

*Knights
And
Berserkers
And
Legerdemain*

Players Guide

Second Edition

Scanned by *Darlene*
The Neutered Monkey

Knights
And
Berserkers
And
Legerdemain

by
Ernest T.
Hams

KNIGHTS-In medieval times; A feudal tenant serving his superior as a mounted soldier. A gentleman usually of the nobility, trained for mounted combat and raised to the order of chivalry.

BERSERKER-In Norse legend, a warrior who fought with frenzied fury.

LEGERDEMAIN-Magik, or slight of hand. Artful trickery, or deception.

KABAL-A number of people bound together in intrigue. A group of people set on some common purpose or goal.

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In order to play KABAL, you will need: 4,6,8,10,12 and 20 sided dice to generate random numbers; a calculator for the bookkeeping and the combat system; pencils and paper.

It is recommended that Kabal Record Sheets and Dungeon Floor Modules be used in play.

*Thanks to Sharan,
Special thanks to my parents.
I picked the best.*

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In today's difficult world, people try to escape from reality. People use drugs, alcohol, or even television. Games are another form of escape. The game KABAL allows anyone who wants escape from reality a chance to discover a world where life's a little more exciting and a lot more fun.

For entertainment today, most people sit and watch someone else on television have their adventures and excitement. Role playing is a way of being the person living the adventure; doing it the way you want to rather than watching what the person on television does. When the television character makes a fatal or disastrous move, you know it's a stupid mistake. You know you would have done it differently. Role playing allows you to do just that. Wouldn't you rather live your own adventures and make your own mistakes!

The idea behind fantasy role playing is for a player to create, with dice, paper and calculators, a world where you truly are a different person and can have adventures that you would never have in this world. Adventures you would never dare have in this world. The goal of the player is to think like his new character would think and do what that character would do.

The job of the referee is to make the world as believable as possible to the players. For example, if the player wants to be a highwayman, then the referee must offer victims as well as retribution. In all things there must be a check and a balance. The referee can not give too much and the referee can not take too much. Finally, the referee must always be neutral in all things.

The players must seek to do things they haven't done before or couldn't do before and the referee should operate the world to reflect realism and the players' desires and not sacrifice either.

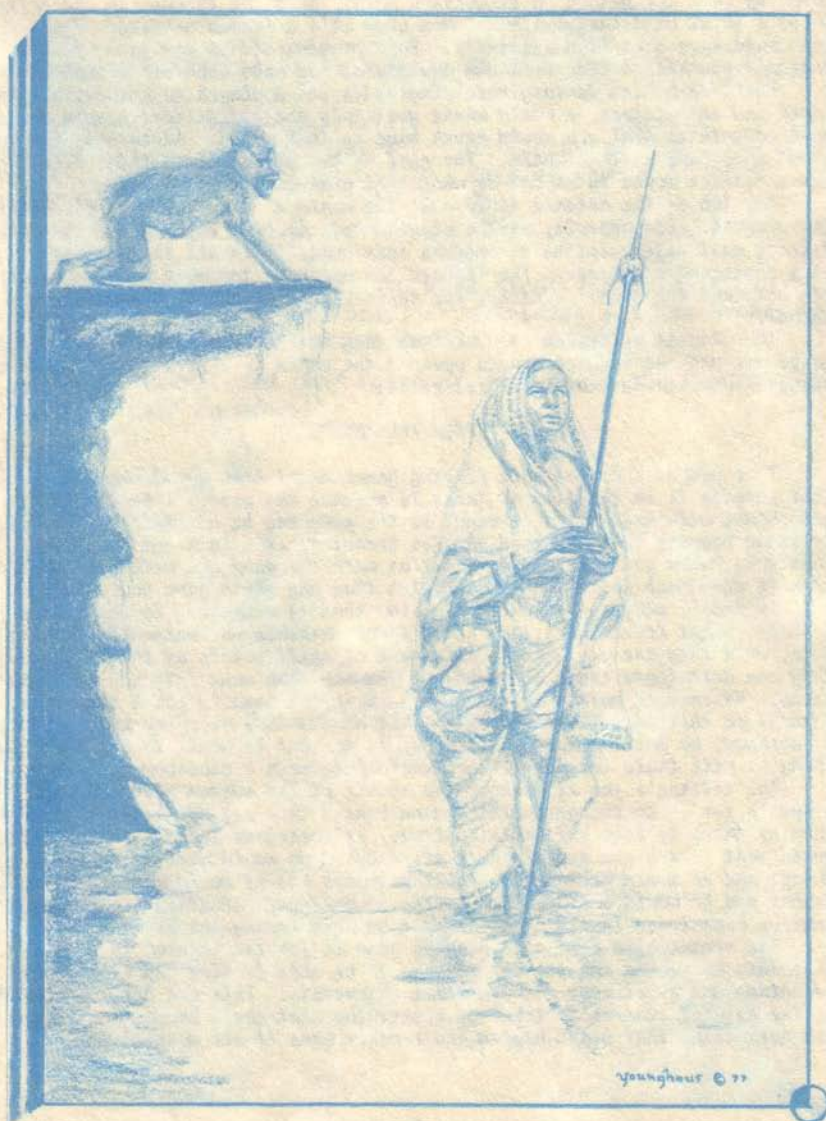
FROM THE AUTHOR

I've played a lot of role playing games and I have found that the biggest problem is in the time it takes to referee the game. I designed the game KABAL with refereeing in mind, so the game may be a little bit harder to learn because it's not laid out for learning, it's laid out to play. Therefore, when you have gotten familiar with the game you will find that it will play much faster and much better than any other game you've played.

In KABAL, players are multi-classed; that is everybody is first level fighter, first level thief, and first level marksman automatically. Therefore, when they are given their allotment of skill points at the beginning, they can distribute these skill points any way they want into any of these areas. Experience points are only awarded in the area in which they were earned; so that if a character spends all of his time shooting people with a crossbow, no matter what he claims he is or what he wants to be, the only thing he will truly improve is shooting people with a crossbow.

The referee's job is to keep the spirit of the system alive and the player's job is to recognize the reason behind this and not fight the referee when he tries to keep this spirit alive. It therefore follows that a player would want to achieve expertise in all areas. He would want to do thieving things and he would want to do fighting things and he would want to do missile combat and he would want to cast spells in critical situations so he would achieve experience in all areas and not be weak in any one area.

The secret of a good role playing game is for the referee to breathe life into the world and for the players to be able to live and experience adventure and excitement through their characters. This can only be achieved if the referee strives to think of everything that could happen and allow for everything that might happen and somehow make it all work.



ONE person is responsible for the world. This person is the referee. The referee must create and operate the area immediately surrounding the players. Each group of players may have a different 'Point of Balance' between realism and playability. This point is where the players start to complain about bookkeeping. As players improve in their abilities as players, their 'Point of Balance' may change. The referee must be sensitive to this change.

THE referee must watch constantly that a player who plays his or her character very well isn't continually beset by bad rolls. Conversely, the referee should not allow poor players to enjoy too much good luck. The game should be exciting and fun. This can be achieved by the proper mixture of dangers and rewards. The dangers and the rewards must be of equal value. The reward won't be really appreciated, or the danger will be considered to be an act of spite by the referee.

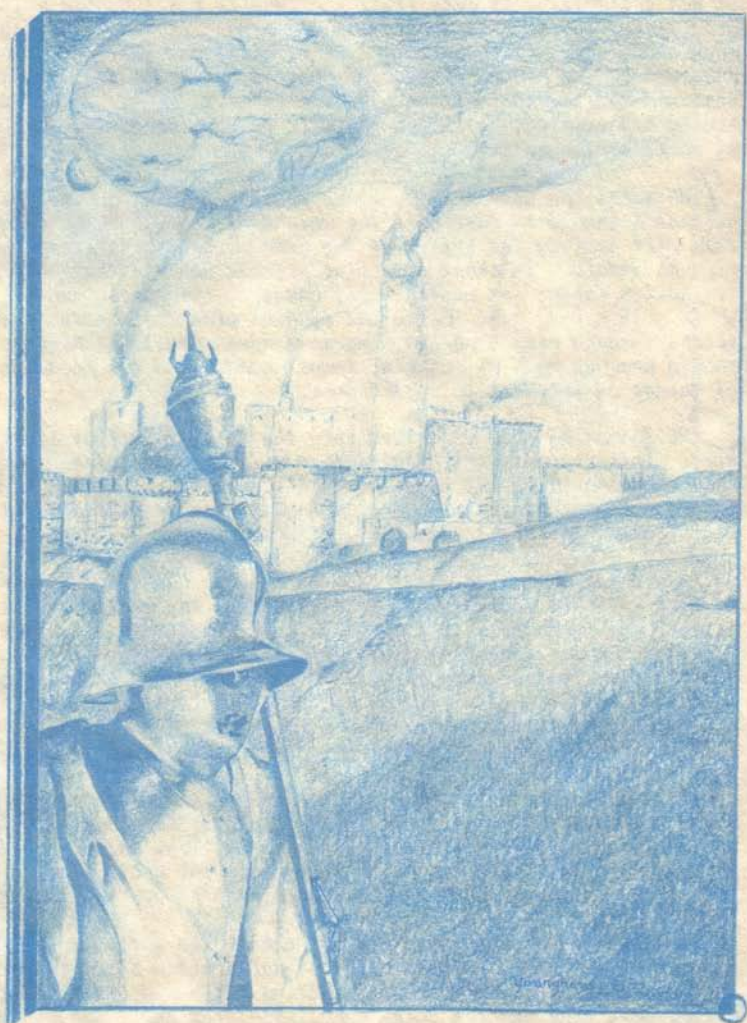
THE rules can not apply to every possible situation, so the referee's shoulders must bear the weight of arriving at a solution that will satisfy the spirit of the game without penalizing the players unduly. In short games the referee can use the random generation tables for passageways, caverns, creatures, and treasures. In a long game (where the players plan to take their characters through many long and dangerous adventures) the referee should draw up maps of terrain, towns, roads, and the locations of things of interest to the players.

ONE format of play is to let only the referee roll or see the dice. This prevents the players from gaining more information than they should by watching the rolls. Another format is to let the players roll their own dice, allowing them to better identify themselves with their characters.

IN generating characteristics, the referee may allow the players to roll the dice themselves. Each character has eight characteristics, plus gold to roll for. Each roll consists of six twenty-sided dice added together, giving a total from six to one hundred and twenty. The extremes of six or one hundred and twenty occur once each in sixty-four million rolls. The player's characteristics should be average, because the true test of a player is to do well with an average character, not a superior one.

THERE are eight characteristics plus Gold to roll for each character. They are Strength, Dexterity, Stealth, Marksmanship, Endurance, Wisdom, Psychic Ability, and Charisma. The rolls for Strength, Dexterity, and Stealth are to be factored. The factor is the square root of the number. The players should keep an updated factor list.

IN order to prevent inferior characters, the following system can be used. If there are more than four rolls below sixty-one, then pick a characteristic at random, rolling a ten sided die to decide which, with nine and ten being Gold. You then add a one to ten roll to it. Continue this procedure until only four rolls are less than sixty-one. All characters (except Shaolin) start out at age fifteen.



STRENGTH is the first roll. Strength is used in the figuring of Encumbrance, Damage, Healing, Hits, and a variety of other items.

Encumbrance is figured as follows; Each time a character exceeds his or her Strength factor in kilos carried, his or her speed will drop by five percent.

Combat damage is figured as follows; Strength factor times weapon base damage equals the base damage the character can give with the weapon. The character must be strong enough to use the weapon. The Strength factor is divided by two, to equal the maximum weight in kilos a character may use in two hands. The factor divided by three is the one handed maximum.

DEXTERITY is the second roll. Dexterity is used to dodge missiles and for attacking and defending in combat. It is adversely affected by armor as follows; Leather or Studded Leather is a minus 10% of the Dexterity factor. Light Chain is a minus 20%. Heavy Chain is a minus 30%. Scale Armor is a minus 40%, and Plate is a minus 50% to the Dexterity factor.

STEALTH is the third roll. Stealth is used to surprise others, avoid being surprised, avoid traps, and in thieving skills. Armor also has powerful effects on the Stealth factor. Leather is a minus 10%. Studded Leather is a minus 20%. Light Chain has a minus 30%, while Heavy Chain is a minus 45%. Scale Armor is a minus 60% and the Plate is a dangerous minus 75%.

A Thieving Kit doubles the chance of quietly opening or listening to doors. It allows attempted lock-picking and minor disguises. A Black Velvet cloak will double the chance of hiding in a dark area from a being with normal vision.

MARKSMANSHIP is the fourth roll. Marksmanship is the character's accuracy with any missile combat, adjusted by the range, size of target, and type of weapon involved.

ENDURANCE is the fifth roll. Endurance plus Strength, then divided by two is the hits a character may take in damage before death.

Endurance points can be recovered by resting. Endurance points spent divided by fifteen equals the points recovered per minute for the next five minutes, then refigure using the new Endurance points spent number. One point is recovered each minute, even if character is not resting, until the maximum is reached.

WISDOM is the sixth roll. Wisdom is more important than you would first think. If a character has a low Wisdom, he will be indecisive and waste prolonged amounts of time in combat situations if he is surprised. During these periods the character must remain inactive while he or she is 'deciding what to do'.

It is assumed that at the start of the game that no characters have seen any monsters before, but have listened to legends and such. Wisdom is used to determine if a monster has been recognized by the group, and by which characters in the group. A random number from one to two hundred is generated (a one to twenty represents tens and a one to ten represents ones), and if the characters Wisdom is equal to or greater than the number, he or she has recognized the monster. Only roll once for the entire group, and any players that don't recognize the monster must make their planned actions known to the referee before he gives the players who did recognize the creature information about it. He may change his actions only if another player takes time



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from his character's moves to tell the others what the creature's abilities and or weaknesses are.

High Wisdom can allow inspiration to occur in critical situations. The player must inform the referee that an attempt at inspiration is being made by his character. The referee then checks if the inspiration is successful. If it is, he informs the player what the best course of action for his character is. If failed, the referee then determines one course of action at random (could be good, bad or in between) and gives it to the player (this is known as a bad inspiration).

PSYCHIC ABILITY is the seventh roll. Psychic Ability is of paramount importance to a prospective magik user. Magik ability will manifest itself solely in those with a Psychic Ability of more than fifty. A total of fifty-one to sixty allows a character to examine a scroll and determine the spells written on it. Sixty-one to seventy-five allows the spells written on a scroll to be used at the expense of erasing the spell from the scroll. Reading the spell aloud will take sixty seconds, and the writing will erase as it is read. More than seventy-five allows spending of personal units that do not destroy the written spell, and takes much less time to accomplish. Spending personal units is broken down into six steps. First, the caster must go into a trance like state. Second, he or she allocates the number of units to be used. Third, the phrases and gestures of the spell must be delivered (this takes five seconds). Fourth, the target(s) or direction of the spell is given. Fifth, the spell activates, works, or takes effect. Last, the caster must spend one second recovering for each unit that was used in the spell. If the caster is interrupted in any fashion before the spell takes effect, the spell will not take place, but the units are lost.

Magik will not work if the caster is touching any metal that is not enchanted.

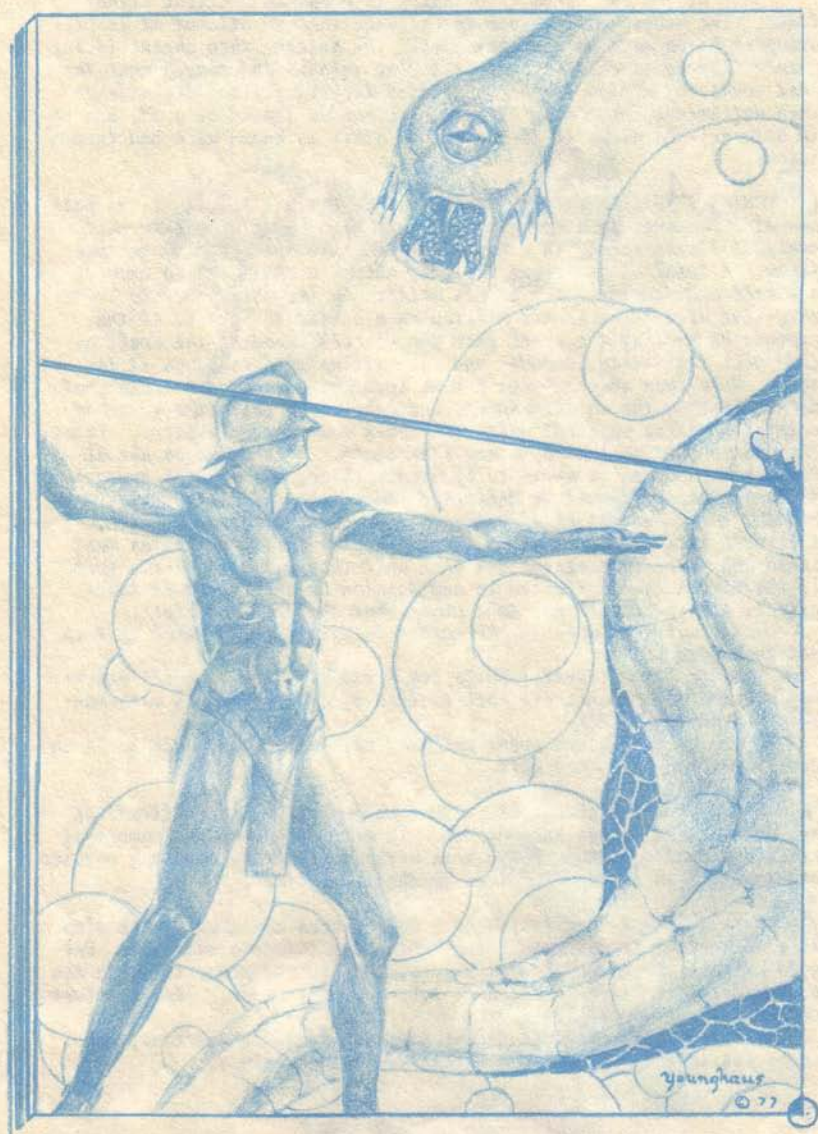
Missile Target Spells; Units per level plus level equals meters. Magik Users use psychicness roll divided by two instead of marksmanship for aiming spells.

Magik users recover spent units at the rate of one unit for each level, for each day they wait.

CHARISMA is the eighth roll. Charisma may affect the attitude of any intelligent things encountered. It will determine the number of hirelings that a character may hire without penalties, and any bonuses or penalties automatically given to their loyalties.

GOLD is the ninth and last roll. Gold pieces are used by the player's characters to purchase items that the characters may need. One gold piece is worth ten silver pieces. One silver piece is worth ten copper pieces. Price notation is 1.00=one gold piece, .10=one silver piece, .01=one copper piece.

Gold can also purchase favors from non-player characters, monsters (if intelligent), and a variety of lesser beings.



LEVELS allow special advantages to those holding them. Fighters may only be attacked on certain seconds. The level of the fighter is the number of seconds before an opening occurs in his guard. A fifth level may only be attacked on the fifth, tenth, fifteenth second, and so on.

Thieves may multiply their Stealth factor by their level whenever they use it.

Marksmen levels allow swifter launching and loading of all missile weapons.

Magik user levels allow more units of magik to the character that possesses them.

Shaolin priests get the level advantages of both fighters and thieves.

SKILLS assume that all things attempted without the proper skill are done at 80% of normal chance. If the skill in question is present once, (at first level), then the chance is normal. If the skill is present more than once then the chance is 110% greater for each extra skill level.

It is assumed that all non-player characters encountered have any skills they need, but only once.

Skills & abilities are picked on the appropriate charts that pull out of the center of this book. A beginning player can pick skills that do not exceed a value of seven. For each 25 experience points that are earned in a category, the player gets a value of 1 to spend in the area that it was awarded, or in the Mundane Skills.

The exceptions to this rule are that Shaolin Priests may spend the points they earn in any category, except Wizards. Wizards get seven of the value points to spend at the beginning, like other players, but they only get 1 additional point for each 50 experience points earned in magik, and these points may be spent only in the Mundane Skills chart.

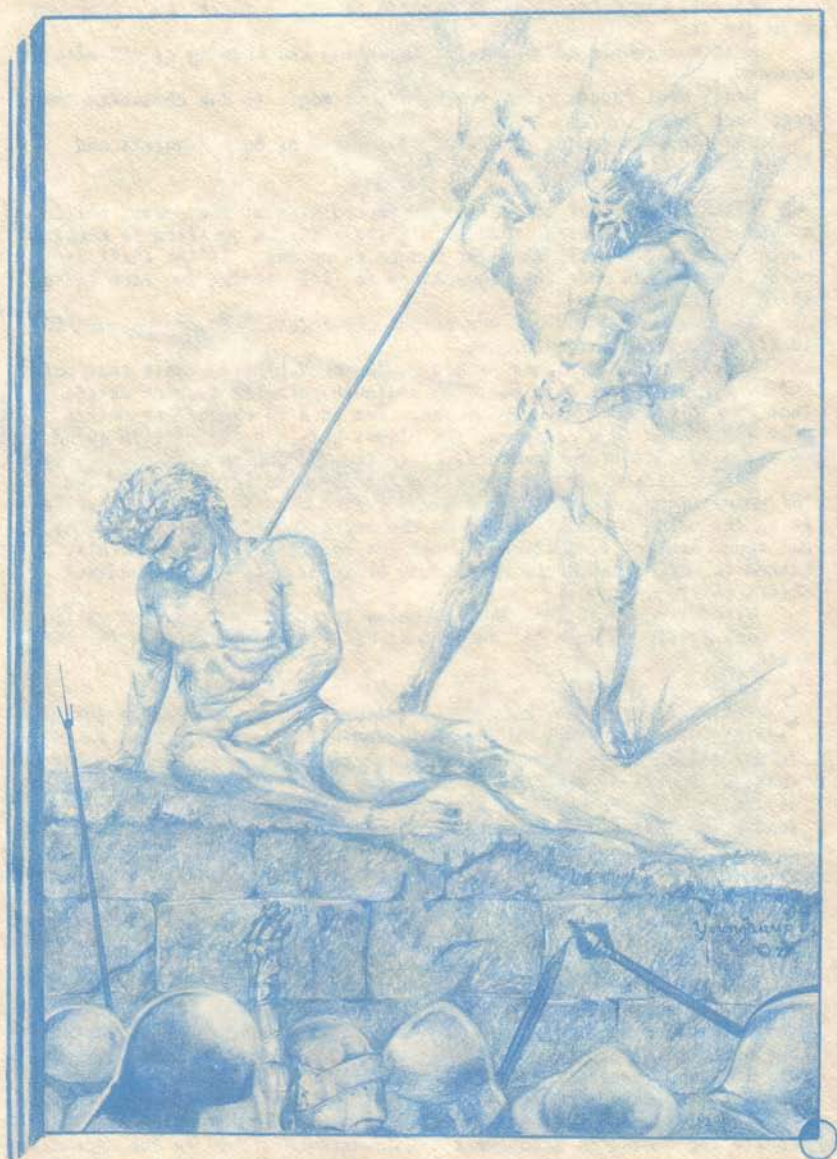
Wizards may pick from the beginning spells list at a cost of 1 for each spell on table 'A' and a cost of 3 for each spell on the 'B' table.

EXPERIENCE POINTS are awarded as follows; One to ten points for each creature of equal level to the character eliminating it. Two to twenty points for a creature one level higher. Four to forty for a creature two levels higher, six to sixty for a creature three levels higher, and so on. For killing a creature one level lower, only one to four points are awarded. For two levels lower, only one point is awarded. For three levels lower, only $\frac{1}{2}$ point, and for four levels only $\frac{1}{4}$ point is awarded. These points are awarded in the particular class that was used. The classes are FIGHTER, MAGIK USER, and MARKSMAN.

Thieves get experience points as follows; Successful completion of thieving attempts in dangerous situations should be rewarded with 1-10 points per level of difficulty divided by the level of the thief.

After a character has earned 100 points he goes up one level, and 100 points is subtracted from the total experience points. The remainder is divided by two to form the basis of his next level of advancement. One skill point and one level improvement is awarded at the 25, 50, 75, and 100 experience point levels respectively. The skill point must be spent in the area that it was earned or in Mundane Skills. A level improvement is a one to ten roll added to a particular characteristic. To locate the characteristic check the Advancement Table in the appendix under the column heading where the level improvement was earned. Then, roll a one to ten to find the exact characteristic to add to. At the 100 point level the level improvement will always be applied to Wisdom.

A level improvement is an actual change of the character's original abilities. This shows an actual improvement due to practical application.



Hit Location Chart

		Selected Targets
01-08	Head	Head-58% of Normal Marksmanship
09-30	Chest	Chest-71% of Normal Marksmanship
31-37	Right Arm	Stomach-63% of Normal Marksmanship
38-44	Left Arm	Arm & Hand-59% of Normal Marksmanship
45-57	Stomach	Groin-15% of Normal Marksmanship
58-59	Right Hand	Leg-88% of Normal Marksmanship
60-61	Left Hand	
62-62	Groin	
63-72	Right Thigh	If you rolled within 10% of your selected target hit(round up)you hit a different location. Roll randomly. This random roll could hit your selected target also.
73-82	Left Thigh	
83-88	Right Shin	
89-94	Left Shin	
95-97	Right Foot	
98-00	Left Foot	

ARMOR VERSUS WEAPONS

Weapon Type	Leather Armor	Studded Leather	Light Chain	Heavy Chain	Scale Armor	Plate Armor
Dirk,Poinard,	-10	-15	-20	-30	-60	-100
Trident,Epee,						
1 Handed	-5	-10	-20	-35	-50	-85
Swords & Axes						
2 Handed	-0	-5	-10	-15	-25	-40
Swords & Axes						
1 Handed Mace,	-5	-10	-15	-20	-30	-50
Flail,Hammer						
2 Handed Mace,	-0	-0	-5	-10	-20	-35
Flail,Hammer						
Crowbars,Spears	-5	-5	-10	-30	-50	-75
Picks,Lances	-0	-0	-5	-10	-15	-25
Short Bow	-10	-20	-30	-50	-70	-110
Long,Horse Bow	-5	-15	-25	-35	-50	-80
Lever Crossbow	-0	-5	-10	-20	-40	-60
Belt & Grappel						
Crossbow	-0	-0	-5	-10	-20	-35
Windlass Crossbow	-0	-0	-2	-5	-10	-25
Fist & Foot	-15	-25	-40	-60	-80	-110
Foot Bow	-5	-10	-15	-25	-45	-70
Bites under						
150 base damage	-15	-30	-50	-70	-90	-100
Bites over						
150 base damage	-10	-15	-25	-35	-50	-70
Claaws under						
100 base damage	-15	-20	-30	-40	-55	-75
Claaws over						
100 base damage	-5	-10	-20	-30	-45	-60
Composite Bow	-5	-10	-20	-30	-45	-75

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W I Z A R D S

Wizards may pick from the beginning spells list at a cost of 1 for each spell on table 'A' and a cost of 3 for each spell on the 'B' table.

A

- | | |
|----------------------------|--------------------------|
| 1. Awkwardness | 31. Hotfoot |
| 2. Bio-Adhesion | 32. Ignite Wood |
| 3. Clairaudience | 33. Illusion |
| 4. Clairvoyance | 34. Infra-Darkness |
| 5. Clumsiness | 35. Infra-Normal Vision |
| 6. Conceal Magik Objects | 36. Itch |
| 7. Conceal Magik Use | 37. Light |
| 8. Conceal Thought Others | 38. Lighten Load |
| 9. Conceal Thought Self | 39. Location |
| 10. Control Undead | 40. Lock |
| 11. Create Food | 41. Metal Detection |
| 12. Cure Blindness | 42. Miss |
| 13. Cure Deafness | 43. Neutralize Poison |
| 14. Cure Disease | 44. Normal Darkness |
| 15. Cure Wounds | 45. Part Water |
| 16. Deafen | 46. Phasing |
| 17. Detect Infra-Invisible | 47. Protection from Cold |
| 18. Detect Invisible | 48. Protection from Fire |
| 19. Detect Magik Objects | 49. Purify Food & Water |
| 20. Detect Magik Use | 50. Slow |
| 21. Detect Secret Doors | 51. Spell Jam |
| 22. Detect Traps | 52. Stupidity |
| 23. Dizziness | 53. Trip Trap |
| 24. Feign Death | 54. Underwater Running |
| 25. Feign Life | 55. Underwater Vision |
| 26. Flat Shield | 56. Unlock |
| 27. Fog | 57. Ventriloquism |
| 28. Heat Metal | 58. Water Walking |
| 29. Heavy | 59. Web |
| 30. Hide Odor | 60. Without Breathing |

B

- | | |
|------------------|---------------------|
| 1. Cold | 6. Magik Snake Hand |
| 2. Duplicates | 7. Poison Touch |
| 3. Hypnosis | 8. Sleep |
| 4. Magik Hands | 9. Stasis |
| 5. Magik Missile | 10. Weakness |

FIGHTERS

Hand Knife(1)	Club(1)
Sword(2)	Hafted Weapons (1+Club)*Axe/Mage Hammer/
2 Handed Sword(2+Sword)	2 Handed Hafted Weapons (2+Hafted W)
Sword&Knife(2+Sword twice)	Flail(2)
Two Swords (2+Sword&Knife)	2 Handed Flail(2+Flail)
Spear Thrust(1)	Shield(2)
Trident Thrust(1)	Delagation(2)
Net(2)	Leadership (2+Delagation)
Horsemanship(2+Riding)	Lance(2+Horsemanship)
Expert Horsemanship(2+Horsemanship)	
Hitting(1)	Kicking(1)

THIEVES

Open/Close Door Quiet(1)	Set Traps(1)
Move Quiet(2)	Detect Traps(2)
Listen(1)	Foil Traps (3+Set&Detect Traps)
Hiding(2)	Tracking Well(2+Tracking)
Evading(2)	Climbing Well(2+Climbing)
Pick Locks(2)	Potions&Drugs (4+Chemist)
Pick Pockets(3)	Poisons (6+Potions&Drugs)
Palming(1)	Acrobatics(2)
Sniping(2)	Detect Observers (4+Listen&Move Quiet)
Gambling(2)	Disguises(2)
Detect Secret Doors(2)	

MARKSMAN

Crossbow(first 1, then 2)	Bow(2)
Thrown Knife(1)	Spear(1)
Footbow(first 3, then 2)	Hatchet/Axe(1)
Horsebow(1+Bow&Riding)	Rock(1)
Net(1)	Thrown Rope(1)

MUNDANE SKILLS

Hitting(1)	Armorer(3)	Renderer(1)	Cobbler(1)
Kicking(1)	Baker(1)	Herdsmen(1)	Cooper(1)
Hand Knife(1)	Brewer(1)	Draper(1)	Engineer(2)
Club(1)	Cook(1)	Fisherman(1)	Mechanic(2)
Tracking(2)	Sculptor(1)	Tanner(1)	Butcher(1)
Climbing(2)	Joiner(2)	Vintner(1)	Carpenter(1)
Riding(1)	Thatcher(1)	Stone Mason(1)	Zoologist(5)
Thrown Rope(1)	Farmer(1)	Stone Cutter(1)	Cabinet Maker(1)
Blacksmith(1)	Potter(1)	Wheelwright(1)	Elfhordan(1)
Roper(2)	Animal Training(2)		Drive Horses(1)
Cartographer(2)	Swimming(2)	Diving(2+Swimming)	
Leatherworker(1)	Seamanship(2)	Captaincy(2+Seamanship)	
Running(2)*12.5%	Gardener(1)	Horticulturist(2+Gardener)	
Literacy(1@Lang)	Assess Value(2)	Jeweler(2+Assess Value)	
Fluency(1@Lang)	Apothecary(2)	Chemist(3+Apothecary)	
Alchemist(4+Chemist)	Arithmetic(1)	Bookkeeper(2+Arithmetic)	
Barber(1)	Physician(2+Barber)	Chirurgion(2+Physician)	
Hunter(2+Tracking)	Scribe(2+Literacy in 2 Languages)		
Minstrel(1)	Navigation(4)	Cosmetology(2)	
Prostitution(1)	Astrology(2)	Fletcher(1)	
Miner(1)	Charcoal Burner(1)	Merchant(1)	
Ventriloquist(2)	Magistrate(2)	Religion(1)	

NAME	WEIGHT	PRICE
Iron Rations (1 day)	.50	.10
Normal Rations (1 day)	1.00	.04
Water or Wine Skin (1 liter)	.05	.10
Water (1 liter)	1.00	Free
Ale (1 liter)	1.00	.02
Wine (1 liter)	1.00	.10
Brandy (1 liter)	1.00	.80
Oil (1 liter)	1.00	.25
Flask (1 liter)	.20	.05
Lantern	1.50	3.00
Torch (2 hours)	.50	.04
Flint and Steel	.10	.02
Cask (50 liters)	4.00	1.00
Holy Water ($\frac{1}{2}$ liter)	.25	5.00
Small Pot (3 liters)	2.00	.50
Large Pot (10 liters)	5.00	1.00
Silver Cross	.40	1.20
Silver Mirror	.50	1.00
Steel Mirror	.50	.30
Mallet with Three Wooden Stakes	.50	.40
Iron Spike	.40	.05
Iron Spike with Eye	.50	.10
Grapple Hook	2.00	.80
1 Meter Hemp Rope	.05	.01
1 Meter Silk Rope	.02	1.00
Blanket	.60	.20
Canvas Cloak (brown and green)	.60	.50
Velvet Cloak (red and purple)	1.30	3.00
Velvet Cloak (black)	1.30	4.00
2 Man Tent (2 meters square)	9.00	15.00
5 Man Tent (4 meters by 5 meters)	23.00	30.00
32 Man Tent (11 meters square)	130.00	120.00
Small Sack (5 kilos max. weight)	.10	.10
Large Sack (30 kilos max. weight)	.40	.40
Small Backpack (15 kilos max. weight)	1.00	.80
Large Backpack (40 kilos max. weight)	2.00	1.50
Saddle Bags (50 kilos max. weight)	2.25	5.00
Saddle	18.00	10.00
Light Horse		50.00 to 400.00
Medium Horse		25.00 to 300.00
Draft Horse		20.00 to 250.00
Medium Warhorse		100.00 to 500.00
Heavy Warhorse		200.00 to 1,000.00
Mule		20.00 to 200.00
Horse Feed (1 day)	1.00	.02
Cart (carries 500 kilos)		40.00 to 150.00
Wagon (carries 1,500 kilos)		80.00 to 350.00
Chalk (1 decimeter stick)	.01	.02

<u>NAME</u>	<u>WEIGHT</u>	<u>PRICE</u>
Leather Hood	.70	3.00
Studded Leather Hood	.80	4.00
Light Helm and Mail	1.35	5.00
Heavy Helm and Mail	1.70	7.00
Open Helmet	2.00	10.00
Closed Helmet	2.25	15.00
Leather Body Armor	6.80	15.00*
Studded Leather Body Armor	8.00	20.00*
Light Chain Body Armor	20.00	60.00**
Heavy Chain Body Armor	25.00	80.00**
Scale Mail	20.00	100.00*
Chest Plate	13.50	80.00*
Back Plate	13.50	80.00*
Leather Greaves	.70	2.00***
Studded Leather Greaves	.80	2.60***
Scale Greaves	3.00	10.00***
Plate Greaves	4.00	20.00***
Leather Boots	.75	3.00****
Studded Leather Boots	1.00	4.00****
Sollerets	4.00	15.00****
Leather Gloves	.70	3.00*****
Studded Leather Gloves	.85	4.00*****
Scale Gauntlets	2.70	7.00*****
Plate Gauntlets	3.00	15.00*****
Leather Bracers	.70	2.00*****
Studded Leather Bracers	.80	2.50*****
Scale Bracers	3.80	12.00*****
Plate Bracers	5.00	20.00*****

* Covers from shoulder to groin

** Covers from hands to shoulders to ankles

*** Covers thighs and shins

**** Covers feet

***** Covers hands

***** Covers arms

Helms, helmets, and hoods cover head

FULL SUITS

Leather	10.35	25.00
Studded Leather	12.25	37.10
Light Chain with Leather Boots	22.10	68.00
Heavy Chain with Studded Leather Boots	27.70	91.00
Scale with Open Helmet and Sollerets	35.50	154.00
Plate with Closed Helmet and Sollerets	45.25	245.00
Small Shield (multiplier .8)	1.35	4.00
Large Shield (multiplier .6)	2.70	8.00
Leather Barding	32.00	100.00
Chain Barding	73.00	200.00
Plate Barding	145.00	350.00

NAME	DAMAGE	WEIGHT	PRICE	1 HAND	2 HAND (Minimum Strength)
Dirk	8	.60	2.00	4	2
Poingniard	6	.45	2.50	2	1
Greatsword	20	4.50	14.00	183	81
Bastard Sword	13	2.00	12.00	36	16
Falcion	12	1.80	11.00	29	13
Broadsword	11	1.60	10.00	23	11
Short Sword	10	1.25	6.00	14	7
Two-Handed War Axe	28	5.50	18.00	273	121
Celt Axe	14	3.00	12.00	81	36
Francisca	9	1.00	9.50	9	4
Hatchet	7	.50	2.00	3	1
Great Flail	16	6.25 (Not Available)	352	156	
Heavy Flail	12	2.50	19.00	57	25
Flail	7	1.20	8.50	13	6
Whip (Damage as Bite)	4	1.00	3.00	9	4
War Hammer	15	5.00	12.50	225	100
Heavy Mace	11	2.00	13.00	36	16
Mace	7	.50	6.50	3	1
Epee	3	.25	2.00	1	1
Pick Axe	17	5.00	14.00	225	100*½ Dexterity
Crowbar	7	1.60	4.00	23	11
Spear	15	.90	1.50	8	4
Trident	12	1.00	16.00	9	4
Lance	40	10.00	16.00	100*Only on Heavy	
Lever Crossbow	110	2.00	11.00	-	36 Warhorse
Belt and Grapple Crossbow	130	2.50	15.00	-	57
Windlass Crossbow	150	2.90	20.00	-	76
Quarrel	-	.02	.10	-	-
Short Bow	5	.70	7.00	-	5
Long Bow	6	.90	9.00	-	15
Horse Bow	6	.90	9.50	-	15
Composite Bow	8	.95	12.50	-	40
Foot Bow (Fired from sitting)	10	2.00	50.00	-	65*Must have Gloves
Quiver	-	.04	.15	-	-
Arrow	-	.02	.05	-	-
Calthrops (½ weight in kilos)	-	.40	.10	-	-
Thieves Kit	-	1.00	5.00	-	-
Silver Quarrel	-	.03	.20	-	-
Silver Arrow	-	.03	.15	-	-

STRENGTH & DEXTERITY & STEALTH FACTORS

(roll/factor)

1/1.00	21/4.58	41/6.40	61/7.81	81/9.00	101/10.05	121/11.00
2/1.41	22/4.69	42/6.48	62/7.87	82/9.06	102/10.10	122/11.05
3/1.73	23/4.80	43/6.56	63/7.94	83/9.11	103/10.15	123/11.09
4/2.00	24/4.90	44/6.63	64/8.00	84/9.17	104/10.20	124/11.14
5/2.24	25/5.00	45/6.71	65/8.06	85/9.22	105/10.25	125/11.18
6/2.45	26/5.10	46/6.78	66/8.12	86/9.27	106/10.30	126/11.22
7/2.65	27/5.20	47/6.86	67/8.19	87/9.33	107/10.34	127/11.27
8/2.83	28/5.29	48/6.93	68/8.25	88/9.38	108/10.39	128/11.31
9/3.00	29/5.39	49/7.00	69/8.31	89/9.43	109/10.44	129/11.36
10/3.16	30/5.48	50/7.07	70/8.37	90/9.49	110/10.49	130/11.40
11/3.32	31/5.57	51/7.14	71/8.43	91/9.54	111/10.54	131/11.45
12/3.46	32/5.66	52/7.21	72/8.49	92/9.59	112/10.58	132/11.49
13/3.61	33/5.74	53/7.28	73/8.54	93/9.64	113/10.63	133/11.53
14/3.74	34/5.83	54/7.35	74/8.60	94/9.70	114/10.68	134/11.58
15/3.87	35/5.92	55/7.42	75/8.66	95/9.75	115/10.72	135/11.62
16/4.00	36/6.00	56/7.48	76/8.72	96/9.80	116/10.77	136/11.66
17/4.12	37/6.08	57/7.55	77/8.77	97/9.85	117/10.82	137/11.70
18/4.24	38/6.16	58/7.62	78/8.83	98/9.90	118/10.86	138/11.75
19/4.36	39/6.24	59/7.68	79/8.89	99/9.95	119/10.91	139/11.79
20/4.47	40/6.32	60/7.75	80/8.94	100/10.00	120/10.95	140/11.83

WISDOM

01-10	80% Chance of indecision for 1-60 seconds if surprised
11-20	60% Chance of indecision for 1-40 seconds if surprised
21-30	40% Chance of indecision for 1-20 seconds if surprised
31-40	20% Chance of indecision for 1-10 seconds if surprised
41-70	Average
71-90	20% Chance of inspiration
91-100	35% Chance of inspiration
101-110	50% Chance of inspiration
111-120	60% Chance of inspiration

PSYCHIC ABILITY

01-50	None
51-60	Can read scrolls
61-75	Can use spells on scrolls
76-90	One magik unit per level of magik user
91-110	Two magik units per level of magik user
111-130	Three magik units per level of magik user
131-150	Four magik units per level of magik user
151-170	Five magik units per level of magik user
171-190	Six magik units per level of magik user
191-210	Seven magik units per level of magik user
211-230	Eight magik units per level of magik user
231-250	Nine magik units per level of magik user
251-270	Ten magik units per level of magik user

ETCETERA-

CHARISMA

01-10	No Hirelings	-3 on Loyalty	-30 on Attitude
11-25	1 Hireling	-2 on Loyalty	-20 on Attitude
26-40	2 Hirelings	-1 on Loyalty	-10 on Attitude
41-50	3 Hirelings	Normal	Normal
51-60	4 Hirelings	Normal	Normal
61-70	5 Hirelings	Normal	Normal
71-80	6 Hirelings	Normal	Normal
81-90	8 Hirelings	+1 on Loyalty	+5 on Attitude
91-100	10 Hirelings	+2 on Loyalty	+10 on Attitude
101-110	12 Hirelings	+3 on Loyalty	+15 on Attitude
111-120	15 Hirelings	+4 on Loyalty	+20 on Attitude
121-130	20 Hirelings	+5 on Loyalty	+25 on Attitude
131-140	25 Hirelings	+5 on Loyalty	+30 on Attitude
ETCETERA	+5 for each	+5 is Maximum	+30 is Maximum

Oops Chart

01-05 on the to hit roll

- 01-15 Glancing blow($\frac{1}{2}$ Base Damage)
- 16-30 Weapon twists on impact, straightening costs next move
- 31-35 Weapon breaks(either, based on weapon strength)
- 36-50 Weapon lost(Dropsies)
- 51-65 Weapon stuck in target
- 66-75 You slipped, roll Dexterity saving roll or fall
- 76-85 Bumped someone or thing, save or fall(Both)
- 86-95 Wrong target(Check all possibilities, & roll)
- 96-00 Lucky you, roll two more times!

96-00 on the to hit roll

- 01-05 Hit yourself(Clumsy)
- 06-15 Weapon lost(Dropsies)
- 16-30 Weapon lost(Slipped that-a-way)
- 31-35 Weapon breaks(Yours only)
- 36-50 Wrong target(Check all possibilities, & roll)
- 51-60 You slipped, roll Dexterity saving roll or fall
- 61-70 Bumped someone or thing, save or fall(Both)
- 71-85 Weapons tangle
- 86-95 Opponent grabbed weapon(hand). Match Strength to see*
- 96-00 Lucky you, roll two more times!

*who gets it. If no one wins by 20% or more, the struggle will continue until someone does win. Opponent may also choose not to grab if he so desires.

At this time a system for physical descriptions is available for human characters. This system is outlined below.

Male Height- Roll 20 1-6 and add them. The square root of that number times 21.5 equals height in centimeters.

Female Height- Roll 20 1-6 as above. The square root of that number times 20 equals height in centimeters.

Weight- Height in meters cubed, then times the Strength factor equals the first half. 20 1-6 rolls added and then squared are to be divided by the Endurance, then this is to be raised to the .75 (Point 75) power for the second half. The two halves added will equal the weight in kilos.

Sex- Choose

Eyes- Roll a 1-20 die. 1-12 is Brown/ 13-17 is Blue(Light-Dark-Medium- & Steel)/ 18-20 is Green(Light-Dark-Hazel).
Blue is minus 20 to Skin Color. Green is minus 40.

Skin Color- Roll 1-100. 1-2 is White/ 3-20 is Fair/ 21-40 is Flesh/ 41-60 is Tanned/ 61-80 is Dark/ 81-90 is Deep Brown/ 91-00 is Black.

Hair Color- Roll 1-100. 1-20 is Black/ 21-45 is Dark Brown/ 46-70 is Light Brown/ 71-92 is Blond/ 93-99 is Red/ 00 is Silver.

Handedness- Roll 1-20. 1-17 is Right Handed/ 18-19 is Left Handed/ 20 is Ambidextrous.

COMBAT results are done as follows; The attacker's Dexterity factor is divided by the total of the attacker's and defender's Dexterity factors. The resultant number is a decimal version of the attacker's chance to hit the defender.

EXAMPLE: Attackers Dexterity factor.....6
Defender's Dexterity factor.....2
Result.....(.75)

The attacker's chance to hit defender is 75%. Following this procedure also gives the defender's chance to hit if the percentile is reversed. The defender would hit the attacker 25% of the time if the above numbers were true. (See the chart in the appendix for specific hit location.)

IMFACTS are made if a hit is scored. Check the Hit Location Table to determine the point of impact. Determine the armor or armor equivalent at point of impact. Then roll a one to one hundred to get the impact percentile. Take the armor allowance, which is found by checking the weapon versus the armor type on the Armor Reduction Table, and subtract it from the impact percentile. If the resultant number is a negative or zero the blow bounced off the armor. Any positive results are multiplied to the base damage that the weapon could cause (see Strength).

EXAMPLE: Weapon base damage.....5
Strength of striker.....5(factor)
Armor at hit location.....Scale
Weapon versus armor.....-40
Impact roll.....56%
Result.....4 points damage

(See the appendix for the above mentioned tables.)

DAMAGE from impacts are rolled as follows; Roll one to one hundred. Check if it qualifies for a bonus. A bonus must be rolled naturally.

BONUS TABLE

90-1.1 times impact roll	96-1.7 times impact roll
91-1.2 times impact roll	97-1.8 times impact roll
92-1.3 times impact roll	98-1.9 times impact roll
93-1.4 times impact roll	99-2.0 times impact roll
94-1.5 times impact roll	00-2 times impact roll plus roll again and add to first.
95-1.6 times impact roll	

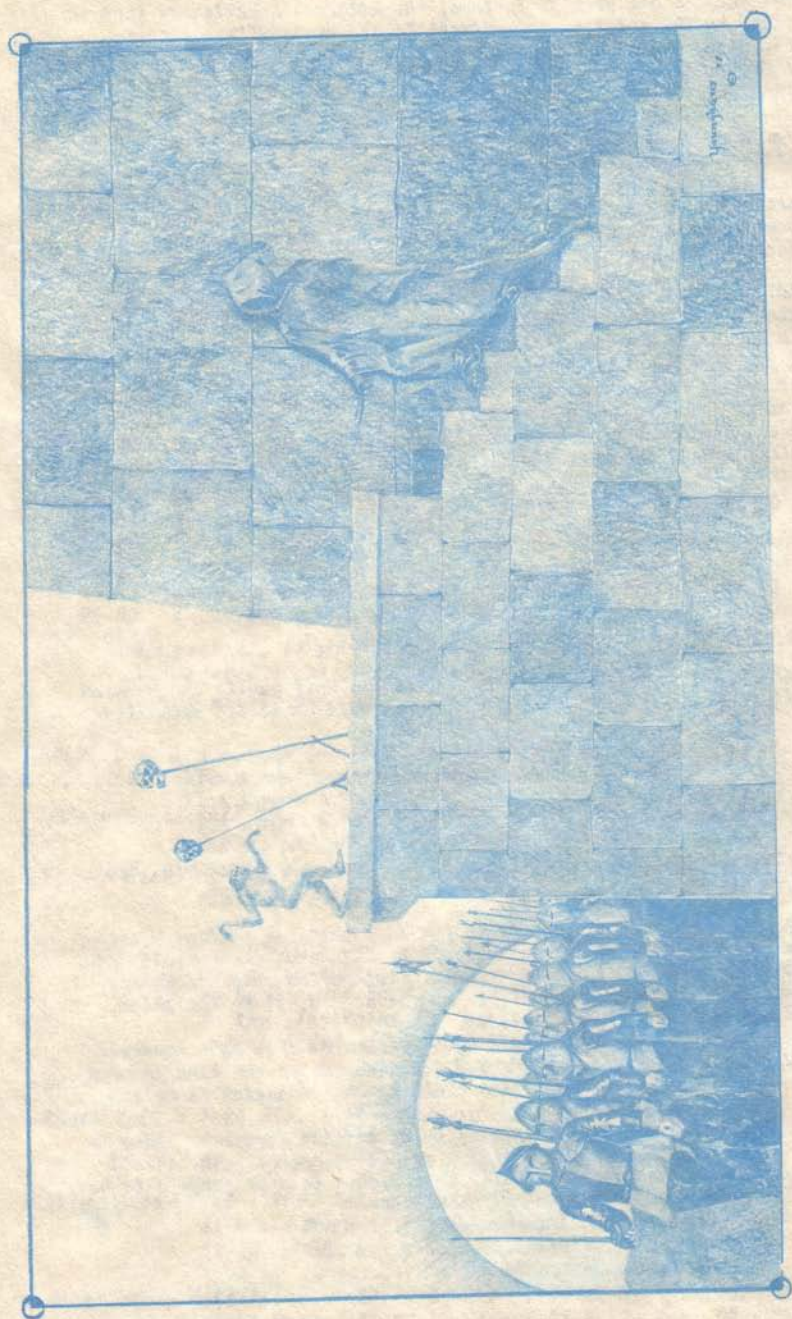
This damage bonus is the way to see if a critical part of a creature was damaged. The bonus is done before the armor minuses are done.

All hits will bleed unless stopped. 10% of the original damage bleeds in the first five seconds, 9% in the second, 8% in the third, 7% in the fourth five seconds, etc.

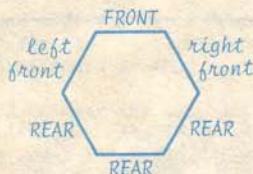
Wounds will bleed unless held by an unhurt hand or by a bandage. Bandaging a wound takes two hands and five seconds or one hand and ten seconds. Bandages may be made from clothing the character is wearing.

SHIELDS will reduce the chance of being hit for those who chose to use them. Shields cost endurance as a weapon in combat. The shield multiplier is on the shopping list. This number is a percentile to be multiplied to the opponents normal hit chance.

EXAMPLE: Normal chance to be hit.....50%
Shield multiplier.....(.6)
Adjusted chance to be hit.....30%



POSITIONING is on a hexagonal system. Use of a shield defends on the front and left front. A sword will attack on the front and right front only. Any attacks from the rear will not miss unless the attacker rolls an 'Oops' on his 'to hit' roll and it does apply.



OOPS! If on the 'to hit' roll a 01 to 05, or a 96 to 00 is rolled, an accident may have occurred. To determine if or what has occurred, roll on the proper Oops table. If what was rolled is practically impossible, then it did not happen, don't roll again. (See appendix)

SURPRISE is figured by taking the Stealth of one group's average (or point man if advanced) and dividing it by the total of both groups' averages. The answer is the percentile chance of the first group surprising (or noticing) the other group first. If the roll was within 10% of this number in either direction, then the groups noticed each other at the same time.

ATTACK & **D**EFENSE **O**PTIONS are as follow;

HALF LEVEL OPTION-A non-player or player character may fight at one-half his true level, and in so doing, spend only one-half the normal amount of endurance points.

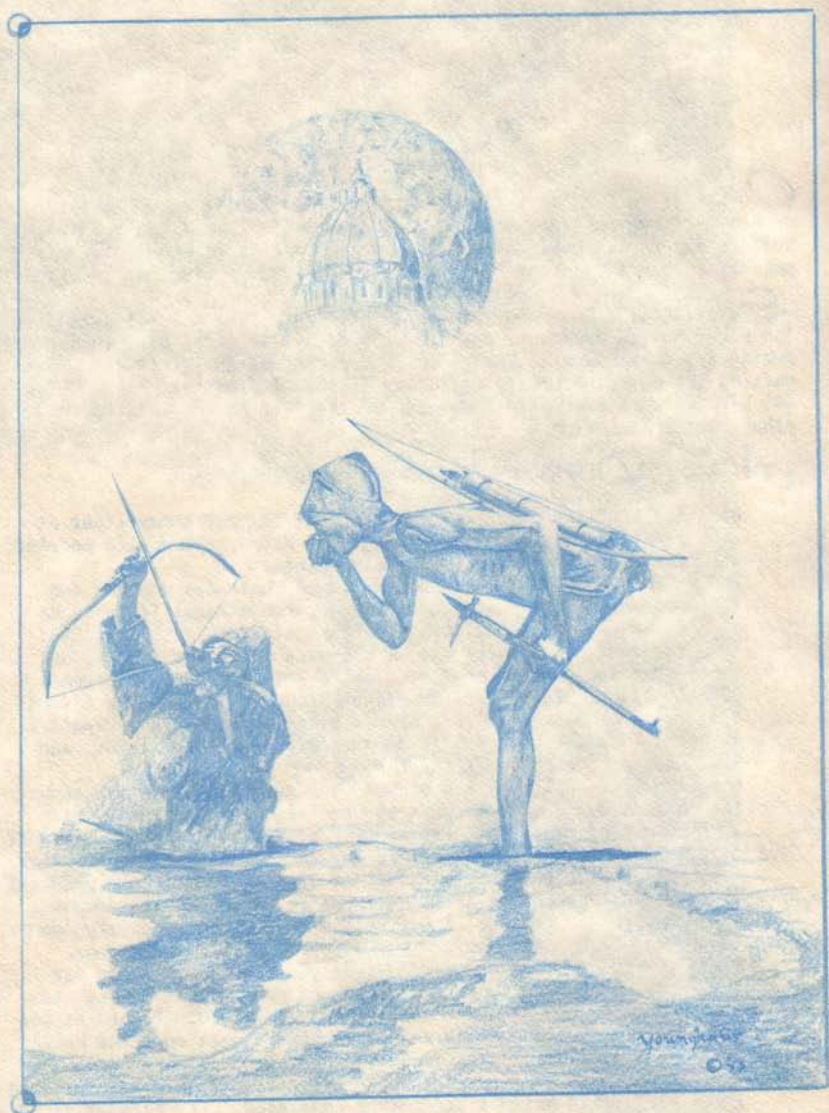
TWO WEAPON OPTION-A non-player or player character may use two weapons at once, and therefore get two attacks (they occur twice as often, but they alternate right-left). Penalties are that the attacks are at one-half Dexterity factor, and endurance expense must be figured for both of the weapons.

DOUBLE ATTACK OPTION-A non-player or player character may attack twice as often with his weapon using this option. Penalties are that the attacks are at one-half Dexterity factor, and endurance expense is tripled.

BERSERK ATTACK OPTION-A non-player or player character may reduce his normal chance to miss by one-half (divide normal miss chance by two), and also receive a plus 20 to his impact roll by going berserk. Penalties are that if his single opponent (the one he is berserking at) is also attacking, the opponent will hit unless he rolls an 'Oops'. The opponent also gets the plus 20 impact. These hits will occur immediately (don't count level delays).

DOUBLE DEFENSE OPTION-A non-player or player character may use this option to reduce the chance of getting hit during combat. The opponent's chance to hit is halved. Penalties are that the character may not attack his or her opponent unless the opponent berserks.

RETREATING DEFENSE OPTION-Any opponents trying to hit anyone using this option has his hit chance quartered. The retreating character must move backward at a minimum fast walk speed. No attacks unless opponent berserks. Spend endurance for movement and combat (opponents must also).



MULTIPLE OPPONENTS OPTION-When using this option, the character may prevent the extra opponents from getting free hits. The character (player or non-player) must divide his Dexterity (before factoring) for defense and his levels among all of his opponents. Any opponents not defended with a level can attack each half second. Any opponents not given defensive Dexterity must roll the usual 'Oops' or they don't miss. Any opponents to the rear of a character may not have any levels or Dexterity assigned to them.

MISSILE COMBAT occurs when the firing stage is reached by a character using a missile weapon. Each level of Marksmanship allows one move each second. The chart below shows the moves to fire, and the range multiples of the normal missile weapons used.

WEAPON	RANGE MULTIPLE	MOVES	
		TO READY	TO FIRE
Windlass crossbow	10 meters	300	2
Belt & Grapple X-bow	8 meters	60	2
Lever Crossbow	6 meters	12	2
Composite bow(str fc times)	1 meter	12	2
Long/Horse Bow(str fc times)	.8 meters	12	2
Short Bow(str fc times)	.6 meters	12	2
Foot Bow(str fc times)	1½ meters	12	2
Spear(strength factor times)	.4 meters	0	2
Axe/Dagger(str fc times)	.2 meters*	0	2

*Then divided by weapon weight in kilos.

In firing missiles, each time the range multiple is reached, the chance to hit is 20% less than the last range multiple. The Marksmanship of a character is his base chance to hit a man sized target within the first range multiple. Each range multiple also reduces impact. Each range multiple passed will subtract three (3) from the impact roll.

If the target is moving, add one more range multiple. If the target is evading, treat as if moving, then subtract 2% of the chance to hit for each Dexterity factor the target has. If the target isn't man sized, figure it's size in relation to a man. An average man weighs 80 kilos, twice size would be 240 kilos, half size would be 26.66 kilos. Half size doubles range, and twice size would halve it, to get hit chance.

ADVANCED RULE FOR SLIDE RULE CALCULATORS: Range to target divided by range multiple equals exact range multiple. Point eight raised to that power will yield the chance to hit after Marksmanship is multiplied. The number must be greater than that rolled (one to one-hundred) or the missile missed.

POISONS must be applied to a weapon to be useful in combat. To receive the poison bonuses, the weapon must penetrate the armor and deliver damage. Check the poison used to get the exact extra damage given. Only ½ of the normal experience points are given if poison is used.

Poisons do 1-100 points of damage per second for 1-100 seconds normally. If the wound is allowed to bleed freely, cut the time of the poison in half. If the wound is also evacuated, roll one to one hundred percent of the remaining time that the poison should work, and subtract it.



Young Men

Application to weapons is as follows; Sword takes 1% of a liter of poison. Dagger takes $\frac{1}{2}\%$ of a liter. Spear takes $\frac{1}{3}\%$ of a liter. Arrow or quarrel takes $\frac{1}{4}\%$ of a liter. Each application is reduced by $\frac{1}{2}$ each time the weapon makes contact with anything (this includes combat 'bounces' or impacts that don't penetrate armor).

Delay poisons take 1-60 hours before they even begin to take effect. When they do, substitute minutes for seconds in normal poison figuring.

Price of poisons is as follows; Points per second, times seconds of effect, times 500 equals price per liter. Liters may be sold in fractions as follows; Points per second times seconds of effect times 300 equals $\frac{1}{2}$ liter. Points per second times seconds of effect times 170 equals $\frac{1}{3}$ liter. Points per second times seconds of effect times 80 equals 10% of a liter. Points per second times seconds of effect times 20 equals 2% of a liter (1% is minimum purchase size). All prices are in gold pieces.

MOVEMENT

SPRINT at 8 meters per second at six Endurance points per second.

100%

DASH at 6 meters per second at one Endurance point per second.

75%

RUN at 4 meters per second for $1/6$ Endurance point per second.

50%

JOG at 3 meters per second for $1/30$ Endurance point per second.

37½%

FAST WALK at 2 meters per second for $1/180$ Endurance point per second. 25%

WALK at 1 meter per second for $1/400$ Endurance point per second.

12½%

SEARCHING WALK* at $\frac{1}{2}$ meter per second for $1/100$ Endurance point per second. 6½%

* THE Searching Walk allows full use of Stealth. Normal movement penalties are as follows; Walk is at a minus 25% of Stealth factor. Fast Walk is at a minus 50% of Stealth factor. Jog is a minus 70% while Run is a minus 80%. Dash is a minus 90% and Sprint is minus 95% of Stealth.

C LIMBING rope is hard. Average human body weight is 80 kilos plus equipment. Assuming that both arms and legs are uninjured, they will support the weight of the character as follows; Kilos of weight (including body) is to be divided by the total of the Strength factor times 20. This answer is the number of Endurance points spent just hanging on the rope each second. Movement is the extra expense done as usual, with up at 100% (Sprint) only moving $\frac{1}{2}$ meter per second. Down at 100% moves 2 meters per second. Climbing rock is totally dependant on if the rock offers more or less grips than rope, and if there are places to rest.

F ALLING is done by rolling one ten sided die for each meter fallen. Armor won't reduce damage. A soft landing will always reduce damage.

H EALING is done by taking the total hits received and multiply by the Strength factor, then divide by 1,000. The result equals the number of hits recovered per hour for the next 12 hours, then refigure with the remaining hits taken. Always round to the nearest tenth, with a minimum of one tenth per hour.

DOORS that are encountered are usually made of wood. Metal doors are almost impossible for normal characters to open without magical assistance. Wooden doors, if they are locked, can be opened by picking (Stealth) or force. If force is used, booting or cutting are the usual options.

Picking is done by establishing the level of difficulty of the lock. Divide the Stealth factor by the total of levels times 100. The answer will be a percentile chance of opening the door. This chance is rolled each 10 seconds until the character stops trying, or succeeds.

Booting is done by rolling one time for the door to get it's strength. The roll is from 4-40 (4 1-10 rolls). Add the total strength factors of those trying to boot, and see if it exceeds the strength of the door. Chopping is done by finding the number of damage points the door can withstand. The strength times 20 equals the number of damage points the door can take. The door has an armor equivalent to scale.

LANGUAGES that may be spoken are listed below. There are two types of languages; civilized and uncivilized. If the player's Wisdom exceeds 41 by 10, an extra language may be learned. If it exceeds by 20 then two may be learned, if 30 then 3 may be learned, etc. Skill points can be spent to acquire a language, or if someone fluent in the language desired, as well as one already spoken by the player, it may be taught to the player in a period of one full month. Any languages learned from the skill point expense must be civilized.

Using the table below, the extra languages of non-humans may be ascertained by rolling 1-50. If a race rolls his own language, it is assumed to be human instead.

CIVILIZED RACES

1. Antmen
2. Brakors
3. Bugmen
4. Centaur
5. Dinosaur Men
6. Dwarves
7. Eaglemen
8. Elves
9. Flymen
10. Frogmen (amphibious)
11. Haremen
12. Hawkmen
13. Hobbits
- HUMAN*
14. Kangaroo Men
15. Lizard Men
16. Mermen (amphibious)
17. Octopeds
18. Old Ones
19. Pigmen
20. Sentient Centipedes
45. Shark Men (amphibious)
47. Tritons (amphibious)
49. Wormies

UNCIVILIZED RACES

21. Alorad
22. Batmen
23. Bugbears
24. Caora
25. Crabmen (amphibious)
26. Deodands
27. Dragons
28. Elendru
29. Folk
30. Gargoyles
31. Giants
32. Gnomes
33. Goblins
34. Green Martian
35. Hobgoblins
36. Kobolds
37. Leprechaun
38. Ogres
39. Ogres Magikos
40. Orcs
41. Pixies
42. Salamanders
43. Serpent Men
44. Shadows
46. Snake Men
48. Trolls
50. Yeti

MAGIK WEAPONS and their effects on combat is based on the pluses (or minuses) that the weapon has. Each plus is an individual 1.1 (one and one tenth) to be multiplied by the chance to hit and by the base damage of the weapon that possesses them.

MAGIK ARMOR also has pluses (or minuses). Each plus is added to the character's adjusted Stealth Factor (the Stealth after the armor minuses have been figured). Each plus is an individual .9 (90% or 9 tenths) to be multiplied by the chance of the character's being hit. Each plus is also an individual .95 (ninety-five %) to be multiplied by the impact roll.

MAGIK SHIELDS will multiply a .9 by an opponent's chance to hit for each plus that it has.

MINUS MAGIK is done as follows; Pluses are now penalties. Where a plus would multiply a 1.1, a minus multiplies a .9. Where a plus would add, a minus would subtract. On shields, multiply a 1.1 by the opponent's hit chance for each minus. The character and the player should not know if the object is plus or minus, except through experience (trial and error). They should not be told.

SHAOLIN PRIESTS* have special advantages & penalties. Shaolin Priests always start out at level one at an age of 19 years. Only humans may become Shaolin.

Shaolin Priests may never use Weapons, Armor, Poison or Majik in combat or they will not receive experience points. In combat, Dexterity is doubled, then factored for offensive and defensive use. In combat, Strength is also doubled then factored, even if weapons are used, due to increased damage through technique. Shaolin also get no penalties for selecting Hit Location.

Hits in certain locations that do inflict an impact roll of more than 40 (before armor reduction) get special bonuses. If hit in legs, opponent is tripped. If hit in the hand, anything held in the hand will be dropped.

Hits that inflict damage in the head or stomach (after armor reduction) also get bonuses. Each 2.5% of total hits (opposed to normal 5%) has a 50% chance of causing unconsciousness. Any hits to stomach will cause any opponent to spend 1-20 seconds trying to recover lost breath.

Stealth is doubled for Shaolin Priests due to the training they have received.

*COMBAT : Strength factor (divided by 2 if one handed) doubled, then divided by the weapon weight in kilos (minimum of ½ kilo even if unarmed) will equal the number of seconds each Endurance point will last.
-AND TO HAND COMBAT : This is done as normal combat, but the base damage is the Strength factor for hands, and twice the Strength factor for feet.

DISEASES may be caused by many factors. The referee must decide what diseases are possible and run the game accordingly.

Hit Location Chart

01-08	Head	Head-58% of Normal Marksmanship or Dexterity
09-30	Chest	Chest-71% of Normal Marksmanship or Dexterity
31-37	Right Arm	Stomach-63% of Normal Marksmanship or Dexterity
38-44	Left Arm	Arm & Hand-59% of Normal Marksmanship or Dexterity
45-57	Stomach	Groin-15% of Normal Marksmanship or Dexterity
58-59	Right Hand	Leg-88% of Normal Marksmanship or Dexterity
60-61	Left Hand	
62-62	Groin	
63-72	Right Thigh	If you rolled within 10% of your selected target hit (round up) you hit a different location. Roll randomly. This random roll could hit your selected target also.
73-82	Left Thigh	
83-88	Right Shin	
89-94	Left Shin	
95-97	Right Foot	
98-00	Left Foot	

PASSING OUT: Each time 5% of total hits are given to the head, there is a 50% chance of passing out. Normal bleeding counts. Any hits to the body have the same chance of causing unconsciousness as the percentile of total hits they represent.

CHEST HITS: Bleeding starts at 20%, and goes down 1% each five seconds. There is a chance of Internal Damage equal to half the percentage of total hits given to this area.

STOMACH HITS: Bleeding starts at 15%, and goes down 1% each five seconds. There is a chance of Internal Damage equal to the percentage of total hits given to this area.

LIMB HITS: Limb hits can not kill, except through bleeding or Internal Damage (infection). If more than 1/4 total hits are given to a limb, it is reduced to 1/4 total hits, but bleeding starts at 10% of original hit. One eighth total points given to a limb will incapacitate it. One quarter total hits will destroy it's usefulness.

HEAD HITS: One quarter total hits is death for the character.

INTERNAL DAMAGE: Internal damage will kill if not treated in time. A physician can cure. His % chance is equal to the % of the original time left. Each Internal Damage must be rolled seperately. A 1-2 roll has 1-100 minutes, a 3-5 roll has 1-1000 minutes, a 6-8 roll has 1-10,000 minutes, and a 9-0 has 1-100,000 minutes.

GROIN HITS: One twentieth of total hits will cause total incapacitation of the character for 5-20 (5 one to four dice) minutes.

Advancement

MAGIK	FIGHTING	MARKSMANSHIP	THIEF	PRIEST
1 Psy Ab	Strength	Marksmanship	Strength	Strength
2 Psy Ab	Strength	Marksmanship	Strength	Strength
3 Psy Ab	Strength	Marksmanship	Stealth	Dexterity
4 Psy Ab	Dexterity	Marksmanship	Stealth	Dexterity
5 Psy Ab	Dexterity	Marksmanship	Stealth	Marksmanship
6 Psy Ab	Dexterity	Marksmanship	Stealth	Marksmanship
7 Psy Ab	Dexterity	Marksmanship	Stealth	Stealth
8 Psy Ab	Dexterity	Marksmanship	Stealth	Stealth
9 Psy Ab	Endurance	Marksmanship	Endurance	Endurance
0 Endurance	Endurance	Strength	Endurance	Endurance

OPS CHART

01-05 on the roll to hit

- 01-15 Glancing blow (1/3 Base Damage)
- 16-30 Weapon twists on impact, straightening costs next move
- 31-35 Weapon breaks (one or the other, based on weapon strength)
- 36-50 Weapon lost (dropsies)
- 51-65 Weapon stuck in target
- 66-75 You slipped, roll Dexterity saving roll or take a fall
- 76-85 Bumped someone or thing, save or fall (both)
- 86-95 Wrong target (check all possibilities, & roll)
- 96-00 Lucky you, roll two more times using the above chart!

96-00 on the roll to hit

- 01-05 Hit yourself (clumsy)
 - 06-15 Weapon lost (dropsies)
 - 16-30 Weapon lost (slipped that-a-way)
 - 31-35 Weapon breaks (yours only)
 - 36-50 Wrong target (check all possibilities, & roll)
 - 51-60 You slipped, roll Dexterity saving roll or take a fall
 - 61-70 Bumped someone or thing, save or fall (both)
 - 71-85 Weapons tangle
 - 86-95 Opponent grabbed weapon/hand. Match Strength to see*
 - 96-00 Lucky you, roll two more times using the above chart!
- * who gets the weapon. (See Combat for a similar comparison)
 If no one wins by 20% or more, the struggle will continue until someone does win. Opponent may also choose not to grab if he/she desires.

ARMOR VERSUS WEAPONS

Weapon Type	Leather Armor	Studded Leather	Light Chain	Heavy Chain	Scale Armor	Plate Armor
<u>Dirk, Pointed, Trident, Epee:</u>	-10	-15	-20	-30	-60	-100
<u>1 Handed Swords & Axes:</u>	-5	-10	-20	-35	-50	-85
<u>2 Handed Swords & Axes:</u>	-0	-5	-10	-15	-25	-40
<u>1 Handed Mace, Flail, Hammer:</u>	-5	-10	-15	-20	-30	-50
<u>2 Handed Mace, Flail, Hammer:</u>	-0	-0	-5	-10	-20	-35
<u>Crowbars, Spears:</u>	-5	-5	-10	-30	-50	-75
<u>Picks, Lances:</u>	-0	-0	-5	-10	-15	-25
<u>Short Bow:</u>	-10	-20	-30	-50	-70	-110
<u>Long, Horse Bow:</u>	-5	-15	-25	-35	-50	-80
<u>Composite Bow:</u>	-5	-10	-20	-30	-45	-75
<u>Lever Crossbow:</u>	-0	-5	-10	-20	-40	-60
<u>Belt & Grapple:</u>	-0	-0	-5	-10	-20	-35
<u>Windlass Crossbow:</u>	-0	-0	-2	-5	-10	-25
<u>Dist & Foot:</u>	-15	-25	-40	-60	-80	-110
<u>Foot Bow:</u>	-5	-10	-15	-25	-45	-70
<u>Bites under 150 base damage:</u>	-15	-30	-50	-70	-90	-100
<u>Bites over 150 base damage:</u>	-10	-15	-25	-35	-50	-70
<u>Claws under 100 base damage:</u>	-15	-20	-30	-40	-55	-75
<u>Claws over 100 base damage:</u>	-5	-10	-20	-30	-45	-60

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