

SAVING THROWS (PAGE 112)

Prime: 12

Non-Prime: 18

Physical: STR, DEX, CON

Mental: INT, WIS, CHA

Roll 1d20 and add Level and Attribute Modifiers (plus any for race, etc.)

STR Paralysis, Constriction

INT Arcane Magic, Illusion

WIS Divine Magic, Confusion, Gaze Attack, Polymorph, Petrification

DEX Breath Weapon, Traps

CON Disease, Energy Attacks, Poison

CHA Death Attack, Charm, Fear

Spell descriptions explain which attribute is used for the saving throw.

SPELL RESISTANCE (PAGE 123)

The caster of a spell must make a 1d20 roll equal to or greater than the creature's spell resistance to affect the creature.

ATTRIBUTE MODIFIERS (PAGE 8)

SCORE	MOD.	BONUS SPELLS*
1	-4	
2-3	-3	
4-5	-2	
6-8	-1	
9-12	0	
13-15	+1	1 1st
16-17	+2	1 1st, 1 2nd
18-19	+3	1 1st, 1 2nd, 1 3rd

*See pages 21 and 22 for details.

ATTRIBUTE CHECKS (PAGE 109)

1. Identify attribute to be checked and if prime (12) or non-prime (18).
2. Determine the Challenge Level (CL) using the general guide provided below.
3. Determine the Challenge Class (CC) by adding the CL to the Challenge Base (CB), either 12 or 18 (determined in step 1).
4. Player rolls 1d20, and adds level and attribute modifiers. Total must be equal to or greater than the Challenge Class.

TASK	CL
Easy	1-5
Difficult	6-10
Very Difficult	11-15
Heroic	16+

COMBAT (PAGE 114)

COMBAT SEQUENCE

1. CK checks for Surprise.
2. Roll Initiative
 - a. Each creature rolls 1d10.
 - b. Highest die roll goes first.
 - c. Next highest die roll goes.
 - d. In case of a tie in the die roll, high DEX goes first.
 - e. If DEX scores are tied, actions occur simultaneously.
3. Determine Combat Action
 - a. Attack
 - b. Cast spell
 - c. Move
 - d. Use Ability
 - e. Use Item
4. Resolve Actions in Initiative order.

- **Attack:** 1d20 plus modifiers. Hit scored if result equal to or greater than AC.
- **Melee:** +STR Modifier to Hit/Damage
- **Ranged:** +DEX to Hit, +STR to Damage if thrown.
- **Ranges:** x2 Medium, x3 Long

COMBAT MODIFIERS (PAGE 118)

DEFENDER ACTION	MODIFIER
prone/blind	+5
prone/defenseless	+10
lower elevation	+1
stunned/cowering	+2
invisible or attacker blind	-10

MOUNTED ATTACKS	MODIFIER
Melee	-2
Ranged	-4

CONCEALMENT	MODIFIER
One-quarter	+/-2
One-half	+/-4
Three-quarters	+/-6
Complete	+/-10

RANGED ATTACKS	MODIFIER
Attack into Melee	-4
Medium Range	-2
Long Range	-6

COMBAT MANEUVERS (PAGE 118)

- **Dodge:** Good against up to three attacks, replaces actions in combat sequence. +2 to AC.
- **Disengaging From Combat:** If a hasty disengagement, -2 to AC. Foes get a free attack. A fighting

disengagement allows half movement, and no other actions.

- **Disarm:** Fighter, Ranger, Knight, Rogue, Assassin, Cleric, or Paladin can attempt to disarm. Must hit AC equivalent of 18 plus HD/Level of foe to disarm.
- **Evade:** +4 versus one foe, but remain in combat. Counts as action.
- **Flank Attack:** +1 to Hit if attacking from a foe's flank.
- **Rear Attack:** +1 to Hit if attacking from a foe's rear.
- **Two Weapon Fighting:** Primary weapon -3, Secondary -6. Penalties are modified by DEX. STR bonus applies to damage.

UNARMED COMBAT (PAGE 117)

GRAPPLING

- Attacker rolls 1d20, adds STR bonus, and BTH bonus at CK whim.
- Standard AC is 15, modified by STR, DEX, and size differential.
- **Size Differential:** +2 to defender's AC for every size larger, -2 to defender's AC for every size smaller.
- **Success:** defender is held and can only attempt to break hold. Considered prone and defenseless.

PUMMELING

- Attacker rolls 1d20, adds STR bonus plus other bonuses as CK desires.
- **Success:** 1-2 hit points of subdual damage plus STR bonus.

OVERBEARING

- Attacker rolls 1d20, adds STR bonus plus other bonuses as CK desires.
- Standard AC is 15, modified by STR and size differential.
- **Size Differential:** +2 to defender's AC for every size larger, -2 to defender's AC for every size smaller.
- **Success:** knocks foe prone and deals 1-2 points subdual damage. Attacker suffers -2 penalty to AC for round.

TOUCH ATTACK

- Standard AC is 10, modified by DEX plus other bonuses as CK desires.

COMBAT MOVEMENT (PAGE 116)

- Can always move 5 feet unless restrained or unable to move.
- Can move up to ½ the movement rate and still attack unless charging.

- **Charge:** Precedes a melee attack by Jogging or Running. Adds +2 bonus to hit, but imposes -4 penalty to AC.
- **Movement:** Normal (x1), Jog (x2), Run (x4)

SURPRISE (PAGE 115)

Requires a WIS check. GM rolls for surprise or simply declares it for one side or both. Those surprised can't act for the round.

FALLING DAMAGE (PAGE 121)

A failed DEX check results in 1d6 damage for falls of 6-10 feet. Each additional 10 feet adds a cumulative 1d6 to damage.

Example: 18 feet fallen results in 3d6 damage (1d6 for the first ten feet, 2d6 for the second 10 feet).

VISION (PAGE 123)

- **Torch:** 40 ft
- **Lantern:** 30 to 60 ft.
- **Magic Dagger/Sword:** 10ft/20ft.
- **Deepvision:** affected by bright lights, see in the dark up to 120 ft.
- **Twilight Vision:** see up to a mile with detail in twilight.
- **Darkvision:** affected by bright light, can see in shades of gray, 60 ft.
- **Duskvision:** see in starlight or moonlight as if it were dusk.

SUBDUAL DAMAGE (PAGE 120)

Every 5 points of subdual damage equates to 1 point of "real" damage. Subdual damage heals at the rate of 1hp per 10 minutes.

HIT POINTS (PAGE 120)

NEGATIVE HIT POINT EFFECTS

HP	EFFECT
0	Passes out and cannot take any actions. Recovery in 1d6 hours, limited to ½ movement.
-1 to -6	Requires 24 hours rest, and can be brought back to 0 hp by magical healing but no higher with one spell, etc.
-7 to -9	Loss of 1 hp per round. Aid will stop hit point loss but takes one round.
-10	Death.

RATE OF RECOVERY

- **Standard Rate:** 1 hp/day if resting, eating, warm, etc.
- **Seven Days:** Add CON bonus daily.
- **Fourteen Days:** double rate.
- **Thirty Days:** triple rate.

TURNING UNDEAD (PAGE 121)

Requires a successful WIS check.

Challenge Level: HD of undead creature
Range: 60 feet.

One type of undead can be turned each round. Failure renders that group immune to turning for the remainder of one combat and one day thereafter. New groups of that type can still be turned. Turned undead will flee or cower.

The number of undead that are turned or destroyed is modified by the CHA bonus.

TYPE	NUMBER TURNED
Common	1d12
Extraordinary	1d6
Unique	1

Clerics 5+ levels higher than the undead destroy instead of turn. Clerics 10+ levels higher than the undead automatically destroy the maximum number.

Evil Clerics can command undead, turn paladins. Paladins turn as a cleric two levels lower than their level.

ARMAMENTS (PAGE 40)

ARMORS	COST	AC	WGT	EV
Padded Armor	5gp	+1	10lbs.	2w
Leather Coat	7gp	+1	10lbs.	2w
Leather Armor	10gp	+2	15lbs.	2w
Ring Mail	30gp	+3	20lbs.	3w
Hide	20gp	+3	25lbs.	4w
Studded Leather	25gp	+3	20lbs.	3w
Laminar, Leather	55gp	+3	25lbs.	2w
Mail Shirt	100gp	+4	25lbs.	3w
Scale Mail	50gp	+4	30lbs.	4w
Cuir Bouille	45gp	+4	25lbs.	4w
Breastplate, bronze	95gp	+4	20lbs.	3w
Brigadine	85gp	+4	25lbs.	4w
Breastplate, steel	300gp	+5	30lbs.	3w
Mail Hauberk	150gp	+5	35lbs.	4w
Coat of Plates	100gp	+5	45lbs.	4w
Ensemble, Greek	120gp	+5	40lbs.	4w
Banded Mail	250gp	+6	40lbs.	4w
Splint Mail	200gp	+6	45lbs.	4w
Ensemble, Greek	230gp	+6	50lbs.	4w
Ensemble, Roman	240gp	+6	30lbs.	4w
Full Chain Suit	200gp	+6	45lbs.	4w
Plate Mail	600gp	+7	45lbs.	4w
Ensemble, Roman	650gp	+7	45lbs.	4w
Full Plate	1000gp	+8	50lbs.	4w
Polish Hussar	1750gp	+8	50lbs.	3w

See page 41 for components of ensemble armors.

SHIELDS	COST	AC	WGT	EV
Buckler	2gp	+1 ¹	2lbs.	2
Shield, Small Steel	9gp	+1 ¹	5lbs.	2
Shield, Small Wooden	3gp	+1 ¹	3lbs.	2
Shield, Med. Steel	15gp	+1 ²	10lbs.	3
Shield, Med. Wood	5gp	+1 ²	6lbs.	3
Shield, Large Steel	20gp	+1 ³	15lbs.	4
Shield, Large Wood	7gp	+1 ³	10lbs.	4
Pavis	55gp	+6 ⁴	90lbs.	12

1 Bonus applies to one foe in a round.

2 Bonus applies to two foes in a round.

3 Bonus applies to three foes in a round.

4 Bonus applies to all foes in front of the shield.

HELMS	COST	AC*	WGT	EV
Armet	10gp	+6	7lbs.	1w
Bacinet	15gp	+4	7lbs.	1w
Benin	8gp	+2	5lbs.	1w
Casquetel	10gp	+2	8lbs.	1w
Coif, Chain Mail	15gp	+4	5lbs.	1w
Coif, Leather	4gp	+1	2lbs.	1w
Helm, Great	20gp	+7	8lbs.	2w
Helm, Normal	10gp	+5	4lbs.	1w
Helm, Norman	8gp	+3	7lbs.	1w
Helm, Pot	5gp	+2	6lbs.	1w
War Hat	7gp	+2	6lbs.	1w

*Armor Class adjustments for helmets apply to strikes against the head only, they do not otherwise adjust AC.

WEAPONS	COST	DMG	WGT	EV
Axe, Battle	10gp	1d8	7lbs.	3
Axe, Bearded*	20gp	3d4	15lbs.	4
Axe, Piercing	17gp	1d8+1	7lbs.	3
Axe, Two-Handed*	20gp	1d12	20lbs.	4
Bardiche	15gp	2d4	10lbs.	4
Bec De Corbin	60gp	1d10	4lbs.	5
Bill or Billhook	12gp	2d4	6lbs.	5
Brass Knuckles	1gp	1d3	1lb.	1w
Cat-O-Nine-Tails	9gp	1d3	1lb.	2
Cestus	1gp	+1dmg	~	1w
Cleaver	5sp	1d4	1lb.	2
Crowbill	15gp	1d6	6lbs.	2
Dirk	3gp	1d4+1	1lb.	1
Fauchard*	6gp	1d6	6lbs.	5
Fauchard Fork*	15gp	1d8	6lbs.	5
Fist	~	1d2	~	~
Flail, Heavy	15gp	1d10	20lbs.	4
Flail, Light	8gp	1d8	5lbs.	3
Flamberge*	75gp	2d4+2	12lbs.	4
Flatchet	5gp	1d6+1	6lbs.	3
Fork, Military	10gp	1d8	7lbs.	5
Gauntlet, Spiked	5gp	1d3	2lbs.	1w
Glaive	8gp	1d8	15lbs.	5
Glaive Guisarme	15gp	2d4	8lbs.	5
Godentag	15gp	1d6+3	7lbs.	5
Guisarme	10gp	2d4	15lbs.	5
Halberd	10gp	1d10	15lbs.	5
Hammer, War	6gp	1d8	8lbs.	4
Hatchet	1gp	1d4	2lbs.	2
Hook Sword	25gp	1d4+1	4lbs.	3
Hook, hafed	5gp	1d6	3lbs.	4
Katar	3gp	1d4+1	1lb.	2
Lance, Heavy	10gp	1d8	10lbs.	7
Lance, Light	6gp	1d6	5lbs.	5
Lucerne Hammer	60gp	1d12	8lbs.	5
Mace, Heavy	12gp	1d8	12lbs.	4
Mace, Large	25gp	1d10	10lbs.	4
Mace, Light	5gp	1d6	6lbs.	1
Main Gauche	25gp	1d4+1	1lb.	2
Man Catcher	45gp	1d4	6lbs.	4
Maul*	12gp	1d10	15lbs.	5
Morningstar	8gp	2d4	8lbs.	3
Nine Ring	30gp	1d10	10lbs.	3
Broadsword				
Partisan*	10gp	1d8	5lbs.	5
Pick, Heavy	8gp	1d6	6lbs.	4
Pick, Light	4gp	1d4	4lbs.	3
Pike*	5gp	1d8	14lbs.	6
Poniard	25gp	1d8	5lbs.	3
Ranseur	8gp	2d4	15lbs.	5
Sap	1gp	1d3	1lb.	1
Scimitar, Great*	55gp	2d6	14lbs.	4
Scythe	18gp	2d4	12lbs.	4

WEAPONS	COST	DMG	WGT	EV
Sickle	6gp	1d4	3lbs.	3
Sleeve Tangler	100gp	1d10	7lbs.	5
Spear, Long	5gp	1d8	9lbs.	4
Staff	~	1d6	4lbs.	4
Sword, Bastard	25gp	1d10	10lbs.	4
Sword, Broad	12gp	2d4	8lbs.	3
Sword, Falchion	40gp	2d4	16lbs.	3
Sword, Long	15gp	1d8	4lbs.	3
Sword, Rapier	20gp	1d6	2lbs.	3
Sword, Scimitar	15gp	1d6	4lbs.	3
Sword, Short	10gp	1d6	3lbs.	2
Sword, Two-Handed*	30gp	2d6	15lbs.	5
Tulwar	8gp	1d6	2lbs.	2
Voulge	8gp	2d4	6lbs.	5

*Requires two hands to swing.
Certain weapons have additional affects beyond their damage rating. See page 41 and 42 for particulars.

MISSILE & RANGED	COST	DMG	RNG	WGT	EV
Axe, Hand/Throwing Club	4gp	1d6	10ft.	4lbs.	2
Dagger	~	1d6	10ft.	3lbs.	2
Dagger	2gp	1d4	10ft.	1lb.	1
Hammer, Light	1gp	1d4	20ft.	2lbs.	2
Knife	3sp	1d2	10ft.	1lb.	1
Spear	1gp	1d6	20ft.	3lbs.	2
Spear, Wolf	3gp	1d8	10ft.	4lbs.	3
Trident	10gp	1d8	10ft.	5lbs.	5
Aclis	1gp	1d4	20ft.	1lb.	2
Arrows (20)	2gp	bow	~	3lbs.	2
Arrows (12)	15sp	bow	~	2lbs.	1
Arr., Silver (2)	1gp	bow	~	0.2lb.	1
Blowpipe	1gp	1	10ft.	1lb.	3
Bolas	5gp	1d4	20ft.	2lbs.	2
Bolts (12)	1gp	x-bow	~	1lb.	1
Bow, Long	75gp	1d6	100ft.	3lbs.	4
Bow, Long, Composite	100gp	1d8	110ft.	3lbs.	4
Bow, Short	30gp	1d6	60ft.	2lbs.	3
Bow, Short, Composite	75gp	1d8	70ft.	2lbs.	3
Crossbow, Light	35gp	1d6	80ft.	6lbs.	4
Crossbow, Heavy	100gp	1d4	30ft.	3lbs.	2
Crossbow, Heavy	50gp	1d10	120ft.	9lbs.	5
Dart	5sp	1d3	20ft.	0.5lb.	1
Harpoon	1gp	1d6	20ft.	4lbs.	5
Javelin	1gp	1d4	30ft.	2lbs.	3
Rock	~	1d2	30ft.	~	~
Sling	~	1d4	50ft.	~	1
Whip	1gp	1d2	15ft.	2lbs.	2

Certain weapons have additional affects beyond their damage rating. See page 41 and 42 for particulars.

EQUIPMENT (PAGE 42)

EQUIPMENT	COST	WGT	EV	CAP
Armor & Weapon Oil	1gp	1lb.	1	~
Awl	1gp	0.5lbs.	1	~
Backpack	2gp	2lbs.	2w	8
Bagpipe	35gp	8lbs.	4	~
Bandages (2 wounds)	1sp	0.5lb.	*	~
Barrel, Large	4gp	45lbs.	9	9
Barrel, Small	2gp	30 lbs.	6	6
Basket	4sp	1lbs.	2	2
Bedroll	1sp	5lbs.	3	~
Belt Pouch, Large	1gp	1lb.	1w	2
Belt Pouch, Small	5sp	0.5lbs.	*	1
Belt Pouch, Spell Component	10gp	0.5lbs.	1	~
Blanket, Winter	5sp	3lbs.	2	~
Bottle	2gp	0.5lb.	1	1
Broom	5cp	1lb.	3	~
Bucket	5sp	2lbs.	2	3
Candle (5 sticks)	5cp	0.1lb.	1	~
Canteen (½ gallon)	2gp	2lbs.	1 ¹	½ gal.
Case, Map or Scroll	1gp	0.5lb.	1 ¹	10 sheets
Casket	2gp	15lbs.	4	6
Chain (20 feet)	30gp	4lbs.	12	~
Chalk (per piece)	1cp	0.5lbs.	1	~
Chest, Large	5gp	40lbs.	12	8
Chest, Small	2gp	25lbs.	4	6

EQUIPMENT	COST	WGT	EV	CAP
Chisel	1gp	0.5lbs.	1	~
Cord (50 feet)	5gp	8lbs.	2	~
Crowbar/Prybar	2gp	5lbs.	2	~
Diggy-do	1gp	0.25lb.	~	~
Drum	9gp	8lbs.	5	~
Dust, Bag of	~	1lb.	1	~
Fife	2gp	0.25lb.	1	~
File	1gp	0.5lbs.	1	~
File, Metal	1gp	0.5lb.	1	~
Firewood, per day	1cp	20lbs.	8	~
Fishing Gear	5sp	1lbs.	2	~
Flask	3cp	0.1lbs.	1	~
Flint and Steel	1gp	0.5lbs	*	~
Flute	15gp	0.5lbs.	1	~
Gong	18gp	3lbs.	3	~
Gord	3sp	1lb.	1	~
Grappling Hook	1gp	4lbs.	2	~
Grease, Crock (lb.)	2cp	1lb	1	~
Hammer	1gp	2lbs.	2	~
Hammer, Sledge	6gp	8lbs.	4	~
Hammock	8gp	8lbs.	4	~
Harp	35gp	4lbs.	4	~
Holy Symbol, Silver	25gp	1lb.	1	~
Holy Symbol, Wood	1gp	~	1	~
Holy Water, Flask	30gp	1lb.	1	~
Hook, Iron	1gp	0.5lbs.	1	~
Horn	5gp	3lbs.	2	~
Incense, Stick	1gp	~	*	~
Ink, 1 oz.	8gp	0.1lb.	*	~
Kettle, Iron	1gp	4lbs.	3	~
Lamp, Open	3gp	2lbs.	2	~
Lantern, Bullseye	12gp	3lbs.	2	~
Lantern, Hooded	7gp	2lbs.	2	~
Lodestone	25gp	1lb.	1	~
Manacles	15gp	2lbs.	1	~
Mandolin	10gp	4lbs.	2	~
Marbles (bag of 25)	1gp	0.1lbs.	*	~
Mirror, Small Steel	10gp	0.5lb.	1	~
Mortar and Pestle	3gp	2lbs.	2	~
Mug or Tankard	2cp	0.5lb.	~	~
Nails, Iron (50)	5sp	1lb.	1	~
Oil, Flask of	1gp	1lb.	1	~
Pack, Shoulder	2gp	2lbs.	3	~
Padlock and Key	25gp	1lb.	1	~
Panpipes	11gp	1lb.	1	~
Paper (10 sheets)	10gp	~	*	~
Parchment (10 shts)	5gp	~	*	~
Pickaxe, Miner's	3gp	10lbs.	4	~
Pipe	5gp	0.1lbs.	*	~
Pitons/Spikes (5)	5sp	2lbs.	1	~
Pole (10 feet)	2sp	8lbs.	5	~
Pot	3gp	8lbs.	4	~
Prayer Beads	2gp	~	~	~
Quill	1sp	~	~	~
Quiver, Dozen	2gp	1lb.	2 ¹	12 proj
Quiver, Score	4gl	1lb.	2 ¹	20 proj
Razor	5sp	~	1	~
Rogue's Tools	30gp	1lb.	1	~
Rope, Hemp (50 ft.)	1gp	10lbs.	3	~
Rope, Silk (50 ft.)	10gp	5lbs.	2	~
Sack, Large	5sp	1lb.	2	5
Sack, Small	1sp	0.5lb.	1	2.5
Saw, Metal	5gp	1lb.	2	~
Sealing Wax	1gp	0.1lb.	*	~
Sewing Kit	5sp	1lb.	1	~
Shovel	2gp	8lbs.	3	~
Soap (per bar)	5sp	1lb.	1	~
String (50 ft.)	4sp	1lb.	2	~
Tent, Large	45gp	50lbs.	10	5 men
Tent, Medium	25gp	30lbs.	7	3 men
Tent, Small	10gp	20lbs.	4	1 man
Tinder Box	1gp	4lbs	2 ¹	~
Tongs	6sp	1lb.	1	~
Torch	1cp	1lb.	1	~
Trap, Lg. Animal	35gp	25lbs.	9	~
Trap, Med. Animal	15gp	12lbs.	6	~
Trap, Sm. Animal	7gp	3lbs.	3	~
Trunk, Travel	2gp	10lbs.	3	5
Vellum (10 Sheets)	15gp	~	*	~
Vial (1 ounce)	1sp	0.1lb.	*	1 oz.
Waterskin (1 gallon)	1gp	4lbs.	3 ¹	1 gal.
Wedge, splitting	2cp	~	*	~
Whetstone	1gp	0.5lb.	1	~
Whistle	5sp	~	*	~
Wolvesbane	2gp	0.1lb.	*	~
Zither	40gp	5lbs.	3	~

*No appreciable EV singly. EV is 1 per 10 carried.
1 EV if full. If empty, reduce EV by 2 (minimum EV of 1).

CLOTHING	COST	WGT	EV
Belt	6sp	1lb.	*
Belt, Baldric	2sp	3lbs.	*
Boots, Heavy	1gp	4lbs.	1w
Boots, Soft	4sp	2lbs.	*
Caftan	3sp	2lbs.	1w
Cap/Hat	4sp	~	*
Cape	8sp	1lb.	*
Cloak	5sp	3lbs.	1w
Cowl	2sp	1lb.	3w
Dalmatic	5sp	4lbs.	2w
Doublet	1gp	3-5lbs.	1w
Frock	5sp	1-10lbs.	2w
Girdle	7sp	3lbs.	1w
Gloves, Cloth	2sp	~	*
Gloves, Leather	8sp	~	*
Gown	1gp	5-20lbs.	4w
Jewelry	varies	~	*
Leggings	5sp	0.5lbs.	2w
Mantle	1gp	3-5lbs.	1w
Robe	1gp	4lbs.	2w
Scarf	5cp	0.5lbs.	*
Shoes, Normal	2sp	1lb.	1w
Signet Ring	5gp	~	*
Skirt	4sp	0.5lbs.	1w
Smock	3sp	0.5lbs.	1w
Trousers	4sp	0.5lbs.	1w
Tunic	3sp	0.5lbs.	1w
Vest	2sp	0.5lbs.	1w
Winter Clothing, Set	5gp	6lbs.	4w

*No appreciable EV singly. EV is 1 per 10 of these carried.

PROVISIONS & LODGING	COST	WGT	EV
Ale, Mug	5cp	1lb.	1
Beer, Mug	2cp	1lb.	1
Cheese, Block	2sp	1lb.	1
Grains, Bag	4sp	5lbs.	3
Liquor, Cask	25gp+	½ gal.	5
Liquor, Shot	2sp	~	~
Lodging, Common Inn	5sp	~	~
Lodging, Good Inn	2gp	~	~
Lodging, Poor Inn	1sp	~	~
Mead, Mug	2sp	1lb.	1
Rations (1 day)	5sp	1lb.	1
Rations (1 week)	3gp	7lbs.	4
Tavern Meal, Common	2sp	~	~
Tavern Meal, Good	1gp	~	~
Tea Leaves, 1lb.	1sp	1lb.	1
Tobacco, 1lb.	5sp	1lb.	1
Wine, Common (Bottle)	2sp	1lb.	1
Wine, Fine (Bottle)	10gp	1lb.	1

TRANSPORT & TACK	COST	WGT	EV
Barding, Chain*	500gp	125lbs.	6w
Barding, Full Plate*	4,000gp	250lbs.	8w
Barding, Leather*	50gp	50lbs.	5w
Barding, Padded*	20gp	25lbs.	5w
Barding, Studded*	100gp	60lbs.	6w
Bit and Bridle	1gp	1lb.	2w
Boat, Long	500gp	~	~
Boat, Row	50gp	75lbs.	25
Boat, Skiff	300gp	~	~
Boat, Small	250gp	~	~
Canoe	35gp	50lbs.	23
Cart	15sp	200lbs.	~
Chariot	100gp	350lbs.	~
Coach	200gp	~	~
Donkey	8gp	~	~
Feed (per day)	5cp	10lbs.	2
Harness	1gp	2lbs.	2
Horse, Heavy	200gp	~	~
Horse, Light	75gp	~	~
Mule	25gp	~	~
Ox	18gp	~	~
Pony	30gp	~	~
Raft	100gp	100lbs.	~
Saddle	20gp	30lbs.	5w
Saddle Bags	4gp	8lbs.	3w
Saddle Blanket	5sp	1lb.	1
Sled	20gp	300lbs.	~
Wagon	35gp	400lbs.	~
Walrus	350gp	~	~
Warhorse, Heavy	400gp	~	~
Warhorse, Light	150gp	~	~
Warpony	100gp	~	~

* Pony barding: 1/2 cost, 2/3 weight, EV reduced by 1.

If your copy of this Castle Keeper's Screen was downloaded on 7/27/06 or earlier, add the following entries to the equipment list (glue them somewhere on the bottom border of the equipment section of the screen). The two barrel entries were combined, and the tinder box totally omitted.

EQUIPMENT	COST	WGT	EV	CAP
Barrel, Large	4gp	45lbs.	9	9
Barrel, Small	2gp	30lbs.	6	6
Tinder Box (10 fires)	1gp	4lbs.	2 ¹	~

1 EV if full. If empty, reduce EV by 2 (minimum of 1).

If your Castle Keeper's Screen was downloaded on 9/11/06 or earlier, replace the Attribute Checks section of page 1 with the following:

1. Identify attribute to be checked and if prime (12) or non-prime (18).
2. Determine the Challenge Level (CL) using the general guide provided below.
3. Determine the Challenge Class (CC) by adding the CL to the Challenge Base (CB), either 12 or 18 (determined in step 1).
4. Player rolls 1d20, and adds level and attribute modifiers. Total must be equal to or greater than the Challenge Class.

TASK	CL
Easy	1-5
Difficult	6-10
Very Difficult	11-15
Heroic	16+

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