

| 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. Alfabörnir 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 M _E (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 M _E (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 M _I (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 | At worst a near miss (damage / 2) |
| Natural 18 | At worst 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 (M) 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 | Consequence (for natural attacks) | | |
|----------------------|-----------------------------------|------|------|
| Bows, TW & Crossbows | Slings | MĒ | |
| 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_ttunakaimas

| 3D6 | E _t tin Phenomena |
|-----|------------------------------|
| ≥ 9 | None |
| 8 | E _t tin Earthstar |
| 7 | Mara |
| 6 | Netja |
| 5 | Skira |
| 4 | Sött |
| 3 | Vertigo |
| ≤ 2 | Call of the Kraken |

Mods to die roll for E_ttin Phenomena

- 2 Pursas rune is carried by one in the party
- +1 Sôwilô rune is carried by one in the party
- +1 Dagas rune is carried by one in the party
- 1 E_ttin stone heart amulet is carried by one in the party

| Type | Day ¹ 3D6 | Night ² 3D6 ³ |
|---------------------|-------------------------|--|
| Animals | 3-11 | 3-11 |
| Elves & Nymphs | 12 | 12 |
| Humans | 13-18 | 13-14 |
| Trolls | | 15-16 |
| E _t tins | | ≥ 17 |

¹Use this for night encounters during the Midnight Sun as well, unless underground.
²Use this for encounters underground as well, and for day encounters during the Winter Darkness.

³+5 if in E_ttunakaimas. +2 if underground.

| 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 achieved ¹ |
|-----|--|
| 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.