

**DR. SKULL'S  
RAMPAGE AMID THE RUINS  
2<sup>nd</sup> Edition**

**BOOK 1: HACKLORDS AND HEXMASTERY  
Characters and Combat**

by David L. Nelson

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# CHAPTER ONE: CHARACTERS

## 1.0—CREATING A LEVEL 1 CHARACTER CHECKLIST:

**Step 1: Roll Ability Scores.** Roll 4d6, total the highest 3 of the dice. Record that number. Repeat this until you have 6 numbers, each ranging from 3 to 18. Considering the class you want to play, arrange these 6 numbers as you will among Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

**Step 2: Choose a Species** from among the Mortals found in the table below. Adjust the ability scores by the modifications given in the species description. Note any other special advantages of the species, the species size/HD and base movement.

**Step 3: Choose a Class** from among Fighter, Magic-User, Cleric, Jack or a Multi-class combination of several of them. Not all classes are available to all species, so check the species description. If your class has variants (Clerics and Magic-Users) make sure you pick the variant.

**Step 4: Record the number of Hit Points at first level** This is the maximum number you could roll on 1 die of the type determined by your species' size. So small species begin with 4 hp, medium 6hp, large 8hp. Fighter class characters add 1 hit point. And a high CON score might add more.

**Step 5: Choose an Alignment:** the choices are Lawful (on the side of Civilization), Chaotic (opposing Civilization) and Neutral (not worried about the triumph of Law or Chaos). Chaotics are generally speaking just bad people who value their own whim over the suffering of others.

**Step 6: Choose a god.** Clerics **must** choose a particular god's cult into which he will be initiated. Other characters **may or may not** do so. Most people choose a god with the same alignment as their own, but only clerics must do so. Becoming initiated, gains you a +1 on one particular ability score, noted in the god's description, but makes you liable to commands by his priests.

**Step 7: Choose Combat Trainings or Skills.** Those who chose the Fighter Class select 3 Combat Trainings and those who chose the Jack Class select 5 Skills. If a character is human, he gets 1 more selection from either list he wishes as a species bonus, regardless of his class.

**Step 8: Spells :** Magic-Users record the spell they have in their spell book (typically 4-7 spells, see the class description for complete details).

**Step 9: Record Languages Known:** All characters speak the Common Tongue, their species language and 1 extra language per point of INT over 9.

**Step 10: Record Starting Cash:** Find your WIS ability score, multiply that number by 10, and that's the number of gold pieces you have to spend on starting equipment.

**Step 11: Record Your Movement Rate:** Check your base movement rate (from species description), encumbrance (STR score) and the items you are carrying to arrive at your current movement speed.

## 1.1 STEP 1: ABILITY SCORES

### 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+,

Typical Checks: open a stuck door, pick up heavy object, climb a tree/cliff

### INTELLIGENCE: (INT)

Direct Score, all characters: each point of INT over 9 means 1 bonus language

15-17: all characters get +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+

Typical Checks: decipher a coded message, strange dialect.

### WISDOM (WIS)

Direct Score: all characters: starting cash equals Wisdom x10 gold pieces, and each 30 days, reduce maintenance costs, for PC only, by a number of g.p. 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

Typical Check: keep your cool in strange situation, bind bleeding wound

### DEXTERITY (DEX)

Direct Score: +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: +1 Jack skill at first level

Typical Checks: leap onto a horse, catch an object thrown to you

### CONSTITUTION (CON)

Direct Score: all characters, score equals the number of hit points below 0 before dying.

15-17: all characters, +1 hit points per hit die

18+ all characters: +2 hit points per hit die

Typical Checks: survive critical wound without Stat loss, hold breath

### 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

Typical Checks: rally fleeing troops, convince informant to give information, give your attack action to a subordinate.

**ABILITY CHECKS:** when the rules call for an Ability Check or the player tries to do something outside of the rules, most of the time this means roll 1d20, and if the player rolls equal to or less than the Ability Score in question, he has succeeded. If the Judge decides that the task is especially difficult, then the player might need to roll his Ability Score or less on 1d100. For example, if the rules say CON check d20, roll your CON or less on 1d20.

**ABILITY SCORE DEVELOPMENT:** Spending 1 week and 100gp (beyond normal living expenses) exclusively in physical or mental development (no other activities, like shopping, research, recruiting or magic item creation permitted) can gain 1d6 development points. When 100 development points are accumulated, they can be spent to permanently increase 1 of the 6 ability scores by 1 point.

## 1.2 STEP 2: THE MORTAL SPECIES

Mortals or Persons are the human-like intelligent creatures that are on roughly same physical scale as humans and are capable of living in communities and making civilizations in the fantasy worlds. Mortals all have character classes and can be used to make player characters and can be encountered as adversaries and friends. Book 5 has full descriptions of each 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, -2 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	--	Swapper	--	--

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, 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

Size S mortals cannot use Large weapons, longbows, or composite bows.

Orcs, Lizardo and Size L mortals cannot ride horses.

Size L mortals pay double for armor but can use most large weapons in 1 hand.

Sun-sensitive: -1 to all rolls under direct sunlight

Orcs have Searcher skill and are sun-sensitive, Half-orcs have neither of these

**DESCRIPTIONS** (see Book 5 or the Campaign setting for more complete descriptions)

**Apelings** are fully bipedal, more or less intelligent, apes.

**Badgermon** are a species of intelligent badgers with the power of speech and thumbs.

**Bugbears** are large hairy goblins known for stealth.

**Catters** are a species of cat-like humanoids.

**Changelings** are half-mortal, half-demonic or half-fairy creatures.

**Doggers** are a species of dog-like humanoids.

**Dwarves** generally look like short, thick bodied humans.

**Elves** generally look like slender, willowy humans with pointed ears and bright eyes.

**Gnolls:** are large hyena-men, like to laugh while chopping things up.

**Gnomes** are cousins to the dwarves and look similar, but are smaller and have longer noses.

**Goblins** are small, twisted humanoids with a streak of cruelty.

**Half-Elves** are those with human and elf ancestry.

**Half-Ogres** are large ill-tempered people with ogre and other humanoid ancestry.

**Half-Orcs** are those with orcish mixed with some other humanoid ancestry.

**Halflings** are the cousins of humans, but they are much smaller and have hairier feet.

**Hobgoblins** are a larger, smarter subspecies of goblin.

**Hoborgs** are a cross between hobgoblins and orcs.

**Humans** are the same sort of beings you see all around you every day.

**Kobolds** some look like twisted, aged Gnomes, others like small dog-people and others like small lizard-people..

**Lizardo** are lizard-like humanoid bipeds.

**Ogres** are big, powerful, ugly and stupid.

**Orcs** have stooped posture, warty skin, long arms, red glowing eyes and fangs.

**Ratters** are intelligent rats the size of a gnome gifted with human-like hands and voices.

**Sprites** are 2' tal, gifted in magic, beings who dwell in secluded wilderness areas.

**Trollsons** descend from some ancient Frost Giants, who were gifted magicians, and humans.

## 1.3 STEP 3: CLASSES

### 1.3.1 CLERICS

Cleric Progression Table

Level	EXP	Added Hit Points	Attack Bonus Militant/Spiritual	Saving Throw
1	0	1 die	+0/+0	17
2	2500	1 die	+0 /+0	16
3	5000	1 die	+0/+0	15
4	10,000	1 die	+1/+0	14
5	20,000	1 die	+1/+0	13
6	30,000	1 die	+1/+1	12
7	40,000	1 die	+2/+1	11
8	50,000	1 die	+2/+1	10
9	100,000	1 die	+2/+1	9
10	150,000	1 die	+3/+1	8
11	200,000	+1	+3/+2	7
12	250,000	+1	+3/+2	6
13	300,000	+1	+4/+2	6
14	400,000	+1	+4/+2	6
15	500,000	+1	+4/+2	6
16	600,000	+1	+5/+3	6
17	700,000	+1	+5/+3	6
18	800,000	+1	+5/+3	6
19	900,000	+1	+6/+3	6
20	1,000,000	+1	+6/+3	6

Clerics are the intermediaries between the gods and mortals. They perform many public rituals and services, pray for guidance and assistance for their communities, and act in the world to carry out the will of their divine masters. Every cleric must chose to be either a Cleric-Spiritual or a Cleric-Militant. The Cleric-Spiritual are like monks, friars, parish priests, evil cult leaders, temple priests, etc. who are not particularly combat effective but have greater power in miraculous spells. The Cleric-Militant is trained in the use of armor and weapons and basic combat to protect the faith and spread it in hostile environments.

**Saving Throws;** Clerics get no bonuses to any particular type of Saving Throw, but if you notice the table above, you will see that Cleric saves are 2 points better than all of the other classes for all types of save. Clerics, being in tune with the gods are more likely to gain their protection.

**Magic Item Creation:** a cleric can create various magic items. To make potions (or Holy/Unholy water), he uses the Sanctify Potions spell (level 1), to make Scrolls, he uses the Scripture spell (level 1), to make a magic talisman that stores spells, he uses the Sanctify Talsiman spell (level 4), and to make permanent items, he uses Sanctify Magic Item spell (level 6).

**Tithe:** all clerics must donate 10% of their income from whatever source to their temple organization. For treasure taken on adventure, they get the XP value before the donation.

#### Armor and Weapons:

*All Clerics* may use fists, kicks torches and thrown flask weapons of all sorts. Only Chaotic clerics may use poison. If clerics attempt to use a weapon not on this list, they suffer -4 on their "To Hit" roll, and Lawful Clerics lose their spell casting powers and turn undead power for the day.

*Cleric-Militants* can wear all armor types and use bucklers and shields. Unlike Magic-Users, Cleric-Militants can cast their spells while wearing armor.

*Lawful Clerics-Militant* may only use weapons without an edge or point, including: baton, club, staff, light hammer, rock, mace, war-hammer, flail, maul and sling.

*Neutral Clerics-Militants* may only use weapons that have a stabbing point including: daggers, short-swords, spears, lances, pikes, war-picks, bows, javelins, darts and crossbows.

*Chaotic Clerics-Militant* may only use weapons with a cutting edge, including: knives, daggers, swords, axes, bills, halberds, and hatchets.

*Clerics-Spiritual* may not wear any sort of armor nor carry a shield. *Clerics-Spiritual* may only use staff, club, rocks, knife, dagger or baton.

*Fighter-Cleric Militant Multi-class*: a character that is multi-classed as both a fighter and a cleric-militant may use all armor and weapons and still use cleric powers.

**Turn or Command Undead, Lycanthropes and Elementals:** all clerics can manifest divine power against certain supernatural threats. Lawful Clerics can turn or destroy the undead, Chaotic Clerics can command the undead, and Neutral Clerics can command Elementals and turn Lycanthropes. A cleric cannot use this power any round that he has already suffered damage or if he is in melee contact with enemies.

**Procedure:** the cleric must present the divine symbol of his god and use his Attack to confront the creatures. He rolls the die indicated on the chart below and if the result is a 3+ then 2d6 individuals of the targeted type of creature must flee from the cleric for 2d6 rounds (lawful vs undead, or neutral vs, lycanthropes) or come under the direct command of the cleric (chaotic vs undead, neutral vs. elementals) for 2d6 rounds or permanently with a "D" result. If the cleric fails the turning check, he cannot try again for 10-minutes. If he succeeds the check, he can try again if there are more eligible foes to turn.

If the chart says "T" then 2d6 creatures are turned without the need to roll the dice.

If the chart says "D" then 2d6 creatures are not merely turned but immediately destroyed.

#### **TURNING CHART:**

<i>If the HD of the Undead is This:</i>	<i>Then Roll This die</i>
5 HD lower than the Cleric's level	D
3-4 HD lower than the Cleric's level	T
2-HD lower than the Cleric's level	1d12
1-HD lower than the Cleric's level	1d8
Same HD as the Cleric's level	1d6
1-HD higher than the Cleric's	1d4
2-HD higher than the Cleric's	1d3
3-HD or more higher than the Cleric's	Fail

**Spell Casting:** The cleric prepares his spells ahead of time, praying to his god for the spells he thinks he will need for the coming day. He can have as many prepared as the cleric spell chart (militant or spiritual as appropriate) allows, plus 1 additional spell (Not per spell level, just 1) each day from the spell type of his god and 1 additional spell per day (not per spell level) from his alignment spell type. As each spell is cast it is removed from his prepared number of spells until he prays the next morning. When the sun rises, all his unused spells are lost. To prepare his spells, he must spend one hour in the morning in prayer and ritual, unlike magic-users, he does not particularly need a good night's rest first.

Notice that Clerics-Militant do not begin casting spells until they reach 2<sup>nd</sup> level, even if they get a bonus spell from WIS, they can't cast it until 2<sup>nd</sup> level.

Some spells are marked "PD" on the list, and Power Drain on their book 2 descriptions.. When a cleric casts one of these spells, he can cast no more spells for 3d6 days. Spells marked with just a "P" are able to be made into potions

**DIVINE SYMBOL:** Each god served by clerics has his own symbol. A cleric must hold a portable version of that symbol in his hand to cast a spell or use the Turn power. This may mean that he needs to put aside a weapon or shield to do so. If he cheats out and uses a wooden symbol, he must roll a WIS or less on a d20 to succeed, using a silver symbol has no such check.

#### **Holy/Unholy/Sacred:**

The word Holy applies to divine manifestations or trappings of the Lawful Alignment, Unholy to the Chaotic, and Sacred to the Neutral.



**CLERIC-MILITANT SPELLS PREPARED PER DAY BY EXPERIENCE LEVEL**

**SPELL LEVEL**

Cleric Level	1	2	3	4	5	6	7
1	0						
2	1						
3	2						
4	2	1					
5	2	2					
6	2	2	1				
7	2	2	2				
8	2	2	2	1			
9	3	3	3	2	1		
10	3	3	3	3	2		
11	3	3	3	3	3	1	
12	3	3	3	3	3	2	
13	4	3	3	3	3	3	
14	4	4	4	3	3	3	
15	4	4	4	4	4	3	1
16	4	4	4	4	4	4	2
17	5	5	5	4	4	4	3
18	5	5	5	5	5	4	4
19	5	5	5	5	5	5	4
20	5	5	5	5	5	5	5

1 bonus first level spell if WIS 15+ (beginning at level 2)

1 bonus spell of your god's Spell Type per day, beginning at 2<sup>nd</sup> level.

1 bonus spell of your Alignment Spell Type per day, beginning at 2<sup>nd</sup> level.

**CLERIC-SPIRITUAL SPELLS PREPARED PER DAY BY EXPERIENCE LEVEL**

**SPELL LEVEL**

Cleric Level	1	2	3	4	5	6	7
1	2						
2	3						
3	3	1					
4	3	2					
5	4	2	1				
6	4	3	2				
7	4	3	3	1			
8	5	3	3	2			
9	5	4	3	2	1		
10	5	4	4	3	2	1	
11	6	4	4	3	3	1	
12	6	4	4	3	3	2	1
13	6	5	4	3	3	3	1
14	7	5	4	4	3	3	2
15	7	5	5	4	4	3	2
16	7	5	5	4	4	4	3
17	8	6	5	4	4	4	3
18	8	6	5	5	5	4	4
19	8	6	5	5	5	5	4
20	9	7	6	5	5	5	5

1 bonus first level spell if WIS 15+, beginning at first level

1 bonus spell of your god's Spell Type per day, beginning at 1<sup>st</sup> level.

1 bonus spell of your Alignment Spell Type per day, beginning at 1st level.

## CLERIC SPELL LIST—See Book 2 for complete descriptions

### Level 1

- 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

### Level 2

- 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

### Level 3

- 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

### Level 4

- 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

### Level 5

- 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

### Level 6

- 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

### Level 7

- 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

### 1.3.2--FIGHTERS

**Fighter Progression Table**

Level	EXP	Added Hit Points	Attack Bonus	Bonus Damage	Combat Trainings	Saving Throw
1	0	1 die +1	+1	0	3	19
2	2500	1 die +1	+1	0	1	18
3	5000	1 die +1	+2	+1	1	17
4	10,000	1 die +1	+2	+1	1	16
5	20,000	1 die +1	+3	+1	1	15
6	30,000	1 die +1	+3	+2	1	14
7	40,000	1 die +1	+4	+2	1	13
8	50,000	1 die +1	+4	+2	1	12
9	100,000	1 die +1	+5	+3	1	11
10	150,000	1 die +1	+5	+3	1	10
11	200,000	+3	+6	+3	0	9
12	250,000	+3	+6	+4	1	8
13	300,000	+3	+7	+4	0	8
14	400,000	+3	+7	+4	1	8
15	500,000	+3	+8	+5	0	8
16	600,000	+3	+8	+5	1	8
17	700,000	+3	+8	+5	0	8
18	800,000	+3	+9	+6	1	8
19	900,000	+3	+9	+6	0	8
20	1,000,000	+3	+10	+6	1	8

Fighters are the trained soldiers and warriors of the mortal races. They can selflessly defend their communities, fight for pay, or greedily raid the homes of others, but they are trained in the arms and weaponry needed to do so.

**Armor and Weapons:** fighters can wear all armor types and use shields and bucklers and may use all weapons. Fighters can use blackjacks as 1d4 normal weapons, but don't get the stun or K.O. effects.

**Saving Throws;** Fighters get a +2 bonus to saving throws against Breath Weapons, Energy Drain Attacks, Fumbles, Weapon Effects and Paralysis causing spells or effects.

**Bonus Damage:** at higher levels, Fighters add extra points of damage, indicated on the chart above, to hits made in combat with weapons (missile and melee).

**Combat Trainings:** fighters can choose from a list of special effects and abilities related to melee and missile combat. They receive 3 at first level and 1 each level from 2-10 and 1 every other level beyond 10<sup>th</sup>. Human fighters can get a bonus training at first level. Any fighter with a STR of 15+ gains a bonus training at first level. See Book 2 for a complete list and descriptions of Combat Trainings available.

**Fighter Combat Drills:** Fighter class characters can spend time and money honing their combat skills for a number of temporary boosts. The improvement is temporary, lasting 1 adventure session or 1 in-game month whichever expires first. A fighter can be drilling in one of the following at a time and cannot be pursuing other activities, such as recruiting, stat development, travel, study etc.

- *Weapon Drills* spending 1 week and 100gp on weapons drills can get them a +1 to hit with 1 specific weapon type (e.g., bastard sword, short bow, hand ax, or horse bow).
- *Damage Drills* spending 1 week and 250gp on weapons drilling can get them a +1 on damage rolls with 1 specific weapon type (e.g. hatchet, light crossbow, great axe, or heavy crossbow).
- *Hit Point Improvement:* spending 2 weeks and 250gp on conditioning and sparring will increase the Fighter's hit points by 2.
- *Defensive Drills:* spending 2 weeks and 250gp on defensive sparing drills will increase the Fighter's AC by 1.

**List of Fighter Combat Trainings, see Book 2 for complete descriptions**

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

**Jack Progression Table:**

Level	EXP	Added Hit Points	Attack Bonus	Skills Received	Skill Check	Saving Throw
1	0	1 die	+0	5	D6	19
2	2500	1 die	+0	1	D6	18
3	5000	1 die	+0	1	D6	17
4	10,000	1 die	+1	1	D6	16
5	20,000	1 die	+1	1	D8	15
6	30,000	1 die	+1	1	D8	14
7	40,000	1 die	+2	1	D8	13
8	50,000	1 die	+2	1	D8	12
9	100,000	1 die	+2	1	D10	11
10	150,000	1 die	+3	1	D10	10
11	200,000	+2	+3	0	D10	9
12	250,000	+2	+3	1	D10	8
13	300,000	+2	+4	0	d12	8
14	400,000	+2	+4	1	d12	8
15	500,000	+2	+4	0	d12	8
16	600,000	+2	+5	1	d12	8
17	700,000	+2	+5	0	d20	8
18	800,000	+2	+5	1	d20	8
19	900,000	+2	+6	0	d20	8
20	1,000,000	+2	+6	1	d20	8

Jacks represent all those who adventure without warrior training or magical abilities. Instead, they rely on more mundane skills in a wide possible range of fields. A professional scout, burglar, alchemist, lore-master, dungeon lackey, sailor or spy would all be considered Jacks. Your average townsman or farmer would likely be a level-1 jack as well.

**Armor and Weapons:** Jacks may only wear leather armor, hides, lamellar or gambeson and bucklers, but may not use shields, if they wear or use armor outside this list, they suffer -10' on movement and roll skill checks at one smaller die roll. Jacks may use fists, kicks, batons, clubs, staffs, torches, knives, daggers, short swords, hand axes, light-hammers, mauls, hatchets, spears, rocks, flasks, slings, short bows, crossbows, darts and javelins. If they use weapons other than these, they suffer a -4 on their to-hit rolls. Jacks with the Blackjack skill can use Blackjacks.

**Saving Throws;** Jacks get a +2 bonus on saves against Poison and Diseases.

**Skills:** Jacks can choose from a list of special effects and abilities related to a vast array of adventuring tasks. They receive 5 at first level and 1 each level from 2-10 and 1 every other level beyond 10<sup>th</sup>. Human Jacks can get a bonus

skill at first level. Any Jack with a 15+ DEX also gets a bonus skill at first level. See Book 2 for a complete list and descriptions of Jack Skills available. Most Jack skills require a skill check to complete, the Progression Table provides the die to be rolled, with a roll of 3+ required to succeed. Character who get a Jack skill from their Species description, and are not themselves Jacks, always use a d6 for skill checks (e.g., human cleric or mage, dwarf fighter with Stonework).

**Jack Skill Practice :** Jacks can increase the effectiveness of a skill by last-minute cramming and practice. The improvement is temporary, lasting 1 adventure session or 1 in-game month whichever expires first. A Jack can be practicing in one of the following at a time and cannot be pursuing other activities, such as recruiting, stat development, travel, study etc.

Normal Skill Level	Temporary Improve Level	Cost	Normal Time	Cost for completing in half the time
1d6	1d8	100gp	1 week	200gp
1d8	1d10	200gp	2 weeks	400gp
1d10	1d12	400gp	3 weeks	1000gp
1d12	1d20	800gp	4 weeks	2000gp

**List of Jack Skills, see Book 2 for complete descriptions**

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

### 1.3.4 MAGIC-USERS

Magic-User Progression Table

Level	EXP	Added Hit Points	Attack Bonus			Saving Throw
1	0	1 die	+0			19
2	2500	1 die	+0			18
3	5000	1 die	+0			17
4	10,000	1 die	+0			16
5	20,000	1 die	+0			15
6	30,000	1 die	+1			14
7	40,000	1 die	+1			13
8	50,000	+1	+1			12
9	100,000	+1	+1			11
10	150,000	+1	+1			10
11	200,000	+1	+2			9
12	250,000	+1	+2			8
13	300,000	+1	+2			8
14	400,000	+1	+2			8
15	500,000	+1	+2			8
16	600,000	+1	+3			8
17	700,000	+1	+3			8
18	800,000	+1	+3			8
19	900,000	+1	+3			8
20	1,000,000	+1	+3			8

Magic-Uses are people who have devoted their careers to studying and mastering secret formulae, symbols and incantations that bring forth powerful supernatural effects. Spell casting is their bread and meat and is how they solve problems and overcome obstacles. They are often called Wizards, Magicians, Mages or Sorcerers

**Armor and Weapons:** magic-users cannot cast any spells if they are wearing any sort of armor beyond normal clothing, so they are not trained or accustomed to its use. Even multi-classed magic-users cannot cast magic spells while wearing the armor of their other class. Magic-users are limited to use of only a few basic weapons: fist, kick, flasks, torches, baton, club, staff, knife, dagger, silver dagger or darts. If they attempt to use any weapon but these, they suffer -4 on their "To Hit" roll.

**Saving Throws;** Magic-users get a +2 bonus to saving throws against Spells and spell-like magic effects, magic devices, and magical traps.

**Magic Item Creation:** a magic-user can make a variety of magic items. To make scrolls, he uses the Read Magic spell (level 1). To make Potions, he uses the Brew Potions spell (level 2). To make a Spell Book he uses the Prepare Spell Book spell (level 3). To make magic wands, he uses the Create Wands spell (level 4). And to make Permanent Magic Items, he uses the Create Permanent Magic Item spell (level 5).

**Book Knowledge:** since Magic-Users (and Specialist Mages) are dependent on the written word for their powers, they have deep knowledge of books. By taking a turn of examination they can detect whether a set of books, scrolls and maps is infested with bookworms (see book 5) and the presence of magical or mundane traps on books or scrolls (but not cursed scrolls) if they roll an INT d20 check. Likewise, they can appraise the value of non-magic books on a similar INT d20 check. Natural Talents, Witches and Bards do not have this ability.

#### Spell Books:

The standard magic-user and specialist mages must collect spells in their spell books, having at most 1 spell per level in the book per point of INT. See Book 2, for the complete list of spells and the Spell Book process. Natural Talents, Witches and Bards don't use spell books, but have smaller list of spells kept in a mental inventory.

#### Spell Casting:

The magic-user prepares his spells ahead of time (some call it "memorizing" them, others refer to it as "hanging them in the ether" others just as "partially pre-casting them"). He can have as many prepared as the magic-user spell chart allows. As each spell is cast it is removed from his prepared number of spells until he has time to prepare again. To prepare his spells, he must get 8 hours of rest, and then spend 1 hour studying his spell book and making the preparations. Some spells are marked "PD" on the list, and Power Drain on their book 2 descriptions.. When a

magic-user casts one of these spells, he can cast no more spells for 3d6 days. Spells marked with just a "P" are able to be made into potions.

Example: Titus Thunder is a 3<sup>rd</sup> level magic-user. He therefore can prepare 3 first level spells, and 1 second level spell. He chooses, Sleep, Sleep, and Circle of Protection as his first level spells, and Invisibility as his second level spell. During a dungeon expedition, he uses both sleep spells and the Invisibility. After a good night's rest, he can spend an hour and prepare a new set of 3 firsts and a second, or he can leave the Circle of Protection prepared and only pick 2 other firsts.

Magic-Users with an INT of 15 or higher get one bonus level 1 spell to cast each day.

#### **Components:**

Spells that are directly cast, i.e., not from a scroll, potion or device, need various symbolic odds and ends to achieve. If a magic-user has a Component Bag, he is assumed to have all the components he needs to cast a spell. If he is forced to cast a spell when his bag is taken from him, he can attempt to cast anyway, by making a INT check d20, but if he fails, the prepared spell is spoiled and lost. Magic-Users, Specialist Mages, Natural Talents and Witches all must use a Component Bag, but Bards replace it with a musical instrument.

#### **Mystic Reserve:**

When a magic-user has cast all of his prepared spells, and is in time of need (trapped and unable to escape, fighting in a deadly combat, etc.; the Judge has the final say) he may attempt to cast any one single spell that he has in his spell book. He must roll his INT on less on a 1d20, subtracting 1 from the INT for each level of the spell. If he succeeds, he casts the spell, if he fails, he takes 1 hit point of damage for each level of the spell and is stunned for 1 round for each level of the spell.

**SPECIALIST MAGE:** some magic-users, when they start their careers, can decide to be Specialist Mages in one of the 13 spell realms. If so, they can prepare 1 extra spell for each spell level that they've reached (e.g., Titus Thunder, above, could prepare 4 level 1 and 2 level 2 spells at a time). However, by specializing in a Realm of Magic, the mage must first choose a spell of that Realm before any others when he gains a level. A specialist in Necromancy might call himself a Necromancer, a specialist in Illusions an Illusionist, in Enchantment an Enchanter etc.

However, specialist mages will be unable to cast spells from 2 realms outside of their specialty. Each Realm has a listed "opposite", and the caster is automatically forbidden from casting from that Realm (e.g. a Fire Specialist cannot cast Water spells). The second will be rolled randomly, go to the first level spell list, roll 1d12, look at the realm next to that number and you cannot learn spells from that realm (if you land on your specialty or its opposite, roll again). It is possible to specialize in Grip spells, but you must roll both forbidden Realms randomly. It is not possible to specialize in "magic art".

**ALTERNATIVE MAGIC TYPES (Natural Talents, Witches, Bards):** some individuals are not trained in scholarly, literary magic tradition like the Magic-Users and Specialist Mages, instead they gain their magic powers from other means. These individuals do not have spell books and do not automatically learn the Magical Arts spells. Instead, they have a number of spells in their mental inventory equal to the spells a regular magic-user can prepare and can cast each one once per day. These types cannot be specialist mages. Some are born with magic powers and are called **Natural Talents** but sometimes Hedge Wizards, Psychics or even Witch Doctors. Other individuals can cast spells not through training like magic-users or inborn talent, but because of being granted the power by an extra-worldly being (often, but not always by a Demon). They follow the same rules as Natural Talents but are usually called **Witches or Warlocks** Finally, there are those who learn to cast spells through music. They use these same rules as Natural Talents, but use song to cast all their spells. They are usually called **Bards**, and use a musical instrument (typically a lute, lyre or harp) instead of a component bag to cast their spells.

**Example:** Fantastic Flanders is a 4<sup>th</sup> level natural talent. He knows 4 different first level spells and 2 2<sup>nd</sup> level spells, he can cast each one once per day. He does not automatically have Read Magic, Circle of Protection, or Mind-Reading. So, at first level he chose Sleep, at second Air Shield, at third Disguise and Protection from Normal Missiles, and at 4<sup>th</sup> Shocking Grip and Ice Bolt. He can cast each one exactly once per day.

**SCROLLS:** magic-users and specialist mages (but not natural talents, bards or witches unless they choose Read Magic as one of their spells) can make and use spells placed on a scroll (using the Read Magic Spell). A scroll is a one-use magic item that stores a spell on it which can be read out and cast by any magic-user or specialist mage and, with a skill roll, a Jack. It takes 1 week and 100gp per spell level to make a scroll, and the magic-user must have access to scroll making supplies (i.e., be in a proper town or city). A scroll spell is cast just like a regular spell but does not use up a prepared spell slot. Scroll spells are also a way to find and copy new spells into someone's spell book.

**GUILDS:** Magic-Users often join guilds to get access to libraries and other benefits. They must pay their dues each month, which isn't included in living expenses.



**MAGIC-USER SPELLS PREPARED BY EXPERIENCE LEVEL (all types except specialist mages)**

Spell Level

Character Level	1	2	3	4	5	6	7	8	9
1	1								
2	2								
3	3	1							
4	4	2							
5	4	2	1						
6	4	2	2						
7	4	3	2	1					
8	4	3	3	2					
9	4	3	3	2	1				
10	4	4	3	3	2				
11	4	4	4	3	3				
12	4	4	4	4	4	1			
13	5	5	5	4	4	2			
14	5	5	5	4	4	3			
15	5	5	5	4	4	4	1		
16	5	5	5	5	5	5	2		
17	5	5	5	5	5	5	2	1	
18	5	5	5	5	5	5	2	2	
19	5	5	5	5	5	5	3	2	1
20	5	5	5	5	5	5	4	3	2

Magic-users with INT of 15+ get 1 additional level-1 spell beginning at first level.

This table represents the maximum number of spells a standard magic-user can have prepared at one time, chosen from the spells in his book. It also represents the total number of spells a Natural Talent, Witch or Bard knows, each of which he can cast once per day.

### Specialist Mage Spells per Level Table

Character Level	Spell Level								
	1	2	3	4	5	6	7	8	9
1	1+1								
2	2+1								
3	3+1	1+1							
4	4+1	2+1							
5	4+1	2+1	1+1						
6	4+1	2+1	2+1						
7	4+1	3+1	2+1	1+1					
8	4+1	3+1	3+1	2+1					
9	4+1	3+1	3+1	2+1	1+1				
10	4+1	4+1	3+1	3+1	2+1				
11	4+1	4+1	4+1	3+1	3+1				
12	4+1	4+1	4+1	4+1	4+1	1+1			
13	5+1	5+1	5+1	4+1	4+1	2+1			
14	5+1	5+1	5+1	4+1	4+1	3+1			
15	5+1	5+1	5+1	4+1	4+1	4+1	1+1		
16	5+1	5+1	5+1	5+1	5+1	5+1	2+1		
17	5+1	5+1	5+1	5+1	5+1	5+1	2+1	1+1	
18	5+1	5+1	5+1	5+1	5+1	5+1	2+1	2+1	
19	5+1	5+1	5+1	5+1	5+1	5+1	3+1	2+1	1+1
20	5+1	5+1	5+1	5+1	5+1	5+1	4+1	3+1	2+1

This table represents the maximum number of spells a specialist mage can have prepared at one time, chosen from the spells in his book.

The "+1" indicates 1 additional spell of that level that must come from the Specialists Realm of choice.

Specialists also get +1 first level spell if they have INT +1

## **MAGIC-USER SPELL LIST: THE WIZARD'S CANON (see Book 2 for descriptions)**

### **Level 1**

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

### **Level 3**

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

### **Level 5**

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

### **Level 2**

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

### **Level 4**

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

### **Level 6**

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

**Level 7**

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

**Level 9**

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

**Level 8**

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

### 1.3.5 MULTI-CLASS CHARACTERS

#### Multi-Class Progression Table

Level	EXP—2 Classes	EXP—3 Classes	EXP—4 classes
1	0	0	0
2	6000	12,000	24,000
3	12,000	24,000	48,000
4	24,000	48,000	96,000
5	48,000	100,000	200,000
6	70,000	150,000	300,000
7	100,000	200,000	400,000
8	200,000	400,000	800,000
9	300,000	600,000	1,200,000
10	400,000	800,000	1,600,000
11	500,000	1,000,000	2,000,000
12	600,000	1,200,000	2,400,000
13	700,000	1,400,000	2,800,000
14	900,000	1,800,000	3,600,000
15	1,200,000	2,400,000	5,000,000
16	1,400,000	3,000,000	6,000,000
17	1,500,000	4,000,000	8,000,000
18	1,800,000	5,000,000	10,000,000
19	2,000,000	6,000,000	12,000,000
20	2,400,000	8,000,000	14,000,000

A character, at creation, can decide to become a multi-class character, taking on a combination of any 2, 3 or all 4 classes. The experience progression, as listed above is rather steeper than a character with only 1 class, which will generally keep the character with 2 classes at least 1 level, but sometimes more, behind his single-classed fellows. 3 and 4 class characters advance at an extremely slow pace. However, a multi-class character gets the abilities of all of the classes that he chooses.

The multi-class character gets the best of the Saving Throws, Attack Bonus, and Hit Dice of the combined classes. The character also gets all of the spells, combat trainings, skills and class abilities of each class he has.

There are some restrictions on using these powers, however.

- Clerics-Spiritual cannot multi-class with Fighters or Jacks.
- A Magic-User multi-class cannot cast Magic-User spells if he is wearing any armor or carrying a shield.
- A Cleric multi-class cannot cast Cleric spells or turn undead if he has a weapon not allowed to the cleric class on his person, except if he is a fighter-cleric, in which case he can indeed use all fighter weapons.
- Some skills or combat trainings might be limited by armor worn, check descriptions.

#### 1.4—STEP 4: HIT DICE AND HIT POINTS

Characters gain a new hit die each level up to level 10, (except Magic-users who stop at level 7) and a fixed number of points thereafter. Fighting-men gain +1 extra hit point each level up to 10 in addition to the die. Some character with high Constitution can get bonus hit points (+1 to +2) applied each level from 1 through 10.

Player characters and Henchmen (only) get maximum hit points at first level. When they advance in levels, they may re-roll any "1" rolled for hit points.

What die types that characters and monsters use is determined by species normal, which in turn is determined by Size.

Tiny: 1d2: pixies, cats, weasels, owls

Small: 1d4: kobolds, goblins, halflings, gnomes, dogs

Medium: 1d6: humans, elves, dwarves, half-orcs, orcs, hobgoblins, pumas

Large: 1d8: half-ogres, ogres, bugbears, horses

Gigantic: 1d10: giants, dragons, elephants

Undead/Supernatural: 1d12: skeletons, zombies, vampires, elementals, demons

#### 1.5—STEP 5: ALIGNMENT

Each being in the game has one of 3 alignments: Lawful, Neutral or Chaotic.

**Lawful** indicates that the creature is on the side of civilization, law, and opposes the expansion of Hell. The divine guardians of the Lawful alignment are the gods and their angels, living in celestial realms, cities and fortresses in the heavens above. Choosing Law means that, to you, there are principals, ideals and values more important that what you might want. It also means that the whole of civilization and the comparatively higher level of peace and safety it brings to the bulk of people are worth a great deal.

**Chaotic** means the creature will put its own will, whim and lust for power over all other considerations and desires the destruction of civilization. The chaotics on earth are supported and encouraged by the forces of the Abyss, an infinite nightmare that belches forth demons and swallows worlds. The area of the Abyss nearest to our world are known as Hell, but Abyss and Hell can be used as interchangeable terms in most circumstances. The fact that the gods of Hell and the Demon Lords are in constant struggle with one another is one of the reasons they haven't gobbled the entire universe. Choosing Chaos means that, to you, life is a struggle whose only meaning is to grab as much as you can regardless of the cost to others.

**Neutrals** are those either don't understand the conflict between Law and Chaos (animals), or don't care (jacks) or believe that it will sort itself out on its own (nature spirits) or are willing to play one side against the other for profit (mercenaries) or desire that neither side ever win (Neutral Clerics) or have concerns that they deem more important than this conflict and will join whichever side will help their aims (patriots, researchers, ideologues, vengeance-seekers).

#### 1.6—STEP 6: THE GODS AND INITIATION:

The gods are powerful immortal beings who seek to protect or lord over portions of the universe and are in some sense powered by the worship of mortals. Characters can choose to be initiated into the worship of 1 god at a time, and clerics MUST be initiated into the worship of a god. Being initiated gives two benefits: first the character gains 1 point in the Ability Score associated with the god, second he can purchase spell services and potions from the temple of his god at the lower "own temple" rate. The drawback to initiation is that each time an initiate disobeys an order from a priest of that god, he suffers a -5% drop in his current experience point total. If he disobeys a third time, he is no longer considered an initiate and loses connected benefits. Each god has a spell type associated with him; clerics get 1 bonus spell per day (not per level) from the god's spell type.

Here is a selection of gods from the Greyhawk setting adapted to the system:

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

Here is a set of generic gods for use in the game:

<b>GOD</b>	<b>Ability Score</b>	<b>Alignment</b>	<b>Spell Type</b>
Lord Protector	STR	Lawful	Combat
Lady Mercy	CHA	Lawful	Healing
Lord Bounty	CON	Lawful	Blessing
Lady Knowledge	INT	Lawful	Divine Will
The Doom-speaker	WIS	Lawful	Law
The Choir of Saints	DEX	Lawful	Protection
Father Sky	STR	Neutral	Divine Will
Mother Earth	WIS	Neutral	Protection
Mistress Flame	DEX	Neutral	Combat
Master of Waters	CON	Neutral	Practical
The Wanderer	INT	Neutral	Neutrality
The Ancestors	CHA	Neutral	Healing
Queen of Witches	INT	Chaos	Practical
Slaughter King	STR	Chaos	Combat
King of Demons	WIS	Chaos	Divine Will
Queen of Madness	CHA	Chaos	Cursing
The Eternal Feaster	CON	Chaos	Chaos
The Ancient Spirits of Evil	DEX	Chaos	Protection

### 1.7—STEP 7: Skills and Combat Trainings

Those who chose the Fighter Class select 3 Combat Trainings and those who chose the Jack Class select 5 Skills. Human characters chose 1 bonus Combat Training or Jack skill without regard to their character class. A single-class Gnome Jack would get 5 skills. A single-classed human fighter would get 4 Combat Trainings or 3 Trainings and a Jack Skill. A Multi-class human Fighter/Jack would get 3 Combat Trainings and 5 Jack Skills and his choice of 1 more of either. Jacks with DEX 15+, get an additional skill at first level, and Fighters with STR 15+ get an additional Training at first level. The lists of Jack Skills and Fighter Combat Trainings are detailed Book 2.

### 1.8—STEP 8: STARTING SPELLS:

Each standard magic-user or specialist mage has in his possession a Spell Book in which he writes all the formulae necessary to prepare spells to be cast. Such a book is a magical device, prepared by his mentor, that will always have enough pages in it for the magician to use for however many spells he needs. The maximum number of spells he can have in his book per spell level is equal to the magic-user's INT ability score.

Each magic-user or specialist begins with the Magic Art Spells Read Magic and Circle of Protection in his book. The magic-user then chooses 4 other first level spells that he desires and adds them to his book (he doesn't need to make any rolls at this point, he gets these automatically). A specialist receives the first level spell from his Realm of specialty, and 3 others of his choice except that they can't be from the 2 realms he is forbidden.

A natural talent, bard or witch chooses exactly 1 spell, which is now in his mental inventory and can be cast 1 time per day. He needs no book.

Clerics re-select their spells from the entire cleric list every day and are not limited by a book or mental inventory. Clerics may not use aligned spells (Law, Neutral, Chaos) other than their own.

### 1.9—STEP 9—Languages

All characters know the language known as the Common Tongue (the predominant human and halfling language in the area). Except for Humans, Changelings and Halflings, they all know a second language as well, typically their own species-specific language (e.g. Dwarves know Dwarvish). Half-elves, know elvish, Half-orcs and Half-Ogres know Orcish and Ogre respectively. In addition to these base languages, each character can choose 1 additional language for each point of INT he has over 9

### 1.10—STEP 10: STARTING EQUIPMENT

**All characters:** 2 sets of clothing, 1 belt, scabbards for any knives, daggers or swords, 1 money pouch, 1 wine skin with 2 pints of wine, beer or water, 1 pair of boots, 1 backpack, 2 large sacks and 1 Food Bag with 7 days of iron rations. Only the Food Bag, Money Pouch and Wine Skin (as long as they have contents) count as Items for encumbrance purposes. This package costs 0gp, and is maintained, replaced as part of Living Expenses.

Total Cost: 0gp            Total Items: 3

**Magic-Users and Specialist Mages:** also begin with a Spell Book, which is precious and necessary to them, which counts as another 1 item. They should also buy a component bag if they're wise.



**SHOPPING LIST:** while *Book 3* has a complete list of equipment available, the list below has enough for beginning characters to get them on their way. Each entry on the list counts as 1 "Item" except for those marked with an "#", which do not count as items. Weapons usable by cleric-militant are marked L for lawful, N for Neutral, X for chaotic and S for cleric-spiritual, usable by magic-users are marked with an m, those usable by Jacks are marked J, fighters may use all weapons. Armor wearable by Jacks is marked "j", Fighters and Clerics-militant can wear all armor, Magic-users and Cleric-Spiritual none

Baton, 1sp m, j, l, s	Disguise Kit 25gp	Quiver +12 Darts 11gp m, j, n
Club, 0 m, j, l, s	Divine Symbol, Silver 25gp	Quiver+ 6 Javelins 11gp j, n
Staff, 1sp m, j, l, s	Divine Symbol, Wood 2gp	Short Bow 25gp j, n
Hammer, 3gp m, j, l	Holy Water 25gp	Long Bow 40gp n
Mace, 5gp l	Burglary Tools 25gp	Horse Bow 30gp n
Flail, 8gp l	Component Bag 25gp	Composite Bow 50gp n
War-hammer 7gp l	Healer's Bag 15gp	Lt. Crossbow 15gp j, n
Morning Star 6gp	Poisoner's kit 75gp	Hvy. Crossbow 25gp j, n
War-Pick 5gp n	Tool Kit 15gp	
Maul 10gp j, l	Herbalist's Bag 15gp	Quiver with 20 arrows 10gp
Knife 1gp m, j, x, s	Lute/Lyre 25gp	Case with 30 Bolts 10gp
Dagger 3gp m, j, s, n, x		Pouch, Sling+30 Bullets 2gp l
Silver dagger 25gp m, j, s, n, x	50' Rope 1gp	Silver Arrow/Bolt/Bullet 5gp
Short Sword 7gp j, n	10' pole 1gp	
Arming Sword 10gp x	12 iron spikes 1gp	Hide Armor 5gp j
Bastard Sword 15gp x	Crowbar 1gp	Leather Armor 10gp j
2-handed Sword 20gp x	Sledgehammer 2gp	Gambeson 10gp j
Hatchet 2gp j, x		Lamellar 50gp j
Hand Axe 3gp j, x	Small Sack# 1gp	Scale Armor 65gp
Battle Axe 7gp x	Large Sack# 2gp	Chain Mail 75gp
Great Axe 10gp x	Backpack# 5gp	Brigandine 150gp
Spear 2gp j, n	6 torches 1gp	Plate Armor 300gp
Bill 7gp x	Flint and Steel# 1gp	Shield 10gp
Halberd 7gp x	Flask of Lantern Oil 2gp	Buckler 5gp j
Pike 5gp n	Lantern 10gp	Pavis , 25gp
Lance 4gp n		
Blackjack, 1gp j	Iron rations, 1 week 15gp	
	Standard rations, 1 week 5gp	
	1 pint of wine 1gp	
	2 pint wine skin# 1gp	

### 1.11—STEP 11: MOVEMENT AND ENCUMBRANCE

Encumbrance and movement will be handled in a simple, direct manner: A character has 3 possible states of encumbrance and movement:

**NORMAL:** character is not wearing Heavy Armor (scale, chain mail, brigandine or plate armor) and is carrying a number of items equal to or less than his STR ability score.

**ARMORED OR LOADED:** a character is either wearing Heavy Armor OR is carrying more items than his STR ability score, but less than twice his score.

**ENCUMBERED:** a character is wearing Heavy Armor AND is carrying more than his STR score in items, but less than twice his score. He counts at this level if he is carrying a body, pavis, or a chest or anything listed in the Equipment Book as “big”, regardless of his armor and equipment.

STANDARD MOVE	NORMAL	ARMORED OR LOADED	ENCUMBERED
10'	10'	5'	5'
15'	15'	10'	5'
20'	20'	15'	5'
25' (dwarf, small folk)	25'	20'	10'
30' (most characters)	30'	25'	15'
35' (heavy horse)	35'	30'	20'
40' (medium horse)	40'	35'	25'
45' (light horse)	45'	40'	30'
50'	50'	45'	35'

#### ITEMS:

Each character can carry a number of Items equal to his STR score before becoming Loaded or twice that before becoming Encumbered. What exactly counts as a single item? Mostly it is just that, if it is a thing, it counts as an item. However, sometimes very small things might not count as a single item—as a rule of thumb, if the gear book gives it an Item Count of 0, 20 of the items fill a pouch which counts as a single item. Clothing, backpacks, belts, and sacks do not count as items carried. Here are some examples:

Any 1 weapon, Any suit of armor (including helmet), Any shield (1 item for each of those)

Character's money bag with up to 500 coins

1 quiver of 20 arrows or 30 quarrels

Food sack with 7 days iron rations

1 pouch containing a sling and up to 30 stones

1 quiver of up to 6 javelins or 12 darts

1 Herbalist Bag (containing up to 20 herbs or concoctions)

1 Alchemist Kit (containing up to 20 alchemical products)

1 Bandoleer with up to 5 flasks, knives, bottles

1 scroll case (containing up to 7 spells or maps on scrolls)

1 potion, 1 flask of oil, or 1 vial of holy water

1 lantern containing oil

bundle of 6 torches

# CHAPTER TWO: COMBAT RULES

## 2.1—COMBAT BASIC PROCEDURE:

**TO HIT:** Each monster or character has an AC rating based either on its monster description or the armor worn. The minimum AC is 10, the maximum is 23. The AC is the number that must be rolled on 1d20, with modifiers added, or higher in order to score a damaging blow on the creature, this is called the "To Hit" roll. Characters use the Attack Bonus listed for their class and level as one modifier, plus any modifier from ability scores, magic weaponry, tactical situation, weapon property, range or spell assistance. A roll of a natural 20 is always a hit, a roll of a natural 1 is always a miss, without regard to any modifiers.

**DAMAGE:** Once a Hit has been successfully made, the attacker rolls a number of damage points as determined either by the monster description (e.g. a troll claw does 1d6 damage) or weapon used (e.g., a halberd does 1d8 damage). Each character or creature has a number of hit points determined by the totals of its hit dice. Each hit subtracts its damage from the target's current hit point total. When the hit points reach 0 or less, the combatant collapses and is either dead or critically wounded, in either case it stops fighting, unable to take further actions.

**DEATH AND CRITICAL INJURY:** being at 0 or below hit points indicates that the character is Critically Injured and will lose 1 hit point per round through blood loss until cured by the First Aid skill or training, or Bind Wounds (WIS d20), a Treat Critical Injury skill check, or magical healing. He can stay alive, but critically injured if he does not fall below his CON score in negative hit points. For example, Fighting Frank, who has a CON of 13, is still alive at -13 hit points, but dead at -14.

The application of a dose of Healing Salve (see Herbals, book 3) will prevent further blood loss from a critical injury. Also, if the character was at 0 to -4 hit points when the Salve was applied, it will restore the character to 1 hit point and functionality (after one hour).

If the character is exactly 0 hit points, he will not suffer blood loss, is conscious but foggy. Such a character will NOT be able to cast a spell, use a scroll, use a wand/talisman or rod, make a melee attack, make a missile attack, or re-load a crossbow. He may: use an herbal, salve or take a potion, use a magic item that does not require a command word, drink a beer/wine, eat a healing food. He may move, but only to crawl 5'. Healing such a character to 1 hp by any means, will restore him to action. Judge has final over-ride on any action taken when at 1 hp.

A critically injured character must make a CON check on 1d20, or will lose 1 point permanently from 1 Ability Score, rolled at random. Some magic spells (see descriptions) can return a Critically Injured target to 1 hit point, as can the Treat Critical Injury Skill, in either case, the injured person still needs to check for ability loss. For monsters and NPCs without a CON score, most of the time, just consider them dead at 0 hit points. If the players try to save one, make a saving throw for the creature, if it passes, roll 2d6, that's how many rounds they have to attempt to stabilize the critical injury.

**MAXIMAL HIT:** if any combatant rolls a natural 20 on the die, it is considered a Maximal Hit and the damage die rolled is automatically maximum with +2 additional points scored.

**FUMBLE:** if any combatant rolls a natural 1 on the die, it is called a Fumble. He must roll a saving throw or suffer an ill-effect. If using a melee weapon, the weapon is damaged, suffering a -2 to hit and damage until repaired. A bow or crossbow will suffer a broken string. Fumbling when not using a weapon results in falling prone.

## 2.2—SURPRISE

Before the first round, each side rolls 1d6 for surprise when 2 sides meet each other. A die result of 1 or 2 means that that side is surprised for 1 round and does nothing. A character or group of characters (at least 60' away from allies without the skill) all of whom have the Move Silently Skill and make their skill rolls will get a round of surprise on enemies, in addition to any surprise rolled on the die. Likewise, characters who are hidden (such as from a Hide in Shadows skill check or invisibility spell) gets a round of surprise. If a side knows that the other side is present before the encounter (from hearing noise, being already engaged in conversation, or spotting from a distance for example) then it can't be surprised. See the *Alert Reaction* training and skill for exceptions.

**Surprise Attack:** Making an attack against a surprised enemy gives the attacker a +2 to hit and results in doubling the total damage. Characters with the Ambush skills or training can improve this result (see Jack skills and Fighter training for details). Those who are surprised do not get any bonus to their AC that comes from the DEX ability score nor from *Unarmored Fighting* Training. Attacks from hiding or invisibility or against enemies leaving contact without a Fighting Withdrawal are also counted as Surprise Attacks. Missile Weapons only get surprise attack bonuses at Short and Medium ranges.

## 2.3—INITIATIVE

Combat is handled in ROUNDS, each of which is 6-seconds, 10 per minute. At the beginning of each round, the Judge rolls 1d6, if the result is 1-3, the enemies act first, if the result is 4-6, the players act first.

Each combatant on the winning side moves and makes his attack (in either order).

On the player character side, the PC with the highest CHA decides which player combatant acts in what order, if there is a conflict/dispute.

Combatants may interlace actions and moves with one other, but each must complete move before attack or attack before move. Example: Fred can move, then Joe shoots, then Fred shoots and then Joe moves. However, Fred can't take half his move, then attack (or let Joe attack) and then complete the move.

When the first side has finished all its actions, the second side then carries out its moves and attacks and then initiative is re-rolled.

When both sides have completed their actions, any necessary Morale Checks are made.

## 2.4—ACTION ECONOMY

Each combatant has 1 Attack Action and 1 Movement Action to use each round.

**A—ATTACKS:** The following actions spend the Attack Action for the round:

- Attacking with a melee or missile weapon, or throwing a flask
- Casting a spell or Turning Undead
- Attempting to Rally followers who have failed morale.
- Using a scroll, potion or other magic item that requires activation
- Using an Alchemical Device or Product, lighting something with a torch or cigar
- Parrying
- A leader can give up his attack action to try to give it to one of his troopers.
- Changing Weapons (attack OR movement), if your weapon is a Fast Draw Weapon like a knife, dagger or sword, it can be drawn without losing an action (but you have to drop whatever else had been in your hand). If you use Swapper Skill or Quick Draw Training, you can change weapons at no action cost.

**B—MOVES:** The following actions spend the Movement Action for the round:

- Moving up to your normal movement allowance
- Stand up from prone position
- Mount or dismount from a horse (unless you have *Horseman* training)
- Attempt to move silently or hide in the shadows (may move 1/2 of normal allowance, succeed or fail).
- Reloading a Light Crossbow
- Make a second shot with a ROF 2 missile weapon
- Fighters only may use their move to make a 2<sup>nd</sup> melee attack (if they are trained in the *Stand and Fight* training)
- Changing Weapons (attack OR movement), if your weapon is a Fast Draw Weapon like a knife, dagger or sword, it can be drawn without losing an action (but you have to drop whatever else had been in your hand). If you use Swapper Skill or Quick Draw Training, you can change weapons at no action cost.

**C—MOVE AND ATTACK:** The following actions spend BOTH the Movement and the Attack actions for the round:

- Reloading a Heavy Crossbow
- Picking up an object from the ground
- Make a Fighting Withdrawal
- Run (double move allowance); 4-footed creatures get triple move allowance.
- Charge (at least 15', up to double, into contact, making an attack)
- Binding Wounds or attempting other non-combat skill or training—see Book2—or doing non-covered tasks(Judge's option)

**D—EXTRA ACTIONS:** There are extra actions that can be taken as a result of circumstance and that do not spend the Attack or Movement for the round:

- Making an Extra Attack against a fleeing enemy (1 for most characters, unless *Not So Fast Training*)
- Fighter *Rampage* Extra Attacks (up to 8) for those with the training.
- Extra attacks from the *On Guard*, *Overwatch*, *Reach for It*, or *Fast Weapon* training.
- Certain other Training and Skills (e.g. Shield Sacrifice, Quick Draw etc.) do not take an action to try.

## 2.5—MISSILE COMBAT

Weapons on the weapon chart with a listed range can be used to shoot or throw at enemies at a distance. The weapon will be listed with 3 range bands, for example, 10/20/30, the first is the short range, the second medium range, the third long range. Attacks at short range are made at +1 to hit, those at medium range at +0, those at long range at -1 to hit. Monsters also might have ranged attacks in their monster descriptions which follow the same procedure. Range is in feet indoors, while in yards outdoors.

A combatant who is in melee contact with an armed enemy cannot shoot a bow, crossbow or sling, but may still throw hurled weapons. If you attempt to shoot an enemy who is currently in melee combat with your own allies,

you suffer a -2 on your "To Hit" roll. If you roll a Natural 1 or 2 on the d20 roll, you hit your ally rather than the enemy.

A missile weapon with a Rate of Fire (ROF) of 2 can shoot twice in a round, but only if the shooter does not move. A light crossbow takes a Move action to reload. A heavy crossbow takes a Move and an Attack action to reload. If a character is hidden by Hide in Shadows or Hide in Forest, and has a ROF 2 weapon, he can decide whether to take both shots and they will both be surprise attacks but reveal himself, or he can take one surprise attack and then use his move action to make a skill/training check to maintain his hidden status.

**Height Advantage:** A shooter who is on a wall, roof, cliff or tower shooting downward gets a +2 on his "To Hit" roll. **Partial Cover** (being among trees, bushes, around a corner, on a stockade platform) grants the defender +4 AC. **Heavy Cover** (on a crenelated battlement, behind a window) grants the defender +7 AC. **Full Cover** (behind an arrow-slit or loophole) grants the defender +10 AC.

## 2.6—MELEE COMBAT

**MELEE CONTACT:** when two or more combatants do not have a full 5' space between them they are said to be in Melee Contact and can strike each other with any sort of weapon they might have. If a combatant is stunned, asleep, or otherwise prevented from making an attack action, he does not count as making melee contact with anyone.

**GANGING UP:** If a group of 4 or more attackers in melee contact attack a single target, who is not adjacent to any of his own allies, then the attackers all gain a +2 on their hit rolls. This does not apply when attacking gigantic creatures like dragons, purple worms, dinosaurs and giants.

**SPELL CASTING IN MELEE CONTACT:** A combatant in melee contact may not cast a spell unless the spell description allows for it (typically only Grip Spells). Under no circumstance can he use a scroll. He may, however, use a wand or similar magic device, or use natural inborn magic abilities (not including spells cast by Natural Talents).

**CHANGING WEAPONS AND PICKING UP OBJECTS:** if an object is dropped onto the ground, a combatant must use both his Attack and his Move for the round to pick it up, unless he uses Scooper training. If he wishes to change weapons or draw a weapon from his belt etc., he must forfeit either his Attack or his Move for the round. If he has the Quick Draw Training or Swapper Skill, he can change or draw a weapon without giving up either move or attack on a successful skill roll. If the weapon is a Fast Draw Weapon (FD) like a sword, knife or dagger, he can drop what is in his hand and pull the FD weapon without spending his Move or Attack.

**GETTING UP FROM PRONE, MOUNTING AND DISMOUNTING:** getting up from a prone position or mounting or dismounting from a horse requires a character to use his entire Movement phase. Characters can attempt to get up from prone or mount/dismount a horse and still move by rolling DEX or less on a d20. If they fail the roll, they forfeit all their actions until the next movement phase, if they pass, they can make a full movement after standing up or mounting/dismounting (see also Horseman Training). A prone character can make melee attacks but not with Large Weapons or 2-handed Medium weapons. He is at a -4 penalty on those attacks. Enemies get a +3 to hit prone targets with melee weapons, but minus 3 with ranged attacks. All swords, knives and daggers gain an additional +2 to hit against targets that are prone and wearing plate armor.

### MOUNTED COMBAT:

- Horses (whether mounted or not) can either move or attack in the same round, never both.
- Warhorses are the only mounts that can attack while mounted by a rider.
- With *Lancer Training*, Lances from a medium or heavy warhorse do double damage on a charge.
- A rider gets a +2 to hit when attacking an opponent on foot (height advantage).
- Unmounted combatants suffer a -2 to hit when attacking those on horseback (height disadvantage).
- Unless one has the Horseman Training, suffer a -1 to hit with melee weapons while mounted.
- Unless one has the Horse Archer Training, suffer a -4 to hit with missile weapons while mounted.
- Size S melee weapons cannot be used by mounted combatants against targets on foot (unless said targets are size L or G).
- Melee weapons wielded in 2 hands cannot be used from horseback.

**TO WITHDRAW FROM MELEE:** if an enemy moves out of melee contact with a combatant, that combatant is entitled to an Extra Attack, which is treated as a Surprise Attack. Most combatants only may make one such Extra Attack per round, which goes against the first enemy to withdraw during the round, (see *Not So Fast Training*). See Fighting Withdrawal under maneuvers and various Fighter Trainings and Jack Skills for exceptions.

### COMBAT MODS:

Gang Up: +2 to hit for all attackers if 4 or more  
Melee vs. Prone Target: +3  
Missiles vs. Prone Target: -3  
Sword or Dagger vs. Prone in Plate: additional +2  
Melee attack while yourself prone: -4  
Missile attacks from prone position: only crossbows, but no penalty  
Surprise Attacks: +2 to hit, double damage  
Charge: +1 to hit, +2 damage, up to double move (see Lancer and Spear Fighting)  
Parry: give up attack: +3 AC (see Defensive Fighting)  
Using a melee weapon from horse: -1 (except Horseman training)  
Using a missile weapon from horse -4 (except Horse Archer training)  
Attacking with height advantage (including mounted vs foot): +2  
Attacking with a height disadvantage (including foot vs mounted): -2  
Berserk Rage: +2 damage  
Lance Charge: warhorse, lance, +2 to hit, double damage total (*Lance Training*)  
Mighty Blow: -4 to hit, Add STR to damage, 1/10 minutes (*Mighty Blow Training*)  
Spear/Pike vs Charge: double rolled weapon damage (*Spear-Fighting Training*)  
Short Range Missile: +1 to hit, Long Range Missile -1 to hit  
Using a weapon not on your class's list: -4 to hit  
Partial Cover: +4 AC, Heavy Cover +7 AC, Full Cover +10 AC

## 2.7—SPELL CASTING AND MAGIC IN COMBAT

**SPELL ATTACKS:** while melee weapons and missile weapons both require that the combatant makes a "To Hit" roll to inflict damage, spells never so require. They automatically hit the enemy that is targeted by the spell. The target may be able to attempt a Saving Throw (see below) to avoid the damage, however.

**STUMP THE CASTER:** if a caster is hit in combat by any damage-causing attack, he may not cast a spell, turn undead or use a scroll for the rest of the round. He may still drink a potion, or use another magic item.

**HASSLE THE CASTER:** if a caster is in melee contact with an enemy, he cannot turn undead or cast a spell unless the spell description specifically allows for it (typically, only Grip Spells do so). In no circumstances can anyone cast a spell from a scroll if in melee contact.

**SAVING THROW:** some spells and monster or weapon effects indicate that a Saving Throw is permitted against them. If so, the targets roll 1d20 and must get the Saving Throw number or higher on it. The saving throw numbers are listed on the Class Progression Tables for each class or on the Monster Description. However, it is easily calculated as being 20 or higher, minus the Character Level or Monster HD, to a maximum of -12, e.g. a 10<sup>th</sup> level Fighter has a Saving Throw of 20-10=10. The roller also adds any specific modifier from his class and/or species. If the defender succeeds at the saving throw, the spell has no effect on him, unless the spell description says "Yes, half", in which case the spell inflicts half the indicated damage (round down) on a successful save. If someone does indeed take half damage from a spell or other effect, like Dragon Breath, that damage will never bring his hit point total to less than 1 hit points (it's hardly a "Save" if he succeeds, but dies anyway). A roll of natural 20 is always a successful save, a roll of a natural 1 or 2 is always a failed save, no matter what modifiers come into play.

*Partial Cover (+4), Heavy Cover (+7) and Full Cover (+10)* can sometimes give their bonus to a saving throw in addition to AC. If the save is against a Magic-User spell of the Earth, Air, Fire or Water Realms that cause points of damage to the target or targets within an area, then the Cover Bonus may be applied to the saving throw. Likewise, the cover bonus is applied to Saving Throws against Dragon Breath and similar damage causing monster attacks. See Missile Fire for Cover Types descriptions.

## 2.8—MORALE

Each group of combatants have a Morale Rating (abbreviated MOR), which ranges from 2 to 18. When certain conditions apply, the Judge will roll 1d20 to check to see if the group continues to fight, if the d20 result is equal to or lower than the group's MOR, the group keeps fighting. If the die result is higher than the MOR, the group flees. The Morale Check is made at the end of the round, after both sides have acted. However, the Morale Score suffers a -1 for each 10% of the original unit that has been lost so far in the battle.

Morale can be checked whenever the Judge deems it necessary, but it is usual under the following circumstances:

- 50% of the group's numbers have been killed, critically injured or rendered unconscious
- The group's leader has been killed, rendered unconscious or has fled.

- 25% of the group was killed/knocked out by a single attack or effect
- The group's weapons seem unable to inflict casualties on their enemy
- The group suffers more casualties on a round after passing one of the other checks.
- A singular monster has lost half or more of its hit points.

Player characters do not have a MOR score, it is in the player's hands whether they fight or flee. Creatures like Golems, Skeletons, Zombies or Robots, with no real consciousness do not have a MOR score and never check morale. Anyone under the influence of Berserk Rage never needs to check morale. Other creatures will be rated with a number of 6-sided dice to be rolled to determine MOR rating for each individual group (so one band of orcs might have a 15 MOR, but another, 2 rooms away might only have a 6). No matter how many dice are rolled, pick the best 3 of them (or the 2 if there are only 2) and total them to determine MOR. Examples:

2d6: Peasants, Kobolds, Goblins, Sneak Jacks

3d6: Orcs, Guards, Hobgoblins, Ogres

4d6: Knights, Adventurers, Elite Orc Warriors

5d6: Fanatics, Werewolves

6d6: Demon Lord, Trolls

**Fleeing Units:** when a group fails morale it will flee away from their enemy for 10 combat rounds at which time they may re-roll the morale check to see if they pull themselves together and stop fleeing. If they can't escape, roll another morale check to see if they surrender or fight to the death.

**Rallying:** a leader of a unit (as determined by the Judge) may spend his attack action to attempt to restore a fleeing unit's morale. He rolls a CHA check d20, adding one half of his experience level or hit dice (round down) to the roll. If he succeeds, any fleeing subordinates will regain their control and can rejoin the fight. If a Fighter has the Rally the Troops training, he does not need to make the CHA roll, and the troops are immune to further morale checks for 1d4 rounds.

**Leaders:** player characters can act as Leaders for 1 trooper per CHA point they have. NPC sergeants/captains are available to act as leaders for a squad of up to 10 men. Fighters with the Captain training can lead up to 10 troopers per XP level. Monsters can be designated as leaders over other monsters or npc's at the judge's will. Only Leaders can rally fleeing troops during a fight. Leaders can also give up their attack action during any round and "give" it to one of their troopers within 50' to perform a second attack action on a CHA d20 check.

## 2.9—COMBAT MANEUVERS

Combat Maneuvers are options that characters may use in certain circumstances.

**CHARGE:** a combatant who is not currently in melee contact with an enemy can declare a Charge, if he is anywhere between 15' and double his maximum move allowance from his target. He then moves into contact with the declared target and makes an attack. A combatant may not charge 2 rounds in a row. Charging gains the attacker +1 to hit and +2 on damage rolls. However, see the *Lancer* and *Spear Fighting* Fighter Combat Trainings for some special circumstances.

**DESPERATE CAST:** if a magic-user or cleric is in melee combat and wants to cast a spell that very round, not being able to wait for a fighting withdrawal followed by an initiative win, he can try a desperate cast. He calls "desperate cast" and must make both a d20 DEX check and a d20 WIS check. If he passes both of them, he can use his move action to move 5' backward, without suffering a bonus attack for leaving combat, and may cast a spell this round (provided he is not in melee contact after the move). If he fails either roll, he loses both his move and attack and falls prone on the ground.

**FIGHTING WITHDRAWAL:** a character can move half his movement rate and leave Melee Contact without provoking an Extra Attack, but this costs the combatant both his Movement and his Attack Action for the round. See Fighter Combat Training *Tactical Reposition* and Jack Skills *Abject Flight* and *Stab and Run* for special circumstance.

**IMPROVISED MANEUVERS:** a combatant may try anything else he may think of not covered here. If it's reasonable it will probably need an Ability Check on 1d20, and then either a to hit roll from himself, or a Saving Throw from his enemy. If it's preposterous, make the combatant's ability roll on a d100. Example 1: "I throw a barrel at him": Rocko wants to pick up a barrel, half filled with pickle brine, and throw it from a balcony onto a charging Ogre below. Judge decrees Rocko roll STR or less on 1d20 to pick it up and throw it, then a "to hit" roll to land it on the Ogre, at that point the Ogre takes 1d6 damage and must roll a Saving Throw or fall prone. Example 2: "Whirling Attack": Dervish Tom decides to use his sword and swing around in a complete circle to try to hit all 6 enemies in contact with him at once. Judge declares he roll his DEX or less on 1d100 or he's wasted his turn. If he makes it, he can roll 6 to hit rolls, one against each enemy.

**PARRY:** Any combatant wielding a weapon, buckler or shield can give up his attacks to make a parry, adding +3 to his AC vs. melee attack, but Small Weapons cannot parry Large Weapons; a parry attempt by shield or buckler could

be executed by one with a small weapon. The parrying combatant can apply this defense against a number of melee attacks in a round equal to his Level or HD. Even if a combatant is eligible for multiple attacks in a round, if he parries he forfeits them all. See Fighter Combat Training *Defensive Fighter* for special circumstance.

## 2.10—WEAPON PROPERTIES AND FEATURES

Each weapon available to characters and monsters has a number of properties that distinguish it from the others.

**Type:** this is the name of the weapon

**Price:** the purchase price of the weapon

**Damage:** the number of damage points rolled on a successful hit

**Hands:** whether the weapon is used in 1 hand or 2. Some Weapons (clubs, war-hammers, bastard swords, spears, and battle-axes) can be used in either 1 or 2 hands, each use gets a separate entry on the weapon chart with different statistics, but it is the same weapon used in 2 manners.

**Size:** weapons are rated as Small, Medium or Large. Difference in size of weapons between 2 opponents can yield extra attacks or bonus effects when combined with a Fighter Combat Training.

**Class:** what character classes can use the weapon without penalty (F=fighter, M=Magic-User, J=Jack, S=cleric-spiritual, C=cleric-militant all alignments, L=cleric-militant lawful, N=cleric-militant neutral, X=cleric-militant chaotic)

**Features:** what special features apply to the weapon, codes are explained below.

**ROF:** the rate of fire (i.e., number of times per round the weapon can be fired), only missile weapons have a ROF.

**Range:** the short/medium/long ranges of the missile weapon (equals feet indoors, yards outdoors). Short range gives a +1 to hit. Long Range gives a -1 to hit.

### 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: Hurled:** weapon can be thrown as a missile weapon in addition to melee use

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

**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:** special features with *Crack The Shell* Combat Training.

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

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

**Heavy Crossbow:** a heavy crossbow gets a +3 to hit at Short Range against any target wearing Lamellar, Scale, Chain, Brigandine or Plate armor. It also does an additional 1d4 damage against all targets at Short range.

## 2.11—COMBAT GRAB-BAG

**POISON:** unless the description reads otherwise, the default for a poison attack is that the victim gets a saving throw. If he fails the saving throw, he falls to the ground twitching and foaming at the mouth, completely helpless and will die about 10 minutes after the combat ends, unless cured or treated. Some poisons may only paralyze, others may grant a bonus to the saving throw. As the *Neutralize Poison* spell indicates, even if the victim “dies”, he actually lingers for about an hour in which time a spell or herb or treatment may still rescue the victim.

**DAMAGE MULTIPLIERS:** certain combat results indicate double damage (e.g., spear-fighting vs. charging enemy, lance charge, surprise attack) or even triple or quadruple damage (e.g. Ambush 3+4). In such a case, the attacker rolls his normal damage roll, including all bonuses, and then multiplies the total by 2,3 or 4 times.

**FLASK ATTACKS:** weapon like oil, acid, cling fire, holy water and the like can be thrown by any character class at their enemies. Oil must be lit ablaze by an open flame of some sort before it will do any damage. The “to hit” roll for thrown flasks is only against AC 10, since armor does not need to be penetrated. The primary target takes the damage indicated, but each adjacent target (within 5') takes the splash damage. The primary target may take damage for more than one round, but splash targets only take damage the first round.

**INVISIBILITY:** a character who is magically invisible, or has successfully Hidden using a skill or training, cannot be attacked by individually targeted missile weapons and may only take splash damage from flask attacks. Likewise, unless they have begun melee with an opponent, they cannot be attacked by melee attacks. If an invisible enemy has voluntarily entered melee, or has been spotted by a character with the Observer skill or training, then he can be attacked with missiles or melee, but with a -4 penalty. Hidden or Invisible combatants may make Surprise attacks at



+2 to hit and double total damage, which can be improved by the fighter Ambush training or the Jack Ambush 3 or Ambush 4 skills.

**SPECIAL ATTACKS:** some attacks detailed in the Fighter Combat Training list (such as *Unhorse*, *Sweep Low*, *Split Shield* and *Disarm* are given a specific AC as a target (typically AC 15) instead of the target's actual AC, because they attempt to do something other than inflict damage, for which the AC is calibrated.

**STUN:** if a spell, skill or training effect says it Stuns the target, the target cannot make any attack actions and may only move half its normal rate, but still gets its full Armor Class and Saves against attacks and is not considered helpless or incapacitated..

**ITEM SAVES:** When a character fails a saving throw against a damage-inflicting Fire, Cold, Lightning or Acid attack, his items might be destroyed in the process. Item Saving Throws use the same number as the character carrying the item. Magic items (apart from scrolls) are unaffected by normal fires or acid attacks but are susceptible to dragon breath and fire/acid that comes from a magic spell.

- Fire Attacks: all scrolls, papers and books are automatically destroyed unless kept in a metal case or box, each other item that is not made of metal must make a saving throw or be destroyed.
- Acid Attacks: each item must make a saving throw or be destroyed.
- Cold Attacks: papers, scrolls, books and leather items are unaffected, all other items must make a saving throw or be destroyed.
- Lightning Attacks: each item must make a saving throw or be destroyed.

## 2.12 ARMOR CLASS

The base AC for mortals is 10. Add the AC bonus for any armor worn to 10 to get the character's Armor Class. A character can only get the AC bonus from 1 suit of armor at a time. The AC bonus of a shield or buckler, however, is added to the AC bonus of the armor worn. Chain, Scale, Brigandine and Plate all include a Gambeson, or Arming Doublet, worn underneath, in their AC bonus totals and Price. Maximum AC for anyone or anything is 23.

A Pavis a large wooden shield with a stand-alone base. Anyone who carries one is encumbered and uses both hands, but it can be stood up as a protection vs. missiles for an archer, crossbowman or wizard to hide behind.

In the Classes Column, C=all cleric-militants, J=Jacks, F=Fighter. Cleric-Spiritual and Magic-Users can use none of the armors, apart from clothes.

Clothes, Hides, Leather, Gambeson and Lamellar are considered "Light Armor". Chain, Scale, Brigandine and Plater are considered Heavy Armor. If wearing Light or no armor a character can gain a bonus to AC from his DEX score (+1 AC per 2 full points above 10) as long as he is not surprised.

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

## 12.13 WEAPON TABLES

### 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
Staff	1sp	1d6	2	M	F J M S L	DA
Blackjack	1gp	1d4	1	S	J (skilled)	Stun, K.O.
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	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	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

**MISSILE WEAPONS:**

Weapon	Price	Damag e	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 M	1	10/20/30
Knife	1gp	1d4	1	S	F J M	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
Torch	2sp	1d4	1	M	all	1	5/15/25
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
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