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C	UN	/ID	AI	

	COMBAI
Cover	Half cover grants +2 AC and +2 bonus on <i>Luck</i> (Dex) saves. Three Quarters cover grants +4. Cannot be directly attacked if in full cover.
Critical	Max die plus half level damage (round up).
Flanking	+1 attack roll if flanking target.
Fumble	Target gets free melee attack. If ranged attack with ally in melee, reroll attack against ally.
КО	-2 penalty to hit, if reduce target to zero hp, unconscious for 1d6 x 10 min.
Misc Factors	Generally +1 or -1 modifier (GM's call).
Mounted	May make attack part way through move, and gains Rogue <i>Skirmish</i> ability.
Prone	Prone target suffers -2 penalty on their attack rolls, and foes gain +2 bonus on their attacks.
Shooting into an Ally's Melee	Target generally gains +2 AC due to half cover. If miss, 33% chance reroll ranged attack against ally in same melee.
Shooting whilst in Melee	Disadvantage on ranged attack roll.
Surprise	Bonus round, plus adv on first attack, or foe suffers disad on <i>Luck</i> saves vs physical spell.
Visibility	Very hard to see (heavy fog, near darkness) imposes 33% miss chance. Full darkness or invisible imposes 66% miss chance or auto miss, depending on all the circumstances (GM's call).



$\Xi$		1. 11	-			
	N	MON	STER	s -		<u>r</u>
	HD	AC	Luck	Dmg -		
	1	11	4	1d6		Ir
	4	13	7	2d6		
	8	15	10	2d10	Inc	(
	12	16	12	3d8 -		Si
	- 15	18	15	3d10		1
	18+	20	16	3d12	Ę	=
_	- 22	23	16	4d10		
	-Boss I	Monster	<b>s</b> p.184	E		
-=	E		~	A STATISTICS	1	
-1						
= _		TR	APS			<u>i</u> =-
Threat	(2d6): 2-7	7 Low, 8	-10 Mode	erate, 11-	12 M	ajor -
Attack	Mode: p.2	THE REPORT OF STREET				
2d6			rigger			
2	Water le		nge			=
3-4	Tripwire	In The second second				
5-7	Pressure					
8-9		sinterac	cted with			
10-11						
_ 12	Magic se	ensor	in station			I State

Bypass

Trap does not activate, or is disabled, at certain times of the day or night.

Code or puzzle (multiple buttons, dials,

Hidden switch, lever, pressure plate, etc.

-= A BOO

Safe route map (possessed by enemy, hidden, or puzzle).

\_\_\_

2d6

2-3

4-5

6-8

9-10

levers, etc).

11-12 Magical Password

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	MOVEMENT
Move	Typically 30 ft, cannot be broken up with an action. May spend action to move twice.
Intercept	Not surprised/in melee/moved. Within 30 ft. Dex check required (at disad if before first turn in a new combat).
Charge	Move at least 10 ft, up to double normal move, attack with +2 bonus. Uses action & move. Until next action, enemies gain advantage on attacks.
Stand Up	Half movement.
Party Retreat	At start of round, players explain how escape might be possible. If GM agrees, attribute checks may be required, followed by a Group <i>Luck</i> save to escape.
Withdraw	Foe gains a free attack if a character attempts to move out of foe's melee reach (or > 5 ft from foe with 10 ft+ reach).
Chases	p.69
	5 11

# INJURY, RECOVERY & DEATH

11.2

-

All Dead	PC is reduced to zero hp, and (i) the body cannot be recovered, or (ii) the body is recovered but PC fails a Con check ( <i>Reroll Pool</i> available).
Mostly Dead	If reduced to zero hp, and the PC lives, roll on the <i>Injuries &amp; Setbacks</i> table; p.79.
Long Rest	Requires 1d6 days rest (1d4 in a safe environment such as an inn). Each fight adds 1 day. Restores all class ability uses, <i>Reroll Pool</i> dice, Attribute loss, 1 point of <i>Luck</i> , and half hp damage + 1d4 + Con bonus.
Short Rest	Requires a few minutes after a meaningful combat (GM's call). Each successful Will check allows the PC to restore (i) half hp damage + Con bonus (once per Short Rest), or (ii) one use of a class ability, or (iii) one <i>Reroll</i> <i>Pool</i> die. Maximum 3 Short Rests per 24 hours. Further details p.81.

7							P		The second			20
Sti'			1"	1	·i ·	1.	1	-	- !!			
	TED	RAIN	8 HOURS		TEDDAIN	8 HOURS			ENCO	UNTE	R DISTANCE	
	IEK	KAIN	TRAVEL		TERRAIN	TRAVEL			Settlements, R	tuins	2d6 x 10 ft (20 - 120 ft)	
	Roads	& Trails	10 miles		nins, Jungles, Swamps, erts & Artic Ranges	5 miles	_	E-	Forests, Jung Swamps, Subter		2d6 x 10 yards (20 - 120 yards)	_
		Light Woods	8 miles		sea vessel at about 5 knots)	40 miles			Hills, Mount	nine	4d6 x 10 yards	
=-		ts, Hills, rranean	7 miles		ke (rowboat, canoe, barge, 19 vessel at about 3 knots)	24 miles	_=		11113, Mounta		(40 - 240 yards)	-1
			aich			July .			Deserts, Plains Ranges, Lakes,		8d6 x 10 yards (80 – 480 yards)	
					STARTING ~~				Ocean	1944 	2d6 x 10 yards for a shark fin or small object, or 2d4 miles for a ship	
E	=			1d8	WEATHER			YI (NA VARA	Pho In.			
	1d12	SHIFTIN	G _	1 or 2 poi	nt modifier for climate & se	eason 5			1 Curde	-		53
_	1412	WEATHE	ER -= )	<u>-1</u>	Extreme Heat/Wildfire				EXPLORAT	ION		
2-	1	Much Hotter		0	Severe Heat/Humid					inters. Int	(Wilderness Lore) chec <del>k</del> s m	ight
F -	2	Warmer		2 1	Hot and Sunny			ed to prevent straying off I <b>rneys:</b> Every day or few		(i) Roll for	Weather, (ii) PCs choose the	eir
7	3	Similar but Di	rier	<b>E</b> - 2	Clear and Sunny		ntended	destination, (iii) PCs choos	se their route, (iv)		) for a <i>Travel Event</i> p.129.	_
	4	Similar but More Humid	==	3	Warm, partly cloudy		_1d12	While You Were L	ost 1d		While You Were Lost	
	5	Similar but Less Windy			Warm and Cloudy		_ 1	Roll for Shifting Weather.	. 5	mun	PC loses/uses up a randor dane item or bundle of item bing gear, rope, torches, etc	ns =
	6	Similar		5	Cool and Cloudy			The party lagor enotion	e dave vehilat	Colorest States	PC suffers exhaustion	100
	7	Similar or rer Starting Weat		6	Cold, Cloudy and Wind		2	The party loses another lost. Roll again.	e day whilst <b>E</b>		ng 1 point of Str, Dex or Con al chance).	n
T	-	Table (50%)		7	Rain (and/or Fog 50%)	=	3	A Random Encounter occu	urs. 9	A Ra	ndom Encounter occurs.	
-	8	Similar but W Similar but	<u>'indier</u>	8	Thunderstorm Snow		4	1d4 horses or other a lost, injured or fall ill (eq	jual chance, 1		PCs' rations/water supplie ost or used up (parasites, etc	
-	,	Less Humid				-21		not including ranger pe	ts).	A COLORING		
==	10 11	Similar but W Cooler	retter	= 10	Heavy Snow/Blizzard	A PE	- 5	1d2 Hirelings or lost, injured or fall chance, not including	ill (equal 1	1 with tale	player regales the grou a travel montage, about their background, or	a
	12	Much Colder					6	NPCs). A Random Encounter occu		A Ra	r worldbuilding. ndom Encounter occurs, then again.	( N  -
E	A	11.		h	willing a straight				11		Lin -=	~

#### NAMES

Midlander (Argosan)

Karok

Nydissian

Varnori

Thuel

N

Emory, Shand, Bennett, Warner, Fenton, Morris, Lothar, Dirk, Justen, Ogden, Yorric, Ethan, Horett, Grindle, Theobald, Odessa, Cassey, Isolde, Lucia, Marcella, Kendra, Felicia, Edith, Annorah, Janess, Talia, Celene, Sara, Maegen, Dawn, Estelle, Nyssa, Magda, Isabelle, Lorna.

3

Aldred, Hammond, Gregor, Willem, Harding,

Mateo, Baltasar, Lucon, Escobar, Cristoval, Gavriel, Pascal, Ramiro, Monferriz, Inigo, Tomon, Salazar, Gascon, Vasquez, Avaro, Vincente, Anselmo, Eltor, Rachiro, Gomez, Cataline, Mari, Oalla, Juana, Crusina, Francia, Teresa, Serena, Elvira, Aldona, Innes, Ysabel, Felipa, Blanca, Antonia, Mercia, Madele, Elena, Marcietta, Luzia.

Decimus, Mithrides, Trovex, Norcil, Lucius, Sercanis, Ortuvo, Titus, Prytanis, Gaius, Varro, Serjax, Nicandes, Mallius, Barbulo, Crassus, Kapula, Terro, Carnifex, Anticus, Lucidia, Soosi, Septana, Tibori, Rox, Galera, Antine, Sevira, Cerix, Theodora, Quinte, Marcella, Avius, Maesaris, Kali, Octavia, Dorni, Vexonae, Balba, Drusia.

Gunther, Arnjin, Njord, Holgrim, Eldrik, Seigmar, Brunjur, Ulfric, Vorn, Svannor, Finnvar, Borgov, Karlviir, Steiner, Vignaal, Ragnar, Noordac, Magnus, Eldavaar, Farviir, Freya, Salieff, Ulfina, Ingie, Dyra, Halasti, Sighilda, Gutha, Kelbi, Firthora, Kolli, Farrjor, Holatha, Yiris, Ogarra, Dyrri, Bayora, Vissu, Gulthena, Arna.

Ulnuk, Shaggog, Grinback, Torg, Dragur, Cromot, Dolgor, Ogrot, Maddrok, Vornog, Ruttog, Ushug, Shabboc, Thragur, Hothruk, Rorhug, Malgur, Drazzok, Wemmog, Torhoc, Silni, Gotha, Impi, Pashma, Findi, Osha, Annash, Shel, Burzu, Susha, Rarza, Kalini, Losra, Mori, Gulfi, Zul, Sharnesh, Ulfimi, Glasha, Surri

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	S	PEECH Q	UIR	KS (1c	l20)					A-	NP	Cs	
Wheezes, coughs, sniffs	6	Scratches	11	Chewing,	spits 1	.6	Slow/Fas talker				& LOCAT		Ē
Uses hands	7	Mumbling	12	Low/Hig tone	<sup>gh</sup> 1	17	Flips ha	ir			NPCs	Mid p.108	
Repeats words	8	Quiet/Loud	13	Talks to :	self 1	8	Long wine	ded		F	Rival Adventurers	p.225	l les
Rambling Pulls at ear	9 10	Puffs on pipe Touchy feely	14 15	Ums & a Curt, dir	and the second	19 20	Squinty Close tall			-	Taverns	Mid p.137	F
	1			k	1			w- 1	6 H		Outposts	Mid p.112	
				Same and the second	- Service	and the second	AN COMPANY	J		I	Street Names	Mid p.134	4
		ال PERSON		TY QU	IRKS	(1	d10, 1	.d4)					
	1	Ridiculou	sly gr	reedy D	own in tl	he	dumps		y going carefree		Utterly ru	thless	Ę
	2	Shrewd ar calculatin			ikes to jo nd laugh				st or nophobic		Irrepressil optimist	ble	-=-
	3	Highly cu and inqui			lonest an	d c	lecent	Gru	mpy and r	rude	Highly ent and excita		•
	4	Kind and compassio	onate		'engeful a olds grud				ctical and nonsense		Helpful an well mann		
	5	Easily offe	endec	ł c	alm and	sel	f assured	Ove	rly Pessim	nistic	Brave and	outspoken	
	6	Incorrigib	le fli	rr	pen hear nd joyful		d	Dev	outly relig	gious	Charitable self effacir		
	7	Arrogant or bullyin	g	Ν	1eek or in	nde	ecisive		kless but meaning		Indifferen or apathet		
	8	Determine eyes on th			heeky an npulsive				ourable rotective		Simple and a little slov		E
	9	Racist or o to general			tandoffis r withdra		n		ward umbling		Genteel or	chivalrous	
	1(	0 Uncompro or judgme		ing Q	uiet or se	ecr	etive		getful or ly distract	ted	Naïve or t	rusting	
	-	test for let the set of the	C.15.112	The set of	A REAL PROPERTY.		Constraint, India Administra	100000			STATES AND A DESCRIPTION OF A DESCRIPTIO		-

#### **MELEE WEAPONS**

1'

	•		and the second state of the se
	Battle Axe	1d8	+1 damage two handed. 19: Roll <i>Injuries</i> & <i>Setbacks</i> table (PC gets a <i>Luck</i> save).
	Club	1d6	Masquerades as a tree branch, fire log or table leg.
	Dagger or Knife	1d4	Throw 40 ft. Concealable. +2 Initiative.
	Great Sword, Axe, Hammer	1d12	Two handed. Disadvantage in cramped quarters. 19: <i>Daze</i> (disad on next initiative check).
	Light Hammer or Mace	1d6	Throw 25 ft. 19: Prone or Push backwards up to 10 ft.
	Light Axe	1d6	Throw 25 ft. 19: Roll <i>Injuries</i> & <i>Setbacks</i> table (PC gets a <i>Luck</i> save).
-	– Flail	1d6+1	19: Trip or Disarm.
	Heavy Mace or Hammer	1d8	+1 damage two handed. 19: Roll Injuries & Setbacks table (PC gets a Luck save).
	Lance	2d4+1	Double damage mounted charge.
	Longsword, etc	1d8	+1 damage two handed (exc rapier). 19: <i>Disarm</i> . Rapier +2 Intercepts.
	Polearm	1d10	Two handed. Disadvantage in cramped quarters. 10 ft Reach.
	Shortsword	1d6	19: Disarm. +2 Initiative.
	Spear	1d6+1	+1 damage 2h. Throw 50 ft. 10 ft Reach.
-	_ ' Staff	1d6	+1 damage two handed. Reach 10 ft.
-	💪 Whip	1d4	19: Trip or Disarm. Reach 10 ft.

## **GEAR AVAILABILITY**

<b>"</b>	Common	Available	Available	a
	Uncommon	2d4	1d6 days	y'
je»	Rare	1d3	1d6 weeks	-
8	Very Rare	1	1d6 months	1
<b>S</b> I		~	_51	

### RANGED WEAPONS 41.

H.	Crossbow	2d8	200 ft	Two handed. 19: Prone. Action to reload, but if suffer damage, action lost.
	Javelin	1d6	70 ft	May be used in melee without disadvantage
Lt.	Crossbow	2d4+1	150 ft	Action to reload, but if suffer damage, action is lost. Two handed reload.
Le	ong Bow	1d8	250 ft	Two handed.
sł	hort Bow	1d6	150 ft	Two handed. More concealable, less bulky than Long Bow. May use mounted.
	Sling	1d4	100 ft	Two handed. Stones are free.
	Pistol	3d4	40 ft	Action and two handed reload.
1	Musket	4d4	100 ft	Two handed and 3 actions to reload.
Blu	inderbuss	5d4	20 ft	Two hands, cone 20 ft x10 ft, 2 actions to reload.
	Powder Grenade	4d4	70 ft	1 action to prime, 1 action to throw. 10 ft radius. Luck (Dex) save negates (no attack roll).
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10

Common

Uncommon

Rare

Gear Packs

Hirelings

Animals

Food & Services

Ships & Vehicles

EQUIPMENT

1d3 gp

2d10+10 gp 5d10+50 gp

or more

p.56

p.157

p.57

p.57

p.57

11		du .		11
-	OU	FPOST SE		ICES (1d20)
T e	1	Furrier	11	Inn
	2	Potter	12	Brewer, Tavern
	- 3	Weapon smith	13	Brothel
-	4	Leather worker	14	Guide, Porters
	5	Armourer	15	Mercenaries
	6	Weaver, Textiles	16	Herbalist
-	7	Alchemist	17	Shrine
_	8	Falconer	18	Cartographer
_	9	Carpenter, Woodcarver	19	Apothecary, Herbalist
	10	Stables	20	Other (bard, slaver, etc)
ALC: NO			112	HERE HERE HERE HERE HERE

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## **SKILLS**

Acrobatics	
	Dex
Animal Lore	Int
Apothecary	Int
Arcane Lore	Int -
Athletics	Str, Con
Deception	Cha 🚬
Detection	Perc
Divine Lore	Int
Gather Info	Int, Cha
General Lore	Int
Insight	Int, Perc
Leadership	Cha
Persuasion	Cha 🗧
Sailing	Int, Str
Sleight of Hand	Dex
Stealth	Dex
Traps & Locks	Dex
Wilderness Lore	Int
	- R III
	14 =
- ALW	
<u>-</u>	
TREAS	SURE
TREAS	p.251
And the second statistics	
Carry Loot Trinkets &	p.251
Carry Loot Trinkets & Curios	p.251 p.255
Carry Loot Trinkets & Curios Valuables Lair	p.251 p.255 p.261
Carry Loot Trinkets & Curios Valuables Lair Treasure	p.251 p.255 p.261 p.254
Carry Loot Trinkets & Curios Valuables Lair Treasure Potions	p.251 p.255 p.261 p.254 p.264

			<b>j</b>	MONS	STERS	5 -	N.		Ν	IOVEMENT
	СОМВАТ		HD	AC	Luck	Dmg -	Move			cannot be broken up with an action. on to move twice.
Cover	Half cover grants +2 AC and +2 bonus on <i>Luck</i> (Dex) saves. Three Quarters cover grants +4. Cannot be directly attacked if in full cover.		- <u>1</u>	11	4	1d6	Interce			in melee/moved. Within 30 ft. Dex check <sup>=</sup> ad if before first turn in a new combat).
Critical	Max die plus half level damage (round up).		4	13	7	2d6	c Charg			10 ft, up to double normal move, attack Uses action & move. Until next action,
Flanking	+1 attack roll if flanking target.	_	8	15	10	2d10	Chury			dvantage on attacks.
Fumble	Target gets free melee attack. If ranged attack with ally in melee, reroll attack against ally.		12	16	12	3 <del>3</del> 8 -	Stand U		Half movement	nd, players explain how escape might be
КО	-2 penalty to hit, if reduce target to zero hp, unconscious for 1d6 x 10 min.		<u> </u>	18	15	3d10	Party Retrea	/ ~*	possible. If GM	agrees, attribute checks may be required, roup <i>Luck</i> save to escape.
Misc Factors	Generally +1 or -1 modifier (GM's call).		18+	20	16	3d12		aw ]	Foe gains a free	attack if a character attempts to move out
Mounted	May make attack part way through move, and gains Rogue <i>Skirmish</i> ability.	~	- 22	23	16	4d10	Chase		of foe's melee r p.69	each (or > 5 ft from foe with 10 ft+ reach). -
Prone	Prone target suffers -2 penalty on their attack rolls, and foes gain +2 bonus on their attacks.		-Boss	Monsters	s p.184			-		
Shooting into an Ally's Melee	Target generally gains +2 AC due to half cover. If miss, 33% chance reroll ranged attack against ally in same melee.		V=	TR	APS			Certification of the second se		
Shooting whilst - in Melee	Disadvantage on ranged attack roll.	·	+ (246): 2-					-	- INII	IDV DECOVEDV & DEATH
	e e	Inrea	t (200). 2-	/ LOW, 0-	10 Mode	erate, 11-12	Major -			<b>JRY, RECOVERY &amp; DEATH</b>
Surprise	Bonus round, plus adv on first attack, or foe suffers disad on <i>Luck</i> saves vs physical spell.	Attack	<b>c Mode:</b> p.2	232 T	rigger	erate, 11-12	Major -	ļ	All Dead	PC is reduced to zero hp, and (i) the body cannot be recovered, or (ii) the body is recovered but PC fails a Con check ( <i>Reroll</i>
Surprise Visibility	Bonus round, plus adv on first attack, or foe suffers disad on <i>Luck</i> saves vs physical spell. Very hard to see (heavy fog, near darkness) imposes 33% miss chance. Full darkness or invisible imposes 66% miss chance or auto	Attack $2$ $\frac{2d6}{2}$ $\frac{3-4}{5-7}$	<b>c Mode:</b> p.2	232 T evel char e	rigger	erate, 11-12	Major -			PC is reduced to zero hp, and (i) the body cannot be recovered, or (ii) the body is
	Bonus round, plus adv on first attack, or foe suffers disad on <i>Luck</i> saves vs physical spell. Very hard to see (heavy fog, near darkness) imposes 33% miss chance. Full darkness or	Attack $2$ $\frac{2d6}{2}$ $\frac{3-4}{5-7}$	Water le Water le Tripwir Pressur Object i	232 T evel char e	<b>rigger</b> 1ge		Major -		All Dead Mostly Dead	PC is reduced to zero hp, and (i) the body cannot be recovered, or (ii) the body is recovered but PC fails a Con check ( <i>Reroll</i> <i>Pool</i> available). If reduced to zero hp, and the PC lives, roll on the <i>Injuries &amp; Setbacks</i> table; p.79. Requires 1d6 days rest (1d4 in a s environment such as an inn). Each fight ac
	Bonus round, plus adv on first attack, or foe suffers disad on <i>Luck</i> saves vs physical spell. Very hard to see (heavy fog, near darkness) imposes 33% miss chance. Full darkness or invisible imposes 66% miss chance or auto miss, depending on all the circumstances	Attack 2 2d6 2 3-4 5-7 8-9 10-11 12	Water le Water le Tripwir Pressur Object i	232 T evel char e e plate s interac	<b>rigger</b> nge ted with		Major -		All Dead	PC is reduced to zero hp, and (i) the body cannot be recovered, or (ii) the body is recovered but PC fails a Con check ( <i>Reroll</i> <i>Pool</i> available). If reduced to zero hp, and the PC lives, roll on the <i>Injuries &amp; Setbacks</i> table; p.79. Requires 1d6 days rest (1d4 in a s environment such as an inn). Each fight ac 1 day. Restores all class ability uses, <i>Reroll I</i> dice, Attribute loss, 1 point of <i>Luck</i> , and F
	Bonus round, plus adv on first attack, or foe suffers disad on <i>Luck</i> saves vs physical spell. Very hard to see (heavy fog, near darkness) imposes 33% miss chance. Full darkness or invisible imposes 66% miss chance or auto miss, depending on all the circumstances	Attack $2 = \frac{2d6}{2}$ $-\frac{3-4}{5-7}$ $-\frac{8-9}{10-12}$	Water le Water le Tripwir Pressur Object i <u>1</u> Timer Magic s	232 T evel char e plate s interac eensor E bes not ac	rigger nge ted with Bypass ctivate, c	pr is disable			All Dead Mostly Dead	PC is reduced to zero hp, and (i) the body cannot be recovered, or (ii) the body is recovered but PC fails a Con check ( <i>Reroll</i> <i>Pool</i> available). If reduced to zero hp, and the PC lives, roll on the <i>Injuries &amp; Setbacks</i> table; p.79. Requires 1d6 days rest (1d4 in a s environment such as an inn). Each fight ac 1 day. Restores all class ability uses, <i>Reroll I</i> dice, Attribute loss, 1 point of <i>Luck</i> , and H hp damage + 1d4 + Con bonus. Requires a few minutes after a meaning
	Bonus round, plus adv on first attack, or foe suffers disad on <i>Luck</i> saves vs physical spell. Very hard to see (heavy fog, near darkness) imposes 33% miss chance. Full darkness or invisible imposes 66% miss chance or auto miss, depending on all the circumstances	Attack 2 2d6 2 3-4 5-7 8-9 10-11 12	c Mode: p.4 Water le Tripwir Pressur Object i <u>1</u> Timer Magic s Trap do certain	232 T evel char e e plate s interac ensor E bes not ac times of r puzzle (	rigger nge ted with Bypass ctivate, c the day		d, at		All Dead Mostly Dead Long Rest	PC is reduced to zero hp, and (i) the body cannot be recovered, or (ii) the body is recovered but PC fails a Con check ( <i>Reroll</i> <i>Pool</i> available). If reduced to zero hp, and the PC lives, roll on the <i>Injuries &amp; Setbacks</i> table; p.79. Requires 1d6 days rest (1d4 in a s environment such as an inn). Each fight ac 1 day. Restores all class ability uses, <i>Reroll F</i> dice, Attribute loss, 1 point of <i>Luck</i> , and h hp damage + 1d4 + Con bonus. Requires a few minutes after a meaning combat (GM's call). Each successful Will che allows the PC to restore (i) half hp damage
	Bonus round, plus adv on first attack, or foe suffers disad on <i>Luck</i> saves vs physical spell. Very hard to see (heavy fog, near darkness) imposes 33% miss chance. Full darkness or invisible imposes 66% miss chance or auto miss, depending on all the circumstances	Attack 2 $-\frac{2d6}{2}$ $-\frac{3\cdot4}{5\cdot7}$ $-\frac{5\cdot7}{10\cdot11}$ $-\frac{10\cdot11}{2}$ $-\frac{12}{2d6}$ $-\frac{2}{2\cdot3}$	K Mode: p.4 Water le Tripwir Pressur Object i Timer Magic s Trap do certain Code ou levers, Hidden	232 T evel char e plate s interac sensor E pes not ac times of r puzzle ( etc). n switch,	rigger age ted with Bypass ctivate, c the day (multiple lever, pr	or is disable or night. e buttons, d ressure plat	d, at ials,		All Dead Mostly Dead Long Rest	PC is reduced to zero hp, and (i) the body cannot be recovered, or (ii) the body is recovered but PC fails a Con check ( <i>Reroll</i> <i>Pool</i> available). If reduced to zero hp, and the PC lives, roll on the <i>Injuries &amp; Setbacks</i> table; p.79. Requires 1d6 days rest (1d4 in a s environment such as an inn). Each fight ac 1 day. Restores all class ability uses, <i>Reroll H</i> dice, Attribute loss, 1 point of <i>Luck</i> , and H hp damage + 1d4 + Con bonus. Requires a few minutes after a meaning combat (GM's call). Each successful Will ch allows the PC to restore (i) half hp damage Con bonus (once per Short Rest), or one use of a class ability, or (iii) one <i>Rev</i>
	Bonus round, plus adv on first attack, or foe suffers disad on <i>Luck</i> saves vs physical spell. Very hard to see (heavy fog, near darkness) imposes 33% miss chance. Full darkness or invisible imposes 66% miss chance or auto miss, depending on all the circumstances	Attack $-\frac{2d6}{2}$ $-\frac{3\cdot4}{5\cdot7}$ $-\frac{5\cdot7}{10\cdot11}$ $-\frac{10\cdot11}{2}$ -1	C Mode: p.4 Water le Tripwir Pressur Object i Timer Magic s Trap dc certain Code or levers, Hidden Safe ro	232 T evel char e e plate s interac ensor E bes not ac times of r puzzle ( etc). n switch, ute map a, or puzz	rigger Ige ted with Bypass ctivate, c the day (multiple lever, pr (possess le).	or is disable or night. e buttons, d	d, at ials,		All Dead Mostly Dead Long Rest	PC is reduced to zero hp, and (i) the body cannot be recovered, or (ii) the body is recovered but PC fails a Con check ( <i>Reroll</i> <i>Pool</i> available). If reduced to zero hp, and the PC lives, roll on the <i>Injuries &amp; Setbacks</i> table; p.79. Requires 1d6 days rest (1d4 in a s environment such as an inn). Each fight ac 1 day. Restores all class ability uses, <i>Reroll F</i> dice, Attribute loss, 1 point of <i>Luck</i> , and F





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Meret		MELI	EE WEA	APONS	-					
Ś	Battle Axe	1d8		ge two handed. Is table (PC gets	19: Roll Injuries s a Luck save).					
	Club	1d6		ades as a tree b r table leg.	oranch,	-				
	Dagger or Knife	1d4	Throw 40	) ft. Concealab	le. +2 Initiative.	2				
	Great Sword, Axe, Hammer	1d12	cramped	nded. Disadvan quarters. 1 n next initiative	9: Daze					
ļ	Light Hammer or Mace	1d6		5 ft. 19: Prone o Is up to 10 ft.	r Push					
	Light Axe	1d6		25 ft. 19: Rol table (PC gets a		~				
F	– Flail	1d6+1	19: Trip o	or Disarm.		=				
	Heavy Mace or Hammer	1d8		ge two handed. ks table (PC get	. 19: Roll Injuries s a Luck save).					
	Lance	2d4+1	Double d	amage mounte	ed charge.					
	<sup>7</sup> Longsword, etc	1d8	-	+1 damage two handed (exc rapier). 19: <i>Disarm</i> . Rapier +2 Intercepts.						
	Polearm	1d10		Two handed. Disadvantage in cramped quarters. 10 ft Reach.						
[	Shortsword	1d6	19: Disarr	n. +2 Initiative.						
	Spear	1d6+1	+1 damaş	ge 2h. Throw 50	0 ft. 10 ft Reach.					
=	_ ` Staff	1d6	+1 damaş	ge two handed.	Reach 10 ft.	2				
E	∠ Whip	1d4	19 <b>:</b> Trip o	or <i>Disarm</i> . Reacl	n 10 ft.	-				
Ę		-				1				
	o Fran			=_==	2					
1			GEAR	AVAILA	BILITY	X				
E.		С	ommon	Available	Available					
14 41		Un	common	2d4	1d6 days	1				
		P» 11 —	Rare	1d3	1d6 weeks	1				
		Ve 	ery Rare	1	1d6 months					
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H. Crossbow	2d8	200 ft	Two h	nanded	. 19: Prone. Acti ffer damage, act				/	SKIL Acrobatics	LS Dex
Javelin	1d6	70 ft			n melee without					nimal Lore	Int
Lt. Crossbow	2d4+1	150 ft			eload, but if suff lost. Two hande			a perio		pothecary rcane Lore	Int Int
Long Bow	1d8	250 ft			Two handed.					Athletics	Str, Co
Short Bow	1d6	150 ft			More concealat g Bow. May use		~			Deception Detection	Cha Perc
Sling	1d4	100 ft		Two ha	anded. Stones ar	re free			1	ivine Lore	Int
Pistol	3d4	40 ft	A	Action	and two handed	reloa	d. –			ather Info	Int, C
Musket	4d4	100 ft	Two	hand	ed and 3 actions	to re	load.		<b>J</b> - G	eneral Lore	Int
Blunderbuss	5d4	20 ft	Two han	ds, cor	ne 20 ft x10 ft, 2	actior	ns to reload.	Ŷ	ı	Insight .eadership	Int, Pe Cha
Powder Grenade	4d4	70 ft			ne, 1 action to th save negates (ne					Persuasion Sailing	Cha Int, St
-					1			<b>}</b>	sla	ight of Hand	Dex
			211		Ali'in					Stealth	
of a			ルワ						т	stealth aps & Locks	Dex Dex
0101200	- 6."		1.				• • • • • • • • • • • • • • • • • • • •				
			2.7	25.				E	W1	derness Lore	Int
000	- Tr	-		<b>OU</b>	ГРО <b>S</b> Т SE	RV	ICES (1d2	0)-	 =	derness Lore	- Jut
0000		÷		0U 1	<b>FPOST SE</b> Furrier	2 <b>RV</b> 11	ICES (1d2	0)-	W1	derness Lore	Int
										derness Lore	Int
				1	Furrier	11	Inn Brewer,	0			
e contraction of the contraction				1	Furrier Potter Weapon	11 12	Inn Brewer, Tavern			TREAS Carry Loot	
		<b>NT</b> 1d3 gp		1 2 - 3	Furrier Potter Weapon smith Leather	11 12 13	Inn Brewer, Tavern Brothel Guide,			TREAS	<b>SURE</b> p.251
e contraction of the contraction	2d	1d3 gp l10+10 g	-3	1 2 - 3 4	Furrier Potter Weapon smith Leather worker Armourer Weaver,	11 12 13 14	Inn Brewer, Tavern Brothel Guide, Porters			TREAS Carry Loot Trinkets & Curios	SURE
e c c c c c c c c c c c c c c c c c c c	2d 5d	1d3 gp	sp 🕈	1 2 3 4 5 6	Furrier Potter Weapon smith Leather worker Armourer Weaver, Textiles	11 12 13 14 15 16	Inn Brewer, Tavern Brothel Guide, Porters Mercenaries Herbalist			TREAS Carry Loot Trinkets &	<b>SURE</b> p.251
EQUII Common Uncommon	2d 5d	1d3 gp l10+10 g l10+50 g	sp 🕈	1 2 - 3 4 5	Furrier Potter Weapon smith Leather worker Armourer Weaver,	11 12 13 14 15	Inn Brewer, Tavern Brothel Guide, Porters Mercenaries			TREAS Carry Loot Trinkets & Curios	<b>5URE</b> p.251 p.255
EQUII Common Uncommon Rare Gear Packs Hirelings	2d 5d c	1d3 gp  10+10 g  10+50 g pr more	sp 🕈	1 2 3 4 5 6 7	Furrier Potter Weapon smith Leather worker Armourer Weaver, Textiles Alchemist	11 12 13 14 15 16 17	Inn Brewer, Tavern Brothel Guide, Porters Mercenaries Herbalist Shrine			TREAS Carry Loot Trinkets & Curios Valuables Lair	<b>SURE</b> p.251 p.255 p.261 p.254
EQUII Common Uncommon Rare Gear Packs	2d 5d c	1d3 gp 110+10 g 110+50 g pr more p.56	sp 🕈	1 2 - 3 4 5 6 7 8 9	Furrier Potter Weapon smith Leather worker Armourer Weaver, Textiles Alchemist Falconer Carpenter, Woodcarver	11 12 13 14 15 16 17 18 19	Inn Brewer, Tavern Brothel Guide, Porters Mercenaries Mercenaries Herbalist Shrine Cartographer Apothecary, Herbalist			TREAS Carry Loot Trinkets & Curios Valuables Lair Treasure	<b>SURE</b> p.251 p.255 p.261 p.254 p.264
EQUII Common Uncommon Rare Gear Packs Hirelings	2d 5d c	1d3 gp 110+10 g 110+50 g pr more p.56 p.157	sp 🕈	1 2 - 3 4 5 6 7 8 9	Furrier Potter Weapon smith Leather worker Armourer Weaver, Textiles Alchemist Falconer Carpenter,	11 12 13 14 15 16 17 18	Inn Brewer, Tavern Brothel Guide, Porters Mercenaries Herbalist Shrine Cartographer Apothecary,			TREAS Carry Loot Trinkets & Curios Valuables Lair Treasure Potions	<b>5URE</b> p.251 p.255 p.261