

Wendy and Richard Pini's ELFQUEST

Reference Sheets

For easy reference, the charts and tables most essential to the *Elfquest* game are reproduced in this section. Both the players and the gamemaster will find useful information here.

Wolfrider Characteristics Rolls

characteristic	roll	average
STR (Strength)	2D6+2	9
CON (Constitution)	2D6+6	13
SIZ (Size)	2D3+1	5
INT (Intelligence)	3D6	10-11
POW (Power)	2D6+6	13
DEX (Dexterity)	2D6+9	16
APP (Appearance)	2D6+6	13



Derived Characteristics

Damage Bonus:	<i>STR + SIZ</i>	<i>bonus</i>
	01-06	-1D3
	07-24	0
	25-32	+1D3
	33-48	+1D6
	each +16	+1D6 more

Experience Bonus: INT/2

Hit Points: (CON + SIZ)/2

Magic Points: POW

Movement Rate: 4 yards per strike rank

Normal Wolfrider Magic: Magic Feeling, Sending, Wolf-Bonding

Wolfrider Extra Magic (POW x 1% chance): Animal (non-wolf) Bonding, Healing, Plant-Shaping

Age Factor Table

age	factor	honorific
01-20	x2	child
21-100	x3	youth
101-400	x4	adult
401-800	x5	elder
801+	x6	ancient

Wolfrider Initial Skill Table

Skill	initial ability
attack w/any one melee weapon	(STR + DEX) x 2
attack w/any one missile weapon	(STR + DEX) x 2
attack w/any other weapon	STR + DEX
Climb	(STR + DEX - SIZ)
Communication	INT + APP
Dodge	(INT + DEX) x 2
Jump	(STR + DEX) x 2
Lore, Animal	INT x 2
Lore, Elf	INT x 3
Lore, Healing	INT x 2
Lore, Human	INT x 2
Lore, Language	INT x 2
Lore, Mechanical	INT/2
Lore, Mineral	INT/2
Lore, Plant	INT x 2
Lore, Troll	INT
Magic Feeling	POW
Magic (other power)	POW
Manipulation	STR + DEX
parry w/any one weapon	(POW + DEX) x 2
parry w/any other weapon	POW + DEX
Perception	(INT + POW) x 2
Ride Wolf	DEX x 4
Sending	POW x 4
Stealth	(INT + DEX - SIZ) x 2
Swim	STR + DEX
Throw	STR + DEX
Wolf Bonding	POW x 5

Special Attributes and Disabilities Table

D100 ability or disability

01	roll twice, subtracting 50 from rolls over 50 (if 01 or less is rolled, roll again)
02-10	increased sense (sight, hearing, smell, etc.) +20% to Perception rolls based on that sense.
11-25	increased sense (sight, hearing, smell, etc.) +10% to Perception rolls based on that sense.
26-35	exact sense of direction
36-40	special affection for a particular species (such as cats) or activity such as star watching
41-42	+1D3 POW and +20% to one magic power
43-44	+1D3 POW
45-46	+1D3 STR
47	+20% overall Perception
48	+20% with one weapon attack

49	+20% with one Lore
50	+20% with Manipulation
51-55	-1D3 POW
56-60	hatred for a particular species, such as trolls, or for a particular activity, like growing plants
61-75	no sense of direction
76-90	decreased sense (sight, hearing, smell, etc.) -15% from Perception rolls based on that sense
91-99	preoccupation—concern with one activity or power to the exclusion of almost anything else (dreamberries, continual rock-shaping, welfare lifemate, etc.)
00	roll twice, adding 50 to rolls under 51

If the attribute concerns a sense, the player may pick the particular sense with the approval of the gamemaster. Monomania, or liking, or hatred, should be appropriate for the elf.

Elfquest Magic Powers

Telekinetic Powers

Anti-Healing

prerequisite power: Healing
found among: any healers
range: 10 yards

Fire-Starting

found among: High Ones
range: 3 yards

Flesh-Shaping

prerequisite power: Healing
found among: all healers
range: Touch

Healing

dependent powers: Anti-Healing, Flesh-Shaping, Shielding
found among: High Ones, Gliders, Wolfriders, Sun Folk
range: touch

Levitation (Gliding)

found among: Gliders (most), High Ones, Sun Folk (Rayek)
range: 30 yards

Plant-Shaping (Tree-Shaping)

found among: Wolfriders (few), other forest-dwellers, Plains-runners, High Ones
range: 30 yards

Rock-Shaping

found among: High Ones (some), Sun Folk, Desert Elves, Gliders (several specialized members)
range: 30 yards

Shape-Change

found among: High Ones
range: self only

Telepathic Powers

Animal Bonding

found among: all tribes
range: 30 yards

Astral Projection

prerequisite power: Sending
found among: Sun Folk (Savah), Gliders, High Ones
Range: 100,000 yards per magic point used

Finding (Dowsing)

found among: Desert Elves, Sea Elves, High Ones
range: 300 yards per magic point used

Hypnosis (Mind-Stun)

prerequisite power: Sending
found among: Sun Folk, Gliders, High Ones
range: 10 yards

Magic-Feeling

found among: all tribes
range: variable, see description

Sending (Telepathy)

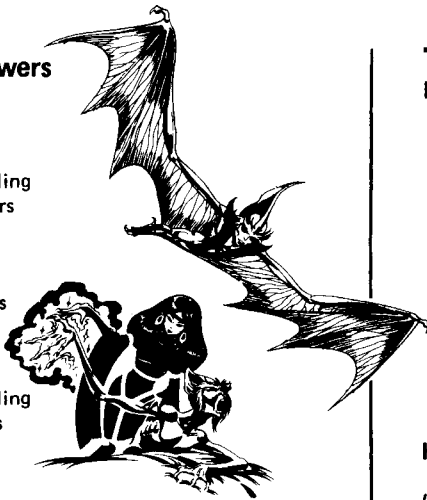
found among: all tribes
range: 1000 yards per magic point used

Shielding

prerequisite power: Healing
found among: Sun Folk, Gliders, High Ones
range: touch

Tapping

prerequisite power: Sending
found among: Gliders, High Ones
range: touch

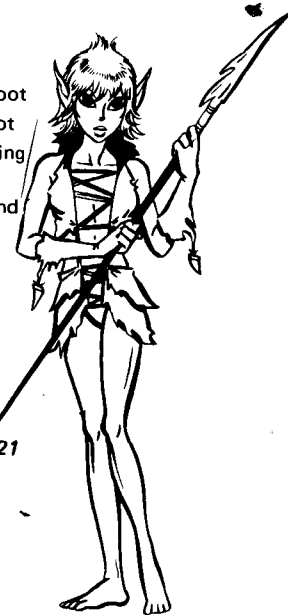


Humanoid Hit Point Location Table

D20	Specific Area	Description
01-03	right leg	right leg from hip to foot
04-06	left leg	left leg from hip to foot
07-10	abdomen	hip to just under floating ribs
11-15	chest	floating ribs to neck and shoulders
16-17	right arm	entire right arm
18-19	left arm	entire left arm
20	head	neck and head

Humanoid Hit Points Per Location Table

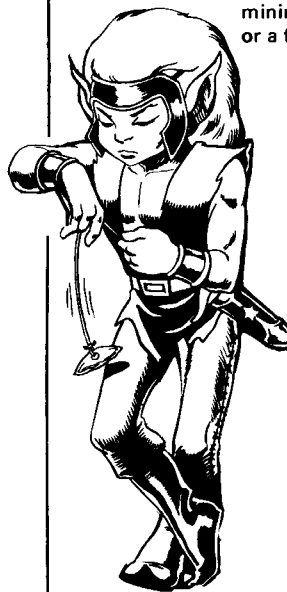
location	total hit points						
	01-03	04-06	07-09	10-12	13-15	16-18	19-21
each leg	1	2	3	4	5	6	7
abdomen	1	2	3	4	5	6	7
chest	2	3	4	5	6	8	9
each arm	1	2	3	3	4	5	6
head	1	2	3	4	5	6	7



Skill Results Table

The following table provides a quick reference for determining if a roll is a critical success, a special success, a failure, or a fumble.

skill roll	critical success	special success	fumble
01-05	01	01	96-00
06-10	01	01-02	96-00
11-15	01	01-03	97-00
16-20	01	01-04	97-00
21-25	01	01-05	97-00
26-30	01	01-06	97-00
31-35	01-02	01-07	98-00
36-40	01-02	01-08	98-00
41-45	01-02	01-09	98-00
46-50	01-03	01-10	98-00
51-55	01-03	01-11	99-00
56-60	01-03	01-12	99-00
61-65	01-03	01-13	99-00
66-70	01-04	01-14	99-00
71-75	01-04	01-15	00
76-80	01-04	01-16	00
81-85	01-04	01-17	00
86-90	01-05	01-18	00
91-95	01-05	01-19	00
96-00	01-05	01-20	00



Strike Rank Table

SIZ	DEX	Weapon
1-8 = 3	1-8 = 4	bite/fist/dagger = 3
9-14 = 2	9-14 = 3	sword/axe = 2
15-18 = 1	15-18 = 2	spear = 1
19+ = 0	19+ = 1	arrow/javelin = 0*

List of Natural Weapons

weapon	damage	SR
claw	1D6 (usually)	3
fist	1D3	3
grapple	immobilize/throw	3
head butt	1D3	3
kick	1D3+1	3



Fumbled Melee Weapon Attacks Table

D100	result
01-15	lose next melee round, effectively helpless
16-25	lose next 1D3 melee rounds, effectively helpless
26-40	fall
41-50	drop weapon
51-60	toss weapon 1D10 yards away
61-65	lose 1D10 points off armor points of weapon
66-75	vision obscured, lose 30% on all skills for 1D3 melee rounds
76-85	hit nearest friend, normal damage; use 51-60 if no friend near
86-90	hit nearest friend, critical damage; use 61-65 if no friend near
91-98	blow it, roll twice
99-00	blow it badly, roll thrice

Fumbled Missile Weapon Attacks Table

D100	result
01-15	lose next possible attack or other activity
16-25	lose next 1D3 melee rounds for any activity
26-40	fall
41-55	vision impaired, subtract 30% from attack chance, takes 1D3 melee rounds of uninterrupted activity to fix
56-65	drop weapon 1D6-1 yards off
66-80	do 1D6 damage to armor points of weapon (if the weapon has no armor points, use 81-85)
81-85	break weapon
86-90	hit nearest friend, do regular damage; use 56-65 if no friend near
91-95	hit nearest friend, do impaling damage; use 66-80 if no friend near
96-98	hit nearest friend, do critical damage; use 81-85 if no friend near
99	blow it, roll twice
00	blow it badly, roll thrice

Fumbled Natural Weapon Attacks and Parries Table

D100	results
01-25	lose next melee round (or this one if nothing done as yet)
26-30	lose next 1D3 melee rounds (includes this one if nothing done as yet)
31-50	fall
51-60	fall, twist ankle, lose 1 yard/strike rank of movement for 5D10 melee rounds
61-75	vision impaired, lose 30% effectiveness for 1D3 melee rounds
76-85	miss and strain something, lose 1 hit point in attacking limb
86-90	hit nearest friend, do regular damage; use 76-85 if no friend near
91-94	hit nearest friend, do critical hit; use 76-85 if no friend near
95-98	hit hard surface, do normal damage to attacking limb
99	blow it, roll twice
00	blow it badly, roll thrice

Fumbled Melee Weapon Parries Table

D100	result
01-20	lose next melee round (or this one if nothing done as yet), helpless
21-40	fall
41-50	drop weapon
51-60	toss weapon 1D10 yards away
61-75	vision obscured, lose 30% from all skills, take 1D3 melee rounds uninterrupted to fix
76-85	wide open, foe automatically hits with normal hit
86-90	wide open, foe automatically hits with special hit
91-93	wide open, foe automatically hits with critical hit
94-98	blow it, roll twice
99-00	blow it badly, roll thrice

Attack Chance Modifiers Table

positive

+20%	target helpless
+20%	target surprised during non-combat or knocked down
+10%	target surprised during combat
+10%	attacking from target's back
+10%	prepared missile attack (one melee round delay to aim just right)
+10%	attacking from above target
+05%	per 10 SIZ points or fraction thereof the target is over 20.

negative

-75%	attacker in absolute darkness
-50%	attacker is human in near-absolute darkness
-25%	attacker is elf or troll in near-absolute darkness
-20%	attacker has been knocked down
-10%	target moving
-10%	attacker is riding a moving animal/vehicle
-10%	target is above attacker
-10%	per SIZ point target is below 4

These effects are cumulative. No matter how many negative modifiers apply, the attack chance is never reduced below 5%.

Armor Points Table

armor	points
clothes	0
soft leather/light furs	1
stiff leather/thick furs	2
metal ornament	variable *
metal armor †	6



* item's armor points, 1D6-1, should be rolled for when obtained.

† Two-Edge manufacture

List of Melee Weapons

category	weapon	damage	STR/ DEX	armor points	SR
axe, 1H	battleaxe	1D6+2	9/7	8	2
	hatchet	1D6	-/7	6	2
	troll axe	1D10+1	13/7	10	2
axe, 2H	battleaxe	1D6+2	7/9	8	2
	troll axe	1D10+1	11/9	10	2
dagger *	dagger	1D3+2	-/-	6	3
“fist”	fighting claw	1D3+2	-/9	—	3
mace, 1H	heavy mace	1D10	13/-	10	2
	light mace	1D6+1	7/-	6	2
	wooden club	1D6	-/-	4	2
mace, 2H	heavy mace	1D10	9/7	10	2
	quarterstaff	1D6	9/9	10	1
shield	shield	1D3+1	9/-	12	2
spear, 1H *	javelin	1D6+1	7/7	8	2
	short spear	1D6+2	7/7	10	2
spear, 2H *	long spear	1D10+1	9/7	10	1
	short spear	1D6+2	-/7	10	2
sword, 1H	shortsword *	1D6+1	7/9	10	2
	troll sword	1D10+1	13/9	12	2
sword, 2H	troll sword	1D10+1	11/7	12	2
tools †	hoe (2H)	1D6	7/7	8	1
	pick (2H) *	1D10	13/7	10	2
	spade (2H)	1D6	7/7	8	2

* weapon can be used for impaling attack.

† unlike the other categories of weapons, expertise with one tool does not indicate ability with the other tools. Attacks and parries with each tool must be advanced separately.

Missiles and Missile Weapons Table

<i>name</i>	<i>STR/DEX</i>	<i>damage</i>	<i>AP</i>	<i>effective range</i>	<i>maximum range</i>	<i>fire rate</i>
atlatl/arrow whip *	7/9	+2	6	+10	+20	1/MR
bow †	9/9	1D6+1	5	90	120	1/SR
blowgun †	-/11	1D3 **	4	30	30	1/MR
crossbow †	11/9	2D6	8	120	200	1/3 MR
sling †	-/11	1D6	—	100	100	1/MR
boomerang, war	13/9	1D6	6	30	50	1/MR
boomerang, hunting	9/11	1D3	3	50	50	1/SR
dart †	-/9	1D6	4	20	30	1/SR
javelin †	9/9	1D6+1	8	20	50	1/SR
short spear †	11/11	1D6+1	10	15	25	1/MR
talon whip	7/13	1D2	6	20	20	1/MR
throwing axe	9/11	1D6	6	20	20	1/SR
throwing knife †	-/11	1D3+1	4	20	20	1/SR
thrown rock	-/-	1D3	—	20	20	1/SR
combat net	12/10	1D3	6	20	20	1/MR
pole lasso	9/9	none	4	3	3	1/MR
whip	9/9	1D3	6	5	5	1/MR

* used with a dart or javelin to increase both range and damage.

† missile can impale.

** generally used with a poison of potency 3D6

Perception Terrain Modifiers Table

	light	medium	heavy
scrub	-5	-10	-15
brush	-10	-20	-30
trees	-10	-20	-50

if ground is broken, cut Perception skill by 1/2

Stealth Terrain Modifiers Table

	light	medium	heavy
scrub	-5	-10	-15
brush	-10	-20	-30
trees	-10	-20	-50

if ground is broken, cut Perception skill by 1/2

Movement Rates Table

Type	Notes	Rate *
hiking	an average of 10 hours of steady walking on paths, without animals	30 miles/day
riding	moving at a walk, possibly accompanied by pack train.	25 miles/day
forced march	walking as fast as possible without collapsing	40 miles/day
forced ride	riding without pack train, walk-trot-walk pace	50 miles/day

Distance of Missed Throws From Target

distance thrown	multiply 1D3 by
1 yard	1 inch
1-10 yards	1 foot
11-20 yards	1 yard
21-30 yards	2 yards
etc.	etc.

Resistance Table

Take the active person's factor and find it on the upper, horizontal entry. Then find the passive person's or object's factor on the left-hand, vertical line. Cross-index them and you have the maximum number you can roll and still succeed in the task.

		Active																					
		01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	
Passive	01	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	95	00	
	02	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	95	
	03	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	
	04	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	
	05	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	
	06	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	
	07	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	
	08	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	
	09	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	
	10	05	10	15	20	25	30	35	50	45	50	55	60	65	70	75	80	85	90	95	95	95	
	11	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	
	12	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	
	13	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	
	14	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	
	15	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	
	16	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	
	17	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70
	18	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65
	19	05	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60
	20	05	05	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55
	21	01	05	05	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50

For success, roll equal to or less than the indicated number.

