

COMBAT

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.
KO	-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).

MONSTERS

HD	AC	Luck	Dmg
1	11	4	1d6
4	13	7	2d6
8	15	10	2d10
12	16	12	3d8
15	18	15	3d10
18+	20	16	3d12
22	23	16	4d10

—Boss Monsters p.185

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.70

TRAPS

Threat (2d6) 2-7: Low 8-10: Moderate 11-12: Major.
Attack Mode: p. 233

2d6	Trigger
2	Water level change
3-4	Tripwire
5-7	Pressure plate
8-9	Object is interacted with
10-11	Timer
12	Magic sensor
2d6	Bypass
2-3	Trap does not activate, or is disabled, at certain times of the day or night.
4-5	Code or puzzle (multiple buttons, dials, levers, etc).
6-8	Hidden switch, lever, pressure plate, etc.
9-10	Safe route map (possessed by enemy, hidden, or puzzle).
11-12	Magical Password

INJURY, RECOVERY & DEATH

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 & Setbacks</i> table; p.80.
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 Pool</i> die. Maximum 3 Short Rests per 24 hours. Further details p.82.



LOW
FANTASY
GAMING

TERRAIN	8 HOURS TRAVEL	TERRAIN	8 HOURS TRAVEL
Roads & Trails	10 miles	Mountains, Jungles, Swamps, Deserts & Artic Ranges	5 miles
Plains & Light Woods	8 miles	Ocean (large sea vessel at about 5 knots)	40 miles
Forests, Hills, Subterranean	7 miles	River or Lake (rowboat, canoe, barge, small sailing vessel at about 3 knots)	24 miles

ENCOUNTER DISTANCE	
Settlements, Ruins	2d6 x 10 ft (20 - 120 ft)
Forests, Jungles, Swamps, Subterranean	2d6 x 10 yards (20 - 120 yards)
Hills, Mountains	4d6 x 10 yards (40 - 240 yards)
Deserts, Plains, Artic Ranges, Lakes, Rivers	8d6 x 10 yards (80 - 480 yards)
Ocean	2d6 x 10 yards for a shark fin or small object, or 2d4 miles for a ship

1d12	SHIFTING WEATHER
1	Much Hotter
2	Warmer
3	Similar but Drier
4	Similar but More Humid
5	Similar but Less Windy
6	Similar
7	Similar or reroll on Starting Weather Table (50%)
8	Similar but Windier
9	Similar but Less Humid
10	Similar but Wetter
11	Cooler
12	Much Colder

1d8	STARTING WEATHER
1 or 2 point modifier for climate & season	
-1	Extreme Heat/Wildfire
0	Severe Heat/Humid
1	Hot and Sunny
2	Clear and Sunny
3	Warm, partly cloudy
4	Warm and Cloudy
5	Cool and Cloudy
6	Cold, Cloudy and Windy
7	Rain (and/or Fog 50%)
8	Thunderstorm
9	Snow
10	Heavy Snow/Blizzard

EXPLORATION

Short Treks: Periodically check for random encounters. Int (Wilderness Lore) checks might be required to prevent straying off course.

Long Journeys: Every day or few days (GM's call) - (i) Roll for Weather, (ii) PCs choose their intended destination, (iii) PCs choose their route, (iv) Roll 1d20 for a *Travel Event* p.130.

1d12	While You Were Lost	1d12	While You Were Lost
1	Roll for <i>Shifting Weather</i> .	7	One PC loses/uses up a random mundane item or bundle of items (climbing gear, rope, torches, etc).
2	The party loses another day whilst lost. Roll again.	8	One PC suffers exhaustion, losing 1 point of Str, Dex or Con (equal chance).
3	A <i>Random Encounter</i> occurs.	9	A <i>Random Encounter</i> occurs.
4	1d4 horses or other animals are lost, injured or fall ill (equal chance, not including ranger pets).	10	1d4 PCs' rations/water supplies are lost or used up (parasites, etc).
5	1d2 Hirelings or NPCs are lost, injured or fall ill (equal chance, not including important NPCs).	11	One player regales the group with a travel montage, a tale about their background, or other worldbuilding.
6	A <i>Random Encounter</i> occurs.	12	A <i>Random Encounter</i> occurs, then roll again.

NAMES

Midlander (Argosan)

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

Karok

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.

Nydessian

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.

Varnori

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, Gulthema, Arna.

Thuel

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

SPEECH QUIRKS (1d20)

1	Wheezes, coughs, sniffs	6	Scratches	11	Chewing, spits	16	Slow/Fast talker
2	Uses hands	7	Mumbling	12	Low/High tone	17	Flips hair
3	Repeats words	8	Quiet/Loud	13	Talks to self	18	Long winded
4	Rambling	9	Puffs on pipe	14	Ums & ahs	19	Squinty
5	Pulls at ear	10	Touchy feely	15	Curt, direct	20	Close talker

NPCs & LOCATIONS

NPCs Mid p.108

Rival Adventurers p.226

Taverns Mid p.137

Outposts Mid p.112

Street Names Mid p.134

PERSONALITY QUIRKS (1d10, 1d4)

1	Ridiculously greedy	Down in the dumps	Easy going and carefree	Utterly ruthless
2	Shrewd and calculating	Likes to joke and laugh	Sexist or Homophobic	Irrepressible optimist
3	Highly curious and inquisitive	Honest and decent	Grumpy and rude	Highly enthusiastic and excitable
4	Kind and compassionate	Vengeful and holds grudges	Practical and no nonsense	Helpful and well mannered
5	Easily offended	Calm and self assured	Overly Pessimistic	Brave and outspoken
6	Incorrigible flirt	Open hearted and joyful	Devoutly religious	Charitable or self effacing
7	Arrogant or bullying	Meek or indecisive	Reckless but well meaning	Indifferent or apathetic
8	Determined with eyes on the prize	Cheeky and impulsive	Honourable or protective	Simple and a little slow
9	Racist or quick to generalise	Standoffish or withdrawn	Awkward or bumbling	Genteel or chivalrous
10	Uncompromising or judgmental	Quiet or secretive	Forgetful or easily distracted	Naïve or trusting



MELEE WEAPONS

Battle Axe	1d8	+1 damage two handed. 19: Roll <i>Injuries & 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: <i>Prone</i> or <i>Push</i> backwards up to 10 ft.
Light Axe	1d6	Throw 25 ft. 19: Roll <i>Injuries & Setbacks</i> table (PC gets a <i>Luck</i> save).
Flail	1d6+1	19: <i>Trip</i> or <i>Disarm</i> .
Heavy Mace or Hammer	1d8	+1 damage two handed. 19: Roll <i>Injuries & Setbacks</i> table (PC gets a <i>Luck</i> 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: <i>Disarm</i> . +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: <i>Trip</i> or <i>Disarm</i> . Reach 10 ft.

GEAR AVAILABILITY

Common	Available	Available
Uncommon	2d4	1d6 days
Rare	1d3	1d6 weeks
Very Rare	1	1d6 months

RANGED WEAPONS

H. Crossbow	2d8	200 ft	Two handed. 19: <i>Prone</i> . 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.
Long Bow	1d8	250 ft	Two handed.
Short 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.
Musket	4d4	100 ft	Two handed and 3 actions to reload.
Blunderbuss	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. <i>Luck</i> (Dex) save negates (no attack roll).

OUTPOST SERVICES (1d20)

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)

EQUIPMENT

Common	1d3 gp
Uncommon	2d10+10 gp
Rare	5d10+50 gp or more
Gear Packs	p.57
Hirelings	p.158
Animals	p.58
Food & Services	p.58
Ships & Vehicles	p.58

SKILLS

Acrobatics	Dex
Animal Lore	Int
Apothecary	Int
Arcane Lore	Int
Athletics	Str, Con
Deception	Cha
Detection	Perc
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

TREASURE

Carry Loot	p.252
Trinkets & Curios	p.256
Valuables	p.262
Lair Treasure	p.255
Potions	p.265
Scrolls	p.267
Permanent Magic Item	p.267

COMBAT

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.
KO	-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).

MONSTERS

HD	AC	Luck	Dmg
1	11	4	1d6
4	13	7	2d6
8	15	10	2d10
12	16	12	3d8
15	18	15	3d10
18+	20	16	3d12
22	23	16	4d10

—Boss Monsters p.185

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.70

TRAPS

Threat (2d6) 2-7: Low 8-10: Moderate 11-12: Major.
Attack Mode: p. 233

2d6	Trigger
2	Water level change
3-4	Tripwire
5-7	Pressure plate
8-9	Object is interacted with
10-11	Timer
12	Magic sensor
2d6	Bypass
2-3	Trap does not activate, or is disabled, at certain times of the day or night.
4-5	Code or puzzle (multiple buttons, dials, levers, etc).
6-8	Hidden switch, lever, pressure plate, etc.
9-10	Safe route map (possessed by enemy, hidden, or puzzle).
11-12	Magical Password

INJURY, RECOVERY & DEATH

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 (Reroll Pool available).
Mostly Dead	If reduced to zero hp, and the PC lives, roll on the <i>Injuries & Setbacks</i> table; p.80.
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, Reroll Pool 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 Reroll Pool die. Maximum 3 Short Rests per 24 hours. Further details p.82.

TERRAIN**8 HOURS
TRAVEL**

Roads & Trails	10 miles
Plains & Light Woods	8 miles
Forests, Hills, Subterranean	7 miles

TERRAIN**8 HOURS
TRAVEL**

Mountains, Jungles, Swamps, Deserts & Artic Ranges	5 miles
Ocean (large sea vessel at about 5 knots)	40 miles
River or Lake (rowboat, canoe, barge, small sailing vessel at about 3 knots)	24 miles

ENCOUNTER DISTANCE

Settlements, Ruins	2d6 x 10 ft (20 - 120 ft)
Forests, Jungles, Swamps, Subterranean	2d6 x 10 yards (20 - 120 yards)
Hills, Mountains	4d6 x 10 yards (40 - 240 yards)
Deserts, Plains, Artic Ranges, Lakes, Rivers	8d6 x 10 yards (80 - 480 yards)
Ocean	2d6 x 10 yards for a shark fin or small object, or 2d4 miles for a ship

1d12**SHIFTING
WEATHER**

1	Much Hotter
2	Warmer
3	Similar but Drier
4	Similar but More Humid
5	Similar but Less Windy
6	Similar
7	Similar or reroll on Starting Weather Table (50%)
8	Similar but Windier
9	Similar but Less Humid
10	Similar but Wetter
11	Cooler
12	Much Colder

1d8**STARTING
WEATHER**

1 or 2 point modifier for climate & season

-1	Extreme Heat/Wildfire
0	Severe Heat/Humid
1	Hot and Sunny
2	Clear and Sunny
3	Warm, partly cloudy
4	Warm and Cloudy
5	Cool and Cloudy
6	Cold, Cloudy and Windy
7	Rain (and/or Fog 50%)
8	Thunderstorm
9	Snow
10	Heavy Snow/Blizzard

EXPLORATION

Short Treks: Periodically check for random encounters. Int (Wilderness Lore) checks might be required to prevent straying off course.

Long Journeys: Every day or few days (GM's call) - (i) Roll for Weather, (ii) PCs choose their intended destination, (iii) PCs choose their route, (iv) Roll 1d20 for a *Travel Event* p.130.

1d12**While You Were Lost**

1	Roll for <i>Shifting Weather</i> .
2	The party loses another day whilst lost. Roll again.
3	A <i>Random Encounter</i> occurs.
4	1d4 horses or other animals are lost, injured or fall ill (equal chance, not including ranger pets).
5	1d2 Hirelings or NPCs are lost, injured or fall ill (equal chance, not including important NPCs).
6	A <i>Random Encounter</i> occurs.

1d12**While You Were Lost**

7	One PC loses/uses up a random mundane item or bundle of items (climbing gear, rope, torches, etc).
8	One PC suffers exhaustion, losing 1 point of Str, Dex or Con (equal chance).
9	A <i>Random Encounter</i> occurs.
10	1d4 PCs' rations/water supplies are lost or used up (parasites, etc).
11	One player regales the group with a travel montage, a tale about their background, or other worldbuilding.
12	A <i>Random Encounter</i> occurs, then roll again.

NAMES

Midlander (Argosan)

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

Karok

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.

Nydisian

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.

Varnori

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.

Thuel

Ulnuk, Shaggog, Grinback, Torg, Dragur, Cromot, Dolgor, Ogrot, Maddrok, Vornog, Ruttog, Ushug, Shabboc, Thrugur, 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

SPEECH QUIRKS (1d20)

1	Wheezes, coughs, sniffs	6	Scratches	11	Chewing, spits	16	Slow/Fast talker
2	Uses hands	7	Mumbling	12	Low/High tone	17	Flips hair
3	Repeats words	8	Quiet/Loud	13	Talks to self	18	Long winded
4	Rambling	9	Puffs on pipe	14	Ums & ahs	19	Squinty
5	Pulls at ear	10	Touchy feely	15	Curt, direct	20	Close talker

NPCs & LOCATIONS

NPCs Mid p.108

Rival Adventurers p.226

Taverns Mid p.137

Outposts Mid p.112

Street Names Mid p.134

PERSONALITY QUIRKS (1d10, 1d4)

1	Ridiculously greedy	Down in the dumps	Easy going and carefree	Utterly ruthless
2	Shrewd and calculating	Likes to joke and laugh	Sexist or Homophobic	Irrepressible optimist
3	Highly curious and inquisitive	Honest and decent	Grumpy and rude	Highly enthusiastic and excitable
4	Kind and compassionate	Vengeful and holds grudges	Practical and no nonsense	Helpful and well mannered
5	Easily offended	Calm and self assured	Overly Pessimistic	Brave and outspoken
6	Incorrigible flirt	Open hearted and joyful	Devoutly religious	Charitable or self effacing
7	Arrogant or bullying	Meek or indecisive	Reckless but well meaning	Indifferent or apathetic
8	Determined with eyes on the prize	Cheeky and impulsive	Honourable or protective	Simple and a little slow
9	Racist or quick to generalise	Standoffish or withdrawn	Awkward or bumbling	Genteel or chivalrous
10	Uncompromising or judgmental	Quiet or secretive	Forgetful or easily distracted	Naïve or trusting

MELEE WEAPONS

Battle Axe	1d8	+1 damage two handed. 19: Roll <i>Injuries & 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: <i>Prone</i> or <i>Push</i> backwards up to 10 ft.
Light Axe	1d6	Throw 25 ft. 19: Roll <i>Injuries & Setbacks</i> table (PC gets a <i>Luck</i> save).
Flail	1d6+1	19: <i>Trip</i> or <i>Disarm</i> .
Heavy Mace or Hammer	1d8	+1 damage two handed. 19: Roll <i>Injuries & Setbacks</i> table (PC gets a <i>Luck</i> 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: <i>Disarm</i> . +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: <i>Trip</i> or <i>Disarm</i> . Reach 10 ft.

GEAR AVAILABILITY

Common	Available	Available
Uncommon	2d4	1d6 days
Rare	1d3	1d6 weeks
Very Rare	1	1d6 months

RANGED WEAPONS

H. Crossbow	2d8	200 ft	Two handed. 19: <i>Prone</i> . 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.
Long Bow	1d8	250 ft	Two handed.
Short 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.
Musket	4d4	100 ft	Two handed and 3 actions to reload.
Blunderbuss	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. <i>Luck</i> (Dex) save negates (no attack roll).

OUTPOST SERVICES (1d20)

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)

EQUIPMENT

Common	1d3 gp
Uncommon	2d10+10 gp
Rare	5d10+50 gp or more
Gear Packs	p.57
Hirelings	p.158
Animals	p.58
Food & Services	p.58
Ships & Vehicles	p.58

SKILLS

Acrobatics	Dex
Animal Lore	Int
Apothecary	Int
Arcane Lore	Int
Athletics	Str, Con
Deception	Cha
Detection	Perc
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

TREASURE

Carry Loot	p.252
Trinkets & Curios	p.256
Valuables	p.262
Lair Treasure	p.255
Potions	p.265
Scrolls	p.267
Permanent Magic Item	p.267