

The D&D Player's handbook 3.5 is the basis for character creation. We'll be using some Feats, modified Combat, Saving Throws, and Spells. We will not be using Skills from the PHB. The following modifications apply as well...

Ability Score assignment:

Dice rolled with DM. Or see the file 'ability scores.txt'.

Races:

Race attribute modifiers:

Classes allowed

Human - none

All

Dwarf - +2 CON, +1 STR, -1 WIS, -2 CHA

Barbarian, Cleric (Odin), Fighter, Rogue, Samurai, Warlock

Elf - +2 DEX, +1 CHA, -1 STR, -2 CON

All but Barbarian & Samurai, Cleric only
Aphrodite, Obad-Hai, Pelor, or Loki

Half-Demon - +1 INT, -1 WIS

Cleric (Vaboeddiwi, Orcus), Fighter, Rogue, Sorcerer, Wizard, Warlock

Half-Elf - +1 WIS, -1 CON

All but Barbarian

Half-Orc - +2 STR, +1 CON, -3 INT, -3 CHA

Barbarian, Cleric (Vaboeddiwi, Orcus, Q'thulu, Loki), Fighter, Rogue, Shaman, Samurai, Warlock

Abaxhwalile - +2 CHA, +2 WIS, -4 CON

Fighter, Sorcerer, Warlock, Cleric (any non Lawful god), Rogue

Note on Half-Demons: Demons occasionally walk the earth in Hergeulzumeuhr in many different forms. Half-Demons are the offspring of a demon and human. Their only discerning attribute being completely black eyes. They can see in the dark up to 60'. They take -2 dmg / die vs fire damage. They also suffer from depression. If they roll a natural 1 to hit, they cannot attack the next round. They are not flat footed during this depression state. Half-Demons may be any alignment except LG, LN and NG.

Note on Elves: Elves are susceptible to Adamanite poisoning.

Note on Dwarves: Dwarves add +5 GP to starting money.

Note on Abaxhwalile: Pale skinned demon worshippers from the far southern hemisphere. They appear mostly human, with no facial hair, white hair and light grey skin. Eyes are light blue. They appear rarely in the northern hemisphere on trading ships. They often make secret pacts with demons, and are rarely trusted by more knowledgeable folk. No Lawful Alignments.

Allowed Classes:

Barbarian, Cleric, Fighter, Ranger, Rogue*, Sorcerer, Wizard (including specialists), Druid, Shaman, Warlock, Samurai

*Rogues, check this file section Rogue Skills

[http://www.dandwiki.com/wiki/Shaman_\(3.5e_Class\)](http://www.dandwiki.com/wiki/Shaman_(3.5e_Class))

[http://www.dandwiki.com/wiki/Warlock,_Variant_\(3.5e_Class\)](http://www.dandwiki.com/wiki/Warlock,_Variant_(3.5e_Class))

[http://www.dandwiki.com/wiki/Samurai_\(3.5e_Class\)](http://www.dandwiki.com/wiki/Samurai_(3.5e_Class))

Starting Gold:

1d4 Shaman

2d4 Druid

3d4 Sorcerer, Wizard & Warlock

4d4 Barbarian

5d4 Cleric & Rogue

6d4 Fighter, Ranger and Samurai

Gods, Cleric Domains and favored weapon: *zyrous / {lyrasmic} name*

Aphrodite {Krása}	CG	(Chaos, Luck, Good)	Shortbow
Odin {Vasara}	LG	(War, Protection, Strength)	Warhammer
Pelor {Egükia}	NG	(Good, Healing, Strength, Sun)	Mace
Obad-Hai {Kratnik}	N	(Plant, Animal, Fire, Earth, Air)	Quarterstaff
Vaboeddiwi {Smojākura}	LE	(Evil, Magic)	Longsword
Orcus {Kallo}	CE	(Death, Evil, Earth)	Bastard sword
Loki {Brann}	CN	(Chaos, Fire, Trickery)	Black waraxe
Q'thulu {Cefnør}	NE	(Evil, Water, Destruction)	Flail
Athena {Viedan}	LN	(Law, War, Knowledge)	Steel-tip Spear

Clerics may only be one step removed from god's alignment.

Weapon Styles: (*check files **weapons.xls** & **weaponstyles.xls** for further details*)

Weapons are separated into 7 styles. Slashing, Crushing, Stabbing, Cleaving, Piercing, Missile or Two Handed weapons.

Slashing = Swords, excluding shortwords.

Crushing = Maces, morningstars, hammers, flails and clubs

Stabbing = Spears

Cleaving = Axes

Piercing = Shortsword and daggers

Missile = Bows, crossbows and slings

Two Handed = any Two Handed

Class Weapon Style:

At 1st level, Fighters are proficient in any 3 weapon styles. Barbarians are proficient in either **two-handed**, **crushing** or **cleaving** (pick one). Rangers are proficient in **missile** and either **slashing**, **cleaving** or **stabbing**. Samurai are proficient in **slashing** and **missile**.

Thieves are proficient in **piercing** or **missile** weapons. An additional proficiency may be added at 5th level.

Clerics are proficient in **crushing** weapons, staffs and slings, (plus their god's favored weapon).

Mages, Sorcerers and Warlocks are proficient in staff, sling and any **piercing** weapon except shortwords or fangs.

Shamans get staff at 1st level, **piercing** at 4th level and **crushing** at 7th.

Druids weapons per class description.

Elves are always proficient with longwords, longbows and shortbows, in addition to class weapons.

Dwarves are always proficient with all **cleaving** weapons, in addition to class weapons.

Death:

A person may be raised from the dead only if the head is intact with the body. Also anyone raised with missing parts will have that part missing *permanently*. It is common among warring factions to take the heads of the most notable foes.

Rogue Skills:

Rogues have special skills no other class can use. Add your score to a d20 die roll to beat the DC of the attempt.

For Rogues check out the file 'rogue skills.xls'. here - <http://carrington.ez.lv/dnd>

At 1st level you get 20 points to add on, no skill gets more than 7. Every level afterwards gets 10 points, with no skill getting more than 5.

Initiative:

Initiative = dexterity score. All improved initiative feats and magic modifiers still apply.

Skills:

Skills are non combat abilities. There are 6 skills: Ride, Swim, Climb, Languages, Career and Terrain

Ride:

Ride checks are a Wisdom roll, +1 per level. Per PHB 3.5 skill

Swim:

Swim checks are a Constitution roll, +1 per level. Per PHB 3.5 skill

Climb (non thieves):

Non thief climb checks are a Strength roll -10, +1 per level.

Languages:

The number of languages spoken equals 1 + your intelligence modifier. To become literate in a language you must use one of your slots. Elves, Half-Orcs and Dwarves automatically speak their respective race language in addition. Half-Demons speak Abyssal in addition.

Languages: Common, Orc, Dwarf, Elf, Goblin, Sylvan, Abyssal, Draconic.

Restricted Languages: (contact DM) - D'tra, Nafir, Oorlog, Thief's Cant(only thieves), Druidic(only druids), Lyrasmic (dead human language, the language of sorcerers).

Career: Indicates a mundane background career path character was trained in growing up, (usually what the parent taught them). Examples: Sailor, Bricklayer, Farmer, Merchant. Choose one.

Terrain: Indicates the background terrain the character came from. Examples: Mountainous, Swamp, Forest, City, Rural. Dwarves' terrain is automatically mountains and elves' terrain is forests. Choose one.

Base		Human	Dwarf	Elf	Half-Elf	Half-Orc	Half-Demon	Abaxhwalile
1	Hide in Shadows			2	1		4	
2	Move Silently		-1	4	2			1
12	Climb Walls	1		-2		3		-2
3	Detect Noise		1	1				
3	Pick Pockets	2		1		-1		
3	Tumble			5				
2	Open Lock		2					
1	Find/Remove Traps		8					1
-2	Forgery	2			1			
0	Appraise		4					1
-2	Withdraw	2			1			
-8	Envenom					1	3	
-6	Headshot ***					2		

	Dex	Int	Str	Wis	Cha	Level Req'd
Hide in Shadows	x					1
Move Silently	x					1
Climb Walls			x			1
Detect Noise				x		1
Pick Pockets					x	1
Tumble	x					1
Open Lock		x				3
Find/Remove Traps		x				3
Forgery		x				3
Appraise		x				5
Withdraw	x					5
Envenom		x				7
Headshot ***	x					9

x, each +/- 1 ability modifier = 2 point adjustment

*** -2 per level difference if above yours

Withdraw (get out of combat situations with amazing skill)

Headshot (daze 1 round, daze is if your opponent initiative is after yours, they get no attack and are flat footed)

Weapon Styles per class

	Slashing	Crushing	Stabbing	Cleaving	Piercing	Missile	Two Handed	Notes
Barbarian								Choose one proficiency at 1st, one at 7th and one at 15th
Cleric		1st						Plus your god's favored weapon
Fighter								Choose three proficiencies at 1st, one at 7th and one at 15th
Ranger						1st		Missile at 1st + one, one at 7th and one at 15th
Rogue								Choose one proficiency at 1st and one at 5th
Sorcerer, Wizard & Warlock					1st*			*No shortwords or fangs. Also can use staff and sling
Shaman		7th			4th			Staff at 1st level
Samurai	1st		15th			1st	7th	Katana can be used 2 handed by Samurai at 1st level
Druid								Weapons per class description

grey = not available

Slashing weapons

	Weight (#)	Min Str	Cost (gp)	To hit mod	AC Mod	DMG	Initiative Mod.	Range Increment
Sword of Kallo	9	19	600			d10 +1	-5	
Broad scimitar	8	17	125	1		d8 +2	-1	
Falchion	7	16	20			d8 +2	-1	
Jagged-edged scimitar	4	15	20			d8 +1		
Engraved broadsword	4	14	550		1	d8	1	
Broadsword	4	14	20		1	d8		
Serrated scimitar	4	15	20			d8 +2	-1	
Bastard sword	5	16	25			d10 +1	-3	
Lyramic blade	4	15	300	1		d8 +1	-1	
Wightblade	4	15	400	1		d8 +1	-1	
Longsword	4	15	15	1		d8 +1	-1	
Katana	4	14	60	1		d8	2	
Scimitar	4	13	15	1		d8		
Backsword	4	12	10			d8		
Wakizashi	3	11	30	1		d6	3	
Sabre	3	11	10	1		d6	2	
Dirk	2		3			d4	3	
Dark broadsword	3	13	365		2	d6	1	
Sharp talon (claw)	1	11	25			d6		
Cutlass	3	12	7			d6	1	
Broad-bladed knife	1		10 sp			d4	1	
Sickle	2		10 sp			d4		

Cleaving weapons

Dwarves +1 to hit with all axes

	Weight	Min Str	Cost (gp)	To hit mod	AC Mod	DMG	Initiative Mod.	Range Increment
Mighty dwarven axe	12	19	540			d12	-1	
Blackened dwarven axe	10	18	450			d10 +1	-1	
Brutal cleaver	8	16	200			d10	-2	
Oorlog axe	9	17	95	1		d8	-1	
Battle axe	8	16	30	1		d8	-1	
Black waraxe	5	13	125			d8		
Woodsman axe	6	14	3			d6 +1		
Handaxe *	5		5			d6	1	10
Hatchet *	4		15 sp			d5	1	10
Butcher's cleaver	1		15 sp			d4	2	

*can be thrown

Crushing weapons

	Weight	Min Str	Cost (gp)	To hit mod	AC Mod	DMG	Initiative Mod.	Range Increment
Ornate warhammer	10	18	750	1		d12	-2	
Heavy morningstar	10	18	30	1	-1	d10 +1	-1	
Mace of Pelor	9	17	950	1		d10	1	
Flail of Cefnør	10	18	1200		2	d10	-2	
Engraved warhammer	10	18	310	1		d10 +1	-2	
Large warhammer	7	15	25			d8 +1	-1	
Huge spiked club	14	21	5			d8	-1	
Stone club	15	22	0			d8 +1	-1	
Morningstar	6	15	15			d8		
Flail	5	13	11			d8		
Warhammer	5	12	10			d8		
Spiked war club	5	14	15 sp			d8		
Gnarled wooden club	12	19	9 sp			d8		
Steel-shafted mattock	10	18	110	1		d10	-3	
Iron-shod mace	7	15	25	1		d8		
Cruelly-spiked mace	6	14	19			d8		
Mace	6	14	10			d8		
Very heavy branch	13	20	0	1		d8	-2	
Maul	4	11	5			d6		
Wooden club	4	13	9 sp			d6		
Cudgel	3		4 sp			d5		
Hammer	1		1 sp		-1	d4		
Pick	1		3			d5		

Piercing weapons

	Weight	Min Str	Cost (gp)	To hit mod	AC Mod	DMG	Initiative Mod.	Range Increment
Black runed dagger *	1		1000			d6 +2		10
Nasty orcish fang	3		15			d6 +1		
Slender dagger *	1		65	1		d6		10
Barbed fang	4	11	20	1		d6		
Double edged eket	4	11	15		1	d6		
Sharp thorn	1		10			d6	1	
Shiny dagger *	1		25			d6		10
Sacrificial knife	1		45			d6		
Shortsword	2		5			d6		
Brown thorn	1		4			d6		
Ceremonial dagger *	1		35		1	d6		10
Rapier	1		4			d6		
Horn	5	12	1			d6		
Long, wicked knife *	1		10	1		d5		10
Stiletto *	1		1			d4		10
Dagger *	1		2			d4		10
Gem-inlaid knife *	1		165			d3		10
Butcher knife *	1		1			d3		10
Hunting knife *	1		15 sp			d3		10

*can be thrown

Stabbing weapons

	Weight	Min Str	Cost (gp)	To hit mod	AC Mod	DMG	Initiative Mod.	Range Increment
Steel-shafted spear *	7	14	15	1		d8 +1		15
Giant spear	9	18	5	1		d8 +2	-2	
Steel-tipped spear *	6	13	50	2		d8		15
Elven hunting spear *	4	12	20	1		d8		40
Pike	8	14	10	2		d8	-1	
D'Tra Broad spear *	7	14	75	1	1	d8		15
Short spear *	4		15 sp			d8		15
Twisted spear *	3		3	1		d6 +1	1	10
Longspear *	4		1	1		d8		25
Pitchfork	3		13 sp	1	-1	d6		

*can be thrown

Two handed weapons

	Weight	Min Str	Cost (gp)	To hit mod	AC Mod	DMG	Initiative Mod.	Range Increment
Great warsword	13	18	530	1		2d10	-6	
War mattock	13	18	155	1	-1	d8 + d10	-6	
Heavy warhammer	13	18	50		-1	2d8	-4	
Halberd	10	17	20			d8 + d6	-4	
Two-handed sword	10	17	45	1		d8 + d6	-4	
Steel-shafted mattock	10	16	110	1	-1	d8 + d6	-3	
Two-handed axe *	12	18	25		-1	d8 + d6	-6	10
Poleaxe	12	18	13			d8 + d6	-5	
Bastard sword	5	12	14	1		d12 +1	-3	
Very large wooden club	17	21	1		-1	d8 + d6	-6	
Tetsubo	11	16	50	1		d12	-4	
Two-handed Flail	10	17	20			d12	-6	
Very large knotted branch	19	22	20		-1	d12	-6	
Nodachi	8	11	10			d10	-2	
Katana	4	14	60	1		d10	2	
Quarterstaff	6		2		1	d8		
Shovel	4		1		-1	d6		

*can be thrown

Missiles

	Weight	Min Str	Cost (gp)	To hit mod	AC Mod	DMG	Initiative Mod.	Range Increment
Yew longbow	4	17	28	2		d8		110
Longbow	3	11	10	1		d8		100
Crossbow	15	13	25	2		d10	-2	120
Light crossbow	7		10	1		d8		80
Black horn shortbow	2		55			d6 +1	2	90
Orcish shortbow	3	14	4			d6 +1	1	50
Shortbow	2		5			d6	2	60
Sling	1		1 sp			d4	3	50
Dart	1		4 sp			d4	4	20

Ammo

	Weight	Min Str	Cost (gp)	To hit mod	AC Mod	DMG	Initiative Mod.	Range Increment
Metal-cased bolt		3 gp per 10						
Quarrel bolt		1 gp per 10						
War arrow		4 gp per 20		1				
Ash arrow		3 gp per 20		1				
Silver-tipped arrow		2 gp per 20						
An arrow		1 gp per 20						
Slingstone		1 sp per 10						
Round stone								

Addendum

"Light" weapons are 3 #s or less (for dual wield)

Slashing weapons	
	Other
Sword of Kallo	ce, ne, n or cn only
Broad scimitar	
Falchion	
Jagged-edged scimitar	
Engraved broadsword	
Broadsword	
Serrated scimitar	
Bastard sword	
Lyramic blade	vs orcs +1 dmg
Wightblade	vs elves +1 dmg
Longsword	
Katana	Samurai only if used 2 handed, d10 damage, still counts as slashing
Scimitar	
Backsword	
Wakizashi	Nafirian
Sabre	
Dirk	vs metal armor -2 dmg
Dark broadsword	vs humans +1 dmg, neutral or evil only
Sharp talon (claw)	
Cutlass	
Broad-bladed knife	
Sickle	

Cleaving weapons	
	Other
Mighty dwarven axe	vs wood +5 dmg, vs giants +2 dmg
Blackened dwarven axe	vs wood +4 dmg, vs dwarves +2 dmg
Brutal cleaver	requires whetting after every melee otherwise -1 dmg
Oorlog axe	vs wood +3 dmg, vs trolls +1 dmg
Battle axe	vs wood +3 dmg
Black waraxe	vs wood +3 dmg, vs lawful +1 dmg
Woodsman axe	vs wood +3 dmg
Handaxe *	vs wood +2 dmg
Hatchet *	vs wood +1 dmg
Butcher's cleaver	

*can be thrown

Crushing weapons	
	Other
Ornate warhammer	vs metal armor +4 dmg
Heavy morningstar	vs metal armor +3 dmg
Mace of Pelor	vs metal armor +2 dmg
Flail of Cefnør	disarm +1, neutral or evil only
Engraved warhammer	vs metal armor +3 dmg
Large warhammer	vs metal armor +2 dmg
Huge spiked club	
Stone club	vs metal armor +2 dmg
Morningstar	vs metal armor +2 dmg
Flail	disarm +1
Warhammer	vs metal armor +2 dmg
Spiked war club	
Gnarled wooden club	
Steel-shafted mattock	vs metal armor +3 dmg
Iron-shod mace	vs metal armor +2 dmg
Cruelly-spiked mace	vs metal armor +2 dmg
Mace	vs metal armor +1 dmg
Very heavy branch	
Maul	
Wooden club	
Cudgel	
Hammer	
Pick	

Piercing weapons	
	Other
Black runed dagger *	rogue sneak attack add +2 dmg per die
Nasty orcish fang	rogue sneak attack add +1 dmg per die; requires whetting after every melee otherwise -1 dmg
Slender dagger *	
Barbed fang	
Double edged eket	
Sharp thorn	vs metal armor -2 dmg
Shiny dagger *	no rust
Sacrificial knife	vs undead +1 dmg
Shortsword	
Brown thorn	vs metal armor -2 dmg
Ceremonial dagger *	
Rapier	
Horn	vs metal armor -2 dmg
Long, wicked knife *	vs human +2 dmg
Stiletto *	vs metal armor +1 dmg
Dagger *	
Gem-inlaid knife *	
Butcher knife *	
Hunting knife *	
*can be thrown	

Stabbing weapons	
	Other
Steel-shafted spear *	vs mounted +2 dmg
Giant spear	vs mounted +2 dmg
Steel-tipped spear *	vs mounted +2 dmg
Elven hunting spear *	vs mounted +2 dmg
Pike	vs mounted +2 dmg
D'Tra Broad spear *	vs mounted +2 dmg
Short spear *	
Twisted spear *	vs mounted +2 dmg
Longspear *	vs mounted +2 dmg
Pitchfork	vs mounted +1 dmg
*can be thrown	

Two handed weapons	
	Other
Great warsword	
War mattock	vs metal armor +7 dmg
Heavy warhammer	vs metal armor +6 dmg
Halberd	vs mounted +3 dmg
Two-handed sword	
Steel-shafted mattock	vs metal armor +5 dmg
Two-handed axe *	vs wood +5 dmg, dwarf +1 to hit
Poleaxe	vs wood +2 dmg
Bastard sword	
Very large wooden club	
Tetsubo	Nafirian
Two-handed Flail	disarm +2
Very large knotted branch	
Nodachi	Nafirian
Katana	Nafirian
Quarterstaff	
Shovel	

*can be thrown

Two handed weapons	
Yew longbow	
Longbow	
Crossbow	
Light crossbow	
Black horn shortbow	
Orcish shortbow	
Shortbow	
Sling	
Dart	

Other

vs metal armor +1 dmg

Metal-cased bolt	
Quarrel bolt	
War arrow	
Ash arrow	
Silver-tipped arrow	
An arrow	
Slingstone	
Round stone	

Other

vs metal armor +2 to hit

dmg +1

Material	Armor bonus	Cost	Max Dex Bonus	Spell Failure Chance	Weight
Padded	1	5	8	5%	10 lb.
Leather / Hide	2	10	6	10%	15 lb.
Studded Leather	3	25	5	15%	20 lb.
Scale	4	150	4	25%	30 lb.
Chain	5	200	3	30%	35 lb.
Banded	6	250	2	35%	40 lb.
Plate	7	1500	1	40%	50 lb.
Mithril Chain	7	25000	5	20%	10 lb.
Mithril Plate	8	100000	3	30%	35 lb.
Adamanite Chain *	8	125000	4	30%	30 lb.
Adamanite Plate *	9	350000	2	40%	40 lb.

* Cannot be worn by elves

Nafirian Armor

Material	Armor bonus	Cost	Max Dex Bonus	Spell Failure Chance	Weight
Haramaki	1	3		0%	1 lb.
Silken ceremonial armor	1	60		0%	4 lbs.
Lamellar cuirass	2	30	4	5%	8 lbs.
Lamellar, leather	4	120	3	20%	25 lbs.
Do-maru	5	400	4	25%	30 lbs.
Kikko armor	5	250	4	20%	25 lbs.
Lamellar, horn	5	300	3	25%	30 lbs.
Four-mirror armor	6	500	2	30%	45 lbs.
Lamellar, steel	6	600	3	25%	35 lbs.
Mountain pattern armor	6	700	3	30%	40 lbs.
Kusari gusoku	7	900	1	35%	45 lbs.
Lamellar, iron	7	800	0	40%	50 lbs.
Tatami-do	7	4,000	3	35%	45 lbs.
O-yoroi	8	7,000	2	35%	45 lbs.
Stone coat	8	1000	0	40%	45 lbs.

	Weight	Cost (gp)	AC Bonus	Notes
Large tower shield	45	30	4	
Bejewelled shield - Moon and stars	30	170	3	
Smelly piece of worm hide	30	300	3	Immune to acid
Metal wall shield	38	20	3	
Large wooden wall shield	40	15	3	
Gilted rounded shield - Horse and sun	26	295	3	
Large metal full shield	32	17	2	
Shield of Krása	15	200	2	Leadership in battle +2
Shield of Nifar - Lotus flower	21	47	2	
Shield of Oorlog - 2 wolves	24	45	2	
Wooden wall shield	34	13	2	
Dark shield - Comet	6	7	2	Evil only
Full metal shield	28	15	1	
Large wooden full shield	24	11	1	
Full wooden shield	16	10	1	
Zyrousian Shrew shield	17	75	1	Will saves +1
Large metal shield	15	9	1	
Spiked shield	11	9	1	
Shield of crossed scimitars	8	50	1	Initiative +1
Black metal shield	8	8	1	
Metal shield	7	7	1	
Small metal shield	5	5	1	
Large wooden shield	6	5	1	If hit with a natural 20 thrice, destroyed
Wooden shield	4	3	1	If hit with a natural 20 twice, destroyed
Small wooden shield	4	2	1	If hit with a natural 20, destroyed

Object	Weight	Cost (gp)	Melee To Hit mod	AC Mod	Initiative Mod	Other
Fine grey cloak	7	750				Regenerate +1 hp / 3 hours
Black hooded cloak	10	650				Will save +1, thief hide/sneak +2
Black and silver surcoat	10	2550		2		Will and Fort save +1 (wear over armor)
Embroidered surcoat	10	3450		3		(wear over armor)
Black warg fur	20	400	3		-2	
Cave-bear fur	65	250	3		-3	
Sacred cloak	2	200		1		Good only, Will save +1, vs Undead +1 to hit
Viedan cloak	4	500		1		Human +1 int
Mottled cloak	10	3160		3		Evil only
Russet cloak	3	2160		2		Combat - Move +1
Fine lion pelt	4	120	2			Fort save vs cold +1
Black cape	4	100		2		Will save +1
Buttoned cassock	6	100		2		Fort save vs cold +1, cannot be worn over armor
Forest green cloak	5	75		1		Travel +50% miles / day on foot
Narthyrosian cloak	7	60			1	50% hide in forest
Wolverine fur	20	30	1			
Rat fur	10	12				Fort save +1
Fox fur	10	12				Reflex save +1