C	01	IR	AT
C	UT	VID	AL

	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 $1d6 \times 10$ 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).



<u> </u>				-		A	
	}	N	AON:	STERS	5 -	N-	
		HD	AC	Luck	Dmg -	-	-
4	ALL C.	. 1	11	4	1d6	R	I
		4	13	7	2d6		
-		8	15	10	2d10	Inc	
		12	16	12	3d8 -	1 -	5
-		15	18	15	3d10		
		18+	20	16	3d12	E	
-		- 22	23	16	4d10		V
-		-Boss I	Monster	s p.185	A		
-		T=			KV	-	-
-		-			I WILLIE		
-4	-			APS		1.	-
-	1		ALCONTRACTOR OF	North Training the			-
Thre Atta	eat .ck	(2d6) 2-7: Mode: p. 2		10: Moder	ate 11-12	: Major.	
2d6			1	rigger			-
2		Water le	vel cha	nge		-	-
3-4		Tripwire					-
5-7		Pressure		Stand- all		<u></u>	-
8-9		Object is	interac	cted with	<u>1</u>		Ter
- 10-1	1	Timer					
_ 12		Magic se	A DESCRIPTION OF A DESC				
2d6				Bypass			
- 2-3		certain	times of	f the day	or is disat or night.		
4-5		Code or levers, e		(multiple	e buttons	, dials,	
		,		States I append	STATISTICS.		

Hidden switch, lever, pressure plate, etc. 6-8 Safe route map (possessed by enemy, hidden, or puzzle). 9-10

-= 1 800

11-12 Magical Password

	N	IOVEMENT
Move		cannot be broken up with an action. on to move twice.
Intercept		in melee/moved. Within 30 ft. Dex check ad if before first turn in a new combat).
Charge	with +2 bonus.	10 ft, up to double normal move, attack Uses action & move. Until next action, dvantage on attacks.
Stand Up	Half movement	
Party Retreat	possible. If GM	nd, players explain how escape might be agrees, attribute checks may be required, roup <i>Luck</i> save to escape.
Withdraw		attack if a character attempts to move out each (or > 5 ft from foe with 10 ft+ reach).
Chases	p.70	
	INJU	JRY, 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</i> <i>Pool</i> die. Maximum 3 Short Rests per 24 hours. Further details p.82.

1			1.		J* =	1	
TER	RAIN	8 HOURS TRAVEL	J	TERRAIN	8 HOURS TRAVEL	-	Se
Roads	& Trails	10 miles		ns, Jungles, Swamps, ts & Artic Ranges	5 miles	=	E- Swo
lains & I	ight Woods	8 miles	Ocean (large se	ea vessel at about 5 knots)	40 miles		1
	s, Hills, ranean	7 miles		e (rowboat, canoe, barge, vessel at about 3 knots)	24 miles	-=	
				STARTING WEATHER t modifier for climate & sea			
1d12	SHIFTING WEATHEI	N	-1	Extreme Heat/Wildfire			EXI
1	Much Hotter		0	Severe Heat/Humid			ks: Periodically check for ra
2	Warmer		- 1	Hot and Sunny			quired to prevent straying of neys: Every day or few days (
3	Similar but Dri	ier	E 2	Clear and Sunny			estination, (iii) PCs choose the
4	Similar but More Humid	E	3	Warm, partly cloudy	- 5	ld12	While You Were Lost
	Similar but	- /	4	Warm and Cloudy		1	Roll for Shifting Weather.
5	Less Windy						
5 6			5	Cool and Cloudy			The narty loses another day
6	Less Windy Similar Similar or rero		5				The party loses another day lost. Roll again.
	Less Windy Similar		5	Cool and Cloudy		2	
6	Less Windy Similar Similar or rero Starting Weath	ner	5 6	Cool and Cloudy Cold, Cloudy and Windy		3	lost. Roll again. A <i>Random Encounter</i> occurs. 1d4 horses or other anima
6 7	Less Windy Similar Similar or rero Starting Weath Table (50%)	ner	5 6 7	Cool and Cloudy Cold, Cloudy and Windy Rain (and/or Fog 50%)		3	lost. Roll again. A Random Encounter occurs.
6 7 8	Less Windy Similar Similar or rero Starting Weath Table (50%) Similar but Win Similar but	ndier	5 6 7 8	Cool and Cloudy Cold, Cloudy and Windy Rain (and/or Fog 50%) Thunderstorm		2 3 4	lost. Roll again. A <i>Random Encounter</i> occurs. 1d4 horses or other anima lost, injured or fall ill (equal cl
6 7 8 9	Less Windy Similar Similar or rero Starting Weath Table (50%) Similar but Win Similar but Less Humid	ndier	5 6 7 8 9	Cool and Cloudy Cold, Cloudy and Windy Rain (and/or Fog 50%) Thunderstorm Snow		2 3 4 5	lost. Roll again. A <i>Random Encounter</i> occurs. 1d4 horses or other anima lost, injured or fall ill (equal cl not including ranger pets). 1d2 Hirelings or NPCs lost, injured or fall ill
6 7 8 9 10	Less Windy Similar Similar or rero Starting Weath Table (50%) Similar but Win Similar but Less Humid Similar but We	ndier	5 6 7 8 9 10	Cool and Cloudy Cold, Cloudy and Windy Rain (and/or Fog 50%) Thunderstorm Snow		2 3 4 	lost. Roll again. A <i>Random Encounter</i> occurs. 1d4 horses or other anima lost, injured or fall ill (equal cl not including ranger pets).
6 7 8 9 10 11	Less Windy Similar Similar or rero Starting Weath Table (50%) Similar but Win Similar but Less Humid Similar but We Cooler	ndier	5 6 7 8 9 10	Cool and Cloudy Cold, Cloudy and Windy Rain (and/or Fog 50%) Thunderstorm Snow		2 3 4 5	lost. Roll again. A Random Encounter occurs. 1d4 horses or other anima lost, injured or fall ill (equal cl not including ranger pets). 1d2 Hirelings or NPCs lost, injured or fall ill chance, not including imp

11		
E	NCOUN	NTER DISTANCE
Settlem	nents, Ruins	s 2d6 x 10 ft (20 - 120 ft)
112	ts, Jungles, Subterrand	2d6 x 10 yards ean (20 - 120 yards)
Hills,	Mountains	4d6 x 10 yards (40 - 240 yards)
	, Plains, Art Lakes, Rive	
	Ocean	2d6 x 10 yards for a shark fin or small object, or 2d4 miles for a ship
EXPLO	RATIO	N
o prevent straying off cour very day or few days (GM's	rse. s call) - (i) R	rs. Int (Wilderness Lore) checks — oll for Weather, (ii) PCs choose their l 1d20 for a <i>Travel Event</i> p.130.
e You Were Lost	1d12	While You Were Lost
Shifting Weather.	7	One PC loses/uses up a random mundane item or bundle of items (climbing gear, rope, torches, etc).
ty loses another day whils l again.	st 8	One PC suffers exhaustion, losing 1 point of Str, Dex or Con (equal chance).
m Encounter occurs.	9	A Random Encounter occurs.
rses or other animals ar ured or fall ill (equal chance		1d4 PCs' rations/water supplies are lost or used up (parasites, etc).
uding ranger pets).		1 1

A Random Encounter occurs, then roll again.

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

11.

	1	1.			- 11-1	10 ·	1-				Ξ
	S	PEECH Q	UIR	KS (1d2	0)			4	NP	Cs	
Wheezes, coughs, sniffs	6	Scratches	11	Chewing, spi	ts 16	Slow/Fas talker			& LOCAT		Ē
Uses hands	7	Mumbling	12	Low/High tone	17	Flips ha	ir		NPCs	Mid p.108	
Repeats words	8	Quiet/Loud	13	Talks to sel	f 18	Long win	ded		Rival Adventurers	p.226	l ler
Rambling Pulls at ear	9 10	Puffs on pipe Touchy feely	14 15	Ums & ahs Curt, direct	19 : 20	Squint <u>y</u> Close tal			Taverns	Mid p.137	F
			10			chood the			Outposts	Mid p.112	
			• 4	-	Clever, v.	San Inde			Street Names	Mid p.134	4
		ېر PERSON		FY QUIR	RKS (2	ud10, 1	.d4)				
	1	Ridiculou	sly gr	eedy Dow	n in the	dumps	Easy going and carefree	e	Utterly ru	thless	Ę
	2	Shrewd ai calculatin			s to joke laugh	9	Sexist or Homophobi	c	Irrepressil optimist	ble	-=
	3	Highly cu and inqui		Hon	est and	decent	Grumpy and	d rude	Highly ent and excita		•
	4	Kind and compassio	onate		geful an ls grudg		Practical an no nonsense		Helpful an well mann		
	5	Easily offe	ended	Calr	n and se	lf assured	Overly Pessi	imistic	Brave and	outspoken	
	6	Incorrigib	ole flir	T	n hearte joyful	ed	Devoutly re	ligious	Charitable self effacir		
	7	, Arrogant or bullyin	g	Меє	k or ind	ecisive	Reckless but well meanir		Indifferen or apathet		
	8	Determin eyes on th			eky and ulsive		Honourable or protectiv		Simple and a little slov		E
	9	Racist or o to genera			ndoffish vithdraw	m	Awkward or bumbling	g	Genteel or	chivalrous	
	10	0 Uncompro or judgme		ng Quie	et or sec	retive	Forgetful or easily distra		Naïve or t	rusting	
and a los	-		15115-116		STATES OF STATES	Charlest Participal		1			

MELEE WEAPONS

1

	•		
	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 Injuries & Setbacks table (PC gets a Luck save).
-	- Flail	1d6+1	19: Trip or Disarm.
	Heavy Mace or Hammer	1d8	+1 damage two handed. 19: Roll <i>Injuries</i> & <i>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: 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.
	-		이 같은 것은 것은 것은 것은 것은 것은 것은 것을 많이 있는 것으로 가지 않는 것은 것은 것은 것은 것을 가지 않는 것을 수 있는 것을 하는 것을 수 있는 것을 가지 않는 것을 수 있는 것을 하는 것을 수 있는 것을 수 있다. 것을 것을 것을 것을 것을 것을 것을 수 있는 것을 수 있다. 것을 것을 것을 것을 것을 것 같이 것을 것 같이 것을 것 같이 없다. 것을 것 같이 것 같이 것 같이 없다. 것 같이 것 같이 것 같이 것 같이 것 같이 것 같이 않았다. 것 같이 것 같이 것 같이 없다. 것 같이 것 같이 것 같이 없다. 것 같이 있는 것 같이 것 같이 않았다. 것 같이 것 같이 것 같이 없다. 것 같이 것 같이 없다. 것 같이 것 같이 없다. 것 같이 것 같이 것 같이 없다. 것 같이 것 같이 않았다. 것 같이 것 같이 없다. 것 같이 것 같이 않았다. 것 같이 않았다. 것 같이 것 것 같이 없다. 것 같이 것 같이 않았다. 것 같이 것 같이 없다. 것 같이 것 같이 않았다. 것 같이 않았다. 것 같이 않 것 같이 것 같이 않았다. 것 것 것 것 같이 것 같이 않았다. 것 같이 것 같이 것 같이 않았다. 것 것 같이 없 것 같이 않았다. 것 같이 것 같이 것 같이 않았다. 것 같이 것 않 것 것 같이 않았다. 것 같이 것 것 같이 않았다. 것 같이 것 같이 않았다. 것 같이 않았다. 것 같이 않았다. 것 것 같이 않았다. 것 같이 않았다. 것 같이 것 같이 않았다. 것 같이 않았다. 것 같이 않았다. 것 것 같이 않았다. 것 같이 않았다. 것 않았다. 것 같이 않았다. 것 것 같이 않았다. 것 같이 않 것 같이 않 않 않 않 않았다. 것 같이 것 않았다. 것 같이 않 않 않 않 않 않 않았다. 것

GEAR AVAILABILITY

J.	Common	Available	Available	a
	Uncommon	2d4	1d6 days	Z
je»	Rare	1d3	1d6 weeks	r
8	Very Rare	1	1d6 months	1
\$		~	_51	

11. hi pi (41" **RANGED WEAPONS**

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.
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 Luck (Dex) save negates (no attack roll).
	at 22 Cinaine	A DESCRIPTION OF THE OWNER OF THE	

1010

EQUIPMENT

Common

Uncommon

Rare

Gear Packs

Hirelings

Animals

Food & Services

Ships & Vehicles

1d3 gp

2d10+10 gp

5d10+50 gp

or more

p.57

p.158

p.58

p.58

p.58

1 7017 OUTPOST SERVICES (1d20) 1 Furrier 11 Inn Brewer, 2 Potter 12 Tavern Weapon smith 3 13 Brothel Leather Guide, 14 4 worker Porters 15 Mercenaries 5 Armourer Weaver, Textiles 16 Herbalist 6 Alchemist 17 Shrine 7 8 Falconer 18 Cartographer Carpenter, Woodcarver 19 Apothecary, Herbalist 9 Other (bard, 10 Stables 20 slaver, etc)

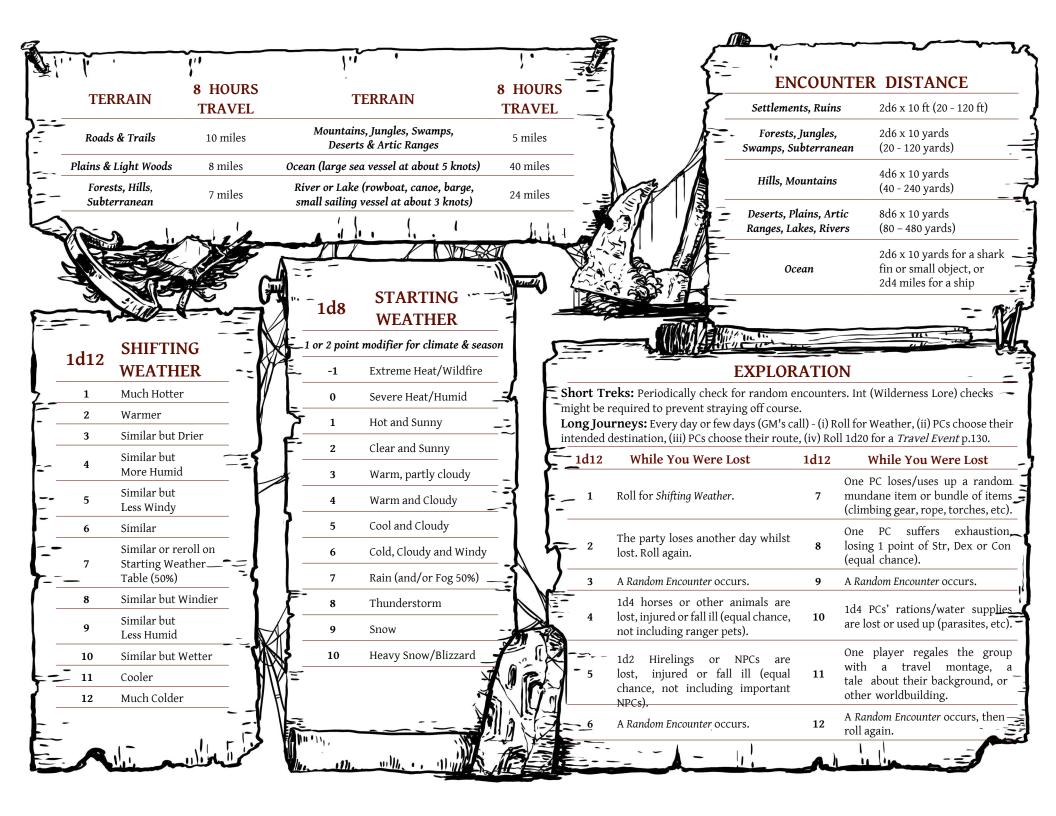
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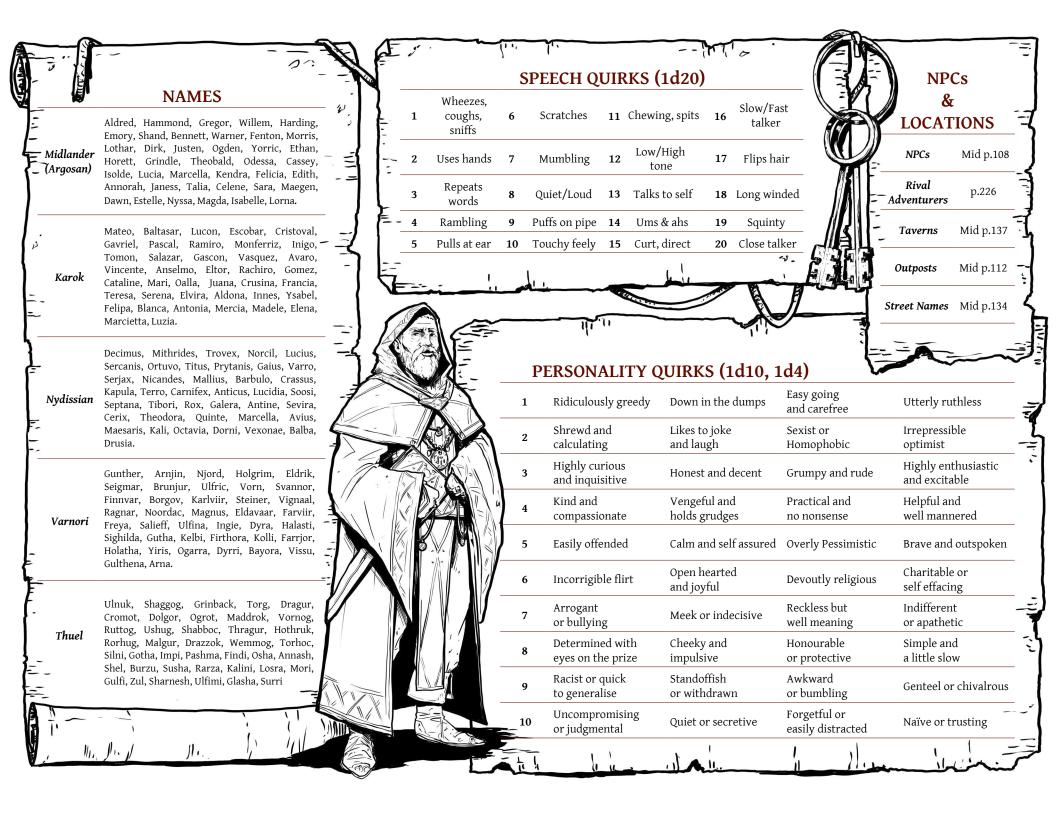
SKILLS

JKILI	<u>_0</u>
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
	Real Hur
	Aller -
TREAS	
TREAS	URE
TREAS Carry Loot Trinkets &	URE p.252
TREAS Carry Loot Trinkets & Curios	URE p.252 p.256
TREAS Carry Loot Trinkets & Curios Valuables Lair	URE p.252 p.256 p.262

Permanent p.267 _ Magic Item

			}	MONS	STERS	s -	N			IOVEMENT
	СОМВАТ		HD	AC	Luck	Dmg -	۔ ا	Move		cannot be broken up with an action. on to move twice.
Cover	Half cover grants +2 AC and +2 bonus on <i>Luc</i> . (Dex) saves. Three Quarters cover grants +4 Cannot be directly attacked if in full cover.		- <u>1</u>	11	4	1d6]	tercept		in melee/moved. Within 30 ft. Dex check ad if before first turn in a new combat).
Critical	Max die plus half level damage (round up).		4	13	7	2d6		harge		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		nurge		dvantage on attacks.
Fumble	Target gets free melee attack. If ranged attack with ally in melee, reroll attack against ally.	k	12	16	12	3 3 8 –	St	and Up	Half movement	t. Ind, players explain how escape might be
КО	-2 penalty to hit, if reduce target to zero hp unconscious for $1d6 \times 10$ min.	р, –	15	18	15	3d10		Party etreat	possible. If GM	agrees, attribute checks may be required, aroup <i>Luck</i> save to escape.
Misc Factors	Generally +1 or -1 modifier (GM's call).		18+	20	16	3d12	Ewi	thdraw	Foe gains a free	e attack if a character attempts to move out
Mounted	May make attack part way through move, and gains Rogue <i>Skirmish</i> ability.		<u>- 2</u> 2	23	16	4d10	2 ~	hases	of foe's melee r p.70	reach (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.	k	-Boss	Monsters	s p.185				A Starting and the start of the	
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.			TP	APS			e		
Shooting whilst					AI J					
in Melee	Disadvantage on ranged attack roll.	Thre	eat (2d6) 2-7	:Low 8-	10: Moder	rate 11-12: N	Major			JRY, RECOVERY & DEATH
in Melee Surprise	Disadvantage on ranged attack roll. Bonus round, plus adv on first attack, or for suffers disad on <i>Luck</i> saves vs physical spell.	- Atta	i ck Mode: p.	233 T	rigger	rate 11-12: N	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>
	Bonus round, plus adv on first attack, or foo suffers disad on <i>Luck</i> saves vs physical spell. Very hard to see (heavy fog, near darkness)	$\begin{array}{c c} & \underline{Atta} \\ \hline & \underline{2d6} \\ \hline & \underline{2} \end{array}$	u ck Mode: p. Water l	233 T evel char	rigger	rate 11-12: N	Mājor.			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).
	Bonus round, plus adv on first attack, or for 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	$\begin{array}{c} \begin{array}{c} \begin{array}{c} Atta \\ \hline 2d6 \\ \hline \\ $	u ck Mode: p. Water la Tripwir Pressur	233 T evel char re re plate	r igger 1ge	-	Major.			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	Bonus round, plus adv on first attack, or for 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	$\begin{array}{c} \begin{array}{c} \begin{array}{c} Atta \\ \hline 2d6 \\ \hline \\ $	uck Mode: p. Water la Tripwir Pressur Object i	233 T evel char re	r igger 1ge	-	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 & Setbacks</i> table; p.80. Requires 1d6 days rest (1d4 in a s
Surprise	Bonus round, plus adv on first attack, or for 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	$\begin{array}{c} - & Atta \\ 2d6 \\ 2 \\ - & - & - & - \\ 2 \\ - & - & - & - & - \\ - & - & - & - & -$	Water le Water le Tripwir Pressur Object i 11 Timer	233 T evel char re re plate is interac	r igger 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 & Setbacks</i> table; p.80. Requires 1d6 days rest (1d4 in a s environment such as an inn). Each fight ac
Surprise	Bonus round, plus adv on first attack, or for 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	$\begin{array}{c} - & Atta \\ \hline 2 \\ - & 2d6 \\ \hline 2 \\ - & - & - \\ \hline 2 \\ - & - & - \\ \hline 2 \\ - & - & - \\ \hline - & - & - $	Water le Water le Water le Water le Tripwir Pressur Object i 11 Timer Magic s	233 T evel char re re plate is interac sensor	r igger 1ge	-	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 & Setbacks</i> table; p.80. 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
Surprise	Bonus round, plus adv on first attack, or for 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	$\begin{array}{c} - & Atta \\ 2d6 \\ 2 \\ - & - & - & - \\ 2 \\ - & - & - & - & - \\ - & - & - & - & -$	uck Mode: p. Water le Tripwir Pressur Object i 11 Timer Magic s	233 T evel char re plate is interac sensor E oes not ac	rigger nge ted with Bypass ctivate, c	n Dor 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 & Setbacks</i> table; p.80. 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 hp damage + 1d4 + Con bonus. Requires a few minutes after a meaning
Surprise	Bonus round, plus adv on first attack, or for 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	$\begin{array}{c} - & Atta \\ \hline 2 \\ - & 2d6 \\ \hline 2 \\ - & - & - \\ \hline 2 \\ - & - & - \\ \hline $	K Mode: p. Water le Tripwir Pressur Object i 11 Timer Magic s Trap do certain	233 T evel char re pe plate is interact sensor E oes not act a times of r puzzle (rigger nge ted with Bypass ctivate, c the day	1	ed, 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 & Setbacks</i> table; p.80. 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
Surprise	Bonus round, plus adv on first attack, or for 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	$\begin{array}{c} - \\ - \\ - \\ - \\ - \\ - \\ - \\ - \\ - \\ - $	K Mode: p. Water l Tripwir Pressur Object i 11 Timer Magic s Trap do certain Code o levers, Hidder	233 T evel char re pe plate is interact sensor E oes not act a times of r puzzle (etc). a switch,	rigger nge ted with Bypass ctivate, o the day (multiple lever, pr	or is disable or night. e buttons, c	ed, at dials, te, etc.		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 & Setbacks</i> table; p.80. 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 damag Con bonus (once per Short Rest), or one use of a class ability, or (iii) one <i>Rev</i>
Surprise	Bonus round, plus adv on first attack, or for 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	$\begin{array}{c} \mathbf{A} \mathbf{tta} \\ 2 \\ 2 \\ 2 \\ 3 \\ 4 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ 5 \\ $	K Mode: p. Water le Tripwir Pressur Object i 11 Timer Magic s Trap do certain Code o levers, Hidder	233 T evel char re re plate is interact sensor F oes not ac a times of r puzzle (etc). n switch, pute map a, or puzz	rigger nge ted with Bypass ctivate, of the day (multiple lever, pr (possess cle).	or is disable or night. e buttons, c	ed, at dials, te, etc.		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 & Setbacks</i> table; p.80. Requires 1d6 days rest (1d4 in a se environment such as an inn). Each fight ac 1 day. Restores all class ability uses, <i>Reroll P</i> dice, Attribute loss, 1 point of <i>Luck</i> , and h





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		MELI	EE WE	APONS		-		
≍	Battle Axe	1d8		ge two handed. ks table (PC gets	19: Roll Injuries 5 a Luck save).	Į		
	Club	1d6		ades as a tree b or table leg.	oranch,	₹		
	Dagger or Knife	1d4	Throw 4	0 ft. Concealabl	e. +2 Initiative.	5		
	Great Sword, Axe, Hammer	1d12	cramped	nded. Disadvar quarters. 1 n next initiative	9: Daze			
Į	Light Hammer or Mace	1d6		5 ft. 19: Prone o ls up to 10 ft.	r Push			
	Light Axe	1d6		25 ft. 19: Rol table (PC gets a				
F	– Flail	1d6+1	19: Trip c	or Disarm.	-	=		
	Heavy Mace or Hammer	1d8	+1 damage two handed. 19: Roll <i>Injuries</i> & <i>Setbacks</i> table (PC gets a <i>Luck</i> save).					
	Lance	2d4+1	Double d	lamage mounte	ed charge.			
	¹ Longsword, etc	1d8		ge two handed m. Rapier +2 Int	· · ·	ļ		
ł	Polearm	1d10		nded. Disadvan l quarters. 10 ft	•			
	Shortsword	1d6	19: Disarı	m. +2 Initiative.				
	Spear	1d6+1	+1 damaş	ge 2h. Throw 50) ft. 10 ft Reach			
-	_ ` Staff	1d6	+1 damaş	ge two handed.	Reach 10 ft	=}		
F	∠, Whip	1d4	19: Trip c	or <i>Disarm</i> . Reacl	n 10 ft.	7		
F						-		
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H	7 IN			=	Z	X		
			GEAR	AVAILAE	BILITY	X)		
		р С	ommon	Available	Available	2		
A AL	· · · · · · · · · · · · · · · · · · ·	Un	common	2d4	1d6 days	21		
		P» 11 —	Rare	1d3	1d6 weeks			
		Ve 	ery Rare	1	1d6 months	J		
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					. 19: Prone. Acti	on to	reload,		1	SKIL	LS
H. Crossbow	2d8	200 ft	bı	ut if su	ffer damage, act	tion lo	ost.			Acrobatics	Dex
Javelin	1d6	70 ft	May be	used ii	n melee without	disac	lvantage			nimal Lore	Int
Lt. Crossbow	2d4+1	150 ft			eload, but if suff lost. Two hande					Apothecary Arcane Lore	Int Int
Long Bow	1d8	250 ft			Two handed.				U	Athletics	Str, C
Short Bow	1d6	150 ft			More concealat g Bow. May use					Deception Detection	Cha Perc
Sling	1d4	100 ft			anded. Stones a					Gather Info	Int, C
Pistol	3d4	40 ft			and two handed				F-G	eneral Lore	Int
Musket	4d4	100 ft	Two	hand	ed and 3 actions	to re	load.	R.	<u>-</u> لم	Insight	Int, Po
Blunderbuss	5d4	20 ft	Two han	ds, cor	ne 20 ft x10 ft, 2	actio	1s to reload.	Ŷ		Leadership Persuasion	Cha Cha
Powder Grenade	4d4	70 ft			ne, 1 action to th save negates (ne					Sailing	Int, St
Grenaae			LUCK	. (Dex)	save negates (n	U ALLA	CK 1011).	1	Sle	ight of Hand	Dex
			~ 1		1		!!	,		Stealth	Dex
ut a -			11							raps & Locks lderness Lore	Dex Int
006		1 - 0	20	OU	FPOST SE	RV	ICES (1d2	-(0)	1		
					Furrier Potter	11 12	ICES (1d2 Inn Brewer, Tavern				
				1	Furrier	11	Inn Brewer,			TREAS	SURF
				1	Furrier Potter Weapon	11 12	Inn Brewer, Tavern			TREAS Carry Loot	
e c c c c c c c c c c c c c c c c c c c		1d3 gp		1 2	Furrier Potter Weapon smith Leather	11 12 13	Inn Brewer, Tavern Brothel Guide,			Carry Loot Trinkets &	p.252
EQUII Common Uncommon	2d	1d3 gp 110+10 g		1 2 - 3 4	Furrier Potter Weapon smith Leather worker Armourer Weaver,	11 12 13 14	Inn Brewer, Tavern Brothel Guide, Porters			Carry Loot Trinkets & Curios	p.252 p.256
e c c c c c c c c c c c c c c c c c c c	2d 5d	1d3 gp		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			Carry Loot Trinkets & Curios Valuables	p.252 p.256
EQUII Common Uncommon	2d 5d	1d3 gp l10+10 g l10+50 g		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 Herbalist			Carry Loot Trinkets & Curios	p.252 p.256 p.262
EQUII Common Uncommon Rare Gear Packs Hirelings	2d 5d c	1d3 gp 110+10 g 110+50 g pr more p.57 p.158		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			Carry Loot Trinkets & Curios Valuables Lair Treasure Potions	p.252 p.256 p.262 p.255
EQUII Common Uncommon Rare Gear Packs	2d 5d c	1d3 gp 110+10 g 110+50 g pr more p.57		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 Herbalist Shrine Cartographer Apothecary, Herbalist			Carry Loot Trinkets & Curios Valuables Lair Treasure	p.252 p.256 p.262 p.255 p.265
EQUII Common Uncommon Rare Gear Packs Hirelings	2d 5d c	1d3 gp 110+10 g 110+50 g pr more p.57 p.158		1 2 - 3 4 5 6 7 8	Furrier Potter Weapon smith Leather worker Armourer Weaver, Textiles Alchemist Falconer Carpenter, Woodcarver	11 12 13 14 15 16 17 18	Inn Brewer, Tavern Brothel Guide, Porters Mercenaries Herbalist Shrine Cartographer Apothecary,			Carry Loot Trinkets & Curios Valuables Lair Treasure Potions	p.252 p.256