

# Rampage Amid the Ruins V2: Quick Reference Sheets

## COMBAT CHEAT SHEET

<p style="text-align: center;"><b><u>TURN SEQUENCE</u></b></p> <p><b>Roll Surprise (1d6)</b> 1-2 = surprised for 1 round</p> <p><b>Roll Initiative (1d6)</b> 1-3: Bad Guys go first 4-6: Players go first</p> <p><b>Natural 20:</b> Max Damage +2</p> <p><b>Natural 1:</b> Save or Fumble (bow string breaks, weapon damage or fall down).</p>	<p style="text-align: center;"><b><u>SAVING THROWS</u></b></p> <p><b>1d20 + level/HD* + class bonus= 20+ to pass**</b></p> <p><b>Clerics:</b> +2 to all saves <b>Fighters:</b> +2 vs Breath Weapons, Energy Drain Attacks, Fumbles, Weapon Effects &amp; Paralysis <b>Magic-User:</b> +2 vs spells, spell-like effects, magic traps &amp; devices <b>Jacks:</b> +2 vs Poison and Diseases</p> <p><i>*Max Level/HD is 12 for Saves. **Nat 20 always passes, Nat 1-2 always fails.</i></p>
<p style="text-align: center;"><b><u>WEAPON CODE EFFECTS</u></b></p> <p><b>FD: Fast Draw:</b> weapon can be drawn from a scabbard without taking an action. <b>DA: Disarm:</b> can be used w/ Disarm Training <b>UH: Unhorse:</b> can be used w/ Unhorse Training <b>CB: Charge Bonus:</b> can be used w/ the Lancer Training <b>H: Hurled:</b> can be thrown as a missile weapon in addition to melee use <b>RC: Receive Charge:</b> does double damage dice against charging enemy w/ Spear Fighting Training <b>R1: Reach 1:</b> special features with Spear Fighting or Reach For It Training. <b>R2: Reach 2:</b> special features with Spear Fighting or Reach For It Training. <b>AM: Anti-Mail:</b> special features with Crack The Shell Training. <b>AP: Anti-Plate:</b> special features with Crack The Shell Training. <b>SS: Split Shield:</b> special features with Split/Hook Shield Training <b>Heavy Crossbow:</b> +3 to hit at Short Range against any target wearing Lamellar, Scale, Chain, Brigandine or Plate. It also does an additional 1d4 damage against all targets at Short range.</p>	<p style="text-align: center;"><b><u>COMBAT TACTICAL MODIFIERS SUMMARY</u></b></p> <p><b>Gang Up:</b> +2 to hit for all attackers if 4 or more <b>Melee vs. Prone Target:</b> +3 <b>Missiles vs. Prone Target:</b> -3 <b>Sword or Dagger vs. Prone in Plate:</b> additional +2 to hit <b>Melee attack while yourself prone:</b> -4 to hit <b>Missile attacks from prone position:</b> only crossbows, but no penalty <b>Surprise Attacks:</b> +2 to hit, double damage <b>Charge:</b> +1 to hit, +2 damage, up to double move <b>Parry:</b> give up attack: +3 AC (<i>see Defensive Fighting for improvement</i>) <b>Using a melee weapon from horse:</b> -1 (<i>except w/ Horseman training</i>) <b>Using a missile weapon from horse:</b> -4 (<i>except w/ Horse Archer training</i>) <b>Attacking with height advantage:</b> (including mounted vs foot): +2 <b>Attacking with a height disadvantage:</b> (including foot vs mounted): -2 <b>Berserk Rage:</b> +2 damage <b>Lance Charge:</b> warhorse, lance, +2 to hit, double damage total (<i>w/ Lance Training</i>) <b>Mighty Blow:</b> -4 to hit, Add STR to damage, 1/10 minutes (<i>w/ Mighty Blow Training</i>) <b>Spear/Pike vs Charge:</b> double rolled weapon damage (<i>w/ Spear-Fighting Training</i>) <b>Short Range Missile:</b> +1 to hit, <b>Long Range Missile:</b> -1 to hit <b>Using a weapon not in your class:</b> -4 to hit <b>Partial Cover:</b> +4 AC <b>Heavy Cover:</b> +7 AC <b>Full Cover:</b> +10 AC</p>
<p style="text-align: center;"><b><u>NON-TRAINED COMBAT MANUEVERS</u></b></p> <p style="text-align: center;"><i>(Anyone can use)</i></p> <p><b>Charge:</b> +1 to hit, +2 damage, double move <b>Desperate Cast:</b> Pass d20 DEX &amp; d20 WIS check to move 5' and cast spell <b>Fighting Withdraw:</b> avoid extra attacks <b>Parry:</b> +3 AC if give up attack</p>	

## CHARACTER STATS

### STRENGTH (STR)

**Direct Score, all characters;** each point of strength is 1 item that can be carried. **15-17, all characters;** +1 damage with melee and hurled weapons. **18+, all characters;** +2 damage with melee and hurled weapons. **Fighters;** +1 combat training if 15+.

### INTELLIGENCE: (INT)

**Direct Score, all characters:** each point of INT over 9 means 1 bonus language. **15-17, all characters;** +1 damage with bows, slings and crossbows. **18+, all characters;** +2 damage with bows, slings and crossbows. Magic-Users: one bonus level 1 spell at first level if INT is 15+

### WISDOM (WIS)

**Direct Score, all characters;** starting cash = Wisdom x10 gold pieces, and each 30 days, reduce maintenance costs, for PC only, by a number of gp equal to Wisdom Score x level (before housing). **15-17, all characters;** +1 to hit with melee weapons. **18+, all characters;** +2 to hit with melee weapons. **Clerics;** if 15+ gains a bonus level 1 spell.

### DEXTERITY (DEX)

**Direct Score, all characters;** +1 AC for every 2 full points of DEX over 10 when not in heavy armor, and not surprised. **15-17, all characters;** +1 to hit with all missile weapons. **18+, all characters;** +2 to hit with all missile weapons. **Jacks;** if 15+, +1 Jack skill at first level.

### CONSTITUTION (CON)

**Direct Score, all characters;** score = the number of hit points below 0 before dying. **15-17, all characters;** +1 hit point per hit die. **18+, all characters;** +2 hit points per hit die

### CHARISMA (CHA)

**Direct Score, all characters;** 1 bonus henchman per point over 8 (added to base of 1 for all characters), also you can directly lead up to 1 soldier or subordinate ally per point of Charisma (or 10 whichever is higher). **15+, all characters;** +1 to all saving throws. **18+, all characters;** +2 to all saving throws.

## MORTAL SPECIES

Species	Apeling	Badgermon	Bugbear	Catter
Classes	F, J, C	C, F, J	F, J	M, J
Size/HD	M, 1d6	M, 1d6	L, 1d8	M, 1d6
Move	25'	25'	35'	35'
Stat Mod	+1 ST, -1 INT, -1 CHA	+1 WIS, CON -1 INT, DEX	+1 DEX, -1 WIS, -1 CHA	+1 INT, DEX, -1 STR, WIS
Vision	Normal	Poor	Dark Vision	Dark Vision
Special Ad	Climb Walls	Track by Scent	Move Silently	Claw/Claw/Bite
Special Ad 2	--	Berserk Rage	--	--
Species	Changeling	Dogger	Dwarf	Elf, High
Classes	C, M, J	C, F, J	C, F, J	C, F, M
Size/HD	M, 1d6	M, 1d6	M, 1d6	M, 1d6
Move	30'	30'	25'	30'
Stat Mod	+1 CHA, -1 STR	+1 WIS, CON -1 INT, CHA	+1 CON, -1 CHA	+1 INT, -2 CON
Vision	Dark Vision	Normal	Dark Vision	Dark Vision
Special Ad	+2 save magic	Track by Scent	+2 save mag/poi	Observer Skill
Special Ad 2	--	--	Stonework skill	+2 v Enchant
Species	Elf, Wood	Gnoll	Gnome	Goblin
Classes	F, M, J	F, C	F, M, J	F, J, C
Size/HD	M, 1d6	L, 1d8	S, 1d4	S, 1d4
Move	30'	30'	25'	25'
Stat Mod	+1 DEX, -2 CON	+1 STR, -2 INT	+1 INT, -1 WIS	+1 DEX, -1 INT, -1 CHA
Vision	Dark Vision	Dark Vision	Dark Vision	Dark Vision, Sun sensitive
Special Ad	Move Silently	Track by Scent	+2 saves, Stone W	+1 rear attack
Special Ad 2	+2 vs Enchant	--	Det Mag 1/day	Tracking
Species	Half-Elf	Half-Ogre	Halfling	Hobgoblin, Hoborg
Classes	C,F,M,J	F, C	F, C, J	F, M, C, J
Size/HD	M, 1d6	L, 1d8	S, 1d4	M, 1d6
Move	30'	30'	25'	30'
Stat Mod	+1 CHA, -2 CON	+2 STR, +1 CON, -2 INT, CHA, -1 DEX	+1 DEX, -1 STR	+1 WIS, -2 CHA
Vision	Normal	Normal	Normal	Dark Vision
Special Ad	Observer Skill	Buster Skill	+2 missile attack	Hear Noise (hgob)
Special Ad 2	+2 vs Enchant	--	Move S/Hide F	Hide in SH (hborg)
Species	Human	Kobold	Lizardo	Ogre
Classes	C, F, M, J	J, M	C, F	F
Size/HD	M, 1d6	S, 1d4	M, 1d6	L, 1d8
Move	30'	25'	30'	30'
Stat Mod	None	+1 DEX, -1 CON, -1 CHA	+1 CON, -1 INT	+3 STR, +2 CON, -3 INT, CHA, -1 DEX
Vision	Normal	Dark Vision	Normal	Dark Vision
Special Ad	+1 Skill/Training	Searcher	Hide in Forest	Buster
Special Ad 2	--	Quick Draw	--	--
Species	Orc (Half Orc)	Ratter	Sprite	Trollson
Classes	C, F, J	J	M, J	F, M
Size/HD	M, d6	S, 1d4	S, 1d4	L, 1d8
Move	30'	35'	25'	30'
Stat Mod	+1 STR, -1 INT, -1 CHA	+1 DEX, WIS -1 CON, -1 CHA	+2 DEX, CHA, -2 STR, CON	+1 CON, -1 WIS -1 DEX
Vision	Darkvision, sun sensitive*	Dark Vision	Normal	Normal
Special Ad	+2 pois/dis save	+4 pois/dis save	Invisible 1/day	See through Illu.
Special Ad 2	Searcher Skill*	--	--	Immune to Cold

## GREYHAWK GODS

GOD	Ability	Align	Spell Type	GOD	Ability	Align	Spell Type	GOD	Ability	Align	Spell Type
Heironeus (chivalry)	STR	Lawful	Combat	Obad-Hai (nature)	CON	Neutral	Protection	Iuz (oppression)	INT	Chaos	Divine Will
Pelor (sun)	CHA	Lawful	Healing	Istus (fate)	WIS	Neutral	Divine Will	Erythnul (slaughter)	STR	Chaos	Combat
Pholtus (resolution)	CON	Lawful	Blessing	Celestian (stars)	DEX	Neutral	Practical	Hextor (war)	WIS	Chaos	Protection
Delleb (reason)	INT	Lawful	Divine Will	Kord (Strength)	STR	Neutral	Combat	Ralishaz (madness)	CHA	Chaos	Cursing
St. Cuthbert (honesty)	WIS	Lawful	Law	Boccob (magic)	INT	Neutral	Neutrality	Nerul (death)	CON	Chaos	Chaos
Beorry (Oerth Mother)	DEX	Lawful	Protection	Olidammara (music)	CHA	Neutral	Healing	Wastri (bigotry)	DEX	Chaos	Practical

## CLERIC SPELL LIST

<b>Level 1</b> 1--Law: Detect Chaos 1--Chaos: Detect Law 1--Neutral: Detect Illusion 2--Healing: Heal Wounded--P 3--Blessing: Bless Food and Water 4--Cursing: Stun Blasphemer 5--Protection: Divine Circle 6--Will: Detect Magic--P 7--Practical: Light/Darkness 8--Combat: Encourage 9--Special: Scripture 10--Special: Sanctify Potion	<b>Level 2</b> 1--Law: Protection from Chaos--P 1--Chaos: Protection from Law--P 1--Neutral: Speak with Animals--P 2--Healing: Neutralize Poison--P 3--Blessing: Chant 4--Cursing: Accursed Ranting 5--Protection: Sanctuary 6--Will: Augury 7--Practical: Find Traps 8--Combat: Hold Person	<b>Level 3</b> 1--Law: Stand the Fallen 1--Chaos: Slay the Fallen 1--Neutral: Personal Ward 2--Healing: Cure Disease--P 3--Blessing: Blessed Weapon 4--Cursing: Example 5--Protection: Remove Curse 6--Will: Locate Object--P 7--Practical: Continual Light 8--Combat: Dispel Magic	<b>Level 4</b> 1--Law: Protection from Chaos 10' radius 1--Chaos: Protection from Law 10' radius 1--Neutral: Animal Friendship 2--Healing: Heal the Wounded 10' radius 3--Blessing: Heroic Anointment 4--Cursing: Damnation 5--Protection: Glyph of Warding 6--Will: Speak with Dead 7--Practical: Create Food 8--Combat: Hold Monster 9--Special: Sanctify Talisman
<b>Level 5</b> 1--Law: Exorcism 1--Chaos: Finger of Death 1--Neutral: Dispel Elemental 2--Healing: Raise Dead--PD 3--Blessing: Blessed Immunity 4--Cursing: Quest 5--Protection: Divine Armor 6--Will: Commune 7--Practical: Hero's Feast 8--Combat: Flame Strike	<b>Level 6</b> 1--Law: Summon Faithful 1--Chaos: Animate Dead 1--Neutral: Summon Animal 2--Healing: Regeneration--PD 3--Blessing: Great Feat--PD 4--Cursing: Boils 5--Protection: Word of Recall 6--Will: True Seeing 7--Practical: Part or Lower Water 8--Combat: Blade Barrier 9--Special: Sanctify Permanent Magic Item	<b>Level 7</b> 1--Law: Holy Word 1--Chaos: Unholy Word 1--Neutral: Control Weather 2--Healing: Restoration--PD 3--Blessing: Mighty Blessing--PD 4--Cursing: Curse of Transformation--PD 5--Protection: Symbol 6--Will: Gate 7--Practical: Wind Walk 8--Combat: Earthquake 9--Special: Permanent	

## FIGHTER COMBAT TRAININGS

Aim Alert Reaction [Skchk] <b>Ambush 3</b> Berserk Rage Brawler Buckler Expert Buster [Skchk] Captain Crack the Shell Defensive Fighter Disarm [hit AC 15] Fast Weapon Fighter	First Aid [SKchk] Flurry of Blows Forager [SKchk] Hack on the Run [Skchk] Hide in the Forest [SKchk] <b>Horse Archer</b> Horseman [SKchk] Kick 'Em When they're Down <b>Lancer</b> Mighty Blow [-4 to hit] Mighty War Cry [SKchk]	Move Silently [SKchk] Not So Fast Observer [SKchk] On Guard <b>Over watch</b> Quick Draw Rally the Troops Rampage <b>Rapid Chucker</b> <b>Reach for It</b> Recruitment [Skchk] Scooper	Shield Sacrifice Shield Wall Siege Engineer [SKchk] Skirmisher [SKchk] Smash 'Em Down Spear-Fighting Split-Fire Split/Hook Shield [hit AC 15] Stand and Fight [SKchk] <b>Storm of Arrows</b> [hit,-2,-4,-6] <b>Stunning Blow</b> [Skchk] <b>Sweep Low</b> [hit AC 15]	Tactical Reposition [SKchk] Too Stubborn to Die [Save] Unarmored Fighting Unhorse [SKchk]  [SKchk] = Normal Skill Check
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*Bold trainings have prerequisites. [required check]*

**Skill Checks:** When using a skill requiring a check, roll the appropriate die for your level. Skill **FAILS** on a roll of 1 or 2.

Level	Skill die	Level	Skill die	Level	Skill die	Level	Skill die	Level	Skill die
1	D6	5	D8	9	D10	13	D12	17	D20
2	D6	6	D8	10	D10	14	D12	18	D20
3	D6	7	D8	11	D10	15	D12	19	D20
4	D6	8	D8	12	D10	16	D12	20	D20

**JACK SKILLS**

<p>Abject Flight [SKchk]          Alchemy, Basic [SKchk]  <b>Alchemy, Advanced</b>[SKchk]          Alert Reaction [SKchk]  <b>Ambush 3,4,5</b>  <b>Arrow Master</b>  <b>Battle Medic</b> [SKchk]  <b>Battle Trained</b>          Bibliophile [SKchk]          Blackjack [SKchk] [save]          Brew Master of the          Mysteries [SKchk]          Buckler Expert  <b>Buckler Master</b> [SKchk]  <b>Bushwhacker</b> [SKchk]          Buster [SKchk]          Cache [SKchk]          Camp Master [SKchk]          Careful Aim          Chef of the Mysteries[SKchk]          Climb Walls [SKchk]  <b>Cloaked</b>  <b>Obscurement</b> [SKchk]</p>	<p><b>Cloak in Your Face</b> [SKchk]  <b>Cloak Trick</b> [SKchk]  <b>Dagger Danger</b> [SKchk]  <b>Dagger Master</b>  <b>Dagger Surprise</b> [SKchk]  <b>Dancing Machine</b> [SKchk]  <b>Detect and Treat</b>  <b>Disease</b> [SKchk]  <b>Detect and Treat</b>  <b>Poison</b> [SKchk]          Disguise [SKchk]          Distracting Banter [SKchk]  <b>Double Dagger</b> [SKchk]          Enchanting Music [SKchk]  <b>Enchanting Song</b> [SKchk]  <b>Escape Artist</b> [SKchk]          First Aid [SKchk]          Forager [SKchk]  <b>Game Hunter</b> [SKchk]          Glorious Song [SKchk]  <b>Grenadier</b> [SKchk]</p>	<p><b>Healing Master</b>          Hear Noise [SKchk]  <b>Herbalism</b> [SKchk]          Hide in the Forest [SKchk]          Hide in the Shadows [SKchk]          Holy Barrier [SKchk]  <b>Hunt Master</b>          Jockey [SKchk]          Knot Expert [SKchk]  <b>Lock Master</b>  <b>Make Poison</b> [SKchk]  <b>Master Craftsman</b> [SKchk]  <b>Master Creator</b>  <b>Mesmerizing Song</b> [SKchk]          Militia Trained  <b>Monster Hunter</b> [SKchk]          Monster Lore [SKchk]          Mortal Lore [SKchk]          Move Silently [SKchk]          Mummery [SKchk]  <b>Music Master</b>          New Language          Observer [SKchk]</p>	<p>Occupation          Open Lock [SKchk]          Pack Hauler  <b>Path Finder</b> [SKchk]          Pick Pockets [SKchk]  <b>Piercing Arrow</b> [SKchk]          Pimp Slap [SKchk + morale]  <b>Pit Master</b>  <b>Potion Maker</b> [SKchk]  <b>Razzle-Dazzle</b> [SKchk]  <b>Read Languages</b> [SKchk]  <b>Read Scroll</b> [SKchk]          Recruitment [SKchk]          Repairman [SKchk]          Rope Thrower [SKchk]          Salt in the          Eyes [Skchk + save]          Searcher [SKchk]          Secret Door Expert [SKchk]  <b>Shadow Master</b>          Sling Stun [SKchk + save]          Split-Fire          Stab and Run [SKchk]</p>	<p><b>Stab Them When They're</b>  <b>Down</b> [SKchk]          Stonework [SKchk]          Supernatural Lore [SKchk]          Swapper [SKchk]          Target Guidance [SKchk]          Terrible Song [SKchk]          Tracking [SKchk]  <b>Trap work</b> [SKchk]  <b>Treat Critical Injury</b> [SKchk]  <b>Use Wand</b> [SKchk]          Walking Stick [Skchk + save]</p> <p>[SKchk] = Normal Skill          Check</p>
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*Bold skills have prerequisites. [required check]*

**MAGIC USER SPELL LIST**

<p><b>Level 1</b>          Magic Art: Read Magic; Circle of Protection          Grip Spell: Shocking Grip          1-Structure: Hold Portal          2-Protection: Protection from Chaos/Law—P          3-Perception: Detect Magic—P          4-Knowledge: Read Languages          5-Earth: Stone Missile          6-Air: Air Shield          7-Fire: Flames          8-Water: Concealing Fog          9-Enchantment: Sleep          10-Summoning: Invisible Chuggins          11-Illusion: Disguise—P          12-Necromancy: Fear</p>	<p><b>Level 2</b>          Magical Art: Mind Reading—P, Brew Potions          Grip Spell: Grip of Fear          1-Structure: Knock          2-Protection: Protection from Normal Missiles-- P          3-Perception: Detect Invisible—P          4-Knowledge: Locate Object—P          5-Earth: Dirt Pile          6-Air: Levitate—P          7-Fire: Continual Light          8-Water: Ice Bolt          9-Enchantment: Charm Person          10-Summoning: Summon Spirits          11-Illusion: Invisibility—P          12-Necromancy: Paralysis</p>	<p><b>Level 3</b>          Magical Art: Dispel Magic, Prepare Spell Book          Grip Spell: Grip of Pain          1-Structure: Wizard Lock          2-Protection: Protection from Law/Chaos 10'          3-Perception: See in Darkness—P          4-Knowledge: Scry          5-Earth: Earth Shift          6-Air: Lightning Bolt          7-Fire: Fireball          8-Water: Water Breathing—P          9-Enchantment: Hold Person          10-Summoning: Summon Monster I          11-Illusion: Invisibility 10'          12-Necromancy: Slow/Haste—P</p>
<p><b>Level 4</b>          Magical Art: Remove Curse, Create Wands          Grip Spell: Grip of Submission          1-Structure: Dimension Door          2-Protection: Polymorph Self—P          3-Perception: Wizard Eye          4-Knowledge: Confusion          5-Earth: Boulders          6-Air: Fly—P          7-Fire: Wall of Fire          8-Water: Wall of Ice          9-Enchantment: Hypnotic Pattern          10-Summoning: Summon Monster II          11-Illusion: Hallucinatory Terrain          12-Necromancy: Polymorph Other</p>	<p><b>Level 5</b>          Magical Art: Create Permanent Magic Items          Grip Spell: Grip of Power          1-Structure: Pass-Wall          2-Protection: Spell Shield          3-Perception: Reveal Lies          4-Knowledge: Contact Higher Plane          5-Earth: Rock to Mud/Mud to Rock          6-Air: Cloud Kill          7-Fire: Fire Shield          8-Water: Ice Storm          9-Enchantment: Hold Monster          10-Summoning: Conjure Elemental          11-Illusion: Phantom Killer          12-Necromancy: Animate Dead</p>	<p><b>Level 6</b>          Magical Art: Reincarnation--PD          Grip Spell: Grip of Death          1-Structure: Stone to Flesh/Flesh to Stone          2-Protection: Anti-magic Shell          3-Perception: True Seeing          4-Knowledge: Legend Lore          5-Earth: Move Earth          6-Air: Control Weather          7-Fire: Disintegrate          8-Water: Part/Lower Water          9-Enchantment: Geas          10-Summoning: Invisible Stalker          11-Illusion: Projected Image          12-Necromancy: Death Spell</p>
<p><b>Level 7</b>          Magical Art: Power Word Stun          Grip Spell: Grip of Transformation          1-Structure: Phase Door          2-Protection: Banishment          3-Perception: Grand Locator          4-Knowledge: Limited Wish--PD          5-Earth: Avalanche          6-Air: Whirlwind          7-Fire: Delayed Blast Fireball          8-Water: Inundation          9-Enchantment: Mass Charm          10-Summoning: Summon Demon          11-Illusion: Mass Invisibility          12-Necromancy: Control Undead</p>	<p><b>Level 8</b>          Magical Art: Power Word Blind, Permanent          Grip Spell: Grip of Domination          1-Structure: Deep Shelter          2-Protection: Spell Immunity          3-Perception: Vision          4-Knowledge: Scry Shield          5-Earth: Earth Trap          6-Air: Hurricane          7-Fire: Incendiary Cloud          8-Water: Ice Fortress          9-Enchantment: Mass Hold          10-Summoning: Greater Monster Summoning          11-Illusion: Phantom Prison          12-Necromancy: Undeath</p>	<p><b>Level 9</b>          Magical Art: Power Word Kill, Symbol          Grip Spell: Grip of Destruction          1-Structure: Imprisonment          2-Protection: Immunity          3-Perception: Astral Projection          4-Knowledge: Wish--PD          5-Earth: Crushing Boulders          6-Air: Vacuum          7-Fire: Meteor Swarm          8-Water: Refreshment          9-Enchantment: Domination          10-Summoning: Gate          11-Illusion: Glamorous Surroundings          12-Necromancy: Army of the Dead</p>

## ARMOR

ARMOR	AC BONUS	MOVE	Enc. Items	PRICE	CLASSES
Clothes	+0	Standard	0	1gp+	All
Hides	+1	Standard	1	5gp	C,F,J
Leather	+2	Standard	1	10gp	C,F,J
Gambeson	+2	Standard	1	10gp	C,F,J
Lamellar	+3	Standard	1	50gp	C,F,J
<b>Scale Armor</b>	+4	Armored	1	65gp	C,F
<b>Chain Mail</b>	+5	Armored	1	75gp	C,F
<b>Brigandine</b>	+6	Armored	1	150gp	C,F
<b>Plate Armor</b>	+7	Armored	1	300gp	C,F
Buckler	+1	---	1	5gp	C, F, J
Shield	+2	---	1	10gp	C,F
Pavis	+4 vs Missiles	Encumbered	big	25gp	special

## MISSILE WEAPONS

Weapon	Price	Damage	Hands	Size	Class	ROF	Range
Rock	0	1d3	1	S	F J M L	1	10/20/30
Dagger	3gp	1d4	1	S	F J N X S M	1	10/20/30
Knife	1gp	1d4	1	S	F J M X S	1	10/20/30
Club	0	1d4	1	M	F J M L S	1	10/20/30
Hatchet	2gp	1d4	1	S	F J X	1	10/20/30
Hammer, L	3gp	1d4	1	S	F J L	1	10/20/30
Hand Axe	3gp	1d6	1	M	F J X	1	10/20/30
Torch	2sp	1d4	1	M	All	1	5/15/25
Dart	5sp	1d4	1	S	F J M N	2	20/40/60
Spear	2gp	1d6	1	M	F J N	1	10/20/30
Javelin	1gp	1d6	1	M	F J N	1	20/40/80
Flask	Var.	Var.	1	S	All	1	10/20/50
Short Bow	25gp	1d6	2	M	F J N	2	50/100/150
Horse Bow	30gp	1d6	2	M	F N	2	60/120/210
Long Bow	40gp	1d6	2	M	F N	2	70/140/210
Comp. Bow	50gp	1d6	2	M	F N	2	80/160/240
Sling (Stones)	1gp	1d4	1	S	F J L	1	40/80/160
Sling (Bullets)	1gp	1d6	1	S	F J L	1	40/80/160
Lt. Crossbow*	15gp	1d8	2	L	F J N	1	60/120/180
Hvy Crossbow**	25gp	2d4*	2	L	F J N	1/2	80/160/240

\*Light crossbow takes a Move action to reload.

\*\*Heavy Crossbow gets, at Short Range, a +3 to hit targets in any armor lamellar (+3) or better and an additional 1d4 damage against all targets. It takes a Move and Attack to reload.

## AMMUNITION

A quiver, pouch or case with a set of arrows/quarrels/stones/bullets count as 1 item for encumbrance.

Arrows x20	5gp	Quarrels x30	5gp	Sling Stones x30	1gp
Back Quiver (20)	5gp	Belt Case (10)	2gp	Sling Bullets x30	5gp
Belt Quiver (10)	3gp	Back Case (30)	5gp	Pouch	1gp
Silver Arrow	5gp	Silver Quarrel	5gp	Silver Sling Bullet	5gp

## WEAPON FEATURES: BY CODE:

**FD: Fast Draw:** weapon can be drawn from a scabbard without taking an action.

**DA: Disarm:** weapon can be used for the *Disarm* Combat Training

**UH: Unhorse:** weapon can be used for the *Unhorse* Combat Training **CB: Charge Bonus:** weapon can be used for the *Lancer* Combat Training

**H: Hurlled:** weapon can be thrown as a missile weapon in addition to melee use

**RC: Receive Charge:** weapon does double damage against charging enemy with *Spear Fighting Combat*

**R1: Reach 1:** special features with *Spear Fighting* or *Reach For It* Combat Training.

**R2: Reach 2:** special features with *Spear Fighting* or *Reach For It* Combat Training.

**AM: Anti-Mail; AP: Anti-Plate:** special features with *Crack The Shell* Combat Training.

**SS: Split Shield:** special features with *Split/Hook Shield* Combat Training

**Class Codes:** F=Fighter, M=Magic-User, J=Jack, S=Cleric-Spiritual, L=Lawful Militant, N=Neutral Militant, X=Chaotic Militant. C=all militant clerics.

**MELEE WEAPONS**

Weapon	Price	Dmg	Hands	Size	Class	Features
Fist	0	1	1	S	All	FD
Kick	0	1-2	0	S	All	FD
Baton	1sp	1d4	1	S	F J M S L	
Club-1	0	1d4	1	M	F J M S L	H
Club-2	0	1d6	2	M	F J M S L	
Torch	2sp	1d4	1	M	All	Fire, H
Staff	1sp	1d6	2	M	F J M S L	DA
Blackjack	1gp	1d4	1	S	F, J (skilled)	Stun/KO
Hammer, Light	3gp	1d4	1	S	F J L	AP, H
Mace	5gp	1d6	1	M	F L	AP
Flail	8gp	1d8	2	L	F L	AP
Warhammer-1	7gp	1d6	1	M	F L	AP
Warhammer-2	7gp	1d8	2	M	F L	AP
War Pick	5gp	1d8	2	L	F N	AP
Morningstar	6gp	1d8	2	L	F	AM
Maul	10gp	2d4	2	L	F J L	
Knife	1gp	1d4	1	S	F J X M S	FD, H
Dagger	3gp	1d4	1	S	F J N X S M	FD, AM, H
Silver Dagger	25gp	1d4	1	S	F J N X S M	FD, AM, H
Short Sword	7gp	1d6	1	S	F J N X	FD
Arming Sword	10gp	1d6	1	M	F X	FD, DA
Bastard Sword-1	15gp	1d6	1	M	F X	FD, DA
Bastard Sword-2	15gp	1d8	2	M	F X	FD, DA
Two-H Sword	20gp	1d8+1	2	L	F X	
Hatchet	2gp	1d4	1	S	F J X	H
Hand Axe	3gp	1d6	1	M	F J X	SS
Battle-Axe-1	7gp	1d6	1	M	F X	SS
Battle-Axe-2	7gp	1d8	2	M	F X	SS
Great Axe	10gp	2d4	2	L	F X	SS
Spear-1	2gp	1d6	1	M	F J N	H, AM, R1, RC
Spear-2	2gp	1d8	2	M	F J N	R1, RC, AM
Pike	5gp	1d8	2	L	F N	R2, RC
Halberd	7gp	1d8	2	L	F X	R1, SS, AP
Bill	7gp	1d8	2	L	F X	R1, UH, DA
Lance, med.	4gp	1d8	1	L	F N	R1, CB, UH
Lance, hvy	4gp	1d10	1	L	F N	R1, CB, UH
Lance, joust	1gp	1d3	1	L	F, N	R1, DM
Lance, on foot	4gp	1d8	2	L	F N	R1

**FLASK WEAPONS**

Weapon	Price	Range	Damage	Splash
Acid	15gp	10/20/50	2d4, 1 round	1d4
Holy Water	25gp	10/20/50	1d8, 2 rounds	1d4
Unholy Water	25gp	10/20/50	1d8, 2 rounds	1d4
Sacred Water	25	10/20/50	1d8, 2 rounds	1d4
Lamp Oil	5sp	10/20/50	1d4, 2 rounds	1d2
Military Oil	2gp	10/20/50	1d8 2 rounds	1d4
Cling Fire	100gp	10/20/50	1d6 until ext. or 6 rounds	1d2

Flask weapons only require a hit vs. AC10, since armor doesn't affect them. **Oil** must be lit by a flame to do damage. **Holy Water** only does damage to Undead, Demons and other chaotic supernatural creatures as listed in their descriptions. **Unholy Water** only does damage to Angels and other Lawful supernatural creatures, as listed in their descriptions. **Sacred water** only does damage to Lycanthropes, Elementals, and those supernatural creatures listed in their descriptions.