

SAVING THROWS

	LEVEL	PARALYZE	POISON	BREATH	DEVICE	MAGIC
CLERIC	1-4	14	11	16	12	15
	5-8	12	9	14	10	12
	9-12	10	7	12	8	9
	13-16	8	3	8	4	6
	17+	6	2	6	4	5
FIGHTER	0	16	16	16	15	18
	1-3	14	12	15	13	16
	4-6	12	10	13	11	14
	7-9	10	8	9	9	12
	10-12	8	6	7	7	10
MAGIC-USER	13+	6	4	5	5	8
	1-5	13	13	16	13	14
	6-10	11	11	14	11	12
	11-15	9	9	12	9	8
	16-18	6	7	8	5	6
SPECIALIST	19+	5	6	7	4	4
	1-4	14	16	15	14	14
	5-8	11	12	14	13	12
	9-12	9	10	12	11	10
	13-16	7	8	10	9	8
DWARF	17+	5	6	8	7	6
	0	12	10	15	11	14
	1-3	10	8	13	9	12
	4-6	8	6	10	7	10
	7-9	6	4	7	5	8
ELF	10-11	4	2	4	3	6
	12+	2	2	2	2	4
	0	15	14	17	15	17
	1-3	13	12	15	13	15
	4-6	11	10	13	11	13
HALFLING	7-9	9	8	9	9	11
	10-12	7	6	7	7	9
	13-16	5	4	5	5	7
	17+	3	3	3	3	5
	0	12	10	15	11	14
	1	10	8	13	9	12
	2-3	8	6	10	7	10
	4-5	6	4	7	5	8
	6-7	4	2	4	3	6
	8+	2	2	2	2	4

COMBAT OPTIONS

ACTION	BONUS
PARRY	AC +2 / AC +4*
AIM	Ranged AB +4
PRESS*	AB +2, AC+4
DEFENSIVE*	AB -4, AC+2

ATTACK BONUS

FIGHTER	OTHERS	AB
0	0	0
-	1+	+1
1		+2
2		+3
3		+4
4		+5
5		+6
6		+7
7		+8
8		+9
9+		+10

REACTIONS

ROLL	REACTION
2	Hostile
3-5	Unfriendly
6-8	Indifferent
9-11	Talkative
12	Helpful

EXPERIENCE

ENEMY HIT DICE	XP AWARD
< 1	5
1	10
2	25
3	50
4	75
5	100
6	250
7	500
8	750
9	1,000
10	1,250
11 +	1,500

COVER

COVER	AC
25%	+2
50%	+4
75%	+7
90%	+10

ARMOR

ITEM	AC
None	12
Leather	14
Chain	16
Plate	18
Shield	+1/+2

Melee/Ranged

ARMOR

ITEM	AC
Buff Coat	+1
Pikeman's	14
Tassets	+1
Full Armor	18
Helm**	+1
Morion*	+1
Secrete*	-

* +1 Physical Saving Throw
 ** +2 Physical Saving Throw

MELEE W.

ITEM	DAM
Cestus	1d3
Garrote	1d6
Lance	1d10
Mancatcher	-
Polearm	1d8
Rapier	1d8
Spear	1d6
Staff	1d4
W, Gr	1d10
W, Md	1d8
W, Mi	1d4
W, Sm	1d6
Whip	1d3



RANGED WEAPONS

FIREARM	DAMAGE	RANGE		
		SHORT	MEDIUM	LONG
Pistol	1d8	< 25'	< 50'	< 100'
Arquebus	1d8	< 50'	< 100'	< 600'
Musket	1d8	< 50'	< 100'	< 600'
			-4 to hit	-8 to hit
MISSILE WEAPONS	DAMAGE	SHORT	MEDIUM	LONG
Blowgun	-	< 20'	< 50'	< 80'
Bow, Long	1d6	< 50'	< 600'	< 900'
Short	1d6	< 50'	< 300'	< 450'
Crossbow, Heavy	1d8	< 50'	< 200'	< 600'
Light	1d6	< 50'	< 150'	< 400'
Rock	1d2	< 10'	< 20'	< 30'
Sling	1d4	< 50'	< 300'	< 450'
Dart	1d4	< 10'	< 20'	< 30'
Spear	1d6	< 10'	< 20'	< 60'
Other Thrown Weapon		< 10'	< 20'	< 30'
			-2 to hit	-4 to hit

ABILITIES

ABILITY SCORE	MODIFIER
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

SURVIVAL

TERRAIN	CHANCE
Plains	+1 in 6
Mountain	normal
Forest	+2 in 6
Desert	-1 in 6
Jungle	+2 in 6
Swamp	normal

TERRAIN

TERRAIN	ADJUSTMENT
Jungle, Mountains, Swamp	× 1/3
Desert, Forest, Hills	× 1/2
Clear, Plains, Trail	× 2/3
Road	× 1

WEATHER

CONDITIONS	ADJUSTMENT
High Winds or Precipitation	× 1/2
Storm Conditions	× 1/3

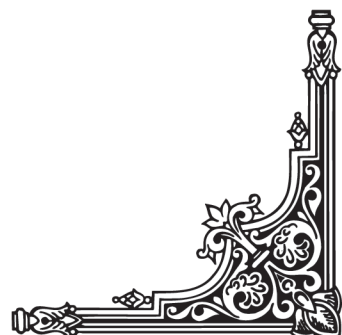
COINS

1 gp =
50 sp =
500 cp

MOVEMENT AND ENCUMBRANCE

POINTS	ENCUMBRANCE	MOVEMENT PER TURN	MOVEMENT PER ROUND		MILES PER DAY
		EXPLORATION	COMBAT	RUNNING	
0-1	Unencumbered	120'	40'	120'	24
2	Lightly Encumbered	90'	30'	90'	18
3	Heavily Encumbered	60'	20'	60'	12
4	Severely Encumbered	30'	10'	30'	6
S+	Over Encumbered	0'	0'	0'	0

Character is wearing chain armor*	+1 Point
plate armor*	+2 Points
Character is carrying 6 or more different items overall*	+1 Point
11 or more different items overall**	+1 Point
16 or more different items overall**	+1 Point
21 or more different items overall**	+1 Point
Character is carrying an oversized item***	+1 Point per item



AGING

	NONE	-2	-4	INTERVAL
Dwarf	200	250	300	5
Elf	Elves do not age			
Halfling	70	80	100	1
Human	40	50	60	1

WATER CONDITIONS

ROLL	MOV.	WIND	CONDITIONS
2	No Sail.	No Wind	
3	-¾	Greatly Unfavorable	
4	-½	Unfavorable	
5	-¼	Slightly Unfavorable	
6-8	None	Normal	
9	+¼	Slightly Favorable	
10	+½	Favorable	
11	×2	Greatly Favorable	
12	×3	Fierce Wind	

WATER VESSELS

WATERCRAFT	CREW	MILES PER DAY			SHIP HP
		SAILING	ROWING	CARGO (TONS)	
Raft	1	-	18	0.3	1
Canoe	1	-	18	0.5	3
Lifeboat	1	-	18	0.75	4
Trireme	170	24	18	65	24
Quadrireme	170	24	18	320	36
Longship	75	24	18	40	15
River Galley	20	24	18	50	12
Riverboat	16	24	18	10	6
Sailboat	1	24	-	3	5
Cog	20	48	-	150	20
Caravel	35	72	-	100	25
Carrack	82	48	-	685	34
Galleon	150	48	-	150	104
Cutter	20	72	-	190	27
Brig	45	72	-	250	42
Corvette	84	96	-	270	51
Frigate	84	72	-	610	60

MAGICAL ACTIVITIES

ACTIVITY	TIME REQUIRED	COST
Writing a Scroll	Spell Level × 2d6 Days	50 sp/day
Transcribing a Spell from Scroll to Spellbook	Spell Level × 1d6 Days	20 sp/day
Transcribing a Spell from Spellbook to Spellbook	Spell Level × 1d3 Days	10 sp/day
Researching a Spell on the Spell Lists	Spell Level × 3d6 Days	25 sp/day
Researching a New Spell	Spell Level × 4d6 Days	30 sp/day
Creating a Potion	Spell Level × 1d6 Days	50 sp/day
Creating a Wand or Staff	Total Spell Levels × 10 × 1d6 Days	50 sp/day

TURN UNDEAD

CLERIC	UNDEAD HIT DICE														
LEVEL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	7	9	11	12	-	-	-	-	-	-	-	-	-	-	-
2	5	7	9	11	12	-	-	-	-	-	-	-	-	-	-
3	3	5	7	9	11	12	-	-	-	-	-	-	-	-	-
4	T	3	5	7	9	11	12	-	-	-	-	-	-	-	-
5	T	T	3	5	7	9	11	12	-	-	-	-	-	-	-
6	T	T	T	3	5	7	9	11	12	-	-	-	-	-	-
7	T*	T	T	T	3	5	7	9	11	12	-	-	-	-	-
8	T*	T*	T	T	T	3	5	7	9	11	12	-	-	-	-
9	T*	T*	T*	T	T	T	3	5	7	9	11	12	-	-	-
10	D	T*	T*	T*	T	T	T	3	5	7	9	11	12	-	-
11	D	D	T*	T*	T*	T	T	T	3	5	7	9	11	12	-
12	D	D	D	T*	T*	T*	T	T	3	5	7	9	11	12	-
13	D*	D	D	D	T*	T*	T*	T	T	3	5	7	9	11	12
14	D*	D*	D	D	D	T*	T*	T*	T	T	3	5	7	9	11
15	D*	D*	D*	D	D	D	T*	T*	T	T	T	3	5	7	9

MOUNT MOVEMENT AND ENCUMBRANCE

POINTS	ENCUMBRANCE	MOVEMENT PER TURN		MOVEMENT PER ROUND	
		EXPLORATION	COMBAT	RUNNING	MILES PER DAY
0–10	Unencumbered	240'	80'	240'	48
11–15	Lightly Encumbered	180'	60'	180'	36
16–20	Heavily Encumbered	120'	40'	120'	24
21–25	Severely Encumbered	60'	20'	60'	12
26+	Over Encumbered	0'	0'	0'	0

For every Human or Dwarf riding the animal	+5 Points (plus rider's Encumbrance Points)
Elf riding the animal	+4 Points (plus rider's Encumbrance Points)
Halfling riding the animal	+3 Points (plus rider's Encumbrance Points)
Animal is wearing leather barding	+1 Point
chain barding	+2 Points
plate barding	+3 Points
Animal is pulling a vehicle	–10 Points against vehicle load per axle
Per 5 items that the animal is carrying	+1 Point
A Teamster has packed the animal's load	–5 Points

RETAINERS

RETAINER	MONTHLY		SPACE REQUIREMENTS		SHARE
	DAILY WAGE	WAGE	LIVE-IN WAGE	(IN FEET SQUARE)	
Accountant	5% of amount handled			10'+20'	–
Alchemist	–	250 sp	187 sp	15'	–
Animal Handler	14 sp	140 sp	105 sp	10'	–
Armorer	–	50 sp	37 sp	10'	–
Butler	–	150 sp	112.5 sp	10'	–
Coachman	6 sp	60 sp	45 sp	10'	–
Craftsman	–	100 sp	75 sp	10'+ 20'	–
Guard	8.4 sp	84 sp	63 sp	10'	–
Guide	14 sp	–	–	–	1/10
Henchman	–	–	–	10'	1/2
Laborer	5.6 sp	56 sp	42 sp	10'	–
Linkboy	4.2 sp	42 sp	31.5 sp	10'	–
Mercenary, Archer	–	125 sp	93.75 sp	5'	1/5
Mercenary, Cavalry	–	200 sp	150 sp	5'	1/5
Mercenary, Infantry	–	100 sp	75 sp	5'	1/5
Mercenary, Polearm	–	150 sp	112.5 sp	10'	1/5
Physician	28 sp	280 sp	210 sp	20'	–
Sailor	–	–	63 sp	–	1/5
Sailor, Captain	–	–	250 sp	–	1
Sailor, Navigator	–	–	100 sp	–	1/2
Sailor, Oarsman	–	–	30 sp	–	1/5
Scholar	–	100 sp	75 sp	10'	–
Servant	5.6 sp	56 sp	42 sp	10'	–
Slave	(1 sp)	–	–	5'	–
Slave Master	–	70 sp	52.5 sp	10'	–
Spy	–	200 sp	–	–	–
Teamster	10 sp	100 sp	75 sp	10'	–

LOYALTY

ROLL	ACCEPT POSITION?	LOYALTY MORALE
3	No	2
4		3
5		4
6		5
7		6
8		6
9		7
10		7
11	Yes	7
12		7
13		8
14		8
15		9
16		10
17		11
18		12

INVESTMENTS

TYPE	BANKRUPTCY
Stable	5%
Risky	10%
Wild	25%