

**-- COMPLETE LISTING OF  
CHARACTER OPTION UNDER  
WOLFLING ON PAGE 88 --**

Pack Leader Entry under Wolfling was cut off. Its included here in its entirety.

**Pack Leader** – You lead the pack, taking a leadership role in any group. When not leading, you chafe and fight against the authority in place until you leave or get the leadership position.

As Pack Leader you give a bonus to any single task the “pack” performs equal to your CHAR. For instance, you are in charge of a group of five, and set them up defensively against an attack. You could provide your CHAR as a bonus to their DEF. You could just as easily have that group run, and have CHAR as a bonus to Movement. Regardless, once a task has started and the bonus applied to the task, you cannot change it. If one or more of the group no longer performs the task, they lose the bonus. You must exert your leadership over the pack to provide this bonus, requiring a TD 75 LEAD check, or the pack does not get the bonus. If you fail, you cannot try again on the same task.

Must be the “leader” in fact, not in name or as a puppet. Will fight and sabotage the current leader, until you can take over, or you are forced from the group. When not leading, your EGO and CHAR suffer a -4 penalty, and you are -10 on all skill, Save, and other checks you make.

Special Attack Maneuver – When you engage foes at Close ER, you can snap and savage enemies with your fangs as a quickened action. You have a -20 penalty to hit with the bite and any other weapons you use that CF action count.

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SECTION ON PAGE 462 --**

**FALLING**

Whether you set off a trap and drop into a deep pit, get pushed off a bridge or just thrown, circumstances will arise where you could fall and receive injury. The distance you fall determines the amount of damage you take. When falling uncontrolled from heights greater than your SIZE in feet, you take d10+1 HP damage for every 10 ft or fraction thereof that you fall. Also, the chance you will also suffer a Bash critical is equal to the uncontrolled distance you fall. The material you fall onto or into determines the severity of the critical if one occurs. Consult the chart below for a list of example materials and severity ratings.

**Sample Materials and Severity Samples**

<b>Material</b>	<b>Severity</b>
Hard rock, pavement or stone	B
Soft rock, shale, hard packed sand	A
Water or other liquid	A
Foliage	X
Loose soil, sand or loam	Y
Cushioned material, leaf pile	Z

*Example – Gek’raga falls 50 ft from the ceiling of a cavern. She uses Control Fall from Acrobatics but fails the required TD 150 with her roll of 88. Her uncontrolled falling distance is 50, so she will take 5d10 HP damage from the fall and has a 50% chance to suffer a Bash critical as well. She’s falling towards hard stone so if she does suffer a critical it will be a B-grade one.*

You can use the Acrobatics skill to handle the fall but it requires a base TD 100 plus the distance fell applies unless the fall was a result of another’s action (i.e., a spell propelled you up into the air and then catapulted you downward; you would use the TD described in the action).

*Example – Hurnueor is crawling his way up a steep cliff. He ascends 64 ft then loses his grip and falls. He will take 7d10+7 HP of damage and have a 64% chance of suffering a BASH critical. He could attempt to control the fall but would need to make a TD 160 to succeed.*

**Traversing Water**

Water can be a nuisance and a danger depending on the circumstances.

**Wading**

A person can wade through water not over their head at one quarter your normal movement. Anything more than this requires you to swim as outlined in the Athletics skill. If you attempt any action while wading, you reduce any Maneuver based skill checks by -10 for every quarter of your height. Some beings are native to the watery environment and ignore these restrictions.

**Drowning**

You can hold your breath for a number of melee rounds equal to your CON score. Once this expires, you make a TD 75 Shock check immediately. Each succeeding melee round you add +25 to this amount and check again. If you fail, you fall unconscious and down in d10 melee rounds. You can drown in any fluid, liquid or even fine substances like a dust or flour.

**Starvation and Thirst**

Without adequate food and water, you can quickly die. Every day you go without make a TD 50 CON check. If you fail, reduce your CON by one and take a -5 on all actions. Roll twice per day if you are without both food and water. If your CON reaches zero by this method, you lapses into unconsciousness and then die d10 hours later.

*Example – Dwarf is trapped in a cave-in. The first day he does well (makes both saves) but fails both saves on the second and third days (reducing his CON -4 and taking a -20 on all actions.*

### Temperature Extremes

Whether baking in the sun or freezing to death in the snow, the effects of temperature extremes can quickly spell death. When exposed to extremes of either, make a TD 100 Shock check once per hour or suffer a -5 to all actions. This modifier is cumulative but can be negated by gaining warmth if cold and shade if heat. True extremes will inflict d10 BODY damage every 10 minutes of exposure.

**Proper attire** can add a bonus to the Shock check or negative it. Good cold weather gear may add +20, +40 or more to the save required, for instance.

**Acclimation** of a being to the area also adds a bonus or negates the save requirement. A Shinda-Khai, for instance, is bred for the desert areas and would have a large bonus to saves against heat exposure.

## HEALING AND RECOVERY

During the course of the game a character will likely receive damage in some form or another.

### Injuries

Injuries are HP damage, blood loss, impairment to attributes or characteristics and specific injuries to the body, mind or its parts. Injuries heal without extraordinary treatment through time and rest based on your RR. Injury healing is laid out in the Healing Categories Table.

### Critical Damage

Another type of damage is damage from critical strikes and damage to attributes or characteristics. Unlike Injuries, Critical Damage does not heal unattended. Critical damage represents structural or internal damage to a person's body and could be anything from broken bones to missing limbs, organ destruction and other things. Without intercession from medical, arcane, psychic, religious or other sources, the damage is permanent until healed.

### Death

Death happens in one of four ways:

#### Instant Death

An injury or critical damage occurs that leads to immediate death. This is typically listed as such. Instant Death can also occur if you take more than your listed BODY or another attribute or characteristic in damage.

#### Excessive HP damage

You take more HP damage than your HP total. Your soul or spirit will remain in your body for a number of melee round equal to your ESS before departing. If you heal enough HP before this time to bring you to zero HP or higher, you will not die due to excessive HP damage

### Death occurs after a period of time

Some spells, mental powers, diseases, poisons and critical hits indicate a person will die after a certain amount of time elapses. If the injury or critical damage is healed prior to the elapsed time, you will not die.

### Special Circumstance

Some instances may lead directly to death, such as being buried under 800 tons of dragon or falling from space into the atmosphere without protection.

### Deterioration

Once a person dies the body's ability to recover begins to decay rapidly. Every melee round a person's ESS is reduced by 1 until it reaches zero. At this point, a person's soul will not return to their body through normal means. The Medical skill and herb use\*, for instance, cannot be used after this point to resurrect a person. Only certain very powerful magiks such as Death Breaker or particular abilities can call a person back after this point. Regardless, make a TD 125 CON check or lose d8 CON and d4 ESS if you resurrect or come back from the dead.

*\*a very few unique herbs are highly arcane and their use is strong enough to raise or resurrect a person from death.*

### Healing

Healing is important. It determines how much time, care and resources are required for recovery.

### Natural Healing

You naturally heal your RR or 1 attribute or characteristic point of impairment per day of normal or limited activity. Limited activity is a low level of activity that does not include strenuous acts like spell casting, combat and other athletic acts. You can also forgo all activity and take rest to heal more quickly as well. Rested healing in this manner allows you to recover 150% your RR and 1 attribute or characteristic point of impairment. Attribute or characteristic point damage and critical hits do not heal naturally and require medical, arcane or psychic intervention.

Healing Categories	
Normal	You heal RR or one attribute or characteristic impairment per day of normal or limited activity.
Rested	150% RR and one attribute or characteristic impairment per day

Cared	Full RR and one attribute or characteristic impairment per day even under normal activity
Physician's Care	You heal double RR and 2 attribute or characteristic impairment per day. Or, you can heal normal RR and 1 attribute or characteristic damage per day.

### Healing with the Medical skill

The medical skill plays a very important part in healing. Its abilities are outlined under the Medical skill. However, some important issues are handled below.

### Complications

Some treatments may lead to complications. The chance of error is equal to the total amount of damage inflicted, +10 for each ailment, status effect or Attribute or Characteristic damage. After totaling up the chances, subtract any bonuses from secrets. The result is the percent chance for a complication to exist. If a complication occurs, roll d3 times on the complications table.

*Example – A badly torn up Dwarf makes it back to his camp. One of his shield mates is a fair hand at Medical and resets the dislocated bones, treats his perforated bladder and stitches up his mangled skin (Field Surgery). The Dwarf had taken 35 HP damage and a total of 12 points of impairment and attribute damage. The chance of complications from the treatment is 35 + 120 or 155. The Dwarven surgeon reduces this chance by 56 due to skill, which leaves a 99% chance of complications due to the field surgery.*

### Medical Complications

%Roll	Complication
1-10	Infection prevents healing for d10 days
11-20	Major scarring lowers CHAR by d6
21-30	Related attribute impaired by d6 for d10 months
31-40	treatment does 2d10 HP damage instead
41-45	Infection prevents healing until cured, 50% chance of losing d8 CON
46-50	BODY and CON reduced by d6 points each
51-55	TD 200 medical check required or dead within d4 hours
56-60	treatment inflicts 5d10 HP damage
61-65	d6 related attributes impaired by d10 for d4 years
66-70	d4 related attributes permanently lose d6 points
71-75	Lowers ESS by d4
76-80	Loss of related physical ability (movement, senses, range of motion, etc.)
81-90	Crippled; total loss of related physical ability
91-100	Screwed up. Patient dies.

## STATUS AND CONDITIONS

In the rough and tumble arena of the world you will take more than damage or feel the cold chill of death. Many variations and shades of each exist and the below is a roster of the most common of their number.

When a character is affected in a certain way, the effect is called a condition. These are descriptive things such as tired, chilled or stunned. Each has its own effect and the most common are listed in the Condition Table.

When a character is overwhelmed with a certain feeling or way of thought, it is a status. These are emotional descriptive states, such as anger, rage or desire. These are outlined in the State Table.

<b>CONDITON TABLE</b>	
<b>Physical Exhaustion</b>	
<b>Tired</b>	Physically or otherwise drained of reserves and needing to rest to recuperate. Suffer a –5 on all skills.
<b>Exhausted</b>	You are affected as outlined in Fatigued but to a point beyond your body's ability to keep up. Suffer –20 to all skill checks, DEF, MD, PD and Saves and – 3 CF.
<b>Fatigued</b>	You are tired to the point of impacting your physical and mental sharpness. Suffer –10 all skills, DEF, MD, PD and Saves and –1 CF.
<b>Bone weary</b>	You are exhausted to the point of physical and mental debilitation. Suffer –30 to all skill checks, DEF, MD, PD and Saves; you also have a –5 to CF to all attribute checks.
<b>Attribute or Characteristic</b>	
<b>Impaired</b>	An attribute or characteristic is temporarily lowered due to some circumstance or event. The impairment heals naturally on its own as outlined in Healing in Recovery.
<b>Drained</b>	An attribute or characteristic is Impaired but unlike normal impairment does not return without specific healing, medicine or magik intervention to cure it.
<b>Damaged</b>	An attribute or characteristic is damaged and will not heal without some form of medical intervention.
<b>Destroyed</b>	Some part of an attribute or characteristic is permanently destroyed and will not come back or regenerate.
<b>Physical, Mental or Emotion Unbalance</b>	
<b>Shaken</b>	Something unbalances you, knocks the wind out of you, or hits you harder than you expected. Suffer –10 all skills, Defenses and Saves, and –1 CF.
<b>Staggered</b>	Something strikes you that is so disconcerting to the point of physical and mental confusion, chaos and conflict. You lose all quickened actions and suffer –30 all skills, DEF, MD, PD and Saves and –5 CF.
<b>Unsettled</b>	Something strikes and disturbs you to the point of being flustered, tense, disconcerted and ill at ease. Suffer –20 to all skill checks, Defenses and Saves and –7 to CF.
<b>Flattened</b>	Something disquiets and unnerves you to the point that you physically and mentally cannot comprehend and react to it. You can take no actions or even move and suffer a –50 to all skills, DEF, MD, PD and Saves.
<b>Miscellaneous</b>	
<b>Chilled</b>	Entire body reacts to some source that forces it shiver, shake and quaver. Suffer –10 all skills, DEF, MD, and PD and –2 CF.
<b>Cringing</b>	A cringing being cowers close to the ground, losing all movement or normal actions.
<b>Disturbed</b>	Upset and troubled to the point of mental unbalance. Suffer –10 to all skills and to PD.
<b>Gagging</b>	Something overwhelms your body's natural defenses against nausea, forcing you to gag and heave. You lose all quickened actions; suffer –30 to skills, DEF, MD, PD and Saves and –1 to CF.
<b>Immobilized</b>	You are constrained from movement and all physical actions. While immobilized you cannot Dodge or defend yourself physically.
<b>Outmaneuvered</b>	You were caught unprepared or forced into a situation where you cannot act. While Outmaneuvered you cannot take any actions, normal, quickened or otherwise.
<b>Stunned</b>	Something hammers you physically, mentally or otherwise to the point you cannot make dedicated actions though your reflexive and automatic reactions still function. You can take no actions, quickened, normal or otherwise but do not suffer any other penalties.

### STATES TABLE

<b>Anger</b>	You are overtaken with a surge of anger. Angered creatures receive a +20 bonus to Shock and Fear, a +10 bonus to ATK, but a -20 penalty to PD and to DEF. Requires a TD 100 Fear save to break Anger.
<b>Berserker Rage</b>	You suffer a total loss of control where you mindlessly attack anything. You have 0 DEF while berserk and when you come out of it you have a 25% chance to take 2d8 BODY impairment. While berserk you are +30 ATK, +5 to all DME and +50 to Shock saves. You are also immune to most emotions & fear and condition/statuses.
<b>Calm</b>	You gain a +10 bonus to all saves, +10 PER and Recon skill checks. Calm also cancels Anger, Frenzy, Desire or Rage conditions. Losing a Fear save will shatter the hold of this emotion.
<b>Courage</b>	You gain a +20 bonus to Fear and Shock saves. Add a +5 bonus to ATK, PD, DEF, Dodge and Parry. Courage cancels Despair or Dread conditions. Losing a Fear save will shatter the hold of this emotion.
<b>Desire</b>	You seek any opportunity to become physically intimate with the specified creature and requires a TD 75 MA check to shake off the effect. Otherwise, it lasts for a full hour.
<b>Despair</b>	You are penalized -20 to Fear and Shock saves. Has a -5 penalty to ATK, PD, DEF, Dodge and Parry. At the end of each hour affected, the affected being must make a TD 75 Fear save to overcome this emotion or it lasts another hour.
<b>Dread</b>	You must make a TD 50 Fear save to do anything except slump into deep dread. Even moving requires a Fear save. Even when they do overcome this feeling, the being has a -5 penalty to Shock saves, ATK, PD, DEF, Dodge and Parry. To break Dread, requires a TD 125 Fear save.
<b>Fascinated</b>	You are unable to take any action other than to watch with total attention the object of their fascination. It takes a TD 75 MA check to break Fascinated. Otherwise, it lasts for an hour. Failing a Fear check will also break this status.
<b>Frenzy</b>	Frenzied creatures spend themselves in drinking, feasting, and dancing unless provoked or incited to violence. Frenzied creatures turn violent if they are attacked or perceive a person threatening or a threat to friends. Frenzy provides a +20 bonus to ATK and Fear, a -20 penalty to PD and a -10 penalty to DEF. Making a TD 100 Fear save breaks Frenzy. Frenzy cancels Calm, Dread and Sleep conditions.
<b>Hope</b>	You gain a +30 bonus to Shock and Fear saves, as well as a +10 bonus to ATK, PD, DEF, Dodge, Parry and all skill checks. Hope cancels Despair. A lost Fear save kills the Hope status.
<b>Love</b>	You see another being as the center of their affection, seeking every opportunity to be near that creature and making every effort to win the creature's affection.
<b>Neutral</b>	Similar to Calm, Neutral engenders a state of balanced emotion and cancels all statuses but Frenzy and Sleep.
<b>Rage</b>	Enraged creatures lose control of their senses and respond to all activity with violence, be it physical, verbal or emotional. Enraged beings will even react violently if they perceive a person threatening. They are compelled to fight heedless of danger. Enraged creatures receive a +40 bonus to Shock and Fear, a +30 bonus to ATK, but a -20 penalty to PD and a -30 penalty to DEF. Requires a TD 125 Fear save to break rage.
<b>Sleep</b>	The drowsiness invoked causes intense sleepiness. Unless the being affected makes a TD 75 MA check they fall asleep for at least one hour. Normal events that would wake a being will still do so.