

Chart Sheet One

Character Generation

General Hit Points	Locations				
	Legs	Abdomen	Chest	Arms	Head
1-3	1	1	2	1	1
4	2	2	2	1	2
5	2	2	2	2	2
6	2	2	3	2	2
7	3	3	3	2	3
8	3	3	4	2	3
9	3	3	4	3	3
10	4	4	4	3	4
11	4	4	5	3	4
12	4	4	5	3	4
13	5	5	6	4	5
14	5	5	6	4	5
15	5	5	6	4	5
16	6	6	7	4	6
17	6	6	7	5	6
18	6	6	8	5	6
19	7	7	8	5	7
20	7	7	8	5	7
21	7	7	9	6	7
22	8	8	9	6	8
23	8	8	10	6	8
24	8	8	10	6	8
25	9	9	10	7	9
26	9	9	11	7	9
27	9	9	11	7	9
28	10	10	12	7	10
29	10	10	12	8	10
30	10	10	12	8	10
31	11	11	13	8	11
32	11	11	13	8	11
33	11	11	14	9	11
34	12	12	14	9	12
35	12	12	14	9	12
36	12	12	15	9	12
37	13	13	15	10	13
38	13	13	16	10	13
39	13	13	16	10	13
40	14	14	16	10	14

Table (i) Locational Hit Points

DEX	DEX SR
1-9	4
10-15	3
16-19	2
20+	1

Table (ii) DEX Strike Rank

DEX+SIZ	Melee SR	DEX+SIZ	Melee SR
2-4	9	25-29	4
5-9	8	30-34	3
10-14	7	35-39	2
15-19	6	40+	1
20-24	5		

Table (iii) Melee Strike Rank

ENC after STR	ENC SR
<0	0
>0	1
>STR	2
>STRx2	3
	...etc

Table(iv) ENC Strike Rank

ENC after STR	ENC Penalty
0-10	-10%
11-20	-20%
21-30	-30%
31-40	-40%
	...etc

Table (v) Encumbrance Penalty

Applies to Balance, Breakfall, Ddodge, Jump, Swim (x3), Tumble, Swim Quietly and *all* magic skills.

IMPORTANT NOTICE

It doesn't matter how long you've played, or how much magic you've got cast, or how forgetful you are – ENC rules DO apply to you. Chris. And Leo.

Attributes

Hit Points: Average of SIZ and CON.
Strengthening enchantments can no more than double hit points.

Fatigue Points: Equal to STR plus CON minus ENC. You lose 10 fatigue points every time you roll 96-00 in combat. For every FP below zero you suffer a cumulative one percentile penalty.

Magic Points: Equal to POW. You recover 1/24th of your POW rounded up every hour (so for all beings with less than 24 POW that's 1 point per hour).

Skill Categories

Agility:	<i>Primary:</i>	DEX
	<i>Secondary:</i>	STR
	<i>Negative:</i>	SIZ
Communication:	<i>Primary:</i>	INT
	<i>Secondary:</i>	APP, POW
Knowledge:	<i>Primary:</i>	INT
Magical:	<i>Primary:</i>	INT, POW
	<i>Secondary:</i>	DEX
Manipulation:	<i>Primary:</i>	INT, DEX
	<i>Secondary:</i>	STR
Perception:	<i>Primary:</i>	INT
	<i>Secondary:</i>	POW, CON
Stealth:	<i>Primary:</i>	DEX
	<i>Secondary:</i>	INT
	<i>Negative</i>	
	<i>Secondary:</i>	POW, SIZ
Attack:	As manipulation modifier.	
Parry:	As agility modifier.	

Use the following rules to determine the rating of a skill category. Use your statistics to discover their value. If the stat is *primary* then the modifier is +1 for every point the stat is above ten, and -1 for every point the stat is below ten. If the stat is *secondary* then the modifier is +1 for every two points the stat is above ten, and -1 for every two points the stat is below ten – in either case the maximum modification of a secondary ability is ten. If the stat is *negative* then the modifier is minus 1 for every point the stat is above ten and plus one for every point the stat is below ten.

Otkorioni Base Weapon Chances

Attack and Parry – Broadsword, Battleaxe, Rapier and shortsword 25, 2H Axe and 2H sword 15
Attack only – Composite and self bow 25
Parry only – Target shield 30

Example Languages to Choose From (Otkorioni Region)

Human Tongues

Hsunchen Tongues (Tnapi, Telmori, Pralori, Mraloti, Vrimaki)
Lalian (Banami, Lanciti, Rafali, Voltandi, Tama, Ingeshi, Eveeta)
Theyalan (Lanksti)
Western (Brithini, Otkori, Ralian, Seshnegi, Tradetalk, Vadel)

Nonhuman Tongues

Aldryami
Auld Wyrnish
Cetoi (rare)
Darktongue
Newtling (pretty rare)
Spiritspeech
Stormspeech
Swordspeech (if Humakti)
Voralan (rare)

Extant Tongues

Western (Autarch)