

Hauberk v1.01

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Character Creation

Experience & Advancement

Pick a class. Start at 1st level with 0 experience points (XP) and 3d6 silver pieces (sp). Gain 1 XP for every sp spent on carousing, partying, donating, gambling, or other pursuits without material reward. Slaying monsters may award XP as well, but this is significantly more dangerous and less rewarding than stealing treasure.

Classes

Fighter

Table 1: Fighter Levels

Level	XP	HD	Save
1	0	1	15+
2	2,000	2	14+
3	4,000	3	13+
4	8,000	4	12+
5	16,000	5	11+
6	32,000	6	10+
7	64,000	7	9+
8	128,000	8	8+
9	256,000	9	7+

Weapons Any

Armor Any

Shields? Yes

Shields Shall Be Splintered A fighter may sunder his shield to negate all damage from a single melee or missile attack.

Mage

Table 2: Mage Levels

Level	XP	HD	Save	Spells per Day
1	0	1	16+	1
2	2,000	1	15+	2
3	4,000	1	14+	3
4	8,000	2	13+	4
5	16,000	2	12+	5
6	32,000	2	11+	6
7	64,000	3	10+	7
8	128,000	3	9+	8
9	356,000	3	8+	9

Weapons Hand

Armor None

Shields? No

Spellcasting Mages may memorize and cast a number of spells per day as indicated by the table above. Mages start with three spells written in their grimoire, and can transcribe more into their grimoire from scrolls. Mages must study their grimoire for 1 hour to memorize that day's spells.

Spell Level Mage spells are considered to be of a level equal to the casting mage's level.

Thief

Table 3: Thief Levels

Level	XP	HD	Save	Luck
1	0	1	14+	1
2	2,000	1	13+	2
3	4,000	2	12+	3
4	8,000	2	11+	4
5	16,000	3	10+	5
6	32,000	3	9+	6
7	64,000	4	8+	7
8	128,000	4	7+	8
9	256,000	5	6+	9

Weapons Hand and missile

Armor Light

Shields? No

Lucky A thief can spend luck points to add to or subtract from the result of a die roll that affects them (such as an attack against them, or when the thief attempts to listen at a door). Luck points are replenished with a night's rest.

Equipment

Items

Table 4: Armor and Shields

Armor	To-Be-Hit	Cost	Examples / Notes
Unarmored	3+	-	-
Light Armor	4+	10sp	Quilted gambeson, mail shirt
Medium Armor	5+	250sp	Mail hauberk, breastplate
Heavy Armor	6+	3,000sp	Full plate
Shield	*	10sp	*Improves TBH by one step, max 6+

Table 5: Weapons

Weapon	Range	Hands	Cost	Examples
Hand	melee	One-handed	15sp	Sword, spear, mace
Polearm	melee	Two-handed	25sp	Poleaxe, spear, billhook
Missile, Thrown	short	One-handed	10sp	Sling, javelin, thrown axe
Missile, Bow	long	Two-handed	25sp	Hunting bow, light crossbow

Weapon	Range	Hands	Cost	Examples
Unarmed	melee	One-handed	-	Fists, feet, head, brass knuckles

Polearms strike first in melee combat (see *Initiative & Phases* below) and deal double damage against charging opponents.

Short ranged missile weapons can attack enemies in the same zone who are not within melee range (those on the other side of a dungeon room, for example).

Long ranged missile weapons can attack enemies in the same zone or in adjacent zones (a clear line of sight is still required).

Table 6: Transportaion

Transport	Cost
Cart, hand	5sp
Cart, draft	10sp
Wagon	30sp
Mule	30sp
Horse	50sp
Warhorse	100sp
Longship	10,000sp

Hand Carts give the user +3 slots and require both hands to move.

Draft Carts give +12 slots and require one (1) draft animal. Can only be used on flat ground.

Wagons give +36 slots and require two (2) draft animals. Can only be used on flat ground.

Mules have a morale score of 7, and are only as fast as a walking person. Has 12 inventory slots. They require food and water as one (1) person.

Horses have a morale score of 6, and double movement speed. Has 12 inventory slots. A rider counts as 6 slots (max 2 riders). They require food and water as four (4) people.

Warhorses are as horses, but have a morale score of 9.

Longships can carry 40 oarsmen, and sail at speeds of 10 mph.

Hirelings

It costs 25sp to place an advertisement in a settlement for hirelings. The advertisement lasts for 1 week and provides d6-2 prospects for hiring. Hirelings are not brave or foolhardy enough to enter dungeons, but can be used for logistical support to and from dungeons and for guarding camp.

Table 7: Hirelings

Type	Notes	Cost per Month
Servant	HD ½ TBH 3+ M 6	4sp
Foot, Light	HD 1 TBH 4+ M 7	20sp
Foot, Medium	HD 1 TBH 5+ M 7	30sp
Foot, Heavy	HD 1 TBH 6+ M 8	40sp
Foot, Missile	HD 1 TBH 4+ M 7	60sp
Horse, Light	HD 2 TBH 4+ M 7	100sp
Horse, Medium	HD 2 TBH 5+ M 7	130sp
Horse, Heavy	HD 2 TBH 6+ M 8	160sp
Horse, Missile	HD 2 TBH 4+ M 8	160sp
Armorer	Need 1 per 50 soldiers	100sp
Blacksmith	Need 1 per 50 mounts	20sp
Engineer	Builds strongholds	800sp

Horse archers may act in both the move phase and the missile phase of combat.

Encounters & Combat

Surprise

To determine surprise, roll a d6 for each side that is unaware of their enemies. On a 5+, they are surprised. If a side is surprised, they are unable to act in the first round of combat.

Common situations where players may surprise monsters:

- Bursting through a door on the first try.
- Entering a room by picking the a locked door.
- A thief successfully hides in shadows or moves silently (only the thief has a chance to surprise).

Common situations where monsters may surprise players:

- The party has no light sources.
- The party enters a room after an unsuccessful attempt to force the door, if the party did not hear any noises before entering.

Reactions

When encountering a wandering monster or other entity, and their disposition is unknown, roll 2d6 to determine their reaction.

Table 8: Reaction Roll Results

2d6	Reaction
2-	Hostile
3-5	Negative
6-8	Uncertain
9-11	Positive
12+	Enthusiastic

Distance

Wandering monster encounters take place at the following distance, depending on location and whether any parties are surprised.

Table 9: Distance of Encounters

	Indoor	Outdoor
Surprised	1 move away	1d4 moves away
Not Surprised	1d4 moves away	4d6 moves away

Initiative & Phases

To determine initiative within the combat round, each side rolls a d6 at the start of combat. The side with the highest result has the initiative. Combatants take their actions in the following phases, with the side having the initiative acting first in each phase.

Phases:

1. Magic, cast
2. Missile
3. Move
4. Melee, polearm
5. Meele, hand
6. Magic, effect

Casting Interruptions A spellcaster who is hit by an attack while casting a spell must make a saving throw. If he fails, the spell is lost (as if it were cast) and no effect takes place.

Moving and Missiles A combatant who loses a missile in the missile phase cannot move during the move phase.

Attacks & Damage

Basic Attacks The attacker rolls a number of d6 equal to their Hit Dice (HD). Results equal to or greater than the defenders To-Be-Hit (TBH) score are hits.

Each hit eliminates a defender's HD. When the defender has no HD remaining, they die.

Charge In the first round of combat, a combatant may charge an enemy by moving from outside of melee range to within melee range of an enemy in the movement phase. The charging combatant rolls twice as many dice on their next attack.

Withdraw When a combatant within melee range of an enemy moves out of melee range, the enemy may immediately make a melee attack against the combatant. This can be avoided if the combatant only makes a half move.

Combat Maneuvers A combatant can choose to trip, disarm, blind, or otherwise perform a dirty trick on his opponent. He makes an attack as normal. His opponent can choose to take damage as normal, or suffer the effects of the combat maneuver.

Saving Throws

Some effects require characters to make saving throws. To do so, roll a d20 and compare the result to the character's saving throw score on their character sheet. A result equal to or greater than the saving throw score is a success.

Death & Healing

Rest & Healing Resting in camp for a night restores all HD.

Deprivation If a character is lacking food, water, or shelter, they are **deprived** and cannot regain HD.

Grievous Wounds When a player character has all of their HD depleted, they must make a saving throw. On a failure, they die. On a success, they are merely grievously wounded – roll on the table below to determine their injuries. In all cases, once grievously wounded, the player requires a week's rest in town to restore all HD.

Table 10: Grievous Wounds

d20	Grievous Wound
1-3	Scarred -1 to reaction rolls.
4-7	Concussion Cannot cast spells, always surprised. Heals in 1 week.
8-11	Infection Has only one (1) HD. Heals in 1d4 weeks.
12-14	Eye Gouged Out Roll half HD on ranged attacks. If this happens twice, they are blinded.
15-16	Broken Arm Disadvantage / halved effect with all actions with that arm / hand. Heals in 1d4 weeks.
17-18	Broken Leg Move speed and carrying capacity halved. Heals in 1d4 weeks.

d20	Grievous Wound
19	Dismembered Arm Lose an arm.
20	Dismembered Leg Lose a leg. Move speed and carrying capacity halved.

Morale

When a side takes 50% casualties, make a morale check to see if they break. Roll 2d6; a result equal to or greater than the morale score means that the side routs and flees the field. Morale is usually based on the combatants experience level, per the table below.

Table 11: Morale Scores

Experience	Morale Roll to Rout	Examples
Green	6+	Conscripts, levy
Trained	7+	Militia, town guards
Veteran	8+	Experienced fighters
Elite	9+	Knights, house guards

Undead are always hostile, never check morale, and normally cannot be reasoned with (intelligent undead such as liches are an exception).

Evasion

Evasion and Surprise If the party surprises a monster, they can evade the monster automatically by retreating from the dungeon room or taking a circuitous wilderness path.

Fleeing If the monster is not surprised, and the party tries to flee, the monsters may give chase if the reaction roll indicates it. To successfully flee from a pursuer, the fleeing characters must each make a roll of 5+ on a d6. Encumbered characters have -1 on this roll. Unarmored characters have +1 on this roll. Failure means the monster catches up, and resumes its attack.

Distractions Food will always distract unintelligent monsters from the chase, by dropping 1 day's ration per monster HD. Treasure will always distract intelligent monsters from the chase, by dropping 100sp worth of treasure or coins per monster HD. Passing through a secret door will always evade a pursuer.

Dungeon Delving

Turns

One turn of dungeon exploration takes about ten (10) minutes, and generally allows the party to take one action, such as:

- Move to the next room
- Open a stuck or locked door
- Search the current room
- Rest and bind wounds
- Interact with a feature of the room, such as a trap

Dungeon Events

Every turn of exploration, or every time the party rests or makes excessive noise, roll a d6 on the event table below.

Table 12: Dungeon Event Rolls

d6	Event
1	Encounter Roll an encounter on the appropriate wandering monster table.
2	Clue Roll the next encounter on the appropriate wandering monster table and foreshadow it with a clue (sound, smell, or sight).
3	Exhaustion Encumbered characters must spend a turn resting, without moving.
4	Free , no effect
5	Free , no effect
6	Free , no effect

Doors

Forcing Doors All doors are stuck and must be burst open by force with a roll of 5+ on a d6. A failed attempt makes surprising whatever is behind the door impossible.

Hear Noises Characters can listen at doors and attempt to hear if the room is occupied on a roll of 5+ on a d6. Note that the undead make no sound.

Secret doors require the room they are in to be searched completely (takes one turn, sometimes more for larger rooms) Some doors are locked, and require a key or a thief to pick the lock to open.

Spiking Doors Doors will open freely for monsters unless wedged shut with iron spikes. When wedged shut, monsters must attempt to burst the door open

as above, possibly giving the party time to hear them coming. Doors can also be wedged open with spikes, to ensure the party a clear path of escape.

Holding Doors Sometimes (especially during a chase) the party will try to hold a door against pursuing monsters. The side trying to force a held door must try to burst it open as normal (5+ on a d6).

Traps

Room Traps are activated on a roll of 1 or 2 on a d6. They can be detected by spending a turn searching the area. Thieves can attempt to disarm traps; but be careful, as a failure will trigger the trap. If the character doesn't want to risk this, find a clever way to bypass the trap.

Treasure Traps such as locks with poison needles, or a weighted plate underneath a statuette, can only be detected by a thief spending a turn searching the treasure. Thieves can attempt to disarm them, but failure will trigger the trap.

Wilderness Travel

Encumbrance & Travel Speed

Travelers have three (3) inventory slots (beasts of burden have more). This is in addition to their normal fighting gear and personal effects (armor, weapons, spellbooks, trinkets, etc). Fighting gear and personal effects encumbrance is not tracked, as it is assumed that their weight is minimal compared to the weight of supplies and treasure carried during adventures.

A travelers's overland speed is determined by how many of their inventory slots are filled. See table below. A party moves at the speed of their slowest member (make sure to evenly allocate baggage).

Table 13: Overland Speed

Slots filled	Overland speed
less than 2/3	3d6 mi/watch
2/3 or more	2d6 mi/watch
all	1d6 mi/watch

One inventory slot can hold one of the following:

- 1 week of food
- 1 day of food & water
- 1 treasure (worth 2000sp)

Timekeeping

Watches are a period of 8 hours. There are three (3) watches in a day. In summer, two (2) of these watches are daylight, and one (1) is nighttime. This is reversed in the winter months.

During daylight watches, travelers can take one of the following actions as a group:

- Travel towards another area (make progress based on your travel speed)
- Hunt, fish, or forage for d3 rations of food or water (natural features permitting)
- Explore the current area to reveal landmarks
- Visit a discovered landmark within the current area

Travelers must consume enough food and water each day, or they become **deprived** and cannot regain HD.

Forced March

Travelers can conduct a forced march by foregoing making camp for the night, and traveling through the night instead. Travelers move a distance based on their overland speed as normal, however they are always surprised during encounters. Travelers will be **deprived** after a forced march for a number of nights equal to the number of forced marches they made.

Wilderness Events

Every watch of travel, roll a d6 on the event table below.

Table 14: Wilderness Event Rolls

d6	Event
1	Encounter Roll an encounter on the appropriate encounter table.
2	Clue Roll the next encounter on the appropriate encounter table and foreshadow it with a clue (sound, smell, or sight).
3	Weather Roll a d6: (1-3) weather gets worse by one step, (4-6) weather gets better by one step.
4	Free , no effect
5	Free , no effect
6	Free , no effect

Magic

Spellcasting

Casting Unless otherwise specified, spells take 1 action to cast. Spells can only be cast in armor if the character is proficient in its use.

Duration Unless otherwise specified, spell effects last for 10 minutes per spell level.

Counterspells A prepared spell may be expended to protect one (1) person per spell level from the effects of one (1) spell.

Spell Descriptions

Animate Dead

Animate a number of HD worth of undead equal to spell level. Roll d6 when spell ends: (1-3) undead become hostile, (4-5) undead collapse into dust, (6) undead serve the caster permanently.

Augury

Perform a divination to determine whether a given course of action will result in “weal” or “woe”. The caster may ask one question per level. DM rolls a d6 secretly: on a 4+, the answer is truthful. Sacrifice 1 HD in blood to guarantee a truthful answer.

Bless

Affected creatures gain +1 to attack rolls, saving throws, and morale checks. This can affect 1 target per spell level.

Charm

Hostile creatures become neutral, neutral become friendly, and friendly creatures become infatuated. Affects a number of HD worth of creatures equal to spell level.

Circle of Protection

Draw a circle on the ground with chalk, salt, or blood. Undead, fey, demons, or other unnatural creatures cannot cross the boundary. Protects one (1) creature per spell level.

Control Weather

Control the weather, causing clear skies, storms, winds, etc as desired. Effects last for 1 day per spell level.

Dominate

Release control of your own body and domineer that of a nearby creature. Subject saves to prevent.

Fireball

Make an attack with 1 HD per spell level against all targets in a small area (such as a melee or a room). HD are distributed equally amongst all defenders.

Fly

Fly at walking speed. Affects one (1) creature per level. Spell is reliable for 10 minutes per spell level, then has a chance to end on each subsequent turn on a roll of 5+ on a d6.

Haste

Targets automatically gain initiative for the duration of the next combat. Affects one (1) creature per spell level.

Heal Sickness

Heal all injuries, diseases, poisons, and curses currently affecting a creature. This spell automatically cures any mundane injury or ailment (such as wounds sustained in battle, or poison from nonmagical creatures), but merely grants an additional saving throw to those afflicted by magical ailments.

Hold Person

Paralyzes a number of HD worth of creatures equal to spell level. Subjects save to avoid.

Invisibility

Turn a number of creatures equal to your level invisible.

Knock

Open one stuck or locked door within arm's reach.

Lightning Bolt

Make an attack with 1 HD per spell level against a single target.

Scry

Requires a mirror, crystal ball, still water, or similarly reflective surface. Remotely see and hear events that are up to 10 miles away per spell level.

Sleep

Puts all within a small area (such as a melee, or a room) into a deep slumber. Subjects save to avoid.

Slow

Targets automatically lose initiative for the duration of the next combat. Affects one (1) creature per spell level.

Speak with Animals

Speak with animals for 10 minutes per spell level. Reaction rolls apply.

Speak with Dead

Ask 1d6 questions of the corpse of a deceased intelligent creature. Reaction rolls apply and negotiation may be required. Corpse may be dead for a period of time based on spell level...

Spell Level	Deceased for...
1st	10 minutes
2nd	1 day
3rd	1 week
4th	1 month
5th	1 year
6th	10 years
7th	100 years
8th	1000 years
9th	No limit

Third Eye

You can see all invisible, ethereal, and shapechanged creatures in their true form. You also see the auras of spells (both cast and prepared) and enchanted objects.

Tongues

You can comprehend all written and spoken languages.

Water Breathing

Can breathe under water for 10 minutes per spell level. Affects one (1) creature per spell level.

Wind Barrier

Buffeting winds prevent missile attacks from harming those within. Protects one (1) creature per spell level.

Wizard Lock

Locks one door, chest, window, or similar portal. Requires a *knock* spell or similar magic to open.

Domains

At 9th level, a character can begin ruling their own domain. This might take the form of a fortress or manor house and its accompanying village for a fighter, a secluded tower or hut for a mage, or a hideout or tavern for a thief.

Manor

Manors consist of the lord's keep (anything from a small fortified house, to an expansive castle, depending on the wealth of the lord) and the accompanying peasant population of the manor. The population density of a manor depends on the region in which the manor is located:

- Wilderness: d6-3 households per square mile
- Borderlands: d6 households per square mile
- Heartland: d6+3 households per square mile

The typical manor for a 9th level fighter is 2 to 3 square miles in size. If this is located in the borderlands, it will thus contain approximately 10 households.

Each household generates 1 sp in productive capacity every month. This consists mainly of food, cloth, and labor, rather than pure cash. The peasantry are typically taxed at 10%; higher taxation rates are possible but require a 2d6 roll to avoid an uprising. This is modified by the lord's **Charisma** bonus.

Table 16: Peasant Uprisings

Tax Rate	Uprising on...
10%	happy, no uprising
15%	10+
20%	9+
25%	8+
30%	7+

Peasants can provide one (1) levy (as light foot, 1HD, morale 6+) per household in times of war. Levy will serve for 6 weeks unpaid (though they must be supplied

with food, either by their lord or through forage); beyond that, they must be paid wages as mercenaries or they immediately disperse. Even if paid, make a morale roll each week to see if they return to their farms regardless.

Appendix

Monsters by HD

Monsters are able to see in complete darkness. When converting monsters from other publications, their saving throw and XP award should be based on the number of HD. A monster's saving throw is found by subtracting it's HD from 19 (for example, a 2 HD monster has a saving throw of 17).

Table 17: Monsters by HD

HD	Saving Throw	XP Awarded
<1	19+	10
1	18+	15
2	17+	30
3	16+	60
4	15+	120
5	14+	240
6	13+	400
7	12+	600
8	11+	800
9	10+	1100
10	9+	1400
11	8+	1700
12	7+	2000
13	6+	2300
14	5+	2600
15	4+	2900