

ADVENTURING TASK—BY RACE: Roll 1d6 for attempts

TABLE 1: The Five Kindreds

Task	Time	Equipment	Men	Dwarves	Elves	Gnomes	Halflings
Bash Open Doors#	R	Hammer/Ax	5+	5+	5+	6+	6+
Bandage Wounds	T	Bandages	3+	4+	3+	4+	3+
Climb, normal#	R	Optional	2+	4+	2+	4+	4+
Climb, smooth#	R	Optional	6+	6+	6+	6+	6+
Detect Pits	5r	None	6+	3+	6+	3+	6+
Disguise	T	Disguise Kit	5+	6+	6+	6+	6+
Find Path	T	None	6+	6+	5+	6+	6+
Find Secret Doors	T	None	5+	5+	3+	5+	5+
Find Mech Traps	T	Tool Kit	6+	5+	6+	4+	6+
Forage/Hunt	½ D	Minimal	3+	5+	2+	5+	2+
Hear Noise	T	None	6+	5+	5+	5+	5+
Light Fire	R	Tinder box	5+	6+	6+	6+	5+
Mechanical Device	T	Tool Kit	6+	5+	6+	4+	6+
Mule on Stairs	T	Mule	5+	6+	6+	6+	6+
Open Door Silently	T	Oil	6+	6+	6+	5+	6+
Pick Lock	T	Tool Kit	6+	5+	6+	5+	6+
Pick Pockets	R	None	6+	6+	6+	5+	5+
Probe Pits	T	Pole	2+	2+	2+	2+	2+
Pry Box#	T	Crowbar	5+	5+	6+	6+	6+
Repair	D6 T	Tool Kit	6+	5+	6+	5+	6+
Set Trap	T	Tool Kit	6+	6+	6+	5+	6+
Track, dungeon	0	None	6+	5+	6+	5+	6+
Track, wilderness	0	None	6+	6+	5+	6+	5+
Venom Harvest	T	Venom Kit	6+	6+	6+	6+	6+

Add +1 if character has 15+ Int, unless if marked by #, in which 15+ STR gets the bonus.

Jacks level 1-3 add +1, level 4-6 add +2, level 7-9 add +3, level 10 add +4.

Table 2: Chaos Tribes

Task	Time	Equipment	Goblins	Half-Orcs	Hobgoblins	Hoborg	Orcs
Bash Open Doors#	R	Hammer/Ax	6+	5+	5+	5+	5+
Bandage Wounds	T	Bandages	6+	6+	6+	6+	6+
Climb, normal#	R	Optional	4+	2+	2+	2+	2+
Climb, smooth#	R	Optional	6+	6+	6+	6+	6+
Detect Pits	5r	None	6+	6+	6+	6+	6+
Disguise	T	Disguise Kit	6+	5+	6+	6+	6+
Find Path	T	None	6+	6+	6+	6+	6+
Find Secret Doors	T	None	6+	6+	6+	6+	6+
Find Mech Traps	T	Tool Kit	6+	6+	6+	6+	6+
Forage/Hunt	½ D	Minimal	2+	3+	5+	3+	5+
Hear Noise	T	None	5+	6+	6+	5+	6+
Light Fire	R	Tinder box	6+	6+	6+	6+	6+
Mechanical Device	T	Tool Kit	6+	6+	6+	6+	6+
Mule on Stairs	T	Mule	6+	6+	6+	6+	6+
Open Door Silently	T	Oil	6+	6+	6+	6+	6+
Pick Lock	T	Tool Kit	6+	6+	6+	6+	6+
Pick Pockets	R	None	5+	6+	6+	5+	6+
Probe Pits	T	Pole	2+	2+	2+	2+	2+
Pry Box#	T	Crowbar	6+	6+	6+	6+	6+
Repair	D6 T	Tool Kit	6+	6+	6+	6+	6+
Set Trap	T	Tool Kit	6+	5+	6+	4+	5+
Track, dungeon	0	None	5+	6+	6+	6+	6+
Track, wilderness	0	None	5+	6+	6+	6+	6+
Venom Harvest	T	Venom Kit	6+	6+	6+	5+	6+

Add +1 if character has 15+ Int, unless if marked by #, in which 15+ STR gets the bonus.

Jacks level 1-3 add +1, level 4-6 add +2, level 7-9 add +3, level 10 add +4.