

GAME MASTER CHARTS AND TABLES

Marksmanship	Analysis	Close Range	Medium Range	Far Range
1 to 3	Rotten	12	Miss!	Miss!
4 to 6	Very bad	11+	12	Miss!
7 to 9	Bad	10+	11+	12
10 to 12	Poor	9+	10+	11+
13 to 15	Passable	8+	9+	10+
16 to 19	Average	7+	8+	9+
20 to 24	Fair	6+	7+	8+
25 to 29	Good	5+	6+	7+
30 to 34	Excellent	4+	5+	6+
35 to 39	Marksman	3+	4+	5+
40 to 45	Heroic	Hit!	3+	4+
46 or more	Legend	Hit!	Hit!	3+
Saving Roll level to avoid being hit		3rd	2nd	1st

Close range can be considered to be within 20 ft.

Medium range is 21 to 60 ft.

Far range is 61 to 100 ft. and greater within reason.

Monster Rating	Combat Dice	Alternative MR (see 4.4)
0 or less	0	9 or less (9)
1 to 9	1	10 to 15 (6)
10 to 19	2	16 to 20 (5)
20 to 29	3	21 to 25 (5)
30 to 39	4	26 to 30 (5)
40 to 49	5	31 to 40 (10)
50 to 59	6	41 to 50 (10)
60 to 69	7	51 to 60 (10)
70 to 79	8	61 to 75 (15)
80 to 89	9	76 to 99 (23)
90 to 99	10	100 to 109 (9)
Each +10	+1	Repeat

2 dice	Reaction
2	The monster slips into a berserk frenzy - he is upset! +10% MR.
3 to 5	Monsters attack without hesitation.
6 to 8	There is doubt - what the monsters do depends on the delver's reaction!
9 to 11	Monsters will try and parley if there is a common language.
12	Monsters show fear and attempt to run!

Animal	ST	Dex	LK	Con	IQ	Chr
Dog	1d6 + 2	9	14	7	5	11
Hawk	3	16	19	4	7	na
Horse	26	9	11	7	4	na
Mule	30	7	10	14	3	na

Level	Target	Analysis	Example for climbing...
1	20+	Challenging	<i>A rough stone wall with plenty of bits to grip on to.</i>
2	25+	Tricky	<i>The same wall but it's dark, windy and raining.</i>
3	30+	Advanced	<i>A wall made of smooth stone; finger tip grips only!</i>
4	35+	Excruciating	<i>As above but the climber is under attack...</i>
5	40+	Deadly	<i>As above but the wall has a 100° incline.</i>
+1	+5	Stop already!	<i>Hanging from the ceiling in the rain, at night being shot at.</i>

