

# Combat

When combat occurs everyone involved must:

## 1. Check morale (page 35)

When the encounter starts, or if the character has taken damage the round before.

## 2. Declare actions

E. g. move<sup>1</sup>, form formation, attack with *mêlée* or missile weapon (possibly in combination with a move<sup>1</sup>), disarm enemy (**optional rule 5**, page 39), use skill, use item or cast spell.

## 3. Check for falling (**optional rule 3**, page 35)

## 4. Riders test their Riding skill (page 27)

## 5. Check for random movement (**optional rule 4**, page 38)

## 6. Check initiative (page 34)

## 7. Check fatigue (page 29)

Check if the character has the Stamina to perform planned action. Test Wil if Tired or Exhausted. Record spent SP.

## 8. Perform actions (order determined by initiative)

- Check if any combat modifications apply (page 37)
- To hit & Damage Resolution (page 32)
- Fumble (page 35)

## 9. Check for Random Item Damage (**optional rule 6**, page 39)

<sup>1</sup>Unless he is riding, sneaking, walking or (if Warrior or Berserk) jogging the character is always moving with a lowered guard (see **Lowered Guard**). Combatants running (or sprinting or even dashing) into or away from *mêlée* do so with a lowered guard – but if done wisely it can be done without suffering an attack whilst the guard is lowered. You can move into *mêlée* after your opponent has performed his action, or you can move away from battle before your opponent can perform his action. See **Initiative**.

### Offensive Value (OV) for *Mêlée*

- + *mêlée* skill proficiency
- + encumbrance mod (if carrying a medium or heavy load)
- + fatigue mod (if tired or exhausted)
- + weapon mod (if any)
- + 1 if carrying a shield or one weapon in each hand
- + other *mêlée* mods (see **Combat Modifications**)

### Defensive Value (DV) for *Mêlée*

- + 10
- + *mêlée* skill proficiency
- + shield mod (if using a shield)
- + encumbrance mod (if carrying a medium or heavy load)
- + fatigue mod (if tired or exhausted)
- + Dodging proficiency<sup>1</sup>
- + weapon mod (if any)
- + other *mêlée* mods (see **Combat Modifications**)

<sup>1</sup>Only if the defender is aware of the attacker and is in a position where he is able to perform evasive manoeuvres. See the skill Riding. See optional rule 4 (page 38) and **Combat Modifications**.

### Offensive Value (OV) for Missile

- + missile skill proficiency
- + encumbrance mod (if carrying a medium or heavy load and using a thrown weapon or a sling/staff sling)
- + fatigue mod (if tired or exhausted)
- + helmet mod (if wearing a helmet)
- + weapon mod (if any)
- + other missile mods (see **Combat Modifications**)

### Defensive Value (DV) against Missile

- + 10
- + shield mod (if using a shield)
- (size / 2) (see **To Hit & Damage Resolution**)
- + Dodging proficiency<sup>1</sup>
- + other missile mods (see **Combat Modifications**)

<sup>1</sup>Only if the target is aware of the shooter/thrower and is in a position where he is able to perform evasive manoeuvres. See the skill Riding. See optional rule 4 (page 38) and **Combat Modifications**.

OV (+3D6)	Consequence (damage to target)
< DV	Miss (no damage)
= DV	Near miss (damage /2)
1 to 2 > DV	Hit (damage)
3 to 4 > DV	Rather good hit (damage +1)
5 to 6 > DV	Good hit (damage +2)
7 > DV	Very good hit (damage +4)
8 > DV	Excellent hit (damage +8)
9 > DV	Exceptional hit (damage +16)
≥ 10 > DV	Perfect hit (damage +24)
Natural 3-4	Fumble (see <b>Fumbling</b> )
Natural 17	At worst a near miss
Natural 18	At worst a hit

3D6 + Mods	Cut Effect
≥ 10	No effect
6 to 9	Light Bleeding
3 to 5	Medium Bleeding
0 to 2	Serious Bleeding
≤ -1	Cast a D12: Instant Death if result is > target's size. Otherwise it's a Serious Bleeding.

### Mods for Cut Effect

- the number of HP *lost* by target / 2 (rounded down)
- + the Cut effect of the weapon used

### 3D6 + Mods Shock Effect

- ≥ 10 No effect
- 6 to 9 Stun
- 3 to 5 Knock-down
- 0 to 2 Knock-out
- ≤ -1 Instant Death

### Mods for Shock Effect

- the number of HP *lost* by target / 2 (rounded down)
- + the Shock effect of the weapon used
- + the size of the target

### Initiative

- + D6
- + Dex (or +2 if a creature other than a human)
- + mod for talent (Good Reflexes and/or Aggressive)
- +4 if using a missile weapon (n/a if using a missile weapon other than a loaded crossbow *in mêlée*)

### Initiative Modifications only for Mêlée

- + size
- + 2 if using a long-reaching mêlée weapon (i. e. a long sword, a javelin, a flail or a war flail).
- + 4 if using a very long-reaching mêlée weapon (i. e. an angon, a spear, a light javelin, a staff, a trident, a sword-scythe or a war scythe). See also **Charges**.

### Modifications for Morale tests

- +2 Courageous (Talent)
- +2 Fearless (Talent)
- +2 Formation mod
- +2 Level 5 Berserk/Warrior advantage
- +2 \* PL Courage (Spell)
- +2 Animal Friend (Talent) (only in relation to animals)
- +Str Berserk/Warrior inspiration

Result	Consequence
≤ 0	Panics and flees for 2D6 rounds. He is in addition to that traumatized with a -1 mod to Fortitude
1	Panics and flees for D6 rounds
2	Terrified for D6 rounds
3	Fearful for D6 rounds
4-5	Afraid for D6 rounds
6-8	Nervous for D6 rounds
≥ 9	No consequence
Natural 3 or 4	At best nervous for D6 rounds
Natural 17 or 18	Always no consequence

Condition	Mod to all Skills
Nervous	-1
Afraid	-2 <sup>1</sup>
Fearful	-3 <sup>1</sup>
Terrified	-4 <sup>2</sup>
Panic	+1 <sup>3</sup>

<sup>1</sup>Can not fight offensively (i. e. use Tactical Advance).

<sup>2</sup>Can only fight defensively (i. e. use Tactical Retreat), if that is possible, and must try to retreat if possible.

<sup>3</sup>Can not fight defensively (i. e. use Tactical Retreat).

Missile weapons <sup>1</sup>	Slings	MÊ	Consequence (natural attacks)
7-20	8-20	7-20	A (A)
5-6	7	5-6	B (F)
3-4	6	3-4	C (F)
-	4-5	2	D (F)
1-2	1-3	1	E (E)

<sup>1</sup>Missile weapons other than slings; i. e. bows, crossbows and thrown weapons.

**A** = Always a miss. If multiple attacks were planned the attacker must abstain from further attacks this round.

**B** = Attacker drops his weapon and needs to spend one round to pick it up (if he indeed wishes to risk picking it up again).

**C** = Attacker breaks his weapon and to use it again he must either (1-2 on a D6 [n/a for sling]) repair it in a smithy or workshop for D6 hours and against a random DD or (3-6 [1-6 for sling]) using craftsman's tools for D6 \* 5 minutes and against a random DD. See **Skills**.

**D** = Attacker risks hitting himself instead. He must cast again to see if he hits himself with his own weapon. If he does the attack is carried out like an attack by himself against his own DV.

**E** = Attacker misses his intended target, and is at risk of hitting someone else instead. If anyone (including riding animals) is within 10' (for mêlée attacks and for missile attacks at short range) to 50' (for missile attacks at extreme range) radius of the intended target the attacker must cast his dice again and carry out

an attack against him instead. If multiple individuals are near the intended target the myth master randomly picks one (friend or foe) to be attacked. It is not possible to fumble when carrying out this attack. If nobody are near the intended target treat this instead as a consequence A.

**F** = Attacker hurts himself (i. e. his teeth, his horns, his fist, his knee, his tusks etc.) whilst attacking and either (on 1-2 on a D6) takes D6 (check for Cut/Shock effect) or (3-6) D3 damage (check for Cut/Shock effect) as a result of this.

### Disarming (Optional Rule 5)

Instead of trying to hit your opponent you can instead try to hit only a weapon he is wielding, to break it or to disarm him – or you can in a mêlée try to take the weapon (but not the shield) from him (something you can only try to do if you have at least one hand free). To do any of this you must test your OV normally (with a -12 mod for missile attacks [for attempts to disarm], and a -6 mod for unarmed attacks). Depending on how well you hit your opponent you must cast a die to see if your attack has a consequence or not.

Result	Possible Consequence on a (D6)
Hit	1
Rather good hit	1-2
Good hit	1-3
Very good hit	1-4
Excellent hit	1-5
Exceptional/Perfect hit	1-6

If there is a consequence the target must cast a D6 as if his weapon was hit by chance (see footnote 3 under optional rule 6 [page 39]), or if the attacker tries to take the weapon, he succeeds in doing so on 1-5 (on a D6) for weapons with a long wooden shaft (e. g. spears, javelins, angons, war scythes etc.) and bows and crossbows, on 1-4 for weapons with a short wooden shaft (e. g. axes, clubs, maces, flails, etc.) and on 1-2 for bladed weapons (e. g. daggers and all swords), with no effect if he fails.

### Random Item Damage (Optional Rule 6)

At the end of every round a character has been engaged in mêlée or was hit by a missile weighing ≥4 oz the myth master must cast a die to find out if something his character carries or wears has been damaged; there is a possible consequence on a 1 (on a D6). A damaged object could possibly be used to some effect, like a broken long sword could perhaps be used as a dagger, or a broken battle axe as a club, but as a general rule all broken/damaged objects lose their positive features and keep the negative features (i. e. encumbrance, negative MS mods etc.) until repaired.

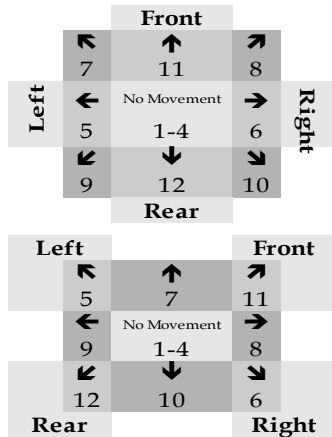
D20 <sup>1</sup>	Possible Consequence
1-4	If he carries a shield it might be damaged <sup>2</sup>
5-6	If he wears a helmet it might be damaged <sup>2</sup>
7-10	If he wields a weapon it is hit (if he wields one in each hand: 1-4 on a D6 means the main weapon is hit, 5-6 means his secondary weapon is hit) <sup>3</sup>
≥ 11	A random object carried by the character (e. g. [in] the backpack/sack) is damaged

<sup>1</sup>D20 + 1 if the character carries a sack or a backpack. D20 + 2 if the character carries a sack and a backpack.

<sup>2</sup>Damaged if the result of a D6 + mods is ≤3. Mods are: +1 if the item is made from aurichalcum, -1 if made from bronze or wood, +2 if a shield, +2 if the character was not engaged in mêlée that round, -1 if the opponent is using a battle axe, throwing axe or woodman's axe, +1 if of exceptional or divine quality, -1 if of poor or terrible quality.

<sup>3</sup>Cast a D6. On 1 the weapon is dropped and suffers damage in the same manner as other objects do. On 2 the weapon suffers damage in the same manner as other objects do. On 3-6 the weapon is dropped. See footnote 2.

D6	The Degree of Damage
1	The object is broken (i. e. damaged beyond repair) (the broken object might be used to make a new similar item).
2-3	The object is damaged to such a degree that you need a smithy/workshop to repair it (i. e. test Crafts against a random DD). Repairs take D3 hours.
4-6	The object is damaged and you need to repair it (i. e. test Crafts against a random DD). Repairs take D6 * 10 minutes.



Base Range	Range	OV Mod
*1	Short	+0
*2	Medium	-2
*4	Long	-8
*8	Extreme	-16

### The Throwing Axe (Optional Rule 8)

The throwing axe behaves somewhat unpredictably when it misses its intended target and instead hits the ground near it; the axe tends to bounce in a fairly random direction (much like a rugby ball), at great peril for anyone nearby. So if it misses its intended target when thrown and there are someone (friend or foe) located somewhere within 10' in all directions behind or to the left or right of the intended target there is a chance the throwing axe bounces off the ground and hits one of them instead. In MYFAROG this means the player (or myth master) needs to cast 3D6 whenever there is a chance for the throwing axe to hit anyone (or perhaps anything) else instead whenever a character misses his intended target.

Number of potential targets	Potentially hits one on (D20):
1-2	1-2
3-4	1-3
5-6	1-4
7-8	1-5
9-10	1-6
11-12	1-7
13-14	1-8
≥ 15	1-9

If aware of the axe and able to use Dodging, the unintended target hit can test Dodging against DD 15 to see if he is able to dodge the throwing axe. Add the shield mod for DV (MI) if he carries one to, and subtract his size from, the result. A Semi-Success or better means he successfully dodges the bouncing throwing axe.

If the throwing axe does hit someone (or something) when bouncing it inflicts weapon damage (normally D8).

Armour	AV	MS <sup>1</sup>	Weight (lbs)	Stealth DD	Swimming DD	
Fur shirt	1		5	-3 <sup>2</sup>	+2	
Laminated armour	aurichalcum	4	-1 mod	15	+2	+4
	boiled leather	2		10	+1	+3
	bronze	3	-1 mod	17	+2	+4
	iron	3	-1 mod	15	+2	+4
Mail shirt	aurichalcum	4 <sup>3</sup>	-1 mod	25	+1	+5
	bronze	3 <sup>3</sup>	-1 mod	28	+1	+6
	iron	3 <sup>3</sup>	-1 mod	25	+1	+5
Mail shirt with scales (modify the statistics of the mail shirt based on the type of scales used)	aurichalcum	+2	-2 mod	+20	+2	+5
	boiled leather	+1	-1 mod	+10		+3
	bronze	+1	-2 mod	+23	+2	+6
	dragon	+2		+3		+1
	iron	+1	-2 mod	+20	+2	+5
	ivory	+1	-1 mod	+10	+2	+3
Muscular cuirass	aurichalcum	3	-1 mod	10	+1	+2
	boiled leather	1		5		+1
	bronze	2	-1 mod	11	+1	+2
	iron	2	-1 mod	10	+1	+2
Scale armour <sup>4</sup>	aurichalcum	4	-2 mod	25	+2	+6
	boiled leather	2	-1 mod	15		+4
	bronze	3	-2 mod	28	+2	+7
	dragon	4		5		+1 <sup>5</sup>
	iron	3	-2 mod	25	+2	+6
	ivory	3	-1 mod	15	+2	+4

<sup>1</sup>Negative modification negated by positive Str. E. g. a character with +1 Str using a bronze scale armour suffers a -1 mod on MS instead of a -2 mod, because -2 + 1 = -1. In relation to the Tempo skill the MS mod is \* 2.5 and rounded off to nearest whole 5 (e. g. a -3 MS mod [-3 \* 2.5 = -7.5] becomes -10).

<sup>2</sup>If the fur is made from any non-predatory animal, and Stealth is used in relation to any non-predatory animal, otherwise +0.

<sup>3</sup>Total AV (including the AV from sorcery and helmets) -1, to a minimum of 0, when hit by a concussion weapon. This does not apply if the mail shirt is a mail shirt with (any type of) scales. See the skill Mêle.

<sup>4</sup>Scales sewn onto a leather shirt.

<sup>5</sup>The dragon scales are so light that if thrown into the water this armour actually floats, meaning that although it is indeed a bit difficult to swim in this armour as well, some of the difficulty is negated by the fact that the armour gives you some buoyancy.

# Skills

Mod to MS	Encumbrance level
+0	Light load
-1	Medium load
-4	Heavy load

Mod to MS & SS	Character Condition
-1	Tired
-4	Exhausted
-2	Seriously injured
-4	Severely injured

Testing of Skills	Consequence
Result $\geq 5 < DD$	Critical Failure
Result 1-4 < DD	Failure
Result = DD	Semi-Success
Result 1-9 > DD	Success
Result $\geq 10 > DD$	Critical Success
Cast a natural 3	Critical Failure
Cast a natural 4	At best Failure
Cast a natural 17	At worst Semi-Success
Cast a natural 18	At worst Success

Task	DD	DD Range
Routine	3	$\leq 5$
Very Easy	6	6-8
Easy	9	9-11
Medium	12	12-14
Hard	15	15-20
Very Hard	21	21-26
Extremely Hard	27	27-32
Absurd	33	$\geq 33$

Degree of Difficulty		XP
$\leq 5$	Routine	0
6-8	Very Easy	10
9-11	Easy	25
12-14	Medium	50
15-20	Hard	100
21-26	Very Hard	250
27-32	Extremely Hard	500
$\geq 33$	Absurd	1000

Result	XP
3-8	0
9-11	10
12-14	50
15-17	100
18	500

Random DD (2D6)	
12	Routine
11	Very Easy
9-10	Easy
7-8	Medium
5-6	Hard
4	Very Hard
3	Extremely Hard
2	Absurd

## Healing

Healing Result	HP Healed	Result	Bleeding
$\leq 5$	-2	$\leq 8$	+1
6-8	-1	9-11	+0
9-11	+0	12-14	-1
12-14	+1	15-20	-2
15-20	+2	$\geq 21$	-3
21-29	+4		
30-38	+8		
39-47	+16		
$\geq 48$	+32		

Result	Consequence	Damage to CON
$\geq PL^1$	n/a	0
$1 < PL^1$	-1 <sup>2</sup>	1
$2 < PL^1$	-2 <sup>2</sup>	2
$3 < PL^1$	-4 <sup>2</sup>	3
$4 < PL^1$	-8 <sup>2</sup>	4
$5 < PL^1$	-16 <sup>2</sup>	5

$\leq 6 < PL^1$  Death

<sup>1</sup>The Power Level of the poison/disease.

<sup>2</sup>To all skills and spells.

D6	Works after:
1-2	D6 rounds
3	D6 minutes
4	D6 hours
5	D6 days
6	D6 weeks

Result	Paralysing Poison
$\geq PL^1$	n/a
$1 < PL^1$	1 minute of paralysis <sup>2</sup>
$2 < PL^1$	2 minutes of paralysis <sup>2</sup>
$3 < PL^1$	3 minutes of paralysis <sup>2</sup>
$4 < PL^1$	4 minutes of paralysis <sup>2</sup>
$5 < PL^1$	5 minutes of paralysis <sup>2</sup>
$\leq 6 < PL^1$	6 minutes of paralysis <sup>2</sup>

<sup>1</sup>The Power Level of the poison.

<sup>2</sup>Starts to work D6 + target's Con rounds after poison has been delivered to target.

Mod	Healer
-6	The one giving Healing has no bandages <sup>1</sup>
+2	Has an assistant with at least half his proficiency
+6	Uses surgeon's tools <sup>1/2</sup>
-3	Performs Healing on himself
-12	Performs Healing on a child <sup>3</sup>

<sup>1</sup>Does not apply to cases of drowning, disease or poisoning.

<sup>2</sup>Healer must have at least +10 Healing proficiency to use these tools.

<sup>3</sup>See Life & Death comment below. This applies whether the Healer is using sorcery/asking for favours or not.

## Social Skills

DD	The target is
-15	Affectionate
-9	Friendly
-3	Welcoming
+0	Neutral
+6	Suspicious
n/a	Hostile

DD	Other factors
-D6	Gifts/bribes
-D6	Threats or other means of pressure
+X	Mod for Dancing, Flute Playing, Lyre Playing, Poetry, Singing and/or World Lore.

Result	X <sup>1</sup>
≤ 3	+4 DD
6-8	+2 DD
9-11	+0 DD
12-14	-1 DD
15-20	-2 DD
21-26	-3 DD
27-32	-4 DD
≥ 33	-5 DD

<sup>1</sup>Mod for Dancing, Flute Playing, Lyre Playing, Poetry, Singing and/or World Lore. DD modifications are cumulative if more than one skill is used. See Poetry.

3D6	Relationship
≥ 22	Affectionate
16-21	Friendly
13-15	Welcoming
7-12	Neutral
4-6	Suspicious
≤ 3	Hostile
Natural 18	At worst Friendly
Natural 17	At worst Welcoming
Natural 4	At best Suspicious
Natural 3	Hostile

Example Modifications	
-6	One leader is an outlaw <sup>1</sup>
+1	Same tribe
+1	Same species
+1	Same social class
+2	Same band, cult and/or organisation
+2	Same alliance (if two tribes or regions have an alliance)
+1	Same life stance
+1	Same birthplace (region)
-12	At war with player character's band, cult, tribe and/or organisation <i>et cetera</i>
+1	Opposite sex
+	Player party leader's Cha

<sup>1</sup>-3 instead if both leaders are outlaws of the same species.

## Stamina & Tempo

Action	Check for Fall
Run	Test Acrobatics against DD 3 at the start of every minute running
Sprint	Test Acrobatics against DD 6 at the start of every other round sprinting
Dash	Test Acrobatics against DD 6 every round dashing

Activity	Spent SP
Carry out a Charge	2
Cast a Spell	Spell PL <sup>1</sup>
Climb	1 every 2 rounds
Crawl	1 every 2 rounds
Dance	1 every minute
Dash	5 every round
Drive carriage	1 every hour
Enchant an item	Stamina * 2
Engaged in mêlée	1 every round <sup>2</sup>
Fly at full speed	1 every 4 minutes
Fly fast	1 every 10 minutes
Fly slow	1 every hour
Fly very fast	1 every 5 minutes
Fly very slow	1 every 20 minutes
Hold your breath	2 every round <sup>3</sup>
Jog	1 every 5 minutes
Carry heavy object	4 every round
Ride (any creature)	1 every hour
Ride (any creature) fast	1 every half hour
Row a boat	1 every 15 minutes
Run	1 every minute
Sail a ship	1 every hour
Shoot/throw missile	1 every minute
Sneak and/or Track	1 every half hour
Sprint	1 every round
Swim	1 every 2 minutes
Swim fast	1 every 2 rounds
Swim slowly	1 every 15 minutes
Tactical advance/offensive fighting	2 every round
Tactical retreat/defensive fighting	1 every 2 rounds
Walk	1 every half hour

<sup>1</sup>The time spent to cast the spell does not matter in this context. Elf-borns only spend spell ½ PL(rounded up) SP when casting spells. See also Fire Worm (**The Creatures & Phenomena of Thulê**).

<sup>2</sup>This also applies to mounted fighters, but SP is for them spent for mêlée instead of for riding. See also tactical advance and tactical retreat in this table.

<sup>3</sup>A character automatically recovers all the SP spent for holding his breath after 2 rounds of normal breathing.

Action (Mod to Perception)	Speed <sup>1</sup>
Crawl (-1)	Tempo / 4
Climb (-1)	Tempo / 4
Sneak and Track	Tempo / 3
Carry heavy object (-2)	Tempo / 2
Sneak	Tempo / 2
Track	Tempo / 2
Walk/fly very slow (-1)	Tempo <sup>2</sup>
Jog/fly slow (-2)	Tempo * 1.5 <sup>2</sup>
Run/fly fast (-4)	Tempo * 2 <sup>2</sup>
Sprint/fly very fast (-7)	Tempo * 3 <sup>2</sup>
Dash/fly at full speed (-10)	Tempo * 4 <sup>2</sup>

<sup>1</sup>Always round up to nearest whole 5.

<sup>2</sup>Add Str \* 5 to the result for human characters. E. g. a character with +2 Str (and the standard Tempo proficiency of 40) can climb (Tempo / 4 =) 10' in one round, jog (40 \* 1.5 + [2 \* 5] =) 70' in one round and sprint (40 \* 3 + [2 \* 5] =) 130' in one round.

## Foraging

Foraging Result	Day Rations
≤ 5	0
6-8	0 <sup>1</sup>
9-11	1 <sup>1</sup>
12-14	D3 <sup>1</sup>
15-20	D6 <sup>1</sup>
21-26	D6 + 1 <sup>1</sup>
27-32	D6 + 2 <sup>1</sup>
≥ 33	D6 + 3 <sup>1</sup>

<sup>1</sup>You also find drinking water.

## Navigation & Tracking

Navigation Result	Miles per Hour
≤ 2 or natural 3	(Wrong way) <sup>1</sup>
3-5 or natural 4	(Walks in circle) <sup>2</sup>
6-8	-4
9-12	-3
12-14	-2
15-17	-1
18-23	+0
21-26	+1
27-32	+2
≥ 33	+3

<sup>1</sup>The party travels 1 hour in a (randomly chosen) wrong direction before they realise that they have gone the wrong way (if this makes sense in that situation).

<sup>2</sup>The party spends 1 hour travelling when they realise that they are back to where they started (if this makes sense in that situation).

Illumination mods to travel time	Miles per Hour
Night with Full Moon <sup>1</sup>	-1
Night with Waxing/Waning Moon <sup>1</sup>	-2
Night with Lunar eclipse <sup>1</sup>	-3
Total Darkness <sup>2</sup>	-8

<sup>1</sup>Does not apply to characters with Night Vision or Ettin Eyes if they travel alone or in a group where everyone has Night Vision or Ettin Eyes.

<sup>2</sup>Does not apply to characters with Ettin Eyes if they travel alone or in a group where everyone has Ettin Eyes.

Other mods to travel time	Miles per Hour
Ranger	+Int <sup>1</sup>
For every full 5 individuals in the party	-1 <sup>2</sup>

<sup>1</sup>This mod applies to the Ranger himself and to everyone in his company, and only when travelling in marshland, forest or mountainous terrain.

<sup>2</sup>To a maximum of -3.

Tracking + 3D6	Consequence
5 ≤ DD	Critical Failure. E. g. he finds other or false tracks or leads, sending him in the wrong direction
1-5 < DD	Failure. Finds no tracks
= DD	Semi-Success. Finds the tracks
1 to 2 > DD	Success. Can also tell what type of creature left the tracks
3 to 9 > DD	Success. Can also tell the number of creatures leaving tracks
≥ 10 > DD	Critical Success. Can also accurately tell the age of the tracks

## Item Quality

Random Quality Table		
3D6	Quality	Real Value
3	Terrible	*0.25
4	Poor	*0.5
5-6	Below average	*0.75
7-14	Average	*1
15-16	Above average	*1.5
17	High	*3
18	Very high	*6

Quality (real value)	Effect
Light elf (*4) <sup>1</sup>	Negates -1 effect to MS for armour Negates -1 effect to Stealth & Swimming for armour -1 minimum Str on weapons and shields
Lukan/dark elf (*4) <sup>2</sup>	+1 weapon damage +1 DV (MÊ and MI) for shields +1 AV for armour +2 modification to tools
Terrible (*0.25)	-3 modification
Poor (*0.5)	-2 modification
Below average (*0.75)	-1 modification
Average (*1)	n/a
Above average (*1.5)	+1 modification
High (*3)	+2 modification
Very high (*6)	+3 modification
Exceptional (*10)	+4 modification
Divine (*20)	+5 modification

<sup>1</sup>This is an extra mod (and increase in real value) to all weapons and armours made by the light elves.

<sup>2</sup>This is an extra mod (and increase in real value) to all weapons, shields, armours and tools made by the deity Lukan or the dark elves.

Item	Modification on
Armour	AV (mod / 2) and/or (negation of penalty on) MS, Stealth or Swimming
Helmet	AV (mod / 2) and/or (negation of penalty on) Perception/Tracking
Mêlée weapon	Damage, OV (MÊ), DV (MÊ) and minimum Str <sup>1</sup>
Missile	Damage, OV (MI), minimum St <sup>2</sup> weapon and/or Base Range in whole 5' (2' for thrown weapons)
Shield	OV (MÊ) shield mod, DV and/or (negation of penalty on) MS, and minimum Str <sup>1</sup>
Other	Myth master's decision

<sup>1</sup>A positive mod to minimum Str will not increase but reduce the minimum Str.

# Wind & Weather

Weather	3D6 <sup>1</sup>
Clear sky	≤ 10
Partly clouded	11-12
Clouded	13-15
Clouded and rain <sup>2</sup>	16-17
Clouded, rain <sup>3</sup> and thunder	≥ 18

<sup>1</sup>+/- any mods for month, for casting the spell Manipulate Weather and +5 if in EtunahaimaR.

<sup>2</sup>Cast a D6 on the rain table to find the type of rain.

<sup>3</sup>Always rain, unless it is freezing temperatures, in which case it snows instead.

Rain	D6
Fog	1
Fog and drizzle <sup>1</sup>	2
Drizzle <sup>1</sup>	3
Rain <sup>1</sup>	4-5
Hail <sup>1</sup>	6

<sup>1</sup>Snow if freezing temperatures.

Wind direction	2D6 <sup>1</sup>	Temperature
Easterly	≤ 2	-2
South-easterly	3	-4
Southerly	4	-6
South-westerly	5	-2
Westerly	6-7	+0
North-westerly	8-9	+2
Northerly	10-11	+4
North-easterly	≥ 12	+0

<sup>1</sup>+/- any mods for casting the spell Manipulate Wind.

Wind Strength	Wind Speed	3D6 <sup>1</sup>	DD <sup>2</sup>
Calm	0-1 knot	≤ 5	+0
Light air	1-3 knots	6-8	+1
Light breeze	4-6 knots	9-11	+2
Gentle breeze	7-10 knots	12-13	+3
Moderate breeze	11-16 knots	14	+4
Fresh breeze	17-21 knots	15	+5
Strong breeze	22-27 knots	16	+6
Moderate gale	28-33 knots	17	+7
Fresh gale	34-40 knots	18	+8
Strong gale	41-47 knots	19	+9
Whole gale	48-55 knots	20	+10
Storm	56-63 knots	21	+15
Hurricane	≥ 64 knots	≥ 22	+20

<sup>1</sup>+/- any mods for month and for casting the spell Manipulate Wind. See also month. +5 if in EtunahaimaR.

<sup>2</sup>Seamanship DD.

Month	Season	Wind Strength	Weather	Temperature
Walaskelbijô	Winter	+3	+2	-9
Hemenaberga	Winter	+2	+3	-13
LandawiduR	Winter	+1	+2	-20
SinkwabankiR	Winter	+0	+0	-7
ÞruðôhaimaR	Spring	+0	+2	+3
Braiðöblika	Spring	+0	+0	+7
Nôwatuna	Spring	+0	+0	+8
GlítnijaR	Summer	-1	-1	+9
FulkawangiR	Summer	-1	-1	+10
AlbahaimaR	Summer	+0	+0	+7
GlaðashaimaR	Autumn	+1	+2	+0
ÞrímahaimaR	Autumn	+2	+4	-3
ÍwadalaR	Autumn	+3	+6	-4
(NuhieradagaR) (New Year's Day)		+4	+8	-7

# Travel & Survival

## Travel & Survival

Travelling	DD
After the first rest (up to 2 hours travelled that day)	18
After the second rest (+2 hours travelled that day)	22
After the third rest (+2 hours travelled that day)	26
After the fourth rest (+2 hours travelled that day)	30
Carrying a medium load	+1
Carrying a heavy load	+4
Jogging	+6
Jogging (1 hour) <i>and</i> walking/sneaking/tracking (1 hour)	+3
Passenger of boat/ship/wagon	-4
Riding/driving a wagon	-2
Riding fast	+0
Row a boat	+2
Sail a ship	-2
The <i>highest</i> or <i>lowest</i> temperature that day:	
≥ +30 degrees	+2 <sup>1</sup>
+21 to +29 degrees	+1 <sup>1</sup>
+5 to +10 degrees	+1 <sup>2</sup>
+4 to -5 degrees	+2 <sup>2</sup>
-6 to -10 degrees	+4 <sup>2</sup>
-11 to -20 degrees	+8 <sup>2</sup>
≤ -21 degrees	+16 <sup>2</sup>
The traveller is a Ranger or Stalker	-2
Walking/sneaking/tracking	+0

<sup>2</sup>The DD for high temperatures is negated by positive Heat Toughness.

<sup>3</sup>The DD for low temperatures is negated by positive Cold Toughness, including any Cold Toughness characters get from wearing warm clothes. See Clothes, Hides & Armour under **Trade**.

A character travelling must test his Stamina *at the end of every rest* (i. e. every 2 hour period). A character *not* travelling, but *just spending time in very low temperatures* (i. e. ≤ 10 degrees) must test his Stamina as if he was travelling (and the DD is only modified by temperature and -2 if a Ranger or Stalker, and -6 if he lights a bonfire *or* has a tent).

A negative MS mod of armour worn shall also be added as a *positive* modifier to the Stamina DD for travelling. Add +1 to DD if the character is carrying a shield, or +3 if the shield is large or deeply-dished.

Stamina Travel Result <sup>1</sup>	Consequence
Critical Failure	Exhausted until he has slept one night <sup>2</sup> .
Failure	Tired until he has slept one night <sup>2</sup> .
Semi-Success	Tired until he has slept one night.
Success	Still rested.
Critical Success	Still rested, and he could even assist another character on the way (-2 DD for that character).

<sup>1</sup>There are no natural results for this test.

<sup>2</sup>The character is also too tired to stay awake during the night to keep watch.

Travel Mode	Road <sup>1</sup>	Path/Fields <sup>1</sup>	Bog <sup>1/2</sup>	Mountain <sup>1</sup>	Forest <sup>1</sup>	Gemahlewa
Sneak <i>and</i> Track	1	1 <sup>3</sup>	1 <sup>3</sup>	1 <sup>4</sup>	1 <sup>3</sup>	1 <sup>4</sup>
Sneak <i>or</i> Track	2	2 <sup>3</sup>	2 <sup>3</sup>	2 <sup>4</sup>	2 <sup>3</sup>	2 <sup>4</sup>
Walk	4	3 <sup>3</sup>	2 <sup>4</sup>	2 <sup>4</sup>	2 <sup>4</sup>	2 <sup>4</sup>
Jog	6 <sup>3</sup>	5 <sup>4</sup>	4 <sup>5</sup>	3 <sup>5</sup>	3 <sup>5</sup>	n/a

<sup>1</sup>Add the spell PL \* miles per hour for the spell Seven-Miles-Boots, but only if walking or jogging. Subtract 1 mile per hour for every full 1' of snow on the ground, 2 if the ground is muddy (and it will be after much rainfall, unless travelling on a paved road), and 1 if there is a fog. If the travel speed is modified to 0 or less miles per hour, travel is so hard that it takes 2 hours (or more!) instead of travel 1 mile. Skis have not (yet) been invented in Thulé.

<sup>2</sup>Use the Path/Fields if there were freezing temperatures the night before.

<sup>3</sup>Test Acrobatics against DD 5 (+1 for every hour travelling, and +3 if snow, mud and/or ice on the ground) once every day when travelling.

<sup>4</sup>Test Acrobatics against DD 8 (+1 for every hour travelling, and +3 if snow, mud and/or ice on the ground) once every day when travelling.

<sup>5</sup>Test Acrobatics against DD 8 (+1 for every half-hour travelling, and +3 if snow, mud and/or ice on the ground) once every day when travelling.

D6	Acrobatics Failure in Bog
1-2	He falls and takes D6 - 3 damage
3-7	He falls into a bog and must test his Swimming against DD 9 and then Climbing against a random DD to get out <sup>1</sup>

<sup>1</sup>If freezing temperatures this is instead a fall through the ice or into freezing water with a +6 added to the Swimming DD. If the freezing temperatures have lasted for more than one full day and night it is instead a normal fall 0' on the solid ice (D6 - 3 damage). See **Weather & Wind** and the skill Swimming.

D6	Acrobatics Failure in Forest/Road/Path/Field
1-5	He falls and takes D6 - 3 damage
6	He falls 5' down and takes D6 damage
7	He falls 10' down and takes 2D6 damage

D6	Acrobatics Failure in Mountain/Gemahlewa
1-4	He falls and takes D6 - 3 damage
5	He falls 5' down and takes D6 damage
6	He falls 10' down and takes 2D6 damage
7	He falls 20' down and takes 4D6 damage

Travel Mode	Road	Path/Fields
Ride a horse	6 <sup>1</sup>	5 <sup>3</sup>
Ride fast on a horse	9 <sup>2</sup>	8 <sup>3</sup>
Wagon (pulled by horse)	6 <sup>1</sup>	n/a

<sup>1</sup>Test Riding against DD 5 (+1 for every hour travelling, and +3 if snow, mud and/or ice on the ground) once every day when travelling.

<sup>2</sup>Test Riding against DD 8 (+1 for every hour travelling, and +3 if snow, mud and/or ice on the ground) once every day when travelling.

<sup>3</sup>Test Riding against DD 8 (+1 for every half-hour travelling, and +3 if snow, mud and/or ice on the ground) once every day when travelling.

Travel Mode	Air
Ride a flying creature	X <sup>1</sup>
Ride fast on a flying creature	X * 1.5 <sup>2</sup>

X = The flying creature's flying speed \* 720 / 5000. Round up to nearest whole number.

<sup>1</sup>Test Riding against DD 5 (+1 for every hour travelling) once every day when travelling.

<sup>2</sup>Test Riding against DD 8 (+1 for every hour travelling) once every day when travelling.

When riding a flying creature all modifications of the travel time from (the skill) Navigation are divided by 3 and rounded down.

Travel Mode	Lake/Sea <sup>1</sup>	River <sup>2</sup>
Rowing boat <sup>3</sup>	4	6/1
Ship <sup>3</sup>	12	15/3

<sup>1</sup>See Wind Strength.

<sup>2</sup>Downstream/upstream travel (average current).

<sup>3</sup>Test Seamanship against DD 2 (for rowing boats) or DD 5 (for ships) (+1 for every hour travelling) once every day when travelling.