

Falling

A jump roll while falling allows a character to specify which location is injured upon impact.

Height: 1d6 dmg to a random hit location for every 3m fallen. The damage is applied to total hit points as well and can exceed the locations limit of taking twice it's hit points in damage.

Velocity: Impetus counts also. Damage should increase up to two fold dependent upon velocity.

Size: Characters under SIZ 5 take 1d6 less damage. For each 20 points or fraction thereof over 20 add 1d6 damage inflicted by a fall.

Surface: Spikes hurt more than water. Simple. Soft Armour protects against falling damage, as does magical armour.

Stakes: Normal stake damage is 1d10+1.

Asphyxiation

If a character gets a chance to hold his breath his roll begins at CONx10. If not then a Luck roll must be made (POWx5), if it succeeds it is a CONx10, if not it begins as a CONx1. People being deliberately choked must make a CONx1 as well.

In the case of people who took a breath, their CON roll decreases by one increment each round (in this case 96-00 is *always* a failure). It decreases to a minimum of CONx1.

As soon as even one CON roll is failed, the character starts taking damage each round and each round thereafter (no roll to avoid) until they die or escape the situation. Damage is inflicted to total hit points. The damage inflicted depends upon the substance; choking inflicts 1d6/round, water does 1d8/round, smoke does 1d4/round, and dense smoke does 1d6/round.

Inanimate Objects

<i>Object</i>	<i>Aps</i>
Light wooden furniture	5
Light Wooden Door	6
Heavy Wooden Furniture	8
Heavy Wooden Door	8
Hut Wall	6
Fence Rail	12
Farmhouse Wall	15
Postern Gate	20
Large Stone	20
Loose Stone Wall	20
Adobe	25
Castle/Town Gate	30
Wooden Palisade	30
Mortared Stone/Brick Wall	35

Wind

Movement: For walking creatures, you need not worry about wind of STR less than your combined STR+SIZ. After the wind gets higher than this, every round of travelling within it a resistance roll of your STR+SIZ versus the Wind STR must be made to keep your footing, and remain standing. Flying creatures do not match their STR+SIZ, just STR.

Missile Fire: Every point of wind STR greater than 10 reduces missile accuracy by 5%.

Determining Wind STR: Wind STR is generally 1d10-2. If a 10 is rolled then roll another 1d6 and keep rolling, adding the number each time a six is rolled. The Season affects the Wind STR; Sea Season (+1d6 STR) Fire Season- (1d6 STR) Earth Season (No modifier) Dark Season (+1d6 STR) Early Storm Season (+2d6 STR) Late Storm Season (+3d6 STR) Sacred Season (+1d6 STR).

Chart Sheet Three

The World and Assorted Dangers

Dehydration

One litre of water equals 1 ENC. The standard requirement for humans is 5 litres of water a day, the limit of comfort is 2 litres, and the limit of subsistence is 0.5 litres. The Waertagi and other sea based beings require at least twice this amount. Praxians and other desert dwellers (such as the Agimori) can get by on half these amounts. The standard requirements for pack animals is 25 litres, limit of comfort is 10 litres and subsistence level is 2 litres.

Dehydration normally takes effect in only two circumstances, either the character is deprived of water or the character is travelling in very hot territory such as the Wastelands or the deserts of Pamaltela. In this case a CON roll must be made each day. It is a CONx7 normally, a CONx5 in the desert and a CONx3 roll in extremely hot areas such as volcanoes or the Burning Sea. The following modifiers apply:

Standard Water*	-35
Limit of Comfort Water+10	
Subsistence Water	+20
No Water	+35
Each point of ENC carried	+1
Head Covering	-10
Minimal Activity	-15
Light Activity	+5
Activity	+15
Strenuous Activity	+25
Receiving adequate food	-5
Subsistence level food+5	
Travelling at night, resting at day	-20

*= Only in deserts and hot areas is dehydration a worry.

If, after all modifications are taken into account the roll fails, the character loses 1d6 CON. A character who has had no water at all that day simply loses 6 CON. Hit points and fatigue may have to be refigured. A character reduced to 2 CON or lower is virtually incapacitated. A character reduced to 0 CON dies of thirst. Con can be regained at 1 point per day of rest, in shade, with plenty of water and food.

Fire and Heat

Magical protection and armour will take damage until overcome. By this it is meant that if you have 14 points of armour, it will protect you against 14 points of damage, and then all damage will start hitting you. The armour is unharmed (usually) but is useless until it is let to cool down again.

Flame	1 dmg/round
Small Fire	1d6 dmg/round
Large Fire	2d6 dmg/round
Intense Fire	3d6 dmg/round
Molten Lava	13d6 dmg/round

Melting Points

Zinc	4d6 dmg/round
Aluminium	6d6 dmg/round
Bronze	8d6 dmg/round
Silver	9d6 dmg/round
Copper	11d6 dmg/round
Rock, Glass	13d6 dmg/round
Nickel	14d6 dmg/round
Iron	15d6 dmg/round

Resurrection

d100	Result
0 or less	Returns suicidal. Impossible to stop repeated suicide attempts. Becomes an NPC under any circumstances.
01-05	Reduce all Passions by 75%. Gains Touch of Death disadvantage (will not heal naturally). 90% chance of Death Sickness.
06-10	Reduce all passions by 50%, and one random Passion by 75%. Has 60% chance of returning with Death Sickness.
11-20	Reduce one random Passion by 75% and all others by 1d3. 40% chance of having Death Sickness.
21-30	Reduce all Passions by 1d3 pts. 20% chance of having Death Sickness.
31-40	Reduce one random Passion by 1d3 pts.
41-90	No additional effect.
91-100	All penalties for previous Resurrections are cancelled, and 10% chance of having an Illuminating experience.
101-160	As above, with an additional 1% chance of Illuminating experience for every percentile rolled above 100.
161 or more	No longer needs to fear Death. Gains Heroic Resurrection.

+POW if a Rune Level or equivalent.
 -5% for every time you have been Resurrected before
 -10% if you are a member of Ty Kora Ket, Maran Gor, Babeester Gor, Gorgoma or Shargash.
 + fetch POW as shamans are acquainted already with the Other Side
 +5% if you accept a Healer cult geas
 +5% if a pertinent Passion is above 20
 +10% if a pertinent Passion is above 25
 +20% if a pertinent Passion is above 40
 +30% if a pertinent Passion is above 50
 +40% if a pertinent Passion is above 70
 +50% if a pertinent Passion is above 90
 +60 if a pertinent Passion is above 100
 - x% where x is equal to the rating of a Passion which might apply to prevent Resurrection (Fear resurrection, Hate Healers, Piety Humakt)
 Minus a value equal to the number of effect points gained in Death Rune
 Add a value equal to the *highest* number of effect points gained from Harmony Rune, Fertility Rune, Mastery Rune, Magic Rune or Spirit Rune.

Infectious Diseases

Whenever a character has been exposed to a disease his player must attempt to roll CONx5 or less on 1d100 (96-00 is always a failure). If he fails he must attempt again, and keep on going until he succeeds. Cross index the number of failed rolls on the table below to discover how deadly the disease is:

Failures	Degree of Illness
0	None
1	Mild; one attack/week
2	Acute; one attack/day
3	Serious; 1 attack/hour
4	Terminal; 1 attack/minute

At every attack interval another CON roll must be made. This is normally CONx5, but can be lowered for activity. The CONx5 assumes being laid up in bed like a parcel. Each time a CON roll succeeds the degree of illness is lessened by one step, and the attack is fended off. If the roll is failed then the attack takes effect, often meaning the character loses statistic points. A fumble (96-00) on the CON roll means the severity increases by one degree.

Disease Possession

Possession by spirits follow the standard rules for spirit combat. Even when a disease is caused by a possessing spirit, it is categorised by degrees of severity, judged by comparing the spirits POW to it's victims on the table below:

Severity	Spirit's POW is:
Mild	Less than or equal to half victims POW
Acute	Less than or equal to POWx1
Serious	Less than or equal to POWx2
Terminal	Greater than POWx2

Maximum Disease Stat Loss

Severity	Max Loss
Mild	-3
Acute	-6
Serious	Unlimited
Terminal	Unlimited

Recovery From Disease

A character gets a number of Recovery Rolls equal to the number of successful attacks. They receive them at a rate of one per day, plus one more for every level in Immunity to Disease. The character gets a CONx4 as a Recovery Roll chance, modified by their advantages and disadvantages. A successful Recovery Roll recovers an amount equal to the amount lost in one attack. A failed roll means that that particular loss is permanent.