

Persuasion**Base Factors**

- + Charisma
- + Leadership (round down)

Conditional Factors

- +1-3 Persuasion includes bribes (or favors, etc.)

Luck (d6)

- 2 1
- 1 2
- 0 3-4
- +1 5
- +2 6

Subject of persuasion

- Charisma of subject
- Leadership of subject (round down)
- 2 Subject is party leader

Bravery of Subject

- 1 14+
- 0 9-13
- +1 1-8

Intelligence

- +1 Character's is 2+ more than subject's
- 0 Character's is within 1 of subject's
- 1 Subject's is 2+ more than character's

Actions of Other Party Members (of subject)

- 2 Leader orders refusal
- 1-4 Threats of reprisal for acceptance
- +1-4 Encouragement of acceptance

Injuries/Physical State (of character)

- 2 Wounded below half endurance
- 2 Endurance below 4
- 2 Exhausted

Add all of the factors together (minimum -5, maximum 9); this gives the column to roll (d%) on the Persuasion/Temptation table.

Searching or Noticing**Base Factors**

- + 2 x Intelligence
 - + Combat level
- Character's abilities (apply only one factor)*
- +2 Character can steal well
 - 0 Character cannot steal well, and is a warrior
 - 1 Character cannot steal well, and is a mage/cleric

Conditional Factors

- 2 x difficulty of search (1-20)*
 - +1-3 Search technique (GM's discretion)
- Luck (d6)*
- 2 1
 - 1 2
 - 0 3-4
 - +1 5
 - +2 6
- Injuries/Physical State*
- 2 Wounded below half endurance
 - 2 Endurance below 4
 - 2 Exhausted

Add all of the factors together (minimum -5, maximum 10); this gives the column to roll (d%) on the Overcoming Physical Obstacles Table. If a partial success is obtained, the character suspects that the object of his search is there, but has not found it. His hunch gives him a +1 on re-tests to repeat the search.

Search rolls are, of course, made in secret by the GM (* the difficulty of the search is kept secret).

Stealing**Base Factors**

- + Agility
- + Intelligence
- + Combat level

Charisma

- 1 1-8
- 0 9-13
- +1 14+

Bravery

- 1 1-8
- 0 9-13
- +1 14+

Character's abilities (apply only one factor)

- +2 Character can steal well
- 0 Character cannot steal well, and is a warrior
- 1 Character cannot steal well, and is a mage/cleric

Conditional Factors

- Agility of victim
- Intelligence of victim
- Combat level of victim
- 4+4 Circumstantial factors (GM's discretion)
- 2 Per previous failed attempt

Luck (d6)

- 2 1
- 1 2
- 0 3-4
- +1 5
- +2 6

Injuries/Physical State

- 2 Wounded below half endurance
- 2 Endurance below 4
- 2 Exhausted

Add all of the factors together (minimum -5, maximum 10); this gives the column to roll (d%) on the Overcoming Physical Obstacles Table. If a partial success is obtained, the character fails, but is not detected.

Overcoming Physical Obstacles**Base Factors**

+ Physique
+ Agility

Intelligence

-1 1-8
0 9-13
+1 14+

Bravery

-1 1-8
0 9-13
+1 14+

Character's abilities (apply only one factor)

+2 Character can steal well
0 Character cannot steal well, and is a warrior
-1 Character cannot steal well, and is a mage/cleric

Conditional Factors

-1-20 Strength difficulty of obstacle

-1-20 Agility difficulty of obstacle

+1-5 Technique (GM's discretion)

Luck (d6)

-2 1
-1 2
0 3-4
+1 5
+2 6

Injuries/Physical State

-2 Wounded below half endurance
-2 Endurance below 4
-2 Exhausted

Add all of the factors together (minimum -5, maximum 10); this gives the column to roll (d%) on the Overcoming Physical Obstacles Table.