

THE HERO'S JOURNEY

FANTASY ROLEPLAYING

second Edition

Table 1.1: Universal Attribute Bonus (page 12)

Attribute Roll	Description	Bonus
3	Poor	-2
4-6	Below Average	-1
7-14	Average	-
15-17	Above Average	+1
18	Exceptional	+2

Table 4-3: Melee weapons (page 57)

Weapon	Damage	Weight (lb.)	Cost (gp)	Traits
Axe, battle	1d10	15	7	Two-handed
Axe, hand	1d6	5	3	Thrown
Blade, long	1d8	10	10	-
Blade, short	1d6	5	8	Agile
Club	1d6	10	-	-
Dagger	1d4	2	3	Thrown
Flail	1d6	15	8	Chain
Lance	1d10	15	10	Horseback
Mace	1d6	10	5	-
Morning Star	1d8	15	6	Two-Handed
Polearm	1d10	15	7	Two-Handed
Quarterstaff	1d6	10	1	Two-Handed
Spear	1d6	10	2	Thrown
Sword, two-handed	1d10	15	15	Two-Handed
War Hammer	1d6	10	5	Thrown

Table 4-4: Ranged weapons (page 60)

Weapon	Damage	Range	Weight (lbs.)	Cost
Arrows (20)	-	-	5	5
Arrow (silver)	-	-	1	5
Axe (hand)	1d6	20 ft.	5	5
Bolt (30)	-	-	5	5
Bow (long)	1d8	70 ft.	5	40
Bow (short)	1d6	50 ft.	5	25
Crossbow (heavy)	1d12	80 ft.	10	25
Crossbow (light)	1d8	60 ft.	5	15
Dagger	1d4	20 ft.	2	3
Sling	1d4	30 ft.	1	2
Spear	1d6	10 ft.	10	2
Stones (20)	-	-	5	1
War Hammer	1d6	10 ft.	5	5

Table 4-5: Armor (page 62)

Armor	Reduction Value	Weight (lb.)	Cost
Jerkin	1	20	10
Brigandine	2	30	20
Hauberk	3	50	30
Corslet	4	65	40
Plate	5	75	50

Table 4-6: shields (page 63)

Armor	Defense Bonus	Weight (lb.)	Cost
Large Shield	+8	10	20
Small Shield	+4	5	10
Buckler	+2	2	5

Table 4-1: Adventuring Gear (page 51)

Adventuring Gear	Cost (gp)	Adventuring Gear	Cost (gp)
Animal Trap	10	Helmet	10
Backpack	5	Jeweler's Glass	100
Bedroll	2	Journal (blank)	50
Belladonna, bunch	10	Lantern	7
Belt Pouch	1	Mirror (handheld)	5
Bottle of Wine	1	Music Instrument	1 to 10
Candles (12)	1	Net (10 ft. x 10 ft.)	10
Case (map or scroll)	3	Oil (pint)	2
Cloak	1	Pole (10 ft.)	1
Cloth (bolt)	5	Rations, trail (1 day)	1
Clothing, Commoner	1	Rations, dried (1 day)	3
Clothing, Traveling	3	Rope, hemp (50 ft.)	1
Clothing, Fine	10	Rope, silk (50 ft.)	5
Compass	50	Sack (15 lbs. capacity)	1
Crowbar	5	Sack (30 lbs. capacity)	2
Deck of Cards	2	Shovel	5
Dice, bone (pair)	1	Spellbook (blank)	100
Falcon (trained)	100	Spikes, iron (12)	1
Fishing Tackle	1	Stakes, wooden (12)	1
Fishing Pole	1	Tent	20
Flint and Steel	5	Tool Kit	25
Frying Pan	2	Torches (6)	1
Garlic (1 lb.)	10	Waterskin	1
Grappling Hook	5	Whetstone	1
Hammer (small)	2	Wolfsbane	10
Healer's Kit	5		

Table 4-7: Assistants (page 64)

Assistant	Cost per Week (gp)	Assistant	Cost per Week (gp)
Alchemist	250	Groom	2
Animal Trainer	125	Laborer	1
Assassin	500	Sage	500
Craftsman	10	Sailor	3
Blacksmith	5	Sea Captain	75
Engineer	200	Spy	125

**Table 4-8: Hirelings** (page 67)

Hireling	Cost (per week)	Loyalty
Archer	20 gp	7
Cavalry	50 gp	7
Man-at-Arms	10 gp	7
Servant	5 gp	6

Table 4-2: Transportation Gear (page 55)

Transportation Gear	Cost (gp)	Transportation Gear	Cost (gp)
Barding	320	Raft	40
Boat	100	Saddle	25
Cart	80	Saddle Bags	10
Donkey or Mule	20	Sailing Ship (large)	20000
Galley (large)	30000	Sailing Ship (small)	5000
Galley (small)	10000	Wagon	160
Horse (draft)	30	Warhorse (heavy)	200
Horse (riding)	50	Warhorse (medium)	100

Table 5-2: Movement Rate (page 72)

Items Carried	Changeling, Elf, Half-Elf, or Human	Dwarf or Halfling
Up to Might Attribute	4	3
Up to 1.5 times Might Attribute	3	2
Up to twice Might Attribute	2	1

Table 5-3: Movement Rate Adjustments (page 72)

Movement Type	Adjustment
Cautious	Half of Movement Rate
Normal	Movement Rate
Running	Double Movement Rate

Table 5-5: Wilderness Exploration Encounters (page 86)

Roll (1d6)	Encounter Type
1-2	Natural Hazard
3-4	Wandering Monster
5-6	Band of Travelers

**Rough Terrain Descriptions** (page 87)

Dense Forest: Characters cannot see far and are more likely to lose their way or get ambushed. Surprise chance is increased by 1 for all encounters.

Desert: Characters must consume twice the normal amount of water each day to represent the need for extra hydration against the sun and heat.

Grasslands: High, swaying grass slows travel and makes it easier for predators to sneak up on the characters. Reduce daily movement through Grasslands by two (to 1d6+2 miles per day), and all small monsters increase their chance to surprise the characters by 1.

Mountains: Difficult climbs and winding, precarious rock paths slow travel to a painfully halting pace. Reduce daily movement through Mountains to 1d6-3 miles per day (minimum 0).

Swamp: Reduce daily movement through swamps to 1d6-1 miles per day (minimum 0) as the characters wade through muck and mire. There is also an increased likelihood of catching a disease due to the wet environment and pervasive presence of insects, at the Narrator's discretion.

Tundra: Cold, wind-swept, and unforgiving. Characters traveling across the tundra must make a Saving Throw every day of their journey or suffer 1d6-4 (minimum 1) points of damage from exposure.

Table 5-4: Grievous wounds (page 78)

Roll (1d6, minus negative Endurance)	Effect
1 or lower	Dead: The character has been fatally injured in battle and is slain.
2	Lost an Eye: The character has lost an eye due to injury. They suffer Disadvantage on all ranged attack rolls and vision-based Attribute Saving Throws.
3	Marred: The character has lost an arm, whether crushed beyond healing or severed. They can no longer perform any tasks which require both arms and suffer Disadvantage on any rolls where a task is possible, but seriously hindered by this injury.
4	Lame: The character has lost a leg, whether crushed beyond healing or severed. They can only move at one-third their Movement until a prosthetic can be applied, typically a wooden leg. Even with a prosthetic, they may only move at one-half their Movement. They suffer Disadvantage on any rolls where a task is possible, but seriously hindered by this injury.
5 or higher	Grazing Blow: The character is unconscious and will awaken in 1d6 minutes with a single point of Endurance. They are injured, but nothing that cannot be recovered from with some rest.

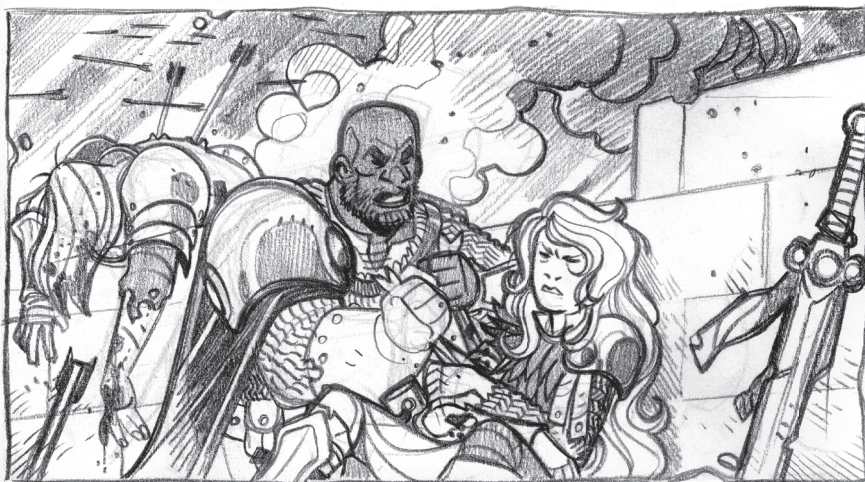


Table 5-1: Experience Point Rewards (page 70)

Event	Reward
Player accurately roleplays their character's Lineage and Archetype.	100 XP
Player character attempts a potentially life-threatening act of heroism.	250 XP
Defeating a foe or group of foes that is a genuine danger to the player character's friends or to goodly folk.	250 XP
Player character performs a surprising and clever deed that helps the party or other ally.	150 XP
Player encourages other players to get involved, roleplay, and contribute to the game.	100 XP
Making everyone at the table laugh out loud.	75 XP
Player takes the role of Treasure Keeper (optional)	50 XP
Player takes the role of Initiative Tracker (optional)	50 XP

Half-elves receive a +5% bonus on all Experience Points earned and humans receive a +15% bonus. In addition, all characters have the potential to earn an additional +5% bonus if an associated Attribute is high enough. This bonus is applied to all Experience Points that character earns, regardless of whether it is earned through combat or non-combat actions.