

Skill	Fumble	Special	Critical	Skill	Fumble	Special	Critical
01%	96-00	--	01	51%	98-00	04-11	01-03
02%	96-00	--	01	52%	98-00	04-11	01-03
03%	96-00	--	01	53%	98-00	04-11	01-03
04%	96-00	--	01	54%	98-00	04-11	01-03
05%	96-00	--	01	55%	98-00	04-11	01-03
06%	96-00	02	01	56%	98-00	04-12	01-03
07%	96-00	02	01	57%	98-00	04-12	01-03
08%	96-00	02	01	58%	98-00	04-12	01-03
09%	96-00	02	01	59%	98-00	04-12	01-03
10%	96-00	02	01	60%	98-00	04-12	01-03
11%	96-00	02-03	01	61%	99-00	05-13	01-04
12%	96-00	02-03	01	62%	99-00	05-13	01-04
13%	96-00	02-03	01	63%	99-00	05-13	01-04
14%	96-00	02-03	01	64%	99-00	05-13	01-04
15%	96-00	02-03	01	65%	99-00	05-13	01-04
16%	96-00	02-04	01	66%	99-00	05-14	01-04
17%	96-00	02-04	01	67%	99-00	05-14	01-04
18%	96-00	02-04	01	68%	99-00	05-14	01-04
19%	96-00	02-04	01	69%	99-00	05-14	01-04
20%	96-00	02-04	01	70%	99-00	05-14	01-04
21%	97-00	03-05	01-02	71%	99-00	05-15	01-04
22%	97-00	03-05	01-02	72%	99-00	05-15	01-04
23%	97-00	03-05	01-02	73%	99-00	05-15	01-04
24%	97-00	03-05	01-02	74%	99-00	05-15	01-04
25%	97-00	03-05	01-02	75%	99-00	05-15	01-04
26%	97-00	03-06	01-02	76%	99-00	05-16	01-04
27%	97-00	03-06	01-02	77%	99-00	05-16	01-04
28%	97-00	03-06	01-02	78%	99-00	05-16	01-04
29%	97-00	03-06	01-02	79%	99-00	05-16	01-04
30%	97-00	03-06	01-02	80%	99-00	05-16	01-04
31%	97-00	03-07	01-02	81%	00	06-17	01-05
32%	97-00	03-07	01-02	82%	00	06-17	01-05
33%	97-00	03-07	01-02	83%	00	06-17	01-05
34%	97-00	03-07	01-02	84%	00	06-17	01-05
35%	97-00	03-07	01-02	85%	00	06-17	01-05
36%	97-00	03-08	01-02	86%	00	06-18	01-05
37%	97-00	03-08	01-02	87%	00	06-18	01-05
38%	97-00	03-08	01-02	88%	00	06-18	01-05
39%	97-00	03-08	01-02	89%	00	06-18	01-05
40%	97-00	03-08	01-02	90%	00	06-18	01-05
41%	98-00	04-09	01-03	91%	00	06-19	01-05
42%	98-00	04-09	01-03	92%	00	06-19	01-05
43%	98-00	04-09	01-03	93%	00	06-19	01-05
44%	98-00	04-09	01-03	94%	00	06-19	01-05
45%	98-00	04-09	01-03	95%	00	06-19	01-05
46%	98-00	04-10	01-03	96%	00	06-20	01-05
47%	98-00	04-10	01-03	97%	00	06-20	01-05
48%	98-00	04-10	01-03	98%	00	06-20	01-05
49%	98-00	04-10	01-03	99%	00	06-20	01-05
50%	98-00	04-10	01-03	100%	00	06-20	01-05

Success Level Table

Chart Sheet Two

More Useful Stuff

Armour

Armour Type	Armour Points	Cost per ENC	Armour ENC (total cost in Lunars)			
			Small (6-10)	Medium (11-15)	Large (16-20)	Troll (21-25)
Clothes	0	varies	NA	NA	NA	NA
Soft Leather	1	20L	3.0 (60)	3.5 (70)	4.0 (80)	5.0 (100)
Stiff Leather	2	20L	4.0 (80)	5.0 (100)	6.0 (270)	7.0 (140)
Cuirbouilli	3	45L	4.0 (180)	5.0 (225)	6.0 (270)	7.0 (315)
Bezainted	4	70L	6.0 (240)	7.5 (563)	9.0 (630)	10.5 (735)
Ringmail	5	110L	8.0 (880)	10.0 (1100)	12.0 (1320)	14.0 (1540)
Lamellar	6	200L	14.0 (2800)	18.0 (3600)	21.5 (4300)	25.0 (5000)
Scale	6	120L	16.0 (1920)	20.0 (2400)	24.0 (2880)	28.0 (3360)
Chainmail	7	240L	16.0 (3840)	20.0 (4800)	24.0 (5760)	28.0 (6720)
Brigandine	7	200L	17.5 (3500)	22.0 (4400)	26.5 (5300)	31.0 (6200)
Plate	8	270L	20.0 (5400)	25.0 (6750)	30.0 (8100)	35.0 (9450)
Field Plate	9	350L	23.0 (8050)	29.0 (10,150)	35.0 (12,250)	41.0 (14,350)

Missile Weapons

Weapon Category	Weapon	STR/DEX	Base Skill	ENC	Damage	AP	Range Effect	Max.	ROF
Atlatl	Atlatl	7/9	05	0.5	+1d6	6	+10	+20	1/MR
Bow	Self	9/9	05	0.5	1d6+1	5	90	120	1/SR
	Long	11/9	05	0.5	1d8+1	6	90	275	1/SR
	Composite	13/9	05	0.5	1d8+1	7	120	225	1/SR
	Dai-Kyu	11/9	05	0.5	1d8+1	6	90	275	1/SR
	Han-Kyu	9/9	05	0.5	1d8+1	5	90	120	1/SR
	Elf \$ ## ****	Owners	30	0.5	1d8+1	8	100	300	1/SR
Dragonewt \$	Dragonewt \$	17/9	05	0.7	1d10+1	8	90	120	1/SR
Disorder Kegs	Bowling Ball	12/14	05	3.0	sp	2#	--	--	1/MR
Blowgun	Blowgun	-/11	10	0.5	1d3 (+POT)*	4	30	30	1/MR
	Embyli Blowgun	owners	40	0.5	1d3+1	6	40	40	1/SR
	Reeds								
Bolas ***	Bolas	9/13	05	3.0	1d4	-	15	25	1/MR
Boomerang***	War	13/9	10	1.0	1d8	6	30	50	1/MR
	Hunting	9/11	05	0.5	1d4	3	50	50	1/SR
Chokin	Chokin	-/15	05	0.1	1d6	2	20	20	1/SR
Crossbow	Heavy	13/7	25	8.0	2d6+2	10	55	300	1/3MR
	Medium	11/7	25	4.8	2d4+2	8	50	270	1/2MR
	Light	9/7	25	3.4	1d6+2	6	40	225	1/2MR
	Repeater **	9/7	25	3.2	1d6+2	6	60	170	1/SR
	Stonebow	11/7	25	3.4	1d6+2	6	30	200	1/MR
Dart	Dart	-/9	10	0.5	1d6*	4	20	30	1/SR
	Uchi-ne	-/9	10	0.5	1d6*	4	20	30	1/SR
Javelin	Javelin	9/9	10	1.5	1d10	8	20	50	1/SR
	Yari-nage	9/9	10	1.5	1d8	8	20	50	1/SR
Lasso ***	Rope	9/13	05	1.0	None	-	10	10	1/5MR
	Pole	9/9	20	3.0	None	4	3	3	1/MR
Musket	Musket	11/10	05	6.0	2d10	10	40	40	1/3MR
Pistol	Pistol	11/12	05	3.0	2d6+2	7	10	10	1/2MR
Samarin	Samarin	-/15	05	0.1	1d4+1	2	20	20	1/SR
Shuriken	Shuriken	-/13	05	0.1	1d3	-	20	30	1/SR
Sling	Sling	-/11	05	0.1	1d8	-	100	100	1/MR
Staff Sling	Staff Sling	9/11	10	0.5	1d10	10	120	120	1/MR
Thr. Axe***	Thr. Axe	9/11	10	0.5	1d6	6	20	20	1/SR
Thr. Knife	Thr. Knife	-/11	05	.2	1d4	4	20	20	1/SR
Thr. Hammer	Thr. Hammer	11/11	05	2.0	1d6	8	20	20	1/SR
Throw Skill	Thrown Rock***	-/-	Sp	.5	1d3	-	20	20	1/SR
Whip ***	Whip	9/9	10	1.0	1d4	6	5	5	1/MR

* Darts and blowgun darts often have poison of POT 2d10 on them.

** Once 12 shots have been fired, it takes character's DEX+3 to reload one quarrel.

*** This weapon cannot impale.

**** This weapon stores 2d6+2 mp's available to the ownder, and rune lords may have awakened bows.

\$ This weapon is Strengthened.

\$\$ These are small dragonewt throwing weapons. The user can simultaneously throw either a group of samarin or chokin at the same time. For each additional weapon, lower the chance to hit by 10 percentiles. If the chance is lowered to zero or below, the user cannot throw that many weapons.

If the armour points of a bowling ball are exceeded they explode.

In the hands of anyone but the initiate who planted it an elf weapon acts as either a normal self bow (for an elf bow) or a normal blowgun (for a reed blowgun).