Saving Throws

Prime: 12 **Non-Prime:** 18

Physical: STR, DEX, CON
Mental: INT, WIS, CHA

Roll 1d20 and add Level and Attribute Modifiers (plus any for race, etc.)

STR	Paralysis, Constriction
INT	Arcane Magic, Illusion
WIS	Divine Magic, Confusion, Gaze Attack, Polymorph, Petrifaction
DEX	Breath Weapon, Traps
CON	Disease, Energy Attacks, Poison
CHA	Death Attack, Charm, Fear

Spell descriptions describe the type of saving throw applicable.

Spell Resistance: Unmodified 1d20 roll equal to or greater than creature SR rating.

Attribute Modifiers

Score	Modifier	Spells
1	-4	
2-3	-3	
4-5	-2	
6-8	-1	
9-12	0	
13-15	+1	1 1st
16-17	+2	1 1st, 1 2nd
18-19	+3	1 1st, 1 2nd, 1 3rd

Challenge Levels

Task	Level
Easy	1-5
Difficult	6-10
Very Difficult	11-15
Heroic	16+

Challenge Base (CB):
Prime: 12 **Non-Prime:** 18

Challenge Level (CL): Hit Dice/Level of an NPC/Monster.

Challenge Class: CB+CL

Class Abilities: 1d20 plus Level and Attribute Modifiers. Must equal or exceed Challenge Class. Non-Class Abilities do not add Level.

Combat

Combat Sequence	Actions
1. Declare Action	Attack
2. Roll Initiative	Cast Spell
3. Resolve Actions in Sequence	Move
	Use Ability

- *Initiative:* 1d10. Highest roll goes first. DEX breaks any ties.
- *Attack:* 1d20 plus modifiers. Hit scored if result equal or higher than AC. One-half movement rate allowed.
- *Bonus to Hit (BtH):* Equal to the Hit Dice/Level of the Monster/NPC.
- *Round:* 1 round is 10 seconds.
- *Melee:* +STR Modifier to Hit/Damage
- *Ranged:* +DEX to Hit, +STR to Damage if thrown.
- *Ranges:* x2 Medium, x3 Long

Combat Modifiers

Action	Modifier
Easy	+/-5
Difficult	+/-6-10
Ridiculous	+/-11+

Defender Action	Modifier
prone/blind	+5
prone/defenseless	+10
lower elevation	+1
stunned/cowering	+2
invisible or attacker blind	-10

Mounted Attacks	Modifier
Melee	-2
Ranged	-4

Concealment	Modifier
One-quarter	+/-2
One-half	+/-4
Three-quarters	+/-6
Complete	+/-10

Ranged Attacks	Modifier
Attack into Melee	-4
Medium Range	-2
Long Range	-6

- *Charging:* Jog a minimum or Full Move in a straight line to foe. +2 damage, -4 AC until next turn. Large foes can negate charge , as can reach weapons with a successful hit as the attacker closes.
- *Dodge:* Good versus up to three attacks, takes action. +2 AC. Can be declared anytime before your turn.
- *Disarm:* Fighter, Ranger, Knight, Rogue, Assassin, Cleric, or paladin can attempt a disarm. Must hit AC 10 plus HD/Level of foe to disarm.
- *Evade:* +4 versus one foe, but remain in combat. Counts as action.
- *Flank Attack:* +1 to Hit if attacking from a foe's flank.
- *Rear Attack:* +1 to Hit if attacking from a foe's rear.
- *Two Weapons:* Primary weapon -3, Secondary -6. Modified by DEX (up to 0). STR applies to Damage (Primary: Full, Secondary: 1/2).
- *Touch Attack:* AC 10 modified only by DEX bonus.

Grappling

- *Attack:* 1d20 plus STR modifier (possibly BtH).
- *Defender AC:* 15, modified by STR, DEX, and Size modifiers.
- *Size:* +2/larger, -2/smaller.
- *Success:* defender is held and can only attempt to break hold. Considered prone and defenseless.

Pummeling

- *Attack:* 1d20 plus STR modifier (possibly BtH).
- *Success:* 1d2 pts of subdual damage plus STR bonus.

Overbearing

- *Attack:* 1d20 plus STR modifier (possibly BtH).
- *Defender AC:* 15 plus STR and Size modifier.
- *Size:* +2/larger, -2/smaller.
- *Success:* knocks foe prone and deals 1d2 subdual damage. Attacker -2 AC until next turn.

Coins

10cp = 1 silver piece (sp)
10sp = 1 gold piece (gp)
10gp = 1 platinum piece (pp)

Coins exchange at the rates above. All coins weigh approximately the same amount, one ounce.

Movement

- Can always move 5 feet if no movement has been used in the round.
- Can move up to ½ the movement rate and still attack or take an action.
- Cast a spell and move if the casting time is 1 action or less.
- *Movement:* Full Move (x1), Jog (x2), Run (x3)

Disengaging from Combat

- *Running:* -2 to AC. Foes get a free attack.
- *Fighting Withdrawal:* ½ movement, no other actions.

Surprise

Requires a WIS check. GM rolls for surprise or simply declares it for one side or both. Those surprised can't act for the round.

Reach Weapons and Large Creatures: allowed to attack first versus a foe with a smaller size or weapon, even if they lost initiative, if the foes approach them within 10 feet. First Round Only.

Falling

A failed DEX check results in 1d6 damage for falls of 6-10 feet. Each additional 10 feet adds a cumulative 1d6 to damage.

Example: 18 feet fallen results in 3d6 damage (1d6 for the first ten feet, 2d6 for the second 10 feet).

Vision

- *Torch:* 40 ft
- *Lantern:* 30 to 60 ft.
- *Magic Sword/Dagger:* 20ft/10ft.
- *Deepvision:* affected by bright lights, 120 ft.
- *Twilight Vision:* see up to a mile with detail in twilight.
- *Darkvision:* bright lights affect, shades of gray. 60 ft .
- *Duskvision:* see normally at dusk.

Subdual Damage

Every 5 points subdual damage equates to 1 point of "real" damage. Subdual damage heals at the rate of 1hp/10 minutes.

Damage

HP	Effect
0	Passes out and cannot take any actions. Recovery in 1d6 hours, limited to ½ movement.
-1 to -6	Requires 24 hours rest, and can be brought back to 0 hp by magical healing but no higher with one spell, etc.
-7 to -9	Loss of 1hp per round. Aid will stop loss but takes one round.
-10	Death.

Recovery

- Standard Rate: 1 hp/day if resting, eating, warm, etc.
- One Week: add CON bonus daily.
- Two Weeks: double rate.
- One Month: triple rate.

Turning the Undead

Requires a successful WIS check.
Challenge Level: undead HD
Range: 60 feet.

One group of a particular type of undead can be turned each round. Failure renders that group immune to turning for the remainder of one combat or 24 hours. New groups of that type can still be turned. Turned undead will flee or cower.

The cleric must remain 10 feet away or the turning is broken.

Undead Type	Number Turned
Common	1d12
Extraordinary	1d6
Unique	1

Clerics 5+ levels higher than the undead destroy instead of turn. Clerics 10+ levels higher than the undead automatically turn the maximum number.

Evil Clerics can command undead, turn paladins.

Armor

Item	Cost	AC	Weight	ENC
Padded	5gp	+1	10 lbs.	2w
Leather Coat	7gp	+1	10 lbs.	2w
Leather Armor	10gp	+2	15 lbs.	2w
Ring Mail	30gp	+3	20 lbs.	3w
Hide	20gp	+3	25 lbs.	4w
Studded Leather	25gp	+3	20 lbs.	2w
Chain Shirt	100gp	+4	25 lbs.	3w
Scale Mail*	50gp	+4	30 lbs.	4w
Breastplate	300gp	+5	30 lbs.	4w
Chain Mail**	150gp	+5	35 lbs.	4w
Banded Mail	250gp	+6	40 lbs.	4w
Splint Mail	200gp	+6	45 lbs.	4w
Plate Mail***	600gp	+7	45 lbs.	4w
Full Plate****	1000gp	+8	50 lbs.	4w

*Includes Coif, Leather (see Helm table).
**Includes Coif, Chain Mail (ibid).
***Includes Helm, Normal (ibid).
****Includes Helm, Great (ibid).

Shield

Item	Cost	AC	Weight	ENC
Buckler	2gp	+1*	2 lbs.	2
Shield, Small Steel	9gp	+1*	5 lbs.	2
Shield, Small Wooden	3gp	+1*	3 lbs.	2
Shield, Med. Steel	15gp	+1**	10 lbs.	3
Shield, Med. Wood	5gp	+1**	6 lbs.	3
Shield, Large Steel	20gp	+1***	15 lbs.	4
Shield, Large Wood	7gp	+1***	10 lbs.	4

* Bonus applies to one foe in a round.
**Bonus applies to two foes in a round.
***Bonus applies to three foes in a round.

Helm

Item	Cost	AC*	Weight	ENC
Coif, Chain Mail	15gp	+4	5 lbs.	2w
Coif, Leather	4gp	+2	2 lbs.	2w
Helm, Normal	10gp	+5	4 lbs.	3w
Helm, Great	20gp	+8	8 lbs.	4w

* The armor class bonus for helms only adjusts the armor class for blows that strike the head.

Melee Weapons

Item	Cost	Damage	Weight	ENC
Axe, Battle	10gp	1d8	7 lbs.	3
Axe, Two-Handed	20gp	1d12	20 lbs.	3
Bardiche	15gp	2d4	10 lbs.	4
Bec de Corbin	12gp	1d8	3 lbs.	5
Bill or Billhook	12gp	2d4	6 lbs.	5
Cat-O-Nine Tails	9gp	1d3	1 lbs.	2
Cestus	1gp	+1 dmg	--	1
Crowbill (Lucerne)	15gp	1d6	6 lbs.	2
Fauchard	6gp	1d6	6 lbs.	5
Fauchard Fork	15gp	1d8	6 lbs.	5
Fist	--	1d2	--	--
Flail, Light	8gp	1d8	5 lbs.	3
Flail, Heavy	15gp	1d10	20 lbs.	4
Fork, Military	10gp	1d8	7 lbs.	5
Gauntlet, Spiked	5gp	1d3	2 lbs.	1
Glaive	8gp	1d8	15 lbs.	5
Glaive Guisarme	15gp	2d4	8 lbs.	5
Guisarme	10gp	2d4	15 lbs.	5
Halberd	10gp	1d10	15 lbs.	5
Hammer, War	6gp	1d8	8 lbs.	4
Lance, Light	6gp	1d6*	5 lbs.	5
Lance, Heavy	10gp	1d8*	10 lbs.	6

Item	Cost	Damage	Weight	ENC
Mace, Light	5gp	1d6	6 lbs.	3
Mace, Heavy	12gp	1d8	12 lbs.	4
Morningstar	8gp	2d4	8 lbs.	3
Partisan	10gp	1d8	5 lbs.	5
Pick, Light	4gp	1d4	4 lbs.	3
Pick, Heavy	8gp	1d6	6 lbs.	4
Pike	5gp	1d8	14 lbs.	6
Ranseur	8gp	2d4	15 lbs.	5
Sap	1gp	1d3	1 lbs.	1
Scythe	18gp	2d4	12 lbs.	4
Sickle	6gp	1d4	3 lbs.	3
Spear, Long**	5gp	1d8	9 lbs.	4
Staff	--	1d6	4 lbs.	4
Sword, Bastard	25gp	1d10	10 lbs.	4
Sword, Broad	12gp	2d4	8 lbs.	3
Sword, Falchion	40gp	2d4	16 lbs.	3
Sword, Long	15gp	1d8	4 lbs.	3
Sword, Rapier	20gp	1d6	2 lbs.	3
Sword, Scimitar	15gp	1d6	4 lbs.	3
Sword, Short	10gp	1d6	3 lbs.	3
Sword, Two-Handed	30gp	2d6	15 lbs.	5
Voulge	8gp	2d4	6 lbs.	5

*Deals double damage if used from a charging mount.
**Deals double damage if firmly set to receive a charge.

Ranged & Missile Weapons

Item	Cost	Dmg.	Range	Weight	ENC
Axe,Hand/Throwing	4gp	1d6	10 ft.	4 lbs.	2
Club	--	1d6	10 ft.	3 lbs.	2
Dagger	2gp	1d4	10 ft.	1 lb.	1
Hammer, Light	1gp	1d4	20 ft.	2 lbs.	2
Spear*	1gp	1d6	20 ft.	3 lbs.	2
Spear, Wolf	3gp	1d8	10 ft.	4 lbs.	3
Trident	10gp	1d8	10 ft.	5 lbs.	5
Aclis	1gp	1d4	20 ft.	1 lb.	2
Arrows (20)	2gp	**	**	3 lbs.	2***
Arrows (12)	15sp	**	**	2 lbs.	2***
Arrow, Silver	1gp	**	**	0.2 lb.	--
Blowpipe	1gp	1	10 ft.	1 lb.	3
Bolas	5gp	1d4	20 ft.	2 lbs.	2
Bolts (12)	1gp	**	**	1 lb.	2***
Bow, Long	75gp	1d6	100 ft.	3 lbs.	4
Bow,Long, Composite	100 gp	1d8	110 ft.	3 lbs.	4
Bow, Short	30gp	1d6	60 ft.	2 lbs.	3
Bow,Short, Composite	75gp	1d8	70 ft.	2 lbs.	3
Crossbow, Light	35gp	1d6	80 ft.	6 lbs.	4
Crossbow, Hand	100 gp	1d4	30 ft.	3 lbs.	2
Crossbow, Heavy	50gp	1d10	120 ft.	9 lbs.	5
Dart	5sp	1d3	20 ft.	0.5 lb.	1
Harpoon	1gp	1d6	20 ft.	4 lbs.	5
Javelin	1gp	1d4	30 ft.	2 lbs.	3
Rock	--	1d2	30 ft.	--	--
Sling	--	1d4	50 ft.	--	1
Whip	1gp	1d2	15 ft.	2 lbs.	2

* Deals double damage if firmly set to receive a charge.
** Damage and range is by bow or crossbow type.
*** Encumbrance is primarily from the quiver.

Equipment

Item	Cost	Weight	Capacity	ENC
Armor & Weapon Oil	1gp	1 lb.	--	1
Backpack	2gp	2 lbs.	8 ENC	4
Bagpipe	35gp	8 lbs.	--	4
Bandages (2 wounds)	1sp	0.5 lb.	--	--
Barrel	2gp	30 lbs.	8 ENC +	6
Basket	4sp	1 lbs.	2 ENC	3
Bedroll	1sp	5 lbs.	--	3
Blanket, Winter	5sp	3 lbs.	--	2
Bottle	2gp	0.5 lb.	1 ENC	1
Bucket	5sp	2 lbs.	3 ENC	2
Candle	1cp	0.1 lb.	--	1
Case, Map or Scroll	1gp	0.5 lb.	--	1
Chalk (per piece)	1cp	0.1 lb.	--	1
Chest (empty)	2gp	25 lbs.	4 ENC +	4
Crowbar	2gp	5 lbs.	--	2
Diggery-do	1gp	0.25 lb.	--	--
Fishhook	1sp	--	--	--
Flask	3cp	0.1 lb.	1 ENC	1
Fife	2gp	0.25 lb.	--	--
File, Metal	1gp	0.5 lb.	--	1
Flint and Steel	1gp	0.5 lb.	--	--
Grappling Hook	1gp	4 lbs.	--	2
Hammer	1gp	2 lbs.	--	2
Hammer, Sledge	6gp	8 lbs.	--	4
Harp	35gp	4 lbs.	--	4
Holy Symbol, Wood	1gp	--	--	1
Holy Symbol, Silver	25gp	1 lb.	--	1
Holy Water, Flask	30gp	1 lb.	--	1
Incense, Stick	1gp	--	--	--
Ink, 1 oz.	8gp	0.1 lb.	--	1
Kettle, Iron	1gp	4 lbs.	3 ENC	3
Lantern, Bullseye	12gp	3 lbs.	--	2
Lantern, Hooded	7gp	2 lbs.	--	2
Manacles	15gp	2 lbs.	--	1
Mandolin	10gp	4 lbs.	--	2
Mirror, Small Steel	10gp	0.5 lb.	--	1
Mortar and Pestle	3gp	2 lbs.	--	2
Mug or Tankard	2cp	0.5 lb.	1 ENC	--
Musical Instrument	5gp	varies	--	3
Nails, Iron (50)	5sp	1 lb.	--	1
Oil, Flask of	1gp	1 lb.	--	1
Pack, Shoulder	2gp	2 lbs.	3 ENC	3
Padlock and Key	25gp	1 lb.	--	1
Parchment (10 pcs.)	5gp	--	--	--
Pick	3gp	10 lbs.	--	4
Piton	1sp	0.5 lb.	--	1
Pole, 10 ft.	2sp	8 lbs.	--	5
Pouch, Large	1gp	1 lb.	2 ENC	1
Pouch, Small	5sp	0.5 lb.	1 ENC	1
Prayer Beads	2gp	--	--	--
Quill	1sp	--	--	--
Razor	5sp	--	--	1
Rogue's Tools	30gp	1 lb.	--	1
Rope, Hemp (50 ft.)	1gp	10 lbs.	--	3
Rope, Silk (50 ft.)	10gp	5 lbs.	--	3
Sack, Small	1sp	0.5 lb.	7 ENC	1
Sack, Large	5sp	1 lb.	10 ENC	2
Saw, Metal	5gp	1 lb.	--	2
Sealing Wax	1gp	0.1 lb.	--	--
Sewing Needle	5sp	--	--	--
Shovel	2gp	8 lbs.	--	3
Soap (per bar)	5sp	1 lb.	--	1
Spell Pouch	10gp	0.5 lb.	--	--
String (50 ft.)	4sp	1 lb.	--	2
Trap, Animal, Metal*	7gp	3 lbs.	--	3
Tent	10gp	20 lbs.	**	4
Torch	1cp	1 lb.	--	2
Vial	1sp	0.1 lb.	1 oz.	--
Whetstone	1gp	0.5 lb.	--	1
Whistle	5sp	--	--	--
Wolvesbane	2gp	0.1 lb.	--	--

*For capturing small animals only.
**A tent can comfortably house two medium-sized beings.

Clothing

Item	Cost	Weight	ENC
Belt	6sp	1 lb.	--
Boots, Heavy	1gp	4 lbs.	--
Boots, Soft	4sp	2 lbs.	--
Cape	8sp	3 lbs.	1w
Cloak	5sp	--	--
Gloves, Cloth	2sp	--	1w
Gloves, Leather	8sp	--	1w
Cap/Hat	4sp	--	1w
Robe	1gp	4 lbs.	2w
Shoes, Normal	2sp	1 lb.	--
Signet Ring	5gp	--	--
Skirt	4sp	0.5 lb.	--
Tunic	3sp	0.5 lb.	--
Trousers	4sp	0.5 lb.	--
Winter Clothing, Set	5gp	6 lbs.	4w

Provisions & Lodging

Item	Cost	Weight	ENC
Ale, Mug	5cp	1 lb.	1
Beer, Mug	2cp	1 lb.	1
Lodging, Common Inn	5sp	--	--
Lodging, Good Inn	2gp	--	--
Lodging, Poor Inn	1sp	--	--
Mead, Mug	2sp	1 lb.	--
Rations (1 day)	5sp	1 lb.	1
Rations (1 week)	3gp	7 lbs.	4
Tavern Meal, Common	2sp	--	--
Tavern Meal, Good	1gp	--	--
Tea Leaves, 1 lb.	1sp	1 lb.	1
Tobacco, 1 lb.	5sp	1 lb.	1
Waterskin*	1gp	4 lb.	1
Wine, Common	2sp	1 lb.	1
Wine, Fine	10gp	1 lb.	1

*A waterskin has a capacity of 3 ENC.

Transport & Tack

Item	Cost	Weight	ENC
Barding, Padded*	20gp	25 lbs.	2
Barding, Leather*	50gp	50 lbs.	2
Barding, Studded*	100gp	60 lbs.	2
Barding, Chain*	500gp	125 lbs.	4
Barding, Full Plate*	4,000gp	250 lbs.	4
Bit and Bridle	1gp	1 lb.	2
Boat, Small	250gp	--	5
Boat, Long	500gp	--	5
Cart	15gp	200 lbs.	--
Chariot	100gp	350 lbs.	--
Donkey	8gp	--	--
Feed (per day)	5cp	10 lbs.	2
Harness	1gp	2 lbs.	2
Horse, Heavy	200gp	--	--
Horse, Light	75gp	--	--
Mule	25gp	--	--
Ox	18gp	--	--
Pony	30gp	--	--
Raft	100gp	--	4
Saddle	20gp	30 lbs.	4
Saddle Bags	4gp	8 lbs.	3
Saddle Blanket	5sp	1 lb.	1
Sled	20gp	300 lbs.	--
Wagon	35gp	400 lbs.	--
Warhorse, Heavy	400gp	--	--
Warhorse, Light	150gp	--	--
Warpony	100gp	--	--

* Barding for a pony is half the cost and 2/3 the weight of horse barding.

Effects of Encumbrance

- **Lightly:** Move - ¼, -1 to AC and attribute checks.
- **Moderately:** Move -½, -2 to AC and attribute checks.
- **Heavily:** Move -¾, -4 to AC and attribute checks.
- **Overburdened:** Move is 1 foot, -8 to AC and attribute checks.

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