

Marauders and Manors: A d20 Toolkit of Options and Expansions for Adventurers Seeking Ruins with Monsters

Guide to Playing © Steven Wales 2026

Version 1.7.4



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Guide to Playing

Introduction

I was in search of how we used to play. Descriptions flowed freely as we rapidly outplayed 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. Black Sword Hack by the Merry Mushmen is a d20 roll under take on classless OSR gaming. It is an inspirational source of concepts and rules. All three of 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 from the OGL. 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. Skills and feats are optional. You can follow a class progression of your own choosing which attributes to develop, feats you select, or add random talents if you wish. Mix, match, and blend together as you wish. My modifications are licensed under the Creative Commons Attribution 4.0 License.

Character Creation

1.1.1 Basic Character Creation

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. Distribute 13, 12, 11, 10, 10, 10 among the six attribute scores. Then record the attribute modifiers.

Attribute Value:	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.

1. 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.
2. Roll d8 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 PCs 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.

3. Roll for initial equipment.
4. 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.
5. Determine starting Lore (Social Class), Lore (Culture), Environment, and Craft or Lore (Family Trade). These selections are rated as Skill level 2.
6. PCs start with a weapon of choice from their social status and two of the following: a knife, club, hand ax, short spear, or a staff.
7. 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.

1.1.2 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	Light Armor	Medium Armor
No Helmet	Non Metal Helmet	Light Metal Helmet	Light Metal Helmet
2+ Medium Shield	No Shield	3+ Small Shield	4+ Medium Shield

1.1.3 Starting Adventure Gear

Roll a d6.

1-2	3-4	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, Pole (10'), Rope 50', Crowbar, Ram (Portable), Signal Whistle. 5 Slots used.	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.	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.

1.1.4 General Gear

General Gear Table 1	Roll d20 twice		
1: Rope, 50'	6: Crowbar	11: Lantern	16: Pole, 10'
2: Pulley, 350 lbs	7: Tinderbox	12: Lamp oil, 2 flasks	17: Cloth sack, 5 slots
3: 5 Candles	8: Grappling hook	13: Padlock	18: Tent, 1 person
4: Chain, 10'	9: Hammer	14: Manacles	19: Spikes, 5
5: Chalk, 10 pieces	10: Water skin	15: Small Mirror	20: Torches, 5

General Gear Table 2	Roll d20 once		
1: Air bladder	6: Saw	11: Fishing rod	16: Net, small game
2: Bear trap	7: Bucket, wooden, 1 gallon	12: Marbles, 1 bag, 10'	17: Tongs
3: Shovel	8: Caltrops, 1 bag, 10'	13: Glue, 1 cup	18: Lock picks
4: Bellows	9: Chisel, carpentry	14: Pick	19: Metal file
5: Grease, 1 cup	10: Drill, carpentry	15: Hourglass	20: Nails, small, 1 slot

General Gear Table 3	Roll d20 once		
1: Incense, 10 pieces	6: Bottle	11: Fake jewels	16: Face paint
2: Sponge, medium	7: Soap	12: Blank book	17: Whistle
3: Magnifying lens	8: Spyglass	13: Card deck	18: Instrument
4: Perfume, 1 cup	9: Tar pot	14: Dice set	19: Quill & Ink
5: Horn	10: Twine	15: Cook pots	20: Small bell

1.1.3 Starting Social Class

Discuss with referee or roll a d20.

Roll d20	1	2-3	4-5	6-8	9-11	12-13	14-20
	Noble	Gentry	Clergy	Crafter	Guild	Merchant	Farmer

1.1.4 Starting Coins

Roll starting money based on social class.

2d20+100 SP	d20+50 SP	d20+10 SP	d10+20 SP	d12+20 SP	d12+40 SP	d8+5 SP
Noble	Gentry	Clergy	Crafter	Guild	Merchant	Farmer

1.1.5 Random Starting Cultural Origin

Roll a d20.

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

1.1.6 Environment that character was raised in.

Roll a d12 or consult with the referee.

1	2	3	4
Arctic	City	Coast	Cultivated Lands

5	6	7	8
Desert	Forest	Grasslands	Hills

9	10	11	12
Mountains	Swamps	Scrub Lands	Subterranean

1.1.7 Staring Lore, craft or family trade

Roll a d6.

1-2	3-4	5-6
Table 1	Table 2	Table 3

Roll a d10.	Table 1	Table 2	Table 3
1	Acrobat	Fisherman	Sailor
2	Alchemist	Government Employee	Scribe
3	Animal Trainer	Herdsman	Shaman
4	Bard	Hunter	Soldier/Warrior
5	Blacksmith	Knight	Spy
6	Courtier	Mercenary	Thief
7	Craftsman	Merchant	Tracker
8	Diplomat	Miner	Witch
9	Explorer	Physician	Sorcerer
10	Farmer	Priest	Woodsman

1.1.8 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 and was raised on the grasslands as a knight.

- Lore (Social Class) Noble – Level 2.
- Lore (Culture) Civilized – Level 2.
- Lore (Environment) Grasslands – Level 2.
- Lore (Knight) Riding – Level 2.
- 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

1.2.1 Attributes

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

Attribute	Commonly used for
Strength	Melee attacks and rolls requiring physical power, like lifting gates, bending bars, etc.
Dexterity	Rolls requiring poise, speed, and reflexes, like dodging, climbing, sneaking, sleight of hands, picking pockets, balancing, etc.
Constitution	Rolls to resist poison, sickness, cold, etc. A PC's number of item slots is always equal to their Constitution.
Intelligence	Rolls requiring concentration and precision, such as wielding magic, resisting magical effects, recalling lore, crafting objects, tinkering with machinery, etc.
Wisdom	Rolls for ranged attacks and saves requiring perception and intuition, such as tracking, navigating, searching for secret doors, detecting illusions, etc.
Charisma	Rolls for saves to persuade, deceive, interrogate, intimidate, charm, provoke, etc. PCs may employ a number of henchmen equal to their Charisma -10.

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

1.2.2 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 steep, rugged 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.

1.2.3 Skills, Spells, Combat Rolls, & Saving Throws

Basic task rolls: Choose a primary type of action: Roll a d20 + Modifiers.

- Melee: Strength bonus + Melee Weapon Skill or Unarmed Skill
- Shields and defensive weapons add to AD. See weapon/shield tables and perks.
- Ranged: Wisdom bonus + Ranged Weapon Skill. Limited to RoF.
- Divine Magic: Intelligence bonus + Religion Skill
- Arcane Magic: Intelligence bonus + Sorcery Skill
- Skill Check: Attribute bonus + Skill
- Savings Throws: 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 rolls two d20/d12 take the best result. Disadvantage rolls two d20/d12 take the worst result.

Adjust for situation, equipment, and magic modifiers.

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

1.2.4 DC Check Results

How to interpret the result:

- Criticals occur on the roll of a natural 20 on the d20 roll or exceeding the DC 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 $\frac{1}{2}$ the base DC (round up).

1.2.5 Bonuses & Penalties

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

Major Modifier: Adds an Advantage/Disadvantage die.

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

1.2.6 Usage Die (UD)

From 'Black Sword Hack' Ultimate Chaos Edition - System Reference Document V1.0.2 By Alexandre 'Kobayashi' Jeannette and the Merry Mushmen.

Some things in the game are represented by a Usage die (Ud) to model the fact that they are available in limited quantities. This represents mostly abstract resources, such as influence, debts, poisons, flaming oil damage, etc. The Usage die should be seen as a “push your luck” mechanic. It can grant you some advantages, but it can also blow up in your face at the worst possible moment.

A Usage die should represent something important. When a resource is used, you roll its Usage die; a result of 1 or 2 means the Usage die is downgraded to the next smallest die:

Ud20>Ud12>Ud10>Ud8>Ud6>Ud4 When you roll a 1 or 2 on a Ud4, the resource is depleted.

As a guide, the average number of uses until the die is depleted for each Ud is as follows: Ud20: 30 - Ud12: 20 - Ud10: 14 - Ud8: 9 Ud6: 5 - Ud4: 2.

1.2.7 Reaction Rolls

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 or less	3-5	6-8	9-11	12 or more
Hostile	Unfriendly	Unsure/Neutral	Talkative/Friendly	Helpful/Positive

1.2.8 Morale

Monsters and NPC's 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. 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.

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.

1.2.9 Healing

Hit points (HP) buffer the character before moving to the injury table or dying. After a meal and a full night's rest, PCs regain a d8 plus Constitution modifier 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. The Constitution bonus is added daily hit point recovery rolls.

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

The healing skill:

- At the end of a combat one attempt may be made. It restores a d6 HP's on a success or d6+3 HP's on a critical.
- A separate healing roll is required to repair each of the wounds sustained injuries. Untreated wounds have disadvantage to infection and recovery rolls.
- Each wound requires a separate healing roll.
 - Surgical success begins the healing process. Use listed recovery times.
 - A Critical reduces healing time and penalties by 1/2.
 - A Failure rolls for infection and/or complication. Use listed recovery times.
 - A Fumble rolls for infection and/or complication. Use double the listed recovery times.

1.2.10 XP Rewards & Advancement

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 feats, perks, and talents are purchased with XP. Subtract the Perk cost in XP's from the character's XP pool to proceed to advancing a level or perk.

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.

1.2.11 Improvement Cost in XP

General Costs: Increase to Character Level:

- Level 2: 2,000 XP
- Level 3: 3,000 XP
- Level 4: 4,000 XP
- Level 5: 5,000 XP
- Level 6: 6,000 XP
- Level 7: 7,000 XP
- Level 8: 8,000 XP
- Level 9: 9,000 XP
- Level 10: 10,000 XP

Add a Class Feat: 1,500 XP.

Increase a Melee or Ranged skill 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. 500 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

1.2.12 Improvement Cost in Gold & Time

For improving a skill/art/lore, talent, or gaining a class feat: % = Chance of increasing perk.

Desired Level	Level of teacher					
	Time Needed	Skill Level 1	Skill Level 2	Skill Level 3	Skill Level 4	Skill Level 5
		1 GP/Week	2 GP/Week	3 GP/Week	5 GP/Week	10 GP/Week
Skill Level 1	1 week	60%	80%	95%	99%	99%
Skill Level 2	2 weeks	1%	50%	70%	90%	95%
Skill Level 3	4 weeks	NA	1%	40%	60%	80%
Skill Level 4	8 weeks	NA	NA	1%	30%	50%
Skill Level 5	12 weeks	NA	NA	NA	1%	20%

- 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.
- Some common skills are learned by doing and practice. These skills may not need training or cost treasure to improve. Consult with the referee for adjudication.
- When skills and feats 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 skill level of short bow. The character pays 250 XP and 4 GP. He then trains with a skill level 2 bowman for two weeks. His roll is 35%, a success. His short bow perk is increased to skill level 2. If he had rolled a 54%, failure. He just didn't grasp what it takes to be a skill level 2 bowman. He could decide to invest another two weeks and 4 GP. His chance to advance now improves to 70%. He rolls a 58% and advances.

1.2.13 Monster Conversion from OSR Sources

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

- The monsters toughness, ability to shrug off, or evade damage is rated on the scale used for armor defense:
 - Soft/Easily Hit: AD 5 to 12.
 - Tough/Hard to Tag: AD 13 to 16
 - Difficult to Harm: AD 17+
- Monsters using weapons use the standard weapon tables. Monstrous abilities, such as claws, jaws, and tentacles, etc., are assigned their own values.
- 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 more.
- Armor Defense or Armor Class: 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.
- 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 threat level and if applicable, use any bonus from the monster's description.

1.2.14 Item Slots

PCs have a number of item slots equal to their Constitution. 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.

1.2.15 Movement

1.2.15.1 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

1.2.15.2 Movement Definitions

- Walk: Move up to movement rate.
- Jog: Move twice movement rate. You may jog for your Constitution + Athletics skill level in minutes. Then you gain one level of exhaustion. Gain another level of exhaustion at each additional Constitution + Athletics skill level in minutes spent jogging.
- Run: Move three time movement rate. You may run for two times your Constitution + Athletics skill level in rounds. Then you gain one level of exhaustion. Gain another level of exhaustion at each additional Constitution + Athletics skill level in rounds spent running.
- A fighting retreat allows a character to move backwards at ½ 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 ½ 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 1/10 Movement per Turn.

1.2.15.3 Encumbrance Definition

- When less than ½ of your slots are used, you are considered to be unburdened.
- 1/2 to 2/3 of your slots gives you a light load.
- More than 2/3 of your slots weighs you down with a heavy load.

1.2.15.4 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

1.2.15.5 Movement in Miles per Day

Terrain Types:

- Full 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.

Movement Types:

- 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 1/2 listed foot values.
- Oxen wagons: Use heavy horse values and cost 1/2 for provisions.
- Animal movement speeds are roughly the same as a humans. This is modified by their type and load.

1.2.15.6 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.

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 doesn't get intensified or worsen. A character either has a condition or doesn't.

1.3.1 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 to effected rolls. You are effected and feels the sting.
- Moderate: -4 to -5 to effected rolls and you are hindered by the effect.
- Major: Referee applies one or more disadvantage dice to the effected roll or rolls. Impaired by the effect.

1.3.2 Specific Conditions & Their Effects

1.3.2.1 *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 use the condition modifier as a bonus. The character's attack rolls use the penalty modifier as listed from the effect.

1.3.2.2 *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.

1.3.2.3 Down and Out:

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

1.3.2.4 Environmental Conditions:

These varied effects of climate, sun, wind, rain, weather, 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.

1.3.2.5 Exhaustion:

- Exhaustion point penalties:
 - d20 rolls: -1 per point.
 - Every 5 exhaustion points impose a disadvantage die and a -5' penalty to movement rates.
 - Roll to remain conscious, Constitution + Athletics, each time exhaustion is gained after Constitution exhaustion points.
 - Death occurs when exhaustion exceeds Constitution + Athletics.
- Some environments impose exhaustion points at interval of exposure. For example, starvation, extended cold weather, hot, or very hot climates; can be detrimental to character performance.
- Exhaustion points from different sources are cumulative.
- Removing exhaustion points reduces it's effects. Roll after:

- Short term Exhaustion: After each turn that the character has rested.
- Long Term Exhaustion: Use hours, days, or weeks for the interval depending on circumstance and resources.
- Results of a Constitution save:
 - Success: Reduce exhaustion by one point.
 - Failure: No effect.
 - Critical: Reduce exhaustion by two points.
 - Fumble: Increase exhaustion by one point.

1.3.2.6 Frightened:

- A frightened character applies effect penalty on saves and attacks while what they fear is within line of sight.

1.3.2.7 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.

1.3.2.8 Light: Types & Effects.

- Bright: No penalties
- Dim: -1 to -5 to rolls dependent on sight. Difficulty with determining details.
- Dark: Unable to see without assistance. Disadvantage dice to rolls dependent on sight. Cannot determine details.

Object:	Bright out to:	Dim out to:	Duration:
Candle	5'	+5'	1 hour
Lamp, common	15'	+30'	4 hours/pint
Lantern	30'	+30'	4 hours/pint
Lantern, bullseye	60' cone	+60'	4 hours/pint
Torch	20'	+20'	1 hour

1.3.2.9 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.

1.3.2.10 Prone:

- A prone character is flat on the ground.
- 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.

1.3.2.11 Rattled:

- All rolls are rolled with disadvantage for duration.

1.3.2.12 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.

1.3.2.13 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.

1.3.2.14 Unconscious:

See Down & Out 1.3.2.3 for details.

Skills, Perks, & Feats

1.4.1 General Skills/Arts/Crafts

Skill	Difficulty vs Time + Resources + Skill = automatic success to Quality of:	Effect Die:
Level 0	Unable to use automatic success	d2
Level 1	Easy = Typical	d4
Level 2	Medium = Typical	d6
Level 3	Hard = Typical (Hidden Quality)	d8
Level 4	Hard = Quality	d10
Level 5	Hard = High End	d12

1.4.2 Martial Skills

1.4.2.1 *Melee Weapons*

Skill	Bonus
Level 1	+1 to hit. Natural 20 effect on a natural 19 - 20
Level 2	+2 to hit. Natural 20 effect on natural 18 - 20
Level 3	+3 to hit. Natural 20 effect on natural 17 - 20
Level 4	+4 to hit. Natural 20 effect on natural 16 - 20
Level 5	+5 to hit. Natural 20 effect on natural 15 - 20

1.4.2.2 Ranged Weapons

Skill	Bonus
Level 1	+1 to hit. Reduce wind penalty by one potency level.
Level 2	+2 to hit. Reduce armor type by two levels on wound chart.
Level 3	+3 to hit. Lower range penalty to the next lower zone.
Level 4	+4 to hit. Negate shield wall bonus for defenders.
Level 5	+5 to hit. Reduce armor type by four levels on wound chart.

1.4.2.3 Shields

- The basic shield value is modified by the shield type and skill.
- Shield Bash when enemy rolls the shield bash values below on their attack die.

Skill	Small Shield
Level 1	Shield Bash on 1
Level 2	Shield Bash on 1-2
Level 3	+1 AD.
Level 4	Shield Bash on 1-3
Level 5	+2 AD.

Skill	Medium Shield
Level 1	+1 AD. Shield Bash on 1-2
Level 2	Shield Bash on 1-3
Level 3	+2 AD. Shield Bash on 1-4
Level 4	Shield Bash on 1-5
Level 5	+3 AD. Shield Bash on 1-6

Skill	Large Shield
Level 1	+2 AD. Shield Bash on 1-4
Level 2	Shield Bash on 1-5
Level 3	+3 AD. Shield Bash on 1-6
Level 4	Shield Bash on 1-7
Level 5	+4 AD. Shield Bash on 1-8

1.4.2.4 Martial Art Skill

Skill	Bonus
Level 1	+1 to hit.
Level 2	+2 to hit.
Level 3	+3 to hit.
Level 4	+4 to hit. Reach increases out to Short.
Level 5	+5 to hit. Reach increases out to Medium.

Martial art styles teach elements of grappling, striking, and defending. A character is limited to five skill levels of martial arts. For each level acquired, the character chooses one level of unarmed technique from grappling, striking, or defending lists below. Each list must be learned sequentially in order from least to greatest. No skipping around.

A character who is an level 4 in martial arts 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 characters choices to reflect the martial style being taught or emulated. See Warrior Feats for information on how to acquire three additional techniques.

Unarmed attacks vs armed opponents are made with disadvantage until unarmed martial ability is +3 or better.

1.4.2.5 Unarmed Techniques

Grappling:

1. +2 Grapple stunts
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. Base unarmed damage d6.
2. Advantage to save against stun effects.
3. With successful hit, impose minor stunned condition for skill level rounds. Then Constitution save each round to recover.
4. With successful hit, impose moderate stunned condition for skill level rounds. Then Constitution save each round to recover.
5. With successful hit, impose major stunned condition for skill level rounds. Then Constitution save each round to recover.

Defending:

1. +4 AD for no armor and +1 light armor.
2. Advantage to get out of grapple effect for grapple success 1 effects.
3. +6 AD for no armor and +2 light 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. +8 AD for no armor and +3 light armor.

1.4.3 Skill/Art/Lore List

1.4.3.1 Arcane Skills

- Alchemy: The esoteric art of combining and creating alchemical and chemical substances.
- Artifice: The creation and appraisal magical items.
- Spell Elements: The twelve Elements are improved separately and individually. Grants standard skill bonuses to lore rolls. It also reduces Spell Effect Dangers for this element by 5 points per skill level.
- Spell Methods: The six Methods are improved separately and individually. Grants standard skill bonuses spell casting rolls.
- Religion: (Specify God, Cult, or Pantheon) Knowledge of gods and demons as well as the ways to worship them. This a lore skill as well as ritual skill.

1.4.3.2 Art Skills

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

1.4.3.3 Knowledge Skill

- Environment: (Specify Type): Desert, Forest, Arctic, Grassland, Mountains, Hills, 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, (Specify Language):
 - Spoken, Broken: Limited vocabulary.
 - Spoken, Basic: Common vocabulary.
 - Spoken, Fluent: Fluent speaker.
 - Spoken, Native: Fluent with local idiom.
 - Spoken, Mastered: Expressive with extensive vocabulary.
 - Written, Broken: Make words here and there.
 - Written, Basic: Simple texts.
 - Written, Fluent: Common texts.
 - Written, Native: Common texts with local idiom.
 - Written, Mastered: Complex, obscure texts and symbols.
- 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.

1.4.3.4 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

1.4.3.5 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
- Unarmed: See Martial Skills for details.

1.4.3.6 Physical Skills

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

1.4.3.7 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 Mount):** 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.

1.4.4 Kindred Perks

1.4.4.1 Dwarf

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.

1.4.4.2 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 a 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 ancestors. 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 too 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 feat 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 melee inflict an additional d8 damage.
- Cold iron ranged weapons inflict an additional d6 damage.
- Elven aloofness causes all social and leadership checks for all non elves to be made with disadvantage.

1.4.4.3 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 touching grass and smelling wind.
- 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 melee inflict an additional d8 damage.
- Cold iron ranged weapons inflict an additional d6 damage.

1.4.4.4 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.
 - +2 to all Stealth.
- 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 1/2 times the human standards.

1.4.4.5 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.

1.4.5 Class & Category Feats

Adapted from the 5E SRD, Glaive by Scott Wegener, and additional inspiration from Keith Anderson's version of Knave.

1.4.5.1 Bard

Your musical artistry is magical. Bardic Music: A bard may use bardic magic per day equal to $1/2$ Intelligence + $1/2$ Charisma. A bard can use his song or poetics to produce magical effects on those around him. Bardic music effects take 1 minute per the larger of the bard or art level required to initiate or as indicated in the effect's description. It can be woven into a song, music, or poetry already in progress.

Bard Feats:

Shield Song: Grants a bonus of Sorcery + Art (Specify Type) to saving throws against sonic attacks in a 60' radius or it grants a new saving throw each turn to creatures within range. The bard may keep up the counter song for $d10 + \text{Art} + \text{level}$ minutes. Requires Art level 1.

Dazzle: A bard can causes all creatures within 30' to become solely focused on him. The bard rolls a Charisma + Art(Musical Instrument, Poetry, or Singing) check. On a critical increase range to 45'. Any combat dangers prevent the ability from working. Save to end the effect and prevent another attempt for 24 hours. The creatures sit 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 10 minutes per level). While Dazzled, a target is disadvantaged on skill checks made responding to awareness or danger. Potential threats require a new check as above. All blatant threats or violence, automatically end the magic. Requires level 2 and Art level 1.

Bravery: A bard can use Art(Musical Instrument), Art(Poetry) for a number of minutes equal to $d6 \times \text{Art level}$ to inspire friends and followers within 50', including himself. Friends and followers must be able to hear the bard perform. Effected creatures receive +1 to morale checks and on saving throws against charm or fear magics. This bonus increases to +2 at 5th, +3 at 7th, and +4 at 9th. Requires Requires level 3 and Art level 1.

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 not feasible. 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. Requires level 3 and Art level 2.

Suggestion: A bard can make a suggestion to any creature that he has already Dazzled. Using this ability does not break the bard's concentration on the Dazzle effect. The bard rolls a Charisma + Art(Musical Instrument, Poetry, or Singing) check. An effected creature will attempt to comply with a request that is not a danger 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. Requires level 4 and Art level 3.

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 level + Art(Specify Type) with a single use of this ability. To inspire glory, those affected must hear the performance. The effect lasts for 30 + level minutes as the bard continues performing and for 5 minutes thereafter. A creature inspired by glory gains 2d8 bonus temporary hit points. These fade away with the magic. It also gains a +2 bonus on attack and damage rolls. Requires level 5 and Art level 3.

Break Enchantment: The bard uses Art(Musical Instrument), Art(Poetry), or Art(Singing) to break 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'. Each minute of Art permits the bard to roll Charisma + Art(Musical Instrument, Poetry, or Singing) check with advantage to break one creatures enchantment. This feat lasts up to 1/2 Intelligence minutes. A bard can't use Break Enchantment on himself. Requires level 6 and Art level 4.

Heroes: A bard uses Art(Musical Instrument), Art(Poetry), or Art(Singing) to inspire bravery and glory in himself or in others within hearing. A bard can target d6 + Charisma in additional friends and followers with a single use of this ability. Performing for ten minutes begins the effect. The effect lasts for 1/2 level hours as long as the friends and followers hear the bard and for 1 hour thereafter A creature so inspired gains 3d8 bonus temporary hit points. These fade away with the music. They also gain a +2 bonus to saving throws and as well as a bonus to armor defense. Lastly, they benefit from +4 on attack and damage rolls. Requires level 6 and Art level 4.

Mass Dazzle: This ability functions like Dazzle, above, except that the bard can Dazzle any number of creatures that can hear his performance within 100 yards. Requires level 7 and Art level 5.

Mass Suggestion: This ability functions like Suggestion, above, except that the bard can make the Suggestion to level number of creatures that he has already Dazzled within 100 yards. Requires level 8 and Art level 5.

1.4.5.2 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 Feats:

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.

Forest Walker. 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. Requires The Old Tongue.

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 per level greater than you. The effects last for one turn per level. You may do this a number of times per day equal to your level. Fetishes must be mystically recharged with ritual, sacrifice, and material components after use before the next day to function. Fetishes typically occupy one inventory slot each.

Back of the Burro: You are unnaturally able to bear loads and gain +4 Item Slots.

Animal Affinity: Level + 1 times per day, you may charm up to Charisma HD worth of animals. Charmed animals will not attack unless provoked.

One with Nature: You're at home in the wilds. You have Advantage on saves to track, navigate, hunt, and forage in one wilderness type of your choice.

Free Movement: You move through non magical 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. Requires level 2.

Walk like the wind: You leave no tracks to trail in natural surroundings. You have to make an effort to leave a trail. Requires Free Movement and level 3.

Beast Form: You can assume the shape of a beast that you have seen before. You can change once daily per even level. You regain expended uses when you finish a nights rest. Your required level determines the beasts you can transform into. At 4th level: No flying or swimming creatures. Up to medium sized. Example: Wolf. At 6th level: No flying creatures. Up to large sized. Example: Crocodile or moose. At 8th level: No restrictions. Up to huge creatures. Example: Giant Eagle. You can stay in a beast shape for a number of hours equal to your 1/2 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, you become the beast, but retain your mental characteristics. You can't cast spells or use magic while in beast form. Your equipment melds into your beast form. It cannot be used until you leave the beast form.

Nature's Shield: You can't be harmed or controlled by elementals or fey. You are immune to poison and disease. Requires level 5.

Curse the Land: Your curse cause crops and vegetation to wilt. You cause 1 field or pasture to sicken and lower harvests by 50%. Requires level 3.

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: The creature is enraged by your existence. It has advantage on damage rolls.
- Fumble: The creature is terrified of you and flees. Requires level 7.

1.4.5.3 Priest, Shaman, or Acolyte

Priests, Shaman, or 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.

Religion Feats:

Hammer of The Gods: Grant advantage to any morale checks your retainers, hirelings, acolytes, or allies make as your bellow a holy litany. Usable once per day up to character level.

Holy Healer: Out of combat and with a healer's kit or proper herbs, you can heal a target for 1/2 Wisdom hit points. Usable up to character level times per day.

Keeper of Relics: You have been entrusted with the safekeeping of a holy relic. You may pray over it three times 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. The favors are set at the time the relic is made.

Witch Hunter: You can smell the foul taint of sorcerers, warlocks, chaos creatures, and evil clerics. You are able to track them as a Ranger tracks a dangerous animal.

True Believer: You must carry a holy symbol taking up one slot. This grants absolute protection from an effect, harm, or situation. Roll on the atonement table per use.

Shielded by the Gods: Use 1/4 of your Charisma as armor protection when you rely on no other source for armor protection.

Prayers:

- Being initiated in a faith grants prayer dice. Each acquisition of the prayer Feat grants an increase in the prayer dice used by the character. Prayer dice progression: d4, d6, d8, d10, d12, d12+d6, d12+d8, d12+d10, to a maximum of 2d12.
- Divine assistance may be obtained with by prayer lasting 1-12 turns. The player then rolls their prayer die or dice. They succeed if the roll exceeds the DC which starts 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 divine displeasure. The prayer is unanswered, and that no more aid will be granted for d6 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.
- Attempting a prayer when under divine displeasure requires a roll to succeed and then a roll on the atonement table.
- Praying for a known divine favor adds the piety point cost value to the prayer roll as a bonus. 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, or Acolyte loudly prays.
- Dispel Charm, Fear, or Command Effects: Breaks the spell or effect. Use religion level as a bonus. Use the Spellcaster's level or creature's HD as a penalty.
- Encouragement: All allies within 30' get a bonus, listed below, to attack rolls and saving throws vs. fear for a duration of d12 + 1 turn per Priests, Shamans, or Acolytes level. At 1st level +2. At 3rd level +3. At 7th level +4. At 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 level x2 + Intelligence + d12 HD of undead are forced to flee. They are destroyed if the prayer roll 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).
- Sanctuary. No creature can attack the Priest, Shaman, or Acolyte so long as he prays silently during that combat. Common creatures get no save, but supernatural foes get an Intelligence save.
- Apply an effect, condition, aid, or hindrance appropriate to the deity.
- Minor: +/-1 to +/-3 to effected rolls. 1 piety point.
- Moderate: +/-4 to +/-5 to effected rolls. 2 Piety points.
- Major: One or more advantage or disadvantage dice. 4 Piety points per die.
- All day. 1 Piety point.
- A week. 2 Piety points.
- A month. 4 Piety points.
- A season. 8 Piety points.

1.4.5.4 Mage

Sorcery pulses in your soul. Your quest will expose you to dire danger and possibly damnation.

Mage Feats:

Arcane Researcher: You have a nose for research. You have advantage on rolls to discover hidden secrets in tombs, scrolls, and manuscripts.

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 nights work in meditation and chanting.

The Thrice Divided Intellect: You have advantage on saves vs magical attacks/effects that affect your mind and senses.

Feel the power: You have advantage to detect and feel the relative strength of magical items you touch.

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 ½ your Charisma per day.

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.)

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) 1/4 your Charisma to the roll. On a failure, you lose your level in HP. This talent may be invoked up to 1/2 Wisdom times per day.

Read Leaves: Assuming you have water, a pot, and tea, you can spend 1 hour 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).

Spell Eater: 1/2 Intelligence times per day, instead of being effected by a spell, you can attempt to negate the spell's effects. Make an Intelligence save. On success, you absorb the spell. It can be cast once as if it were your own. On a fail you are effected as normal and need to eat double rations for one day. You can only have one eaten spell at any time.

Read and write magic texts. Requires level 1.

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. Requires level 2.

Craft charms: Requires level 3, Artifice level 1, and read and write magic texts.

Craft Scrolls: Requires level 4, Artifice level 2, and read and write magic texts.

Craft minor magical items: Requires level 5, and Artifice level 3, and read and write magic texts.

Craft medium magical items: Requires level 7, Artifice level 4, and craft minor magical items.

Craft major magical items: Requires level 9, Artifice level 5, and craft moderate magical items.

Spell casting usage die: Starts at Ud4. Each additional feat increases it by one die type and costs twice in XP what the previous feat cost.

1.4.5.5 Paladin

You are a champion, an exemplar of your deity. You must follow a code of conduct:

- Paladins must follow all stipulations of their order or lose all class abilities.
- 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 Feats:

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 1/2 your paladin level as a bonus to your attack. 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.

Divine Grace: You gain a bonus of +3 to all saving throws. Requires level 2.

Undead Scourge: Against undead, all attacks and damage are rolled with advantage. Requires detect chaos and evil along with smash the vile.

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 level + a d6 per point of Charisma above 10. 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. Requires level 4.

Divine Health: You gain immunity to all diseases, including supernatural and magical diseases. Requires divine grace and lay on hands.

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 war pony 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 penalty of 3 on attack and damage rolls, even if the mount is somehow restored.
- Use the base statistics for the creature.
- Bonus hit points: Add 1/2 paladin level in HD to the animal's HD.
- Armor Defense Bonus: + Religion skill level.
- 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.
- **Evasion:** When subjected to an attack that 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 is faster than typical of its breed.
- Each day, a mount may dominate and command other normal animals with the same or fewer HD. They must be similar or of the same kind as animal (for war horses and war ponies, this includes donkeys, mules, and ponies). Up to three animals per its masters level are effected. Requires level 5.

1.4.5.6 Ranger

You may serve a lord, the land, or mother nature. You move through and live as one with the wilderness.

Ranger Feats:

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 level.

Favored Enemy: The character gains Advantage on attack rolls against an enemy type of their choice. Requires level 1. May choose another enemy every odd level.

Survivalist. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, hills, 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 rolls to track, navigate, hunt, and forage in your favored wilderness. Requires: Level 2. May be purchased once per even level.

Hated Enemy: The character gains Advantage on damage rolls against an enemy type of their choice. Requires level 2. May choose another enemy every even level.

Land's Pain: You can meditate on the lands and sense the corruption around you. Use this ability up to 1/2 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. Requires level 4.

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. Requires level 3.

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 non magical means, unless you choose to leave a trail. Requires level 5 and Vanish in Plain Sight.

Beast Senses: Sense invisible creature within 20', add 10' for each additional level. Requires: Level 6+.

1.4.5.7 Rogue

Your moral flexibility, keen wit, and quick reflexes have stood you well.

Rogue Feats:

Acrobat: You gain advantage on rolls to balance, climb, leap, and tumble.

Thief: You gain advantage on rolls to hide in shadows, move silently, and pick locks assuming you have the proper tools.

Backstab: When you attack a foe from behind with a close or short melee weapon who is already engaged by an ally or is unaware of your presence, inflict an addition d6 damage per Weapon Skill Level. You attack with advantage if you strike from hiding.

Devil's Luck: You can reduce damage taken by 1/2 your Dexterity, if you can see its source and react to it. You may do this a number of times per day equal to your level. Does not combine with cats grace.

Dungeoneer. You have advantage on rolls to spot/disable traps, find hidden doors, and to navigate in dungeons.

Cat's Grace: 1/2 level 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. Does not combine with devil's luck.

Assassin Strike: With a successful surprise attack from hiding with a small weapon, deal triple damage and then roll on the injury table. If the damage from the attack reduces the target's hit points to zero or less, add the number below zero to the injury die roll.

1.4.5.8 Warrior

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

Warrior Feats:

Weapon Feats:

- Attack improvements are from attribute and skill increases to a martial weapon group.
- Deadly with: Increases the weapon damage by one damage die size greater than the weapons standard damage die per feat taken per martial weapon group. Weapon Dice Progression: d4, d6, d8, d10, d12, d12+d4, d12+d6, d12+d8, d12+d10 to a maximum of 2d12. Requires: Level 4 with the weapon to be improved.
- Multi melee attack: Must be taken sequentially and individually.
 - 2 per round. Requires level 3.
 - 3 per round. Requires level 9.
- Lightning Strikes: Must be taken sequentially and individually.
 - +1 initiative. Requires level 1.
 - +2 initiative. Requires level 4.
 - +3 initiative. Requires level 10.
- Hard to Hit: +1 AD per feat taken. Maximum +5. Requires: May be taken once per odd level.

Techniques, Tricks, and Styles:

- Agile: When you roll maximum damage on an attack or roll a critical hit, you perform a stunt in addition to your attack.
- Riposte: You make an immediate counter attack when your foe rolls a natural 1-5 on a d20. This does not cost you your normal action.
- Sacrifice: When a nearby ally is hit, you may choose to take the damage for them. You must be wielding a shield. Make a Strength roll and only take ½ damage. Does not defend against mental attacks.
- Duelist: On a critical 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/effect.
- Surge of Death: Heal for d8 hit points and for the next 1/2 level x30 minutes add 1/2 Strength as a bonus to damage. Roll exhaustion saves to invoke and every 5 rounds of it is in effect.
- Revel in Blood: When you strike and kill a foe in melee combat immediately make another attack on an adjacent foe.
- Smite the Foe: Re roll any weapon damage dice that inflict less than 3 points of damage.

- Rain of Death: +1 RoF to a ranged weapon group. May be taken once per ranged weapon group.
- Archer: Your skill and talent with the bow allow you to add +1 RoF if you do not move. May be taken twice per bow group.
- Hawkeye: Your keen vision allows you to roll a ranged attack with advantage. You may do this a number of times per day equal to your level.
- Trick Shot: Targets only receive 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 level. Requires Hawkeye.
- Dogged March: You have advantage on saves to resist fatigue while traveling. Full or 3/4 suits of armor occupies two fewer inventory slots for you.
- Stalwart: You have advantage on saves made to resist fear effects and intimidation. Once per day when you are struck by an enemy, you can reduce the damage from their attack by 1/2. Each additional use requires an exhaustion roll.
- I am a weapon: Choose one additional unarmed technique. Requires martial art skill level 3. May be purchased a second time at martial art skill level 4. May be purchased a third time at martial art skill level 5.

Extraordinary:

- Fearless: Character no longer suffers from morale/fear effects. Requires level 4+
- Supernatural Senses: Sense invisible creature within 20', add 10' for each additional level. Requires level 6+.

Leadership:

- Improved Morale: Morale of henchmen, retainers, and servitors +1. Max +3. Requires level 3, 5, and 7.
- Bond of Steel: Morale of henchmen, retainers, and servitors is unbreakable. Requires level 8+ and henchmen with three levels of improved morale.

Ruling on Skill, Art, Lore, & Profession Rolls

Adapted from Rob Conley and the 5.1 SRD

1.5.1 A problem, issue, or task is identified.

1. The Referee describes the environment.
2. The players decide on their actions.
3. The players describe the what/how of the attempt.
4. The Referee determines if it will be a decision, a ruling, or a roll. Rolls should be made only for difficult, interesting, or meaningful situations.
5. The Referee makes a decision.
 1. Is it yes or no.
 2. Does a ruling need to be made if there are no rules or guidelines that apply.
 3. If a roll needs to be made. The Referee will select the applicable ability and DC.

1.5.2 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 feat 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.

1.5.3 Resolution of the attempt roll.

- Bonuses and penalties are assigned.
- Skill rolls:
 - Trained skills roll a d20.
 - Untrained skills roll a d12.
- The die is rolled.
- Bonuses and/or penalties are applied.
- DC's may never be reduced to less than 5 or ½ the base DC (round up).
- The Referee adjudicates the resulting action.

- Criticals occur on the roll of a natural 20 on the d20 roll or succeeding by 10 or more. A natural 20 results in a success even if the result is less than the DC.
- Fumbles occur when rolling a natural 1 or failing by 10 or more.
- 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, not a critical.

1.5.4 DC or Difficulty Check Definitions

Task Difficulty	DC
Easy	5
Medium	10
Hard	15
Very Hard	20
Nearly Impossible	25

1.5.5 Non Combat Task Resolution

Quality or Level of Skill	Auto Success	Effect Die
	Difficulty of vs Time+Resources+Skill =	
	Auto Success to Quality of:	
Untrained	Unable to use auto success.	d2
Level 1	Easy = Typical	d4
Level 2	Medium = Typical	d6
Level 3	Hard = Typical (Hidden Quality)	d8
Level 4	Hard = Quality	d10
Level 5	Hard = High End	d12

1.5.6 Non Combat Task Results

Results of Attempted Skill/Arts/Lore Roll:

- Success or Failure: Roll listed Effect die.
- Critical: Roll one Effect die size higher. Down to d2. Up to d12.
- Fumble: Roll one Effect die size lower.

				Resulting Quality Output, Lore, or Effect.	Master Work Features.	Price Modifier.
d2 to d4	d6	d8	d10+	F = Failure S = Success		
F1	F1			Ruined		Trash
F2	F2-3	F1-2		Poor with obvious flaws.		20-50%
F3-4, S1	F4-6, S1	F3-6	F1-5	Poor with hidden flaws.		30-60%
S2	S2	F7-8, S1	F6+	Typical		80-110%
S3	S3	S2-3	S1	Typical with a hidden quality.	Choose 1	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 Abilities	1000%+

1.5.7 Master Work Features

Each selection may only be taken twice.

Melee Weapons:

- +1 to Hit
- +1 to Damage
- +1/3 Quality

Ranged Weapons:

- +1 to Hit
- +1 to Damage
- +1/3 Quality

Armor:

- +1 AD
- +1/3 Quality
- -1 Slot Encumbrance to 1/2 normal on full suit

Tools/Items/Crafts:

- +1 to Success Rolls & +1 to Effect Rolls
- +1/3 Quality
- -1 Slot Encumbrance to 1/2 normal

1.5.8 Helping Others

Assisting others:

- The assistant rolls a skill check vs DC 10+1 for each assistant. All must share the risk of failure.
- Success: Add the assistant's skill level number to the main roll.
- Failure: Add one to the total skill DC.
- Critical: Assistants skill level number +d6 is added to the main roll.
- Fumble: Add 6-the assistants skill level to the total skill DC.

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

1.6.1 Coins

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

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

1.6.2 Standards of Living

Standard of Living Table:

	Quarterly Cost	Common Status	Living Style	Adventurer Level	Monthly Surplus Income
Meager	3 GP	Serfs, Peasants, and Unskilled Labor	Huts, Long Houses, and Servants Quarters	1	5-20 SP
Adequate	9-30 GP	Skilled Labor, Journeymen Craftsmen, and Yeoman Farmers	Small Houses and Servants Quarters	2-3	15-45 SP
Comfortable	35-100 GP	Master Craftsmen and Yeoman Farmers with large farms	Medium Houses	4-5	50-300 SP
Prosperous	120-300 GP	Master Professionals and Landed Gentry	Large Houses or Manors and Small Keeps	6-7	100-400 SP

	Quarterly Cost	Common Status	Living Style	Adventurer Level	Monthly Surplus Income
Affluent	400-1,300 GP	Barons and Wealthy Gentry	Manors, Keeps, and Castles	8-10	See domain management
Sumptuous	1,500-6,000 GP	Marquis and Counts	Castles and Palaces	10 Potent	See domain management
Luxurious	7,000-35,000 GP	Dukes and Princes	Fine Castles and Palaces	10 Mover and Shaker	See domain management
Opulent	50,000+ GP	Kings and Emperors	Exquisite Castles and Palaces	10 Shaper of Destinies	See domain management

Income:

- 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, usually a d10 CP a month.
- Non guilded professions earn 20 – 80% of monthly surplus income.
- Divide monthly income by the number of days in a game month to obtain daily income values.
- An individual typically has cash up to three times his daily income on his person.
- They will have up to three weeks of income 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.

1.6.3 Professions by Category and Typical Standard of Living They Provide

	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, Jeweler, Ostler, Physician, Shipwright	Scribe, Sage, Tutor	Cavalry, Horse Archers
Prosperous			Warband Leader, Military Engineer

1.6.4 Character Levels by Population

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

1.6.5 Mercenary Company Costs

These costs are for one soldier per season or quarter. The cost reflects peacetime patrolling and guarding. Double these costs during wartime, monster incursions, or other hazardous duties.

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

1.6.6 Typical Command Structure

	Soldier	File	Banner, Small	Banner, Large	Compa ny, Small	Compa ny, Large	Battle, Small	Battle, Large	Host
Soldier	1	8	16	24	72	240	720	1,200	4,800
Officer	0	2	4	6	18	60	180	300	1,200
Total:	1	10	20	30	90	300	900	1,500	6,000

1.6.7 Equipment Availability

Availability	Farm	Village	Town	City	Capitol	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 1/2 to 3/4 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.

1.6.8 Price Modifiers and Features by Quality Level

Quality	Master Work Features	Price Modifier.
Ruined		Trash
Poor with obvious flaws.		20-50%
Poor with hidden flaws.		30-60%
Typical		80-110%
Typical with a hidden quality.	Choose 1	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 Abilities	1000%+

Master Work Features:

Each selection may only be taken twice.

Melee Weapons:

- +1 to Hit
- +1 to Damage
- +1/3 Quality

Ranged Weapons:

- +1 to Hit
- +1 to Damage
- +1/3 Quality

Armor:

- +1 AD
- +1/3 Quality
- -1 Slot Encumbrance to 1/2 normal on full suit

Tools/Items/Crafts:

- +1 to Success Rolls & +1 to Effect Rolls
- +1/3 Quality
- -1 Slot Encumbrance to 1/2 normal

1.6.9 Item Prices

1.6.9.1 Tools & Gear

Item:	Slots:	Price:
Air Bladder	0	5 SP
Backpack: Holds 8 slots.	0	40 SP
Bag, Cloth: Holds 5 slots.	0	5 SP
Bag, leather, waxed (1 gallon)	0	10 SP
Bag, leather, waxed (3 gallon)	0	30 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

Item:	Slots:	Price:
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
Fishing Rod/Tackle	1	1 SP+
Fishing Net: Large	2	25 SP
Fishing Net: Small	1	5 SP
Flask (1 pint) for oil or potions.	0	3 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

Item:	Slots:	Price:
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

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

1.6.9.2 Light Sources

Item:	Slots:	Price:
Candle: Duration – 1 hour	0	1 SP
Lamp, Common: Duration – 4 hours/pint	0	15 SP
Lantern: Duration – 4 hours/pint	1	30 SP
Lantern, Bullseye: Duration – 4 hours/pint	1	60 SP
Lamp Oil, 1 pint	0	5 SP
Oil Damage: Low quality Usage die 4 to high quality Usage die 10. Critical hit increases usage die by one.		
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.		

1.6.9.3 Armor

Item:	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 - Plate	750 SP+
Torso & Arms or Torso & Legs - Plate	1,100 SP+
Torso, Arms, & Legs - Plate	1,500 SP+
Each point of quality costs 10-20% of the item's cost to repair. At 0 quality, the item is ruined.	

1.6.9.4 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 Usage die: Poor scrapes Ud4. Average nullified on Ud6. Superior nullified on Ud8.
- Inflict damage against immune/resistant to normal damage.
- Cost for silvering a weapon by durability:
 - Poor: 5% of the weapons cost.
 - Average: 10% of the weapons cost.
 - Superior: 15% of the weapons cost.-

Master work weapons: Cost for master work weapons is listed above in 1.6.8.

1.6.9.5 Clothing

Item:	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+

1.6.9.6 Inns, Nightly Rental Rates

Item:	Cost:
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	1 GP+
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

1.6.9.7 Food and Drink

Item:	Price:
Meal, Meager (Porridge, gruel, and soup. Mostly vegetable, little meat or fat.)	1 – 3 CP
Meal, Adequate (Mostly vegetable and grains. Some meats, fruits, and cheese.)	4 – 7 CP
Meal, Comfortable (Goodly portions and selections. Some rare items present.)	2 – 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	600 SP+

Item:	Price:
order of the day. The more exotic the better)	
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 (5 days weighs 1 slot.)	2 – 4 CP
Travel Rations, Adequate Quality (5 days weighs 1 slot.)	5 – 7 CP
Travel Rations, Comfortable Quality (3 days weighs 1 slot.)	4 – 10 SP
Travel Rations, Prosperous Quality (3 days weighs 1 slot.)	16 – 25 SP

1.6.9.8 Animals

Item:	Price:
Camel (Can carry 300 pounds.)	100 SP
Chicken	2 SP
Cow	100 SP
Dog, hunting	10 – 50 SP+

Item:	Price:
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

Item:	Price:
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

1.6.9.9 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

1.6.9.10 Tolls

	Cost:		Cost:		Cost:		Cost:
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.							

1.6.9.11 Ships:

Item:	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

1.6.9.12 Siege Weaponry Table 1

Item:	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 ¹ (Towed by 2 horses)	1,800 lb	1	7	250/325/400
Catapult, Light ² (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

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

1.6.9.13 Siege Weaponry Table 2

Item:	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	3d83	NA	NA	3,000 GP
Heavy Ship's Ram	6d83	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

1. Against other ships.

1.6.9.14 Buildings:

Item:	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, Small	6,000
Fortified Manor House, Large	15,000
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.

1.6.9.15 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
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,	300

Stronghold Structure Costs, Expanded:	Price: GP's
wood doors, floors, roof, stairs	
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

Stronghold Structure Costs, Expanded:	Price: GP's
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
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,	25,000

Stronghold Structure Costs, Expanded:	Price: GP's
wood doors, floors, roof, stairs	
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.	

1.6.9.16 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 500 GP (or part of 500 GP) total cost, and need one engineer on site to oversee the building process per 100,000 GP (or part of 100,000 GP) 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.

1.6.9.17 Statuary, Commemorative Arches, & Obelisks

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

1.6.9.18 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

1.6.9.19 Traps

Item:	Complexity	Damage	Price: 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

1.6.9.20 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.
- Critical adds 3 enhancements and has disadvantage to detect or evade, builders choice.
- Fumble 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	

1.6.9.21 Trade Goods

Item	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	3 – 15 CP, 2 – 25 SP & 80 – 200 SP

Item	Price:
pints=1 gallon.]	
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

1.6.9.22 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.

1.6.9.23 Gems, Jewelry, & Art

Base value of Items:

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

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.

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

1.6.9.24 Magic Component Resource Costs

	Base Price	Charms	Minor	Medium	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		Charms	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		Charms	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

1.6.9.25 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.

1.6.9.26 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 d8 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 d6 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	Farm	Village	Village	Town	Town	City	City	Capital	Capital	Trade Center	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

1.6.9.27 Learning New Spells

Temples, Cults, or Colleges – Taught Spells:

Spell Level		Level of Teacher					
		1	2-3	4-5	6-7	8-9	10
	Time Needed	5 GP/week	10 GP/week	15 GP/week	25 GP/week	40 GP/week	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.

If the student fails to learn the spell, add +10% for each additional study period.

1.6.9.28 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.

1.6.10 Trade & Travel

1.6.10.1 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.

1.6.10.2 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 = 1 GP) = Cost in GP's

1.6.10.3 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.

1.6.10.4 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.

1.6.10.5 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.

1.6.10.6 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

1.6.10.7 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 (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.

Arms, Armor, & Combat

1.7.1 Protective Gear

1.7.1.1 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 + feats + defensive gear + magic

Armor Effects on Rolls:

- Medium Armor:
 - Rolls for stealth and swimming are at disadvantage.
- Heavy Armor:
 - Rolls for stealth and swimming are at disadvantage.
 - Hot and very hot weather, each impose a disadvantage die to rolls for exhaustion and exposure.
 - Unable to swim

1.7.1.2 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 at -2.	2	1
Non Metal - Light Helm	Vision and hearing checks are unaffected.	1	0

1.7.1.3 Shields

Shields inflict a Shield Bash when an enemy rolls a natural 1.

Size and Example:	Shield Qualities and Shield Bash Effects:	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.			

1.7.1.4 Shield Wall Effects

Shield wall bonus applies in melee if shield men are in formation, trained, and maintain wall. It applies against missile fire if defenders stop and take cover with their shields.

Shield Wall Bonus:

- 4-10 shields together: +1 AD
- 11-20 shields together: +2 AD
- 21 or more shields together: +3 AD

1.7.2 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

Name:	Damage:	Reach:	Special:	Quality:	Slots:
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 Strength check or is 1. rattled next round, 2. knocked prone, or 3. knocked 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

Name:	Damage:	Reach:	Special:	Quality:	Slots:
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. Ignore shield bonus next round on a natural 20.	3	2
Pick, Heavy	1d8	Medium	Two handed. On on a natural 20 armor quality damage of 2 points.	3	2
Pick, Light	1d6	Medium	One handed. On on a natural 20 armor quality damage of 1 point.	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

Name:	Damage:	Reach:	Special:	Quality:	Slots:
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 a warrior trained to level 3 with flails ignores shield bonuses on 17-20.

1.7.3 Ranged Weapons

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

Distance Modifiers: S = Short. No modifier. M = Medium. -2 Attack roll. L = Long. Disadvantage to attack roll.

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.

1.7.3.1 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

1.7.4 Rounds & Turns

Rounds are 6-10 seconds long. You may complete one normal action sequence. See Order of battle below for details.

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

1.7.5 Combat Sequence & Initiative

1.7.5.1 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.

1.7.5.2 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 d6 + 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.

1.7.6 Reach

Reach rules adapted from David Stark.

1.7.6.1 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 it's 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 it's 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, whichever is easiest. Size Category: Tiny → Small → Medium → Large → Colossal.

1.7.7 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.

1.7.8 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 fumble 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 critical occurs on a natural 20 or the roll succeeds by 10 or more. The target is damaged.
 - The target of the critical:
 - The attacker rolls damage as usual and adds the maximum damage for the attack for the damage total.
 - 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.
- A Natural 2-4 is a normal failure.

1.7.9 Additional Miscellaneous Combat Rules

1.7.9.1 Stunts

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 a roll 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.

Results:

- Critical: 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.
- Fumble: Place in a compromising position or make save for situation with hindrance.

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 an opponent.
- 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: Advantage 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.
- Grab to grapple: One handed grappling: Attacker rolls with disadvantage. 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 by it 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.

- 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.

1.7.9.2 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.

1.7.9.3 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.

1.7.9.4 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.

1.7.10 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 by footmen when attacking a horseman 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 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.

1.7.11 Fumbles 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.

Fumble Table:

1	Your foe gets an advantage die on their next attack.
2	Your enemy shifts you up to 5' in any direction.
3	Armor loosens under stress. -2 AD to minimum of 6. Tightening to restore AD takes 1 minute.
4	Disadvantage all actions d4 rounds.
5	-2 to attack and AD, to minimum of AD 6, for d6 rounds.
6	-3 to initiative for 2 rounds.
7	Disadvantage on all actions until you roll a Dexterity save.
8	Disadvantage on all actions and -6 AD, to minimum of AD 6, for d6 rounds.
9	Roll a Dexterity save or drop your weapon. Disadvantage to all actions for d4 rounds
10	You fall hard and are prone for at least 1 round. Roll a Strength save once a round to rise.

1.7.12 Effects of Damage & Healing

1.7.12.1 Death

Death occurs at negative Constitution Attribute + Character Level.

1.7.12.2 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.

1.7.12.3 Wound Penalties

- 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.
- Wound penalties are cumulative. They apply as a penalty to wounding rolls.

1.7.12.4 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.

1.7.12.5 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. 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 per character. 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 of +3 or greater. 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 1/2.

1.7.12.6 Divine Favors from Gods and Religion

- Healing M1
- Restore Vigor M1
- Healing Wounds M2
- Restore Souls Vitality M2
- The Blind Can See M3
- Healing Greater Wounds M3
- The Lamé Can Walk M3

M3: Major Healing Magic

M2: Moderate Healing Magic

M1: Minor Healing Magic

1.7.13 Injury Table

Adapted from Trollsmyth.

Roll d12 + Modifiers

Total	Effect
20+	Instant Death: (decapitation, brain destroyed, or other terminal event). No save.
19	Fatal Wound: (gutted, severed spinal cord, etc.) Die in 2d6 rounds. Magic to prevent death, changes to internal injury #10. WP +5. Bleed for Ud10.
18	Severe Wound, One deep or multi site: Recovery time: 3d6+2 weeks. Leaves scar and impairment to random attribute with major effect. WP +5. Bleed for Ud8.
17	Limb (d6 1-3 right 4-6 left, d8 1-5 arm 6-8 leg) Mangled and useless. Recovery time: 2d6+2 weeks. Leaves scar with major effect. WP +5. Bleed for Ud6.
16	Limb (d6 1-3 right 4-6 left, d8 1-5 arm 6-8 leg) Limb is impaired with moderate effect [standing, slowly limping – no running etc.] Recovery time: d6 weeks. Leaves scar. WP +4.
15	Wound to Vitals: Bleed Ud6 per round until successful healing roll or Moderate magic is applied. Recovery time: d6+3 weeks. Leaves scar with minor effect. WP +4.
14	Senses reeling: (d6: 1-3 Eye Injury and 4-6 Ear Injury. d6: 1-3 right or 4-6 left) Constitution save or become blind/deaf. With a heavy helm, advantage to save. Critical: ½ healing time with minor effect. Success: recover in 2d4 weeks with minor effect. Fail: Permanent with moderate effect and scar. Fumble: Permanent with major effect and scar. WP +3.
13	Internal injury: Lose d6 exhaustion levels for d6 days. WP +3.
11-12	Head strike: Unconscious for 2d12 rounds if not wearing helm. Rattled d6 rounds with light helm and 1 round with heavy helm. WP +2.
9-10	Limb (d6 1-3 right 4-6 left, d8 1-5 arm 6-8 leg) wounded. Recovery time: 1d3 weeks. WP +2.
6-8	Minor wound: Bell rung, rattled for d8 rounds. With light helm, rattled for d4 rounds. With heavy helm 1 round. WP +1.
5 or less	Bleeding wound. Ud4 per round. Staunched by healing roll or Minor magic. WP +1.

Injury Table Modifiers:

- No Armor: +3
- Light Armor: +2
- Medium Armor: +1
- Heavy: No modifier.
- No helmet: +2
- Light Helm: +1
- Heavy Helm: No Modifier.
- Weapon Skill level
- Size difference between the attacker and defender. If the attacker is larger, use as a bonus. If the attacker is smaller, use as a penalty.
- Size difference modifier: +/- 2 per step:
 1. Tiny
 2. Small
 3. Medium
 4. Large
 5. Colossal.
- Wound penalty total.

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http://zarkonnen.com/overcomplicating_ll_weapons/addendum

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