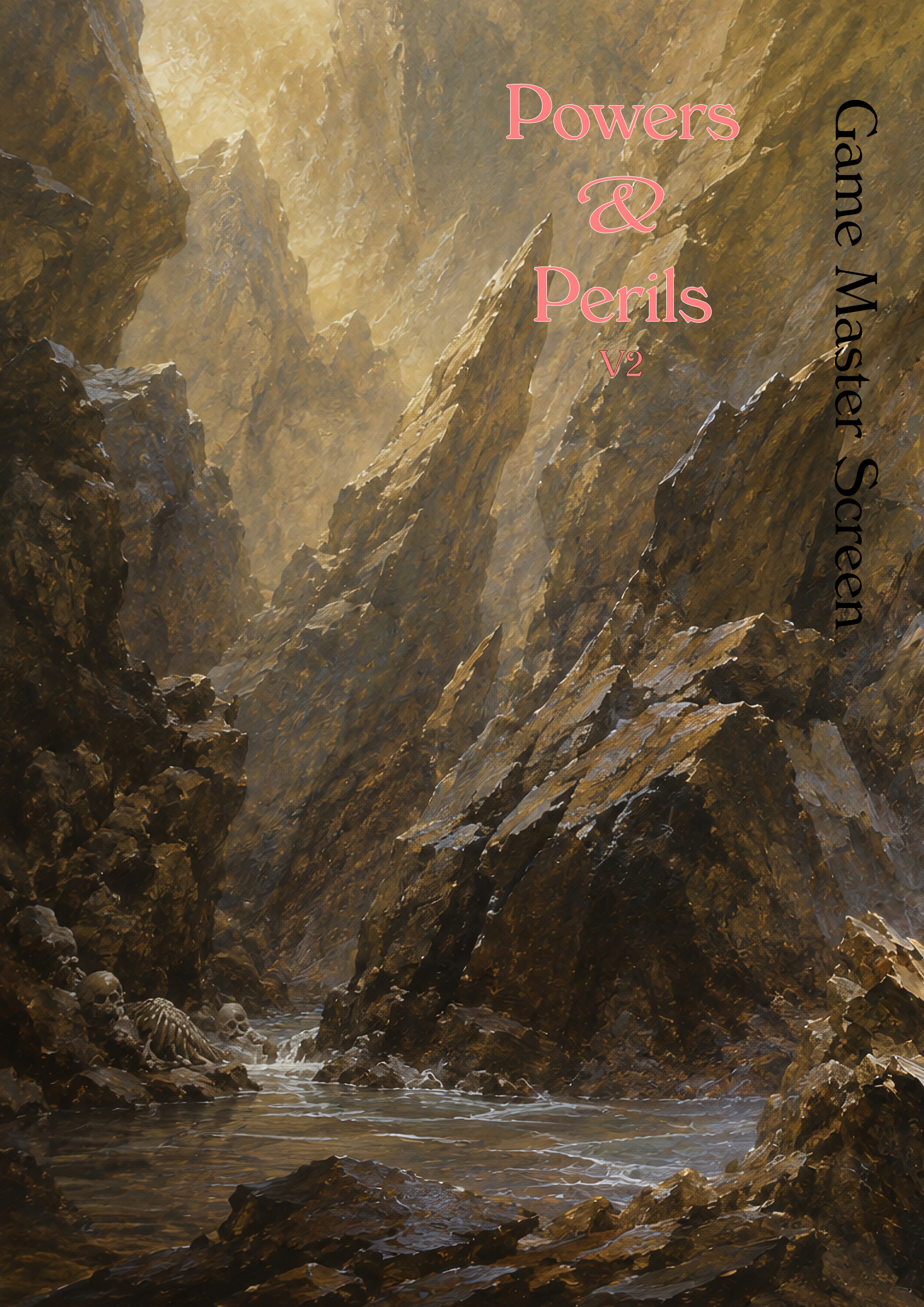




Powers & Perils v2

Game Master Screen

Table 1: The Combat Table

BASE LINE	HIT TYPE				
	DEADLY	SEVERE	HIT	SHIELD	MISS
-20*	-10	-9 to -5	-4 to 03	04-15	16-100
-19	-9	-8 to -4	-3 to 04	05-16	17-100
-18	-8	-7 to -3	-2 to 05	06-17	18-100
-17	-8	-7 to -2	-1 to 06	07-18	19-100
-16	-7	-6 to -1	0 to 07	08-19	20-100
-15	-7	-6 to 0	01 to 08	09-20	21-100
-14	-6	-5 to 01	02 to 09	10-22	23-100
-13	-6	-5 to 02	03 to 10	11-24	25-100
-12	-5	-4 to 03	04 to 11	12-26	27-100
-11	-5	-4 to 04	05 to 12	13-28	29-100
-10	-4	-3 to 05	06 to 13	14-30	31-100
-9	-4	-3 to 06	07 to 15	16-32	33-100
-8	-3	-2 to 06	07 to 16	17-34	35-100
-7	-3	-2 to 07	08 to 18	19-36	37-100
-6	-2	-1 to 07	08 to 19	20-38	39-100
-5	-2	-1 to 08	09 to 20	21-40	41-100
-4	-1	0 to 08	09 to 21	22-42	43-100
-3	-1	0 to 09	10 to 22	23-44	45-100
-2	-1	0 to 09	10 to 23	24-46	47-100
-1	0	01 to 10	11 to 24	25-48	49-100
ZERO	0	01 to 10	11 to 25	26-50	51-100
+1	0	01 to 11	12 to 26	27-52	53-100
+2	01	02 to 12	13 to 28	29-54	55-100
+3	01	02 to 12	13 to 29	30-56	57-100
+4	01	02 to 13	14 to 31	32-58	59-100
+5	02	03 to 14	15 to 32	33-60	61-100
+6	02	03 to 14	15 to 34	35-62	63-100
+7	02	03 to 15	16 to 36	37-64	65-100
+8	03	04 to 16	17 to 37	38-66	67-100
+9	03	04 to 16	17 to 39	40-68	69-100
+10	03	04 to 17	18 to 40	41-70	71-100
+11	04	05 to 18	19 to 42	43-72	73-100
+12	04	05 to 18	19 to 43	44-74	75-100
+13	04	05 to 19	20 to 45	46-76	77-100
+14	05	06 to 20	21 to 47	48-78	79-100
+15	05	06 to 20	21 to 48	49-80	81-100
+16	05	06 to 21	22 to 50	51-81	82-100
+17	06	07 to 22	23 to 51	52-82	83-100
+18	06	07 to 22	23 to 53	54-83	84-100
+19	06	07 to 23	24 to 54	55-84	85-100
+20*	07	08 to 24	25 to 56	57-85	86-100

*Any result with a base line less than -20 is rolled on the -20 line. This is the worst possible chance. Any result greater than +20 is rolled on the +20 line. This is the best possible chance.

IMPORTANT — When +20 is exceeded, the attacker will subtract the difference between the two lines IF the roll, after all other modifiers, is an 85 or less. If it is an 86 or higher, the line difference is ignored.

Table 2: Situation Table

SITUATION	EFFECT
Fighting more than ONE opponent	-5**
Defender is unable to move*	-20
Defender is ambushed, taken from the rear or unaware of the attacker*	-15
Defender is not fully conscious, i.e. drugged, asleep, unconscious, etc.*	-20
Defender is taken from the flank	-10
Mounted Attack	See Mounted Combat and Horsemanship.
Attack from above	-5
Defender is Small	+3 per point below 4 in OCV. (For Humanoid form, +2 per hit point below 8),
*When the Defender is in this position any Deadly Hit is fatal, Severe Hits are Deadly, Hits are Severe and Shield Hits are Hits. **Modifier used by the forces that outnumber the person attacked.	

Deadly Hit

A Deadly Hit will score **2D10** OR **(SB+1)D10**, whichever is greater. To this value, **WSB** and **EL** are added.

Severe Hit

The damage inflicted by a severe hit is determined, depending on the attributes of the attacker, using the cases below:

A) The attacker possesses natural weapons*:

$$1D10+SB \text{ or } ZERO, \text{ whichever is higher}$$

B) The attacker is unarmed and without natural weapons:

$$1D6+SB^{**}$$

C) The attacker is armed with a weapon:

$$1D10+SB+WSB+(EL/2, \text{ rounded up})$$

Hit

A hit result scores damage as specified in the cases below:

A) The attacker possesses natural weapons*:

$$1D6+SB$$

B) The attacker is unarmed and without natural weapon:

$$1D3+(SB/2, \text{ rounded down})^{***}$$

C) The attacker is armed with a weapon:

$$1D6+SB+WSB$$

* An attacker is considered to have natural weapons if the **NWI** specified for it is **ZERO** or higher.

** If the attacker has hand-to-hand skill, the **EL/2** rounded up is added to the damage that is scored.

***If the attacker has hand-to-hand skill, the **SB** is not divided as specified above.

Shield Hit

The blow strikes the shield of the defender. If he has a shield, it blocks the damage. Roll damage as for a **HIT**. If the defender does not have a shield, treat this as a **HIT**.

Table 3: Missile Table

WEAPON USED	RANGE FRACTION					BASE RANGE
	POINT BLANK	SHORT	MED.	LONG	EXT.	
Arbalest	+15	+8	-2	-12	Yes	24
Bolas	+10	-1	-13	-20	No	4**
Bow	+11	+4	-6	-18	Yes	20
Composite Bow	+14	+7	-3	-14	Yes	25
Handle Sling	+3	+9	-4	-17	Yes	18**
Heavy Crossbow	+12	+6	-3	-16	Yes	20
Javelin	+6	0	-9	-20	No	6*
Light Crossbow	+9	+5	-6	-20	Yes	18
Light Lance	+8	-2	-10	-20	No	3**
Long Bow	+12	+8	0	-10	Yes	30
Other Dagger	+5	-3	-15	-20	No	4**
Other	+4	-4	-14	-20	No	4*
Thrown Weapons						
Repeating Crossbow	+7	+1	-8	-18	No	16
Sling	+4	+6	-6	-19	Yes	12**
Spear	+5	-1	-7	-16	No	8*
Throwing Axe	+6	-2	-10	-20	No	5*
Throwing Dagger	+8	0	-12	-20	No	5**

*Range = Base Range + the thrower's **SB** in hexes.
 Range = Base Range + (the thrower's **SB/2, rounded down) in hexes.

Table 4: Range Table

RANGE	POINT				
	BLANK	SHORT	MED.	LONG	EXT.
2	None	0	1	2	None
3	None	0	1+2	3	None
4	0	1	2	3+4	None
5	0	1	2+3	4+5	None
6	0	1	2+3	4-6	None
7	0	1	2-4	5-7	None
8	0	1+2	3+4	5-8	None
9	0	1+2	3-5	6-9	None
10	0+1	2	3-5	6-10	None
11	0+1	2	3-6	7-11	12-22*
12	0+1	2+3	4-6	7-12	13-24*
13	0+1	2+3	4-7	8-13	14-26*
14	0+1	2+3	4-7	8-14	15-28
15	0+1	2+3	4-8	9-15	16-30*
16	0+1	2-4	5-8	9-16	17-32*
17	0+1	2-4	5-9	10-17	18-34
18	0+1	2-4	5-9	10-18	19-36*
19	0+1	2-4	5-10	11-19	20-38*
20	0-2	3-5	6-10	11-20	21-40*
21	0-2	3-5	6-11	12-21	22-42*
22	0-2	3-5	6-11	12-22	23-44*
23	0-2	3-5	6-12	13-23	24-46
24	0-2	3-6	7-12	13-24	25-48
25	0-2	3-6	7-13	14-25	26-50
26	0-2	3-6	7-13	14-26	27-52
27	0-2	3-7	7-14	15-27	28-54
28	0-2	3-7	8-14	15-28	29-56
29	0-2	4-7	8-15	16-29	30-58
30	0-3	4-7	8-15	16-30	31-60

*If Extreme Range is possible for the weapon type that is being used.

Table 5: The Magic Table

LINE	SUCCESS	ABYSMAL	
		FAILURE	FAILURE
0	01-35	36-90	91
1	01-38	39-91	92
2	01-41	42-92	93
3	01-44	45-93	94
4	01-47	48-94	95
5	01-50	51-95	96
6	01-52	53-96	97
7	01-54	55-97	98
8	01-56	57-98	99
9	01-58	59-99	100
10	01-60	61-100	101
11	01-62	63-101	102
12	01-64	65-102	103
13	01-66	67-103	104
14	01-68	69-104	105
15	01-70	71-105	106
16	01-72	73-106	107
17	01-74	75-107	108
18	01-76	77-108	109
19	01-78	79-109	110
20	01-80	81-110	111
+1	+2	+1	+1

Table 6: The Abysmal Failure Table

11 or Less	The failure is turned without adverse effect.
12	The Caster suffers D100 points loss to his Energy Level. If the Energy Level is reduced to zero or less, he is dead.
13+14	Reduce the Energy Level to zero. The Caster will remain comatose until it regenerates completely or he is Revivified.
15-25	The effect of the spell is suffered by the Caster and none other. If it is a spell that is only stopped by the Caster's death, it must be dispelled to stop the effect. All effects are subject to adjudication by the Referee.
26-45	The Magic User's Casting Ability is reduced an additional 2D10 Mana Points and he is unconscious for a number of hours equal to the Mana Points thus lost.
46-65	Lose 2D6 points from BOTH Energy Level and Casting Ability. The Caster is stunned, and incapable of casting any magic, or moving, for a number of phases equal to the number of Energy Points thus lost.
66-80	The force controlling the spell takes the knowledge of its use from the caster. He must relearn it.
81-90	The caster is unable to use magic for 2D6 weeks.
91 and Up	The Caster is possessed by the force from which the spell is derived. This creates a FANATICAL TIE to the alignment of the spell. Until the effect is negated (Negate Curse spell), he may not cast spells of any other alignment and his actions are dedicated to the goals of the possessing alignment. (For Basic Wizardry spells, the alignment is always the same as the Caster's orientation).

