

Index to **Pericle** Rulebook

Ability Checks	32, 33
Actions (Combat)	14
Actions While Grappled	21
Additional Combat Rules	25
Adventure Mode	26
Amethyst (~ 2 nd attack or +1 move)	36
Ammunition (optional)	39
Animal Actions	25
Ardence (3 = 1 Karma)	30
Armor Protection Value	16
At the End of Combat	31
Attacking	15
Attacking Enemies in a Grapple Pile	21
Attributes	2
Befriended Animals	25
Cancel a Spell	23
Carrying Capacity (CC) [MT+2]	34
Cast a Spell	22
Change or Draw Weapons or Shield	24
Choosing Enemy Actions	28
Combat (General)	8
Combat Phases	9
Complete Cover	17
Cover & Line of Sight	17
Crawling	25
Creating New Heroes After Hero Death	27
Creation Spell [C]	22
Critical Failure	3
Critical Success	3
Damage Roll	16
Darkness (optional)	38
Death & Unconsciousness	26
Defending	20
Dexterity (DX) Ability	2
Diamond (~ + to hit or reduce armor penalty)	36
Drink a Potion	24
Embattled Condition	7
Emerald (~ regain HP or misfortune)	36
Enemies' Unusual Conditions	28
Enemy Grappling Expertise	29

Enemy Overrun	29
Enemy Poison	30
Equipping Items: Body Part Limits	37
Exhaustion	22, 26, 31
Experience Points (XP)	31
Extended Recovery	31
Facing	7
Fetch and Item	24
Flying	13, 25
Fortune & Misfortune	6
Getting Started	1
Grapple Check (tie: combatant rolls AD)	6, Cheat Sheet
Grapple Pile	6, 20, 21, 25
Grapple Score	2, HHB 13
Grappling	20
Healing	31
Hero Item Capacities	34
Image (Spell)	22
Initiative (Combat)	9
Join a Campaign	27
Jumping	12, 25
Karma	30
Key Concepts	2
Knowledge (KN) Ability	2
Lockpicking	38
Loremaster Battle Instructions	8
Magic Item Capacity (MC) [KN+1]	35
Magic Item Purchases (optional, no rare or unique)	39
Melee Attacks	16
Might (MT) Ability	2
Monster Disciplines & Abilities	29
Movement (Combat)	9
Movement 0 or 1	10, 14
Movement 2 or more	14
Movement and Being Grappled	11
Movement and Embattlement	10
Multiple Attacks	16
Numbers 1 Through 4	2
Open a Door or Chest	24
Opposed Checks	5
Optional Rules	38
Other Actions with Items	24
Partial Cover	17, 18, 19
Pick up a Weapon	24
Pivot	10

Prone	6, 11, 12, 20, 24, 25
Ranged Attacks	16
Reach	7, 11
Reading the Action Die (AD)	2
Reading the Defense Die	4
Rear Attacks	16
Recovery	31
Renew Spells & Items	23
Repositioning	12
Resolve the Result of a Spell	23
Rest	31
Roleplaying Without a Live GM	1
Rotating Enemy Standees	29
Rounding (down)	HHB 13
Ruby (~ + damage or - damage)	36
Runestones	35, 36
Saga Mode	26
Sapphire (~ + Cast or – damage from spells)	36
Self Spell [S]	22
Side Attacks	16
Skill Check AD Difficulties Table	32
Skill Checks	32, 33
Skills	2, 32
Success Icons	2
Summoning (Spell)	22
Surprise	27
Thrown Spell [T]	22
Torch Icons	4
Weights Table	34
Welcome to Pericle	1
Withdraw	11, 24