still faces the enemy he is actively attacking. While he naturally strive to defend against all his opponents, in game terms, he faces the foe he attacks and incurs DV (MÊ) penalties for attacks from the flank and rear relative to that position.

For attacks from the rear, if a shield is carried on the back, the target gets 1/2 the shield DV adjustment rounded up instead of none.

Missile Attack Modifications

Missile attack modifications affect a character's ability to use missile weapons in various situations.

Missile	OV MI	DV MÊ	DV MI
Carry out a missile attack when in mêlée	-2	-4	+0
Load a crossbow or spear sling	n/a	-8 & no DEX	no DEX
Aim with your missile weapon for one round	+2	-8 & no DEX	no DEX

Missile Weapon Ranges	OV MI	Base Range	Special Attacks & Maneuvers	OV MÊ	OV MI	DV MÊ	DV MI
Short	+0	x 1	Tactical advance	+2	+0	-2	+0
Medium	-2	x 2	Offensive Fighting	+2	+0	-2	+0
Long	-6	x 4	Tactical sideways move*	+0	+0	+0	+2
Extreme (Maximum)	-12	x 8	Tactical retreat	-2	+0	+2	+0
			Defensive Fighting	-2	+0	+2	+0

*Up to 15' movement to the left or right.

Charges

A charge can be carried out for effect only by a Dwarf, an Elf, a Halfling, or a Warrior (and all non-Human creatures) and only if the enemy is at least 15' but no more than his own movement rate x 3 feet away and if the attacker does not need to move through rough terrain or other places where it is difficult to move (like in a furnished room) at any point during the charge.

You can under any circumstances only attack once every round when you charge.

When you carry out a charge you first move in running tempo (Movement Rate x 3), before you can carry out your attack.

A character charging gains a +2 to his OV MÊ. If he manages to inflict damage to his target he delivers an additional D4 damage if he is Small, D6 if he is Medium, D8 if Large or D12 if Giant (and no additional damage if he is Tiny). These modifications last for one single attack, when the charge is carried out.

If a character performing the charge is riding an animal, the size of the animal is what determines how much extra damage a charge will deliver instead. For example, a Medium-sized Human on the back of a Horse (of Giant size), will deliver D12 extra damage if he hits his target, because his riding animal is of Giant size.

You can not charge and execute a tactical advance, retreat or sideways maneuver at the same time.

Tactical Maneuvers

In combat, characters can use tactical maneuvers to gain tactical advantages. These actions involve specific adjustments to OV and OV and can significantly impact the flow of battle.

A tactical advance is similar to offensive fighting but includes an initial movement of up to 15' forward, which can be used to push the foe back. Offensive fighting focuses purely on attacking without this initial movement.

A tactical retreat is similar to defensive fighting but begins with up to 15' of backward movement away from foe. Defensive fighting focuses on protecting oneself without this initial movement.

If a character performs a tactical advance he can attempt to push his opponent backwards by testing STR. He can fail critically, and be forced to fall back 5', or he can push his opponent back up to 15'.

Result (STR) Consequence

Critical Success	+15' (advance)
Success	+10' (advance)
Semi-Success	+5' (advance)
Failure	+0' (no movement)
Critical Failure	-5' (retreat)

If both characters are performing a tactical advance, then the advance will be measured against that of the other, and if for example both score a critical success, there will be no movement in either direction.

It is possible to push someone into a fall, for example, off a cliff or a bridge. This movement occurs before any missile or mêlée attacks are made. See **Initiative**.

It is not possible to perform a tactical advance against an opponent with his back against a supportive object, for example a wall, but it is still possible to fight offensively against him.

A character pushed backwards by a tactical advance must test his DEX and achieve at least a Semi-Success or fall prone, taking 0 to 3 (D6 - 3) damage from the fall (or worse, if he, for example, is pushed off a cliff).

You can perfectly well perform a tactical advance or a tactical retreat and a tactical sideways move at the

same time, meaning you move up to 15' diagonally to the left or right front, or 15' diagonally left or right backwards.

Tactical retreat can, like normal movement, be used to disengage from mêlée, but the retreating character must then move 15' backwards. Characters within 10' of their foes are defined as being in mêlée, which means that they can be attacked by their enemies.

Fighting in Confined Space

Some weapons have an initiative advantage over other weapons because of their reach. However, the same advantage is a disadvantage when fighting in confined space, like in a narrow tunnel, a dense forest or inside a furnished building. The weapon becomes difficult to position and swing or thrust, and because of this characters using these weapons in confined space have their OV MÊ adjusted.

Weapon reach	OV MÊ
Short	+0
Medium	+0
Long	-2
Very Long	-4
Extremely Long	-6

Using Missile Weapons also has its limits in confined space, because you can not aim your weapons upwards so that you can shoot or throw farther. Therefore, when using missile weapons in confined space, a Crossbow can only be used at Long Range, Medium Range and Short Range. A dart can only be used at Short Range. A staff sling can not be used in

confined space at all, and other missile weapons can only be used at Medium Range or Short Range.

Aerial Combat

A creature flying can check DEX to be allowed to attack (and be attacked) in mêlée every D6 + 1 rounds (or every D3 rounds for giant dragonfly and giant wasp) and carry out a charge when it does. A fleeing flyer can only be attacked at all in mêlée if the pursuer is flying faster than the flier. Flying creatures (except the giant dragonfly and the giant wasp) can not hover and must move at least flying speed x 1 every round.

Illumination

Illumination conditions affect different character's OV and DV.

	OV MÊ	OV MI	DV MÊ	DV MI
Illumination				
Night Vision				
Night	+0	+0	+0	+0
Direct sunlight	-2	-2	-2	no DEX
Pitch Black Darkness	-6	-6	-6	no DEX
Human Eyes				
Night	-4	-4	-4	no DEX
Direct sunlight	-2	-2	-2	no DEX
Pitch Black Darkness	-6	-6	-6	no DEX

Special Actions

Special actions refer to specific tasks a character can perform during combat that impact their OV and DV.

Special Actions	OV MÊ	OV MI	DV MÊ	DV MI
Cast a spell	n/a*	n/a	-2*	+0
Draw a weapon from back, sack/backpack, or put on a helmet	n/a	n/a	-4 & no DEX	no DEX
Draw a weapon from belt/scabbard	-3	-3	-3	+0
	(-2 Curved short sword)		(-2 Curved short sword)	
	(-2 Broad seax)		(-2 Broad seax)	
	(-2 Long seax)		(-2 Long seax)	
	(-2 Short sword)		(-2 Short sword)	
	(-1 Dagger)		(-1 Dagger)	
	(-1 Seax)		(-1 Seax)	
Pick up object from ground	n/a	n/a	-4	+0

*Or +0 if casting a spell that involves trying to attack the target with weapon.

Mêlée Weapon	Damage	Reach	Weight	Cost
Axes (+1 OV against Medium Armor, +1 OV against opponents using a Shield)				
Battle axe, long (2H)	D12	Long	4 lbs	4 SP
Battle axe, short	D8	Medium	3 ma (18/12 lb)	2 SP
Hatchet	D6	Short	2 lbs	2 SP
Pick axe (-1 OV MÊ)	D8	Short	5 ma (30/12 lb)	3 SP
Throwing axe	D6 + 1	Medium	1 lb	2 SP
Wood-man's axe (2H)	D10	Medium	6 lbs	3 SP
Concussion Weapons (+1 OV MÊ against Medium & Heavy Armor for Club, Flail, Hammer, Mace, War Flail & War hammer)				
Club	D4	Medium	3 ma (18/12 lb)	1 CP
Flail (fumble on 1-2)	D5	Long	5 ma (30/12 lb)	12 CP
Hammer	D4	Short	2 lbs	1 SP
Mace	D6	Medium	2 lbs	3 SP
Spear sling	D3	Short	1 ma (6/12 lb)	2 CP
Staff (2H)	D5	Very Long	3 ma (18/12 lb)	2 CP
Staff sling (2H)	D4	Long	1 lb	20 CP
Wand	1	Short	1 ma (6/12 lb)	3 GP
War flail (fumble on 1-2)	D6 + 1	Long	4 lbs	48 CP
War hammer	D8	Medium	2 lbs	4 SP
Spears (+1 damage against Large & +2 damage against Giant opponents)				
Heavy javelin (-1 OV MÊ)	D10	Very Long	7 ma (42/12 lb)	4 SP
Javelin	D6	Long	1 lb	2 SP
Light javelin (-1 OV MÊ)	D4	Very Long	1 ma (6/12 lb)	2 SP
Pike (2H)	D10	Extremely Long	4 lbs	3 SP
Short spear	D8	Long	3 ma (18/12 lb)	3 SP
Spear	D8 + 1	Very Long	2 lbs	3 SP
Trident	D8	Very Long	5 ma (30/12 lb)	5 SP
War scythe (2H)	D6 + 1	Very Long	5 ma (30/12 lb)	1 SP
Swords & Daggers (-1 OV MÊ against Medium & Heavy Armor. NB! Does not apply to Sickle-shaped sword or Sword-scythe!)				
Broad seax	D6 + 1	Medium	3 ma (18/12 lb)	10 SP
Curved short sword	D6	Medium	1 lb	3 SP
Dagger	D5	Short	1 ma (6/12 lb)	2 SP
Dart	D4	Short	3 oz (3/12 lb)	1 SP
Long seax	D8	Medium	3 ma (18/12 lb)	11 SP
Scimitar	D8	Medium	3 lbs	32 SP
Seax	D5	Short	8 oz (8/12 lb)	1 SP
Short sword	D8	Medium	5 ma (30/12 lb)	12 SP
Sickle	D4	Short	1 ma (6/12 lb)	2 SP
Sickle-shaped sword	D8 + 1	Medium	7 ma (42/12 lb)	1 GP
Sword	D10	Long	2 lbs	32 SP
Sword-scythe (2H)	D10 + 1	Very Long	7 ma (42/12 lb)	32 SP
Two-handed sword (2H)	D12	Very Long	3 lbs	2 GP
Unarmed (-1 OV MÊ against Medium & Heavy armor)				
Battle glove (-2 OV MÊ)	D3	Short	1 ma (6/12 lb)	12 CP
Natural weapons	See Creature	Creature Size	-	-
Unarmed (-3 OV MÊ)	1	Short	-	-

Special Adjustments to OV & DV

+1 OV MÊ for Flail, Heavy Javelin, and War-flail against opponents using a shield.

-1 OV MÊ for Trident against opponents wearing (Light, Medium or Heavy) armor.

+1 DV MÊ if a Very Long weapon is used two-handed (including 2H weapons).

+1 Damage if a Long or Very Long weapon not marked as a 2H weapon is wielded two-handed (except if by a Halfling).

Missile Weapons	Damage	Base Range	Confined Space	Weight	Cost
Bows (-1 OV MI against Medium Armor and -2 OV MI against Heavy Armor for Long or Short Hunting Bow)					
Composite Bow	D6	55'	-2	3 ma (18/12 lb)	6 SP
Heavy Composite Bow (STR 13+)	D6 + 1	60'	-2	2 lb	8 SP
Heavy Long Bow (STR 16+)	D8	55'	-4	3 ma (18/12 lb)	4 SP
Long Bow (STR 13+)	D6 + 1	50'	-4	1 lb	3 SP
Long Hunting Bow	D6	45'	-4	1 lb	2 SP
Short Hunting Bow	D4	35'	-2	1 ma (6/12 lb)	1 SP
Crossbows (+1 OV MI for weapon accuracy, -1 OV MI for Hunting Crossbow against Heavy Armor)					
Crossbow (STR 9+)	D8	45'	+0	2 lbs	4 SP
Hunting Crossbow	D6 + 1	35'	+0	2 lbs	3 SP
Darts (-1 OV MI against Medium & Heavy Armor)					
Dart	D4	20'	+0	1 ma (6/12 lb)	1 SP
Slings (-1 OV MI against Medium & Heavy Armor. Fumble on 1-2)					
Sling (-1 OV MI)	clay bullet	D4	45'	-2	2 oz (2/12 lb) 12 CP
	lead bullet	D4 + 1	55'	-2	2 oz
	stone	D4	40'	-2	2 oz
Staff (-2 OV MI)	clay bullet	D6	70' (15')	n/a	1 lb 20 CP
	lead bullet	D6 + 1	80' (15')	n/a	1 lb
	stone	D6	60' (15')	n/a	1 lb
Thrown Axes (+1 OV MI against Medium Armor)					
Battle Axe, short (-1 OV MI)	D8	10'	+0	3 ma (18/12 lb)	2 SP
Throwing axe	D6 + 1	15'	+0	1 lb	2 SP
Thrown Concussion Weapons (+1 OV MI against Heavy Armor)					
Club	D4	10'	+0	3 ma (18/12 lb)	1 CP
Fire Bottle	D4	15'	+0	1 lb	3 SP
	(+ D6 x D4 Fire)				
Hammer	D4	10'	+0	2 lbs	1 SP
Large Rock (STR 16+)	D6	10'	+0	3 lbs	-
Medium Rock (STR 13+)	D4	15'	+0	2 lbs	-
Small Rock	D3	20'	+0	1 lb	-
Thrown Spears (+1 damage against Large & +2 damage against Giant opponents)					
Heavy javelin	D10	15'	+0	7 ma (42/12 lb)	4 SP
Javelin	D6	25'	+0	1 lb	2 SP
Light javelin	D4	20'	+0	1 ma (6/12 lb)	2 SP
	w. spear sling (-1 OV MI)	D8 + 1	40'	-2	
Short spear	D8	20'	+0	2 lbs	2 SP
Spear	D8 + 1	15'	+0	2 lbs	3 SP
Trident	D8	10'	+0	5 ma (30/12 lb)	5 SP

Special Adjustments to OV MI

-1 OV MI for Trident against opponents wearing (Light, Medium or Heavy) armor.

The base range of the weapon is used to determine how much the distance to the target adjusts the OV MI. For example, a Javelin thrown at a target standing 75' away will be thrown at Long range, with a -6 adjustment to OV MI, because 75' is more than medium range (25' x 2), but less than extreme range (25' x 8).

Missile Weapon Ranges	OV MI	Base Range
Short	+0	x 1
Medium	-2	x 2
Long	-6	x 4
Extreme (Maximum)	-12	x 8

Elf Bows

Bows made by Elves cost +1 GP, but have an increased (by +5') base range.

Arrows, Bolts,

& Bullets

	Weight	Cost	Reuse*
Arrow	1 oz (1/12 lb)	6 CP	1-5
Crossbow bolt	1 oz (1/12 lb)	6 CP	1-4
Clay bullet**	1 oz (1/12 lb)	1 CP	1-3
Clay bullet***	3 oz (3/12 lb)	2 CP	1-3
Lead bullet**	2 oz (2/12 lb)	2 CP	1-3
Lead bullet***	4 oz (4/12 lb)	4 CP	1-3
Stone**	2 oz (2/12 lb)	-	1-2
Stone***	4 oz (4/12 lb)	-	1-2

*D6. If it cannot be reused, it is either broken or lost.

**For slings.

***For staff slings.

DV	DV	Shield	Ability Score			
Shields	MÊ	MI	Block	Die Adjustment (ASDA)	Weight	Cost
Large	+2	+4	+8	+3	12 lbs	3 SP
Medium	+2	+3	+6	+2	10 lbs	150 CP
Small	+1	+2	+4	+1	8 lbs	2 SP

Shields	Darts or Light Javelins	Javelins	Other Weapons*	Darts carried in the hollow of the shield
Large	2	1	0	6
Medium	3	2	0	4
Small	5	3	1	2

*You can *carry* (whilst traveling) and *hold* any one weapon in the shield hand, for example, but if you use a Large or Medium shield, you will drop the weapon (or other objects) to the ground if engaged in mêlée.

Armor	DV	Adjustment for DEX	ASDA	Movement Rate (MR)	Weight	Cost
Light Armor						
Fur shirt	+1				5 lbs	3 SP
Thin Gambeson	+1				3 lbs	2 SP
Thick Gambeson	+2				5 lbs	4 SP
Boiled Leather	+2				10 lbs	10 SP
Linothorax*	+3	Max +4	+1		12 lbs	15 SP
Dragon scale	+3				5 lbs	24 GP
Medium Armor (STR 9+) (D6 for a Random pick. See Treasures & Magic Items)						
Laminated	+3	Max +3	**	(1)	15 lbs	1 GP
Lamellar	+3	Max +3	+1	(2)	15 lbs	1 GP
Mail shirt	+3	Max +3		(3-4)	25 lbs	6 GP
Scale	+3	Max +3	+1	(5-6)	25 lbs	2 GP
Heavy Armor (STR 13+) (D6 for a Random pick. See Treasures & Magic Items)						
Scalothorax*	+4	Max +2	+2	(1) -5'	35 lbs	3 GP
Mail hauberk	+4	Max +2	+2	(2) -5'	35 lbs	8 GP
Mail shirt w/scales	+4	Max +2	+2	(3-4) -5'	45 lbs	8 GP
Half plate	+5	Max +2	+2	(5) -5'	40 lbs	9 GP
Plate	+6	Max +2	+3	(6) -5'	50 lbs	10 GP
Helmets						
Helmet	+1				4 lbs	4 SP
Heavy Helmet	+2	Max +2	+1		8 lbs	6 SP

*This armor is (partly) made of layers of fabrics (linen) glued together. If the wearer becomes “soaking wet”, the DV is adjusted by -1.

**+3 adjustment to die when Sneaking & hiding.

Environmental Factors

When the payer characters travel, the GM can determine different environmental factors based on the season by rolling a D20 per factor daily. The temperatures in Mountain hexes and Jötunnheimr will, unless already Freezing Cold, always be one level colder than elsewhere.

	Winter	Spring	Summer	Autumn
Wind Strength	D20	D20	D20	D20
Calm (0-1 mph)	1-2	1-6	1-8	1-5 (Auto-Result for Underground)
Moderate (2-15 mph)	3-9	7-14	9-15	6-12
Strong (16-30 mph)	10-16	15-18	16-18	13-17
Severe (31+ mph)	17-20	19-20	19-20	18-20
Temperatures	D20	D20	D20	D20
Freezing Cold	1-14	1-4	-	1
Cold	15-18	5-12	1	2-8
Mild	19-20	13-18	2-11	9 - 16 (Auto-Result for Underground)
Warm	-	19-20	12-20	17-20
Fog*	D20	D20	D20	D20
No fog	1-16	1-17	1-19	1 - 14 (Auto-Result for Underground)
Fog (morning & night only)	17-20	18-20	20	15-20
Rain*	D20	D20	D20	D20
No rain	1-8	1-10	1-12	1-7 (Auto-Result for Underground)
Raining**	9-18	11-18	13-19	8-17
Downpour**	19-20	19-20	20	18-20

*If there is no fog and no rain, the sky will be clear (and it will be a Sunny day) on 1-5 on a D6, or it will cloudy on a 6.

**Snowing in freezing temperatures, and Blizzard in freezing temperatures with strong or severe wind. Characters will become Soaking Wet after one day (or after three days if wearing a cloak) of continuous rainfall/snowing, and after one day of downpour/blizzard (regardless of what they wear).

Ground Conditions	D20	D20	D20	D20
Dry	1-4	1-6	1-17	1-9
Muddy*	5-6	7-16	18-20	10-19
Snowy**	7-20	17-20	-	20

*Auto-Result after 3 days of rain or 1 day of downpour.

**Auto-Result after 1 day of snowing.

Movement Points

A terrain hex is 3 miles across, and to enter a new hex a party has to spend movement points (MP). The cost for entering a hex depends on environmental factors and the type of terrain entered, and on its level of infrastructure. All characters have movement points based on their Movement Rate (adjusted by heavy armor, strength, and conditions). One movement point spent equals a certain amount of minutes spent traveling.

If a character spends all his MP in a day, he is Tired until he has rested.

If a character has at least 1 MP left, he can press on to enter the next hex (regardless of MP cost) before he needs to rest for the day, but he will be Tired whilst entering the hex and will remain so until he has rested. This is called a Forced March.

Movement Rate	MP	Minutes per MP
5'	3	240
10'	6	120
15'	9	80
20'	12	60
25'	15	48
30'	18	40
35'	21	34
40'	24	30
45'	27	27
50'	30	24
55'	33	22
60'	36	20
65'	39	19
70'	42	17
+5'	+3	-2

The Creatures

Understanding OV & DV

When you see an adjustment to OV or DV, it is a combined adjustment and applies to both OV MÊ and OV MI, or both DV MÊ and DV MI. For example, if OV is listed simply as +2 it means that both OV MÊ and OV MI are adjusted by +2. OV +1/+2 means OV MÊ is adjusted by +1 and OV MI is adjusted by +2.

An adjustment specified for OV MÊ or DV MÊ affects only OV MÊ and DV MÊ. An adjustment specified for OV MI or DV MI affects only OV MI or DV MI.

Creature HP

The creature's HP (Health Points) are determined by its size and its assumed toughness. Each size category of a creature has a predefined base HP and die to roll for additional HP.

Size	HP Base	HP Die
Tiny	2	D4
Small	6	D6
Medium	10	D8
Large	14	D10
Giant	18	D12

Creature Ability Scores

Unless otherwise stated, all creatures in **The Creatures** have ability scores based on their size and category/type. In encounters these numbers will mainly be used for stealth, avoiding falls (DEX), tracking (INT), or morale (WIL) tests, and in combat these numbers will mainly be used to resist poison, evasion (CON), or for tactical advances (STR). A GM can lower or raise the ability scores for different creatures as he sees fit, for more variety between creatures of the same type.

Ability Scores

Size	STR	DEX	CON	WIL
Tiny	6	16*	12	6
Small	8**	16*	12	8***
Medium	10	16*	12****	10
Large	18	16*	12	12
Giant	26	16*	12	14

*Instead 14 for Ettins. 10 for Humanoids (or 14 for Elves, Halflings, and Nymphs). 8 for Medium sized Trolls. 10 for Small sized Trolls (or 16 for Ancient Huldr, Ancient Skeletons, Ghostly Wights, Huldr, and Skeletons).

**10 for Dwarves.

***12 for Dwarves, Halflings, and Nymphs.

****10 for Humans.

Category/Type INT CHA

Animals	6	6
Animated Objects	6	6
Demi-Humans	10	8*
Ettins	6**	6
Humans	10	10
Orcs	8***	6
Trolls	8	6

*14 for Elves and Nymphs.

**14 for Worms (except Wyverns).

***6 for all types of Ogres.

Creature Initiative

Use the DEX modification to DV for creatures, to find their initiative adjustment. For unarmed creatures (such as Animals and Ettins), reach is determined by their size and compared to the reach of weapons used by armed creatures.

Size Reach

Tiny	Short
Small	Short
Medium	Short
Large	Medium
Giant	Long

Animals

Ability Scores

Size	STR	DEX	CON	INT	WIL	CHA
Tiny	6	16	12	6	6	6
Small	8	16	12	6	8	6
Medium	10	16	12	6	10	6
Large	18	16	12	6	12	6
Giant	26	16	12	6	14	6

All Animals are Aggressive (**A**) unless otherwise stated (next to the name of the animal).

Seriously Injured Animals

Any type of Animal that suffers a Serious Injury is considered to be bleeding to death, and if it escapes, it can be tracked (spend 1 MP, and test INT, adjust for the size of the creature tracked, -8 adjustment if using a tracking dog or -2 for a guard dog) and found dead within minutes. Note that this only applies to *Animals*, and not other types of creatures, who are assumed to either not bleed normally (Ettins, Trolls, Animated Objects) or be able to stop bleedings by using healing (natural or magical).

