

<i>Alphabet of Sosaria</i>										
⌘	Ⓛ	Ⓜ	Ⓝ	Ⓞ	Ⓟ	Ⓠ	Ⓡ	Ⓢ	Ⓣ	Ⓤ
A	B	C	D	E	F	G	H	I	J	K
Ⓛ	Ⓜ	Ⓝ	Ⓞ	Ⓟ	Ⓠ	Ⓡ	Ⓢ	Ⓣ	Ⓤ	Ⓥ
L	M	N	O	P	Q	R	S	T	U	V
Ⓡ	Ⓢ	Ⓣ	Ⓤ	Ⓥ	Ⓦ	Ⓧ	Ⓨ	Ⓩ	Ⓩ	Ⓩ
W	X	Y	Z	TH	EE	NG	EA			

<i>Attribute Bonus %</i>	
Attribute	Bonus Skill %
00 – 10	00
11 – 20	00
21 – 30	01
31 – 40	01
41 – 50	05
51 – 60	05
61 – 70	10
71 – 80	10
81 – 90	15
91 – 100	20

<i>Skill and Attribute gain percentages</i>			
Current skill ratings	Skill gain % of skill uses	Current Attribute ratings	Attribute gain % of skill uses
00 – 10	50%	00 – 10	20%
11 – 20	40%	11 – 20	20%
21 – 30	40%	21 – 30	10%
31 – 40	30%	31 – 40	10%
41 – 50	30%	41 – 50	10%
51 – 60	20%	51 – 60	10%
61 – 70	20%	61 – 70	05%
71 – 80	10%	71 – 80	05%
81 – 90	10%	81 – 90	05%
91 – 100	05%	91 – 100	01%

<i>Weapon Speed</i>	
Weapon speed	Initiative die change
00 – 15	-2
16 – 30	-1
31 – 45	-0
46 – 60	+1

<i>Strength Requirement</i>	
Amount below STR Req.	Initiative die change
00 – 05	-1
06 – 10	-2
11 – 15	-3
16 – above	-4

<i>Initiative Dice values</i>	
Stamina value	Initiative die (when unarmed)
01 - 30	1D12
31 - 35	1D10
36 - 45	1D8
46 - 60	1D6
61 - 80	1D4
81 - 95	1D3
96 - 100	1D2

<i>Hit location determination table</i>	
Hit locations	Roll
Head	01 - 14
Neck	15 - 21
Body	22 - 65
Arms	66 - 79
Hands	80 - 86
Legs/Feet	87 - 100

<i>Word of Power Dice values</i>	
Word of Power level	Attributed Circle Dice Value
1	1D4
2	2D4
3	3D4
4	2D6
5	3D6
6	4D6
7	3D8
8	4D8

<i>Combat Sequence</i>
1. Determine initiative
2. Determine and throw weapon/magery skill dice
3. Determine hit location
4. Determine damage
5. Determine next initiative

<i>Relevant Tables</i>
Stamina (p. 47) + weapon speed (p. 41)
None (1D100, success below skill level)
Hit locations (p. 48)
None (weapon damage dice – armour)
Stamina (p. 47) + weapon speed (p. 41), add to previous initiative