

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	<i>At best</i> Failure
Cast a natural 17	<i>At worst</i> Semi-Success
Cast a natural 18	<i>At worst</i> Success

Task	Basic DD	DD Range
Routine	3	≤ 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	≥ 33

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

Mod to MS & SS	Character Condition
-1	Tired
-4	Exhausted
-1	Light injury
-2	Medium injury
-4	Serious injury
-8	Severe injury
-16	Incapacitation

Healing	
Result	Injury ¹
≤ 5	+3
6-8	+2
9-11	+1
12-14	+0
15-20	-1
21-29	-2
30-38	-3
39-47	-4
≥ 48	-5

¹The result indicates an increase in severity (+) or a decrease in severity (-). See **Toughness (Combat Rules)**.

Result	Bleeding ¹
≤ 8	+2
9-11	+1
12-14	+0
15-20	-1
21-29	-2
30-38	-3
≥ 39	-4

¹The result indicates an increase in severity (+) or a decrease in severity (-). See **Toughness (Combat Rules)**.

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

¹Does not apply to cases of drowning, disease or poisoning.

²Healer must have at least +10 Healing proficiency to use these tools.

³See **Life & Death** comment under **Birth Date (Character Generation & Development)**. This applies whether the Healer is using sorcery/asking for favours or not.

Tempo		
Action	Speed ¹	Mod ²
Crawl	Tempo/4	-1 mod
Climb	Tempo/4	-1 mod
Sneak and Track	Tempo/3	+0 mod
Carry heavy object	Tempo/2	-2 mod
Sneak	Tempo/2	+0 mod
Track	Tempo/2	+0 mod
Walk/fly very slow	Tempo ³	-1 mod
Jog/fly slow	Tempo * 1.5 ³	-2 mod
Run/fly fast	Tempo * 2 ³	-4 mod
Sprint/fly very fast	Tempo * 3 ³	-7 mod
Dash/fly at full speed	Tempo * 4 ³	-10 mod

¹Always round up to nearest whole 5.

²Mod to Perception. See **Tracking and Stealth**.

³Add 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.

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

NB! All MS mods to Tempo from encumbrance, from carrying shields, from wearing armour and the character's condition are multiplied by 2.5, and the result rounded up to nearest whole 5.

Condition	Mod (all Skills)	Other Restrictions
Tired	-1	Can not Dash or Sprint
Exhausted	-4	Can not Dash, Fly, Sprint, Run or Jog
Unconscious	n/a	Can not do anything

Stamina	
Activity	Spent SP
Carry out a Charge	2
Cast a Spell	Spell PL / 2 (rounded up) ¹
Climb	1 every minute
Crawl	1 every minute
Dance	1 every minute
Dash	5 every round
Drive carriage	1 every hour
Enchant an item	Stamina * 2
Engaged in mêlée	1 every round ²
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 ³
Jog	1 every 5 minutes
Carry heavy object	4 every round
Ride (any creature)	1 every hour
Ride (any creature) fast	1 every 5 minutes
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

¹The time spent to cast the spell does not matter in this context. Alfabörinar only spend spell PL / 4 (rounded up) SP when casting spells. See also Fire Worm (**The Creatures & Phenomena of Púlé**).

²This 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.

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

Offensive Value (OV) for Mêlée	
+ proficiency in the weapon skill used / 2	
+ encumbrance mod (if carrying a medium or heavy load)	
+ injury mod (if injured)	
+ fatigue mod (if tired or exhausted)	
+ size mod for MÊ (see To Hit & Damage Resolution)	
+ 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	
+ proficiency in the weapon skill used / 2	
+ shield mod (if using a shield)	
+ encumbrance mod (if carrying a medium or heavy load)	
+ injury mod (if injured)	
+ size mod for MÊ (see To Hit & Damage Resolution)	
+ fatigue mod (if tired or exhausted)	
+ Dodging proficiency ¹	
+ weapon mod (if any)	
+ other mêlée mods (see Combat Modifications)	

¹Only 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 16 (page 91) and **Combat Modifications**.

Offensive Value (OV) for Missiles	
+ proficiency in the weapon skill used / 2	
+ encumbrance mod (if carrying a medium or heavy load and using a TW or a sling/staff sling)	
+ injury mod (if injured)	
+ 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 Missiles	
+ 10	
+ shield mod (if using a shield)	
+ size mod for Ml (see To Hit & Damage Resolution)	
+ Dodging proficiency ¹	
+ other missile mods (see Combat Modifications)	

¹Only 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 16 (page 91) and **Combat Modifications**.

OV (+3D6)	Consequence (damage to target ¹)
< DV	Miss (no damage)
= DV	Near miss (damage / 2)
1 to 3 > DV	Hit (damage)
4 to 6 > DV	Rather good hit (damage + 4)
7 to 9 > DV	Good hit (damage + 8)
10 to 12 > DV	Very good hit (damage + 12)
13 to 15 > DV	Excellent hit (damage + 20)
16 to 18 > DV	Exceptional hit (damage + 32)
≥ 19 > DV	Perfect hit (damage + 52)
Natural 3-4	Fumble (see Fumbling)
Natural 17	<i>At worst</i> a near miss (damage / 2)
Natural 18	<i>At worst</i> a hit (damage)

¹Damage = weapon damage. See **Mêlée Weapons & Shields** and **Missile Weapons**. Add any mod to damage directly to weapon damage. E. g. a dagger with damage 2D6 - 1 inflicts 2D6 + 3 instead if the attacker achieves a rather good hit (weapon damage + 4). **NB!** Damage mod / 2 if the weapon used is a Spear sling, a Staff sling or Unarmed, and only damage mod / 4 if the weapon used is a Wand See **Toughness**.

Damage to Target	Injury level	Cut/Shock Mod
< TAV	+0	+3
≥ TAV, but < TAV * 2	+1	+0
≥ TAV * 2, but < TAV * 3	+2	-3
≥ TAV * 3, but < TAV * 4	+3	-6
≥ TAV * 4, but < TAV * 5	+4	-9
≥ TAV * 5, but < TAV * 6	+5	-12
≥ TAV * 6	+6	n/a

NB! If damage is ≤ the target's Size mod for MĒ, there is always *no effect*.

Injury Level	Skill Mod
0 Scratch	+0
1 Light Injury	-1 ¹
2 Medium Injury	-2 ²
3 Serious Injury	-4 ³
4 Severe Injury	-8 ⁴
5 Incapacitation	-16 ⁵
6 Fatal Injury	(Death)

¹Can not dash.

²Can not dash or sprint.

³Can not fly, dash, sprint, run or sneak.

⁴Can not climb, dash, fly, jump, sprint, run, sneak, jog, swim fast or track.

⁵Can not climb, dash, dodge, fly, jump, sprint, run, ride, sneak, jog, swim, swim slowly, track or walk (i. e. the creature can only crawl).

Cut (3D6 + Mods)	
Result	Consequence ¹
≥ 10	No consequence
6-9	Light Bleeding (+ 1 injury level every hour)
3-5	Medium Bleeding (+ 1 injury level every 15 minutes)
1-2	Serious Bleeding (+ 1 injury level every minute)
≤ 0	Death in D2 - 1 rounds

¹The bleeding causes + 1 to injury level *at the end* of the listed time period.

Shock (3D6 + Mods)	
Result	Consequence
≥ 10	No consequence
6-9	Stun (can not attack and gets a -4 DV (MĒ) mod for one round ¹)
3-5	Knock-down (can not attack and gets a -8 DV (MĒ) mod and a +2 DV (MI) mod for one round ^{2/3})
1-2	Knock-out (is out for 3D6 rounds, and is then Stunned for D6 rounds) ³
≤ 0	Death in D2 - 1 rounds

¹He loses his next action if he has not yet done anything this round and is stunned the rest of the round *and* the next round.

²He loses his next action if he has not yet done anything this round and is knocked down the rest of this round *and* the next round. A character can if he chooses to remain prone or he can spend a round getting up. See **Combat Modifications**.

³Check for fall injury. See the skill Acrobatics.

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
+ other mods

Initiative Modifications <i>only</i> for Mêlée
+ size mod (for MĒ)
+ 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 .

Fumbling	Bows, TW & Crossbows	Slings	MĒ	Consequence (for natural attacks)
9-18	12-18	9-18	A(A)	
7-8	11	7-8	B(F)	
5-6	9-10	5-6	C(F)	
-	7-8	4	D(F)	
3-4	3-6	3	E(E)	

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*10 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 point blank range) to 50' (for missile attacks at maximum 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 is either (on 1-2 on a D6) injured (+1 injury level, and check for Cut/Shock effect (with +0 mod)) or (3-6) scratched (check for Cut/Shock effect (with +3 mod)) as a result of this.

Distance ¹	Rng	OV Mod
Point blank range	*1	+0
Short range	*2	-3
Medium range	*3	-6
Long range	*4	-9
Very long range	*5	-12
Extreme range	*6	-15
Maximum range	*7	-18

¹When shooting/throwing in confined space (e. g. indoors or in a dense forest) long range (Rng * 4) is the maximum range for crossbows, short range (Rng * 2) is the maximum range for lead-weighted darts and medium range (Rng * 3) is the maximum range for all other missile weapons. To be able to throw at extreme/maximum range the thrower has to be able to walk/jog in the throwing direction for one round.

Weapon	Base Range (Rng) (in feet)
Angon	20 + (Str * 2)
Battle Axe, short	10 + Str
Club	10 + Str
Composite bow	40 + (PL * 10) ¹
Crossbow	35 + (PL * 2.5) ¹
Hammer	10 + Str
Javelin	25 + (Str * 3)
Lead-weighted dart	20 + (Str * 2)
Light javelin	20 ² + (Str * 2)
Rock	5 ³
Self bow, long	40 + (PL * 5) ¹
Self bow, short	30 + (PL * 2.5) ¹
Sling (clay bullet)	45 + (Str * 5)
Sling (lead bullet)	55 + (Str * 6)
Sling (stone)	35 + (Str * 4)
Spear	15 ⁴ + (Str * 2)
Staff sling (clay bullet)	75 + (Str * 8)
Staff sling (lead bullet)	85 + (Str * 9)
Staff sling (stone)	65 + (Str * 7)
Throwing axe	10 + Str
Trident	10 + Str

¹The base range of a bow/crossbow is based on the PL of the bow/crossbow and not the user's Str. See the bows & crossbows list.

²Base Range * 2 (and damage 3D6 - 1) and OV (MI) - 2 instead if the light javelin is used in combination with a spear sling. You can throw a light javelin every other round if you use a spear sling. You can load a spear sling and walk with the weapon ready for use. If you have the Spear Thrower talent you can also jog with the weapon ready for use. A spear sling can be used as a mêlée weapon. See list of mêlée weapons.

³Add +5 for every point of Str the thrower has above minimum Str. A strong stone thrower can in other words choose to cast smaller rocks longer. A weak stone thrower might in fact not be able to throw a large rock at all (if the base range comes down to 0 or less).

⁴-5 base range if winged.

NB! Staff slings have a 15' minimum range!

MORALE

Result	Consequence ¹
≤ 3	Panics and flees for 3D6 rounds. He is in addition to that traumatized with a -1 mod to Fortitude ^{2/3}
4-5	Panics and flees for 3D6 rounds ²
6-7	Terrified for 3D6 rounds
8-9	Fearful for 3D6 rounds
10-11	Afraid for 3D6 rounds
12-15	Nervous for 3D6 rounds
≥ 16	No consequence
Natural 3-4	<i>At best</i> nervous for 3D6 rounds
Natural 17-18	Always no consequence

(See page 89 in rule book for foot notes)

Mental Condition	Mod to all Skills & Spells
Nervous	-1
Afraid	-2
Fearful	-3 Can not attack offensively (i. e. use Tactical Advance)
Terrified	-4 Can only fight defensively (i. e. use Tactical Retreat) and <i>must</i> try to retreat if possible
Panic	+1

Result	Consequence
≤ 10	Contact is achieved
≥ 11	Contact is not achieved

Possible Modifications

- + Lowest Stealth proficiency in the party / 2
- Highest Tracking proficiency in the party / 3
- 3 if in **E**tunakaimas

D6 Contact Conditions

+1	The best Perception proficiency in the party exceeds the best Perception proficiency in the encounter group
-1	The best Perception proficiency in the party does not exceed the best Perception proficiency in the encounter group
+0	The best Perception proficiency in both groups are the same
-1	The player group is the largest group
+1	The encounter group is the largest
+0	Both groups are of the same size
+X ¹	The party is using stealth
+1 + X ¹	The party is using stealth and is encountering a non-predatory animal, and everybody in the party wears a fur made from a non-predatory animal
-1	The party travels faster than in walking speed

¹X = the lowest Stealth proficiency in the party / 5, but never less than +1.

D6 Distance when contact is achieved¹

1-3	D6 * 100'
4-5	2D6 * 100'
6	3D6 * 100'

¹Distance / 2 if night or in a forest. Distance / 4 if night and in a forest

The Combat Round (Action Sequence)

The myth master checks for morale for each character (see page 89). (NB! This is normally only done at the beginning of every combat, and then again for a character every time he is injured.)

Every player declares what his character is going to do that round. The myth master secretly does the same for the NPCs.

The myth master checks for morale for each character (see page 89). (NB! This is normally only done at the beginning of every combat, and then again for a character every time he is injured.)

Every player casts a D6 to find his Initiative. The myth master secretly does the same for the NPCs. (See page 86) (NB! This can be done every round, every minute or perhaps only once for every combat.)

Every player tests his Acrobatics skill to see if he manage to stay on his feet during the fight (see page 88, **Optional Rule 13**).

The myth master check if there is any random movement (see page 91, **Optional Rule 16**)

All actions are performed. The character with the best Initiative result acts first, and his action can influence the performance and actions of the characters acting after him this same round.

The myth master checks if there has been any item damage for any of the characters involved in mêlée combat, or for those hit by a missile weapon (see page 89, **Optional Rule 18**).

The myth master records how many Stamina Points (SP) the characters have spent that round.