### Player Reference Guide v5.0

Cleric Advancement Table										
XP	HD	Save	Atk #/+		S	pell	s Pe	er D	ay	
				1	2	3	4	5	6	7
0	1d6	15	1 / +0	1	-	-	-	-	-	-
1,500	2d6	14	1 / +0	2	-	-	-	-	-	-
3,000	3d6	13	1 / +1	2	1	-	-	-	-	-
6,000	4d6	12	1 / +1	2	2	-	-	-	-	-
12,000	5d6	11	1/+2	2	2	1	-	-	-	-
24,000	6d6	10	2 / +2	2	2	1	1	-	-	-
48,000	7d6	9	2 / +3	2	2	2	1	1	-	-
96,000	8d6	8	2 / +3	2	2	2	2	2	-	-
170,000	9d6	7	2 / +4	3	3	3	2	2	-	-
266,000	9d6+2	6	2 / +4	3	3	3	3	3	-	-
340,000	9d6+4	5	2 / +5	4	4	4	3	3	-	-
500,000	9d6+6	4	2 / +5	4	4	4	4	4	1	-
600,000	9d6+8	4	2 / +6	5	5	5	4	4	1	-
700,000	9d6+10	4	2 / +6	6	6	6	5	5	2	-
800,000	9d6+12	4	2 / +7	6	6	6	6	6	3	-
900,000	9d6+14	4	2 / +7	7	7	7	6	6	3	1
985 000	9d6+16	4	2 / +8	7	7	7	7	7	4	1

2/+9

### +85,000 per level Cleric Save Bonus

1 070 000

1,155,000

,240,000

Lvl

2

10 11

12 13 14

15

16

18

19

20

+2 Bonus vs. Paralysis and Death/Poison

9d6+18

9d6+20

9d6+22

+2 hp

### Clerics may equip Armor and Shields

### Cleric Casting

Clerics "know" every spell on their list, and may cast them each day as their spell slots allow.

Instead of researching new spells, a Cleric may go on a quest for their patron Deity, and be rewarded with a spell that fits their religion. Clerical spells cannot be duplicated or lost.

### **Cleric Hallowing**

A Cleric begins play with a Hallowed rating of 1.

### Cleric Primary Attribute: Wisdom

A Cleric gets +5% experience if they have a Wisdom of 13 or higher.

	Fighter	Adva A	ncemen	t Table
Lvl	XP	HD	Save	Atk #/+
1	0	1d6+1	14	1 / +1
2	2,000	2d6+2	13	1 / +2
3	4,000	3d6+3	12	1 / +3
4	8,000	4d6+4	11	2 / +3
5	16,000	5d6+5	10	2 / +4
6	32,000	6d6+6	9	2 / +5
7	64,000	7d6+7	8	3 / +5
8	128,000	8d6+8	7	3 / +6
9	200,000	9d6+9	6	3 / +7
10	300,000	9d6+12	5	3 / +7
11	400,000	9d6+15	4	3 / +8
12	500,000	9d6+18	4	3 / +9
13	600,000	9d6+21	4	3 / +9
14	700,000	9d6+24	4	3 / +10
15	800,000	9d6+27	4	3 / +11
16	900,000	9d6+30	4	3 / +11
17	1,000,000	9d6+33	4	3 / +12
18	1,100,000	9d6+36	4	3 / +13
19	1,200,000	9d6+39	4	3 / +13
20	1,300,000	9d6+42	4	3 / +14
21+	+100,000 per level	+3 hp	4	3 / +15

### **Fighter Save Bonus**

+2 Bonus vs. Death/Poison and Burst

### Fighters may equip Armor and Shields

### Fighter Extra Attack

When fighting creatures with hit dice of 1 or less, a fighter can make as many attacks as he has levels per round. Does not stack with base attack #. This ability does not function if a creature of greater hit dice is in melee with the fighter.

### Fighter Primary Attribute: Strength

A fighter gets +5% experience if they have a Strength of 13 or higher.

Mage Advancement Table													
LvI	XP	HD	Save	Atk #/+			Sp	ells	s Pe	er D	ay		
					1	2	3	4	5	6	7	8	9
1	0	1d6	15	1 / +0	1	-	-	-	-	-	-	-	-
2	2,500	2d6	14	1 / +0	2	-	-	-	-	-	-	-	-
3	5,000	2d6+1	13	1 / +0	3	1	-	-	-	-	-	-	-
4	10,000	3d6+1	12	1 / +1	4	2	-	-	-	-	-	-	-
5	20,000	4d6+1	11	1 / +1	4	2	1	-	-	-	-	-	-
6	40,000	4d6+2	10	1 / +2	4	2	2	-	-	-	-	-	-
7	80,000	5d6+2	9	1 / +2	4	3	2	1	-	-	-	-	-
8	160,000	6d6+2	8	1 / +3	4	3	3	2	-	-	-	-	-
9	210,000	6d6+3	7	1 / +3	4	3	3	2	1	-	-	-	-
10	320,000	7d6+3	6	1 / +4	4	4	3	2	2	-	-	-	-
11	430,000	8d6+3	5	1 / +4	4	4	4	3	3	1	-	-	-
12	540,000	8d6+4	4	1 / +5	4	4	4	3	3	2	-	-	-
13	650,000	9d6+4	4	1 / +5	5	5	5	4	4	3	1	-	-
14	760,000	9d6+5	4	1 / +6	5	5	5	5	4	4	2	-	-
15	870,000	9d6+6	4	1 / +6	5	5	5	5	5	5	2	1	-
16	980,000	9d6+7	4	1 / +7	6	6	6	5	5	5	2	2	-
17	1,090,000	9d6+8	4	1 / +7	6	6	6	6	6	5	2	2	1
18	1,200,000	9d6+9	4	1 / +8	7	7	7	6	6	6	3	2	2
19	1,310,000	9d6+10	4	1 / +8	7	7	7	7	7	7	3	3	2
20	1,420,000	9d6+11	4	1 / +9	8	8	8	7	7	7	4	3	3
21+	+110,000	+1 hp	4	1 / +9	8	8	8	8	8	8	4	4	3

### Mage Save Bonus

+2 Bonus vs. Spells

### Mages CANNOT equip armor or shields.

### Mage Weapon Limitation

abilities such as the bow's extra attack, or a 2h sword's formation through difficult terrain (it requires too much concentration) and breaking.

### Mage Casting

Mages have access to all spells in the spell book and may prepare them each day as their spell slots allow. Each day's spells must be Movement doesn't count as the one action a character can take in a cast once.

#### Spell Research

New spells may be researched, at the cost of 500\*2<sup>Spell Level</sup> gold and (1d10 + 5)\* Spell Level days to research. The Spell Level is determined by the Referee. This research may take place between A character can replace an attack with an action to grab a weapon adventures.

### Spell Duplication

Researched & found spells can be duplicated at a cost of 100\*2<sup>Spell Level</sup> gold. Spells in the spellbook do not need to be ground) always costs an attack. copied and are free.

If a mage loses their spellbook, they may purchase a new one with would behoove the mage to keep a backup.

### Mage Prime Requisite

higher.

### Creating a New Character

Ability Score rolls are 3d6 in order. Any 2 ability scores may be get every round and deal 1d6 damage if the attack is successful. swapped. If total stat modifiers are -2 or less, total re-roll allowed. Starting Gold is  $3d6 \times 10$  GP.

Hit points are maxed out when making a level 1 character.

All hit dice are re-rolled at every level, and the higher result is

Ability Score	Modifier	
3	-2	
4-7	-1	
8-13	0	
14-17	+1	
18	+2	

Strength- Add modifier to each hit die for grapple rolls and to strength-related damage rolls.

Intelligence - Gain modifier # of free skills.

Wisdom - 15 or higher wisdom gives +5% experience bonus. **Dexterity** - Add modifier to ranged attack rolls.

Constitution - Add modifier to each hit die rolled for hit points. ventures (Torchbearers don't count towards this number), add mod-weapon. ifier to NPC reaction checks, 15 or higher charisma gives +5% ex-

roll is less, it fails.

### Indoor and City Movement

Pace	Speed	•	Effect	
Walking	BMR x 20 feet per	Mapping and	Careful Obse	ervation possi
	Turn	ble		
Running	BMR x 40 feet per	No Mapping	, Characters	automatically
	Turn	surprised		

surprised Combat (BMR/3) x 10 feet All the general moving around people per Round fighting usually do

## Outdoor Movement

Pace	Speed	Effect
Steady	(BMR) in Miles per day	Normal Moving around outdoors
Grueling	(BMR x 2) in Miles per	Constitution roll needed each day to
	day	continue. Failure = speed to Steady
		next day and -1 to all d20 rolls.
Combat	BMR times 10 feet per	More fighting, but open terrain.

#### Combat Round

- At the start of combat, surprise may or may not be rolled.
- Spellcasters declare spells.
- 2. Both sides roll d6 initiative, re-rolling ties.

round

- 3. The side that had the higher roll goes first.
- 4. The other side goes.
- 5. If someone delayed action, they go here; those that cast spells can't delay action to here.
- 6. Start again from 1.

### Spellcasting in Combat

If a character is spellcasting, that is their action for the round. A character casting a spell must declare they are doing so and which Mages can wield any weapon, but do not benefit from weapon spell before initiative is rolled that round. They cannot move they move at half their normal speed. If the character takes damage while casting their spell, the spell is lost.

### Movement

selected at the beginning of the day, and each spell may only be round, rather, a character may move up to their combat movement rate in addition to the action they take that round. Alternatively, a character can decide to spend their one action on movement, and move double their combat movement rate that round.

### Grabbing and Equipping an Item

or shield from an ally or their pack and equip it. If they're grabbing a weapon off the ground they dropped, it doesn't take up an attack. A character casting a spell this round cannot do anything else, though. Equipping a shield (even if a shield fell on the

### Grappling

A character can attempt to grapple another character; when they do so, they must make a touch attack roll while both their hands are the free spells, but any found/researched spells will be lost. It free. If they succeed, the two characters roll their hit dice, adding their strength modifier on each hit die rolled. If they tie, both reroll. If the grappler wins, they've successfully grappled the target and the target can't move or take any action other than attempting A Mage gets +5% experience if they have an Intelligence of 13 or to escape the grapple via another hit die roll. Both characters also take a -4 penalty to armor class while in the grapple. If the grappler fails the hit die roll, they've failed to grapple. While the grappler is grappling the target, they can make an attack versus the tar-

### Special Attack Situations

If a character is attacking a creature that is not aware of the character, they get a +2 bonus to hit.

If the character attacks an invisible opponent, they get a -4 penalty to hit on attack rolls.

If a character attempts to fire into a melee fight where two or more creatures are involved, the character has an equal chance to hit each creature involved. They roll to see which creature in the melee they target first (the die needed and the values are made up on the spot) and then they roll their attack roll against that creature's armor class.

If a character is trying to fire a ranged weapon beyond the range increment listed, they take a -2 penalty to the attack roll. If they are trying to fire it further than twice the range increment, the attack misses automatically. Outdoors range increments are tripled.

If a natural 20 is rolled on any attack roll, that attack is Critical Hit. Critical Hits automatically hit and deal the maximum damage that attack can deal instead of rolling for it, but if a player made the roll, they can ask for an alternate benefit from the game master.

If a roll of 20 would normally miss, the crit becomes a regular hit.

If a natural 1 is rolled on any attack roll, that attack is a Fumble, which is almost always an automatic miss. The game master selects an appropriate bad Charisma- Modifier # + 4 special hirelings can follow you on ad- thing to happen, such as the character hitting an ally or dropping their

If a roll of 1 would normally hit, the fumble becomes a regular miss

If a character gets in a fight with fists or attempts to hurt but not kill some-one, they can try to deal sub-dual damage. Sub-dual damage is counted sepaperience.

one, they can try to deal sub-dual damage. Sub-dual damage is counted sepaability Rolls - To make an ability roll, roll a d6 and add the abilrately from normal damage. When a creature takes sub-dual damage equal to ity modifier. If the total is 4 or higher, the roll is successful. If the its remaining hit points, it falls unconscious and any remaining sub-dual damage it takes is converted to regular damage.

### Shop

Mundane Equipment						
Item	Stone	Avg. Price				
Air Bladder	1/10	1 gp				
Barrel (18 Stone)	2	2 gp				
Bedroll	1	2 sp				
Bell	1/10	1 gp				
Caltrop, 1 bag	1/10	1 gp				
Candle x 10	1/100	1 sp				
Canvas, Square Yard	2	1 sp				
Case, Map or Scroll	1/10	1 gp				
Chain, 10 ft.	1	5 gp				
Chalk, 10 pieces	1/10	1 sp				
Chest (18 Stone)	2	2 gp				
Climbing Spikes	1					
	-	5 gp				
Compass	1/10	3 gp				
Crowbar	1	2 gp				
Drill	1	2 gp				
Fishing Pole	1	1 sp				
Fishing Net, 25 square feet	1	4 gp				
Flask, Adhesive	1/10	3 gp				
Flask, Fire Oil	1/10	2 gp				
Flask, Holy Water	1/10	25 gp				
Flint & Steel	1/10	1 gp				
Garlic, 3 Cloves	1/10	5 sp				
Grappling Hook	1	1 gp				
Hammer	1	5 sp				
Hourglass	1	25 gp				
Iron Spike	1/10	1 sp				
Instrument	1	10 gp				
Ladder, 10 ft.	2	2 gp				
Lantern	1	10 gp				
Padlock + Key	1	10 gp				
Lockpicks	1	25 gp				
Manacles	1	15 gp				
Map Case (same as scroll case)	1/10	1 gp				
Metal Book Container	1	10 gp				
Mirror, Small Steel	1/10	20 gp				
Pickaxe	1/10					
10 ft. Pole	2	5 gp				
		1 gp				
Rations, Fresh	1/10	5 sp				
Rations, Preserved	1/10	1 gp				
Rope, 50 ft. Hemp	1	1 gp				
Rope, 50 ft. Silk	1/10	10 gp				
Shovel	1	2 gp				
Signal Whistle	1/100	1 sp				
Spellbook	1	25 gp				
Spyglass	1/10	1000 gp				
Tent, One-Person (Includes Bedrolls in Weight)	1	5 gp				
Tent, Two-Person (Includes Bedrolls in Weight)	2	10 gp				
Tent, Four-Person (Includes Bedrolls in Weight)	4	40 gp				
Torch x 10	1/10	1 sp				
Silvered items cost $10x$ as much as the norm	nal vari					

Silvered items cost 10x as much as the normal variety. The player is assumed to have basic clothing, a backpack, sacks, flasks, & pouches for carrying loot, and mapping supplies.

Other items may be available for purchase at DM's discretion.

Cargo & Transport	
Item	Cost
Canoe	20 gp
Cart, 1 animal (36 Stone)	100 gp
Cart, 2 animal (72 Stone)	100 gp
Raft	5gp
Saddle	25 gp
Saddle Bag (6 Stone)	1 gp
Wagon, 2 animal (72 Stone)	200 gp
Wagon, 4 animal (144 Stone)	300 gp

			Ships			
Ship Type	Sailing	Rowing	Min Crew	SHP	Cargo	Cost
Trireme	24	18	170	24	65	10,000 GP
Quadrieme	24	18	170	36	320	50,000 GP
Longship	24	18	75	15	40	30,000 GP
River Galley	24	18	20	12	50	4,000 GP
Riverboat	24	18	16	6	10	1,000 GP
Sailboat	24	_	1	5	3	6,000 GP
Cog	48	_	20	20	150	15,000 GP
Caravel	72	_	35	25	100	39,000 GP
Carrack	48	_	82	34	685	48,000 GP
Galleon	48	_	150	104	150	60,000 GP
Cutter	72	_	20	27	190	45,000 GP
Brig	72	_	45	42	250	90,000 GP
Corvette	96	_	84	51	270	135,000 GF
Frigate	72	_	84	60	610	180,000 GF
Kai Fire Ship	48	24	80	40	250	140,000 GF
Sloop	60	_	10	15	90	15.000 GP

Weapon	Melee Weapons Ability	Weight	Cost					
Axe, Battle	Dueling	1	5 gp					
Axe, Hand*+	-	1/10	1 gp					
Cestus+	-	1/10	1 gp					
Dagger*+	-	1/10	2 gp					
Spear	Reach	1	7 gp					
Hammer, Light*+	-	1/10	4 gp					
Hammer, War	Armor Piercing	1	5 gp					
Javelin*	-	1/10	4 gp					
Mace/Flail	Armor Piercing	1	5 gp					
Polearm~	Lancing + Reach	1	4 gp					
Spear, Short*	-	1	2 gp					
Staff~	-	1	1 gp					
Sword, One-Handed	Dueling	1	5 gp					
Sword, Two-Handed~	Formation Breaking	1	15 gp					
*: Weapon can be used as melee or thrown								
Washing mouth a wielded in two hands								

~: Weapon must be wielded in two hands

+: Weapon cannot be wielded in both hands

Armor Piercing: When using this weapon, gain a +2 to hit opponents in

Medium or Heavy armor.

Dueling: When using this weapon against a solitary or isolated opponent,

origin of 2 to hit.

gain a +2 to hit.

Formation Breaking: If a group of enemies is tightly packed, the character wielding the weapon gains an Extra Attack on another member of that

group.

Lancing: When this weapon is used during a mounted charge, deal double damage on a successful hit.

Reach: Weapon can be used to attack from the second rank

**Silvered weapons cost 10x as much.** You may pay the difference to upgrade a weapon.

### **Melee Combat Options**

Two-Handed: +1 to damage.

Dual Wielding: +2 to attack rolls.

\*When dual wielding, only I weapon ability may be used.

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rang	JEU.	vvea	puns	allu	AIIII	Hull	ILIO

Weapon	Range	Weight	Cost
Arrows (20)	-	1	2 gp
Bolts (20)	-	1	2 gp
Bow, Long	70 ft	1	20 gp
Bow, Short	50 ft	1	10 gp
Crossbow	60 ft	1	15 gp
Dart (20)	20 ft	1	2 gp
Sling	40 ft	1/10	2 gp
Stones, Sling (20)	-	1	1 gp

Bow special ability: Rapid Fire: gain an Extra Attack

### Ranged Combat Options

Spring Loaded: (Crossbow required) +1 to damage.

Muscle Powered: (Sling, Darts, or Thrown Weapon req.) +Str

Mod to damage.

Armor				
Armor	AC	Weight	Can Climb/Swim?	Cost
Light Armor	12	1	Yes	15 gp
Medium Armor	14	3	1/2 Speed / 1/4 Speed	30 gp
Heavy Armor	16	4	1/4 Speed / No	50 gp
Shield	+2	1	No	10 gp
No Armor	10	0	Yes	-

		Hirelings	
Hireling	Share	Cost/Day or Mission	Cost/Month
Alchemist	-	250 gp	2500 gp
Animal Trainer	-		200 gp
Armorer/Weaponsmith	-	24 gp	240 gp
Assassin	-	500 gp	_
Craftsmen	-	8 gp	80 gp
Guard	-	6 gp	20 gp
Healer	-	30 gp	300 gp
Laborer	-	2 gp	20 gp
Mercenary, Archer*	-	-	50 gp
Mercenary, Calvary*	-	-	80 gp
Mercenary, Light*	-	-	20 gp
Mercenary, Heavy*	-	-	30 gp
Recruiter	-	-	200 gp
Retainer	1	-	_
Researcher	-	100 gp	1000 gp
Sailor	-	4 gp	20 gp
Scholar	-	100 gp	1000 gp
Servant	-	3 gp	30 gp
Spy	-	120 gp	1200 gp
Torchbearer	-	10 gp	_

\*See Military rules for full army creation

### Encumbrance

Endambranco		
Total Weight Carried	Base Movement Rate	
0-5	12	
6-9	9	
10-14	6	
15-19	3	
20+	0	

Infant: 3 Stones
Adult: 12 Stones
Gems & Jewelry: 1/100 Stone

Coinage: 1/150 Stone

### ROUND FRACTIONS DOWN

Ca	nnons & Sie	ge Weaponry	
Item	Damage (HP)	Damage (SHP)	Cost
Ballista	3d6	1d3	80 GP
Ballista Shot (1)	-	-	2 GP
Port Gun	5d6	5d6	2,500 GP
Heavy Cannon	4d6	2d6	1,000 GP
Medium Cannon	3d6	1d6	750 GP
Light Cannon	2d6	1d2	400 GP
Cannon Shot (1)	-	-	10 GP
Heavy Catapult	4d6	1d6	200 GP
Light Catapult	3d6	1d3	100 GP
Catapult Stone (1)	-	-	5 GP
Catapult Pitch (1)	+1d6	Depends	25 GP
Fire Cannon (1 Ton	3d6	Depends	4,000 GP
Fire Oil/Shot)		-	

Siege weaponry takes a full round to reload, unless a team of Siege Engineers is assigned to that weapon.

Animals			
Animal	Cost	Animal	Cost
Carrier Pigeon	50 gp	Horse, War	250 gp
Dog, Guard	25 gp	Livestock	10 gp
Donkey	20 gp	Mule	20 gp
Horse, Draft	40 gp	Pony	35 gp
Horse, Riding	75 gp	Barding (+6 AC)	250 gp

### **Ability Score Training**

Characters may spend a week training a particular ability to increase their score by 1. However, this costs gold, equivalent to the next ability rank times **750gp**. For example, if your strength is currently 12, and you want to train to 13, it will take 1 week and (13\*750) gp. This is to pay for a trainer and all the equipment needed. **Maximum Ability Score is 18** 

# DEATH'S DOOR

Roll Total	Result
Natural 20	Set current HP to 1, awake if unconscious
18+	No Change
17-14	Stunned for 1d3 Rounds
13-10	Unconscious for 1d6 Turns
9-6	Save vs. Death/Poison; failure means death, success means unconscious for 1d6 Turns
5-0	Immediate Death
Less than 0	Gory Death; 10% chance per number below 0 for impossible Raise Dead