STR	Melee	Open Doors	INT	Add. Lang.	Litter.	Initial # of spells	Copy Scrolls	WIS	Magic Save	DEX	AC Mod.	Skills Mod.	Missile	Init Mod.	CON	HP Bonus	CHA	NPC React.	Max #	Retainers Loyalty
3	-3	1 in 6	3	B.N.	no	1	20%	3	-3	3	-3	-15%	-3	-2	3	-3	3	-2	1	4
4-5	-2	1 in 6	4-5	—	no	1	30%	4-5	-2	4-5	-2	-10%	-2	-1	4-5	-2	4-5	-1	2	5
6-8	-1	1 in 6	6-8	—	basic	1	50%	6-8	-1	6-8	-1	-5%	-1	-1	6-8	-1	6-8	-1	3	6
9-12	—	2 in 6	9-12	—	yes	2	70%	9-12	—	9-12	—	—	—	—	9-12	—	9-12	—	4	7
13-15	+1	3 in 6	13-15	+1	yes	3	75%	13-15	+1	13-15	+1	+5%	+1	+1	13-15	+1	13-15	+1	5	8
16-17	+2	4 in 6	16-17	+2	yes	4	85%	16-17	+2	16-17	+2	+10%	+2	+1	16-17	+2	16-17	+1	6	9
18	+3	5 in 6	18	+3	yes	5	90%	18	+3	18	+3	+15%	+3	+2	18	+3	18	+2	7	10

Prime	XP Mod
3-5	-20%
6-8	-10%
9-12	—
13-15	+5%
16-18	+10%

#	Watch	Time	WM
1	Witches	00-03	2:24
2	Rooster	04-07	2:24
3	Horse	08-11	1:24
4	Mule	12-15	1:24
5	Wolf	16-19	1:24
6	Owl	20-23	2:24

Activity	How
Searching	1 turn: 1 in 6
Search Room trap	10'x10'
Search Treasure trap	w/skill
Listening at door	1 in 6
Opening stuck door	2 in 6 + STR

Distances

1 hex =
1 leagues
3 miles
2.8 km
5280 yards

Time	Equals
Round	10 sec.
Turn	10 min.
Watch	4 hrs

Terrain Types

- **A**: Aerial
- **BL**: Broken lands
- **C**: Clear
- **D**: Desert
- **F**: Forest,
- **FM**: Forced March
- **G**: Grassland
- **H**: Hills
- **J**: Jungle
- **M**: Mountains
- **R**: Road
- **Rv**: Along river
- **S**: Swamp
- **SL**: Settled Lands
- **T**: City, town
- **TR**: Trail

MVT Rate →		240	120	90	60	30
Terrain	Road	72/36/2t	36/18/4t	27/13/5t	18/9/8t	9/4/16t
	C, G, T, TR	48/24/3t	24/12/6t	18/9/8t	12/6/12t	6/3/24t
	BL, D, F, H	32/16/5t	16/8/9t	12/6/12t	8/4/18t	4/2/36t
	J, M, S	24/12/6t	12/6/12t	9/4/16t	6/3/24t	3/1/48t

Travel movement rate:
In miles/days / miles/watch / time/hex.

- **240**: Riding horse
- **120**: Foot (≤ 750 c.), Mule, Pony, Warhorse
- **90**: Foot (≤ 950 c.), Draft horse, Warpony
- **60**: Foot (≤ 1,150 c.), Cart, Wagon
- **30**: Foot (≤ 1,600 c.), Encumb. cart/wagon

Terrain	Getting lost
C, G	1 in 12
BL, H, M, F	2 in 12
D, J, S	3 in 12
R, Rv	none

PER WATCH

2d6	Reaction
2-	Hostile, attacks
3-5	Unfriendly, may attack
6-8	Neutral, uncertain
9-11	Indifferent, uninterested
12+	Friendly, helpful

Wilderness
↻ **watch**
Set Course
Getting lost
Weather
Wandering M.
Description
End of watch ↴
Update time
Check rations, Spell duration, etc.

Dungeon
↻ **turn**
Wandering M.
Set Course
Description
End of turn ↴
Update time
Check Light source, Spell duration, Rest, etc.

Encounters
Surprise
Distance
Initiative
(if unsurprised)
Reaction
Action
Conclusion ↴
1 turn passed
Update time
Check resources

Combat
Declaration
Initiative
↻ **segment**
Morale
Movement
Missiles
Spells
Melee

W.M.	Terrain	Every
1 in 6	Dungeon	2 turns
1 in 24	T, C, G, SL	watch
2 in 24	BL, D, F, H, A	watch
3 in 24	J, M, S	watch

Encounter Distance	Distance
Dungeon	2d6 x 10 feet
Wilderness/waterborne	4d6 x 10 yards
Wilderness (w/surprise)	1d4 x 10 yards

ATTACK MATRIX (MONSTERS)

HD	THAC0
NH	20
...1	19
1+...2	18
2+...3	17
3+...4	16
4+...5	15
5+...6	14
6+...7	13
7+...9	12
9+...11	11
11+...13	10
13+...15	9
15+...17	8
17+...19	7
19+...21	6
21+...	5

INIT (d6 + DEX mod)

8	7	6	5	4	3	2	1	0	-1
Segments									*Max modifier ±2*

Ties are broken by DEX then MVT, if both are equal then it's simultaneous.

FUMBLE: Roll 4d6 - lv ≤ DEX, *if fail then:*
ODD: drop weapon (d12 direction; 2d6 feet distance)
EVEN: Fall down (loose next action to get up)
CRITICAL: Roll again to hit, *if successful then:*
***roll* damage twice (including all bonuses)**

Adventuring	Resting	Every
Dungeon	1 turn	hour
Wilderness	1 day	week

Penalty: -1 to hit and damage.

MONSTERS SAVING THROWS

HD	Death Poison	Wands	Paralysis Petrification	Breath	Spells Rods Staves
NH	14	15	16	17	18
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10
13-15	4	5	6	5	8
16-18	2	3	4	3	6
19-21	2	2	2	2	4
22+	2	2	2	2	2

Ability check
≤ Ability ⇒ success
easy -4 to +4 very hard
1 always pass
20 always fails

Falling
1d6 per 10, fallen

Healing
Natural: *1d3 per day of complete rest*
Magical: *instantaneous, may be combined with natural*

Attacks from behind
Ignore shield bonus

Unarmed attacks
1d2 damage plus STR

Days of the weeks are: ***Soldi***, ***Lundi***, ***Merdi***, ***Terrdi***, ***Gradi***, ***Fordi***, ***Somdi***

Calendar	Month	Note	Days	L	H	AP	Sun Rise	Sun Set
Winter	01: Geōl	*winter solstice*	30	1	6	13	06:50	17:09
	02: Wulf	*wolf*	30	1	5	11	06:31	17:29
	03: Modde	*mud*	31	1	6	9	06:11	17:49
Spring	04: Ferus	*fierce (wind)*	30	2	8	8	05:50	18:09
	05: Eostre	*Easter*	31	4	12	7	05:31	18:29
	06: Meolc	*milk*	30	6	14	6	05:10	18:49
Summer	07: Sēar	*dry*	31	9	17	5	05:08	18:50
	08: Mœdwe	*meadow*	30	11	19	9	05:29	18:30
	09: Wēod	*weed*	30	11	18	10	05:48	18:10
Autumn	10: Hœrfest	*harvest*	31	9	16	6	06:09	17:50
	11: Wīn	*wine*	30	7	13	10	06:29	17:30
	12: Blōd	*blood*	31	4	9	12	06:48	17:10

L/H: low/high temperature (C); AP: average precipitations (cm)