

Guide to Playing

Marauders & Manors: An Open Multi Class System for Fantasy Role Playing Games

Version: 1.6.2



Adjacent Game Resource

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Character Creation & Game Basics:

Introduction:

I was in search of how we used to play. Descriptions and adjudications flowed freely as we rapidly out played the limits of our RPG rule sets. We borrowed from magazines, movies, other games, novels, and what ever caught our eye that might be interesting.

AD&D was a great introduction to the hobby. Quickly Rune Quest, Chivalry & Sorcery, Arms Law/Claw Law/Spell Law, GURPS, FUZION, Ars Magica and a myriad of other games and systems began making an appearance at the table. One did this better. One did that better. I developed system deficit disorder.

My delving into systems and mechanics led me to understand that the only way to truly be satisfied with a game system was to develop it myself. No sense in reinventing the wheel. No sense in designing the tools to create the tools to reinvent the wheel. A great many generous individuals have shared their work for others to use.

My current preferences are skewed towards lighter rule systems and grittier games. I found Knave in my search for a BX like rule system for use in my home game that is easy to mod and simple to run. Knave 1E is a rules toolkit created by Ben Milton for running old school fantasy RPGs without needing classes. Adding, subtracting and modifying rules is both expected and encouraged.

Heroes of Adventure is a fantasy role playing game created by the Nameless Designer. This game provided many mechanics, systems, inspirations, and ideas incorporated throughout these works.

Both these works are licensed under the Creative Commons Attribution 4.0 License: You are free to share and adapt this material for any purpose, including commercially, as long as you give attribution.

Dark Dungeons X by Blacky the Blackball of Gurbintroll Games. He re wrote his favorite version of D&D. Then to put the icing on the cake, he released the non OGL text into the public domain.

My thanks to these authors for their work and generosity.

My goal is to assemble a rule set for players who like to switch up their character's focus from time to time and don't like being pigeonholed. Customization is king. Perks and Talents are optional. You can follow a class progression or add class talents if you wish. Mix, match, and blend together as you wish. In other words, Roll Your Own Character.

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Character Creation:

Process:

1. Select a Kindred Perk. Record benefits and penalties.
2. Attributes represent a character's ability to perform skills, tasks, or saves within a general type of competency. See page 12 for attribute descriptions. Distribute 13, 12, 11, 10, 10, 10 among the six attribute scores. Then record the attribute modifiers.
3. PCs have a number of item slots equal to their Constitution attribute. Items they carry must fit into available slots. Most items take up one slot, but some take up more. Some small items can be bundled together into a single slot. Ask the referee if you are unsure. Item slots make tracking encumbrance very fast and easy, which is important since resource management is an important aspect of the game. They also represent character customization slots, since what a character is carrying goes a long way towards determining their play style and role in the party.

Attribute:	Modifier:	Description:
0 = You begin to decay.	None	Dead
1 - 4	Disadvantage	Crippled
5 - 7	-4	Very Limited
8 - 9	-2	Weak
10 - 11	0	Average
12 - 13	+1	A Cut Above
14 - 15	+2	Superb
16 - 17	+3	Excels
18 - 19	+4	Potent
20	+5	Pinnacle

The attribute value does not necessarily map to static values. It is a representation of the ability to perform within an attribute type.

For example an emaciated peasant will labor longer and harder in the field than a young, strong son of a princeling due to the former's long exposure and practice to labor. The young princeling will die if he is worked as hard as the peasant even though his strength and constitution attributes are greater.

4. Roll 1d8 to determine your PC's starting hit points. Hit points are the amount of damage that can be taken before moving to the fatal injury table or dying. All hit dice are assumed to be d8, for PCs, NPCs, and monsters. Note that a PC's Constitution modifier is not added to their hit point rolls. Referees who don't want starting PCs to be quite as fragile might want to allow starting HP to be re rolled if it is below 4 or a 5.
5. Roll for initial equipment.
6. Armor is defined by type and coverage. Note this on your character sheet. Armor defense is the same concept as armor class in most other games. It's been renamed to emphasize the connection between the way it and attribute defenses work.
7. Determine starting Lore (Social Class), Lore (Culture), Environment, and Craft or Lore (Family Trade). These selections are rated as Skill level 2 or Good.
8. PCs start with a weapon of their choosing and two of the following: a knife, club, or staff.

9. Optional: Invent the rest of your PCs traits, such as their physique, face, skin, hair, clothing, virtue, vice, speech, and background. Choose a gender and a name for your PC, but don't get too attached. It's a dangerous world out there. Fatalities are a way of life.
10. All adventurers start out as knaves, novices, and village drek. They are general purpose, undifferentiated characters.
 - C) Constitution: Important for carrying loads and resisting poisons and disease.
 - D) Intelligence: Important for all arcane practitioners and resisting magic.
 - E) Wisdom: Important for perception, intuition, and all missile users.
 - F) Charisma: Important for clerics, leaders, and con men.

Improvements to base characters.:

1. Character level advancement adds to hit point totals and allow attributes to improve. Improved attributes support the following roles.:
 - A) Strength: Important for warriors.
 - B) Dexterity: Important for knaves and rogues.
2. Magic is available through temples, colleges, covens, associations, guilds and individuals who prefer to remain alone.
3. Class Levels: These add class features to a character and are not mutually exclusive. Total class levels may not exceed the total character level.
4. Class Talents: Adds class like functionality without the level system. A character may not possess more than six at one time.
5. Skill/Profession/Art/Lore Perks: Give definition and scope to characters.

Initial Equipment:

Torso Armor and Helmets: Roll a d20. Shields: Roll a d6 above listed number for shield.

1-6:	7-14:	15-19:	20:
No armor	Light Armor	Medium Armor	Heavy Armor
Non Metal Helmet	Non Metal Helmet	Light Metal Helmet	Heavy Metal Helmet
2+ Small Shield	3+ Small Shield	3+ Small Shield	4+ Medium Shield

Starting Adventure Gear: Roll a d6

1-2: Normal Clothing for Social Station, Backpack +5 bonus slots, Belt Pouch, Bedroll, Rations (4 Days), Water skin, Lantern, Oil (3 Flasks), Flint and Steel, Pole (10'), Rope 50', Crowbar, Ram (Portable), Signal Whistle. 5 Slots used.	3-4: Normal Clothing for Social Station, Backpack +5 bonus slots, Belt Pouch, Bedroll, Rations (4 Days), Water skin, Tent, Torch (6), Flint and Steel, Rope 50', Grappling Hook, Pitons (3), Hammer, Chalk, Hand Mirror, Pry Bar. 5 Slots used.	5-6: Normal Clothing for Social Station, Backpack +5 bonus slots, Belt Pouch, Bedroll, Rations (4 Days), Water skin, Lantern, Oil (3 Flasks), Flint and Steel, Rope 50', Caltrops, Shovel, Chain 10', Small Game Trap. 5 Slots used.
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General Gear 1: Roll twice on a d20

- | | | | |
|---------------|------------------|-----------------|---------------|
| 1 Rope, 50ft | 6 Crowbar | 11 Lantern | 16 Pole, 10ft |
| 2 Pulleys | 7 Tinderbox | 12 Lamp oil | 17 Sack |
| 3 Candles, 5 | 8 Grappling hook | 13 Padlock | 18 Tent |
| 4 Chain, 10ft | 9 Hammer | 14 Manacles | 19 Spikes, 5 |
| 5 Chalk, 10 | 10 Water skin | 15 Small Mirror | 20 Torches, 5 |

General Gear 2: Roll once on a d20

- | | | | |
|---------------|------------|--------------|---------------|
| 1 Air bladder | 6 Saw | 11 Fish. rod | 16 Net |
| 2 Bear trap | 7 Bucket | 12 Marbles | 17 Tongs |
| 3 Shovel | 8 Caltrops | 13 Glue | 18 Lock picks |
| 4 Bellows | 9 Chisel | 14 Pick | 19 Metal file |
| 5 Grease | 10 Drill | 15 Hourglass | 20 Nails |

General Gear 3: Roll once on a d20

- | | | | |
|-----------|------------|----------------|----------------|
| 1 Incense | 6 Bottle | 11 Fake jewels | 16 Face paint |
| 2 Sponge | 7 Soap | 12 Blank book | 17 Whistle |
| 3 Lens | 8 Spyglass | 13 Card deck | 18 Instrument |
| 4 Perfume | 9 Tar pot | 14 Dice set | 19 Quill & Ink |
| 5 Horn | 10 Twine | 15 Cook pots | 20 Small bell |

Lore (Social Class) and starting SP: Discuss with referee or roll a d20. Then roll for starting SP's.

- | | | | | |
|---------------|--------------|---------------|-----------------|---------------|
| 1-2: Noble | 3-6: Clergy | 7-11: Crafter | 12-15: Merchant | 16-20: Farmer |
| 2d20 + 100 SP | 1d20 + 10 SP | 1d10 + 20 SP | 1d12 + 40 SP | 1d8 + 5 SP |

Lore (Culture): Choose or roll a d20

- | | | | |
|----------------|-----------------|--------------|------------------|
| 1-5: Civilized | 6-10: Barbarian | 11-15: Nomad | 16-20: Primitive |
|----------------|-----------------|--------------|------------------|

Environment (Native Terrain): Choose or roll a d10

- | | | | |
|--------------------------------|-----------|---------------|------------------|
| 1. Arctic | 3. City | 6. Forest | 9. Swamp/Marsh |
| 2. Agricultural
Countryside | 4. Coast | 7. Grasslands | 10. Subterranean |
| | 5. Desert | 8. Mountains | |

Lore or Craft (Family Trade): Choose or roll a d30

- | | | | |
|--|----------------------------|---------------|---------------------|
| 1. Acrobat | 8. Craftsman | 15. Hunter | 23. Shaman |
| 2. Alchemist | 9. Diplomat | 16. Mercenary | 24. Soldier/Warrior |
| 3. Animal Trainer | 10. Explorer | 17. Merchant | 25. Spy |
| 4. Bard | 11. Farmer | 18. Miner | 26. Thief |
| 5. Blacksmith | 12. Fisherman | 19. Physician | 27. Tracker |
| 6. Champion/
Knight/ Noble
Warrior | 13. Government
Employee | 20. Priest | 28. Witch |
| 7. Courtier | 14. Herdsman | 21. Sailor | 29. Sorcerer |
| | | 22. Scribe | 30. Woodsman |

Optional Family Reputation: Roll a d10

1: Poor reputation. 1D3 Enemies or Rivals.	2-4: Average reputation but some secrets in the background. 1 Enemy or Rival.	5-7: Average reputation.	8-9: Good reputation but some secrets in the background. 1 Contact or Ally.	10: Excellent reputation. 1D3 Contacts or Allies.
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Optional Family Connections: Roll a d10

1: No connections worth mentioning.	2-4: Reasonable connections within the community. No significant contacts.	5-7: Well connected with other families and persons holding local power. 1 Contact and 1 Rival.	8-9: Well connected with other families and persons holding local and regional power. 2 Contacts, 1 Rival and 1 Enemy.	10: Well connected with other families and persons holding local, regional and national power. 2 Contacts, 2 Rivals and 2 Enemies
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Character Design Example:

Sam decides he wants to play a warrior type character. A knight errant he muses might be fun. Lets call him "Harth".

- He selects Strength for his 13, Wisdom for his 12, and Constitution for his 11. He sets Dexterity, Intelligence, and Charisma to 10.
- This gives him a bonus of +1 for rolls associated with Strength and Wisdom. He starts with 10 slots to carry equipment.
- He rolls a d8 for 6 hit points.
- A roll of 15 gets him brigantine armor but a roll of 2 denies him a shield.
- He then checks for starting adventure gear and gets the third pack.
- He picks up 5 spikes, a net, and sponge from general gear.

- His father is a knight errant. So Harth comes from the minor gentry. He's a noble, but just barely. He comes from a civilized country ad was raised on the grasslands as a knight.
 - Lore (Social Class) Noble – Level 2 Good
 - Lore (Culture) Civilized – Level 2 Good
 - Lore (Environment) Grasslands – Level 2 Good
 - Lore (Knight) Riding – Level 2 Good
- He chooses a sword and dagger as his weapons.
- He rolls a 4 on 2d20 for 104 SP in his pockets.

Sam decides to develop Harth's personality and family relations later as he knows that life is dangerous on the edge.

Playing the Game:

Attributes:

Each of the six attributes represents a character's effectiveness in performing various saves, tasks, abilities, skills, and actions.

Strength:

Used for melee attacks and saves requiring physical power, like lifting gates, bending bars, etc.

Dexterity:

Used for saves requiring poise, speed, and reflexes, like dodging, climbing, sneaking, sleight of hands, picking pockets, balancing, etc.

Constitution:

Used for saves to resist poison, sickness, cold, etc. A PC's number of item slots is always equal to their Constitution defense.

Intelligence:

Used for saves requiring concentration and precision, such as wielding magic, resisting magical effects, recalling lore, crafting objects, tinkering with machinery, etc.

Wisdom:

Used for ranged attacks and saves requiring perception and intuition, such as tracking, navigating, searching for secret doors, detecting illusions, etc.

Charisma:

Used for saves to persuade, deceive, interrogate, intimidate, charm, provoke, etc. PCs may employ a number of henchmen equal to their Charisma -10.

Note:

- The system relies heavily on the six attributes. They each play an important role. There are no dump stats.
- Perks and talents allow for character customization.
- Skills provide both a bonus to a specific application of an attribute and in character differentiation.

Using Attributes:

Issues may be solved using different attributes. This allows for multiple approaches to a problem. Check with your referee. He might apply advantage or disadvantage depending on the situation and attribute.

For example: Climbing the side of a mountain.

- Use Strength: The character muscles his way through obstacles and grips the terrain to ascend.
- Use Dexterity: The character finesse the slope. He nimbly ascends and dodges peril with grace and balance.
- Use Wisdom: The character assesses the peak and detects the safest way to proceed.

Skills, Spells, Combat Rolls, & Saving Throws:

Choose a primary type of action:

- Melee: d20 + Strength bonus + Melee Weapon Skill or Unarmed Skill
 - Shields and defensive weapons add to AD. See weapon/shield tables and perks.
- Ranged: d20 + Wisdom bonus + Ranged Weapon Skill. Limited to RoF.
- Divine Magic: d20 + Intelligence bonus + Religion Skill
- Arcane Magic: d20 + Intelligence bonus + Sorcery Skill
- Skill Check: d20 + Attribute bonus + Skill
- Savings Trows: d20 + Attribute bonus

Use a d12 instead of a d20 for rolls requiring a skill if the character has a skill rating of 0 or untrained.

Advantage adds a d20/d12.

Disadvantage removes a d20/d12.

Bonuses/Penalties:

Minor Modifier: +/- 1 to a maximum of +/- 10. Each additional +/- 5 adds an additional Advantage/Disadvantage die.

Task Difficulty and Task Difficulty DC:

Easy	5
Medium	10
Hard	15
Very hard	20
Nearly impossible	25

Criticals occur on the roll of a natural 20 on the d20 roll or succeeding by 10 or more. This results in a success even if the result is less than the DC of the attempt.

Fumbles occur when rolling a natural 1.

Successes meet or exceed the difficulty check (DC) value.

Failures occur when the check is less than the DC or on a natural 2-4.

Natural 12: Rolling a 12 on a d12 grants a basic success for the attempt. It is not a critical.

DC reductions may never lower the DC to less than 5 or ½ the base DC [round up].

Major Modifier: Adds Advantage/Disadvantage dice to minor modifiers.

All bonuses and penalties cancel out on a one for basis at the same level.

Reactions:

When the PCs encounter an NPC whose reaction to the party is not obvious, the referee may roll 2d6 and consult the following table.

Modifiers range from +/- 1-4 based on affinity, affiliation, perceived actions, or past history.

Allow re roll if significant change in affinity, affiliation, perceived actions, or past history is noted.

2: Hostile 3-5: Unfriendly 6-8: Unsure/Neutral 9-11: Talkative/Friendly 12: Helpful/Positive

Morale:

Monsters and NPCs all have a morale rating, usually between 5 and 9. When they face more danger than they were expecting, the referee will make a morale roll by rolling 2d6 and comparing the result to the NPC's morale rating.

Other effects may trigger a morale roll at the referee's discretion.

Hirelings also make morale rolls when they aren't paid, their employer dies, or they face extraordinary danger. Morale may also be improved by paying hirelings more and treating them well.

If the roll is higher than the rating, the NPC will attempt to flee, retreat, or parley. Morale rolls can be triggered by defeating half of an enemy group, defeating a group's leader, or reducing a lone enemy to half HP.

Healing:

Hit points (HP) buffer the character before moving to the injury table or dying.

Use the healing skill:

- At the end of a combat to restore d6 HP's on a success or d6+3 HP's on a special success.
- Surgery is required to repair and begin the healing of injuries. Each wound requires a separate healing roll. A success begins the healing. A special success reduces healing time and penalties by 1/2.

After a meal and a full night's rest, PCs regain a d8 plus [Constitution-10]/2 hit points. Resting for a full day at a safe haven restores all lost HP. Constitution bonuses do not affect maximum hit points like in most OSR games, but help when it comes to healing.

Wound penalties are inflicted with every wound on the injury table. These penalty points are removed when the wound they are derived from heals or 1 point per day, whichever is slower.

Advancement:

See the Perk System below for details.

As a guideline, PCs receive 25 - 50 XP for low risk accomplishments, 75 - 100 XP for moderate risk accomplishments, and 150 - 200 XP for high risk accomplishments. The referee should freely notify the PCs of how much XP different objectives are worth when asked.

All character level, class level perks, perks, and talents are purchased with XP.

Monsters:

All monsters from OSR bestiaries should work as is with no major conversion needed. Here are some guidelines.

- The monsters toughness and ability to shrug off damage are rated on the scale used for armor:
 - Soft: AD 5 to 12.
 - Tough: AD 13 to 16
 - Hard: AD 17+
- Monsters using weapons use the standard weapon tables. Monstrous abilities, such as claws, jaws, and tentacles, etc., are assigned melee weapon analogs and use their tables.
- See the specific entries in the Tome of Monsters & Creatures Modules for individual monster information.
- Hit Dice/Hit Points: All monster hit dice can be assumed to be d8s unless otherwise specified. To get the monster's hit points, just multiply the number of hit dice they have by 4 (or 5 if you're feeling mean.)

When a PC gains a character level:

- Character level is capped at 10.
- Roll a number of d8s equal to their new level to find their new HP maximum. If the result is less than or equal to their previous maximum, their maximum HP increases by 1.
- Choose 3 different attributes. Increase them by 1 point. Adjust attribute bonus as needed.
- Abilities may never be raised higher than 20.

- Armor: AC (if ascending) is identical to Armor Defense. If the AC is descending, subtract it from 19 (from the first games) or from 20 (from the later games) equals the Armor Defense.
- Action Pool: 1 die per 2 threat levels.
- Attack Bonus: +1 [Max +5] per 2 hit dice and use the skill bonus from the monster's description or assign a skill bonus from the Typical Values by Threat level Table in Tome of Monsters and Creatures.
- Damage: Damage remains the same.
- Morale: Keep morale rating from source.
- Saves: +1 per die and use the skill bonus from the monster's description.

Item Slots:

PCs have a number of item slots equal to their Constitution defense. Most items, including spell books, potions, a day's rations, light weapons, tools and so on take up 1 slot, but particularly heavy or bulky items like armor or medium to heavy weapons may take up more slots.

Groups of small, identical items may be bundled into the same slot, at the referee's discretion.

1,000 small coins can fit in a slot. 250 Large coins fit in a slot.

As a general guideline, a slot holds around 5 pounds of weight. Slots are also the key to character customization, as a PC's gear helps determine who they are.

Conditions:

The world effects characters in many different ways. Conditions alter a character's abilities in a specific ways. A condition lasts either until it is changed (being knocked flat is changed by standing up) or for a period of time described by the condition.

If multiple sets of the same condition at the same potency are imposed on a character, each can add to the period the condition acts on the character, but the condition don't get intensified. A character either has a condition or doesn't.

Effects of Conditions on Characters:

Condition apply specific effects on characters based on their source, see below, and their potency. Variable potency penalties are described below if applicable.

Potency Penalty:

- Minor: -1 to -3 with effected rolls. You are effected and feels the sting.
- Moderate: -4 to -5 with effected rolls up to 1 disadvantage die. Hindered by the effect.
- Major: Referee applies two or more disadvantage dice to the effected roll or rolls. Impaired by the effect.

Condition Effects:

Blinded:

- Minor: Blurring of vision or tears in eyes.
- Moderate: Difficulty determining details or movement.
- Major: Blinded and can't see. Automatically fails any roll that requires sight in addition to penalty.
- Attack rolls against the character have advantage. The character's attack rolls use the penalty modifier from the effect.

Deafened:

- Minor: Sounds are muted or limited to one ear.
- Moderate: Sounds are muffled.
- Major: Deafened and can't hear. Automatically fails any roll that requires hearing in addition to penalty.

Down and Out:

This condition is binary. It either effects you or not. It is often an end state from other conditions.

- The character is prone.
- They can't take actions, move, speak, and are unaware of their surroundings.
- They drop whatever their holding.
- The character automatically fails all saves except Constitution saves.
- Attack rolls against the character have advantage.
- Any attack that hits the character rolls on the Fatal Injury Table if the attacker is within 5 feet of the character.
- An armed attacker within 5 feet of the character can spend the round killing the character. No save allowed.

Environmental Conditions:

These varied effects of climate, sun, wind, rain, weather, darkness, and any other phenomenon encountered by the characters that impact their ability to interact with the world are adjudicated by the referee. They often impose the effects of one of the listed conditions, but sometimes impose unique effects as described by the referee.

Exhaustion:

- Some environments impose exhaustion effects. For example, starvation, extended cold weather, hot, or very hot climates; can be detrimental to character performance.
- Exhaustion has seven levels in the game. An effect can give a character one or more levels of exhaustion, as specified in the effect's description.

Exhaustion Effect Table:

	Effect
1	Depleting: Beginning to feel the effort. -2 to exhaustion and constitution rolls.
2	Strain: Feeling the burn. -4 to combat, exhaustion, and physical rolls.
3	Tired: Hampered. Disadvantage to physical rolls. -1 to initiative.
4	Fatigue: Beginning to suffer. Disadvantage to physical and mental rolls. -2 to initiative. Movement limited to 75%.
5	Enervation: Drained of energy. Disadvantage to all rolls. -2 to initiative. Movement limited to 50%. Hit points reduced to 75% of maximum or current amount, whichever is less.
6	Weary: Impaired. 2 Disadvantage dice to all rolls. -2 to initiative. Movement limited to 50%. Hit points reduced to 50% of maximum or current amount, whichever is less.
7	Prostration: Extreme physical or mental collapse. 2 Disadvantage dice to all rolls. -2 to initiative. Movement limited to 25%. Hit points reduced to 25% of maximum or current amount, whichever is less.
8+	Unconscious: Failed Constitution saves will lead to death.

Exhaustion Additional Rules:

- Exhaustion levels from different sources are cumulative.
- Removing exhaustion reduces it's level and reduces the effect.
 - Short term Exhaustion: Roll a Constitution save each turn to regain a level of exhaustion, after the character has rested.
 - Long Term Exhaustion: Use days or weeks for the interval depending on circumstance and resources.

Frightened:

- A frightened character applies effect penalty on saves and attacks while what they fear is within line of sight.
- The character can't willingly move closer to the source of its fear.

Invisible:

- An invisible character can't be seen without magic or a non visual sense. Invisible character can only be detected if it makes a noise or leaves tracks.
- Attacks against an invisible character have disadvantage. Attacks by an invisible character have advantage.

Poisoned:

The referee describes the nature and severity of the poison effects.

- Minor: Use penalty plus symptoms.
- Moderate: Use penalty plus symptoms.
- Major: Use penalty plus symptoms.

Sickened:

The referee describes the nature and severity of the disease or condition effects.

- Minor: Use penalty plus symptoms.
- Moderate: Use penalty plus symptoms.
- Major: Use penalty plus symptoms.

Prone:

- A prone character is flat on the ground.
- They can crawl.
- The character has disadvantage on all attacks, except crossbows.
- An attack roll against the character has advantage if the attacker is within 5 feet of the character. Otherwise, the attack roll has disadvantage.

Stunned:

A character is confronted by shocking emotional, physical, spiritual, or psychological phenomenon.

- Minor: Use potency penalty.
- Moderate: Use potency penalty.
- Major: Use potency penalty.

Rattled:

- All rolls are rolled with disadvantage for duration.

Unconscious:

See Down & Out.

Light:

Descriptions:

Bright: No penalties

Dim: Disadvantage to rolls dependent on sight.

Difficulty with determining details.

Dark: Unable to see without assistance. Two or

more disadvantage dice to rolls dependent on

sight. Cannot determine details.

Sources:

Object:	Bright out to:	Dim out to:	Duration:
Candle	5'	+5'	1 hour
Lamp, common	15'	+30'	4 hours/pint
Lantern, hooded	30'	+30'	4 hours/pint
Torch	20'	+20'	1 hour

Perks:

XP's and Advancement:

XP's:

As a guideline, PCs receive 25 - 50 XP for low risk accomplishments, 75 - 100 XP for moderate risk accomplishments, and 150 - 200 XP for high risk accomplishments.

No character may advance more than one character level, one class level, and one perk level per month.

All character level, class level perks, perks, and talents are purchased with XP's. A character's XP pool may not exceed 4,000. Subtract the Perk cost in XP's from the character's XP pool to proceed to advancing a level or perk.

Increasing Character Level:

Character level advancement is automatic and requires no training or study. It is capped at 10th level.

When a PC gains a character level, they roll a number of d8s equal to their new level to find their new HP maximum.

If the result is less than or equal to their previous maximum, their maximum HP increases by 1.

They also raise the attribute of their choice by 1 point. Abilities may never be raised higher than 20.

Limits of Character Level Increases:

Character levels are balanced by class levels, class talents, and skill/art/lore perk levels. These other levels are called "VS Character levels" and must be kept within one level of character levels.

A class level = 1 character level.
Two class talents = 1 character level.
Five skill/art/lore levels = 1 character level.

All VS Character levels add together. Values round to nearest whole number.

A character with six levels of skills has 1.17 VS levels, round down to 1. Three class talents has 1.5 VS levels, round up to 2. Or, $1.17 + 1.5 = 2.67$, round up to 3.

Advancing a Skill/Art/Lore, Talent, or Class Level:

Desired Level	Time Needed	Perk Level of Trainer				
		Competent 1 GP/week	Good 2 GP/week	Skilled 3 GP/week	Expert 5 GP/week	Mastered 10 GP/week
Competent	1 week	60%	80%	95%	99%	99%
Good	2 weeks	1%	50%	70%	90%	95%
Skilled	4 weeks	NA	1%	40%	60%	80%
Expert	8 weeks	NA	NA	1%	30%	50%
Mastered	12 weeks	NA	NA	NA	1%	20%

Additional Rules:

% = Chance of increasing perk.

- Studying on your own is half as expensive but takes twice as long. Use your current level as the trainer level.
- Attempting to advance without paying XP doubles the cost and is rolled with disadvantage.
- Additional attempts costs the same amount of gold and time. The roll is increased by moving trainer column to the right after each additional study period.
- Many times training and access to knowledge are limited to schools, cults, secret organizations, churches, and specific individuals. Check with the Referee for in game requirements to access perk training and if practice is suitable for increasing the perk.
- Divide ten level class levels by two to get the equivalent five level skill/art/lore in the above table. This is specifically for the class level training times and costs.
- When perks duplicate effects, use the stronger effect. Do not stack, add, or combine without specific direction from the Referee.

Examples of Advancement:

A 3rd level character wants to add a second level of short bow. The character pays 500 XP and 4 GP. He then trains with a good bowman for two weeks. His roll is 35%, a success. His shortbow perk is increased to good.

If he had rolled a 54%, failure. He just didn't grasp what it takes to be a good bowman. He decides to invest another two weeks and 4 GP. His chance to advance now improves to 70%. He rolls a 58% and advances.

Skill/Professional/Art/Lore Perks:

General Skills/Art/Lore:		Difficulty of vs Time + Resources
Perk Level Value:	Rating:	+ Skill = auto success to Quality of:
Perk Level 0:	Untrained	Unable to use auto success
Perk Level 1:	Competent	Easy = Typical
Perk Level 2:	Good	Medium = Typical
Perk Level 3:	Skilled	Hard = Typical [Hidden Quality]
Perk Level 4:	Expert	Hard = Quality
Perk Level 5:	Mastered	Hard = Quality

See pages 51 for full details.

Difficulty Definitions: Adapted from the 5.1 SRD

Task Difficulty:	Task Difficulty DC:
Easy	5
Medium	10
Hard	15
Very hard	20
Nearly impossible	25

Martial Perks:

Melee Weapons:

	Rating:	Effect Bonus:
Perk Level 1:	Competent	+1 to hit. Natural 20 effect on a natural 19 - 20.
Perk Level 2:	Good	+2 to hit. Natural 20 effect on natural 18 - 20.
Perk Level 3:	Skilled	+3 to hit. Natural 20 effect on natural 17 - 20.
Perk Level 4:	Expert	+4 to hit. Natural 20 effect on natural 16 - 20.
Perk Level 5:	Mastered	+5 to hit. Natural 20 effect on natural 15 - 20.

Ranged Weapons:

	Rating:	Effect Bonus:
Perk Level 1:	Competent	+1 to hit. +20% Range.
Perk Level 2:	Good	+2 to hit. +40% Range.
Perk Level 3:	Skilled	+3 to hit. +60% Range.
Perk Level 4:	Expert	+4 to hit. +80% Range.
Perk Level 5:	Mastered	+5 to hit. +100% Range.

Shields:

- The basic shield bonus is +1 to AD.
- The skill bonus is determined by referencing the skill level and shield type.
- Shield Bash when enemy rolls the shield bash values below.

	Rating:	Small Shield
Perk Level 1:	Competent	Shield Bash on 1
Perk Level 2:	Good	Shield Bash on 1-2
Perk Level 3:	Skilled	+1 AD. Shield Bash on 1-2
Perk Level 4:	Expert	+1 AD. Shield Bash on 1-3
Perk Level 5:	Mastered	+2 AD. Shield Bash on 1-3

	Rating:	Medium Shield
Perk Level 1:	Competent	+1 AD. Shield Bash on 1-2
Perk Level 2:	Good	+1 AD. Shield Bash on 1-3
Perk Level 3:	Skilled	+2 AD. Shield Bash on 1-4
Perk Level 4:	Expert	+2 AD. Shield Bash on 1-5
Perk Level 5:	Mastered	+3 AD. Shield Bash on 1-6

	Rating:	Large Shield
Perk Level 1:	Competent	+2 AD. Shield Bash on 1-4
Perk Level 2:	Good	+2 AD. Shield Bash on 1-5
Perk Level 3:	Skilled	+3 AD. Shield Bash on 1-6
Perk Level 4:	Expert	+3 AD. Shield Bash on 1-7
Perk Level 5:	Mastered	+4 AD. Shield Bash on 1-8

Unarmed Techniques:

	Rating:	Effect Bonus:
Perk Level 1:	Competent	+1 to hit.
Perk Level 2:	Good	+2 to hit.
Perk Level 3:	Skilled	+3 to hit.
Perk Level 4:	Expert	+4 to hit. Reach increases out to Short.
Perk Level 5:	Mastered	+5 to hit. Reach increases out to Medium.

Unarmed fighting styles teach elements of grappling, striking, and defending. A character is limited to five skill levels of unarmed fighting style. For each level acquired, the character chooses one level of technique from grappling, striking, or defending tables below. Each style must be learned in order from least to greatest. No skipping around.

A character who is an expert in hand to hand fighting might choose:

- Striking: Levels 1-3 and Defending: Level 1.
- Grappling Levels 1-4.
- Grappling Levels 1-2 and Defending Levels 1-2.

Customize the character's choices to reflect the martial style being taught or emulated.

See General Perks for information on how to acquire two additional techniques.

Unarmed attacks vs armed opponents are made with disadvantage until unarmed martial ability is skilled or better.

Techniques:

Grappling:

1. +2 Grapple
2. Advantage to grapple. Double damage to throws and inflict pain.
3. Advantage to Pins/Binds/Grabs after grapple.
4. Advantage to escape from grapples.
5. Triple damage to throws and inflict pain.

Striking:

1. +d4 to unarmed damage.
2. +d6 to unarmed damage.
3. +d8 to unarmed damage.
4. Strikes impose rattled condition until Constitution save made.
5. Strikes impose poisoned condition until Constitution save made.

Defending:

1. +2 AD for no armor and light armor.
2. Advantage to get out of grapple effect for grapple success 1 effects.
3. +4 AD for no armor and light armor. +1 AD for medium armor.
4. Advantage to get out of grapple effect for grapple success 2 effects. Advantage to get out of non magical metal restraints and bonds.
5. +6 AD for no armor and light armor. +2 AD for medium armor.

Skill/Art/Lore List:

Arcane Skills:

- Alchemy: The esoteric art of combining and creating alchemical and chemical substances.
- Artifice: The creation and appraisal magical items.
- Element, Sorcerous: (Specify Type) Each element's skill includes knowledge and manipulation of that element.
- Religion: (Specify Type) Knowledge of gods and demons as well as the ways to worship them.
- Sorcery: The dark arts of magic, both arcane and divine. Useful for knowledge of ritual spells, casting spells, creating spells, identifying, and using magical items.

Art Skills:

- Art (Specify type):
 - Acrobatics
 - Dance
 - Painting
 - Sculpting
 - Singing
 - Significant ritual, cultural, or ceremonial social acts: The tea ceremony is an art.

Knowledge Skills:

- Environment: (Specify Type): Desert, Forest, Arctic, Grassland, Mountains, Coastal, Swamp/Marsh, Subterranean, City, & Agricultural Countryside. Covers staying alive, movement, hazards, general knowledge, and outdoor skills such as foraging and fishing.
- Healing: Healing from diagnosis, to binding wounds, and to surgery. Use the healing skill once per combat to stabilize fatal injuries and restore d6 HP's on a success or d6+3 HP's on a special success. Surgery to repair fatal injuries and begin the healing process. Each wound requires a separate healing roll. The wound begins to heal with a success on the healing roll. Special success reduces healing time and penalties by ½.
- Language: See General Perks.
- Lore (Global, General or Regional, and Specific):
 - Global categories are more generalized and have vague fields of knowledge.
 - General or Regional categories have a broad but complete knowledge.
 - Specific categories have a narrow and detailed knowledge.
- Social Class: Knowledge and performance of expected beliefs and behaviors.

Malfeasance Skills:

- Disguise
- Extortion
- Forgery
- Loan Sharking
- Lock picking
- Make/Set/Disarm traps
- Pick Pockets
- Sleight of Hand, includes misdirection and mundane magic tricks.
- Smuggling

Martial Skills:

- Ax/Club/Mace/Hammer: One handed and thrown
- Blades, Short: Knives and daggers melee and thrown. All one handed swords
- Blades, long: All one and a half handed swords and two handed swords
- Bows
- Crossbows
- Flails and chain weapons
- Lance
- Pole arms: All Types, including two handed axes, hammers, and hooks.
- Shield: All types
- Slings
- Spears: Melee and thrown
- Staff
- Unarmed: See Martial Perks for details.

Physical Skills:

- Athletics: The ability to exert oneself physically. Climbing, running, and jumping.
- Brawn: Pushing, pulling, and lifting.
- Stealth
- Tracking

Professional Skills:

- Bargaining: The art of deals and diplomacy in social situations. This skill includes meetings, haggling with merchants, or diffusing tense situations.
- Command: Motivating and directing others, often in times of crisis.
- Craft, Professional, Occupation Class (Specify Type): Includes creating, maintaining, repairing, performing, and evaluating.
- Fraternize: The art of mingling in social settings to achieve your goals.
- Riding (Specify Type): Using animals for transportation.
- Statesmanship: Administration of realms, bureaucracies, and the law.
- Vehicle: Chariot/Wagon/Watercraft (Specify Type): Use and maintenance of specific type of transportation.

Kindred Perks:

Dwarf:

Dwarves are short, stout, and bearded fey creatures. They have become fierce in defense of their halls as Dragons and Giants view them as humans view honey bees. This fierceness has given them a reputation for being angry, ill tempered, and vengeful.

They excel at mining, smithing, and crafting.

Kindred views:

- Elves: Party just a little to much. They need to buckle down.
- Halfling: Happy, friendly fellows who understand hospitality.
- Human: Amazingly feats yet capable of amazing treachery.
- Gnome: Cousins, but I don't understand their preference for hills and glades.

Benefits:

- Keen Senses:
 - Darkvision: With any natural light present, can see in dim to dark illumination clearly in black and white to 60 ft. and dimly to twice that.
 - When searching, dwarves have a +2 chance of detecting traps, false walls, hidden construction, detecting decrepit or unsafe structures above or below ground (walls, floors, ceilings, etc.), knowing current depth underground, knowing direction while underground, or noticing if passages are sloped. Dwarves must be actively searching for these abilities to function.
- +3 to resist poison, disease, and hostile magic.
- +3 rolls to all crafting, engineering, mining rolls.
- Add 5 bonus slots to item slots.

Penalties:

- Dwarves may not break their sworn word.
- Roll an Intelligence save after being hit in combat or attack until foes are vanquished. Roll at ½ HP and at each time damaged at 0 HP or less to leave combat.
- Due to their short height, dwarves cannot use two handed weapons or longbows. However, they can use any other weapon or armor.

Elf:

Elves are plant based (organo-magico) fey life forms. They are human sized with modestly humanoid characteristics. For example they bleed a greenish sap instead of blood. They germinate instead of giving birth. Each elf is tied to it's life tree. Slaying the tree destroys the elf. When an elf dies and decomposes, it leaves behind a shiny crystal. This crystal shard is hung from the life tree's limbs. It will shine until the memories it contains are transcribed into the starry heavens. Its light then flickers out and the crystal crumbles into dust. The elf spirit is then reincarnated through a life tree. Elf scholars study the evening skies for the wisdom of their ancients. Elves typically behave in a cheerful, happy manner. They are prone to singing, dancing, and revelry.

Kindred views:

- Dwarf: Their focus on duty has made them dour, rhymes with sour. It's fun to get them roaring drunk.
- Halfling: Excellent cooks who are fun to party with. A little to domesticated for our tastes.
- Human: Interesting in their variety, but often with a very narrow focus. Be careful, They lie!
- Gnome: Quirky, fun fellows with such interesting gadgets.

Benefits:

- Keen senses
 - Keen vision and hearing: +3 to vision and hearing rolls.
 - Find secret doors: Passing +2 and searching +4.
- Immune to sleep and paralysis spells and effects.
- Elves gain a +1 ROF with shortbow or longbow attacks at: [Does not stack or combine with warrior class benefits.]
 - 2nd level if they are trained or better with the weapon
 - 4th level if they are skilled or better with the weapon
 - 6th level if they are expert or better with the weapon

Penalties:

- Elves may not tell lies.
- Cold iron inflicts additional damage by weapon size.
 - Small = d3
 - Medium = d4
 - Large = d6.
- Elven aloofness causes all social and leadership checks for all non elves to be made with disadvantage.

Gnome:

Gnomes are short bearded fey creatures, who are cousins to dwarves. They have a wide range of appearances but tend to be much more slender, where the dwarves are stout. Gnomes generally dwell in hills, on mountainsides, or forest glades. Gnomes divide their time equally above and below ground. Their habitations often overlap with halflings, and these two races are typically very friendly, if not familial, to each other.

Kindred views:

- Dwarf: Cousins should spend more time in nature.
- Elf: Enjoyable forestland companions.
- Halfling: Gastronomic icons and pub heroes.
- Humans: Fine companions if you can get them out of their cities.

Benefits:

- Keen Senses:
 - Darkvision: With any natural light present, can see in dim to dark illumination clearly in black and white to 60 ft. and dimly to twice that.
 - When searching, gnomes have a +2 chance of detecting traps, false walls, hidden construction, detecting decrepit or unsafe structures above or below ground (walls, floors, ceilings, etc.), knowing current depth underground, knowing direction while underground, or noticing if passages are sloped. gnomes must be actively searching for these abilities to function. +3 to all crafting, engineering, mining, and invention checks.
- +3 to all agriculture and art rolls.

Penalties:

- Gnomes may not use large and two handed weapons or longbows, but may use any other weapon and armor.
- Gnomes may not break their sworn word.
- Cold iron inflicts additional damage by weapon size.
 - Small = d3
 - Medium = d4
 - Large = d6.

Halfling:

Halflings are short humanoids that are as diverse in appearance as humans, but have furry feet and curly hair. Halflings have a gentle nature. They value free time, good food, and good drink. They will engage in playful activities when not on an adventure. They love comfort and will spend their riches on the most extravagant items.

Kindred views:

- Dwarf: Need to lighten up. Fun with a few drinks in them.
- Elf: Parties are epic for their feasting, dancing, and music.
- Human: To often focused on commerce and power.
- Gnome: Pleasant fellow pipe smokers with a sense of humor.

Benefits:

- +2 to saves vs poison, disease, and Dexterity checks. +1 to initiative.
- Halflings have an uncanny ability to disappear.
 - They must be silent, motionless, and in bushes or other outdoor cover, halflings are only detected if the searcher beats a DC 15.
 - Stealth checks are +2 while in underground labyrinths, caverns, or while moving.
- Halflings add +2 to AD when fighting creatures larger than humans.

Penalties:

- Halflings may not use large and two handed weapons, heavy crossbows, arbalest, or longbows, but may use any other weapon and armor.
- Save vs Wisdom to avoid opportunities to indulge in excess food or drink.
- Apply penalties to morale, exhaustion, and melee combat unless provisioned at 1 ½ times the human standards.

Human:

Humans are a hardy breed, fighting vigorously to expand and guard their civilization in a dangerous world. Many perils lurk beyond the borders of the human lands, but humanity must be ever alert to the possibility of treachery within its own territories and kingdoms: The very individuality that makes humankind so diverse and energetic as a race can also breed those who are dark of mind and willing to cooperate with the forces of evil and chaos.

Kindred views:

- Dwarf: Stout allies but sticklers for the fine print in a contract.
- Elf: Beautiful and charming, but flighty. Powerful in the magic arts but... look shiny. Very distractable.
- Halfling: Enjoyable companions as long as you aren't paying the grocery bill.
- Gnome: Amusing tinkers. Dwarves could learn from them.

Benefits:

- May add +2 to one zero rated characteristic at character creation time.
- +20% to all Experience Point awards.
- One free Skill, Profession, Art, or Lore perk level per character level up to skilled at.

Penalties: None.

Class Level Options:

Bard:

Your musical artistry is magical.

Bardic Music:

A bard may use bardic magic per day equal to their bard level + character level. A bard can use his song or poetics to produce magical effects on those around him. A bardic music effect takes 1 round per bard level effect to initiate or as indicated in the effect's description. It can be woven into a song, music, or poetry already in progress.

Bard Level 1:

- **Shield Song:** Grants a bonus of $\frac{1}{2}$ Sorcery + $\frac{1}{2}$ Art (Specify Type) to saving throws against sonic attacks in a 60' radius or it grants a new saving throw each round to creatures within range. Shield Song has no effect against effects that don't allow saves. The bard may keep up the countersong for $d10 +$ bardic level rounds.

Bard Level 2:

- **Dazzle:** A bard can cause all creatures within 100' to become solely focused on him. The bard rolls an Art (Musical Instrument, Poetry, or Singing) check. On a success, his Art level is applied as a penalty for each affected creature's Intelligence save roll. Nearby combat and other alarming situations prevent the ability from working. The bard can target two creatures per bard level with a single use of this ability. Save to end the effect and prevent another attempt for 24 hours. If its saving throw fails, the creature sits quietly and listens to the bard, taking no other actions, for as

long as the bard continues to play and concentrate (up to a maximum of 1 turn per bard level). While Dazzled, a target is disadvantaged on skill checks made to respond to awareness or danger. Potential threats require a new check as above. All blatant threats or violence, automatically end the magic.

Bard Level 3:

- **Bravery:** A bard can use Art (Musical Instrument), Art (Poetry) for a number of rounds equal to $d6 +$ Bard level to inspire friends and followers within 50', including himself. Friends and followers must be able to hear the bard perform. Affected creatures receive +1 to morale checks, on saving throws against charm or fear magics, and as a bonus to attack and weapon damage rolls. This bonus increases to +2 at 3rd, +3 at 5th, +4 at 7th, and +5 at 9th.

Bard Level 4:

- **Skilled:** A bard can use Art(Musical Instrument), Art(Poetry), or Art(Singing) to help a friend or follower succeed at a task. The friend or follower must be within 40' and able to see and hear the performance. The ally gets a +1 bonus on skill checks as long as he or she continues to hear the bard's music. Certain uses of this ability are infeasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. This bonus increases to +2 at 3rd, +3 at 5th, +4 at 7th, and +5 at 9th. A bard can't inspire competence in himself.

Bard Level 5:

- **Suggestion:** A bard can make a suggestion to a creature that he has already Dazzled. Using this ability does not break the bard's concentration on the Dazzle effect, nor does it allow a second saving throw against the Dazzle effect. The creature must roll an Intelligence save to negate the effect. An effected creature will attempt to comply with a request that is not endanger their life or ruin them. The more likely the creature is to suffer from the suggestion, the greater their save bonus will be. This ability affects only a single creature.

Bard Level 6:

- **Glory:** The bard uses Art(Musical Instrument), Art(Poetry), or Art(Singing) to inspire glory in himself or other willing friends or followers within 20'. He can target one friend or follower for every bard level + Art(Specify Type) with a single use of this ability. To inspire glory, those affected must hear the performance. The effect lasts for d10 + bardic level rounds as the bard continues performing and for 5 rounds thereafter. A creature inspired by glory gains:
 - 2 bonus Hit Dice: The commensurate number of temporary hit points.
 - +2 bonus on attack and damage rolls.

Bard Level 7:

- **Break Enchantment:** The bard uses Art(Musical Instrument), Art(Poetry), or Art(Singing) to create an effect of breaking an enchantment that binds a creature mind such as charm, fear, suggestion, etc. Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 40'. A bard can't use Break Enchantment on himself.

Bard Level 8:

- **Heroes:** A bard uses Art(Musical Instrument), Art(Poetry), or Art(Singing) to inspire bravery and glory in himself or in others within 40'. A bard can target $d6 + \text{bard level}$ in additional friends and followers with a single use of this ability. To inspire the heroes, a bard must be in the hearing of the creatures he wishes to inspire. Performing for a full round begins the effect. The effect lasts for $d10 + \text{bardic level}$ rounds as long as the friends and followers hear the bard and for 5 rounds thereafter. A creature so inspired gains:
 - 3 bonus Hit Dice: The commensurate number of temporary hit points.
 - A +4 bonus to saving throws, as dodge bonus to AD, and on attack and damage rolls.

Bard Level 9:

- **Mass Dazzle:** This ability functions like Dazzle, above, except that the bard can Dazzle any number of creatures that can hear his performance.

Bard Level 10:

- **Mass Suggestion:** This ability functions like Suggestion, above, except that the bard can make the Suggestion to any number of creatures that he has already Dazzled (see above).

Druid:

Nature pulses through your heart. Your focus is on nature, animals, plants, and natural monsters. You prioritize their well being. You hate undead as a blasphemy against life.

Druid Level 1:

- Track foes in a wilderness environment with a bonus to your roll of +3.
- Heal 1 HD per druid level + religion level of small domestic animals.

Druid Level 2:

- Free Movement: You move through nonmagical plants without being slowed or taking damage from them if they cause harm. You have advantage on saving throws against plants that are magically created, manipulated to impede movement, or seek to damage you.
- Bless the Land: You spend the day praying over the fields or forests. This grants a 25% gain in growth, health, and harvest. You may bless 100 acres per religion perk level.
- Heal 1 HD per druid level + religion level of small animals.

Druid Level 3:

- Walk like the wind: You leave no tracks to trail in natural surroundings. You have to make an effort to leave a trail.
- Heal 1 HD per druid level + religion level of medium domestic animals.

Beast Forms:

Druid Level:	Limitations:	Size – Up to:	Example:
4th	No flying or swimming	Medium	Wolf
6th	No flying	Large	Crocodile
9th	None	Huge	Giant Eagle

Druid Level 4:

- Beast Form: You can assume the shape of a beast that you have seen before. You can change once daily per 2 druid levels [roundup]. You regain expended uses when you finish a nights rest.
 - Your druid level determines the beasts you can transform into.
 - You can stay in a beast shape for a number of hours equal to your $\frac{1}{2}$ druid level [round up]. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form at any time. You automatically revert if you fall unconscious, drop to 0 hit points, or die.
 - While you are transformed, the following rules apply:
 - You become the beast, but retain your mental characteristics.
 - You can't cast spells while in beast form.
 - Your equipment melds into your beast form. It cannot be used until you leave the beast form.
- Heal 1 HD per druid level + religion level of large domestic animals.

Druid Level 5:

- Nature's Shield: You can't be harmed or controlled by elementals or fey. You are immune to poison and disease.
- Curse the Land: Your curse cause crops and vegetation to wilt. You cause 1 field or pasture to sicken and lower harvests by 50%.
- Heal 1 HD per druid level + religion level of medium wild animals.

Druid Level 6:

- Heal 1 HD per druid level + religion level of large wild animals.

Druid Level 7:

- Gentle Aura: All this world's creatures recognize that nature flows through you. They will seek to avoid aggression against you. To harm you, the creature must make a Charisma save.
 - Success: Creature may attack you. The creature does not have to save again until the next moon rise.
 - Failure: The creature may not harm you.
 - Critical Success: The creature is enraged by your existence. It has advantage on damage rolls.
 - Critical Failure: The creature is terrified of you and flees.
- Heal 1 HD per druid level + religion level of small monsters.

Druid Level 8:

- Slowness of Time: Your connection to nature's wellspring slows your aging. For every 10 years that pass, your body ages only 1 year.
- Heal 1 HD per druid level + religion level of medium monsters.

Druid Level 9:

- Beast Spells: You can cast any of your druid spells while using beast form.
- Heal 1 HD per druid level + religion level of large monsters.

Druid Level 10:

- Archdruid: You can use your beast form as often as you like.
- Heal 1 HD per druid level + religion level of huge monsters.

Priest/Shaman/Acolyte:

Priests/Shaman/Acolytes are dedicated to the Gods. Their religious ideal is to serve their communities in the name of this faith. They may seek enlightenment in isolation or in the confines of a monastery's library. They may try to climb a church's hierarchical ladder through clever politics and scheming. Or they may live humbly in a village, town, or city where they live their faith in assisting and protecting their communities of followers. Priests/Shaman/Acolytes rely on the power of their prayers. They do not cast divine spells, but may learn sorcery. They are also fit combatants, yet not from training with weapons, but because faith supports them in combat.

Priest/Shaman/Acolyte Level 1:

- Competent at Religion
- One with the Flock
- Prayers die d3.

Priest/Shaman/Acolyte Level 2:

- Prayers die d4.
- Inflict/Remove minor curses with a prayer.

Priest/Shaman/Acolyte Level 3:

- Prayers die d6.
- Divine Insight: You save with advantage against illusions.

Priest/Shaman/Acolyte Level 4:

- Prayers die d8.
- Inflict/Remove moderate curses with a prayer.

Priest/Shaman/Acolyte Level 5:

- Prayers die d10.
- Advantage on Lore rolls for your faith/churches current political or cultural status.

Priest/Shaman/Acolyte Level 6:

- Prayers die d12.
- Inflict/Remove major curses with a prayer.

Priest/Shaman/Acolyte Level 7:

- Prayers dice d12 + d6.
- Advantage on Lore rolls for your faith/churches history and legends.

Priest/Shaman/Acolyte Level 8:

- Prayer dice d12 + d8.
- Advantage to Knowledge or Art Skills.

Priest/Shaman/Acolyte Level 9:

- Prayer dice d12 + d10.
- Advantage to Arcane or Professional Skills.

Priest/Shaman/Acolyte Level 10:

- Prayer dice 2d12.
- Commune with the heavens once per week. Information given will be opaque, florid, or couched in the form of riddles, wise sayings, or random bits of wisdom.

One with the Flock: By spending their time in the community, helping others and becoming trusted, a Priest/Shaman/Acolyte rolls with advantage to gather information, bluff, or persuade others for rolls relating to local knowledge. Priest/Shaman/Acolytes must be part of a community to receive the benefits of One with the Flock. Otherwise they are outsiders.

Prayers:

- Divine assistance may be obtained with by prayer lasting 1 round to 1 turn. The player then rolls their prayer die or dice. They succeed if the roll exceeds the DC.
- The DC begins at 1.
- Each subsequent prayer during the same day increases the DC by +1. For example, when praying for the third time that day, the player must roll over a DC 3 (1+2 prior prayers) in order to continue receiving aid.
- A failure indicates that the prayer is unanswered, and that no more aid will be granted for 1d6 hours.
- Praying for unjust causes or creatures will incur a penalty to the roll (maximum: -4 or disadvantage) and a roll on the Atonement Table with a failure, but praying for a just and urgent cause may grant a bonus to the roll (maximum: +4 or advantage).
- The penalty is reduced by 1 for each hour spent in meditation or eliminated by a nights rest.
- Praying for a known divine favor adds the piety point cost to the prayer roll. A successful roll does not cause the usual loss of piety points.

The various general prayers are:

- Counter Prayer. Cancels sound associated magical effects (such as harpy songs) within 30', so long as the Priest/Shaman/Acolyte loudly prays.
- Dispel Charm/Fear/Command. Breaks the spell or effect if the Priest/Shaman/Acolyte rolls $d20 + \text{Priest/Shaman/Acolyte level}$ vs. $10 + \text{Spellcasters level (or creature's HD)}$.
- Encouragement. All allies within 30' get a bonus, listed below, to attack rolls and saving throws vs. fear for a duration of $d12 + 1$ round per Priest/Shaman/Acolyte level.
 - 1st level +2
 - 3rd level +3
 - 7th level +4
 - 10th level +4 and an Advantage die
- Turn Undead. Undead monsters, up to Religion perk x2 threat level, within 200' are effected. On a success, Religion perk levelx2 + Intelligence + d12 HD of undead are forced to flee. They are destroyed on a critical success or Religion Skill Level + Piety Points exceeds the creatures threat level.
- Exorcism. Expels a malignant spirit from an unwilling host (use a Turn Undead roll, but after 30 minutes of loud prayers).
- Guidance. Answers a question with a short, vague vision, a few cryptic words, a coincidental sign, etc.
- Sanctuary. No creature can attack the Priest/Shaman/Acolyte so long as he prays silently during that combat. Common creatures get no save, but supernatural foes get an Intelligence save.

Mage:

You study the arcane art of magic and cast sorcery spells.

Spells:

- You may learn and know up to $\frac{1}{2}$ Intelligence + Mage Level + Sorcery perk level in spells.
- You may memorize up to $\frac{1}{2}$ Mage Level [round down] + sorcery perk level in spells from your known spells.
- A spell reverts to known from memorized if a mage does not study it for 2 turns per potency level every week.
- You cannot cast magic if load is greater than unburdened.
- Your sorcery skill starts as Competent.
- You start with three spells.

Mage Level 1:

- Read and write magic texts.

Mage Level 2:

- Spontaneous minor magic. Cannot exceed the light of a candle, clean a set of clothes, sweep a room, etc. Only one effect at a time. Does no damage. Comparable to mundane efforts.

Mage Level 3:

- Craft charms. Requires Artifice Level 2

Mage Level 4:

- Craft Scrolls.

Mage Level 5:

- Craft minor magical items. Requires Artifice Level 3

Mage Level 6:

- Advantage to all knowledge skill rolls.

Mage Level 7:

- Craft moderate magical items. Requires Artifice Level 4

Mage Level 8:

- Advantage to all arcane skill rolls.

Mage Level 9:

- Craft major magical items. Requires Artifice Level 5

Mage Level 10:

- Advantage to all magic saves.

Paladin:

Paladins are holy warriors that are expected to live the ideals of their deity. You are a servant of that which you serve. You have been gifted by their blessings.

Paladin Level 1:

- Detect Chaos and Evil: Detect a strong presence of either chaos or evil in a cone 10' wide at 20'.
- Smash the Vile: Once per day per paladin level, a paladin may attempt to smash chaotic or evil with one melee attack. You add your paladin level to your attack roll. A hit does 2 extra point of damage per paladin level. Smashing a creature that is not strongly chaotic or evil has no effect, but depletes one use for the day.

Paladin Level 2:

- Divine Grace: You gain a bonus of +3 to all saving throws.

Paladin Level 3:

- Undead Scourge: Against undead, all attacks and damage are rolled with advantage.

Paladin Level 4:

- Lay on Hands: A paladin with a Charisma score of 14 or higher can heal wounds (their own or others) by laying on hands. Each day they may heal a d6 per paladin level. It can be used among multiple recipients. It doesn't have to be used all at once. Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful unarmed melee attack. The paladin decides how many of their daily allotment of dice to use as damage after successfully touching an undead creature.

Paladin Level 5:

- Paladin's Mount: The paladin gains the service of an exceptionally intelligent, strong, and loyal mount to serve in their endeavors.
 - The paladin's mount is superior to a normal mount of its kind and has special powers. The standard mount for a paladin is a heavy warhorse. Smaller paladins will use a warpony or war dog for small paladins.
 - When a paladin's mount dies, the paladin must wait thirty days before they summon another mount or they gain another paladin level. During this time, the paladin takes a -3 penalty on attack and damage rolls, even if the mount is somehow restored.

Paladin Level 6:

- Choose one divine favor from your god's portfolio that you have advantage with.

Paladin Level 7:

- Divine Health: You gain immunity to all diseases, including supernatural and magical diseases.

Paladin Level 8:

- Cure Disease: A paladin can cure a normal, non magical diseases, up to ½ times per Paladin level per week.

Paladin Level 9:

- Heroic: A paladin becomes immune to all forms of fear. Each friend or follower within 10' of them gains a +4 morale bonus on saving throws against fear effects. This ability only functions while the paladin is conscious.

Paladin Level 10:

- Choose another divine favor from your god's portfolio that you have advantage with.

Code of Conduct: Paladins must follow all stipulations of their order or lose all class abilities.

Associates: While they may adventure with worshipers of antithetical deities, a paladin will never knowingly be friends with these characters, nor will they continue an association with someone who consistently offends their moral code. A paladin may accept only henchmen, followers, or cohorts who are loyal followers of their deity.

Paladin's Mount Basics:

- Use the base statistics for the creature.
- Bonus HD: Add ½ paladin level in HD.
- AD Bonus: Add ½ paladin level in AD.
- Strength: The mount is unusually strong.
- Intelligence: The mount is unusually intelligent.
- Bond of Loyalty: The paladin has a bond with their mount out to a distance of up to 1 mile. The paladin cannot see through the mount's eyes, but they can communicate basic emotions and sense of danger. Note that although it is more intelligent than a normal specimen, it is still an animal. It perceives the world very differently than you do.
- Evasion: When subjected to an attack that normally allows a Dexterity saving throw for half damage, a mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.
- Improved Speed: The mount's speed increases by 10'. Each day, a mount may dominate and command other normal animals of approximately the same kind as itself (for warhorses and warponies, this includes donkeys, mules, and ponies) per two paladin levels of its master. The other animal must have fewer Hit Dice than the mount. Each use may effect twice the mounts HD in creatures.

Warrior:

You are a Knight, a Samurai, a Huscarl or any warrior with extraordinary training, tradition, or ability.

Warrior level 1:

- +1 to Hit with all martial attacks
- +1d8 to hit points.
- Armor Defense +1.

Warrior level 2:

- Initiative +1
- Melee attacks per round: 2
- Increase a weapon's damage die by one type*.

Warrior level 3:

- +1 to Hit with all martial attacks
- Armor Defense +1.
- RoF with a (Specify Type) ranged attack +1. Does not stack with elven racial bonus.

Warrior level 4:

- Character no longer suffers from morale/fear effects.
- Morale of henchmen, retainers, and servitors +1.
- Ignore 1 reach level in melee.
- Increase a weapon's damage die by one type*.

Warrior level 5:

- +1 to Hit with all martial attacks
- Armor Defense +1.
- RoF with a (Specify Type) ranged attack +1. Does not stack with elven racial bonus.

Warrior level 6:

- Melee attacks per round: 3
- Initiative +1
- Increase a weapon's damage die by one type*.
- Morale of henchmen, retainers, and servitors +1.

Warrior level 7:

- +1 to Hit with all martial attacks
- Armor Defense +1.
- Ignore up to 2 reach levels in melee.
- Sense invisible creature within 20', add 10' for each additional level.

Warrior level 8:

- Increase a weapon's damage die by one type*.
- Initiative +1
- RoF with a (Specify Type) ranged attack +1. Does not stack with elven racial bonus.

Warrior level 9:

- Melee attacks per round: 4
- Armor Defense +1.
- Number of melee attacks +1
- Morale of henchmen, retainers, and servitors +1.

Warrior level 10:

- Increase a weapon's damage die by one type*.
- Initiative +1
- Morale of henchmen, retainers, and servitors is unbreakable.

*Weapon damage die progression: d3, d4, d6, d8, d10, d12, d12+d6, d12+d8, d12+d10, to a maximum of 2d12.

General Perks:

Adapted from S&WCL by Zach Glazar, James M. Spahn, & Erik
“Tenkar” Stiene:

General Perks:

Increase to Character Level:

- Levels 2: 1,000 XP
- Levels 3-5: 2,000 XP
- Levels 6-8: 3,000 XP
- Levels 9-10: 4,000 XP

Increase Class Level:

- Levels 1-2: 1,000 XP
- Levels 3-5: 2,000 XP
- Levels 6-8: 3,000 XP
- Levels 9-10: 4,000 XP

Add a Class Talent:

See below for individual descriptions. 500 XP

Increase a Melee or Ranged perk by one level.

- Levels 1-2: 250 XP
- Levels 3-4: 500 XP
- Levels 5: 750 XP

Increase a skill/art/lore perk by one level.

- Levels 1-2: 200 XP
- Levels 3-4: 300 XP
- Levels 5: 400 XP

Add 1 Hit Point to their Hit Point total to a maximum of 10 times. 250 XP

Add 1 Hit Point to their Hit Point total. There is no maximum number of times this perk can be bought. 1,000 XP

Add an unarmed martial technique. Select from grappling, striking, or defending techniques. Desired technique level must be equal or less than unarmed skill level.

- First addition: 500 XP
- Second addition: 1,000 XP

Spell Shaping: Add +1 to the spell shaping pool total. May be taken 5 times. 1,000 XP

Spell Methods: Each perk improves one method by one level.

- Basic: Increase the danger reduced by +1 on the backlash point reduction table. 750 XP
- Enhanced: Increase the danger reduced by an additional +1 on the backlash point reduction table. 1,250 XP
- Specialist: Increase the danger reduced by an additional +1 on the backlash point reduction table. 2,000 XP

Languages: Spoken and written perks are learned independently. Each perk level: 250 XP

- Spoken, Basic: Common vocabulary.
- Spoken, Fluent: Fluent speaker.
- Spoken, Mastered: Expressive with extensive vocabulary.
- Written, Basic: Simple texts.
- Written, Fluent: Common texts.
- Written, Mastered: Complex, obscure texts and symbols.

Class Talents:

Adapted from Glaive by Scott Wegener and Additional Inspiration from Keith Anderson's version of Knave.

A character can have no more than six Talents at any given time. Talents that can be taken more than once count as a single Talent for this purpose. Talents may be swapped out as characters evolve.

Priest/Shaman/Acolyte:

1. Hammer of The Gods. Grant advantage to any morale checks your retainers/hirelings/acolytes/allies make as your below a holy litany and lay waste with your weapon. Usable once per round up to character level times per day.
2. Hospitaler. Out of combat and with a healer's kit/proper herbs you can heal a target for Wisdom Value+Religion skill value of hit points. Usable up to character level times per day.
3. Keeper of Relics. You have been entrusted with the safekeeping of 3 holy relics. You may pray over each relic once per day to cast a Divine Favor or effect. This imposes no cost to piety points or quests as long as the use is consistent with the deities ethos.
4. Witch Hunter. You can smell the foul taint of sorcerers, warlocks and evil clerics. You are able to track them as a Ranger tracks a dangerous animal.
5. True Believer: You must carry a holy implement (bell, cross, etc.) taking up one slot. This grants advantage to saving throws Character Level times per day.

6. Hands of Faith: Requires True Believer. Up to Religion Skill Level times a day the PC can heal Wisdom hit points.

Barbarian:

1. Favor of the Gods (requires Berzerker Rage). Add $\frac{1}{2}$ your Charisma to your Armor Defense when you wear no other armor. May wield a shield. Sun's out, guns out, baby!
2. Berzerker Rage: You harness a primal and ferocious rage up to $\frac{1}{2}$ Constitution [round up] uses of this ability per day. To enter or end a rage, you must make an Intelligence save. Any damage you have suffered that round is a bonus to enter the rage and a penalty to end the rage. Whilst berserking, you gain advantage to Strength and Constitution checks. Attack and damage rolls add a d10 bonus die. In addition you become immune to charm, fear and madness effects. All damage you suffer is halved (including damage that triggers a rage). You must attack or move to attack all targets available to you, friend or foe. Your rage lasts a number of rounds equal to your Constitution + 1d6 + Character Level. Barbarian cultures add 1d12 to the duration of each episode of rage. Gain a level of long term exhaustion after each episode of berserking.

Druid:

1. The Old Tongue. You speak the secret language of rocks, trees, and animals. You have advantage on reaction rolls when speaking to an animal, a copse of trees, mushroom colony, or mountain for the first time.
2. Forest Walker (requires The Old Tongue). You gain the ability to leave mystical messages on trees, rocks, ponds, or any natural object. Only others with the Forest Walker knack can read these messages and you must communicate with mental images rather than written words or runes.
3. Skin Walker. Using a fetish or totem, take on the form and abilities of a natural beast that you are familiar with. You may not transform to a Demon, elemental, aberration, or any unnatural creature. The beast may be up to 1 HD Character Level greater than you. The effects last for one game Turn per Character Level. You may do this a number of times per day equal to your Character Level. Fetishes must be mystically recharged with ritual, sacrifice, and material components. Fetishes typically occupy one inventory slot each. Each fetish requires an inventory slot.
4. Strength of the Tree: You are unnaturally strong gain +4 Item Slots. This allows you to go above the usual 20 Item Slot limit.
5. Animal Affinity: Character Level + 1 times per day, you may charm up to Charisma HD worth of animals. Charmed animals will not attack unless provoked.
6. One with Nature: You're at home in the wilds. You have Advantage on saves to track, navigate, hunt, and forage in the wilderness type of your choice.

Mage:

1. Arcane Researcher. You have a nose for research. You have advantage on saves to discover hidden secrets in tombs, scrolls, and manuscripts.
2. Familiar. Gain a mystical cat (dark vision), mouse (burrow), sparrow (fly), squirrel (climb) or toad (swim) companion with Character Level HP. You can communicate with it telepathically as long as you can see it. If it dies it can be re summoned by spending a night's work.
3. The Thrice Divided Intellect. You have advantage on saves vs magical attacks/effects that affect your mind and senses.
4. Feel the power: You detect and feel the relative strength of magical items you touch.

Ranger:

1. Hunter's Mark. As a free action, mark your target as living on borrowed time. You have advantage on your next attack against them. You may apply this mark a number of times per day equal to your Character Level.
2. Survivalist. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, or swamp. You thrive in the Wilds protecting the realm from the horrors that lurk in dark wood and deep cave. You have advantage on saves to track, navigate, hunt, and forage in the wilderness.
3. Favored Enemy: The character gains Advantage on attack rolls against an enemy type of their choice.
4. Hated Enemy: The character gains Advantage on damage rolls against an enemy type of their choice.

5. Land's Pain: You can meditate on the lands and sense the corruption around you. Use this ability up to $\frac{1}{2}$ Character Level [round up] times per day. You can sense the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): divine creatures, infernal creatures, dragons, elementals, fey, demons, chaos creatures, and undead. This reveals their general location and numbers.
6. Vanish in Plain Sight: You can spend 1 minute camouflaging yourself with materials you find such as mud, dirt, plants, soot, and other naturally occurring materials. All attempts to perceive you are at disadvantage as long as you remain still. Once you move the cover is broken.
7. Rain on Dry Ground: You disappear in plain sight on your turn. Attempts to see you are at disadvantage. You can't be tracked by nonmagical means, unless you choose to leave a trail. Requires Vanish in Plain Sight.
8. Beast Senses: You gain the acuity of a wild beast's senses. This helps you fight creatures you can't see. You no longer have disadvantage while fighting invisible opponents. You know the location of every invisible creature within 30' of you when you aren't blind or deaf.

Rogue:

1. Acrobat: You gain advantage on rolls to balance, climb, leap, and tumble.
2. Thief. You gain advantage on rolls to hide in shadows, move silently, and pick locks assuming you have the proper tools.
3. Backstab! When you attack a foe with a close or short melee weapon who is already engaged by an ally inflict an additional 1d6 damage per Weapon Skill Level. You attack with advantage if you strike from hiding.
4. Devil's Luck. Re roll a Critical Fail or force a foe to re roll a Critical Success. You may do this a number of times per day equal to $\frac{1}{2}$ your Character Level.
5. Dungeoneer. You have advantage on saves to spot/disable traps, find hidden doors, and to navigate in dungeons.
6. Hard to Hit. Once per character level in each combat, you can reduce damage taken by $\frac{1}{2}$ your Dexterity, if you can see its source and react to it.
7. Cat's Grace: Three times per day if you can see the attack coming, force a re roll taking lowest out of the two rolls. If you get hit, take half damage round up.
8. Assassin Strike: With a successful surprise attack from hiding with a small weapon, deal double damage. If the damage from the attack reduces HP's to zero or less, add 1 to the die type below. Modify if missing leg armor +1, shoulder/arm armor +1, and helm +2. Then roll on the fatal injury table by armor type below.
 - Unarmored: d12+7
 - Flexible Armor: d10+4
 - Rigid Armor: d8+4

Warrior:

1. Dogged March. You have advantage on saves to resist fatigue while traveling. Armor occupies two fewer inventory slots for you.
2. Girded Loins. Once per day when you are struck by an enemy, you can reduce the damage from their attack by $\frac{1}{2}$. You have advantage on saves made to resist fear effects and intimidation.
3. Hack & Slash! When you roll maximum damage on any of your weapon's damage die, dice, or a natural 20 on the to hit roll, you may perform a Stunt in addition to your attack.
4. Riposte. You make an immediate counter attack when a creature rolls a natural 1-5 on a d20. This does not cost you your normal Action.
5. Shield Master. When an effect allows a Dexterity Save for $\frac{1}{2}$ damage take no damage if you save, your shield absorbs the blow.
6. Suffer The Slings & Spears. When a nearby ally is hit, you may choose to take the damage for them. You must be wielding a shield. Make a Strength save for and only take $\frac{1}{2}$ damage. Does not defend against mental attacks.
7. Duelist: On a special success you may choose to either:
 1. Disarm – no save, or
 2. Knock Off Balance – you gain Advantage to hit and damage on your next attack or stunt.
8. Surge of Death: Heal for 1D8 HP and for the next D6+1/2 Character Level rounds add $\frac{1}{2}$ Strength as a bonus to damage. May invoke once per day.
9. Slaughter the Foe: When you strike and kill a foe in melee combat immediately make another attack on an additional adjacent foe.
10. Archer. Long years of practice with the bow allow you to add +1 RoF if you are skilled at with the bow and do not move. Does not add to Warrior or Elf RoF bonuses.
11. Sharpshooter. Note the crosswind and lead your target. Re roll a ranged attack. You must accept the new roll. You may do this a number of times per day equal to your Character Level.
12. Trick Shot (requires Sharpshooter). Targets only receive $\frac{1}{2}$ of their normal cover bonus. When you shoot into melee enemy combatants count as two combatants for the purposes of randomly determining who you hit. You may do this a number of times per day equal to your Character Level.
13. Great Weapon Fighter. Re roll damage less than 3 when wielding a two handed weapon. You must use the new roll, even if it is less than 3.

Witch:

1. Alter Ego. Choose a second persona of your same Ancestry, regardless of features, sex and age. You can shape shift to that persona a number of hours equal to $\frac{1}{2}$ your Charisma per day.
2. Devil's Contract. If someone makes a bargain with you and breaks it you instantly know about it. If you have their signature on the bargain you know how to locate them by general location (North, East, up down, etc.)
3. Familiar. Gain a mystical cat (dark vision), mouse (burrow), sparrow (fly), squirrel (climb) or toad (swim) companion with Character Level HP. You can communicate with it telepathically as long as you can see it. If it dies it can be re summoned by spending a night's work.
4. Hint/Jinx. Once per round make a Charisma save when another creature you can see attempts an action that requires a d20 roll. On success, add(hint)/subtract(jinx) $\frac{1}{2}$ your Charisma to the roll. On a failure, you lose your Character Level in HP. This talent may be invoked up to $\frac{1}{2}$ Wisdom times per day.
5. Read Leaves. Assuming you have water, a pot, and tea, you can spend 1 turn every morning. Roll a d20 three times and record the numbers. You can replace a roll on a d20 from a creature you can see (yourself, allies, or foes).
6. Spell Eater. Character level times per day, when a spell is targeted at you, you can attempt to negate the spell's effects. Make an Intelligence save. On success, you absorb the spell and can cast it once as if it were your own. On a fail you need to eat double rations for one day. You can only have one eaten spell at any time.

Ruling on Skill/Perk/Art/Lore/Profession rolls: Adapted from Rob Conley and the 5.1 SRD

Adjudication process:

A problem, issue, or task is identified:

- The Referee describes the environment.
- The players decide what they want to do.
- The players describe the what/how of the attempt.
- The Referee determines if it will be a decision, a ruling, or a roll. Keep rolls to difficult, interesting, or meaningful situations.
- The Referee makes a ruling. If a roll needs to be made. The Referee will select the applicable ability and DC.

Rational:

When there is a basic level of competence, you will succeed at various tasks related to a skill. Especially if given the time and resources. Certain tasks may require a certain skill/art/lore, a specific talent, or class level to accomplish the task.

If time is limited (like in combat), resources are limited (you got one shot at making the widget with the materials on hand), or there is a significant consequence to failure (as when casting sorcery), then you will make a roll. Use the DC for the task difficulties listed below.

Resolution:

- Bonuses and penalties are assigned.
- Skill rolls:
 - Competent or better skills roll a d20.
 - Untrained skills roll a d12.
- The roll is made and bonuses and/or penalties are applied.
- DC's may never be reduced to less than 5 or $\frac{1}{2}$ the base DC [round up].
- The Referee adjudicates the resulting action. When possible the result should be interesting.
- Criticals occur on the roll of a natural 20 on the d20 roll or succeeding by 10 or more. This results in a success even if the result is less than the DC of the attempt.
- Fumbles occur when rolling a natural 1.
- Successes meet or exceed the difficulty check (DC) value.
- Failures occur when the check is less than the DC or on a natural 2-4.
- Natural 12: Rolling a 12 on a d12 grants a basic success for the attempt. It is not a critical.

Task Difficulty DC Definitions: Adapted from the 5.1 SRD

Task Difficulty:	Task Difficulty DC:	Task Difficulty:	Task Difficulty DC:
Easy	5	Very hard	20
Medium	10	Nearly impossible	25
Hard	15		

General Skills/Art/Lore:		Difficulty of vs Time + Resources	Effect Die:
Perk Level Value:	Rating:	+ Skill = auto success to Quality of:	
Perk Level 0:	Untrained	Unable to use auto success	d2
Perk Level 1:	Competent	Easy = Typical	d4
Perk Level 2:	Good	Medium = Typical	d6
Perk Level 3:	Skilled	Hard = Typical [Hidden Quality]	d8
Perk Level 4:	Expert	Hard = Quality	d10
Perk Level 5:	Mastered	Hard = Quality	d12

Results of Attempted Skill/Arts/Lore Roll:

- Roll effect die. Modify by result of roll.
- Success or Failure: Roll and keep.
- Special Success: Roll one die size higher. Up to d12.
- Special Failure: Roll one die size lower. Down to d2.

Effect Roll Result:				Resulting Quality, Output, Lore, or Effect:	Master Work Features:	Price Modifier:
F = Failure	S = Success					
d2-d4	d6	d8	d10+			
F1	F1			Ruined		Trash
F2	F2-3	F1-2		Poor [Obvious Flaw/s]		20-50%
F3-4, S1	F4-6, S1	F3-6	F1-5	Poor [Hidden Flaw/s]		30-60%
S2	S2	F7-8, S1	F6-10	Typical		80-110%
S3	S3	S2-3	S1	Typical [Hidden Quality]		100-130%
S4	S4	S4-5	S2-3	Quality	Choose 1.	150-200%
	S5	S6	S4-5	High End	Choose 2.	300%+
	S6	S7	S6-7	Outstanding	Choose 3.	500%+
		S8	S8-9	Master Work	Choose 3 + Minor Special Ability.	700%+
			S10+	Legendary	Choose 4 + 2 Minor Special Abilities.	1000%+

Master Work Features:

Melee Weapons:

- +1 to Hit
- +1 to Damage
- +1/3 Quality
- Defensive Weapons may choose +1 AD
- +1 to Natural 20 effect number
- +1 to fatal injury table roll

Ranged Weapons:

- +1 to Hit
- +1 to Damage
- +1/3 Quality
- +d3 x10% Range
- +1 to fatal injury table roll

Armor:

- +1 AD
- - 1 on Fatal Injury Table Rolls
- +1/3 Quality
- -1 Slot Encumbrance to ½ on full suit

Skill/Art/Lore Research:

- +1 to reaction rolls related to same skill
- +1 Secondary Related Quality
- +1 to same skill rolls for skill level days for success
- +1 to same skill rolls for skill level weeks for special success

Tools/Items/Crafts

- +1 to Success Rolls
- +1 to Effect Rolls
- +1/3 Quality
- +1 Secondary Related Quality
- -1 Slot Encumbrance to ½

Helping Others:

Assistance of others:

- The assistant rolls a skill check vs DC 10+1 for each assistant. All must share the risk of failure
- Success: Add the assistants skill level number to the main roll.
- Failure: Adds one to the total skill DC.
- Special Success: Assistants skill level number+d6 is added to the main roll.
- Special Failure: Assistants skill level number+d6 is subtracted from the main roll.

Coins of the Realm, Standards of Living, Wages, & Price Lists:

Coins of the Realm:

Currency comes in gold, silver, and copper pieces. The Sovereign, Pence, and Penny are dime sized. And the Solar and Shilling are a bit larger than a quarter.

Their value in this realm they are:

Solar (Large Gold Piece) = 5 GP. Sovereign (Gold Piece) = 20 SP. Shillings (Large Silver Piece) = 5 SP. Pence (Silver Piece) = 4 CP. Penny (Copper Piece) = 1 CP.

200 Sovereign, Pence, and Penny coins weigh one pound. 50 Solar and Shilling coins weigh one pound.

Standards of Living:

Standard of Living Table:

	Quarterly Cost:	Common Status:	Living Style:	Adventurer Level:
Meager	3 GP	Serfs, Peasants, Unskilled Manual Laborers	Huts, Long Houses, and Servants Quarters	1
Adequate	9 to 36 GP	Skilled Laborers, Journeyman Crafters, and Yeoman Farmers	Small Houses and Servants Quarters	2 – 3
Comfortable	36 to 120 GP	Master Craftsman and Yeoman Farmers with larger grants	Medium Houses	4 – 5
Prosperous	120 to 300 GP	Master Professionals or Landed Gentry	Large Houses or Manors and Keeps	6 – 7
Affluent	300 to 1,350 GP	Barons and Wealthy Gentry	Manors, Keeps, Castles	8 – 10
Sumptuous	1,350 to 6,000 GP	Marquis and Counts	Castles and Palaces	10 Potent
Luxurious	6,000 to 36,000 GP	Dukes and Princes	Fine Castles and Palaces	10 Mover and Shaker
Opulent	36,000+	Kings and Emperors	Exquisite Castles and Palaces	10 Shaper of Destinies

Character Levels by Population:

Level	Frequency	Realm	Level	Frequency	Realm
1	1 in 20	Extended Family	8	1 in 20,000	Large County/City
2	1 in 50	Hamlet	9	1 in 60,000	Duchy/Large City
3	1 in 150	Small Village	10	1 in 160,000	Metropolis
4	1 in 375	Large Village	10 Potent	1 in 450,000	Principality
5	1 in 1,000	Barony	10 Potent	1 in 1,200,000	Small Kingdom
6	1 in 3,000	March/Small Town	10 Mover and Shaker	1 in 3,250,000	Kingdom
7	1 in 8,000	County/Large Town	10 Shaper of Destinies	1 in 10,000,000	Empire

Income:

For guilded occupations wages are for masters. Room and board for a family of five is usually provided. Journeymen earn 30 – 60% of monthly surplus income depending on skill level. Apprentices get a cheap set of clothes, room and board, and a few, 1d10, CP a month. Non guilded professions earn 20 – 80% of monthly surplus income.

Status, Housing, & Surplus Income Table:

	Common Status:	Housing:	Monthly Surplus Income:
Meager	Serfs, Peasants, Unskilled Manual Laborers	Huts, Long Houses, and Servants Quarters	5 SP – 20 SP
Adequate	Skilled Laborers, Journeyman Crafters, and Yeoman Farmers	Small Houses and Servants Quarters	15 – 30 SP
Comfortable	Master Craftsman and Yeoman Farmers with larger grants	Medium Houses	50 – 300 SP
Prosperous	Master Professionals	Large Houses	100 – 400 SP

An individual typically has cash up to three times his daily income on him. They will have up to three weeks cash at home. They will have up to three months of income in the bank, buried in the floor of their house, or hidden from looters elsewhere.

Professions by Category and Typical Standard of Living They Provide Table:

	Guilded	Non Guilded	Military
Meager		Tenant Farmer, Horse Handler, Herder, Shepherd, Servant, Day Laborer	Militia
Adequate	Miller, Entertainers, Artists, Specialty Craftsmen, Specialty Metal Workers, Armorers, Ships Crews Weaponsmith, Mason, Carpenter, Weaver, Tanner, Dyer, Tailor, Glass Worker, Potter, Paper Maker, Ink Maker, Harold, Innkeeper, Legal Counsel, Locksmith, Salter	Blacksmith, Falconer, Mason, Carpenter, Fisherman, Forester, Tinker, Peddler, Cook, Teamster, Thatcher, Miner, Tavernkeeper, Shopkeeper	Liveried Yeoman, Longbowman, Crossbowman, Footman
Comfortable	Ship Officers, Miller Apothecary, Jewler, Ostler, Physician, Shipwright,	Scribe, Sage, Tutor,	Cavalry, Horse Archers
Prosperous			Warband Leader, Military Engineer

Mercenary Company Costs:

These costs reflect peacetime patrolling and guarding. Double these costs during wartime, monster incursions, or other hazardous duties.

Type:	Human	Dwarf	Elf	Gnome	Halfling	Beastman	Wretches
Archer, Foot	15 GP per Season	NA	30 GP per Season	NA	10 GP per Season	9 GP per Season	6 GP per Season
Horse Archer	45 GP per Season	NA	90 GP per Season	NA	NA	NA	NA
Longbow	30 GP per Season	NA	60 GP per Season	NA	NA	NA	NA
Crossbow	12 GP per Season	18 GP per Season	NA	14 GP per Season	NA	6 GP per Season	NA
Crossbow, Pony	NA	45 GP per Season	NA	40 GP per Season	NA	NA	NA
Cavalry, Light	30 GP per Season	NA	60 GP per Season	NA	15 GP per Season	20 GP per Season	NA
Cavalry, Medium	45 GP per Season	NA	80 GP per Season	NA	NA	NA	NA
Cavalry, Heavy	60 GP per Season	NA	NA	NA	NA	40 GP per Season	NA
Footman, Light	6 GP per Season	NA	12 GP per Season	6 GP per Season	4 GP per Season	3 GP per Season	2 GP per Season
Footman, Medium	7 GP per Season	12 GP per Season	14 GP per Season	8 GP per Season	6 GP per Season	4 GP per Season	3 GP per Season
Footman, Medium – Pole Arm	8 GP per Season	NA	16 GP per Season	NA	NA	5 GP per Season	4 GP per Season
Footman, Heavy	9 GP per Season	15 GP per Season	18 GP per Season	9 GP per Season	NA	5 GP per Season	NA
Footman, Heavy – Pole Arm	12 GP per Season	20 GP per Season	NA	NA	NA	8 GP per Season	NA
Militia	3 GP per Season	NA	NA	NA	NA	NA	NA
Wolf Rider	NA	NA	NA	NA	NA	NA	15 GP per Season

Typical Command Structure:

	Soldier	File	Banner, Small	Banner, Large	Company, Small	Company, Large	Battle, Small	Battle, Large	Host
Soldier	1	8	16	24	72	240	720	1,200	4,800
Officer		2	4	6	18	60	180	300	1,200
Total:	1	10	20	30	90	300	900	1,500	6,000

Equipment Availability:

Equipment Availability Table:

Price	Farm	Village	Town	City	Capitol	Trade Center
1 GP or Less	10	30	65	260	585	1,700
2 – 10 GP	1	1	5	15	30	100
11 – 100 GP	10%	25%	1	2	5	15
101 – 1,000 GP	5%	10%	25%	1	2	7
1,001 – 10,000 GP	1%	5%	10%	25%	1	2
10,001 GP+	NA	NA	NA	1%	5%	10%

Availability probability:

Rarity	Farm	Village	Town	City	Capital	Trade Center
Very common	50%	100%	100%	100%	100%	100%
Common	10%	50%	80%	100%	100%	100%
Uncommon	0%	10%	50%	80%	100%	100%
Rare	0%	0%	10%	20%	50%	80%
Very rare	0%	0%	0%	10%	30%	50%
Legendary	0%	0%	0%	0%	10%	20%

Note:

- Availability only means it is there if you know how to find it.
- Time to build an item is 1 day per 20 SP of retail cost. Wholesale price is ½ to ¾ retail cost.
- Retail sale of used items is typically 50-70% of new item.
- Sale of used items to a wholesaler or merchant will be 20-50% of retail cost.

Price Modifiers and Features by Quality Level:

Result Quality or Effect:	Master Work Features:	Price Modifier:
Ruined		Trash
Poor [Obvious Flaw/s]		20-50%
Poor [Hidden Flaw/s]		30-60%
Typical		80-110%
Typical [Hidden Quality]		100-130%
Quality	Choose 1.	150-200%
High End	Choose 2.	300%+
Outstanding	Choose 3.	500%+
Master Work	Choose 3 + Minor Special Ability.	700%+
Legendary	Choose 4 + 2 Minor Special Abilities.	1000%+

Master Work Features:

Melee Weapons:

- +1 to Hit
- +1 to Damage
- +1/3 Quality
- Defensive Weapons may choose +1 AD
- +1 to Natural 20 effect
- +1 to fatal injury table roll

Ranged Weapons:

- +1 to Hit
- +1 to Damage
- +1/3 Quality
- +d3 x10% Range
- +1 to fatal injury table roll

Armor:

- +1 AD
- - 1 on Fatal Injury Table Rolls
- +1/3 Quality
- -1 Slot Encumbrance to ½ on full suit

Skill/Art/Lore:

- +1 to reaction rolls related to same skill
- +1 Secondary Related Quality
- +1 to same skill rolls for skill level days for success
- +1 to same skill rolls for skill level weeks for special success

Tools/Items/Crafts

- +1 to Success Rolls
- +1 to Effect Rolls
- +1/3 Quality
- +1 Secondary Related Quality
- -1 Slot Encumbrance to ½

Item Costs:

Tools & Gear:

Each point of quality costs 10-20% of the item's cost to repair. At 0 quality, the item is ruined.

	Slots:	Price:
Air Bladder	0	5 SP
Backpack: Holds 8 slots.	NA	40 SP
Bear Trap: Immobilizes and does 1d8 damage.	1	60 SP
Bedroll	1	25 SP
Bellows, Small	1	35 SP
Black Grease	0	2 SP
Blanket, Heavy	1	50 SP+
Blanket, Light	0	25 SP+
Block and Tackle: Small (2:1)	1	50 SP
Block and Tackle: Medium (4:1)	2	125 SP
Block and Tackle: Large (6:1)	3	200 SP
Board Game	0	30 SP – 5 GP+
Book, Normal (Blank)	0 – 1	5 GP
Book, Normal (Reading)	0 – 1	10 GP+
Book, for Spells (Blank)	0 – 1	20 GP
Book, Sorcerous Knowledge	1 – 2	1,000 GP+
Bottle/Vial	0	1 SP
Bucket, Metal	2	10 SP
Bucket, Wood	0	1 SP
Caltrops (1 bag. Covers 10 sq feet.) Dexterity save or d6 damage. On 4+ damage, Constitution save or 1/2 speed.	0	10 SP
Cards with an extra Ace	0	40 SP
Cauldron, Small to Large	10-50	200 – 1,000 SP+
Chain, Heavy (10 feet)	10	30 GP
Chain Light (10 feet)	2	10 GP
Chalk (10 pieces)	0	1 SP
Chisel	0	10 SP
Cook Pots, Clay	1 – 2	10 – 90 SP+
Cook Pots, Metal	1 – 2	20 – 200 SP+
Crowbar	1	20 SP
Craftsman's Tools (Any)	1 – 6	25 GP
Craftsman's Workshop (Any)	NA	350 GP
Crutch	0	20 SP
Dice	0	5 SP+
Drill	1	20 – 50 SP+
Face Paint/Makeup	0	10 SP – GP+
Fake Jewels	0	50 SP

	Slots:	Price:
Fishing Rod/Tackle	1	1 SP+
Fishing Net: Large	2	25 SP
Fishing Net: Small	1	5 SP
Glass Marbles (bag)	0	5 SP
Glue (bottle)	0	10 SP
Grappling Hook	1	10 GP
Hammer, small	0	3 SP
Hammer, Medium	1	7 SP
Hammer, Large	2	12 SP
Healing Potion (d6)	0	15 – 25 SP
Holy Symbol	0	2 – 25 GP+
Holy Water (d8 damage vs undead and highly evil.)	0	1 – 3 SP
Hourglass	0	350 SP
Incense (packet)	0	10 – 250 GP+
Iron Tongs: Small	1	10 SP
Iron Tongs: Large	2	20 SP
Instrument – Cheap (drum, flute, horn, lap harp, etc.)	0 – 1	10 SP – 20 GP
Instrument – Expensive (Lute, dulcimer, lyre, viol, etc.)	0 – 2	10 – 2,000+ GP
Ladder (10 ft)	1	10 SP
Large Sponge	0	5 SP
Lens, Magnifying	0	100 SP
Lockpicks	0	100 SP
Manacles	1	80 SP
Marbles (1 bag. Covers 10 sq feet. Dexterity save or fall.)	0	4 SP
Metal File	0	30 SP
Mirror (small, silver)	0	100 SP
Nails (12)	0	5 SP
Net, Game	1	20 SP
Padlock and Key	0	400 SP
Parchment 10 sheets 10"x12"	0	15 SP
Parchment 10 sheets 34"x44"	1	25 SP
Perfume	0	50+ SP – GP
Pick	1	50 SP
Pole (10 feet)	1	1 SP
Quill and Ink	0	5 SP
Rope (50 feet)	1	30 SP+
Sack	0	2 SP
Saw, Iron Blade	0	25 SP
Saw, Steel Blade	0	75 SP
Scale, Small	0	50 SP
Set of Loaded Dice	0	10 SP+
Shovel	1	15 SP
Small Bell	0	20 SP

	Slots:	Price:
Soap	0	1 – 30 SP
Spike, Iron (10)	1	20 SP
Spike, Wood (10)	1	1 SP
Spyglass	1	1000 SP
Tar (Small Pot)	1	10 SP
Tent (3 man)	2	100 SP
Tent (personal)	1	50 SP
Trap, Small	5 per 1 slot	10 SP
Trap, Medium	2 per 1 slot	25 SP
Trap, Large	1	40 SP
Twine (300 ft)	0	5 SP
Velum [Animal Skin] 10 sheets 10"x12"	0	10 SP
Velum [Animal Skin] 10 sheets 34"x44"	1	20 SP
Waterskin (1 Gallon)	0	10 SP
Whistle	0	5 SP

Light Sources:

	Slots:	Price:
Candle: Duration – 1 hour	0	1 SP
Lamp, Common: Duration – 4 hours/pint	0	15 SP
Lantern, Hooded: Duration – 4 hours/pint	1	30 SP
Lamp Oil, 1 pint	0	5 SP
Oil Damage: d10 (Normal Success d3 rounds. Special Success d6+1 rounds.)		
Tinderbox	0	6 SP
Torch (5 Torches): Duration – 1 hour	1	5-7 SP
Torch Damage: d6. Each attack has a 1 in 6 chance of the torch being extinguished.		

Armor:

	Price:
Shield, Small	20 SP+
Shield, Medium	40 SP+
Shield, Large	60 SP+
Helmet, Non Metal – Light Helm	30 SP+
Helmet, Metal – Light Helm	75 SP+
Helmet, Metal – Heavy Helm	100 – 270 SP+
Torso - Leather, Fur, Quilted, Wood/Bone Scale/Rings, Linen, & Hide	15 – 50 SP+
Torso & Arms or Torso & Legs - Leather, Fur, Quilted, Wood/Bone Scale/Rings, Linen, & Hide	45 – 80 SP+
Torso, Arms, & Legs - Leather, Fur, Quilted, Wood/Bone Scale/Rings, Linen, & Hide	75 – 110 SP+
Torso - Banded, Brigantine & Metal Scale/Rings	280 SP+
Torso & Arms or Torso & Legs - Banded, Brigantine & Metal Scale/Rings	440 SP+
Torso, Arms, & Legs - Banded, Brigantine & Metal Scale/Rings	660 SP+
Torso - Chain	660 SP+
Torso & Arms or Torso & Legs - Chain	825 SP+
Torso, Arms, & Legs - Chain	990 SP+
Torso - Platemail	750 SP+
Torso & Arms or Torso & Legs - Platemail	1,100 SP+
Torso, Arms, & Legs - Platemail	1,500 SP+

Each point of quality costs 10-20% of the item's cost to repair. At 0 quality, the item is ruined.

Weapons, Melee & Ranged:

Weapon:	Price:	Weapon:	Price:
Axe, Battle	150 SP+	Arbalest – Man Portable	300 SP+
Axe, Hand	50 – 75 SP+	Heavy Crossbow	250 SP+
Club	10 SP	Light Crossbow	125 SP+
Dagger	15 SP+	Longbow	100-200 SP+
Knife	10 SP	Shortbow	50-100 SP+
Flail	90 SP+	Composite Bow	300-700 SP+
Flail, Heavy	135 SP+	Horsebow	150-300 SP+
Great Hammer/Halberd	100 – 150 SP+	Dart (5). 5 per slot	10 SP+
Hammer, Light	125 SP+	Holy Water	1-3 SP
Hammer, War	200 SP+	Oil	5 SP
Mace	60 SP+	Sling	5 SP
Morning Star, Chain	100 SP+	Sling Rocks. 5 per slot.	5 SP
Morning Star, Hafted	100 SP+	Arrows (20). 0.5 Slots	5 SP+
Pick, Heavy	150 SP	Quiver (capacity 20). 0.5 Slots	8 SP+
Pick, Light	50 SP	Bolts (30). 0.5 Slots	10 SP+
Pike	50 SP	Quiver (capacity 30). 0.5 Slots	6 SP+
Pole Axe	50 – 100 SP+		
Scimitar	125 SP+		
Spear, Lance	40 SP		
Spear, Long	30 – 50 SP+		
Spear, Short or Javelin	35 SP		
Staff	5 SP+		
Sword	100 SP+		
Sword, Great	225 SP+		
Sword, Short	75 SP+		

Silver weapons:

- Durability: Poor scrapes off in d3+1 strikes. Average nullified on a natural 5 or less. Superior nullified on a natural 3 or less.
- Inflict damage against immune/resistant to normal damage.
- Cost for Poor, Average, or Superior is 5%/10%/15% of the weapons cost.

Clothing:

	Slots:	Price:
Set of Farmer Clothes	0	10 – 20 SP
Set of Merchant Clothes	0	50 – 150 SP
Set of Crafter Clothes	0	30 – 80 SP
Set of Clergy Clothes	0	200 – 400 SP
Set of Noble Clothes	0	300 – 500 SP
In category by quality. – Low, Average, High	NA	x0.7, x1, x1d6
Furs	+1 – 3	500 – 5,000 SP
Winter	+1	+10 – 100 SP
Cloak, Short	0	4 – 150 SP+
Cloak, Long	1	4 – 200 SP+
Hat, Poor	0	1 – 3 SP+
Hat, Commoner	0	5 – 10 SP+
Hat, Fancy	0	20 – 100 SP+
Boots, Plain	0	10 – 20 SP+
Boots, Fancy	0	50 – 125 SP+

Inns, Nightly Rental Rates:

Room, Poor (Many people per bed or on floor.)	1 – 6 CP
Room, Average (2 – 6 People per bed.)	2 – 4 SP
Room, Good (1 – 2 People)	5 – 10 SP
Room, Single Person	15 SP+
Basin and Cloth	2 CP – 5 SP+
Hot Bath	1 – 5 SP+
Stabling, Feed, & Grooming for Ponies and Mules	3 – 10 CP
Stabling, Feed, & Grooming for Draft and Riding Horses	1 – 10 SP
Stabling, Feed, & Grooming for War Horses	3 SP – 2 GP

Food and Drink:

	Price:
Meal, Meager (Porridge, gruel, and soup. Mostly vegetable, little meat or fat.)	1 – 4 CP
Meal, Adequate (Mostly vegetable and grains. Some meats, fruits, and cheese.)	6 – 16 CP
Meal, Comfortable (Goodly portions and selections. Some rare items present.)	5 – 7 SP
Meal, Prosperous (Goodly portions and selections. Rare items become more common.)	10 – 15 SP
Meal, Affluent (Goodly portions and selections. Rare items become are common. Feasts are occasional.)	20 – 60 SP
Meal, Sumptuous (Goodly portions and selections. Rare exotic and items are common. Feasts are regular.)	100 – 200 SP
Meal, Luxurious (Goodly portions and selections. Exotic items are common. Feasts are common.)	300 – 500 SP
Meal, Opulent (Feasts and banquets are the order of the day. The more exotic the better)	600 SP+
Ale/Beer, Cheap (1 Pint)	0.5 CP
Ale/Beer, Poor (1 Pint)	1 CP
Ale/Beer, Average (1 Pint)	2 – 3 CP
Ale/Beer, Good (1 Pint)	4 – 5 CP
Ale/Beer, Excellent (1 Pint)	6 – 8 CP
Cider, Raw (1 Pint)	1 CP
Cider, Fermented (1 Pint)	2 – 4 CP
Wine, Cheap (1/2 Pint)	2 – 3 CP
Wine, Poor (1/2 Pint)	4 – 5 CP
Wine, Average (1/2 Pint)	6 – 8 CP
Wine, Good (1/2 Pint)	9 – 12 CP
Wine, Excellent (1/2 Pint)	15+ CP
Liquor (1/2 Pint)	1 – 3 SP+

Price for a daily ration:

Travel Rations, Meager Quality (3 days. Weighs 1 slot.)	5 – 20 CP+
Travel Rations, Adequate Quality (3 days. Weighs 1 slot.)	5 – 10 SP+
Travel Rations, Comfortable Quality (3 days. Weighs 1 slot.)	20 – 30 SP+
Travel Rations, Prosperous Quality (3 days. Weighs 1 slot.)	40 – 60 SP+

Animals:

	Price:
Camel (Can carry 300 pounds.)	100 SP
Chicken	2 SP
Cow	100 SP
Dog, hunting	10 – 50 SP+
Dog, small but vicious	5 – 15 SP
Dog, War	75 SP+
Donkey (Can carry 200 pounds.)	25 SP
Goat	10 SP
Raptor (Hawk/Eagle)	3 – 400 SP+
Horse, Riding (See below for carrying capacity.)	40 – 600 SP
Horse, Draft (See below for carrying capacity.)	150 – 450 SP
Horse, Cavalry Trained, Light (See below for carrying capacity.)	100 – 350 SP
Horse, Cavalry Trained, Medium (See below for carrying capacity.)	200 – 600 SP
Horse, Cavalry Trained, Heavy (See below for carrying capacity.)	500 – 1,000 SP
Horse, War Trained, Light (Can carry 300 pounds.)	150 – 500 SP
Horse, War Trained, Medium (Can carry 400 pounds.)	250 – 750 SP
Horse, War Trained, Heavy (Can carry 500 pounds.)	600 – 2,000 SP
Mule (Can carry 300 pounds.)	30 SP
Ox (Can carry 400 pounds.)	120 SP
Pig	30 SP
Pony (Can carry 200 pounds.)	5 – 100 SP
Sheep	15 SP
Fodder (Low Quality. 1 Day. 10 Pounds) Grasses & Straw	1 – 4 CP
Fodder (Average Quality. 1 Day. 15 Pounds) Hay, Straw, & Some Grain	3 CP – 2 SP
Fodder (High Quality. 1 Day. 20 Pounds) Hay & Mostly Grain	4 – 10 SP
Bit & Bridle	15 – 25 SP
Saddle: Plain, Fancy, War, & Knights	15, 50, 200, & 400 SP
Spurs: Plain, Fancy, War, & Knights	10, 25, 50, & 100 SP
Saddle Blanket: Plain & Fancy	15 & 50 SP
Saddle Bag (10 & 20 Pounds)	2 & 5 SP
Pack Saddle (100, 200, 300 & 400 Pounds)	50, 75, 100, & 150 SP
Riding Crop	10 SP
Driving Whip	20 SP
Reduce Mount's Carrying Slots By:	
Barding, Organic (Small/Medium/Large) Average AD 12. 20%	60/80/100 SP
Barding, Organic (Small/Medium/Large) Quality AD 14 25%	100/140/170 SP
Barding, Metallic (Small/Medium/Large) Average AD 16 30%	300/500/700 SP
Barding, Metallic (Small/Medium/Large) Quality AD 18 40%	500/1000/1,500 SP

Carts, Carriages, and Wagons:

	Price:
Carriage	75 GP+
Cart, Small (Can carry 400 pounds. 1 Horse or 2 Ponies/Mules.)	50 GP
Cart, Large (Can carry 800 pounds. 2 Horses or 4 Ponies/Mules.)	75 GP
Wagon (Can carry 1,500 pounds. 2 Horses.)	150 GP
Wagon (Can carry 2,500 pounds. 4 Horses.)	250 GP
Cart, Hand (Can carry 250 lbs. 1 Human.)	7 GP

Tolls:

Camel/Ox	1 CP	Horse, Pack	3 CP	War Horse, Light	1 SP	Person Walking	1 CP
Cart	2 CP	Horse, Rider	**	War Horse, Medium	2 SP	Wagon	1 SP
Goat/Sheep	1 CP	Horse, Riding	1 SP	War Horse, Heavy	4 SP	Cart	2 CP

**2 CP per Standard of Living Level.

Ships:

	Crew:	Cargo Capacity:	Price:
Barge, River	2 Crew, 8 Rowers	20-40 Tons	4,000 GP
Boat, River	3 Crew, Sails	5-20 Tons	4,000 GP
Canoe	1 Crew	600 lb	50 GP
Canoe, Cargo	2-4 Crew	3-5 Tons	2,000 GP
Fishing boat	1 – 5 Crew	1,500 lb	5,000 GP
Longship	35-75 Crew/Rowers	2-10 Tons	15,000 GP
Raft	2 Crew	1,000 lb	50 GP
Rowed Ship (Large)	20 Crew, 250 Row	300-500 Tons	30,000 GP
Rowed Ship (Medium)	20 Crew, 200 Row	200-300 Tons	20,000 GP
Rowed Ship (Small)	20 Crew, 180 Row	50-150 Tons	10,000 GP
Rowed Ship (War)	30 Crew, 300 Row	100-200 Tons	40,000 GP
Sailing Ship (Large)	20 Crew	300-500 Tons	20,000 GP
Sailing Ship (Medium)	15 Crew	200-300 Tons	15,000 GP
Sailing Ship (Small)	10 Crew	50-150 Tons	8,000 GP
Sailing Ship (War)	30 Crew	100-200 Tons	30,000 GP
Troop Transport (Large)	20 Crew, 200-300 Troops	50 Tons	30,000 GP
Troop Transport (Small)	10 Crew, 100-150 Troops	20 Tons	15,000 GP
Ship, high quality			x 4+
Ship, good quality			x 1 – 3
Ship, used quality			x 1
Ship, poor quality			x 0.5

Siege Weaponry Table 1:

	Weight	Artillerists	Other Crew	Range
Ballista	600 lb	NA	4	100/200/300
Battering Ram**	300 lb	NA	10	NA
Belfry (Mobile Tower – 30' High)	25,000 lb	NA	4 Horses or 20 Men	NA
Bore (Siege Drill)	300 lb	NA	10	NA
Cannon	1,000 lb	2	3	250/350/450
Catapult, Heavy* (Towed by 2 horses)	1,800 lb	1	7	250/325/400
Catapult, Light* (Towed by 1 horse)	1,200 lb	1	5	200/250/300
Galley Shed	800 lb	NA	8	NA
Hoist (30' High. Lifts 4 Men)	1,200 lb	NA	6	NA
Ladder (30' High)	90 lb	NA	2	NA
Mantelet (Shelters 5 Men)	480 lb	NA	NA	NA
Light Ship's Ram	NA	NA	NA	NA
Heavy Ship's Ram	NA	NA	NA	NA
Timber Fort (8' High, 5' Long)	720 lb	NA	NA	NA
Trebuchet	2,400 lb	1	11	250/400/500

* Minimum range of 150'. ** Half crew when mounted in a Belfry or Mantelet.

Siege Weaponry Table 2:

	Damage	Rate of Fire	Ammo Costs	Price
Ballista	d10+6	1 per 2 rounds	2,000 GP per week	75 GP
Battering Ram	d6+8	1 per 2 rounds	NA	100 GP
Belfry (Mobile Tower)	NA	NA	NA	750 GP
Bore	d6+14	1 per 2 rounds	NA	150 GP
Cannon	d10+10	1 per 3 rounds	12,000 GP per week	1,000 GP
Catapult, Heavy	d10+10	1 per 6 rounds	6,000 GP per week	250 GP
Catapult, Light	d8+8	1 per 5 rounds	4,000 GP per week	150 GP
Galley Shed	NA	NA	NA	300 GP
Hoist	NA	NA	NA	150 GP
Ladder	NA	NA	NA	3 GP
Mantelet	NA	NA	NA	16 GP
Light Ship's Ram	3d8***	NA	NA	3,000 GP
Heavy Ship's Ram	6d8***	NA	NA	10,000 GP
Timber Fort	NA	NA	NA	32 GP
Trebuchet	d12+13	1 per 6 rounds	8,000 GP per week	400 GP

*** Against other ships.

Buildings:

	Price: GP's
Hovel: 8' wide, 8' long, 8' high	15
Row House, Wattle and Daub: 10' wide, 10' long, 10' high	25
Row House, Wattle and Daub: 20' wide, 20' long, 20' high	50
Craftsman's House or Cottage, Wood: 30' wide, 30' long, 20' high	300
Merchant's House or Townhouse, Stone: 30' wide, 30' long, 20' high	1,750
House with Courtyard or Villa, Stone: 75' wide, 75' long, 10' high	4,000
Guildhall: 30' wide, 30' long, 20' high	8,000
Theater: 170' wide, 170' long, 20' high. 170' Stage.	16,000
Temple: 50' wide, 50' long, 20' high	10,000
Temple: 75' wide, 75' long, 20' high	25,000
Cathedral, Small: 75' wide, 150' long, 20' high	150,000
Cathedral, Medium: 125' wide, 300' long, 50' high	300,000
Cathedral, Large: 350' wide, 750' long, 80' high	750,000
Imperial Palace: 1 – 10 Acres	1 – 3 Million
Roman Baths: 55' wide, 90' long, 15' high with 15' basement. Hot, tepid, and cold pools. Sauna	13,250
Fortified Manor House	6,000
Keep, Small: 40' high, 30' square, wood doors, floors, stairs	20,000
Keep, Medium: 60' high, 40' square, wood doors, floors, stairs	40,000
Keep, Large: 80' high, 60' square, wood doors, floors, stairs	60,000
Small Castle	150,000
Large Castle	300,000
Public Works Infrastructure: See Domain Management for details	See text.

Building or Enhancing Fortifications:

Stronghold Structure Costs, Expanded:	Price: GP's
Barbican, Small: gatehouse, 2 small square towers, and a drawbridge	11,250
Barbican, Medium: gatehouse, 2 medium square towers, and a drawbridge	17,500
Barbican, Large: gatehouse, 2 large square towers, and a drawbridge	37,500
Barbican, Small: gatehouse, 2 small round towers, and a drawbridge	15,000
Barbican, Medium: gatehouse, 2 medium round towers, and a drawbridge	21,250
Barbican, Large: gatehouse, 2 large round towers, and a drawbridge	50,000
Bastion: ½ tower open in the back, reinforces wall in vulnerable places. 1/3 of tower cost.	
Battlement: 100' long, crenelated stone parapets. Wood lowers cost by 50%.	100
Building, Stone, Small: 15' high, 20' square, wood doors, floors, roof, stairs	1,000

Stronghold Structure Costs, Expanded:	Price: GP's
Building, Stone, Medium: 20' high, 30' square, wood doors, floors, roof, stairs	1,750
Building, Stone, Large: 30' high, 60' square, wood doors, floors, roof, stairs	2,300
Building, Stone, Very Large: 30' high, 80' square, wood doors, floors, roof, stairs	3,400
Building, Stone, Huge: 40' high, 100' square, wood doors, floors, roof, stairs	4,800
Building, Wood, Small: 15' high, 20' square, wood doors, floors, roof, stairs	100
Building, Wood, Medium: 20' high, 30' square, wood doors, floors, roof, stairs	300
Building, Wood, Large: 30' high, 60' square, wood doors, floors, roof, stairs	500
Building, Wood, Very Large: 30' high, 80' square, wood doors, floors, roof, stairs	700
Building, Wood, Huge: 40' high, 100' square, wood doors, floors, roof, stairs	900
Door, Secret: A door that is disguised and hidden. It must be found by searching.	Cost x5
Door, Exterior (iron/stone): A heavy exterior double door, 7' tall by 6' wide.	70
Door, Interior (iron/stone): A heavy internal door, 7' tall and 3' wide.	50
Door, Interior (reinforced): A wooden internal door reinforced with iron bands, 7' tall and 3' wide.	10
Door, Interior (wood): A standard wooden internal door, 7' tall and 3' wide.	2
Drawbridge, Wood: 10' x 20'	400
Dungeon Corridor: 10'L x10'W x15'H, hewn stone walls, flagstone floor. Below 150' costs triple	50
Dungeon Canal: 10' long, 10' wide, 5' deep	60
Dungeon Chamber Unfinished: 30' long, 30' wide, 30' high	250
Dungeon Chamber Unfinished: 100' long, 50' wide, 40' high	400
Dungeon Chamber Finished: 30' long, 30' wide, 30' high	350
Dungeon Chamber Finished: 100' long, 50' wide, 40' high	575
Dungeon, Mine Shaft: 3' round, 60' deep	25
Dungeon, Mine Shaft: 10' round, 60' deep	100
Dungeon, Tunnel: 10' long, 5' wide, 6' high	30
Dungeon, Tunnel: 10' long, 15' wide, 15' high	75
Floor, Flagstone: +5-20% to building cost.	
Floor, Tile: +5-30% to building cost.	
Floor, Wood: +10% to building cost up to 100 GP. Standard in buildings 100+ GP.	
Gate, Wooden: 20' tall by 10' wide wooden gate, reinforced and barred, suitable for putting in a stockade wall.	300

Stronghold Structure Costs, Expanded:	Price: GP's
Gatehouse: 20' high, 30' x 20', metal portcullis, wood doors, floors, stairs	2,000
Laboratory: Laboratories are very personal things, and a spell caster can only use a laboratory they created and stock themselves. 10,000 GP's per sorcery level.	
Longhouse, Wood: 20-252' long, 20' wide, 10-25' high. 1 family per 4' length.	30+ per 4'
Moat, Unfilled: 100' x 20' x 10'	40
Moat, Filled: 100' x 20' x 10'	80
Motte: 30' high	3,000
Motte: 60' high	7,500
Palisade: 10' high, 100' long, 6" thick. Includes walkway.	75
Palisade: 20' high, 100' long, 12" thick. Includes walkway.	100
Postern: 5' x 3' Metal discrete exit door	400
Rampart: 10' high, 100' long, 15' thick	100
Tower, Round: May combine towers up 160'. Use largest first. Wooden towers are cost 30% of stone tower prices.	
Tower, Round, Small: 30' high, 20' diameter, wood doors, floors, stairs	6,000
Tower, Round, Medium: 40' high, 20' diameter, wood doors, floors, stairs	8,500
Tower, Round, Large: 50' high, 30' diameter, wood doors, floors, stairs	20,000
Tower, Round, Huge: 60' high, 30' diameter, wood doors, floors, roof, stairs	25,000
Tower, Square: May combine towers up 130'. Use largest first.	
Tower, Square, Small: 30' high, 20' square, wood doors, floors, stairs	4,500
Tower, Square, Medium: 40' high, 30' square, wood doors, floors, stairs	7,000
Tower, Square, Large: 50' high, 40' square, wood doors, floors, stairs	15,000
Tower, Square, Huge: 60' high, 50' square, wood doors, floors, stairs	20,000
Wall, Stone Castle: 20' high, 100' long, 5' thick along top	1,700
Wall, Stone Castle: 30' high, 100' long, 10' thick along top	2,800
Wall, Stone Castle: 40' high, 100' long, 10' thick along top	3,600
Wall, Stone Castle: 50' high, 100' long, 15' thick along top	4,700
Wall, Stone Castle: 60' high, 100' long, 20' thick along top	5,900
Medium Buildings are suitable for housing a troop of 120 Footmen, 4 section leaders and unit commander or 60 Cavalry, 4 section leaders and unit commander.	

Project Cost and Construction Time:

The prices for buildings all include the cost of the unskilled and semi-skilled labor that does the building, but do not include the cost of skilled architects and engineers. Buildings take one day per 500gp (or part of 500gp) total cost, and need one engineer on site to oversee the building process per 100,000gp (or part of 100,000gp) total cost. The listed costs assume that the building is being built as an outpost in a remote but not inaccessible region. If a building is being built in an inaccessible region, double the costs. If a building is being built in a heavily settled region halve the costs. Often a building, particularly one with an unusual purpose such as a temple, will require features of custom size, for example larger doors than normal. The prices of these features should be based on the standard prices for similar features and increased or decreased proportionally.

Statuary, Arches, & Obelisks:

	Price: GP's
10' High	200
25' High	3,125
50' High	25,000
100' High	200,000
250' High	3,125,000
Arches	x 2
Quality Decoration	x 1.25 – 7

Roads:

Per 1 Mile:	Price: GP's
Leveled Earth: 8' wide	100
Leveled Earth: 10' wide	125
Gravel: 8' wide	200
Gravel: 10' wide	250
Paved: 8' wide	400
Paved: 10' wide	500

Traps:

	Complexity	Damage	Price in GP's
Dropped or	Simple	d6 per 100 lb	750
Fallen weight	Medium	d8 per 100 lb	900
10'x10' area	Complex	d10 per 100 lb	1,200
Pit	Simple	d4 per 10'	20
10'x10'x10'	Medium	d6 per 10'	30
	Complex	d8 per 10'	45
Projectiles	Simple	d6 each	200
Individual	Medium	d10 each	400
	Complex	d12 each	600
Poison	Simple	Sickened	200
Individual	Medium	Incapacitated	400
	Complex	Death	600
Fire	Simple	d8 per round	350
10'x10' area	Medium	d10 per round	500
	Complex	d12 per round	750
Acid	Simple	d4 per round for 2d6 rounds	400
Individual	Medium	d6 per round for 2d12 rounds	600
	Complex	d8 per round for 2d12 rounds	800
Swinging Blades	Simple	d6	400
Individual	Medium	d8	600
	Complex	d10	800
Gas	Simple	Sickened	800
10'x10' area	Medium	Incapacitated	1,200
	Complex	Death	1,600
Net or Rope	Simple	Grappled	50
10'x10' area	Medium	Arms/Legs Pinned	100
	Complex	Restrained	150

Trap Enhancements:

Select trap complexity:

- Easy builds Simple Traps: Base model.
- Medium builds Medium Traps: Improved. May add up to 2 enhancements.
- Hard builds Complex Traps: Best available. May add up to 4 enhancements.

Results of Build Trap roll:

- Success builds listed trap and adds 1 extra enhancement.
- Failure results in a trap that gives advantage to detect or evade, builders choice.
- Special success adds 3 enhancements and has disadvantage to detect or evade, builders choice.
- Special failure cause trap to fail catastrophically and do full damage to builder. Save with disadvantage if saves are permitted.

	1 Enhancement	2 Enhancements	3 Enhancements	4 Enhancements
Reset for a number of times	x1	xd3	xd6+2	xd10+4
Damage Die	+1	+2	+3	+4
Hard to Find	-2	Disadvantage		
Hard to Disarm		-2	Disadvantage	
Hard to Resist (Save vs)	-2	-4	Disadvantage	

Trade Goods:

Price:

1 lb of Barley [48 lbs./Bushel]	2 CP
1 lb of Oats [32 lbs./Bushel]	3 CP
1 lb of Rye [56 lbs./Bushel]	2 CP
1 lb of Wheat [60 lbs./Bushel]	3 CP
1 lb of Flour	Add +5 – 25% of grain cost.
1 lb of Salt [50-70 lbs./Bushel]	3 – 6 CP
1 lb of Spices: Common, Rare, & Exotic	1 SP, 10 – 50 SP & 200 – 1500 SP
1 Pint of Plant Oil: Common, Rare, & Exotic [8 pints=1 gallon.]	3 – 15 CP, 2 – 25 SP & 80 – 200 SP

	Price:
1 Pint of Animal Oil: Common, Rare, & Exotic	2 – 10 CP, 10 – 60 SP & 100 – 250 SP
1 lb of Iron	75 SP
1 lb of Steel	140 SP
1 lb of Dwarvish Steel	250 SP
1 lb of Copper	62 1/2 SP
1 lb of Lead	25 SP
1 lb of Tin	125 SP
1 lb of Silver	250 SP
1 lb of Gold	250 GP
1 lb of Platinum	500 GP
1 lb of Mithral	300 GP
Canvas (4' wide, 20' long. Weighs 35 lb.)	20 SP
Cotton Cloth (4' wide, 20' long. Weighs 25 lb.)	30 SP
Linen (4' wide, 20' long. Weighs 25 lb.)	25 SP
Silk (4' wide, 20' long. Weighs 50 lb.)	200 SP
Wool (4' wide, 20' long. Weighs 40 lb.)	100 SP
Canvas (6' wide, 50' long. Weighs 132 lb.)	75 SP
Cotton Cloth (6' wide, 50' long. Weighs 94 lb.)	110 SP
Linen (6' wide, 50' long. Weighs 94 lb.)	94 SP
Silk (6' wide, 50' long. Weighs 185 lb.)	750 SP
Wool (6' wide, 50' long. Weighs 150 lb.)	375 SP
Common or Muted Dyes	+10 – 20%
Bright or Rare Dyes	+25 – 50%
Exotic Dyes	+75%+
Pelt, Small: Common, Rare, & Exotic	1 CP, 5 SP & 25 SP
Pelt, Medium: Common, Rare, & Exotic	2 CP, 10 SP & 40 SP
Pelt, Large: Common, Rare, & Exotic	1, 20 SP & 70 SP

Gems:

Price is for finished, non attached gems. Uncut, raw gems are half the cost.

d12	Price in SP:	Examples: Gem colors are listed in the Treasure Module.
1 – 2	2 – 5	Glass Gems
3 – 4	10	Agate, Quartz, Turquoise, Citrine, Zircon
5 – 6	15	Jasper, Onyx, Alexandrite, Lapis Lazuli
7	25	Amber, Amethyst, Garnet, Jade
8	50	Aquamarine, Pearl, Topaz, Moonstone
9	75	Carbuncle, Opal, Morganite, Peridot
10	100	Emerald, Ruby, Sapphire
11	130	Diamond, Jacinth, Tanzanite
12	x2 value. Roll again for type.	Flawless or masterfully cut.

Gem Size Factor:

d12	Size:	Price Multiplier:
1 – 3	1/8"	x 1
4 – 7	1/4"	x 2
8	1/2"	x 3
9	1"	x 6
10	3"	x 12
11	6"	x 24
12	12"	x 48

Jewelry and Art:

Find the base value of item. Assess value of each Gems price by type and size. Then assess Craftsmanship, Material & Ornamentation: Add multipliers and apply to the base value of the item.

Base value of Items:

Common:	Uncommon	Rare:	Small:	Medium:	Large:
:	:	:	:	:	:
2 – 10 SP	20 – 80 SP	100 – 400 SP	x1	x3	x5-10

Craftsmanship, Materials & Ornamentation:

Craftsmanship	Price Multiplier	Material	Price Multiplier	Ornamentation	Price Multiplier
Poor	x 0.5	Iron	x 0.5	Simple	x 2
Excellent	x 2	Copper	x 1	Complex	x 4
Superior	x 4	Bronze	x 1.5	Elaborate	x 8
Exquisite	x 8	Silver	x 2	Intricate	x 12
		Gold	x 5		
		Platinum	x 7		

Items:

d12	Common:	Uncommon:	Rare:
1	Anklet	Armband	Amulet
2	Beads	Belt	Crown
3	Bracelet	Collar	Diadem
4	Brooch	Earring	Medallion
5	Buckle	Heart	Orb
6	Cameo	Leaf	Ring
7	Chain	Necklace	Scarab
8	Clasp	Pendant	Scepter
9	Locket	Mask	Talisman
10	Pin	Mask	Tiara
11	Headband	Seal	Coronet
12	Medal	Chalice	Crown

Trade & Travel:

Regional Definitions:

- Local: Local to regional common goods with some specialty and valuables thrown in. Covers up to 250 miles.
- Within a Region: Fills scarce or in demand goods. Local to regional common goods with specialty and valuables thrown in. Covers up to 250-750 miles.
- Between Regions: Fills scarce or in demand goods. Focuses on local to regional specialty goods and valuables. Covers up to 750-1,750 miles.
- From Afar: Trades in rare, exotic, and valuable goods. Covers up 1,750+ miles.

Bulk cargo:

- 2,000 pounds per ton x cost per pound = cost per ton.
- Distance to travel/slowest rate = number of days to destination.
- Cost per ton x number of days to destination = cost to transport to destination in CP's.
- Cost to transport to destination in CP's / 80 [4 CP = 1 SP, 20 SP = 1GP] = Cost in GP's

Land:

- Paved Road: 0.05 CP per pound. [100 CP per ton per day] at 25 miles per day.
- Dirt Road: 0.03 CP per pound. [60 CP per ton per day] at 20 miles per day.
- Trail: 0.02 CP per pound. [40 CP per ton per day] at 15 miles per day.

Ocean/Sea/Lake:

- Open Water: 0.02 CP per pound. [40 CP per ton per day]
- Rowing vessels average 30 to 60 miles per day under sail and oar. Only 1/3 of that if under oars only.
- Sailing vessels average 70 to 100 miles per day.

Rivers/Canals:

- 0.03 CP per pound [60 CP per ton per day] up river/canal.
- 0.02 CP per pound [40 CP per ton per day] down river/canal.
- Rowing vessels average 25 to 50 miles per day down river and 15 to 30 miles per day up river under sail and oar. Only 1/3 of that if under oars only.
- Sailing vessels average 50 to 80 miles per day down river and 40 to 60 miles per day up river.
- Towed vessels average 20 to 30 miles per day down river and 10 to 20 miles per day up river.

Courier Services:

Courier service uses horses and/or fast boats. They deliver small packages, scrolls, or communiques. Cost is per day of travel.

Land:

- Way Stations: 75-140 miles per day. 5 GP
- Remounts: 50-100 miles per day. 3 GP
- Fast Horse: 30-45 miles per day. 1 GP

Ocean/Sea/River/Lake/Canal:

- Fast: By vessel type and speed. 4 GP
- Medium: Maximum rowing down river or sailing up river. 2.5 GP
- Slow: Maximum rowing up river. 0.5 GP

Passenger Service by Boat & Caravan:

Cost of passage on a vessel are calculated by the number of travel range zones x standard of services provided. This is 1 SP for commons, 1 GP for affluent, 2-5 GP for gentry, and 10+ GP for nobility. Then adding [$\frac{1}{2}$ Inn nightly Rental + two times the cost of a single meals quality] x the number of anticipated days travel = cost.

Cargo or belongings allowance: commons 150 pounds, affluent 300 pounds, gentry 600 pounds, and nobility 1200 pounds.

Cost of traveling with a caravan are calculated by the number of travel range zones x standard of services provided. This is 1 SP for commons, 1 GP for affluent, 2-5 GP for gentry, and 10+ GP for nobility + [two times the cost of a single meals quality x the number of anticipated days travel] = cost.

Cargo or belongings allowance: commons 150 pounds, affluent 300 pounds, gentry 600 pounds, and nobility 1200 pounds.

Movement:

Per Round, Turn, and Hour by Load:

Apply Heaviest Option	Dwarves, Elves, & Humans			Gnomes & Halflings		
	Round	Turn	Hour	Round	Turn	Hour
Unburdened	50'	5,000'	4 Miles	40'	4,000'	3½ Miles
Light Load or less	40'	4,000'	3½ Miles	30'	3,000'	3 Miles
Heavy Load or less	30'	3,000'	3 Miles	20'	2,000'	2½ Miles

Movement in Miles per Day:

Terrain Types:

Normal Movement:

- Flat to Rolling Terrain

Half Movement:

- Light/Medium Forest, Rocky Desert, and Hills

One Third Movement:

- Heavy Forest, Jungle, Mountains, and Swamp

Improved Routes:

- Paved Road: +40% Daily Movement. Use dirt road values in Hills, Mountains, Sandy Desert, & Swamp.
- Dirt Road: +20% Daily Movement. Use trail values in Hills, Mountains, Sandy Desert, & Swamp.
- Trail: +10% Daily Movement. No benefit in Hills, Mountains, Sandy Desert, & Swamp.

Type:

- Foot: Use listed values. Typically 20-30 miles per day.
- Light Horse: Use listed foot values. May push for x2 to x3 speed for short periods. Typically 60 miles per day. Remounts up to 90 miles per day. Relay stations up to 150 miles per day.
- Medium Horse: Use listed foot values. May push for x2 to x3 speed for short periods. Typically 50 miles per day. Remounts up to 75 miles per day. Relay stations up to 125 miles per day.
- Heavy Horse: Use listed foot values. May push for x2 speed for short periods. Typically 40 miles per day.
- Cart: Use listed foot values.
- Light Wagon: Use 2/3 listed foot values.
- Heavy Wagon: Use ½ listed foot values.
- Oxen wagons: Use heavy horse values and cost ½ for provisions.
- Animal movement speeds are roughly the same as a humans. This is modified by their type and load.

Forced Marches:

- Forced Marches begin the sixth hour of daily travel. Make a Constitution save + Athletics skill level each hour or gain a level of exhaustion.
- Animals founder or die on a special failure.
- Riders are not subject to forced march exhaustion effects.
- Humanoid exhaustion is short term for normal failure and long term for special failure.

Magic Enchantments:

Artificing and Alchemical Resources:

	Base Price	Charms	Minor	Moderate	Major
Major Resources					
Jewels	Above	x3	x4	x6	x8
Monster Parts	10 SP	x 3	x4	x6	x8
Herbs, Plants, and Woods	3 SP	x4	x5	x7	x9
Intangibles	Special	Special	Special	Special	Special
Medium Resources					
			Minor	Medium	Major
Jewels	Above	x2	x3	x5	x6
Monster Parts	10 SP	x 2	x3	x5	x6
Herbs, Plants, and Woods	3 SP	x3	x4	x6	x7
Minor Resources					
			Minor	Medium	Major
Alchemist Metals & Metalloids	10 SP	x1	x2	x3	x4
Minerals, Stones, & Pigments	4 SP	x1	x2	x3	x4
Oils & Spirits	8 SP	x1	x2	x3	x4
Salts	6 SP	x1	x2	x3	x4
Waters	10 SP	x1	x2	x3	x4
Herbs, Plants, and Woods	3 SP	x1	x2	x2	x3

Conversion for Witchery, Sorcery, & the Arcane from Old School Spells:

- Charms are equivalent to Cantrips and 0 level spells.
- Minor spells are equivalent to enhanced 1st level spells to 2nd level spells.
- Medium spells are equivalent to 3rd level spells to 5th level spells.
- Major spells are equivalent to 6th level spells.
- Legendary rituals are equivalent to 7th level or higher spells.

Costs for Casting a Single Spell:

Divine Spells:

Priests vary from religion to religion. While some secretive cults will simply refuse to cast spells for outsiders (or will only do so if paid in a similar manner to mages), the priests of most mainstream religions are dedicated to good works and spreading the popularity of their religion.

However, the problem is availability rather than cost, particularly for healing (and raising) divine spells or others that would compete for the same spell slots. There may be a waiting list for such spells, as locals also need them. Few priests may accept a bribe to push adventurers to the front of the queue, but most will not since their own lay members and followers come first.

Most of the time, the size of the temple or chapel will not affect the roll, since larger temples have more (and higher level) priests but also serve greater numbers of lay worshipers. However, if there is a particular reason for a high level priest to be in a small temple, the roll should get a +1 bonus; and if

there is a particular reason for a large temple to have a shortage of high level priests then the roll should get a -1 penalty. Similarly, if the desired spell is 2nd level or lower the roll should get a +1 bonus and if the desired spell is 5th level or higher the roll should get a -1 penalty with an additional -1 penalty if the spell is 7th level.

When trying to get a spell cast by a mainstream priest, roll 1d8 and consult the list below:

- 0 or Less = there is no cleric who can (or is willing to) cast the spell at this time.
- 1-2 = there is a long queue of people wanting the spell. It will be available after 3d6 days.
- 3-4 = there is a queue of people wanting the spell. It will be available after 1d6 days.
- 5-6 = spell is used up or not learned, but will be available the following day.
- 7 or More = spell is available immediately.

Arcane Spells:

Mages, on the other hand, tend to set artificially high prices in order to not be constantly disturbed with petty requests.

Availability probability:

Rarity	Farm	Village	Town	City	Capital	Trade center
Very common 0 – 1st Level	25%	50%	50%	100%	100%	100%
Common 2nd Level	05%	25%	40%	50%	100%	100%
Uncommon 3rd Level	0%	05%	25%	40%	50%	100%
Rare 4th Level	0%	0%	05%	25%	40%	40%
Very rare 5th Level	0%	0%	0%	05%	25%	25%
Legendary 6th Level	0%	0%	0%	0%	05%	10%

Cost in GP:

Level	Farm		Village		Town		City		Capital		Trade center	
	D	A	D	A	D	A	D	A	D	A	D	A
0 Level	7	7	5	5	5	5	5	5	3	4	3	4
1st Level	15	20	10	20	10	15	10	12	7	10	6	8
2nd Level	45	50	40	45	40	45	40	45	35	40	30	35
3rd Level	NA	NA	150	175	150	175	150	175	130	160	120	145
4th Level	NA	NA	NA	NA	325	350	325	340	300	325	275	300
5th Level	NA	NA	NA	NA	NA	NA	500	1,250	500	1,250	450	1,100
6th Level	NA	NA	NA	NA	NA	NA	NA	NA	1,000	5,000	800	4,500

D = Divine Spells

A = Arcane Spells

Learning New Spells:

Temples, Cults, or Colleges – Taught Spells:

Spell Level	Time Needed	Level of Teacher					
		1 5 GP/week	2 – 3 10 GP/week	4 – 5 15 GP/week	6 – 7 25 GP/week	8 – 9 40 GP/week	10 60 GP/week
0	1 week	10 %	70 %	90 %	95 %	99 %	99 %
1 – 2	2 weeks	1 %	60 %	80 %	95 %	99 %	99 %
3 – 4	4 weeks	NA	1 %	50 %	70 %	90 %	95 %
5 – 6	8 weeks	NA	NA	1 %	40 %	60 %	80 %
7 – 8	12 weeks	NA	NA	NA	1 %	30 %	50 %
9	16 weeks	NA	NA	NA	NA	1 %	20 %

% = Chance to learn spell. The teacher must know, and be able to cast, the spell that the student is trying to learn.

The spell level can not exceed the form perk level known by the student. If the student fails to learn the spell, add +10% for each additional study period.

Spell Research:

Typically, the character must have access to either a scroll of the spell or someone else's spell book that contains the spell in order to do spell research. The chance of success is based on the amount of money that the researcher is prepared to spend per week on research materials and laboratory usage. However, the maximum that a researcher can spend is the equivalent of a teacher of one level group lower than the researcher's actual level.

If their research fails they still get the +10% cumulative bonus on future research or study of the same spell. If access to a scroll of the spell or a spell book containing the spell are unavailable, the character may do independent research. The maximum that a researcher can spend is the equivalent of a teacher of two level groups lower than the researcher's actual level and costs twice as much.

Arms, Armor, and Combat Systems:

Protective Gear:

Armor:

Armor Type:	Armor Material:	Armor Coverage:	Base AD:	Dexterity Bonus:	Quality:	Slots:
Unarmored	NA	NA	5	Full Bonus	NA	NA
Light Armor	Leather, Linen, Fur, Hide, & Wood	Torso	11	Full Bonus	2	3
Light Armor	Leather, Linen, Fur, Hide, & Wood	Torso + Limbs	12	Full Bonus	2	4
Light Armor	Ring, Scale, Banded, Brigantine, & Chain	Torso	12	Full Bonus	3	4
Medium Armor	Ring, Scale, & Banded	Torso + Arms	13	Maximum +3	4	7
Medium Armor	Brigantine & Chain	Torso + Arms	14	Maximum +3	5	8
Medium Armor	Plate	Torso	14	Maximum +3	5	6
Heavy Armor	Ring, Scale, & Banded	Torso + Limbs	15	Maximum +2	6	8
Heavy Armor	Brigantine & Chain	Torso + Limbs	16	Maximum +2	6	9
Heavy Armor	Plate	Torso + Arms	17	None	7	10
Heavy Armor	Plate	Torso + Limbs	18	None	8	11

Armour Defense (AD) = Base AD + Dexterity bonus + Shield bonus + perks

Armor Effects on Rolls:

Medium Armor:

- Rolls for exhaustion, exposure, stealth, and swimming are at disadvantage.

Heavy Armor:

- Rolls for exhaustion, exposure, stealth, and swimming are at disadvantage.
- Rolls for exhaustion and exposure are at double disadvantage during hot and very hot weather.
- Unable to swim

Helmets:

Type:	Helm Qualities:	Quality:	Slots:
Metal – Heavy Helm	Vision and hearing checks are at disadvantage.	3	1
Metal – Light Helm	Vision and hearing checks are unaffected.	2	1
Non Metal	Vision and hearing checks are unaffected.	1	0

Shields:

Shield AD bonuses are listed under Martial Perks. Being untrained adds +1 AD and Shield Bash on a natural 1 when rolled by enemy.

Size and Example:	Shield Qualities:	Quality:	Slots:
Small – Buckler Mounted or foot use.	Shield bash damage 1d4.	1	1
Medium – Round or Kite Mounted or foot use.	Strength Save vs shoving strength resists shove. Shield bash damage 1d6 and is shoved damage feet.	2	2
Large – Scutum or Kite Foot use only.	Strength Save vs shoving strength resists shove. Shield bash damage 1d8 and is shoved 5 + damage feet. Ranged weapon damage rolled with disadvantage.	3	3

Shield Bash: See Martial Perks – Shields for shield bash values.

Bash occurs when an enemy melee attack rolls a value or less as defined by the shield skill level.

Shield Wall Effects for Medium and Large Shields:

Apply in melee if shield men are in formation, trained, and maintain wall. Bonus applies if worn armor is of lower quality than effect armor.

Applies against missile fire if defenders stop and take cover with their shields.

Shield Wall Bonus:

- 4-9 shields together: +1 AD
- 10-19 shields together: +2 AD
- 20 or more shields together: +3 AD

Weapons:

Melee Weapons:

Melee Weapon Specification Table: Melee Weapons adapted from David Stark, Robert Conley, & Krusader74.

Name:	Damage:	Reach:	Special:	Quality:	Slots:
Ax, Battle	1d8	Medium	d10 if two handed. On a natural 20 +1d8 damage.	3	2
Ax, Hand	1d6	Short	Common tool.	2	1
Club	1d4	Short	Any available blunt object.	2	1
Dagger	1d6	Close & Short	Easily concealed. May be used off hand as a small shield. No bash.	2	0.5
Knife	1d4	Close	Easily concealed.	1	0
Flail	1d6	Medium	Ignore shield bonus next round on a natural 20.	3	2
Flail, Heavy	1d8	Medium	Two handed. On a natural 20 ignore shield bonus next round and foe is tripped or disarmed unless Dexterity save is made.	4	3
Halberd	1d10	Medium & Long	Two handed. On a natural 20 +1d10 damage. Hook or trap with advantage. May use from 2nd rank. Double damage if set for charge.	3	3
Hammer, Great	1d10	Medium & Long	Two handed. On a natural 20 +1d10 damage. Your foe rolls a Constitution check or is rattled next round. Or they roll a Strength save or is knocked prone or backwards up to 10 ft. May use from 2nd rank.	3	3
Hammer, Light	1d6	Short	On a natural 20 your foe rolls a Strength save or is knocked prone or backwards up to 5 ft.	2	1
Hammer, War	1d10	Medium	On a natural 20 your foe rolls a Strength save or is knocked prone or backwards up to 10 ft.	4	2
Mace	1d8	Medium	On a natural 20, your foe rolls a Strength save or is knocked prone or backwards up to 10 ft.	3	1
Morning Star, Chain	1d6	Medium	Ignore shield bonus next round on a natural 20.	3	1
Morning Star, Handle	1d8	Medium	On on a natural 20 +d8 damage.	3	2
Pick, Heavy	1d8	Medium	Two handed.	3	2
Pick, Light	1d6	Medium	One handed.	2	1

Name:	Damage:	Reach:	Special:	Quality:	Slots:
Pike	1d8	Long & Long +1	Two handed. May use from 2nd and 3rd rank. Must be protected by allies or it at disadvantage to initiative. Double damage if set for charge. On a natural 20 +1d8 damage.	2	3
Pole Ax	1d10	Medium & Long	Two handed. May use from 2nd rank. On a natural 20 +1d10 damage.	3	2
Scimitar	1d8	Short & Medium	May be used off hand as a small shield. No bash.	3	1
Spear, Lance	1d8	Long	See mounted combat. On a natural 20 +1d8 damage.	1	2
Spear, Long	1d8	Medium & Long	d10 damage if used two handed. May use from 2nd rank. Double damage if set for charge. On a natural 20 +1d8 damage.	2	1
Spear, Short	1d6	Medium	A short, light, throwing spear or javelin.	1	0.5
Staff	1d6	Medium & Long	Two handed. May use from 2nd rank. Great for hiking, monks and the elderly.	2	1
Sword	1d8	Medium	One or two handed. d10 if two handed.	3	2
Sword, Great	1d10	Medium & Long	Two handed. On a natural 20 +1d10 damage and your foe rolls a Constitution check or is rattled, acting last next round.	3	3
Sword, Short	1d6	Short	May be used off hand as a small shield. No bash.	3	1
Unarmed	1d3	Close	Fist or Foot. See Unarmed Perks for additional details.	NA	0

On a natural 20 [Natural x/d20]: Occurs according to perk level description.

So some one skilled at with flails ignores shield bonuses on 17-20.

Ranged Weapons:

Ranged Weapon Specification Table: Ranged Weapons adapted from David Stark, Robert Conley, and Krusader74.

Name:	Damage:	RoF:	Quality:	Slots:	Range Up To: S-M-L
Arbalest – Man Portable	d12	1 per 3	3	5	300-600-900
Heavy Crossbow	d10	1 per 2	3	3	240-480-720
Light Crossbow	d6	1	3	2	180-360-540
Composite	d8	1	3	2	240-480-720
Longbow	d8	1	3	2	210-420-630
Shortbow	d6	1	3	2	150-300-450
Horsebow	d6	1	3	2	180-360-540
Ax, thrown	d6	1	3	0	30-60-90
Knife and Dart	d4	1	3	0	20-40-60
Dagger	d6	1	3	1	20-40-60
Hammer, light	d4	1	3	2	10-20-30
Spear, thrown	d8	1	3	2	30-60-90
Javelin	d6	1	2	1	40-80-120
Torch	d3	1	1	0	10-20-30
Oil	Special	1	1	0	20-40-60
Sling Staff	d6	1	3	2	40-80-120
Sling	d6	1	2	1	30-60-90
Holy Water	Special	1	2	0	10-20-30

When checking distance: Use the greater of horizontal distance or vertical distance.

Weapon Rate of Fire vs RoF Bonus	1	1 per 2	1 per 3
RoF	1	1 per 2	1 per 3
RoF+1	2	1	1 per 2
RoF+2	3	2	1
RoF+3	4	3	2

Time:

Rounds & Turns:

Rounds are 6-10 seconds long. You may complete one normal action sequence.

Turns are ten minutes long and are used for exploration and searching.

Movement:

Movement Definitions:

- Walk: Move up to movement rate.
- Jog: Move twice movement rate. You may jog for your Constitution defense + Athletics skill level in minutes. Then you gain one level of exhaustion. Gain another level of exhaustion at each additional Constitution defense + Athletics skill level in minutes spent jogging.
- Run: Move three times movement rate. You may run for two times your Constitution defense + Athletics skill level in rounds. Then you gain one level of exhaustion. Gain another level of exhaustion at each additional Constitution defense + Athletics skill level in rounds spent running. $\frac{1}{2}$
- A fighting retreat allows a character to move backwards at $\frac{1}{2}$ their movement with no penalties. However, there must be a clear path for this movement.
- A full retreat occurs when a character flees at a faster rate than $\frac{1}{2}$ of their movement. The character may not attack this round. His opponent gets a free attack with a +2 to hit and gives advantage to damage. Also, shield bonuses do not apply to the character's armor defense during the full retreat.
- When mapping, searching, or checking for traps, movement slows to $\frac{1}{10}$ Movement per Turn.

Encumbrance Definition:

- When less than $\frac{1}{2}$ of your slots are used, you are considered to be unburdened.
- $\frac{1}{2}$ to $\frac{2}{3}$ of your slots gives you a light load.
- More than $\frac{2}{3}$ of your slots weighs you down with a heavy load.

Movement per Round, Turn, and Hour by Load: 1 mile = 5,280'

Apply Heaviest Option	Dwarves, Elves, & Humans			Gnomes & Halflings		
	Round	Turn	Hour	Round	Turn	Hour
Unburdened	50'	5,000'	3 Miles	40'	4,000'	2½ Miles
Light Load or less	40'	4,000'	2½ Miles	30'	3,000'	2 Miles
Heavy Load or less	30'	3,000'	2 Miles	20'	2,000'	1½ Miles

Combat Sequence & Initiative:

Surprise:

At the beginning of the encounter, roll a wisdom save to determine if the opposing sides are aware of each other.

- If one side is in a prepared position on guard, they roll with advantage.
- Any group not on alert rolls with disadvantage.
- Stealth and camouflage may grant advantage to the roll as the referee determines.
- Large formations, loud sounds such as signaling trumpets, or bright colorful uniforms may cause disadvantage as the referee determines.

Awareness save results:

- Both sides are aware: Begin the encounter at this range.
- If one side is aware and is able to make melee or missile attacks, they may do so with advantage on the first attack.
- If one side is aware and not able to make melee or missile attacks, or wishes to break contact, they may take an unobserved movement round. Afterward another awareness check is made by the unaware side.

Once both sides are aware:

- If one side wishes to break off the engagement, see movement rules.
- If both sides wish break off the engagement, the groups separate.
- If both sides seek conflict, move to combat sequence and initiative.

Order of Battle: Declare and Describe Proposed Actions for the Round

1. Missile fire – Roll all attacks. Apply damage simultaneously.
2. Movement and Melee attacks – All actions are simultaneous. Roll initiative for a character and his opponent. The referee goes around the group until every character has acted for this round. A character with more than one attack per round acts after the character they wish to support has acted.
 - Initiative: Roll 1d6 + any applicable Bonuses.
 - Unburdened adds +2 to initiative rolls. This stacks with no armor bonuses.
 - No armor adds +1 to initiative rolls.
 - Reach: see below
 - Perks: Will be noted in text if applicable.
3. Cast spells – Highest Sorcery level take effect first. Ties take effect simultaneously.

Reach: Reach rules adapted from David Stark.

Weapon Reach:

- Weapons with the same reach have no initiative bonuses or penalties when used against each other.
- Reach bonuses are applied to longer weapons initially and until the shorter weapon closes to its optimal reach.
- Successful attacks and damage do not change reach categories.
- Shorter weapons close at the rate of one reach category for each Dexterity stunt they succeed at.
- A longer weapon knocks (pushes) a shorter weapon back to its starting reach with one Dexterity stunt success.
- Shorter weapons roll initiative normally until they closed to their optimal reach.
- Longer weapons roll initiative with a +2 bonus until the shorter weapon closes to their optimal reach. Then the longer weapon roll normally without reach bonus.
- When a shorter weapon is at optimal reach over a longer weapon, the shorter weapon rolls initiative with +2 until the longer weapon pushes the shorter weapon back.
- These rules apply for medium sized creatures. [4'-7' tall] +/- one reach category per size difference or 4', whichever is easiest.

Cover:

Cover definitions and effects:

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the greatest protective cover applies. The degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three quarters cover, the target has three quarters cover.

- A target with half cover has a +2 bonus to AD. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.
- A target that has three quarters cover has a +4 bonus to AD. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.
- A target with total cover is completely concealed. It can't be targeted directly by an attack or a spell. Indirect attacks are possible. Check with referee.

Attack Results:

Result Interpretation:

- Equal to or greater than AD inflicts damage.
- Less than AD is a miss or defeated by opponent's agility, defenses or armor.
- A Special failure is a roll of natural 1 or a failure by 10 or more. The attack always fails and the attacker's weapon loses 1 point of quality. See Special Failure Table.
- Natural 20. [Natural x/d20 by skill level of weapon skill]: Occurs when the d20 rolls a number in the x/d20 range.
- A Special Success occurs on a natural 20 or the roll succeeds by 10 or more. The target is damaged.
- The target of the special success:
 - Rolls on the Fatal Injury Table.
 - Applies wound effects.
 - Adds the wound penalty to their total Wound Penalty.
 - Defender armor quality degrades by 1 point.

Additional Combat Rules:

Stunt Rules: Adapted from Knave by Ben Milton.

Stunts are combat maneuvers such as shoving, disarming, tripping, sundering armor, and so on.

They generally do not cause damage directly, but may do so indirectly (for example, pushing an enemy off of a ledge or as an effect from grappling). The referee is the final arbiter as to what stunts can be attempted or do damage in a given situation.

Process:

- The attacker declares the combat maneuver being attempted.
- The stunt is resolved with an action pool of Unarmed or Weapon Skill Die + Strength Modifier + Situation Modifiers against a DC of Easy to Very Hard, 10 to 25, as determined by the referee.

Here is a list of possible. Feel free to improvise and add to:

- Disarm, grab and pull forward.
- Close or open reach ranges.
- Force back or push d6 paces [bull rush]: Charge the target, who may only be one size larger than you.
- Switch places or slip past opponent.
- Unhorse.
- Blind: Disadvantage to sight dependent rolls for success duration.
- Find the Armor Gap: Reduce opponents AD for smallest success duration to:
 - Organic AD 6.
 - Flexible Metal AD 8.
 - Rigid Metal AD 10
- Feint: Aid to melee attacks up to smallest success duration.
- Press advantage: If a success is rolled on the last round of a feint, roll on the larger success duration.
- Entangle: Use of whip, chain, or net to grapple.

Results:

- Special success: Impose effect for d6 rounds or d6+2 rounds if very favorable conditions for persisting.
 - Counts as 2 successes.
 - The stunt occurs with additional effects or causes damage directly.
- Success: Impose effect for 1 round or d3 rounds if very favorable conditions for persisting.
 - Counts as 1 success.
- Failure: No effect.
- Special failure: Place in a compromising position or make save for situation with hindrance.

- Grab to grapple: One handed grappling: Attacker rolls with hindrance. Aid/Hindrance or Advantage/Disadvantage is applied for significant size differences or significant strength differences.
 - Grapple: A grappled creature's speed becomes 0, doesn't benefit from any bonus to its speed or AD, non grapple attacks and damage are disadvantaged.
- Once grappled, additional successes are needed to apply effects or escape from them:
 - Pin arms, bind weapon, or grab weapon arm. 1 success
 - Restrained: A restrained creature's speed is 0. Attack rolls against the creature have advantage, and the creature's can not attack. The creature has disadvantage on Dexterity saving throws. 2 successes
 - Throw to the ground: Foe becomes prone. 1 Success. Away from you: If same size or smaller, throw up to d3 paces doing unarmored damage +d6 damage and becomes prone. 2 successes
 - Choke: Each success inflicts one “point” of strangulation, +1 for each 5 points by which the roll succeeds. When the target accrues points greater than 2, roll a Constitution save vs the opponents Strength + total strangulation points or fall unconscious. Must be vulnerable to choke.
 - When you are unconscious, you are down and out and may be slain with impunity. See description of the condition.
 - Inflict Pain: Unarmored damage +d6 damage. 1 success
 - Get out of a Grapple Effect: Make a Strength save vs DC of Easy to Very Hard, 10 to 25, as determined by the referee.

Wielding Two Weapons:

When you wield a short weapon in your off hand, pick one of the following options:

1. You may use your short weapon as a small shield if this quality is listed in the weapon tables, or
2. Attack without the defensive benefit. On a successful attack roll, roll damage dice for both weapons and use the best result.

Defensive Fighting:

Defensive fighting lasts for at least a full round.

Partial Defense: +4 Armor Defense vs melee attacks. You may attack normally. When you hit, roll damage with disadvantage.

Full Defense: You spend the round defending. You may not attack. Melee attacks against you are rolled with disadvantage. Enemies roll damage with disadvantage when they hit you.

Range Calculation:

When checking distance for ranged combat:
Use the greater of horizontal distance or

vertical distance. This is not precise, but it is close enough.

Mounted Combat: Adapted from Robert Conley.

A mounted warrior has greatly enhanced mobility, speed, and strength compared to the foot soldier. Fighting from horseback confers the following:

- Advantage on attack rolls to hit any target on foot.
- Disadvantage when attacking a horseman by foot without long weapons.
- When the mounted fighting man moves more than $\frac{1}{2}$ move towards his target, he is considered charging. Apply the following charging characters.
 - Automatically wins initiative. If charging characters are present on both sides, initiative is checked first among those charging followed by everyone else.
 - Gains advantage to his damage on a successful hit on any weapon.
 - If the weapon is a lance, he has the option of doubling the lance's damage. When this option is used the lance has to make a saving throw of 15 or better or it be shattered. Knights and other cavalry elites will do triple damage.
 - On a charge, the rider may opt to cause his horse to slam into the target instead of using the rider's weapon attack. If successful the target is knocked prone and must make a Constitution save against a DC of Medium to Very Hard, 10 to 20, as determined by the referee or be knocked unconscious. Damage is d10.
- The horse can attack separately from the mounted fighting man.
- Cavalry trained mounts are not spooked by normal combat and attack if the rider succeeds on a riding roll.
- War trained mounts enjoy combat and attack on their own initiative. In tense situations the rider must make a riding roll to prevent the mount from attacking.
 - The horse may not attack if charging, except to make a charging knockdown attack.
 - The horse attacking a target on foot rolls with advantage.
 - If a person on foot attacks the horse on the rider's shield side then the horse gains the rider's shield bonus.
 - If you track rations a horse requires rations equal to that of an individual character. The referee may rule that if the party is in a fertile region with grass then horse requires only half of the rations an individual needs.

Special Failure in Combat and Under Stress:

- A roll of natural 1 or missing an attack roll by 10 or more always fails and the attacker's weapon loses 1 point of quality.
- Roll a d10 for effect.
- Use save vs a Hard DC 15 for most checks.

Special Failure Table:	
1	Your clumsily done attack grants the foe two advantage dice on their next attack.
2	You lose balance. Your enemy chooses where to shift you, up to 5' in any direction.
3	Armor loosens under stress. -2 AD to minimum of 6. Tighten to restore AD in 1 minute.
4	In a jam. Weapon lodges, wedges, or jams. Ammo is bobbled. No attacks next round.
5	You lose your tempo. -2 to attack and AD, to minimum of AD 6, for d6 rounds.
6	You are slowed by your attempt to take it all in. -3 to initiative for 2 rounds.
7	Lose your footing. Disadvantage on all attacks until you roll a Dexterity save.
8	Lose your tempo. Disadvantage to attacks and -6 AD, to minimum of AD 6, for d6 rounds.
9	Hard to hold. Roll a Dexterity save or drop your weapon. -2 to attack for d4 rounds
10	You fall hard and are prone for at least 1 round. Roll a Strength save once a round to rise.

Effects of Damage:

Death:

Death occurs at negative Constitution Attribute + Character Level.

Negative Hit Points:

Each time a character suffers damage resulting in negative hit points, two rolls are made.

1. Roll on Fatal Injury Table: This table is sprinkled with injuries that may take days or months to heal.
2. Roll to Remain Conscious: Roll a Constitution save vs DC 10+[2x Wound Penalty from the currently rolled wound] to remain conscious. Roll once per minute to regain consciousness.

Wound Penalties:

The total number of wound points is applied as a penalty that increases the DC or AD of all rolls.

Wound penalties are inflicted with every roll on the fatal injury table in addition to suffering specific wounds.

Wound penalty points are removed when the wound they are derived from heals or 1 point per day, whichever is slower.

Falling Damage:

Falling damage inflicts damage on all falls of 10' or greater. Falls of 30' or greater also inflict a roll on the Fatal Injury Table. See below. Falling damage equals 1d6 per 10' or creature size, whichever is greater, fallen. This damage is cumulative.

- 10' = d6
- 20' = 1d6+2d6 = 3d6
- 30' = 1d6+2d6+3d6 = 6d6
- 40' = 1d6+2d6+3d6+4d6 = 10d6
- 50' = 1d6+2d6+3d6+4d6+5d6 = 15d6
- etc.

Healing:

Hit points are the amount of damage that can be taken before moving to the fatal injury table or dying.

After a meal and a full night's rest, PCs regain lost hit points equal to a d8 plus their Constitution bonus die. Resting at a safe haven restores all lost HP.

Constitution bonuses do not affect maximum hit points like in most OSR games, but it is a big help when it comes to healing.

The healing skill may be used once per combat. It stabilizes fatal injuries and restores d6 HP's on a success or d6+3 HP's on a special success.

Surgery is needed to begin the healing process for wounds greater than +3. Each wound requires a separate healing roll. The wound begins to heal after a success on the healing roll. Special success reduces healing time and penalties by ½.

Injury Table Modifiers:

Combat: Defender rolls d12 + [the wound penalty values from any prior wounds] + [Weapon skill level] + Armor Value [+4 No Armor, +3 Organic Armor, +1 Flexible Metal Armor] + [1 if not wearing Heavy helm] + [1 if not using Medium or Large shield] +/- Size [Rate attacker and defender. Tiny, Small, Medium, Large, Huge, Gargantuan. -2 for each size larger the defender is. +1 for each size smaller the defender is.]

Magic: Defender rolls d12 + [the wound penalty values from any prior wounds] + [Sorcery skill level] + Armor Value [+4 No Armor, +3 Organic Armor, +1 Flexible Metal Armor].

Falling: Defender rolls d12 + [the wound penalty values from any prior wounds] + [1 for each 10' fallen or creature size fallen whichever is greater].

Injury Saving Throw Modifiers:

Roll saves with:

- Full Armor: Advantage
- $\frac{3}{4}$ Armor: +2
- Torso Armor: No modifier
- No Armor: Disadvantage
- Organic Armor: +1
- Flexible Metal Armor: +2
- Rigid Metal Armor: +3

Divine Favors from Gods and Religion:

Healing M1

Healing Wounds M2

Healing Greater Wounds M3

Restore Souls Vitality M2

Restore Vigor M1

The Blind Can See M3

The Lame Can Walk M3

M3: Major Healing Magic

M2: Moderate Healing Magic

M1: Minor Healing Magic

Injury Table:

Adapted from Trollsmyth.

Roll d12 + Modifiers

	Wound penalties are cumulative. Use the worst of skill penalties.
17+	Instant Death: (decapitation, brain destroyed, or other terminal events). No save.
16	Fatal Wound: (guted, severed spinal cord, etc.) Die in 2d6 rounds. Magic to prevent death, changes to internal injury. Major wound penalty: +5.
15	Severe Wound: Heals in 3d6+2 weeks if Constitution save fails. Success heals in d6 weeks. Leaves scar and impairment. Major wound penalty: +5.
14	Limb (d6 1-3 right 4-6 left, d8 1-5 arm 6-8 leg) Mangled and useless. Heals in 3d6+2 weeks if Constitution save fails. Success heals in d6 weeks. Leaves scar and impairment. Major wound penalty: +5.
13	Limb (d6 1-3 right 4-6 left, d8 1-5 arm 6-8 leg) Wounded: Limb is impaired [standing, slowly limping – no running etc.] Heals in d6 weeks if Constitution save fails. Success heals in 3d6 days. Leaves scar. Major wound penalty: +4.
12	Wound to Vitals: Bleed d10 per round until successful healing roll or Moderate magic is applied. Wound heals on own in d6+3 weeks. Leaves scar. Major wound penalty: +4.
11	Senses reeling: Roll d6: 1-3 Eye Injury and 4-6 Ear Injury. Wearing a metal, heavy helm gives advantage to save. Constitution save heals in 2d4 weeks. On a fail the damaged is permanent. On a fumbled save inflict blind/deaf. Very hard surgery success restores after 3d6 weeks. Roll 1d6: 1-3 right or 4-6 left. Leaves a scar. Moderate wound penalty: +3.
10	Internal injury: Constitution Save or lose one exhaustion level for d6 days. Moderate wound penalty: +3.
9	Limb (d6 1-3 right 4-6 left, d8 1-5 arm 6-8 leg) wounded. Limb heals in 1d3 weeks if Constitution save fails. On a success it heals in 2d6 days. Moderate wound penalty: +2.
7-8	Minor head wound: Unconscious for 2d12 rounds if not wearing helm. Rattled d6 rounds with non metal helm and 1 round with metal helm. Minor wound penalty: +2.
5-7	Minor wound: Rattled for d8 rounds unless wearing a metal helm. With metal helm, rattled for d4 rounds. With heavy metal helm 1 round. Minor wound penalty: +1.
1-4	Bleed d6 per round until successful healing roll or Minor magic is applied. Minor wound penalty: +1.

Wound penalties increase the DC or AD of all rolls.

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Weapon reach rules adapted from David Stark
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Change Log:

August 15, 2025: v1.1 Martial arts lose disadvantage to weapons at good instead of skilled. Melee weapon slots adjusted.

August 28, 2025: v1.2 Clarified grapple p99. Modified shield wall rules, p86, to increase AD quality and removed damage absorbing quality.

September 5, 2025: Added perks for spell shaping pool and changed sorcery methods to a perk. Clarified language on stunt save DC's on p98.

October 4, 2025: Modified bonus/penalty rule p13, condition effects and exhaustion p17-18, spell method perks p43, weapon reach p95, cover p96, and deleted bonus weapon damage for high rolls p97.

November 3, 2025: Adjusted Exhaustion effects p18.

November 21, 2025: Rules adjusted for dice pool mechanics. Modified skill list and added languages to general perks.

December 3, 2025: Clarified injury table modifiers and effects.

December 7, 2025: Clarified damage die progression p14 and Warrior class on p44-45.

December 14, 2025: Reverted to d20 base resolution.