

## WEAPON RANGES

Weapon	Adjustment to the attack by range		
	+1	0	-1
	Short distance	Medium distance	Long distance
Crossbow	...25 m	...50 m	...80 m
Dagger (thrown)	...3 m	...7 m	...10 m
Dart	...5 m	...10 m	...15 m
Holy water	...3 m	...10 m	...15 m
Javelin	...7 m	...12 m	...20 m
Long Bow	...25 m	...45 m	...70 m
Oil	...3 m	...10 m	...15 m
Short Bow	...15 m	...30 m	...50 m
Sling	...12 m	...25 m	...50 m
Spear	...7 m	...12 m	...20 m
Throwing Axe	...3 m	...7 m	...10 m

## TABLE OF MONETARY EXCHANGE

Coins	Copper	Silver	Electrum	Gold	Platinum
Copper (cp)	1	1/10	1/50	1/100	1/1,000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	1/2	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1,000	100	20	10	1

## RANGE OF MOVEMENT AND SPEED

Race	Movement Range	In combat	Running (not fighting)	Encumbered
Elf	40 m.	13 m.	80 m.	20 m.
Dwarf	20 m.	7 m.	40 m.	10 m.
Halfling	20 m.	7 m.	40 m.	10 m.
Human	30 m.	10 m.	60 m.	15 m.

## WEAPONS

Weapon	Cost	Damage	Weight
Axe, Battle	6 gp	1d8	3 kg
Axe, Hand	1 gp	1d6	2 kg
Blackjack	2 gp	1d6	2 kg
Bow, Long	25 gp	1d8	4 kg
Bow, Short	16 gp	1d6	5 kg
Arrows (10)	3 gp	-	½ kg
Club	3 gp	1d4	1 kg
Crossbow, Heavy	40 gp	1d8	2 kg
Crossbow, Light	25 gp	1d6	1 kg
Bolts (20)	5 gp	-	1 kg
Dagger	3 gp	1d4	½ kg
Dart	5 sp	1d4	½ kg
Hammer	1 gp	1d4	1 kg
Javelin	1 gp	1d6	1 kg
Lance	7 gp	1d6	5 kg
Mace	5 gp	1d6	2 kg
Morning Star	5 gp	1d6	3 kg
Pike, Heavy	8 gp	1d8	3 kg
Pike, Short	5 gp	1d6	2 kg
Scimitar	15 gp	1d8	2 kg
Silver Dagger	30 gp	1d4	½ kg
Sling	2 gp	1d4	0 kg
Staff	7 gp	1d8	8 kg
Sword, Bastard	20 gp	2d4	3 kg
Sword, Long	10 gp	1d8	2 kg
Sword, Short	7 gp	1d6	1 kg
Sword, Two-handed	15 gp	1d10	8 kg
Trident	4 gp	1d6	2 kg
Warhammer	7 gp	1d6	3 kg
Whip, Heavy	8 gp	1d8	5 kg
Whip	3 gp	1d6	2 kg

## ARMORS

Armor	Cost	AC	Weight
Banded Mail	250 gp	4	17 kg
Leather	20 gp	7	8 kg
Scalemail	65 gp	6	20 kg
Platemail	600 gp	3	25 kg
Ringmail	200 gp	4	20 kg
Barding	150 gp	5	30 kg
Chainmail	150 gp	5	15 kg
Studded Leather	30 gp	6	10 kg
Shield	10 gp	-1*	5 kg
No armor	--	9	--

\* When using a shield, reduce your armor class by 1

## SAVING THROWS CLERIC

Level	1-4	5-8	9-12	13-16	17+
Poison or death	11	9	7	3	2
Wands	12	10	8	4	4
Petrification or paralysis	14	12	10	8	6
Dragon's breath	16	14	12	8	6
Spells, wands and staves	15	12	9	6	5

## SAVING THROWS DWARF

Level	1-3	4-6	7-9	10-12
Poison or death	8	6	4	2
Wands	9	7	5	3
Petrification or paralysis	10	8	6	4
Dragon's breath	13	10	7	4
Spells, wands and staves	12	10	8	6



### SAVING THROWS ELF

Level	1-3	4-6	7-9	10
Poison or Death	12	10	8	6
Rod, Staff or Wand	13	11	9	7
Petrification or Paralysis	13	11	9	7
Breath Weapons	15	13	9	7
Spells and Magic Weapons	15	13	11	9

### SAVING THROWS PALADIN

Level	Human	1-3	4-6	7-9	10-12	13-15	16-18	19+
Poison or Death	14	12	10	8	6	4	4	3
Rod, Staff or Wand	15	13	11	9	7	5	4	3
Petrification or Paralysis	16	14	12	10	8	6	5	4
Breath Weapons	17	15	13	9	7	5	4	4
Spells and Magic Weapons	18	16	14	12	10	8	7	6

### SAVING THROWS EXPLORER

Level	Human	1-3	4-6	7-9	10-12	13-15	16-18	19+
Poison or Death	14	12	10	8	6	4	4	3
Rod, Staff or Wand	15	13	11	9	7	5	4	3
Petrification or Paralysis	16	14	12	10	8	6	5	4
Breath Weapons	17	15	13	9	7	5	4	4
Spells and Magic Weapons	18	16	14	12	10	8	7	6

### SAVING THROWS THIEF

Level	1-4	5-8	9-12	13-16	17+
Poison or Death	16	14	12	10	8
Rod, Staff or Wand	15	13	11	9	7
Petrification or Paralysis	13	11	9	7	5
Breath Weapons	16	14	12	10	8
Spells and Magic Weapons	14	12	10	8	6

### SAVING THROWS HALFLING

Level	1-3	4-6	7-9
Poison or Death	12	10	8
Rod, Staff or Wand	13	11	9
Petrification or Paralysis	13	11	9
Breath Weapons	15	13	9
Spells and Magic Weapons	15	13	11

### SAVING THROWS WARRIOR

Level	Human	1-3	4-6	7-9	10-12	13-15	16-18	19+
Poison or Death	14	12	10	8	6	4	4	3
Rod, Staff or Wand	15	13	11	9	7	5	4	3
Petrification or Paralysis	16	14	12	10	8	6	5	4
Breath Weapons	17	15	13	9	7	5	4	4
Spells and Magic Weapons	18	16	14	12	10	8	7	6

### SAVING THROWS MAGE

Level	1-5	6-10	11-15	16-18	19+
Poison or Death	13	11	9	7	6
Rod, Staff or Wand	13	11	9	5	4
Petrification or Paralysis	13	11	9	6	5
Breath Weapons	16	14	12	8	6
Spells and Magic Weapons	14	12	8	6	4



### ADVENTURER ATTACK TABLE

Classes

Attack: AC is hit when the value is the one listed or better

Cleric and Thief	Dwarf, Elf, Explorer, Halfling, Paladin and Warrior	Mage	Armor Class (AC)																
			-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	
			0 Humans	20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
1-3	1-2	1-3	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	
4-5	3	4-7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	
6-8	4	8-10	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	
9-10	5	11-12	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	
11	6	13	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	
12	7-8	14-15	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	
13-14	9	16-18	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	
15-16	10-11	19-20	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	
17-18	12	21-23	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	
19-20	13	24+	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	
21+	14		15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	
	15		14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	
	16		13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	
	17		12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	
	18		11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	2	
	19+		10	9	8	7	6	5	4	3	2	2	2	2	2	2	2	2	

### MONSTER ATTACK TABLE

Attack for Armor Class (AC)

Monster's Hit Dice	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1 or less	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
1+ and 2	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
2+ and 3	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
3+ and 4	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
4+ and 5	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
5+ and 6	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
6+ and 7	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
7+ to 9	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9+ to 11	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
11+ to 13	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2
13+ to 15	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2
15+ to 17	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2
17+ to 19	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2
19+ to 21	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2
21+ and more	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	2

## ADVENTURER ATTACK TABLE

Classes      Attack: AC is hit when the value is the one listed or better

Cleric and Thief	Dwarf, Elf, Explorer, Halfling, Paladin and Warrior	Mage	Armor Class (AC)																
			-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	
			0 Humans	1-3	4-7	8-10	11-12	13-14	15-16	17-18	19-20	21-23	24+						
1-3	1-2	1-3	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	
4-5	3	4-7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	
6-8	4	8-10	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	
9-10	5	11-12	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	
11	6	13	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	
12	7-8	14-15	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	
13-14	9	16-18	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	
15-16	10-11	19-20	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	
17-18	12	21-23	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	
19-20	13	24+	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	
21+	14		15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	
	15		14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	
	16		13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	
	17		12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	
	18		11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	2	
	19+		10	9	8	7	6	5	4	3	2	2	2	2	2	2	2	2	

## SAVING THROWS CLERIC

Level	1-4	5-8	9-12	13-16	17+
Poison or Death	11	9	7	3	2
Rod, Staff or Wand	12	10	8	4	4
Petrification or Paralysis	14	12	10	8	6
Breath Weapons	16	14	12	8	6
Spells and Magic Weapons	15	12	9	6	5

## SAVING THROWS ELF

Level	1-3	4-6	7-9	10
Poison or Death	12	10	8	6
Rod, Staff or Wand	13	11	9	7
Petrification or Paralysis	13	11	9	7
Breath Weapons	15	13	9	7
Spells and Magic Weapons	15	13	11	9

## SAVING THROWS DWARF

Level	1-3	4-6	7-9	10-12
Poison or Death	8	6	4	2
Rod, Staff or Wand	9	7	5	3
Petrification or Paralysis	10	8	6	4
Breath Weapons	13	10	7	4
Spells and Magic Weapons	12	10	8	6

## SAVING THROWS EXPLORER

Level	Human	1-3	4-6	7-9	10-12	13-15	16-18	19+
Poison or Death	14	12	10	8	6	4	4	3
Rod, Staff or Wand	15	13	11	9	7	5	4	3
Petrification or paralysis	16	14	12	10	8	6	5	4
Breath Weapons	17	15	13	9	7	5	4	4
Spells and Magic Weapons	18	16	14	12	10	8	7	6

## MONSTER ATTACK TABLE

Attack for Armor Class (AC)

Monster's Hit Dice	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1 or less	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
1+ and 2	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
2+ and 3	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
3+ and 4	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
4+ and 5	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
5+ and 6	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
6+ and 7	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
7+ to 9	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9+ to 11	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
11+ to 13	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2
13+ to 15	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2
15+ to 17	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2
17+ to 19	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2
19+ to 21	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2
21+ and more	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	2

## WEAPON RANGES

Adjustment to the attack by range

Weapon	+1	0	-1
	Short distance	Medium distance	Long distance
Oil	...3 m	...10 m	...15 m
Holy water	...3 m	...10 m	...15 m
Long Bow	...25 m	...45 m	...70 m
Short Bow	...15 m	...30 m	...50 m
Crossbow	...25 m	...50 m	...80 m
Dagger (thrown)	...3 m	...7 m	...10 m
Dart	...5 m	...10 m	...15 m
Throwing Axe	...3 m	...7 m	...10 m
Sling	...12 m	...25 m	...50 m
Javelin	...7 m	...12 m	...20 m
Spear	...7 m	...12 m	...20 m

## SAVING THROWS HALFLING

Level	1-3	4-6	7-9
Poison or Death	8	6	4
Rod, Staff or Wand	9	7	5
Petrification or Paralysis	10	8	6
Breath Weapons	13	10	7
Spells and Magic Weapons	12	10	8

## MONSTER REACTION TABLE

Roll	Resultado
2	Friendly, servicable
3-5	Indifferent, disinterested
6-8	Neutral, uncertain
9-11	Untreatable, can attack
12	Hostile, will attack

### SAVING THROWS MAGE

Level	1-5	6-10	11-15	16-18	19+
Poison or Death	13	11	9	7	6
Rod, Staff or Wand	13	11	9	5	4
Petrification or Paralysis	13	11	9	6	5
Breath Weapons	16	14	12	8	6
Spells and Magic Weapons	14	12	8	6	4

### SAVING THROWS PALADIN

Level	Human	1-3	4-6	7-9	10-12	13-15	16-18	19+
Poison or Death	14	12	10	8	6	4	4	3
Rod, Staff or Wand	15	13	11	9	7	5	4	3
Petrification or paralysis	16	14	12	10	8	6	5	4
Breath Weapons	17	15	13	9	7	5	4	4
Spells and Magic Weapons	18	16	14	12	10	8	7	6

### SAVING THROWS THIEF

Level	1-4	5-8	9-12	13-16	17+
Poison or Death	16	14	12	10	8
Rod, Staff or Wand	15	13	11	9	7
Petrification or Paralysis	13	11	9	7	5
Breath Weapons	16	14	12	10	8
Spells and Magic Weapons	14	12	10	8	6

### SAVING THROWS WARRIOR

Level	Human	1-3	4-6	7-9	10-12	13-15	16-18	19+
Poison or Death	14	12	10	8	6	4	4	3
Rod, Staff or Wand	15	13	11	9	7	5	4	3
Petrification or paralysis	16	14	12	10	8	6	5	4
Breath Weapons	17	15	13	9	7	5	4	4
Spells and Magic Weapons	18	16	14	12	10	8	7	6

### TABLE: TURN UNDEAD

Cleric Level	HD of Undead									
	1	2	3	4	5	6	7	8	9	Infernal*
1	7	9	11	-	-	-	-	-	-	-
2	5	7	9	11	-	-	-	-	-	-
3	3	5	7	9	11	-	-	-	-	-
4	T	3	5	7	9	11	-	-	-	-
5	T	T	3	5	7	9	11	-	-	-
6	D	T	T	3	5	7	9	11	-	-
7	D	D	T	T	3	5	7	9	11	-
8	D	D	D	T	T	3	5	7	9	11
9	D	D	D	D	T	T	3	5	7	9
10	D	D	D	D	D	T	T	3	5	7
11	D	D	D	D	D	D	T	T	3	5
12	D	D	D	D	D	D	D	T	T	3
13	D	D	D	D	D	D	D	D	T	T
14+	D	D	D	D	D	D	D	D	D	T

Level	Open Locks (%)
1	17
2	23
3	27
4	31
5	35
6	45
7	55
8	65
9	75
10	85
11	95
12	97
13	99
14	99

**\*Infernal:** This category includes the more powerful undead, as well as demons and fiends.

A "T" in the table means that the attempt is successful and results into an automatic expulsion. The "D" would indicate that the creature is completely destroyed.

A dash "-" means that the Cleric does not have the power to expel the creature, so no attempt will succeed.

The number in the table indicates the figure we have to equal or beat on a 2d6 roll in order for the attempt to succeed. If the roll is successful, or the table gives the "T" result, the player must throw 2d6 again and the new result would indicate the total HD of undead the Cleric may expel or destroy during this attempt.



## SEQUENCE OF COMBAT

- 1 - The player declares the adventurer's action.
- 2 - Each side makes their respective initiative rolls.
- 3 - The winner of the initiative roll acts first. The Narrator can check for the morale of the monsters.
- 4 - Characters can move according to their movement rates (never more than the range of movement divided by 3), unless the adventurers decide to run or flee.
- 5 - Each adventurer's actions takes place. Depending on class and skills, those can be:
  - 5.1 - Range attacks, taking into consideration adjustments due to Dexterity (DEX), cover and weapon range.
  - 5.2 - Spells are casted and saving throws are rolled in reaction.
  - 5.3 - Melee; proceeding to roll for attack and dealing the corresponding damage, always taking adjustments due to Strength (STR) and magic into account.
- 6 - The other side acts, repeating steps 4-5, in the established initiative order.
- 7 - When both parts have finished their actions, a whole assault will have passed and the sequence will start all over again from the first step.

## TABLE OF THIEF SKILLS (%)

Find and Disarm Traps (%)	Steal (%)	Move Silently (%)	Climb Walls (%)	Hiding in the Shadows (%)	Hear Noises (1d6)
14	23	23	87	13	1-2
17	27	27	88	17	1-2
20	30	30	89	20	1-3
23	37	37	90	27	1-3
33	40	40	91	30	1-3
43	43	43	92	37	1-4
53	53	53	93	47	1-4
63	63	63	94	57	1-4
73	73	73	95	67	1-4
83	83	83	96	77	1-5
93	93	93	97	87	1-5
95	105	95	98	90	1-5
97	115	97	99	97	1-5
99	125	99	99	99	1-5

Terrain	Movement Adjustements
Desert hills, wooded areas	-1/3
Jungles, swamps, mountains	-1/2
Roads, open trails	+1/2

Terrain	Possibility of Losing Direction
Plains	15%
Mountains or Hills	32%
Forest	32%
Sea	32%
Desert	50%
Jungle or Swamp	50%

## EQUIPMENT

Equipment	Cost	Weight	Equipment	Cost	Weight
Arnica	10 gp	0 kg	Picks (12)	1 gp	4 kg
Backpack (Empty)	2 gp	1 kg	Pike (Climbing)	3 gp	5 kg
Big Sack	2 sp	½ kg	Pole (10 m)	2 sp	4 kg
Blanket	5 sp	1 kg	Pouch	1 sp	2 kg
Candles (10)	10 cp	0 kg	Pulley	5 gp	2 kg
Chain (10 m)	30 gp	2 kg	Rod	2 gp	2 kg
Feather	1 sp	0 kg	Rope (50 m)	10 gp	5 kg
Food Ration	4 sp	½ kg	Saddle	25 gp	15 kg
Garlic (3 bulbs)	5 cp	0 kg	Saddlebags	1 sp	½ kg
Grimoire (Spell Book)	15 gp	1 kg	Shackles	15 gp	1 kg
Hammer	5 sp	1 kg	Shovel	2 gp	4 kg
Holy symbol, silver	25 gp	½ kg	Skin (water or wine)	1 gp	2 kg
Holy Symbol, wood	1 gp	0 kg	Small Sack	1 sp	½ kg
Holy water (jar)	25 gp	½ kg	Spike	1 gp	2 kg
Ink (vial)	8 gp	0 kg	Spy glass	1,000 gp	½ kg
Jar (Empty)	3 cp	½ kg	Stakes (3)	5 cp	½ kg
Kit (map, parchment)	1 sp	½ kg	Thieves Kit (Tools)	30 gp	1 kg
Ladder (10 m)	5 cp	10 kg	Tinder and Flint	2 gp	0 kg
Lock	20 gp	½ kg	Torches (8)	3 sp	4 kg
Mirror	10 gp	½ kg	Vial (empty)	1 gp	½ kg
Oil (jar)	1 sp	½ kg	Wine (2 liters)	1 gp	½ kg
Oil Lamp	9 sp	1 kg	Wine Bottle (Crystal)	2 gp	½ kg
Parchment	4 sp	0 kg			

## RANGE OF MOVEMENT AND SPEED

Race	Movement Range	In combat	Running (not fighting)	Encumbered
Elf	40 m.	13 m.	80 m.	20 m.
Dwarf	20 m.	7 m.	40 m.	10 m.
Halfling	20 m.	7 m.	40 m.	10 m.
Human	30 m.	10 m.	60 m.	15 m.

## TABLE OF MONETARY EXCHANGE

Coins	Copper	Silver	Electrum	Gold	Platinum
Copper (cp)	1	1/10	1/50	1/100	1/1,000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	1/2	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1,000	100	20	10	1

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