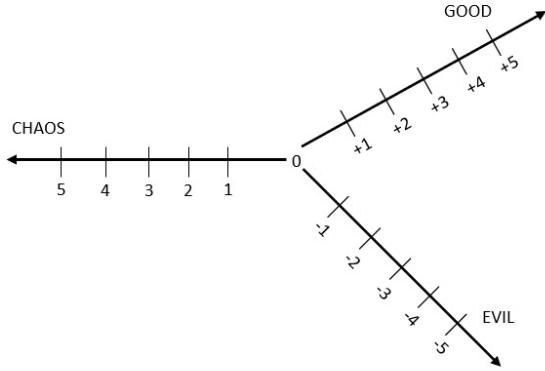


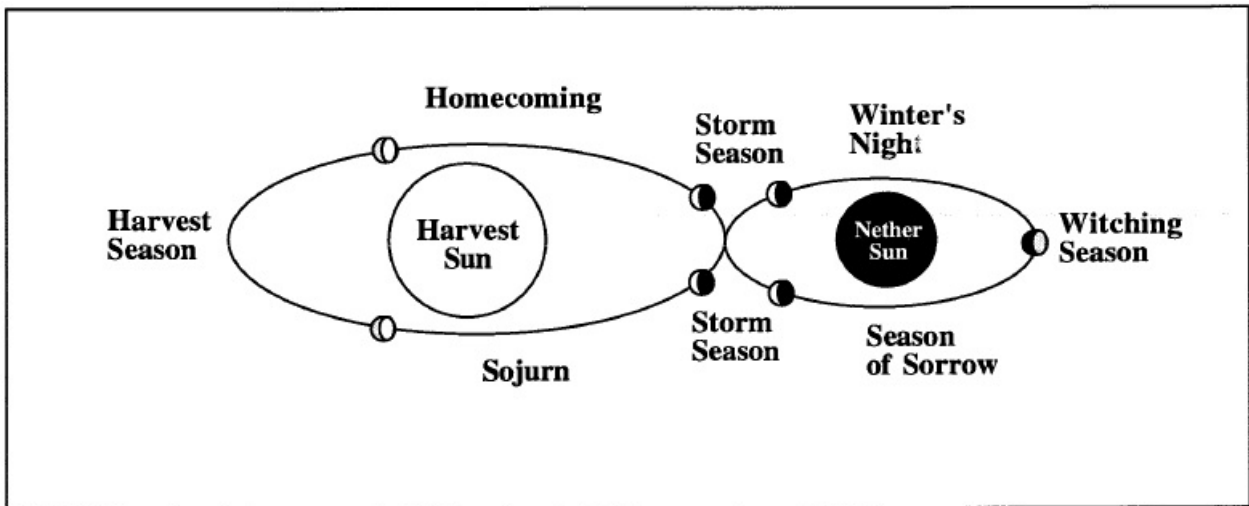
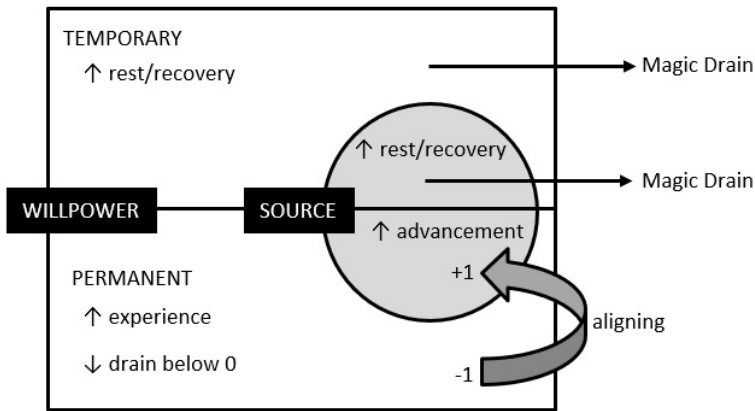
FAITH

Permanent

Temporary



<p>↑ current</p> <p>Act in accord with current</p>
<p>switch to other at +1</p> <p>Aligned in other (pr. involuntary)</p>
<p>↓ current, stop at 0</p> <p>Magic, CS>WP, current</p> <p>Aligned in current (pr. voluntary)</p> <p>↓ permanent WP</p>
<p>↓ current, ↑ other if past 0</p> <p>Act in accord with other</p> <p>Exposed to corruption (toward Evil, max -5)</p> <p>Magic, CS>WP, other</p>



CEREMONY TABLE

Dice Roll	Result
-1	
or less	Rebuke
0-5	Curse
6-10	No Answer
11-17	Trial
18-25	Answer
26-30	Visitation
31+	Calling

HEALING TABLE

Dice Roll	Elapsed Time	Situation Occurring
Less than 1	Prolonged	Fatal Complications
0-5	Extended	Complications
6-12	Long	Difficulty
12-19	Normal	Success
20-24	Quick	Success
25+	Quick	Better

RUNES CASTING TABLE

Modifiers
Same as per Wizardry.

Roll	Casting	Hold/Drain	Duration	Spell Control
-1 or less				Reversal
0-5	D4 Turns	Instant/Drain D4	Instant	Fizzle
6-8	D4 Turns	Instant/Normal	Instant	No Cast
9-15	D4 hours	1 Day/Normal	Normal	Cast
16-18	1 hours	1 week/Normal	Normal	Cast
19-22	10 Min	1 Season/Normal	Longer	Cast
23+	D4 Min	Evoked/No Drain	Dispel	Cast

SKILL USE TABLE

Primary Attribute	Base Success
4 or less	20+
5-6	19+
7-8	18+
9-10	17+
11-12	15+
13-15	13+
16-19	11+
20-22	10+
23-25	9+
26-29	8+
30-32	7+
33-35	6+
36-39	5+
40-42	4+
43-45	3+
46-49	2+
50	0

Attacks Table

Combat Skill Level	Number of Attacks Phases
1-3	1
4-9	2
10-15	3
16-24	4
25	5