

| Difficulty <br> Number | Pathetic | Poor | Average | -Result- | Excellent | Extraordinary |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  | Good |  |  |
| 2 | * | 1 | 2-4 | 5-6 | 7-8 | 9+ |
| 3 | * | 1-2 | 3-5 | 6-7 | 8-9 | 10+ |
| 4 | * | 1-3 | 4-6 | 7-9 | 10-11 | 12+ |
| 5 | 1 | 2-4 | 5-7 | 8-10 | 11-13 | 14+ |
| 6 | 1 | 2-5 | 6-8 | 9-12 | 13-16 | 17+ |
| 7 | 1-2 | 3-6 | 7-10 | 11-14 | 15-18 | 19+ |
| 8 | 1-3 | 4-7 | 8-12 | 13-15 | 16-19 | 20+ |
| 9 | 1-4 | 5-8 | 9-14 | 15-17 | 18-21 | $22+$ |
| 10 | 1-5 | 6-9 | 10-15 | 16-19 | 20-22 | 24+ |
| 11 | 1-5 | 6-10 | 11-16 | 17-20 | 21-24 | 25+ |
| 12 | 1-6 | 7-11 | 12-17 | 18-22 | 23-26 | 27+ |
| 13 | 1-6 | 7-12 | 13-19 | 20-24 | 25-28 | 29+ |
| 14 | 1-7 | 8-13 | 14-20 | 21-25 | 26-30 | 31+ |
| 15 | 1-8 | 9-14 | 15-22 | 23-26 | 27-30 | 31+ |
| 16 | 1-9 | 10-15 | 16-23 | 24-27 | 28-32 | 33+ |
| 17 | 1-10 | 11-16 | 17-24 | 25-29 | 30-33 | 34+ |
| 18 | 1-11 | 12-17 | 18-25 | 26-30 | 31-35 | 36+ |
| 19 | 1-11 | 12-18 | 19-27 | 28-32 | 33-36 | 37+ |
| 20 | 1-12 | 13-19 | 20-28 | 29-33 | 34-38 | 39+ |
| 21 | 1-13 | 14-20 | 21-29 | 30-35 | 36-40 | 41+ |
| 22 | 1-14 | 15-21 | 22-30 | 31-36 | 37-41 | 42+ |
| 23 | 1-15 | 16-22 | 23-32 | 33-37 | 38-42 | 43+ |
| 24 | 1-15 | 16-23 | 24-33 | 34-38 | 39-43 | 44+ |
| 25 | 1-16 | 17-24 | 25-34 | 35-40 | 41-45 | 46+ |
| 26 | 1-17 | 18-25 | 26-35 | 36-41 | 42-46 | 47+ |
| 27 | 1-18 | 19-26 | 27-36 | 37-42 | 43-48 | 49+ |
| 28 | 1-18 | 19-27 | 28-38 | 39-44 | 45-49 | 50+ |
| 29 | 1-20 | 21-28 | 29-39 | 40-45 | 46-50 | 51+ |
| 30 | 1-20 | 21-29 | 30-40 | 41-46 | 47-52 | 53+ |
| 31 | 1-21 | 22-30 | 31-41 | 42-47 | 48-53 | 54+ |
| 32 | 1-22 | 23-31 | 32-42 | 43-48 | 49-54 | 55+ |
| 33 | 1-23 | 24-32 | 33-44 | 45-50 | 51-56 | 57+ |
| 34 | 1-23 | 24-33 | 34-45 | 46-51 | 52-57 | 58+ |
| 35 | 1-24 | 25-34 | 35-46 | 47-52 | 53-59 | 60+ |
| 36 | 1-25 | 26-35 | 36-47 | 48-53 | 54-59 | 60+ |
| 37 | 1-26 | 27-36 | 37-48 | 49-55 | 56-61 | $62+$ |
| 38 | 1-27 | 28-37 | 38-50 | 51-56 | 57-62 | $63+$ |
| 39 | 1-28 | 29-38 | 39-51 | 52-57 | 58-63 | 64+ |
| 40 | 1-29 | 30-39 | 40-52 | 53-58 | 59-65 | 66+ |

STEP/ACTION DICE TABLE
Step Action Number Dice D6

5 D8
6 D10
7 D12
8 2D6
9 D8+D6
10 2D8
11 D10+D8
12 2D10
13 D12+D10
14 2D12
15 D12+2D6
16 D12+D8+D6
17 D12+2D8
18 D12+D10+D8
19 D12+2D10
20 2D12+D10
21 3D12
22 2D12+2D6
23 2D12+D8+D6
24 2D12+2D8
25 2D12+D10+D8
26 2D12+2D10
27 3D12+D10
28 4D12
29 3D12+2D6
30 3D12+D8+D6
31 3D12+2D8
32 3D12+D10+D8
33 3D12+2D10
34 4D12+D10
35 5D12
36 4D12+2D6
37 4D12+D8+D6
38 4D12+2D8
39 4D12+D10+D8
$40 \quad 4 \mathrm{D} 12+2 \mathrm{D} 10$

STEPS 1, 2, AND 3
Step Action
Number Dice
1 D6-3
2 D6-2
3 D6-1

SPELLS

| spusmax | wnurrux | ${ }_{\text {rpp }}$ | crack |  | cin |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
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EQUIPMENT
NAME:
MAX. THREADS:
SPELL D€E€NSE:
DESCRIPTION:

THREAD RANKS
rank key knowledge/deed lp cost effect

PATTERN ITEMS
BL®๑D MAGIC

IHREAD MAGIC
modified Physical, Spell, and Social Defense Ratings on his Character Record Sheet.

Based on his Dexterity Value of 14, Sebastian's character has a Physical Defense of 10 , taking into account his windling Increased Physical Defense racial ability, which adds +2 to his base Physical Defense. Spell Defense is based on his Perception value of 16, so the Elementalist has a Spell Defense of 9. His Charisma Value of 16 gives him a Social Defense of 9 .

## H€ALTH RATINGS

Based on his Toughness Value, a character's Health Ratings determine how much damage he can take before being knocked unconscious, taking a serious wound, or dying. Health Ratings also determine how quickly a character heals.
The Death Rating represents the number of Damage Points required to kill a character. When his Current Damage equals or exceeds his

Death Rating, the character dies. The Unconsciousness Rating represents the amount of cumulative damage it takes to knock a character out. When the character's Current Damage equals or exceeds his Unconsciousness Rating, he falls unconscious. Because this value is lower than his Death Rating, a character will usually pass out before dying.
Any single attack that inflicts a number of Damage Points at least equal to a character's Wound Threshold also inflicts a Wound. Wounds heal more slowly than normal damage and reduce the character's ability to perform actions. Recovery Tests refers to the number of Recovery Tests a character may make each day. When characters use their Recovery Tests they roll a number of Action Dice based on their Toughness Step to determine how many Damage Points they recover-the amount of damage healed. Wounds impair the character's ability to recover damage. Recovery Tests can also be used to fuel some magical abilities. See Resolving Attacks, p.218, and Effects of Injury, p.220, for more information on how to inflict (and recover from) damage.
Some races receive special modifiers for damage and recovery (see the Namegiver Races chapter, p.19). Record the character's Health Ratings on his Character Record Sheet.

|  | $\begin{gathered} \text { Initiative } \\ \text { DEX } \end{gathered}$ | Defense Ratings DEX/PER/CHA | $\begin{gathered} \text { Encumbrance } \\ \text { STR } \end{gathered}$ |  |  | lth Ratings TOU |  | $\begin{gathered} \text { Armor } \\ \text { WIL } \end{gathered}$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Attribute Value | $\underset{\text { Number }}{\text { Step }}$ | $\begin{gathered} \begin{array}{c} \text { Spell/ } \\ \text { Social } \\ \text { Defense } \end{array} \end{gathered}$ | Carrying Capacity (lbs) | Death <br> Rating | Uncon. Rating | Wound Threshold |  | Mystic <br> Armor |
| 1 | 2 | 2 | 5 | 19 | 10 | 3 | $1 / 2$ days | 0 |
| 2 | 2 | 3 | 10 | 20 | 11 | 4 | 1/2 days | 0 |
| 3 | 2 | 3 | 15 | 22 | 13 | 4 | 1 | 0 |
| 4 | 3 | 4 | 20 | 23 | 14 | 5 | 1 | 0 |
| 5 | 3 | 4 | 25 | 24 | 15 | 5 | 1 | 0 |
| 6 | 3 | 4 | 30 | 26 | 17 | 6 | 1 | 0 |
| 7 | 4 | 5 | 40 | 27 | 18 | 6 | 1 | 0 |
| 8 | 4 | 5 | 50 | 28 | 19 | 7 | 2 | 0 |
| 9 | 4 | 6 | 60 | 30 | 21 | 7 | 2 | 0 |
| 10 | 5 | 6 | 70 | 31 | 22 | 8 | 2 | 0 |
| 11 | 5 | 7 | 80 | 32 | 24 | 8 | 2 | 1 |
| 12 | 5 | 7 | 95 | 34 | 26 | 9 | 2 | 1 |
| 13 | 6 | 7 | 110 | 35 | 27 | 9 | 2 | 1 |
| 14 | 6 | 8 | 125 | 36 | 28 | 10 | 3 | 2 |
| 15 | 6 | 8 | 140 | 38 | 30 | 10 | 3 | 2 |
| 16 | 7 | 9 | 160 | 39 | 31 | 11 | 3 | 2 |
| 17 | 7 | 9 | 180 | 40 | 32 | 11 | 3 | 3 |
| 18 | 7 | 10 | 200 | 42 | 34 | 12 | 3 | 3 |
| 19 | 8 | 10 | 230 | 43 | 35 | 12 | 3 | 3 |
| 20 | 8 | 10 | 260 | 44 | 36 | 13 | 4 | 4 |
| 21 | 8 | 11 | 290 | 46 | 39 | 13 | 4 | 4 |
| 22 | 9 | 11 | 330 | 47 | 40 | 13 | 4 | 4 |
| 23 | 9 | 12 | 370 | 48 | 41 | 14 | 4 | 5 |
| 24 | 9 | 12 | 410 | 50 | 43 | 14 | 4 | 5 |
| 25 | 10 | 13 | 460 | 51 | 44 | 15 | 4 | 5 |
| 26 | 10 | 13 | 510 | 52 | 45 | 15 | 5 | 6 |
| 27 | 10 | 13 | 560 | 54 | 47 | 15 | 5 | 6 |
| 28 | 11 | 14 | 620 | 55 | 48 | 16 | 5 | 6 |
| 29 | 11 | 14 | 680 | 56 | 49 | 16 | 5 | 7 |
| 30 | 11 | 15 | 740 | 58 | 51 | 17 | 5 | 7 |

Overall, the different Health Ratings tell Sebastian how much trauma his character can take before dying. He checks the Characteristics Table, looking up his Elementalist's Toughness Value of 9 . The windling has a Death Rating of 30, a Wound Threshold of 7, an Unconsciousness Rating of 21, and he can make 2 Recovery Tests per Day at Step 4/D6, his Toughness Step.

## INITIATIVE

A character's Initiative Step determines when he acts during a combat round. The Initiative Step is equal to the character's Dexterity Step, minus any modifiers for armor (see Armor and Shields, p.254). Record the character's Initiative Step on his Character Record Sheet, noting any modifiers on the Armor Modifiers line. Then record the character's modified Initiative Step and Action Dice.

With a Dexterity Value of 14, Sebastian's character has an Initiative Step of 6. He certainly won't act first during combat, but he won't be the last to act either-as long as his luck holds. He has not purchased any armor at this stage, so his Initiative Step remains unmodified for the time being.

