



**Table 3-1: Weapons**

Weapon	Damage	Range	Cost in gp
Battleaxe*	1d10	-	7
Blackjack†	1d3/2d6***	-	3
Blowgun†	1d3/1d5	20/40/60	6
Club	1d4	-	3
Crossbow*	1d6	80/160/240	30
Dagger‡	1d4/1d10	10/20/30**	3
Dart	1d4	20/40/60**	5 sp
Flail	1d6	-	6
Garrote†	1/3d4	-	2
Handaxe	1d6	10/20/30**	4
Javelin	1d6	30/60/90**	1
Lance#	1d12	-	25
Longbow*	1d6	70/140/210	40
Longsword	1d8	-	10
Mace	1d6	-	5
Polearm*	1d10	-	7
Shortbow*	1d6	50/100/150	25
Short sword	1d6	-	7
Sling	1d4	40/80/160**	2
Spear#	1d8	-	3
Staff	1d4	-	5 sp
Two-handed sword*	1d10	-	15
Warhammer	1d8	-	5

\* Two-handed weapon. Characters using two-handed weapons use a d16 on initiative checks.

\*\* Strength modifier applies to damage with this weapon at close range only.

\*\*\* Damage dealt is always subdual damage.

† These weapons are particularly effective when used with the element of surprise.

‡ Characters generally purchase normal straight-edged daggers, but cultists, cave-dwellers, evil priests, alien worshipers, and other menacing villains carry curvy or ceremonial daggers known as athame, kris, or tumi.

# These weapons inflict double damage on a mounted charge. A lance can only be used when mounted.



**Table 4-3: Two-Weapon Attacks**

Agility	Primary Hand Die	Off Hand Die	Critical Hits*
8 or less	-3 dice	-4 dice	Cannot score a critical hit fighting two-handed
9-11	-2 dice	-3 dice	Cannot score a critical hit fighting two-handed
12-15	-1 die	-2 dice	Cannot score a critical hit fighting two-handed
16-17	-1 die	-1 die	Primary hand scores a critical hit on a max die roll (16 on 1d16) that also beats target's AC (no automatic hit)
18+	Normal die	-1 die	Primary hand scores critical hits as normal

\* Warriors and others with improved crit threat ranges (i.e., those who can crit on 19-20 or better) lose that ability when fighting two-handed.

**Table 3-2: Ammunition**

Ammunition	Quantity	Cost in gp
Arrows	20	5
Arrow, silver-tipped	1	5
Quarrels	30	10
Sling stones	30	1

**Table 3-3: Armor**

Armor	AC Bonus	Check Penalty	Speed**	Fumble die	Cost in gp
(Unarmored)	+0	-	-	d4	Free
Padded	+1	-	-	d8	5
Leather	+2	-1	-	d8	20
Studded leather	+3	-2	-	d8	45
Hide	+3	-3	-	d12	30
Scale mail	+4	-4	-5'	d12	80
Chainmail	+5	-5	-5'	d12	150
Banded mail	+6	-6	-5'	d16	250
Half-plate	+7	-7	-10'	d16	550
Full plate	+8	-8	-10'	d16	1,200
Shield*	+1	-1	-	-	10

\* Shields cannot be used with two-handed weapons.

\*\* Human and elf base speed is 30'. Dwarf and halfling base speed is 20'.

## Activities

Draw or sheathe a weapon	1 action*
Equip or drop a shield	1 action*
Open a door	1 action*
Light a torch or lantern	1 action
Uncork a potion or unfurl a scroll	1 action
Locate an item in a backpack	1 action
Stand up from a prone position	1 action
Mount or dismount a steed	1 action
Read a scroll or drink a potion	1 action

\* Can be included as part of a movement action.

## Skill Checks

**Unskilled:** d10 + modifier(s)

**Skilled:** d20 + modifier(s)

**DC 5:** Child's Play

**DC 10:** Man's Deed

**DC 15:** Derring-Do

**DC 20:** Hero's Work



**Table 4-2: Fumbles**

Roll	Result
0 or less	You miss wildly but miraculously cause no other damage.
1	Your incompetent blow makes you the laughingstock of the party but otherwise causes no damage.
2	You trip but may recover with a DC 10 Ref save; otherwise, you must spend the next round prone.
3	Your weapon comes loose in your hand. You quickly grab it, but your grip is disrupted. You take a -2 penalty on your next attack roll.
4	Your weapon is damaged: a bowstring breaks, a sword hilt falls off, or a crossbow firing mechanism jams. The weapon can be repaired with 10 minutes of work but is useless for now.
5	You trip and fall, wasting this action. You are prone and must use an action to stand next round.
6	Your weapon becomes entangled in your armor. You must spend your next round untangling them. In addition, your armor bonus is reduced by 1 until you spend 10 minutes refitting the tangled buckles and straps.
7	You drop your weapon. You must retrieve it or draw a new one on your next action.
8	You accidentally smash your weapon against a solid, unyielding object (a rock, a wall, even the ground). Mundane weapons are ruined; magical weapons are not affected.
9	You stumble and leave yourself wide open to attack. The next enemy that attacks you receives a +2 bonus on its attack roll.
10	You should have maintained your armor! The joints of your armor seize up, freezing you in place. You cannot move or make an attack for 1d3 rounds. Unarmored characters are not affected.
11	Your wild swing leaves you off balance. You take a -4 penalty to your next attack roll.
12	You inadvertently swing at one randomly determined ally within range. Make an attack roll against that ally using the same attack die you just attempted to use.
13	You trip badly. You fall hard, suffering 1d3 damage in the process. You are prone and must use your next round to stand.
14	Like a turtle on its back, you slip and land upside down, flailing about and unable to right yourself. You must fight from a prone position for the next round before you can recover your balance and rise.
15	You somehow manage to wound yourself, taking normal damage.
16+	You accidentally strike yourself for normal damage plus an extra 1 point. In addition, you fall on your back and are unable to right yourself until you make a DC 16 Agility check.



· Burning Luck can mitigate or adjust Fumbles.

**Table 5-1: Spellburn Actions**

Roll (d24)	Result
1	The wizard sacrifices one pound of flesh per spell level, which he must carve from his own body with a knife that is holy to a powerful outsider.
2	The wizard must spill his own blood – one tablespoon per spell level.
3	The wizard swears an oath to a minor demi-god, who aids him in his time of need but curses him with weakness until the oath is fulfilled.
4	The wizard cuts off one of his fingertips.
5	The wizard must yank out his hair and burn it.
6	The wizard magically enervates his body in order to fuel the spell.
7	The wizard promises his soul to serve a powerful demon in the afterlife.
8	The wizard agrees to aid followers of a patron saint.
9	The wizard uses a hot iron to brand a supernatural symbol on his arm or torso.
10	The wizard must tattoo a mystical symbol on his cheek, forehead, or hand.
11	The wizard must pull out a fingernail and burn it with incense.
12	The wizard must speak aloud his own true name, weakening himself as a result.
13	The wizard develops a bleeding sore that will not heal until he pays back the aid of the power that assisted him.
14	The wizard must notch his ear in acknowledgment of each time he has been aided.
15	The wizard is required to ritually scarify his back, chest, or biceps with the symbol of a powerful supernatural creature.
16	The wizard sees maggots drip from his sleeves. When not wearing a shirt, nothing happens and his torso appears normal. However, when wearing a shirt, he constantly sees maggots falling from his sleeves.
17	The wizard starts to itch! He has strange, uncontrollable itches and scratches constantly.
18	The wizard develops an odd tic: he twitches his nose, tilts his head, or blinks one eye constantly.
19	The wizard begins muttering under his breath, repeating the name of the entity that has aided him. He can't stop.
20	The wizard must cut his cheeks and let the blood flow down his face.
21	The wizard must place his hand into an open flame.
22	The wizard must sacrifice one of his most favored possessions.
23	The wizard must walk on one leg for the remainder of the day.
24	Roll again twice.



· On a natural 20, spellcasters double their CL bonus on the spell check.

**Table 4-4: Turn Unholy Result by HD**

Check	Turn Range	Holy Smite	1 HD	2 HD	3-4 HD	5-6 HD	7-8 HD	9-10 HD	11-12 HD
1-11	-	-	NE	NE	NE	NE	NE	NE	NE
12-13	30'	-	T1	NE	NE	NE	NE	NE	NE
14-17	30'	-	T1d3+CL	NE	NE	NE	NE	NE	NE
18-19	30'	-	T1d4+CL	T1	NE	NE	NE	NE	NE
20-23	60'	-	T1d6+CL	T1d3+CL	T1	NE	NE	NE	NE
24-27	60'	Beam, 60', 1d3 dmg	T1d8+CL, D1d4 (no save)	T1d4+CL	T1d3+CL	T1	NE	NE	NE
28-29	60'	Cone, 30', 1d4 dmg	T2d6+CL, D1d4 (no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE	NE
30-31	120'	Cone, 60', 1d5 dmg	K1d8+CL (no save)	T1d8+CL, D1d4 (no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE
32+	240'	Cone, 120', 1d6 dmg	K2d6+CL (no save)	T2d6+CL, D1d4 (no save)	T1d8+CL, D1d4	T1d6+CL	T1d4+CL	T1d3+CL	T1

NE = No Effect.

T = Creatures up to this HD are turned in a quantity indicated. For example, "T1" means one creature is turned; "T1d4+CL" means a number of creatures of this HD are turned equal to 1d4 + caster level. Unless indicated, turned creatures receive a saving throw (Will vs. turn check DC). A turned creature moves away from the cleric at maximum speed or cowers if unable to retreat. A turned creature continues to flee for 3d10 minutes.

D = Creatures are turned, *and* they take the indicated damage on the first round of turning. For example, T1d4+CL, D1d4 means the cleric can turn a number of creatures of this HD equal to 1d4+CL, and those creatures *also* take 1d4 damage.

K = Creatures are automatically killed. The number of creatures killed is indicated after the K. For example, K1d8+CL means the cleric kills a number of creatures of that HD equal to 1d8 + caster level.

Holy Smite = At high levels, a cleric's turn attempt produces holy energy that smites unholy creatures in close proximity. This is in addition to the turning effect and can be directed in the same direction as the cleric's line-of-sight for the turning attempt. The effect and range varies, as described below, and all unholy creatures affected take the indicated damage *automatically* with no save. The damage occurs once per turn attempt; another turn check is required the following round to attempt again. Beam: a concentrated ray of light that the cleric can direct against one target within 60'. Cone: a cone 30' long and 30' wide at its end.

## Lay on Hands

Spell check	Same	Adjacent	Opposed	
1-11	Failure	Failure	Failure	• Broken limbs: 1 die
12-13	2 dice	1 die	1 die	• Organ damage: 2 dice
14-19	3 dice	2 dice	1 die	• Disease: 2 dice
20-21	4 dice	3 dice	2 dice	• Paralysis: 3 dice
22+	5 dice	4 dice	3 dice	• Poison: 3 dice
				• Blindness or deafness: 4 dice

**Table 4-1: Attack Roll Modifiers**

Condition	Attack Roll Modifier	
	Melee	Missile Fire
Missile fire range is...		
Short range	-	-
Medium range	-	-2
Long range	-	-1d
Attacker is...		
Invisible	+2	-
On higher ground	+1	-
Squeezing through a tight space	-1d	-1d
Entangled (in a net or otherwise)	-1d	-1d
Using an untrained weapon	-1d	-1d
Firing a missile weapon into melee*	-	-1
Defender is...		
Behind cover	-2	-2
Blinded	+2	+2
Entangled	+1d	+1d
Helpless (paralyzed, sleeping, bound)	+1d	+1d
Kneeling, sitting, or prone	+2	-2

\* And 50% chance of "friendly fire" if attack misses; see page 96.



**Mighty Deeds:** Blinding Attacks, Disarming Attacks, Pushbacks, Trips and Throws, Precision Shots, Rallying Maneuvers, Defensive Maneuvers, Signature Deed.

**Recovering the Body:** If a character reaches a dead ally's body within one hour, the dead character may make a Luck check when his body is rolled over. Recover to 1 HP, lose -1 to Strength, Agility or Stamina (determine randomly) and suffer -4 to all checks for 1 hour.

## Morale Checks

- With a group of monsters: when the first creature is slain and when half the creatures have been killed or incapacitated.
- With a single monster: when it has lost half its hit points.
- With a retainer: when he first encounters combat or danger (e.g., a trap) in each adventure and at the end of each adventure.

