#### Character Honor Table

<u>Level</u>	<u>Notoríety</u>	<u>Díshonorable</u>	<u>Low</u>	<u>Average</u>	<u>Great</u>
1	0	1-5	6-10	11-20	21+
2	0	1-8	9-14	15-30	31+
3	0	1-11	12-18	19-40	41+
4	0	1-14	15-22	23-50	51+
5	0	1-17	18-26	27-60	61+
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Dishonorable: 1 point penalty on all die rolls.

Low Honor: No bonus or penalty.

Average Honor: 1 point bonus once per session, and only once.

Great Honor: One reroll per session, and 1 point bonus once per session. <u>Spending Honor</u>

**10pts.** = Reroll any die.

1 pt. = Raise or lower a die roll by 1, capped at the max. value of the die.

#### Turning/Commanding

To Turn undead, a cleric must be within sight of the creature, have its attention, boldly present his holy symbol, and speak (in any language) a prayer or command of his religion.

Roll 1d20 + character level + Turning Modifier

GM rolls 1d20 + monsters Will Factor for all attentive undead.

If Cleric's roll is greater, the monster must flee at maximum movement rate for 3d4p minutes. If it is a tie, the monster is merely held at bay for 5 seconds, and may then re-engage. Turning takes 5 seconds.

The Cleric can try again, but all undead who previously passed a will check receive a cumulative + 4 to their rolls.

**Commanding Undead** works the same way, except the undead gain a +2 to their will checks. Success by less than 5 merely turns the undead. See page 135 of HMB for more information.

### Spell Casting and Spell Fatigue

A mage in the process of casting a spell is limited to a **d8p defense roll**. If he opts for a more proactive defense, or if he is struck, the spell is ruined and the spell points are wasted.

Spell fatigue lasts for 5 seconds plus the casting time of the spell that caused it.

- -6 to defense rolls.
- Cannot Attack.
- -30% to all skill checks.
- 1/2 movement and no sprinting or running.
- All actions take twice as long.



### Base Spell Point Cost

spell Level	memorizeu	NUL PIEIII.
Apprentice	30	60
Journeyman	40	80
1st level	50	100
2nd level	60	120
3rd level	70	140
4th level	80	160
5th level	90	180
6th level	100	200
7th level	110	220
8th level	120	240
9th level	130	260
10th level	140	280

	CII
Level	Exp. Poínts
1	0
2 3	400
	1,200
4 5	2,200
	3,400
6	4,850
7	6,600
8 9	8,700
9	11,200
10	14,150



Difficulty	Modifier
Trivial	-90
Easy	-80
Average	-40
Difficult	0
Very Difficult	+10

Skill Level	Skíll Mastery	Díe
0	Unskilled	d12p
1-25	Novice	d12p
26-50	Average	d8p
51-75	Advanced	d6p
76-87	Expert	d4p
88-100	Master	d3p

	Die Modifiers Mastery Die Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-22	+5







#### **Random Items**



No shield, 1-3 attackers front/side d20p4 With shield, 1-3 attackers front/side d20p4 Hattackers foront/side d12p Attackers to rear (no shield mod.) d8p Surprised (no defense mods.) d8p Strafting a pell dd8p Spell fatigue -6 Seconds Mak (5 ft/25 ft-5' every other sec.)*** 1 log (10ft/5ft)*** Nun (15 ft/7.5 ft-5' and 10' per sec.)*** 1 Nun (15 ft/7.5 ft-5' and 10' per sec.)*** 1 Halt run/sprint (10' over 1 count) 1 Change facing to side 1* Str/kneel/stand from prone/reverse 1* Str/kneel/stand from tron prone	Defence Die Chaice	Dí-					L	UIIIDd
With Shield, 13 attackers from//sideG20pWith Shield, 13 attackers from//sideG20pHackers for car (no Shield mod)G80Spell attigue-6Spell attigue-6ActionSecondsWaki, 5 fr.25 ft.5* every other sec.***1Ling attigue-6ActionSecondsWaki, 5 ft.25 ft.5* every other sec.***1 <td>Defence Die Choice</td> <td>Díe</td> <td></td> <td>Sizo</td> <td>Effect Range</td> <td>Panged d</td> <td>of/moloo</td> <td>Dmg for KR</td>	Defence Die Choice	Díe		Sizo	Effect Range	Panged d	of/moloo	Dmg for KR
4+ attackers forul/sided12p thatkers for an oshield model10Markers for arise in oshield modeld8p suprised ino defense mods.)d8p targe x.5d20p-420Spell fatigued8pd8pd8pd8pd8pSpell fatigued8pd8pd8pd8pd8pActionSeconds top 100/strives1d1pd2p-225ActionSeconds top 100/strives1d2p-230ActionSeconds top 100/strives1d2p5-605-805-30Action (100/strives)11d11-10031-5061-120Alt Die Crossbow, LL Crossbow, LL Crossbow, HyJavelIn** Longbow d2p5-505-405-20Action (100/strives)1d4p141-18031-5061-120Att Die ShortbowSling10-140141-19051-70121-160Att Die ShortbowSling10-120d4p141-8014-0Draw ready natifum weapon1d5p5-105-205-20Att Die ShortbowSling14-031-4031-40Draw ready natifum weapon114-014-12014-0Draw ready natifum weapon114-014-12014-0Draw ready natifum weapon114-014-12014-0Draw ready natifum weapon114-014-12014-0Draw ready natifum weapon214-014-014-0Draw ready natifum weapon114-014					-	•		
Mackets to rear no shield mod.)       d8p         Supprised no defense mods.)       d8p         Casting a spell.       d8p         Spell fatigue       d         Action       Seconds         Walk (5 ft.25 ft.5'every other sec.)***       1         Gargantuan       x.25       d20p-2       30         Action       Seconds       Status       <								10
Surprised no defense mods.) döp Spell fattgue 46 $\begin{aligned}   arge x67 d20p-4 20 \\ Gargantuan x25 d20p-2 30 \\   arge x5 d20p-2 \\   arge x5 d20p-2 30 \\   arge x5 d20p-2 30 \\   arge x5 d20p-2 \\   arge x5 d20p-2 30 \\   arge x5 d20p-2 \\   arge x5 $								
Casing a spelldopSpell faigue-6ActionSecondsWalk (5 ft/25 ft 5'every other sec.)*** 11Jog (101/5'fm***)1Jog (101/5'fm***)1Jog (101/5'fm***)1Jog (101/5'fm***)1Linang facing to side1*Linang facing to side1*Linang facing to side1*Linang facing to side1*Linang facing to side1*Draw /ready small weapon0Draw /ready small weapon1Draw /ready small weapon1Beady a torried ranged weapon**1Draw /ready small weapon1Draw /ready small								
Spell fatigue       -6       Gargantuan       x.25       d20p 2       30         Action       Seconds       Ranged Attacks*         Action       Seconds       Ranged Attacks*         Walk (5 ft/25 ft/25 ft/25 rad 10° per sec.)*** 1       1       1         Ban (15 ft/75 ft/57 and 10° per sec.)*** 1       1       1         Ban (15 ft/75 ft/57 and 10° per sec.)*** 1       1       1       1         Ban (15 ft/75 ft/57 and 10° per sec.)*** 1       1								
Action       Seconds         Walk 5 ft /25 ft /5 very other sec.)*** 1       1         log 10ft /5 ft /5 ind 10 per sec.)*** 1       1         log 10ft /5 ft /5 ind 10 per sec.)*** 1       1         land run /5 ft /7 5 ind 10 per sec.)*** 1       1         land run /5 ft /7 5 ind 10 per sec.)*** 1       1         land run /5 ft /7 5 ind 10 per sec.)*** 1       1         land run /5 ft /7 5 ind 10 per sec.)*** 1       1         land run /5 ft /7 5 ind 10 per sec.)*** 1       1         land run /5 ft /7 5 ind 10 per sec.)*** 1       1         land run /5 ft /7 5 ind 10 per sec.)*** 1       1         log 0 ft /2 per sec.)************************************								
Walk 6 ft/25 ft.5'every other sec.)***       1         log (10ft/5ft)****       1         log (10ft/5ft)*****       1         log (10ft/5ft)******       1         log (10ft/5ft)*****       1         sprint (20ft/10ft)****       1         latt run/sprint (10* over 1 count)       1         latt run/sprint (10	spen nungue	U		Jurgun		420p 2	_	50
Walk 6 ft/25 ft.5'every other sec.)***       1         log (10ft/5ft)****       1         log (10ft/5ft)*****       1         log (10ft/5ft)******       1         log (10ft/5ft)*****       1         sprint (20ft/10ft)****       1         latt run/sprint (10* over 1 count)       1         latt run/sprint (10	Action	conds			Dar	and Attack		
log (10f/5fte***       1         sprint (20f/10ft)***       1         sprint (20f/10ft)***       1         sprint (20f/10ft)***       1         latar turi/sprint (10' over 1 count)       1         list prior sprint (20f/10ft)**       1         list prior sprint       1								
Run (15 ft/75 ft.5' and 10' per sec.)***       1         Sprint (20ft/10fn***       1         Sprint (20ft/10fn***       1         Ichange facing to side       1*         The gate facing to side       1*         Str/Aneg/stand from prone/reverse       1*         Str/Aneg/stand from prone/reverse       1*         Str/Aneg/stand from prone/reverse       1*         Draw/ready small weapon       0         Draw/ready small weapon       1         Draw/ready iarge weapon       1         Draw/ready large weapon       2         Ready a stowed weapon       1         Draw hurded weapon***       1         Draw a hurded weapon***       1         Draw a hurded weapon***       1         Beady a stowed weapon       5         Take aim       4         Quick aim (6 to hti)       0         Oad a bow 'crossbow       50         Pull arrow from quiver/bolt from case       2         Spin a sling       2         Search container for small tem       44p         Diad a sling       2         Search container for small tem       44p         Disting a bow       10         fretieve stynd bow from back       64				ie C				3
Sprint (20fr/10fr)************************************		-						
Halt run/sprint (10" over 1 count)       1         Change facing to side       1*         The decisition to rear       1*         Sit/kneel/stand from prone/reverse       1*         Pick up dropped weapon at feet       1         Draw/ready small weapon       2         Draw/ready medium weapon       1         Draw/ready arget weapon**       1         Draw a hurde weapon***       1         Beady a carried ranged weapon***       1         Beady a stowed weapon       5         Take aim       4         Dick aim (6 to hit)       0         Dow /crossbow       5         Pull arrow from quiver/bolt from case       2         Nock arrow/load bolt       3         Tark Heavy crossbow       10         Crank Heavy crossbow       10         Diad a sing       2         Spin a sling       2         Search bell pouch or pockets for item       dpp         Ais tue and Cry       1         Dinstopper container for small item       240         Search bell powers speed by 1 increment <td< td=""><td></td><td>_</td><td></td><td></td><td></td><td></td><td></td><td></td></td<>		_						
The grace of the set o								
Change facing to rear       1*         Strange facing to rear       1*         Wit Kneel/stand from prom/reverse       1*         Strange facing to rear       1*         Wit Kneel/stand from prom/reverse       1*         Draw/ready small weapon       0         Draw/ready small weapon       0         Draw/ready small weapon       0         Draw/ready medium weapon       1         Draw/ready arged weapon**       1         Draw huride tweapon**       1         Draw a huride tweapon**       1         Draw huride tweapon**       1		-	d4p		141-180	191-250	71-100	161-210
Sit/kneel/stand from prone/reverse       1*         Prick up dropped weapon at left       1         Draw/ready small weapon       1         Draw/ready small weapon       2         Draw/ready small weapon       2         Draw/ready medium weapon       1         Draw/ready small weapon       2         Draw/ready medium weapon       2         Draw/ready medium weapon       2         Draw/ready arried ranged weapon**       1         Draw and the eapon       5         Lake aim       4         Quick aim (-6 to hit)       0         Draw ready a stowed weapon       5         Lake aim       4         Quick aim (-6 to hit)       0         Sting a bow       5         Draw ready arrow/load boit       3         Trank Heavy crossbow       50         Draw ready structure and drink potio       2         Nock arrow/load boit       3         Standard Encounter for small tem       d4p-1         Standard Encounter for structure costbow       10         Spin a sling       2         Search container for small tem       d4p-1         Draw ready stand the other move/action       1         "Mattew and Cry								
d20p       5-50       5-40       5-20         Draw/ready meapon at feet       1         Draw/ready medium weapon       1         Draw/ready medium weapon       2         Bready a carried ranged weapon**       1         Draw /ready large weapon       2         Bready a carried ranged weapon**       1         Draw/ready large weapon       2         Bready a stowed weapon**       1         Draw/ready large weapon       5         Take alm       4         Duick aim (-6 to hit)       0         String a bow       15         Load a bow/crossbow       55         Pull arrow from quiver/bolt from case 2       2         Nock arrow/load bolt       3         String a bow       10         Ocad a soling       2         Spin a sling       2         Bertieve spell components not in hand dPu-pisearch both pouch or pockets for item       d4p         Stank Heavy crossbow       10         Coad a sling       2         Search belt pouch or pockets for item       d4p         Bearch belt pouch or pockets for item       d4p         Parketive strung bow ifom back       d4p-2         Soling through a doorway, with absolute knowledge		_	Att D	ie	Shorthow	Slína	Thr. Axe*	Thr. Knife**
Draw/ready small weapon       2         Draw/ready small weapon       1         Draw/ready medium weapon       1         Draw/ready large weapon       2         Ready a carried ranged weapon**       1         Draw /ready medium weapon       1         Draw /ready large weapon       2         Ready a stowed weapon       5         Draw /ready medium weapon       5         Draw /ready medium weapon       5         Take aim       4         Outck aim (-6 to hit)       0         Osting a bow       15         Load a bow/crossbow       5         Pull arrow from quiver/bolt from case 2       7         Nock arrow/load bolt       3         Tark Heavy crossbow       50         Crank light crossbow       50         Stand ard Encounter       d12         Declared ready for trouble and have evidence of an ambush ahead, but don't know where or when       d10         Can ka sling       2         Standard Encounter       d2         Declared ready for trouble and have evidence or hane apponent is a concrete direction but not see them       d10         Can kar opponent is on the other side       d6         Lage lage num and trink potin       2						3		
Bit Producted y medium weapon       3         Draw/ready medium weapon       2         Bit Producted y medium weapon       2         Bit Producted y medium weapon       2         Bit Product Prod		_						
Adp       121-150       121-160       41-60       41-50         Ready a carried ranged weapon**       1       moving targets roll d20p for defense, stationary targets roll d12p for defense, stationary targets roll d12p for defense, stationary targets roll d12p for defense, weither moving targets nor stationary targets get defense mods.         Ready a stowed weapon       5         Take aim       4         Quick aim (-6 to hit)       0         String a bow       15         Load a bow/crossbow       5         Pull arrow from quiver/bolt from case 2       1         Nock arrow/load bolt       3         Trank light crossbow       10         Load a sling       2         Spin a sling       2         Search container for small item       44p+1         Kettieve spell components not in hand       44p+2         Reative strung bow from back       44p+2         Coup de grace       10         free combined with other move/action       1         "*infe may combine with throwing       sobolute knonwledge that an oppopnent is on the other s								
Ready a carried ranged weapon**       1         Draw a hurled weapon**       1         Bready a carried ranged weapon**       1         Draw a hurled weapon**       1         Bready a sowed weapon**       1         Draw a hurled weapon**       1         Bready a sowed weapon**       1         Draw a hurled weapon**       1         Bready a sowed weapon**       1         Draw a hurled weapon**       1         Bready a sowed weapon**       1         Draw a hurled weapon**       1         Bready a sowed weapon       5         The source of the sourc								
Draw a hurled weapon**       1         Ready a stowed weapon       5         Take aim       4         Quick aim (-6 to hit)       0         String a bow       15         Draw a hurled weapon       5         Pull arrow from quiver/bolt from case 2       1         Nock arrow/load bolt       3         Trank Heavy crossbow       50         Crank Highy crossbow       50         Crank Highy crossbow       50         Crank Highy crossbow       10         Load a sling       2         Search ontainer for small tem       d4p-1         Search container for small tem       d4p-1         Search ontainer or small tem       d4p-1         Search ontainer or tiny item       20 <td></td> <td></td> <td></td> <td>in a t-</td> <td></td> <td></td> <td>-</td> <td></td>				in a t-			-	
Ready a stowed weapon       5         Take aim       4         Juick aim       6         String a bow       15         Load a bow/crossbow       5         Nock arrow/load bolt       3         Strink Heavy crossbow       10         Load a sling       2         Spin a sling       2         Spin a sling       2         Search container for tiny item       244p         Search container for timy item       244p         Search container for small item       44p+1         Search belt pouch or pockets for item       44p         Distoper container and drink potion       2         Keitieve strung bow from back       64p+2         Coup de grace       10         The GOBLIN ROLLS AN       10         Medium 3''       10         Prom standing you must first walk or jog.       10         Yange Go AHEAD AND ROLL       For DAMAGE.         For DAMAGE.       10         Go AHEAD AND ROLL       10         For DAMAGE.       10         Go AH								
Take aim       4         Lake aim       4         Quick aim (-6 to hit)       0         String a bow       15         Load a bow/crossbow       5         Pull arrow from quiver/bolt from case 2       1         Nock arrow/load bolt       3         Crank Heavy crossbow       10         Load a sling       2         Spin a sling       2 <td></td> <td></td> <td></td> <td></td> <td></td> <td>2</td> <td></td> <td>tense mods.</td>						2		tense mods.
Quick aim (-6 to hit)       0         String a bow       15         Out and a bow/crossbow       5         Pull arrow from quiver/bolt from case 2       Nock arrow/load bolt         Nock arrow/load bolt       3         Grank Heavy crossbow       50         Dual a sling       2         Spin a sling       2         Search container for tiny item       2d4p         Search container for small item       d4p+1         Search container for small item       d4p+2         Retrieve spell components not in hand       d4p+2         Search container for small item       d4p+1         Retrieve strung bow from back       d4p+2         Retrieve strung bow from back       d4p+2         Raise Hue and Cry       1         Unstopper container and drink potion       2         100       poponent is on the other side       d6         Instopper container with throwing       absolute knowledge that an opponent is to ne the side       d6         Not can then move to a run or sprint.       HA HAAA!/ NINE POINTS/!       Moorement         THE GOBLIN ROLLS AN       HA HAAA!! NINE POINTS/!       Track THAT YOU SNEAKY ATTA Nog SO			**STF	R bonus	s to dmg. only if th	nrower jogged a	at least 15'.	
String a bow       15         Load a bow/crossbow       5         Pull arrow from quiver/bolt from case 2       Interschold of Paín 30% +1%/level of HP (2%/level if fight- er) -40% of HP if monster)         Pull arrow from quiver/bolt from case 2       Interschold of Paín 30% +1%/level of HP (2%/level if fight- er) -40% of HP if monster)         Nock arrow/load bolt       3         Crank light (rossbow       50         Load a sling       2         Spin a sling       2         Retrieve spell components not in hand d4p- Search container for tiny item       244p         Search belt pouch or pockets for item       d4p- evidence of an ambush ahead, but don't know where or when       d10         Can hear opponents in a concrete direction but not see them       d8         Coup de grace       10         The GOBLIN ROLLS AN erder erd y our most first walk or jog. You can then move to a run or sprint.       HA HAA4!/ NINE FOINTS.// TAKE THAT YOU SNEAKY ATTA is there (or awaiting an opponent's leap)       Movement         THE GOBLIN ROLLS AN EIGHTEEN FOR DEFENSE LOOKS LIKE YOU HIT.       HA HAA4!/ NINE FOINTS.// GREEN-SKINNED S.O.S. // DAVE.       TTTA         GO A HEAD AND ROLL FOR DAMAGE.       I       South SNA SOUL       ATTA Sprint 20ft.       South.         GO A HEAD AND ROLL FOR DAMAGE.       I       I       I       I       Spoint.       Sft. Run 15ft. 7 1/2ft.			_	_				
Load a bow/crossbow 5 Puil arrow from quiver/bolt from case 2 Nock arrow/load bolt 3 Crank Heavy crossbow 50 Crank light crossbow 10 Load a sling 2 Retrieve spell components not in hand d4p Search container for tiny item 2d4p Search container for small item d4p+1 Search container and drink potion 2 Coup de grace 10 free combined with other move/action there with moving ***dodging lowers speed by 1 increment From standing you must first walk or jog. You can then move to a run or sprint. THE GOBLIN ROLLS AN EIGHTEEN FOR DEFENSE LOOKS LIKE YOU HIT. GO AHEAD AND ROLL FOR DAMAGE. GO AHEAD AND ROLL FOR DAMAGE. GO AHEAD AND ROLL FOR DAMAGE. GO AHEAD AND ROLL FOR DAMAGE. Coup de grace 10 Coup de grace 10			<u> </u>					
Load a bow/crossbow       5         Pull arrow from quiver/bolt from case 2         Nock arrow/load bolt         Strank Heavy crossbow         Strank Heavy crossbow         Load a sling         2         Spin a sling         2         Search container for tiny item         2d4p         Search container for small item         Going through a doorway, with absolute knowledge that an opponent is on the other side leap)         Coup de grace         10         *free combined with other move/action         *knife may combine with throwing         ****dodging lowers speed by 1 increment from standing you must first walk or jog.         You can the move to a run or sprint.         THE GOBLIN ROLLS AN         EIGHTEEN FOR DEFENSE - LOOKS LIKE YOU HIT.         GO AHEAD AND ROLL FOR DAMAGE.         FOR DAMAGE.             A HAHAAA!!             A HEAD AND ROLL             FOR DAMAGE. <td>String a bow</td> <td>15</td> <td>Thre</td> <td>eshol</td> <td><b>d of Paín</b> 30%</td> <td>6 +1%/level (</td> <td>of HP (2%/l</td> <td>evel if fight-</td>	String a bow	15	Thre	eshol	<b>d of Paín</b> 30%	6 +1%/level (	of HP (2%/l	evel if fight-
Puil arrow from quiver/bolt from case 2         Nock arrow/load bolt       3         Trank Heavy crossbow       50         Crank light crossbow       10         Load a sling       2         Spin a sling       2         Spin a sling       2         Search container for tiny item       2d4p         Search container for small item       d4p-12         Declared ready for trouble and have       evidence of an ambush ahead, but         Search belt pouch or pockets for item       d4p-22         Raise Hue and Cry       1         Unstopper container and drink potion       2         Coup de grace       10         "#ref combined with other move/action       10         "#**dodging lowers speed by 1 increment       is converted waiting an opponent's is on the other side       d6         Leaping around a corner, with absolute knowledge that an opponent's is there (or awaiting an opponent's is there (or awaiting an opponent's leap)       d4         Image: Constainer for Constainer for Constainer for Constainer side       d6       laping         Vou can then move to a run or sprint.       Image: Constainer side       d6       laping         Vou can then move to a run or sprint.       Image: Constainer side       d6       laping       long       long       long	Load a bow/crossbow						•	3
Nock arrow/load boilt       3         Crank Heavy crossbow       50         Crank Heavy crossbow       10         Load a sling       2         Spin a sling       2         Retrieve spell components not in hand       d4p         Search container for tiny item       2d4p         Search container for small item       d4p+1         Search container for small item       d4p+2         Search container for small item       d4p+2         Retrieve strung bow from back       d4p+2         Raise Hue and Cry       1         Oup de grace       10         free combined with other move/action       10         ***/adding lowers speed by 1 increment       for go.         From standing you must first walk or jog.       10         You can then move to a run or sprint.       HA HAAA!! NINE POINTS!!         THE GOBLIN ROLLS AN       HA HAAA!! NINE POINTS!!         FOR DAMAGE.       Novement         GO AHEAD AND ROLL       Novement         For DAMAGE.       1         Solute Knowledge that an opponent's leap)       Gold         Cours of the point sprint.       Gold ALEAD AND ROLL         For DAMAGE.       Novement         Solute knowledge that an opponent's leap)       G	Pull arrow from quiver/bolt from case	2					CONN	
Initiative Die         Spin a sling       2         Search container for small item       d4p+1         Search container for small item       d4p+2         Search container or pockets for item       d4p         Search container and drink potion       2         Raise Hue and Cry       1         Unstopper container and drink potion       2         Coup de grace       10         The combined with other move/action       absolute knowledge that an opponent's is on the other side       d6         there (or awaiting an opponent's is nere (or awaiting an opponent's is here (or awaiting an opponent's is here (or awaiting an opponent's is here (or awaiting an opponent's is and the opponent's is on the other side       d4         Image: Search Cond Sing You unust first walk or jog.       You can then move to a run or sprint.       HA HAAA!/ NINE POINTS/!         THE GOBLIN ROLLS AN       Image: Search Cond Sing You You Sing You Sing You Y	Nock arrow/load bolt	3						
Load a Sling       2         Spin a sling       2         Retrieve spell components not in hand       d4p         Search container for tiny item       2d4p         Search container for small item       d4p+1         Search container for small item       d4p+2         Retrieve strung bow from back       d4p+2         Raise Hue and Cry       1         Unstopper container and drink potion       2         Coup de grace       10         The combined with other move/action       absolute knowledge that an opponent's is on the other side       d6         Leaping around a corner, with absolute knowledge that an opponent's is there (or awaiting an opponent's leap)       d4         THE GOBLIN ROLLS AN       HA HAAAA!!/ NINE POINTS!!       Movement         FIGHTEEN FOR DEFENSE       'you sneakky ATTA       BOY, GREEN-SKINNED S.O.B. !!       DAVE, S&T         Walk 5ft. 2 1/2ft.*       Jog 10ft. 5ft.       Run 15ft. 7 1/2ft.**         Jog 10ft. 5ft.       Run 15ft. 7 1/2ft.**       Sprint 20ft. 10ft.         Walk 5ft. 2 1/2ft.*       Sort 2       Sprint 20ft. 10ft.         GO AHEAD AND ROLL       For DAMAGE.       Imitiative Diversion of the second **5ft the 1st. second, *	Crank Heavy crossbow	50	11 1011	, 1/20				JN) SECS.
Spin a sling 2 Retrieve spell components not in hand d4p Search container for tiny item 2d4p Search container for small item d4p+1 Search belt pouch or pockets for item d4p Retrieve strung bow from back d4p+2 Raise Hue and Cry 1 Unstopper container and drink potion 2 Coup de grace 10 "tree combined with other move/action **knife may combine with throwing ***dodging lowers speed by 1 increment From standing you must first walk or jog. You can then move to a run or sprint. THE GOBLIN ROLLS AN EIGHTEEN FOR DEFENSE LOOKS LIKE YOU HIT. GO AHEAD AND ROLL FOR DAMAGE. GO AHEAD AND ROLL FOR DAMAGE. GO AHEAD AND ROLL FOR DAMAGE. Coup de grace. Coup de grace Coup de grac	Crank light crossbow	10		_			_	
Spin a sling 2 Retrieve spell components not in hand d4p Search container for tiny item 2d4p Search container for small item d4p+1 Search belt pouch or pockets for item d4p Retrieve strung bow from back d4p+2 Raise Hue and Cry 1 Unstopper container and drink potion 2 Coup de grace 10 "free combined with other move/action **knife may combine with throwing ****dodging lowers speed by 1 increment from standing you must first walk or jog. You can then move to a run or sprint. THE GOBLIN ROLLS AN EIGHTEEN FOR DEFENSE LOOKS LIKE YOU HIT. GO AHEAD AND ROLL FOR DAMAGE. GO AHEAD AND ROLL FOR DAMAGE. Coup de grace 10 ************************************	Load a sling	2			Initiative <b>F</b>	)ie		N. Klon
Retrieve spell components not in hand       d4p         Search container for tiny item       2d4p         Search container for small item       d4p+2         Search belt pouch or pockets for item       d4p+2         Raise Hue and Cry       1         Unstopper container and drink potion       2         Coup de grace       10         *free combined with other move/action       absolute knowledge that an         opponent is on the other side       d6         Leaping around a corner, with       absolute knowledge that an         opponent is on the other side       d6         Leaping around a corner, with       absolute knowledge that an opponent         is there (or awaiting an opponent's in the other side       d6         Leaping around a corner, with       absolute knowledge that an opponent's         leap)       d4         THE GOBLIN ROLLS AN       Movement         IGOM S LIKE YOU HIT.       You SNEAKY       ATTA         GO AHEAD AND ROLL       You SNEAKY       ATTA         GO AHEAD AND ROLL       A       GREEN-SKINNED S.O.B. // DAVE,       BOY,         GREEN-SKINNED S.O.B. // DAVE,       Joint       5ft. every other second         *5ft. the 1st. second,       *5ft. the 1st. second,	Spin a sling	2	Stand	ard Fn				SMARE
Search container for tiny item       2d4p         Search container for small item       d4p+1         Search belt pouch or pockets for item       d4p         Retrieve strung bow from back       d4p+2         Aaise Hue and Cry       1         Unstopper container and drink potion       2         Coup de grace       10         **free combined with other move/action       absolute knowledge that an opponent is on the other side       d6         Leaping around a corner, with absolute knowledge that an opponent is there (or awaiting an opponent's leap)       d4         You can then move to a run or sprint.       d4         THE GOBLIN ROLLS AN       HA HAAA!!! NINE POINTS!!       Movement         FIGHTEEN FOR DEFENSE       TAKE THAT YOU SNEAKY BOY       BOY         GO AHEAD AND ROLL       N       GREEN-SKINNED S.O.B. !!       BOY         GO AHEAD AND ROLL       N       I       Stf. 21/2ft.*         Iog       IOft       Stf. the 1st. second         *5ft the 1st. second		d4p						
Search container for small item       d4p+1         Search belt pouch or pockets for item       d4p+1         Search belt pouch or pockets for item       d4p+1         Can hear opponents in a concrete       direction but not see them       d8         Going through a doorway, with       absolute knowledge that an       opponent is on the other side       d6         Leaping around a corner, with       absolute knowledge that an opponent is there (or awaiting an opponent is the opponent is there (or awaiting an opponent is the opponent is there (or awaiting an opponent is the opponent is there (or awaiting an opponent is the opponent is on the other sole).       Movement         THE GOBLIN ROLLS AN       HA HAAA!! NINE POINTS!!       TAKE THAT YOU SNEAKY       ATTA BOY, BOY, GREEN-SKINNED S.O.B. !!       Movement         Go AHEAD AND ROLL       N       N       Sprint 20ft 10ft       Sft the 1st second, **5ft the 1st second							1	ECODDA.
Search belt pouch or pockets for item d4p Retrieve strung bow from back d4p+2 Raise Hue and Cry 1       Inter where of where of where during the output of the	Search container for small item							MA ( ) MR'
Retrieve strung bow from back       d4p+2         Raise Hue and Cry       1         Unstopper container and drink potion       2         Coup de grace       10         "#ree combined with other move/action       absolute knowledge that an opponent is on the other side       d6         there combined with other move/action       absolute knowledge that an opponent is on the other side       d6         there combined with other move/action       absolute knowledge that an opponent is there (or awaiting an opponent's leap)       d4         From standing you must first walk or jog.       Wou can then move to a run or sprint.       d4         THE GOBLIN ROLLS AN       HA HAAA!! NINE POINTS!!       Movement         THE GOBLIN ROLLS AN       HA HAAA!! NINE POINTS!!       TAKE THAT YOU SNEAKY BOY, DAVE, GREEN-SKINNEP S.O.B. !!       Dave,								1.V.F
Raise Hue and Cry       1         Unstopper container and drink potion       2         Coup de grace       10         **free combined with other move/action       absolute knowledge that an opponent is on the other side       d6         Leaping around a corner, with absolute knowledge that an opponent is on the other side       d6         Leaping around a corner, with absolute knowledge that an opponent is there (or awaiting an opponent's leap)       d4         ***dodging lowers speed by 1 increment From standing you must first walk or jog. You can then move to a run or sprint.       d4         THE GOBLIN ROLLS AN       HA HAAA!! NINE POINTS!!       Movement         THE GOBLIN ROLLS AN       HA HAAA!! NINE POINTS!!       TAKE THAT YOU SNEAKY       ATTA         GO AHEAD AND ROLL       N       I       Jog 10ft. 5ft.       Jog 10ft. 5ft.         Walk St. 2 1/2ft.**       Jog 10ft.       St.       Sprint 20ft. 10ft. *5ft.       Sprint 20ft. 10ft. *5ft.         Walk St. 2 1/2ft.**       Jog 10ft.       St.       Sprint 20ft. 10ft. *5ft.       Sprint 20ft. 10ft. *5ft.								1
Unstopper container and drink potion       2         Coup de grace       10         *free combined with other move/action       absolute knowledge that an opponent is on the other side       d6         ***dodging lowers speed by 1 increment       absolute knowledge that an opponent is there (or awaiting an opponent's leap)       d4         ***dodging lowers speed by 1 increment       Stere (or awaiting an opponent's leap)       d4         ***dodging lowers speed by 1 increment       **       **         From standing you must first walk or jog.       ##       ####################################							_	ANA.
Coup de grace       10         *free combined with other move/action       poponent is on the other side       d6         Leaping around a corner, with       absolute knowledge that an opponent       short       2'         ***dodging lowers speed by 1 increment       is there (or awaiting an opponent's leap)       d4       Monster Reach         ***dodging lowers speed by 1 increment       is there (or awaiting an opponent's leap)       d4       Monster Reach         **wou can then move to a run or sprint.       HA HAAA!! NINE POINTS!!       Movement         THE GOBLIN ROLLS AN       HA HAAA!! NINE POINTS!!       TAKE THAT YOU SNEAKY       ATTA         GO AHEAD AND ROLL       N       GREEN-SKINNED S.O.B. !!       DAVE.       Jog 10ft.       5ft.         Walk       Sft. 7 1/2ft.**       Sprint 20ft.       10ft.       *5ft. every other second       *5ft. the 1st. second,		_				1		1, 1,
**rife combined with other move/action **knife may combine with throwing ***dodging lowers speed by 1 increment From standing you must first walk or jog. You can then move to a run or sprint. THE GOBLIN ROLLS AN EIGHTEEN FOR DEFENSE LOOKS LIKE YOU HIT. GO AHEAD AND ROLL FOR DAMAGE. GO AHEAD AND ROLL FOR DAMAGE. GO AHEAD AND ROLL FOR DAMAGE. Combined with other move/action the onner state Combined a corner, with absolute knowledge that an opponent is there (or awaiting an opponent's leap) Combined with throwing the onner state Combined with throwing Combined with throwing						16		K 1
***knife may combine with throwing         ***knife may combine with throwing         ***dodging lowers speed by 1 increment         From standing you must first walk or jog.         You can then move to a run or sprint.         THE GOBLIN ROLLS AN         EIGHTEEN FOR DEFENSE         LOOKS LIKE YOU HIT.         GO AHEAD AND ROLL         FOR DAMAGE.         Image: Solution of the second seco	*free combined with other move /action						Mo	nster Reach
****dodging lowers speed by 1 increment         From standing you must first walk or jog.         You can then move to a run or sprint.         Image: the three washing an opponent's leap         Image: three				5				
From standing you must first walk or jog.       Is there for dwalting an opponent's defined of the point of		nt						
You can then move to a run or sprint.       Itemp?       Utemp?       Utem				re (or a	waiting an oppone			
THE GOBLIN ROLLS AN EIGHTEEN FOR DEFENSE LOOKS LIKE YOU HIT. GO AHEAD AND ROLL FOR DAMAGE.		y,	leap)			d4	long	2
THE GOBLIN ROLLS AN EIGHTEEN FOR DEFENSE LOOKS LIKE YOU HIT. GO AHEAD AND ROLL FOR DAMAGE. HA HAAA!! NINE POINTS!! TAKE THAT YOU SNEAKY GREEN-SKINNED S.O.B. !! DAVE. Sprint 20ft. 10ft. *5ft. every other second **5ft the 1st. second,								
THE GOBLIN ROLLS AN EIGHTEEN FOR DEFENSE LOOKS LIKE YOU HIT. GO AHEAD AND ROLL FOR DAMAGE. HA HAAA!! NINE POINTS!! TAKE THAT YOU SNEAKY GREEN-SKINNED S.O.B. !! DAVE. Sprint 20ft. 10ft. *5ft. every other second **5ft the 1st. second,							Mo	vement
EIGHTEEN FOR DEFENSE         LOOKS LIKE YOU HIT.         GO AHEAD AND ROLL         FOR DAMAGE.             GO AHEAD AND ROLL             FOR DAMAGE.             TAKE THAT YOU SNEAKY             ATTA             FOR DAMAGE.             TAKE THAT YOU SNEAKY             ATTA             TAKE THAT YOU SNEAKY             GO AHEAD AND ROLL             FOR DAMAGE.             TAKE THAT YOU SNEAKY             ATTA             GO AHEAD AND ROLL             FOR DAMAGE.             TAKE THAT YOU SNEAKY             ATTA             ATTA              TAKE THAT YOU SNEAKY             GO AHEAD AND ROLL             FOR DAMAGE.             For the table of the table of t				HA HA	AA !! NINE POINTS	5//	Type	T32 134
GO AHEAD AND ROLL FOR DAMAGE.					١	ΔΤΤΔ		
GREEN-SKINNED S.O.B. ?? DAVE. GO AHEAD AND ROLL FOR DAMAGE.	LOOKS LIKE YOU HIT.					Y BOY	-	
GO AHEAD AND ROLL FOR DAMAGE. Sprint 20ft. 10ft. *5ft. every other second **5ft the 1st. second,	١		(	Green	-SKINNED S.O.B.			
FOR DAMAGE. *5ft. every other second *5ft the 1st. second,	GO AHEAD AND ROL	-L			1	1		
**5ft the 1st. second,					E C			
	The second se		50		to a the ter	5		
10tt. the next.			Rever .	6	and a	E		
			58	St.	2. 2 BOV. 0. 55	200	10ft. the	next.
	and the second second second second		F	SHIP		Set 1		

Rar	ndom Items		Combat
Fack Contract of the second se		as	er Basíc
ShieldsShield TypeDef. BonusDRCover Value*Small+4419Medium+6616 (11)**Large+6611 (6)*** Roll this number or higher to d20 for 100% defend against ranged attacks** The first number is automatic. You have to actively hide behind your shield to use the second number.	Hacking wea Piercing wea	M/L 12pts. + 18pts. + 24pts. + 30pts. + apons do 1/2 dat pons do 1/2 dat pons do 1 point	e to Shields Required Save* Comp. D20 roll, def gains +6 Comp. D20 roll Comp. D20 roll, def gains -6 None, shield destroyed image (highest die) to a shield. mage (lower die) to a shield. of damage to a shield. eld is destroyed.

- Shooting Into Melee: On a miss, all combatants within 15' must make defense rolls until one is hit, starting with nearest.
- <u>Critical Hit</u>: Roll a 20 and beat defender's roll. Deal double damage.
- <u>Critical Miss</u>: Roll a 1 on an attack roll, always misses. If the defender's roll beats your roll it's a fumble and the defender receives a free weapon attack against you. If a defender rolls a 1 on defense roll, attacker gets a free attack during the next second (no affect to weapon count-up)
- Near-Perfect Defense: Roll a 19 on defense roll and beat attacker's roll and be within 5' of attacker. Receive an immediate free hand-to-hand attack, unless wielding a dirk, dagger, knife, etc. in which case you can use that. This can also be a kick, head-bitt, etc, if you're wielding a 2-handed weapon. A successful attack deals 2d4p-2 +STR mod. (that's 1d4p-2 and 1d4p-2 + STR mod.) that ignore shield and/or armor DR. It is possible to do 0 damage for this attack.
- <u>Perfect Defense</u>: Roll a 20 for defense roll and beat attacker's roll. Make a free weapon attack against attacker.
- Aggressive Attack: +5 to next attack and -2 to defensive rolls. If the defender gives ground against a successful aggressive attack, only do 1/2 damage.
- <u>Charge</u>: Sprint into a foe at least 20 feet away in a straight line to gain +4 to attack, but lose any Dex bonus to Defense rolls for 5 seconds. Damage is normal but counts as double for determining knock-backs.
- <u>Fight Defensively</u>: Before attacking you may take a penalty of -2, -4, -6 or -8 to your attack but gain a corresponding +1, +2, +3 or +4 to all defense rolls. You may not apply penetration to successful attacks using this maneuver. You may stop fighting defen- sively at any time. May be combined with Give Ground and/or Fighting Withdrawal maneuvers
- Fighting Withdrawal: Use normal walking movement to back up or sidestep. -2 penalty to next attack as long as you continue withdrawing.
- Flee: Attacker can follow at normal speed or make a free attack. If attack, attacker may not pursue for number of sec. equal to 1/2 weapon speed rounded up. Fleeing character cannot use shield in defense, and uses a d10p for defense roll. Re-set count up for flee- ing character's weapon.
- Full Parry: +5 to defense rolls but re-set weapon speed count up. May be combined with Give Ground and/or Fighting Withdrawal maneuvers.
- <u>Give Ground</u>: During attacker's second, defender can move back 5' to gain +5 to defense roll and -1 to next attack. Attacker can automatically advance (press forward).
- Hold at Bay: If you have reach and a jabbing weapon you can prevent a target from approaching you. Attacker must roll successful d20p attack on d12p defender's weapon and then may attack normally next count.
- Jab: Faster attack, not allowed with all weapons, deals 1/2 damage, no penetration.
- **<u>Ready against a charge</u>**: If you have reach and a spear or other polearm, take 3 secs to set it and be able to attack first. If successful you break the charge (charger loses charging benefits) and do x2 damage. Further, the attacker is held at bay.
- Scamper Back: As opponent rolls attack die, you may retreat at jogging speed, gaining +5 defense, but taking a -4 to your next attack. Opponent can automatically advance. If your opponents walk is faster than your jog, you cannot scamper back.

#### Equipment

### Dungeons

#### **Monster Poison**

Poisonous creatures inflict their toxin or venom with a successful hit, whether or not the victim suffers any actual Hit Point loss. If the victim uses a shield to successfully defend against the attack, no poison is inflicted (unless the shield is destroyed in the attack).

The victim of poisoning is allowed a contested die check versus the toxin. He rolls a d20p and adds his Constitution score while the GM rolls a d20p and adds the venom's Virulence Factor. If the GM rolls above the PC's score, the victim suffers the full effect of the poison. In some cases, there is an ancillary toxic effect that occurs even if the resistance check is successful. See the charts below for more information.

, occ the charts below for	more miormation,		
Monster	Vírulence Factor	Effect if save failed	Effect íf save made
Centípede, Gíant	5	See 1	none
Medusa	8	See 3	none
Scorpion	12	death	See 3
Snake, venomous, asp	8	See 3	none
Snake, venomous, rattlesnak	ie 8	See 3	none
Giant Spider, big	5	See 2 (size Huge ar larger unaffected) a half duration	
Giant Spider, large	6	See 2	none
Giant Spider, very large	7	See 3	none
Giant Spider, huge	10	See	See 2
Giant Spider, gigantic	14	See 5	Per 5 but only d4p
Giant Spider, massive	19	death	Paralyzed d4 hours
Giant Spider, gargantuan	25	death	Paralyzed d12 hours
Wasp, Giant	9	See 3	none
Wererat (lycanthropy)	8	acquire wererat lycanthropy	none
Werewolf (lycanthropy)	12	acquire werewolf lycanthropy	none

#### Effect Type Consequences Effect Type Consequences

1) Inflammation that results in d6 hp loss at a rate of 1 hp per 10 seconds until rolled damage is reached. Size H and larger creatures are unaffected.

2) Weakness, dizziness, headache, difficulty breathing and nausea (Game effect: -3 penalty to Attack, Defense & Damage for 2d12 hours.) A natural "1" on the victim's saving throw indicates death.

3) Weakness, dizziness, headache, difficulty breathing and nausea (Game effect: -1 penalty to Attack, Defense & Damage for 2d12 hours.) 4) Tissue damage results in 2d6p hp loss at a rate of 1 hp per 10 seconds until rolled damage is reached.

Weakness, dizziness, headache, difficulty breathing and nausea (Game effect: -2 penalty to Attack, Defense & Damage for 2d12 hours.) A natural "1" on 51 the victim's saving throw indicates death.

All poison effects are cumulative.

Illumination					Falling	Damage
Illumination	Líght Shed	Dím (-4/-2)	Dark (-8/-4)	Burn Tíme Notes	Dístance Fallen	Damage
Candle	15' rad.	15'1" - 30"	30'1" and up	6 hours, easy to blow out	1 - 5 feet	d6p-3 (mín. 1)
Lantern, Miner's	15' rad.	see p. 152	see p. 152	9 hours / 1/2	Up to 10 feet	d6p-1 (min. 1)
Torch	30' rad <i>.</i>	30'1" - 60'	60'1" and up	30 minutes, x. weapon use	Up to 15 feet	2d6p
Lighting: In dim li	ight, if you don't	have low-light visio	on, suffer a -4 per	nalty to attacks and -2 to de-	Up to 20 feet	3d6p
fense. In total dar	kness, suffer -8 to	Up to 25 feet	2d12p			
side the dim illum	ination of a light :	Falls over 25 feet do 2	d12 damage + 1d12 fo			
defense.					every 5 feet over 25 feet.	2
						rs protection from falling
					damage (use padded arr	
Dungeon Doors and Trans					Falling Ac	<u>ljustments</u>

Dungeon Doors and Traps					
Secret DOORS Thieves get an auto. scrutiny check ( <u>NOT</u> opposed), as soon as they enter the room.					
Any one can search for a secret door = Opposed scrutiny check vs. 1d100p + 1d20p.*					
Break Down The Door Feat of Strength vs. 1d20p +1d6p.*					
Identify Traps Normal skill check or opposed check vs 1d100p + 1d20p*					
Fail by less than 30 = Fail to identify trap (if trap is present) or falsely					
believe that a trap exists where there is none					
Fail by 31 or more = Activate trap if one is present					
Disarm Traps Normal skill check or opposed check vs 1d100p +1d20p*					
Fail by less than $20 - Falsely believe tran is disarmed$					

**Fail by less than 20** = Falsely believe trap is disarmed

Fail by 21 or more = Aware that trap is not disarmed

Unless the door/trap is assigned a specific value.

Distance Fallen	Damage				
1 - 5 feet	d6p-3 (mín. 1)				
Up to 10 feet	d6p-1 (mín. 1)				
Up to 15 feet	2d6p				
Up to 20 feet	3d6p				
Up to 25 feet	2d12p				
Falls over 25 feet do	2d12 damage + 1d12 for				
every 5 feet over 25 feet.					
Only padded armor offers protection from falling					
<mark>damage (use padded a</mark>	rmor DR).				
<u>Fallíng A</u>	<u>Adjustments</u>				
Expected Fall: Reduce	distance by 10ft.				
Lowering First: Reduce	e dist. by 11ft. + PC' height.				
Dirt Landing: Reduce distance by 5ft.					
Water Landing: Reduce distance by 15ft.					
Soft Landing: Reduce of	distance by 20ft.				

				Road	Enc	ou	nter L	ists
<u>ROLL</u>	CHARACTER		<u>ROLL</u>	<b>CHARACTER</b>		<u>ROLL</u>	<u>CHARACTER</u>	
1	woodcutter	unloaded	41	farrier	unloaded	81	gooseherd	unloaded
2	woodcutter	loaded	42	farrier	loaded	82	gooseherd	loaded
3	dung carter	unloaded	43	caravan	unloaded	83	egg farmer	unloaded
4	dung carter	loaded	44	caravan	loaded	84	egg farmer	loaded
5	mercer	unloaded	45	soldiers	unioaded	85	haywainers	unloaded
6	mercer	loaded	46	soldiers	loaded	86	haywainers	loaded
7	cooper	unioaded	47	beekeeper	unloaded	87	sailor	unloaded
8	cooper	loaded	48	beekeeper	loaded	88	sailor	loaded
9	fishmonger	unioaded	49	ironmonger	unloaded	89	juggler	unloaded
10	fishmonger	loaded	50	ironmonger	loaded	90	juggler	loaded
11	collier	unioaded	51	clothmaker	unloaded	91	theater troup	unloaded
12	collier	loaded	52	clothmaker	loaded	92	theater troup	loaded
13	wool merchant	unioaded	53	apothecary	unloaded	93	poet	unloaded
14	wool merchant	loaded	54	apothecary	loaded	94	poet	loaded
15	cordwainer	unloaded	55	monk	unloaded	95	scribe	unloaded
16 17	cordwainer	loaded unloaded	56	monk	loaded unioaded	96 97	scribe	loaded unloaded
17	weaver	loaded	57 58	messenger	loaded	97	oxcart drover	loaded
18	weaver	unioaded	59	messenger cartwright	unioaded	98 99	oxcart drover Table B	unloaded
20	dyer dyer	loaded	60	cartwright	loaded	100	Table B	loaded
20	baker	unloaded	61	brewer		100	I ADIC D	loaueu
21	baker	loaded	62	brewer	loaded	Loaded or	Unloaded can refer to e	ither items for
22	huntsman	unloaded	63	hunting party	unioaded		or whether they are hea	
24	huntsman	loaded	64	hunting party	loaded		om town when there are	
25	carpenter	unioaded	65	clergy	unloaded		ble B can be filled in as r	
26	carpenter	loaded	66	clergy	loaded	encounter		
27	silversmith	unloaded	67	sherrif	unloaded			
28	silversmith	loaded	68	sherrif	loaded			
29	tinker	unloaded	69	knight	unloaded			
30	tinker	loaded	70	knght	loaded			
31	tailor	unloaded	71	Coutiers	unioaded	632	RA PROV	
32	tailor	loaded	72	Courtiers	loaded			
33	trapper	unloaded	73	shepherd	unioaded			A D Lack
34	trapper	loaded	74	shepherd	loaded		TO MAN	AR LED
35	candlemaker	unloaded	75	pig farmer	unioaded			
36	candlemaker	loaded	76	pig farmer	loaded		ZISSA UTIN	
37	farmer	unloaded	77	goatherd	unioaded		2105-120	
38	farmer	loaded	78	goatherd	loaded	The later the		The second
39	weaponsmith	unloaded	79	milkmaid	unloaded	and		STAPLE
40	weaponsmith	loaded	80	milkmaid	loaded		E	1 3并从4
			_	<u>Table B</u>				
1		loaded	8		loaded	15		loaded
2		unioaded	9		unioaded	16		unloaded
3		loaded	10		loaded	17		loaded
4		unloaded	11		unloaded	18		unloaded
5		loaded	12		loaded	19		loaded
6		unloaded	13		unloaded	20		unloaded
7		loaded	14		loaded			



# Equipment

Weapons											
<u>Melee Weapons</u>	<u>Cost</u>	<u>Damage</u>	<u>Speed (jab speed)</u>	<u>Síze</u> **	<u>Reach</u>	<u>Type</u>	an				
Axe, battle	5 sp	4d3p	12	М	3 feet	Hacking	12CIN				
Axe, great (Bardiche)	7 sp	4d4p	14	L	4 feet	Hacking					
Axe, hand	3 sp	d4p+d6p	8	S	11/2 feet	Hacking					
Bare-handed (fists) -	(d4p-2)+		10*	S	1 foot	Crushing					
Club	1 cp	d6p+d4p	10	М	21/2 feet	Crushing	N C 333				
Dagger	2 sp	2d4p	7 (5)	S	1 foot	Piercing					
Flaíl	15 sp	2d8p	13	Μ	4 feet	Crushing					
Knife	5 cp	1d6p	7	S	1 foot	Piercing	V L 🔍				
Mace	8 sp	d6p+d8p	11	Μ	2 feet	Crushing					
Morning Star	10 sp	2d8p	11	Μ	3 feet	Crushing	VII S				
Pole Arms											
Spear	1 sp	2d6p	12 (8)	L	13 feet	Piercing					
Halberd	10 sp	2d10p	14 (12)	L	8 feet	Hacking					
Scimitar	15 sp	2d8p	9	М	3 feet	Hacking					
Scourge	1 sp	2d4p	9	S	11/2 feet	Hacking	NA A				
Staff	2 cp	2d4p	13	L	8 feet	Crushing					
<u>Swords</u>							5				
Short sword	10 sp	2d6p	8 (7)	S	2 feet	Piercing					
Longsword	20 sp	2d8p	10 (8)	м	31/2 feet	Hacking					
Great sword [bastard]	30 sp	d8p+d10p	12 (9)	L	41/2 feet	Hacking					
Two-Handed sword	50 sp	2d12p	16	L	6 feet	Hacking					
Warhammer	2 sp	2d6p	8	S	11/2 feet	Crushing					
*4 if opponent is unarmed o	r unaware	**Max Weapon .	Speeds = Small = 2 / Medium	= 3 / Large =	4		Ammunition				
<u>Ranged Weapons</u>	<u>Cost</u>	<u>Damage</u>	<u>Base Rate of Fire</u>	<u>Size</u>	<u>Ranges</u>	<u>Type</u>	<u>Cost per Dozen</u>				
Axe, throwing	3 sp	d4p+d6p	7	S	see Chapter 9	Hacking					
Bows (require 2 hands)											
Short bow	30 sp	2d6p	12	S	see Chapter 9	Piercing	8cp				
Longbow	75 sp	2d8p	12	М	see Chapter 9	Piercing	2sp				
Crossbow, light	35 sp	2d6p	20	S	see Chapter 9	Piercing	1sp				
Crossbow, heavy	50 sp	2d10p	60	Μ	see Chapter 9	Piercing	2sp				
Javelin	6 cp	1d12p	7	Μ	see Chapter 9	Piercing					
Knife, throwing*	1 sp	1d6p	6	S	see Chapter 9	Piercing					
Sling	0.5 cp	d4p+d6p	10	S	see Chapter 9	Piercing	2cp				
*treat as knife if used as a m											



#### Armor

<u>Armor</u>	<u>Cost</u>	<u>DR</u>	<u>Defense Adjust.</u>	<u>Initiative Mod.</u>	Speed Mo	<u>d. Movement Class</u>	<u>Penalty Type</u>
None	-	0	0	-1	0	none	none
Thick Robes	5 cp	1	-1	0	0	none	none
Leather	6 sp	2	-2	0	0	none	Líght
Padded	4 sp	2	-3	+1	0	none	Líght
Studded Leath	ner 40 sp	3	-3	+1	0	none	Medium
Ringmail	65 sp	4	-4	+1	+1	75% of max / jog, run & sprin	t Medium
Chainmail	200 sp	5	-5	+2	+2	75% of max / jog, run & sprin	t Heavy
Scalemaíl	120 sp	5	-6	+3	+2	50% of max / jog, run & sprin	t Heavy
Splin Mail	300 sp	6	-5	+2	+2	50% of max / jog, run & sprin	t Heavy
Banded Mail	400 sp	6	-4	+2	+1	75% of max / jog, run & sprin	t Heavy
Plate Mail	500 sp	7	-5	+2	+2	50% of max / jog, run & sprin	t Heavy

Armor's effects on "stealthy" skills (applies to anyone, regardless of class, attempting these skills) No Armor Leather or Studded Leather Ringmail Chainmail Scale Mail Banded Splint Plate shield\*\*

	<u>NO Armor</u>	<u>Leatner or</u>	<u>Studded Leather</u>	<u>kingmali</u>	<u>Chainmaii</u>	<u>Scale Mall</u>	Banded	<u>Spiint</u>	Plate	<u>snieia**</u>	
		<u>Padded</u>					<u>Maíl</u>	<u>Maíl</u>	<u>Maíl</u>		
Initiative Die bonus*	one better	yes	forfeit	forfeit	forfeit	forfeit	forfeit	forfeit	forfeit	forfeit	
			1 die	2 dice	3 dice	4 dice	3 dice	4 dice	4 dice	1 die	
Climbing/Rappeling	+10%	std	-15%	-25%	-35%	-50%	-40%	-50%	-60%	1	
Disarm Trap	std	std	-15%	-20%	-25%	-30%	-25%	-30%	-25%	1	
Hiding	+5%	std	-10%	-20%	-25%	-25%	-35%	-35%	-40%	-40%	
Identify Trap	std	std	-10%	-15%	-25%	-25%	-25%	-25%	-25%	1	
Listening	std	std	-5%	-5%	-10%	-15%	-10%	-15%	-20%	std	
Lock Picking	std	std	-10%	-20%	-25%	-25%	-25%	-25%	-25%	1	
Pick Pocket	+5%	std	-15%	-30%	-50%	-60%	-50%	-65%	-75%	-60%	
Sneaking	+10%	std	-20%	-35%	-50%	-65%	-50%	-70%	-80%	-40%	
*Forfaits dia many that you use the next lowest dia far around if you would rall a d12 you new rall a d10											

\*Forfeit a die means that you use the next lowest die, for example, if you would roll a d12, you now roll a d10. A d8 becomes a d6, etc...

\*\*Penalties for Armor and Shield do not stack. Simply use the most restrictive one.

1) Divine Icon (A tiny golden sword) 2) Divine Icon (A tiny golden scale) 3) Divine Icon (A tiny wooden stylised person with arms upraised standing on a rainbow) Divine Icon (A wooden ea-4) gle's claw) 5) Divine Icon (A wooden spatially impossible geometric shape upon a crooked stick) Divine Icon (A silver spa-6) tially impossible geometric shape upon a crooked stick) A copper penny 8) A silver schilling 9) A gold piece 10) An Assassin's Run 'Assassin' card 11) An Assassin's Run 'Messenger card 12) A deck of Assassin's Run cards 13) A wooden comb A writing quill 14) 15) A brass key 16) An iron key 17) A brass ring with a red glass gem 18) A brass ring with a blue glass gem A brass ring with a green 19) glass gem A brass ring with a yellow 20) glass gem A brass ring with a purple 21) glass gem A tiny wooden statue of a 22) doa 23) A tiny wooden statue of a cat 24) A tiny wooden statue of a horse 25) A tiny wooden statue of a chicken 26) A tiny wooden statue of a man 27) A tiny wooden statue of a woman 28) A tiny wooden statue of a deer A pair of dice in a leather 29) turtle 30) A tiny wooden statue of a físh 31) A tiny wooden statue of a dragon 32) A tiny wooden statue of a goblin 33) A 2ft. leather strap A small ball of twine 34) A dog's tooth 351 36) A cat's tooth A human tooth 371 A rabbit's paw 38) 39) A bit of fluff

40)

A lock of hair

- 41) A dried cow's tongue 42) A small bag of sand 43) A small bag of ashes A piece of broken glass 44) 45) A stuffed mouse 46) A bag of 1d10 deer antlers cut like coins 471 A Small wooden disc 48) A stick of incense 40١ A chicken thigh bone 50) A ribbon 51) A small hinge A chain link 52) 53) A screw A dried foreskin 54) 55) A candle An empty vial 56) Flint and tinder 57) 58) A fork A spoon 59) 60) A butter knife 61) A set of 3 darts 62) A handkerchief 63) An eyepatch 64) A whetstone 65) A wineskin 66) A thimble A weighted die (always 67) lands on '6') A weighted die (always 68) lands on '1') 69) A used bandage 70) A clean bandage 71) A hair tie 72) A sock 731 A loincloth 74) A belt 75) Some jerky in a cloth 76) Some cheese in a cloth Some bread in a cloth 77) Some dried fish in a cloth 78) 79) Some raisins in a cloth 80) Some dried apples in a cloth A small vial of honey 81) 82) A copper locket 83) A silver locket A brass neck chain 84) A silver neck chain 85) A gold neck chain 86) 87) A small vial of black ink A small flute 88) 89) An ocarína 90) A small bag of salt 91) A small guartz crystal 92) A small chunk of pyrite (fool's gold) A stick of white chalk 93) 94) A fishing hook A small spindle of fishing 95) líne 96) A small dagger 97) A small empty leather pouch 98) A wooden pipe
- 99) A steel arrow head 100) A small silver backed mir-
- ror
- A block of sealing wax 1) 2) A copper lizard brooch 3) A copper snake brooch 4) A copper horse brooch 5) A copper fairy brooch 6) A copper waxing moon brooch 7) A copper star brooch A copper cock and balls brooch 8) Q١ A copper raven brooch A copper tree brooch 10) A copper leaf brooch 11) A copper and red glass rose 12) brooch A copper goblin brooch 13) A silver figurine of yourself 14) (oooohhh... creepy...) 15) A grocery list 16) This list (without the numbers) 17) A musical score 18) A severed finger 19) A small sketch of a house 20) A small sketch of a forest A small sketch of a waterfall 21) A small sketch of a man 22) 23) A small sketch of a A small sketch of a dragon 24) 25) A small sketch of a wagon 26) A small sketch of a guy sketchina 27) A small sketch of a \_\_\_ A small dungeon map with inde-28) cipherable markings 29 A small map of a house layout with indecipherable markings A brown bird feather 30) A white bird feather 31) 32) A vellow bird feather 33) A blue bird feather 34) A red bird feather 35) A green bird feather 36) The eye of a peacock's feather A suicide note ("To whom it may 37) concern... I have decided to end my miserable existence...) 38) A love letter 39) A love poem 40) Someone's plan's for world domination A lucky 4 leaf clover 41) 42) A silver schilling with two heads 43) A silver schilling with two tails 44) A squirrel's tail 45) A seashell 46) A twig with a frayed end (toothbrush) 47) A small pouch of soda (toothpaste) 48) A garrote A small brass bell 49) A wooden button 50) A small hammer 51) 52) A garlic bud
  - 53) An onion54) A potato

## Random Items

- 58) A small vial of lantern oil
- 59) A small vial of human urine
- 60) A silver plain loop earring
- 61) An assassination warrant for a 'Lars Kladanaro', promising 25 gold crowns for his head
- 62) A philosophical discourse about how apple trees can be made to bear peaches instead of apples
- 63) A piece of paper with your name written on it in capital letters (00000hhhh, creepy)
- 64) A bow tie
- 65) A small pot of kohl
- 66) A tiny horse hair brush (so a lady can powder her face)
- 67) A glass eye
- 68) A wooden carving of a \_\_\_\_\_
- 69) A wooden carving of a \_\_\_\_
- 70) A mouse skull
- 71) A cat's skull
- 72) A small dog's skull
- 73) A snake's skull
- 74) A small turtle's shell
- 75) A necklace of mouse skulls on a string
- 76) A necklace of human teeth on a string
- 77) A necklace of canine fangs on a string
- 78) A necklace of red glass beads on a string
- 79) A necklace of blue glass beads on a string
- 80) A necklace of green glass beads on a string
- 81) A necklace of purple glass beads on a string
- 82) A necklace of black glass beads on a string
- 83) A necklace of white glass beads on a string
- 84) A necklace of tiny wooden cocks on a string
- 85) Lots of live ants in a small vial
- 86) A live cockroach in a small vial87) A live spider in a small vial
- 88) A small live lizard in a small vial
- 89) A tiny live snake in a small vial
- 90) A dried worm
- 91) A small leather bag with live earthworms in it
- 92) A small leather bag with some rabbit turds in it
- 93) A small leather bag with some cat turds in it
- 94) A small vial of cat's urine
- 95) A small leather bag of pipe weed
- 96) A small leather bag of dried mushrooms
- 97) A small leather bag of belladonna
- 98) A small leather bag of multicolored pebbles
- 99) A small leather bag of severed finger digits
- 100) A dried prune.

55)

56)

- 1) A piece of straw A voodoo-type doll made of 2) grass A dried fish scale 31 4) A dried chunk of cheese A small packet of rosemary 5) A small packet of thyme 6) A small packet of oregano 7) A small packet of sage 8) Q١ A bundle of sage for smudging A small packet of cinnamon 10) Some raw cinnamon (bark) 11) 12) A small packet of parslev A small empty packet 13) A deer carved on a 5" wood disc 14) A fish carved on a 5" wood disc 15) A horse carved on a 5" wood 16) disc 17) carved on a 5" wood disc Α 18) carved on a 5" wood disc Α 19) A tree carved on a 5" wood disc 20) A flower carved on a 5" wood disc 21) A dog carved on a 5" wood disc A cat carved on a 5" wood disc 221 A mouse carved on a 5" wood 231 disc 24) A rat carved on a 5" wood disc A waterfall carved on a 5" wood 25) disc 26) A bunch of grapes carved on a 5" wood disc 27) An apple carved on a 5" wood disc A sword and shield carved on a 28) 5" wood disc 29) A battle axe carved on a 5" wood disc A blank 5" wooden disc 30) A sheet of vellum that says "Lars 31) Kladanaro will be dead by dawn. I need that 25 gold crowns." 32) A sheet of vellum that says "Yes, I know that Lars Kladanaro has avoided assassination for 12 years. But this time will be different." 33) A sheet of vellum that says "Where the hell is Lars Kladanaro anyway?" A sheet of vellum that says "Lars 34) Kladanaro was seen at the Grifted Dragon last night!" A sheet of vellum that says "Lars 35) Kladanaro killed all seven of the assassins sent after him last week! I tell you, he is un-assassinate-able!" 36) A sheet of vellum that says "That's 143 would-be assassing that Lars Kladanaro has killed now!" A sheet of vellum that says "Lars 37) Kadanaro has a 12 inch cock." 38) A sheet of vellum that says "I
- DON'T CARE FOR YOUr LAME EX-CUSES! I WANT LARS KLADA-NARO DEAD!"
- A recipe for 'Dejy fried potatoes' 39)
- A fake mustache 40)
- A fake goatee 41)

- 42) A dirty blonde wig
- 431 A dirty brunette wig

1)

2)

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53)

54)

55)

56)

57)

Combat

laid rubies

pecans

walnuts

peanuts

waxed paper

mouse bones

snake fangs

man teeth

bones

ticolored beads

- A dirty red wig 441
- 45) A dirty purple wig 46)
- A dirty blue wig A dirty black wig 47)
- A dirty green wig 48)
- A dirty purple wig 49)
- 50) A severed, dried
- 51) A severed, dried
- A severed human ear 52)
- A vial of skunk gland fluid 53)
- 54) A patch of chainmail
- 55) A blood-stained cloth
- A small bit of tangled twine 56) A small patch of rabbit fur 57)
- 58) A piece of coal
- A small box of multi-colored 59) chalk
- 60) A vial of blood 61)
- A list of ten names Some fragments of a shattered 62) sword
- 63) A small, clear, glass sphere
- 64) A spool of thread
- A metal cube carved with de-65) monic faces
- 66) A small lodestone
- 67) The deed to a ruined tower
- The deed to a small hovel 68) An invitation to a formal ball 69)
- 70) A dried rose
  - A small packet of crushed flow-71) ers
  - 72) A metal whistle
  - 73) 3 bent nails 74) A vial of scented oil
  - A sling 75)

  - A small map of the P'Bapar re-76) gíon
  - 77) A tin mug
  - 78) A small piece of vellum that says "Beware the purple snake!"
  - A live scorpion (ouch!) 79)
  - A ball gag 80)
  - Bad poetry on vellum 81)
  - A wooden eye ball 82)
  - A chicken egg (be careful!) 83)
  - Some leeches in a small vial 84)
  - 85) A toupee
  - A sheepskin condom 86)
  - A used sheepskin condom 87) A wad of hay in a leather pack-88)
  - et (medieval toilet paper) 801 A shaving knife (straight razor)
  - 90) A wooden 5"
  - 91) A wooden 5"
  - 92) A small fish skeleton
  - 93) A small dried bread roll - hard as a rock
  - A fake pearl 94)
  - 95) A fake diamond
  - 96) A fake sapphire
  - A fake rubv 97)
  - 98) A fake topaz
  - 99) A fake opal
  - 100) A fake amber jewel

### Random Items

A bracelet made out of A gold cigar case (holds 5) 58) A steel cigar case (holds 5) 501 A bracelet made out of 60) A bronze star (2") 61) A silver star (2") A bracelet made out of mul-A gold star (2") 62) A leather glove 63) A bracelet made out of hu-A steel pigs nose ring 64) A chunk of human skin 65) A bracelet made out of fish with a wart on it. 66) A shrunken head A dried mushroom 67) A cooked, half eaten, and A fake copper penny rotting chicken drumstick A fake silver schilling A dried sausage 68) A fake gold crown 69) A half eaten, rotting saus-A tiny white candle age A tiny black candle 70) A wooden cigar, painted A tiny red candle brown, with a red tip A tiny blue candle 71) A wooden yoyo A tiny green candle 72) A brass thimble A tiny yellow candle A red patch (as in clothes 731 A tiny purple candle patch) A tiny gray candle 74) A blue patch (as in clothes A small package of candied patch) A green patch (as in 75) A small package of candied clothes patch) A yellow patch (as in 76) A small package of candied clothes patch) A purple patch (as in 771 A rolled up bowstring, in a clothes patch) A small piece of a shield 78) A marble sized red ruby 79) A plaque doctor's mask A marble sized topaz A small packet of plague 80) A marble sized emerald doctor's potpourri A tiny silver warhammer A marble sized pearl 81) A pearl necklace (30 pearls) on a silver chain A pearl bracelet (12 pearls) A tiny silver twin tailed 82) A pewter shot glass comet on a silver chain A glass shot glass 15 tiny lead balls in a vial 83) A steel shot glass of human urine A small piece of vellum 84) A crystal shot glass that says "We want the RE-A brass shot glass OUFST!" A silver shot glass Instructions on a sheet of 85) A gold shot glass vellum for building a gaz-A gold shot glass with inebo 86) A broken drumstick A wooden belt buckle A sheet from a spell book 87) A steel belt buckle (randomly determine the A brass belt buckle spell) A silver belt buckle 88) A potion (randomly deter-A gold belt buckle mine which one) A small wooden sundial A magic scroll (randomly 89) A small steel sundial determine which one) A small pewter sundial A magic wand (randomly 90) A small brass sundial determine which one) A small silver sundial A cold piece of toast 91) A small gold sundial 92) A trail biscuit (hard rations) 93) A dog biscuit (a bone) 94) A fig A dried ear of corn 951 96) Instructions on a sheet of vellum for 26" of gold thread 97) A wine bottle cork A 1" paint brush 98) A wine bottle opener 991 A husk of hard bread

100) A tiny rock hammer

A brass cigar case (holds 5)

A silver cigar case (holds 5)

A steel button

A silver button

A brass button

A gold button

A ruby button

A dead canary

A cigar