

0	5'	10'	10'	Short	40'	40'	Medium	140'	140'	Long	340'
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**H: Hand C: Close R: Reach**  
**S: Short M: Medium L: Long**  
 Missiles → M -4 L -8

Key actions	Resolved by
Melee attack	roll STR + weapon damage die vs AC. Physical damage
Range attack	roll DEX + weapon damage die vs AC. Physical damage
Touch attack	as melee but ignore armour bonus in resistance
Casting spell	roll INT or WIS vs difficulty + spell level or WIS/DEX (higher)
Finding hidden things	roll WIS vs difficulty or WIS
Giving first aid	roll WIS vs difficulty; heal 1 PHP or MHP + 1 / 5 ep
Helping	roll ATT vs difficulty or resistance; use ep as bonus
Hiding, sneaking	roll DEX vs difficulty or WIS
Intimidating	roll STR, INT, or CHA vs WIS. Mental attack
Making camp	roll WIS vs difficulty
Persuading	roll CHA vs WIS. Mental attack
Picking pockets	roll DEX vs WIS. May be combined check.
Tripping someone	roll Dex vs DEX
Fear attack	roll STR, CHA, or INT vs WIS. Mental attack
Wrestling someone	roll STR vs STR, DEX, or CON

Poisons	Resolved by
Blade venom	Simple: Tough (+5), lethal, physical
Ghoul touch	simple: Difficult (+10), paralysis, physical
Knockout poison	complex: Heroic (25), unconscious, mental, 1 rd, 10 ep
Diseases	
Lycanthropy	complex: bonus = consequence, lycanthropy, 4 hr, 10 ep
Rotting disease	complex: ep + 1d8+1, 1rd, physical. Resist with CON, 10 ep
Madness	
Amulet of insanity	simple: Difficult (+10), madness, mental
Plane of madness	complex: Epic (+20), madness, mental, 1 tn, 10 ep
Traps	
Blade trap corridor	complex: Tough (15) to detect, disable attacks +5 (+1d8), sever limb extreme effect, 10 ep
Deadfall trap	simple: Tough (15) to detect, disable attacks +5 (+2d6), all targets in 10 ft area
Pit trap	simple: Detect 20, Disable 15, Avoid 25 fall 20 ft (+2d6) +2d6 spikes

Concealment and cover			
Type	Half-	Full-	Examples
Concealment	-2	-4	Half-illumination, hiding in shadows / full darkness
Light cover	+2	+5	Thin wood, plaster, undergrowth, branches
Medium cover	+5	+10	Thick wood, thin brick or stone
Heavy cover	+10	+20	Thick stone, metal



Concealment gives a penalty to opponents trying to spot or attack the character  
 Cover gives an armour bonus. Half-cover lets the character make ranged attacks.  
 Cannot attack in full cover.

**1 round (rd) = 1 min.**  
**1 turn (tn) = 10 rd**

Level	Scale	Actions affect	Actions take
1	Adventure	Your fellows and immediate opponents	Rounds and turns
5	Heroic	Reputation, groups, community, henchmen, gang, ship's crew	Turns & hours
10	Epic	Strongholds, villages domains, ships, sieges, political courtly action	Hours & days
15	Legendary	Kingdoms	Weeks & months
20	Mythic	The fate of nations, peoples, worlds	Years & centuries

Score	ATT	Prime
0-1	-5	-3
2-3	-4	-2
4-5	-3	-1
6-7	-2	+0
8-9	-1	+0
10-11	+0	+0
12-13	+1	+2
14-15	+2	+4
16-17	+3	+6
18-19	+4	+8
20-21	+5	+10
22-23	+6	+12
24-25	+7	+14

Heat & Cold	
Frozen waste	complex: Difficult (+10), lethal, physical, open-ended
Falling	simple: roll +1d6 per 10 ft vs rolled DEX (unless trait)
Drowning	roll CON every round. Difficulty starts at Easy (5) and increases every round thereafter. PHP = consequence



Combat move		1 inch = 5 feet									
Move		3	6	9	12	14	16	18	20	22	24
Feet		7.5	15	22.5	30	35	40	45	50	55	60
Inches		1.5	3	4.5	6	7	8	9	10	11	12
Charge		13	25	38	50	58	67	75	83	92	100

Effect	EP	Bonus	Notes
Minor	5	+2	
Major	10	+4	
Extreme	15	+6	
Heroic	20	+8	Must be heroic+. May disable a basic trait.
Epic	25	+10	Must be epic+. May disable an advancement.
Legendary	30	+12	Must be legendary+. May disable a heroic advancement.
Mythic	35	+14	Must be mythic+. May disable an epic advancement.

