

## WEAPONS

Weapon	Damage	Range (5' cases)
Unarmed	1d3	-
Battle axe*	1d10	-
Blackjack†	1d3/2d6***	-
Blowgun†	1d3/1d5	4/8/12
Club	1d4	-
Crossbow*	1d6	16/32/48
Dagger††	1d4/1d10	2/4/6**
Dart	1d4	4/8/12**
Flail	1d6	-
Garrote†	1/3d4	-
Hand axe	1d6	2/4/6**
Javelin	1d6	6/12/18**
Lance#	1d12	-
Long bow*	1d6	14/28/42
Long sword	1d8	-
Mace	1d6	-
Pole arm*	1d10	-
Short bow*	1d6	10/20/30
Short sword	1d6	-
Sling	1d4	8/16/32**
Spear#	1d8	-
Staff	1d4	-
2-handed sword*	1d10	-
Warhammer	1d6	-

\* Use a d16 on initiative checks.

\*\* Strength modifier applies to damage with this weapon at close range only.

\*\*\* Damage dealt is always subdual damage.

† A thief who succeeds in a backstab attempt uses the second damage value listed. All other attacks use the first value.

## ARMOR

Armor	AC Bonus	Check Penalty	Speed** (case)	Fumble die
Unarmoured	+0	-	-	d4
Padded	+1	-	-	d8
Leather	+2	-1	-	d8
Studded leather+3		-2	-	d8
Hide	+3	-3	-	d12
Scale mail	+4	-4	-1	d12
Chain mail	+5	-5	-1	d12
Banded mail	+6	-6	-1	d16
Half-plate	+7	-7	-2	d16
Full plate	+8	-8	-2	d16
Shield*	+1	-1	-	-

\* Shields cannot be used with two-handed weapons.

\*\* Human and elf base speed is 30'/9m/6 cases. Dwarf and halfling base speed is 20'/6m/4 cases.

Check penalty applies to checks to climb, jump, balance, swim, move silently, and other such physical activities. Also applies to wizard and elf spell checks. Cleric spell checks are not affected by armor check penalties.

## DAMAGE AND DEATH

**Bleeding out.** For each level a character can bleed one round. If a character is healed during bleeding (treat his HP as starting at 0) he will survive. Anyone who is saved from bleeding out suffers a *permanent* loss of 1 point of Stamina. In addition, he gains a terrible scar.

**Recovering the body.** When a character reaches a dead ally's body within one hour, the dead character may make a Luck check when his body is rolled over. On a successful check, the character recovers to 1 hit point. The character is groggy for the next hour (-4 penalty to all rolls) and sustains a permanent injury of some kind, reflected as a permanent -1 penalty to Strength, Agility, or Stamina (determine randomly).

**Healing.** A good night's rest heals 1 HP, a day of bed rest heal 2 HP. Critical hits heal with associated damage heals. Ability score loss (except for Luck) heals as HP

**Home rule : multiply HP healed by Class Level. Add END modifier**

## COMBAT

**Initiative:** 1D20 (1d16 if 2H weapon) + Agility Modifier + CL for warrior

**Actions:** Move at normal speed *and* do one thing for each action dice

**Warrior** can make an attack for each of his actions, rolling d20 for the first one and a different die for the second (generally d14 or d16).

A **wizard** can attack or cast a spell with the first die and can *only* cast a spell with the second action die.

An **elf** can attack or cast a spell with *any* action die.

Activity	Time
Another Move	1 action
Attack	1 action
Cast a spell	1 action
Charge (move at least ½ their speed)	1 action
Grappling	1 action
Draw or sheathe a weapon	1 action*
Equip or drop a shield	1 action*
Open a door	1 action*
Light a torch or lantern	1 action
Uncork a potion or unfurl a scroll	1 action
Locate an item in a backpack	1 action
Stand up from a prone position	1 action
Mount or dismount a steed	1 action
Read a scroll or drink a potion	1 action

\* Can be included as part of a movement action.

Withdraw for an active melee : Free attack

Mounted combat (page 87)

Burning Luck (page 95)

Grappling (page 96): opposed attack rolls with Agility or Strength modifier. +4 for double size, +8 for triple, +16 for quadruple. If attacker wins : target pinned

## ATTACK ROLL MODIFIERS

Condition	Attack Roll Modifier	
	Melee	Missile Fire
Missile fire range is...		
Short range	-	-
Medium range	-	-2
Long range	-	-1d
Attacker has...		
Charged	+2 (-2 to AC)	-
Attacker is...		
Invisible	+2	-
On higher ground	+1	-
Squeezing through a tight space	-1d	-1d
Entangled (in a net or otherwise)	-1d	-1d
Using an untrained weapon	-1d	-1d
Firing a missile weapon into melee*	-	-1
Defender is...		
Behind cover	-2	-2
Blinded	+2	+2
Entangled	+1d	+1d
Helpless (paralyzed, sleeping, bound)	+1d	+1d
Kneeling, sitting or Prone	+2	-2

## MORALE : CHECK IS MADE AT THESE TIMES :

- Group of monsters: when the first creature is slain, and when half the creatures have been killed or incapacitated.

- Single monster: when it has lost half its hit points.

- Retainer: when he first encounters combat or danger (e.g., a trap) in each adventure, and at the end of each adventure.

Morale Check : 1d20 + Will save (Retainers also add their employer's Personality modifier)

11+ the creature can keep fighting (DC may be higher particularly when magical effects are involved).

10- the creature attempts to escape the combat

## SKILLS

**Trained skill check** (common activity; background or occupation basic skill, familiar with the activity) : 1d20 + Ability Modifier

**Untrained skill check** (not familiar with activity, unlinked with occupation) : 1d10 + Ability Modifier (+2 if used the skill somewhat but not regulary)

### Difficulty Levels

DC 5 : Child play

DC 10 : man's deed

DC 15 : difficult

DC 20 : hero' work, very difficult

DC 25 : legendary

### Home rule

More and more familiar: used dice chain

Add class level if deeply related to class

### Opposed Skill Checks

Roll the appropriate skill check for both parties. The higher roll wins.

### (Dungeon) Common Activities

Balancing: Agility

Breaking down doors, bending bars, and lifting gates: Strength

Climbing. Strength (sheer wall, rope) or Agility (craggy cliff or tree)

Listening: Luck

Searching and spotting: Intelligence

Sneaking (hide, move silently, remain unseen) : Agility

### Dwarf Underground Skills: 1d20 + Int. Mod. + Class Level

Detect traps, slanting passages, shifting walls, new construction; Smell gold & gems ; Tell the direction of strong concentration of gold & gems within 100' (smaller concentration at 40')

### Elf Heightened Senses

Detect secret doors; 1d20 + Int Mod. +4. When simply passing within 10 feet of a secret door, elves are entitled to a check to detect it.

### Thief Skills

Agility ; Sneak silently, Hide in shadow, Pick pocket, Pick lock, Disable trap, Climb sheer surfaces, Forge document

Intelligence: Find trap, Read languages, Cast spell from scroll

Personality: Disguise self

Backstab, Handle poison

### Exploration Activities (Home rule)

Athletics (jumping, running, swimming, tumbling): Agility

Perception (Notice): Intelligence

Survival (Foraging, Hunting, Find shelter, Find direction, Nature knowledge, Tracking, Trapping) : Personality

### Social Activities (Home rule)

Craft/Profession/Trade: Intelligence, Agility or Personality (Animal Handling, Appraisal, Bartering, Craft, etc.)

Lore (Magic, Religion, Nature, Medicine, Engineering, History, Regional, Heraldry, Local) : Intelligence

Performance (Art, Acting, Dance, Music, Storytelling): Personality

Social interaction (Bluff, Diplomacy, Gather Information, Intimidate, Persuasion, Lead a group, Psychology, Seduction): Personality.