CHARACTER CODEX

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CHARACTER NAME

WEAPON CHART							
WEAPON	PROF.	DAMAGE	RANGE	PRICE	WEIGHT	GROUP	PROPERTIES
SIMPLE MELEE WEAPONS							
One-Handed							
Club	+2	1d6	_	1 gp	3 lb.	Mace	_
Dagger	+3	1d4	5/10	1 gp	1 lb.	Light blade	Off-hand, light thrown
Javelin	+2	1d6	10/20	5 gp	2 lb.	Spear	Heavy thrown
Mace	+2	1d8	-	5 gp	6 lb.	Mace	Versatile
Sickle	+2	1d6	—	2 gp	2 lb.	Light blade	Off-hand
Spear	+2	1d8	-	5 gp	6 lb.	Spear	Versatile
Two-Handed		0.14			40.0		
Greatclub	+2	2d4	-	1 gp	10 lb.	Mace	—
Morningstar Quarterstaff	+2 +2	1d10 1d8	_	10 gp	8 lb. 4 lb.	Mace Staff	_
Scythe	+2	2d4		5 gp 5 gp	4 ID. 10 lb.	Heavy blade	-
MILITARY MELEE WEAPONS	12	204	_	o gh	10 10.	Tieavy blade	—
One-Handed							
Battleaxe	+2	1d10	_	15 gp	6 lb.	Axe	Versatile
Flail	+2 +2	1d10	-	10 gp	5 lb.	Flail	Versatile
Handaxe	+2 +3	1d6	5/10	5 gp	3 lb.	Axe	Off-hand, heavy thrown
Longsword Scimitar	+3	1d8 1d8	_	15 gp 10 gp	4 lb. 4 lb.	Heavy blade Heavy blade	Versatile High crit
Short sword	+2 +3	1d6	_	10 gp	4 ID. 2 lb.	Light blade	Off-hand
Throwing hammer	+3	1d6	5/10	5 gp	2 lb.	Hammer	Off-hand, heavy thrown
Warhammer	+2	1d10	_	15 gp	5 lb.	Hammer	Versatile
War pick	+2	1d8	_	15 gp	6 lb.	Pick	High crit, versatile
Two-Handed							3
Falchion	+3	2d4	_	25 gp	7 lb.	Heavy blade	High crit
Glaive	+2	2d4	_	25 gp	10 lb.	Heavy blade, polearm	Reach
Greataxe	+2	1d12	_	30 gp	12 lb.	Axe	High crit
Greatsword	+3	1d10	-	30 gp	8 lb.	Heavy blade	
Halberd	+2	1d10	—	25 gp	12 lb.	Axe, polearm	Reach
Heavy flail	+2	2d6	-	25 gp	10 lb.	Flail	-
Longspear	+2	1d10	_	10 gp	9 lb.	Polearm, spear	Reach
Maul	+2	2d6	-	30 gp	12 lb.	Hammer	
SUPERIOR MELEE WEAPONS							
One-Handed							
Bastard sword	+3	1d10	—	30 gp	6 lb.	Heavy blade	Versatile
Katar	+3	1d6		3 gp	1 lb.	Light blade	Off-hand, high crit
Rapier	+3	1d8	_	25 gp	2 lb.	Light blade	-
Two-Handed	. 0	0.14			10.11		
Spiked chain	+3	2d4	_	30 gp	10 lb.	Flail	Reach
IMPROVISED MELEE WEAPONS							
One-Handed							
Any*	n/a	1d4	-	-	1–5 lb.	None	-
Unarmed attack	n/a	1d4	-		-	Unarmed	
Two-Handed		1-10			6–12 lb.	Mana	
Any*	n/a	1d8	—			None	_
* Improvised weapons include anythin	g you nappe	en to pick up, fr	om a mug of a	ale to a barstoo	DI.		
RANGED WEAPONS							
SIMPLE RANGED WEAPONS							
One-Handed							
Hand crossbow	+2	1d6	10/20	25 gp	2 lb.	Crossbow	Load free
Sling	+2	1d6	10/20	1 gp	0 lb.	Sling	Load free
Two-Handed			.0/20	. 9P	U.D.	g	
Crossbow	+2	1d8	15/30	25 gp	4 lb.	Crossbow	Load minor
MILITARY RANGED WEAPONS							
Two-Handed							
Longbow	+2	1d10	20/40	30 gp	3 lb.	Bow	Load free
Shortbow	+2	1d8	15/30	25 gp	2 lb.	Bow	Load free, small
SUPERIOR RANGED WEAPONS							
One-Handed							
Shuriken (5)	+3	1d4	6/12	1 gp	1/2 lb.	Light blade	Light thrown
	.0	104	0/12	· 9P	174 10.	Light blade	Light anoth
IMPROVISED RANGED WEAPONS							
One-Handed							
Any*	n/a	1d4	5/10	-	1 lb.	None	—
* Improvised weapons include anythin	a vou bonne	n to niel un fr	ana a raali ta a	h = 441 =			

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CON Constitution				SECOND WIND	Used
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DEX Dexterity	10+ Leve		Feat Enh Misc		
				DEATH SAVING THRO	W FAILURES
				SAVING THROW MODI	FIERS
	10+		F		
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ENCOUNTER POWERS			SPECIAL MOVE	MENT	
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DAILT FOWERS			Ability:		
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ARMOR	Minimum Bonus	Enhancement Bonus	Check	Speed	Price (gp)	Weight
CLOTH ARMOR (LIGHT)						
Cloth armor (basic clothing)	_	+0	_	_	1	4 lb.
Feyweave armor	+1	+4	-	-	special	5 lb.
Starweave armor	+2	+6	-	-	special	3 lb.
LEATHER ARMOR (LIGHT)						
Leather armor	+2	-	-	-	25	15 lb.
Feyleather armor	+3	+4		-	special	15 lb.
Starleather armor	+4	+6	-	-	special	15 lb.
HIDE ARMOR (LIGHT)						and marker
Hide armor	+3	-	-1	-	30	25 lb.
Darkhide armor	+4	+4	-1	-	special	25 lb.
Elderhide armor	+5	+6	-1	-	special	25 lb.
Chainmail (Heavy)						
Chainmail	+6	-	-1	-1	40	40 lb.
Forgemail	+9	+4	-1	-1	special	40 lb.
Spiritmail	+12	+6	-1	-1	special	40 lb.
SCALE ARMOR (HEAVY)						
Scale armor	+7	-	-	-1	45	45 lb.
Wyrmscale armor	+10	+4	-	-1	special	45 lb.
Elderscale armor	+13	+6	-	-1	special	45 lb.
PLATE ARMOR (HEAVY)						
Plate armor	+8	-	-2	-1	50	50 lb.
Warplate armor	+11	+4	-2	-1	special	50 lb.
Godplate armor	+14	+6	-2	-1	special	50 lb.
SHIELD						
Light shield	+1	-	-	-	5	6 lb.
Heavyshield	+2	-	-2	-	10	15 lb.

Concept: Joseph Goodman Design: Harley Stroh Cover Art: William O'Connor Editing: Aeryn "Blackdirge" Rudel Graphic Design, Cover: Shane Hartley Graphic Design, Interior: Peter Bradley



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