



## QUICK REFERENCE

### COMBAT COMBAT ROUND PHASES

#### 1 ACTIONS DECLARED

Once declared, actions may be aborted, not changed.

#### 2 MAGIC

Trance, Dreamlands movement, casting. Prior spells go off.

#### 3 MISSILE ATTACKS

Initiative, attacks, parries to missiles; damage calculated.

#### 4 THROWING ATTACKS

Initiative, parries, dodges; damage calculated.

#### 5 MELEE ATTACKS

Initiative, parries, dodges, and damage calculated.

#### 6 MOVEMENT

Any movements announced in Phase 1 are executed.

#### 7 HEALTH & MISCELLANEOUS ACTIONS

Wounds, Endurance, Life applied.

### SITUATIONAL MODIFIERS

Situation	Init.	Attack	Defender	Dmg
<b>Complete surprise</b> <i>Defender surprised from behind, asleep</i>	auto	+ 6	no defense	+10
<b>Defender is semi-surprised</b> <i>Stunned, getting up from prone</i>	auto	normal	significant only	+1
<b>Attacker charges</b> <i>Attacker -4 to parry, no dodge</i>	normal	+ 4	normal	+2
<b>Attacker feints</b> <i>Duels only, bonuses lost if attacker stunned or wounded</i>	sacrificed	+ 1	normal	+1

### MISSILE & THROW RANGES

Short range	+0
Medium range	-3
Long range	-5

### TARGET SIZE

Ogre-sized (20)	+2
Human-sized (10)	+0
Dog-sized (5)	-2
Cat-sized (3)	-4
Mouse-sized (1)	-8

### TARGET ACTIVITY

Immobile target	+0
Animate target	-3
Moving target	-4
Zigzagging target	-5

### PARRY & DODGE

#### Modified by attacking weapon

Arrow, bolt (vs. shield)	-5
Sling stone (vs. shield)	-4
Blowgun needle	-3
Dagger, javelin	-2
Hand axe, lasso	-1
Whip	+0

#### Defender is...

Still and ready	+0
Engaged in other activity	-3
Using a small shield	-3
Using a medium shield	+0
Using a large shield	+3

### MISHAPS (2D10)

Armed	Unarmed	Result
2, 20	2, 20	Knocked out. Endurance drops to 0, -1 Life.
3, 19	3, 19	Nearby ally checks <b>Empathy/Vigilance</b> at -1d6 or semi-surprised.
4, 18	4, 18	Fall. Roll at -1d6 non-lethal damage
5, 17		Disarmed.
6-7, 15-16		Weapon checks Resistance at -2d6 or loses same amount of Resistance.
8-9, 13-14	5-7, 15-17	Character checks <b>Empathy/Vigilance</b> at -1d6 or semi-surprised.
10-12	8-14	Clumsy move. Lose 2d6 Endurance.

### MOVEMENT

	Swimming	Running	Jumping
	Mishap	Mishap	Diff. Down High Long
<b>Fumble</b>			
<b>Part. Fail.</b>	-4m (2m)	-6m (18m)	-8 6m 2m 7m
<b>Failure</b>	-2m (4m)	-4m (20m)	-6 5m 1.7m 6m
<b>Normal</b>	+0m (6m)	+0m (24m)	-4 4m 1.5m 5m
<b>Sign.</b>	+2m (8 m)	+4m (28 m)	-2 3m 1.2m 4m
<b>Part.</b>	+4m (10m)	+6m (30m)	0 2m 1m 3m
			+2 1.5m .7m 2m

### HEALTH HEALING OF WOUNDS

	Diff.	Task	Bandage	Herb	Time	Magic
<b>Light</b>	-2	2 pts	2 pts	2 pnch	2 days	2 pts
<b>Serious</b>	-4	4 pts	4 pts	4 pnch	4 days	4 pts
<b>Critical</b>	-6	6 pts	6 pts	6 pnch	6 days	6 pts
<b>Life</b>	--	--	--	--	--	2 pts

### FULL AID

<b>Particular</b>	Wound closed and begins to heal normally; +3 to <b>Constitution</b> healing roll, plus herbs
<b>Significant</b>	Wound closed and begins to heal normally; +2 to <b>Constitution</b> healing roll, plus herbs
<b>Normal</b>	Wound closed and begins to heal normally; +1 to <b>Constitution</b> healing roll, plus herbs
<b>Failure</b>	Wound closed and begins to heal normally
<b>Part. Failure</b>	Wound closed and begins to heal normally
<b>Fumble</b>	Bleeding; lose Endurance, Life at rate prior to administration of first aid. Begin first aid again at further -1 penalty. New dressings.

### SUMMARY OF HEALING ROLLS

	Wounds	Disease	Poison
<b>Particular</b>	A	D	I / J*
<b>Significant</b>	A	E	F / J*
<b>Normal</b>	A	F	F / J*
<b>Failure</b>	B	G	G
<b>Part. Failure</b>	B	G	G
<b>Fumble</b>	C	H	H / G*

\*Indicates no Antidote. Look up results above on key below:

A	Wound is healing and improves to next stage.
B	Stable; check again following Sleeping Castle.
C	Infection; lose 1 Life. Check in 2, 4, 6 days, per wound
D	Cured of disease.
E	Stable condition: +1 bonus to next check.
F	Stable condition (no change).
G	Condition worsens and damage accrues.
H	Condition worsens and double damage taken.
I	End of poisoning if no poison damage sustained.
J	End of poisoning.

### RECOVERING LIFE

**Constitution / Life lost** (don't count general condition)

<b>Particular</b>	2 Life points recovered
<b>Significant</b>	1 Life point recovered
<b>Normal</b>	1 Life point recovered
<b>Failure</b>	No Life recovered
<b>Part. Failure</b>	No Life recovered
<b>Fumble</b>	Aggravated condition: 1 additional Life lost

### EXPERIENCE

Level	Initial Skill	Cost	Skill Level	Exp
-11	-11	-8	-10, -9, -8	5
-10	5		-7, -6, -5, -4	10
-9	10		-3, -2, -1, 0	15
-8	15		+1, +2, +3, +4	20
-7	25	10	+5, +6	30
-6	35	20	+7, +8	40
-5	45	30	+9, +10	60
-4	55	40	+11 and up	100
-3	70	55		
-2	85	70		
-1	100	85		
+0	115	100		
+1	135	120		
+2	155	140		
+3	175	160		
+4	195	180		
+5	225	210		
+6	255	240		
+7	295	280		

Characteristic	Exp
7, 8	6
9, 10	7
11, 12	8
13, 14	9
15	10
16	20
17	30
etc.	etc.