

# QUICK REFERENCE TABLES

## THE CORE RULE

Roll of D10

7+ = Success



10 = Critical Success

## MELEE WEAPON TABLE

WEAPON DICE	MIN MIG	OPTIMAL MIG	MIN FIN	OPTIMAL FIN	# ATTACK
FIST	1	6	1	6	2
DAGGER	1	6	1	6	4
SPEAR	4	6	3	6	6
MACE	6	8	6	8	7
AXE	7	9	6	8	8
BROAD SWORD	6	8	7	9	8
LONG SWORD	8	10	10	11	10
2 HANDED AXE*	10	12	8	10	12
2 H GREAT SWORD*	10	12	10	12	14

# BONUS DICE FOR VIRTUES EXCEEDING OPTIMAL VALUES				
1-3	4-8	9-16	17-25	26+
1	2	3	4	5

### MELEE WEAPONS NOTES

\* When using two handed weapons, character may not have a prepared shield.



# MISSILE WEAPONS TABLE

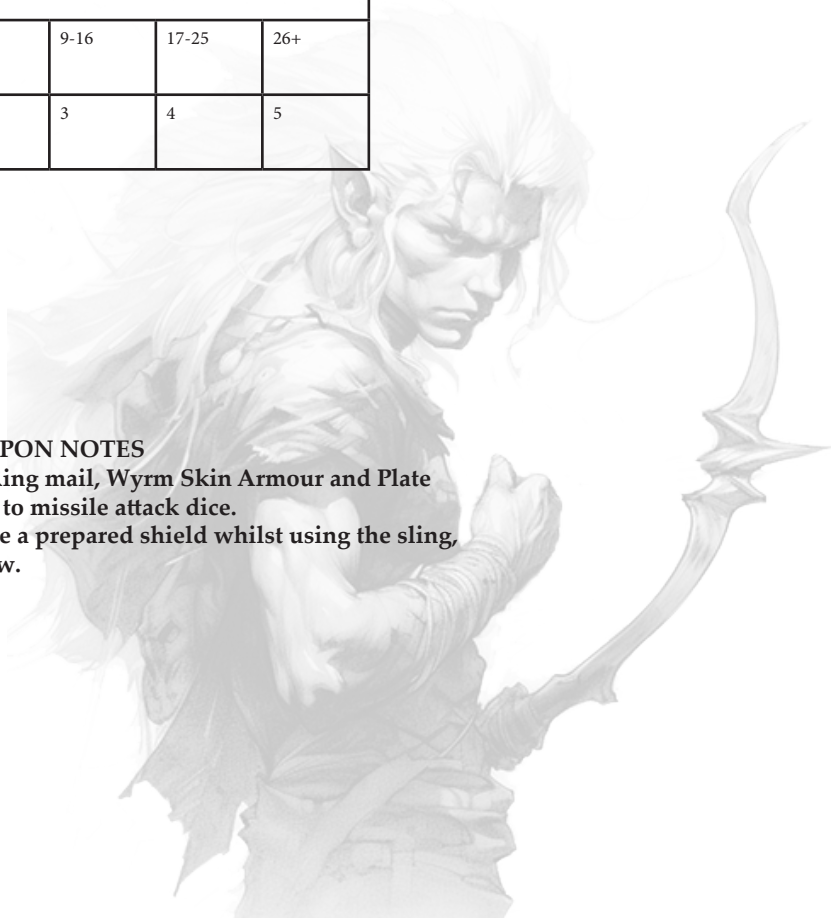
WEAPON RANGE	MIN MIG	OPTIMAL MIG	MIN FIN	OPTIMAL FIN	# ATTACK	RANGE
ROCK	4	6	4	7	3	30'
THROWN DAGGER	4	6	6	8	4	30'
DART	4	6	6	8	4	30'
JAVELIN*	4	6	6	8	5	30'
SLING**	4	6	6	8	4	60'
THROWN SPEAR*	4	8	6	8	6	30'
BOW**	4	8	6	11	7	120'
LONGBOW**	6	10	8	12	8	180'

# BONUS DICE FOR VIRTUES EXCEEDING OPTIMAL VALUES				
1-3	4-8	9-16	17-25	26+
1	2	3	4	5

## MISSILE WEAPON NOTES

\* Chain mail, Ring mail, Wyrmskin Armour and Plate Mail cause a -1 to missile attack dice.

\*\* May not have a prepared shield whilst using the sling, bow or longbow.



# ARMOUR TABLE

ARMOUR TYPE DICE	MIN MIG	OPTIMAL MIG	# PROTECTION
NONE	1	4	2
LEATHER / LINEN	4	6	3
FUR / HIDE (THRALL ARMOUR)	5	6	4
SEA SCALE	6	7	5
CHAIN / RING MAIL	6	8	6
WYRM SKIN	8	10	7
PLATE MAIL	10	12	8

**NOTES ON ARMOUR TYPES**  
Sea Scale is bronze scale armour, sometimes silvered.

Chain/Ring Mail is composed of metal links, a common armour type. Wyrmskin Armour is made from treated plates and scales of drakes and wyrms and is a rare armour type.

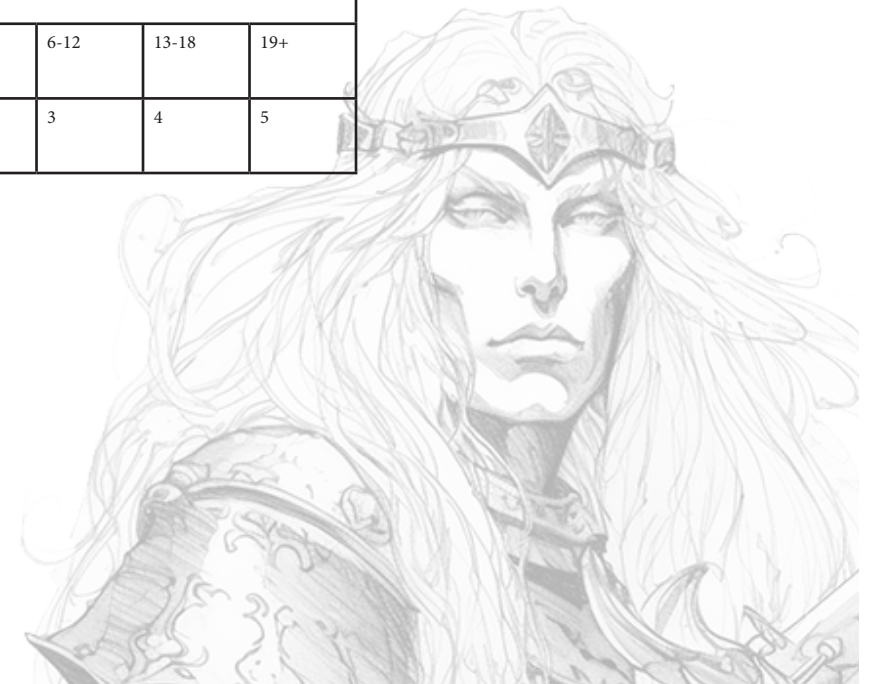
Plate Mail is full War Armour of metal plates, personalised and made to fit individuals.

Round Shields are common, made of reinforced wood and leather and sometimes called Bucklers.

War Shields are bulkier than Round Shields and are often, but not always, longer than wide.

SHIELD TYPE DICE			
ROUND SHIELD	4	8	2
WAR SHIELD	6	8	3

# BONUS DICE FOR MIG EXCEEDING OPTIMAL VALUES				
1-2	3-5	6-12	13-18	19+
1	2	3	4	5



# PRE-REQUISITES FOR MAGICKS

WIL MINIMUM # 7		WIL OPTIMAL# 12			
# BONUS DICE FOR WIL VIRTUE EXCEEDING OPTIMAL VALUE					
WIL SCORE	13-14	15-16	17-20	21-25	26
DICE BONUS	1	2	3	4	5

## THE POINTS COST OF GLAMOURS

Each spell has a cost, which is the number of either Glamour Points or Essence, (ESS), points it takes to fuel the spell, see each individual spell listing for this cost.

When the cost is stated as 1 - 5 points this is calculated simply, (halving the D10 result), as follows,

**Roll 1D10**  
 1 - 2 = 1  
 3 - 4 = 2  
 5 - 6 = 3  
 7 - 8 = 4  
 9 - 10 = 5



# SUGGESTED GLARE VALUES

Companion 1 - 10 Points

Elite Companion (Those with more than 100 Personal Glare) 1 - 100 Points

Hero/Superhero 505 - 1,000 (500 + 5D100)

Demigod and above - GM ruling or consult specific suggestions where appropriate

Achieving a value of 10+ in a Lore or weapon, 55 - 100 Points of Glare (50 + 5D10)

Achieving a value of 20+ in an ability, a further 104 - 500 Points of Glare (100 + 4D100)

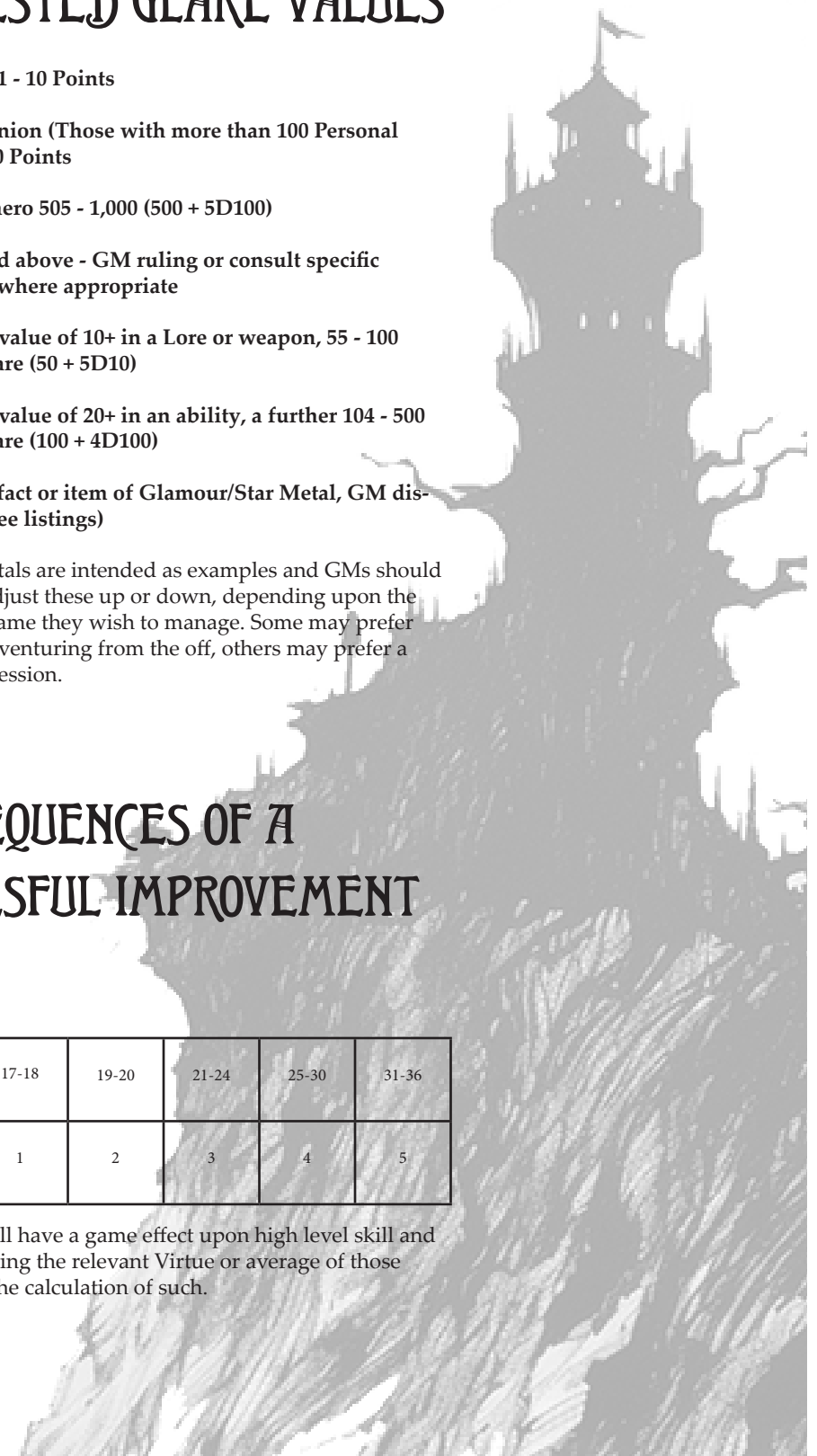
For each artifact or item of Glamour/Star Metal, GM discretion, (or see listings)

The above totals are intended as examples and GMs should feel free to adjust these up or down, depending upon the pace of the game they wish to manage. Some may prefer high level adventuring from the off, others may prefer a slower progression.

# CONSEQUENCES OF A SUCCESSFUL IMPROVEMENT ROLL

VIRTUE SCORE	17-18	19-20	21-24	25-30	31-36
#DICE BONUS	1	2	3	4	5

This chart will have a game effect upon high level skill and Lore tests, using the relevant Virtue or average of those involved in the calculation of such.



# COMBAT ROUND

Each Combat Round is characterised by each participant, either player character or NPC, having the opportunity to act in some way, i.e., move, make an attack, jump, hide, etc., or a combination of actions possible within the confines of a single segment of time termed the 'Combat Round'. Each Combat Round is, in turn, divided into a number of segments called 'Phases'. Each Phase is played to completion before commencing the next Phase until the Combat Round is at an end, whereupon a new Combat Round is begun, provided that willing participants remain.

## PHASES WITHIN THE COMBAT ROUND

1 Commune/Preparation Phase

2 Magick Effects Phase

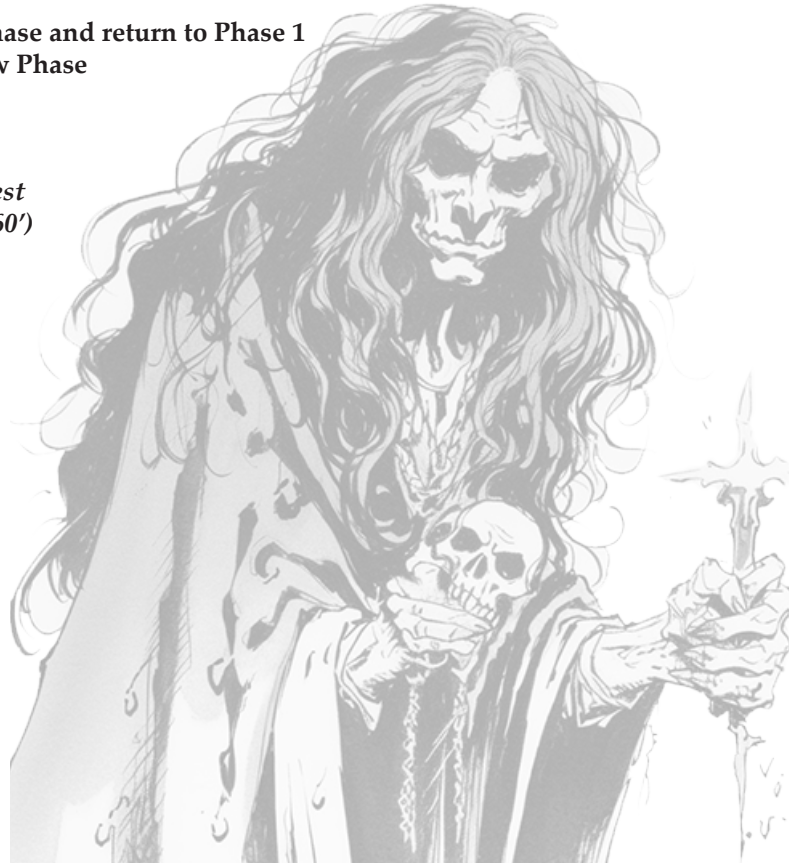
3 Movement Phase

4 Rhud Magick/Missile Resolution Phase

5 Melee Attack Resolution Phase

6 Bookkeeping Phase and return to Phase 1 or General Review Phase

*(Rhud Magick  
WIL verses WIL test  
Maximum Range 60')*



# SKILLS

PERCEPTION (REA/WIL)

PERSUASION (REA/WIL/ELA)

MANEUVER (FIN/ELA)

CONCEAL (FIN/ELA)

DECEPTION (REA/WIL/ELA)

# LORES

WILDERNESS LORE (REA)

THE LORE OF BEASTS (REA)

THE LORE OF GLAMOURS (REA/ESS/ELA)

TROLLORE (REA)

FAE LORE (REA)

THE LORE OF THE MORTAL RACES (REA)

THE LORE OF THE INFERNAL REALMS (REA)

THE LORE OF THE BEYOND (REA)

THE LORE OF THE SCRIPTS & CHRONICLES (REA/ELA)

THE LORE OF CRAFTING & MAKING (REA/FIN/ESS/ELA)

THE LORE OF THE SEA & STARS (MIG/FIN/REA)

THE LORE OF THE THINGS THAT GROW (REA/ESS/ELA)

