

Handy Reference Tables

TABLE 1-12: WIZARD

Level	Attack	Crit Die/ Table	Action Dice	Known Spells	Max Spell Level	Ref	Fort	Will
1	+0	1d6/I	1d20	4	1	+1	+0	+1
2	+1	1d6/I	1d20	5	1	+1	+0	+1
3	+1	1d8/I	1d20	6	2	+1	+1	+2
4	+1	1d8/I	1d20	7	2	+2	+1	+2
5	+2	1d10/I	1d20+1d14	8	3	+2	+1	+3
6	+2	1d10/I	1d20+1d16	9	3	+2	+2	+4
7	+3	1d12/I	1d20+1d20	10	4	+3	+2	+4
8	+3	1d12/I	1d20+1d20	12	4	+3	+2	+5
9	+4	1d14/I	1d20+1d20	14	5	+3	+3	+5
10	+4	1d14/I	1d20+1d20+1d14	16	5	+4	+3	+6

TABLE 1-16: ELF

Level	Attack	Crit Die/ Table	Action Dice	Known Spells*	Max Spell Level	Ref	Fort	Will
1	+1	1d6/II	1d20	3	1	+1	+1	+1
2	+1	1d8/II	1d20	4	1	+1	+1	+1
3	+2	1d8/II	1d20	5	2	+1	+1	+2
4	+2	1d10/II	1d20	6	2	+2	+2	+2
5	+3	1d10/II	1d20+1d14	7	3	+2	+2	+3
6	+3	1d12/II	1d20+1d16	8	3	+2	+2	+4
7	+4	1d12/II	1d20+1d20	9	4	+3	+3	+4
8	+4	1d14/II	1d20+1d20	10	4	+3	+3	+5
9	+5	1d14/II	1d20+1d20	12	5	+3	+3	+5
10	+5	1d16/II	1d20+1d20+1d14	14	5	+4	+4	+6

* Plus *patron bond* and *invoke patron*.

TABLE 1-7: THIEF

Level	Attack	Crit Die/Table	Action Dice	Luck Die	Ref	Fort	Will
1	+0	1d10/II	1d20	d3	+1	+1	+0
2	+1	1d12/II	1d20	d4	+1	+1	+0
3	+2	1d14/II	1d20	d5	+2	+1	+1
4	+2	1d16/II	1d20	d6	+2	+2	+1
5	+3	1d20/II	1d20	d7	+3	+2	+1
6	+4	1d24/II	1d20+1d14	d8	+4	+2	+2
7	+5	1d30/II	1d20+1d16	d10	+4	+3	+2
8	+5	1d30+2/II	1d20+1d20	d12	+5	+3	+2
9	+6	1d30+4/II	1d20+1d20	d14	+5	+3	+3
10	+7	1d30+6/II	1d20+1d20	d16	+6	+4	+3



TABLE 1-10: WARRIOR

Level	Attack (Deed Die)	Crit Die/Table	Threat Range	Action Dice	Ref	Fort	Will
1	+d3*	1d12/III	19-20	1d20	+1	+1	+0
2	+d4*	1d14/III	19-20	1d20	+1	+1	+0
3	+d5*	1d16/IV	19-20	1d20	+1	+2	+1
4	+d6*	1d20/IV	19-20	1d20	+2	+2	+1
5	+d7*	1d24/V	18-20	1d20+1d14	+2	+3	+1
6	+d8*	1d30/V	18-20	1d20+1d16	+2	+4	+2
7	+d10+1*	1d30/V	18-20	1d20+1d20	+3	+4	+2
8	+d10+2*	2d20/V	18-20	1d20+1d20	+3	+5	+2
9	+d10+3*	2d20/V	17-20	1d20+1d20	+3	+5	+3
10	+d10+4*	2d20/V	17-20	1d20+1d20+1d14	+4	+6	+3

* A warrior's attack modifier is rolled anew, according to the appropriate die, with each attack. The result modifies both attack and damage rolls. At higher levels, the warrior adds both a die and a fixed value.

TABLE 1-14: DWARF

Level	Attack (Deed Die)	Crit Die/Table	Action Dice**	Ref	Fort	Will
1	+d3*	1d10/III	1d20	+1	+1	+1
2	+d4*	1d12/III	1d20	+1	+1	+1
3	+d5*	1d14/III	1d20	+1	+2	+1
4	+d6*	1d16/IV	1d20	+2	+2	+2
5	+d7*	1d20/IV	1d20+1d14	+2	+3	+2
6	+d8*	1d24/V	1d20+1d16	+2	+4	+2
7	+d10+1*	1d30/V	1d20+1d20	+3	+4	+3
8	+d10+2*	1d30/V	1d20+1d20	+3	+5	+3
9	+d10+3*	2d20/V	1d20+1d20	+3	+5	+3
10	+d10+4*	2d20/V	1d20+1d20+1d14	+4	+6	+4

* A dwarf's attack modifier is rolled anew, according to the appropriate die, with each attack. The result modifies both attack and damage rolls. At higher levels, the dwarf adds both a die and a fixed value.

** In addition to this basic action die, the dwarf receives a shield bash using a d14 action die.

TABLE 1-18: HALFLING

Level	Attack	Crit Die/Table	Action Dice*	Ref	Fort	Will	Sneak & Hide
1	+1	1d8/III	1d20	+1	+1	+1	+3
2	+2	1d8/III	1d20	+1	+1	+1	+5
3	+2	1d10/III	1d20	+2	+1	+2	+7
4	+3	1d10/III	1d20	+2	+2	+2	+8
5	+4	1d12/III	1d20	+3	+2	+3	+9
6	+5	1d12/III	1d20+1d14	+4	+2	+4	+11
7	+5	1d14/III	1d20+1d16	+4	+3	+4	+12
8	+6	1d14/III	1d20+1d20	+5	+3	+5	+13
9	+7	1d16/III	1d20+1d20	+5	+3	+5	+14
10	+8	1d16/III	1d20+1d20	+6	+4	+6	+15

* Applies to attacks with one weapon. A halfling fighting with two weapons follows special rules, as outlined in the halfling class description.

TABLE 7-8: DIVINE AID CHECK DCs

DC 10: Very simple cantrips: light a candle, levitate a pebble, vanish a feather, sound a tweet.

DC 12: Minor mechanical effects (lift a latch), visual effects (lantern-like lights at a distance), or auditory effects (sound of footsteps); bless a course of action (+1 to +2 modifier to some roll for short duration); simple persuasions (induce suspicious or friendly tendencies in a single human).

DC 14: More complex physical or sensory effects (unlock a normal door or untie a rope; cause a mirror image to appear); stronger blessings (+4 to some action or affect more people); simple summoning (physical objects such as a weapon).

DC 16: Incredible physical acts (leap a gaping chasm, lift a boulder); impressive persuasion (amplify a voice to motivate an army); summon living aid (send divine warriors to aid a charge); smite an enemy (Will save or enemy suffers significant damage or ability score loss).

DC 18: Acts of clear divine intervention: affect the weather (draw down a lightning strike, dismiss storm clouds, summon a cyclone); superhuman feats of strength (topple a pyramid, smash a giant statue into a thousand pieces); incredible magical displays (control a swirling column of fire, split into a hundred mirror images).

DC 20: And so on. Higher-level acts are at the discretion of the judge.

CLERIC'S LAY ON HANDS ABILITY

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	2 dice	1 die	1 die
14-19	3 dice	2 dice	1 die
20-21	4 dice	3 dice	2 dice
22+	5 dice	4 dice	3 dice

• Broken limbs: 1 die	• Organ damage: 2 dice
• Disease: 2 dice	• Paralysis: 3 dice
• Poison: 3 dice	• Blindness or deafness: 4 dice

TABLE 4-4: TURN UNHOLY RESULT BY HD

Check	Turn Range	Holy Smite	1 HD	2 HD	3-4 HD	5-6 HD	7-8 HD	9-10 HD	11-12 HD
1-11	-	-	NE	NE	NE	NE	NE	NE	NE
12-13	30'	-	T1	NE	NE	NE	NE	NE	NE
14-17	30'	-	T1d3+CL	NE	NE	NE	NE	NE	NE
18-19	30'	-	T1d4+CL	T1	NE	NE	NE	NE	NE
20-23	60'	-	T1d6+CL	T1d3+CL	T1	NE	NE	NE	NE
24-27	60'	Beam, 60', 1d3 dmg	T1d8+CL, D1d4 (no save)	T1d4+CL	T1d3+CL	T1	NE	NE	NE
28-29	60'	Cone, 30', 1d4 dmg	T2d6+CL, D1d4 (no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE	NE
30-31	120'	Cone, 60', 1d5 dmg	K1d8+CL (no save)	T1d8+CL, D1d4 (no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE
32+	240'	Cone, 120', 1d6 dmg	K2d6+CL (no save)	T2d6+CL, D1d4 (no save)	T1d8+CL, D1d4	T1d6+CL	T1d4+CL	T1d3+CL	T1

TABLE 1-5: CLERIC

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Spells Known by Level				
							1	2	3	4	5
1	+0	1d8/III	1d20	+0	+1	+1	4	-	-	-	-
2	+1	1d8/III	1d20	+0	+1	+1	5	-	-	-	-
3	+2	1d10/III	1d20	+1	+1	+2	5	3	-	-	-
4	+2	1d10/III	1d20	+1	+2	+2	6	4	-	-	-
5	+3	1d12/III	1d20	+1	+2	+3	6	5	2	-	-
6	+4	1d12/III	1d20+1d14	+2	+2	+4	7	5	3	-	-
7	+5	1d14/III	1d20+1d16	+2	+3	+4	7	6	4	1	-
8	+5	1d14/III	1d20+1d20	+2	+3	+5	8	6	5	2	-
9	+6	1d16/III	1d20+1d20	+3	+3	+5	8	7	5	3	1
10	+7	1d16/III	1d20+1d20	+3	+4	+6	9	7	6	4	2



TABLE 5-7: DISAPPROVAL

Roll	Disapproval
1	The cleric must atone for their sins. They must do nothing but utter chants and intonations for the next 10 minutes, starting as soon as they are able (i.e., if they are in combat, they can wait until the danger is over).
2	The cleric must pray for forgiveness immediately. They must spend at least one hour in prayer, beginning as soon as they are able (i.e., if they are in combat, they can wait until the danger is over). Failure to finish the full hour of prayers within the next 120 minutes is looked upon unfavorably; they incur a -1 penalty to all spell checks until they complete the full hour.
3	The cleric must increase their god's power by recruiting a new follower. If they do not convert one new follower to their deity's worship by the next sunrise, they take a -1 penalty to all checks on the following day. This penalty resets after 24 hours.
4	The cleric immediately incurs an additional -1 penalty to all spell checks that lasts until the next day.
5	The cleric must undergo the test of humility. For the remainder of the day, they must defer to all other characters and creatures as if they were their superiors. Failure (at the discretion of the judge) means they immediately loses all spellcasting ability (including healing and laying on hands) for the remainder of the day.
6	The cleric incurs an immediate -1 penalty to all attempts to lay on hands until they go on a quest to heal the crippled. This quest is of their own design, but generally speaking must result in significant aid to the crippled, blind, lamed, sickly, etc. Once the quest is completed, the deity revokes the penalty. While the penalty remains, it applies to all attempts to lay on hands, even if the "normal" disapproval range has been reduced back to a natural 1.
7	The cleric must endure a test of faith. They gain an illness that costs them 1 point <i>each</i> of Strength, Agility, and Stamina. The ability score loss heals at the normal rate of 1 point per day. The cleric may not use magic to heal the loss. If the cleric endures the test to the satisfaction of the deity, they retain their magical abilities. If not (judge's discretion), their disapproval range immediately increases by another point.
8	The cleric immediately incurs a -4 penalty to spell checks on the specific spell that resulted in disapproval (including laying on hands and turning unholy, if those were the acts that produced disapproval). This lasts until the next day.
9	The cleric immediately incurs an additional -2 penalty to all spell checks that lasts until the next day.
10	The cleric loses access to one randomly determined level 1 spell. This spell cannot be cast until the next day.
11	The cleric is ordered by their deity to meditate on their faith and come to a better understanding of what they have done to earn disapproval. The cleric incurs an immediate and permanent -2 penalty to all spell checks. The only way to lift this penalty is for the cleric to meditate. For every full day of meditation, the cleric can make a DC 15 Will save. Success means the spell check penalties are removed.
12	The cleric is temporarily disowned by their deity. For the rest of the day, the character cannot accumulate XP and may not gain class levels as a cleric. After the time period expires, the character begins to accumulate XP again as normal but does not accrue "back pay" (so to speak) for XP missed while they were disowned.
13	The cleric loses access to two randomly determined level 1 spells. These spells cannot be cast until the next day.
14	The cleric's deity wishes to test whether the cleric is a person of the faith or a person of the flesh. Calculate the cleric's total net worth in gold pieces. The cleric immediately incurs a <i>permanent</i> -4 penalty to all spell checks. The <i>only</i> way to remove this penalty is for the cleric to sacrifice their material possessions. For every 10% of their net worth sacrificed to the deity, one point of penalty is removed. Or, in other words, sacrificing 40% of what they own will return the cleric to a normal spell check penalty. A sacrifice can be destruction, consecration, donation, transformation into a temple or statue, etc.
15	The deity is not forgiving on this day. When the cleric rests for the night, they do not "reset" their disapproval range at the next morning – it carries over from this day to the next. The disapproval range resets as normal on the following day.
16	Cleric is temporarily barred from using their lay on hands ability. The deity will not grant healing powers for the next 1d4 days. After that time, the cleric regains the use of their healing abilities.
17	The cleric loses access to 1d4+1 spells, randomly determined from all the character knows. These spells cannot be cast for the next 24 hours.
18	Cleric is temporarily unable to turn unholy creatures. The cleric regains the ability after 1d4 days.
19	The cleric is stained with the mark of the unfaithful. This physical mark appears like a brand, tattoo, or birthmark, with the symbol determined by the cleric's faith. The symbol is automatically visible to all worshippers of the cleric's faith, even through clothing, but may be invisible to others. To all who see and comment on the mark, the cleric must explain their sin and describe what they are doing as penance. If they continue to sustain their faith for a week while retaining the mark, it disappears.
20+	The cleric's ability to lay on hands is restricted. The ability works only once per day per creature healed – no single character can be healed more than once per day. After 24 hours, the ability's use reverts to normal.

TABLE 1-1: ABILITY SCORE MODIFIERS

Ability Score	Modifier	Wizard Spells Known	Max Spell Level**
3	-3	-----No spellcasting possible-----	
4	-2	-2 spells*	1
5	-2	-2 spells*	1
6	-1	-1 spell*	1
7	-1	-1 spell*	1
8	-1	No adjustment	2
9	None	No adjustment	2
10	None	No adjustment	3
11	None	No adjustment	3
12	None	No adjustment	4
13	+1	No adjustment	4
14	+1	+1 spell	4
15	+1	+1 spell	5
16	+2	+1 spell	5
17	+2	+2 spells	5
18	+3	+2 spells	5

* Minimum of 1 spell.

** Based on Intelligence for wizards and Personality for clerics.

TABLE 1-4: XP LEVEL THRESHOLDS

Zero-level characters start at 0 XP. The indicated level of XP is necessary to achieve each new level. For example, a 0-level character becomes a 1st-level warrior when they reach 10 XP, a 2nd-level warrior when they reach 50 XP, a 3rd-level warrior when they reach 110 XP, and so on.

Level	XP Required
0	0
1	10
2	50
3	110
4	190
5	290
6	410
7	550
8	710
9	890
10	1090

**DIFFICULTY LEVELS**

DC 5 tasks are child's play. These minor challenges aren't rolled unless there is a consequence for failure. Example: walking on a four-foot-wide castle wall requires no check, but walking a four-foot-wide bridge across a yawning chasm does, as there is a significant consequence to failure for this easy task.

DC 10 tasks are a man's deed. The weak and unskilled could not likely achieve these tasks. Example: kicking down a door, scaling a stone wall, or hearing the approach of a cautious footpad.

DC 15 tasks are feats of derring-do. It takes someone special to accomplish them. Examples: leaping the gap between two city roofs, hurling a log at an oncoming bear, or grabbing a pouch lashed to the saddle of a galloping stallion.

DC 20 tasks are a hero's work. Only the most super-human characters attempt and succeed at these tasks.

TABLE 3-4: EQUIPMENT

Item	Cost
Backpack	2 gp
Candle	1 cp
Chain, 10'	30 gp
Chalk, 1 piece	1 cp
Chest, empty	2 gp
Crowbar	2 gp
Flask, empty	3 cp
Flint & steel	15 cp
Grappling hook	1 gp
Hammer, small	5 sp
Holy symbol	25 gp
Holy water, 1 vial**	25 gp
Iron spikes, each	1 sp
Lantern	10 gp
Mirror, hand-sized	10 gp
Oil, 1 flask***	2 sp
Pole, 10-foot	15 cp
Rations, per day	5 cp
Rope, 50'	25 cp
Sack, large	12 cp
Sack, small	8 cp
Thieves' tools	25 gp
Torch, each	1 cp
Waterskin	5 sp

** A half-pint vial of holy water inflicts 1d4 damage to any un-dead creature, as well as to some demons and devils.

*** When ignited and thrown, oil causes 1d6 damage plus fire (DC 10 save vs. Reflex to put out or suffer additional 1d6 damage each round). One flask of oil burns for 6 hours in a lantern.

TABLE 3-5: MOUNTS AND RELATED GEAR

Item	Cost
Barding	x4*
Bridle and bit	2 gp
Donkey or mule	8 gp
Feed (per day)	5 cp
Horse, regular	75 gp
Horse, warhorse	200 gp
Pony	30 gp
Saddle, pack	15 gp
Saddle, riding	30 gp
Saddlebags	2 gp
Stabling (per day)	5 sp

* Relative to normal man-sized armor of this type.

Recovering the body: If the body of a dead ally can be recovered, there is a chance the ally may not be truly killed. They may have been knocked unconscious or simply stunned. If a character reaches a dead ally's body within one hour, the dead character may make a Luck check when their body is rolled over. On a successful check, the dead character was badly injured but is not permanently killed, and the ally is able to keep them alive. The "dead" character was simply knocked out, stunned, or otherwise incapacitated. Once an ally shakes the downed character awake, they recover 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).

TABLE 4-2: FUMBLES

Roll	Result
0	You miss wildly but miraculously cause no other damage.
1	Your incompetent blow makes you the laughingstock of the party but otherwise causes no damage.
2	You trip but may recover with a DC 10 Ref save; otherwise, you must spend the next round prone.
3	Your weapon comes loose in your hand. You quickly grab it, but your grip is disrupted. You take a -2 penalty on your next attack roll.
4	Your weapon is damaged: a bowstring breaks, a sword hilt falls off, or a crossbow firing mechanism jams. The weapon can be repaired with 10 minutes of work but is useless for now.
5	You trip and fall, wasting this action. You are prone and must use an action to stand next round.
6	Your weapon becomes entangled in your armor. You must spend your next round untangling them. In addition, your armor bonus is reduced by 1 until you spend 10 minutes refitting the tangled buckles and straps.
7	You drop your weapon. You must retrieve it or draw a new one on your next action.
8	You accidentally smash your weapon against a solid, unyielding object (a rock, a wall, even the ground). Mundane weapons are ruined; magical weapons are not affected.
9	You stumble and leave yourself wide open to attack. The next enemy that attacks you receives a +2 bonus on its attack roll.
10	You should have maintained your armor! The joints of your armor seize up, freezing you in place. You cannot move or make an attack for 1d3 rounds. Unarmored characters are not affected.
11	Your wild swing leaves you off balance. You take a -4 penalty to your next attack roll.
12	You inadvertently swing at one randomly determined ally within range. Make an attack roll against that ally using the same attack die you just attempted to use.
13	You trip badly. You fall hard, suffering 1d3 damage in the process. You are prone and must use your next round to stand.
14	Like a turtle on its back, you slip and land upside down, flailing about and unable to right yourself. You must fight from a prone position for the next round before you can recover your balance and rise.
15	You somehow manage to wound yourself, taking normal damage.
16+	You accidentally strike yourself for normal damage plus an extra 1 point. In addition, you fall on your back and are unable to right yourself until you make a DC 16 Agility check.

CRIT TABLE 1: 0-LEVEL & ALL WIZARDS

Roll	Result
0	Force of blow shivers your weapon free of your grasp. Inflict +1d6 damage with this strike and you are disarmed.
1	Opportunistic strike. Inflict +1d3 damage with this strike.
2	Foe jabbed in the eye! Ugly bruising and inflict +1d4 damage with this strike.
3	Stunning crack to forehead. Inflict +1d3 damage with this strike, and the foe falls to the bottom of the initiative count next round.
4	Strike to foe's kneecap. Inflict +1d4 damage with this strike and the foe suffers a -10' penalty to speed until healed.
5	Solid strike to torso. Inflict +1d6 damage with this strike.
6	Lucky strike disarms foe. You gain a free attack if the enemy stoops to retrieve their weapon.
7	Smash foe's hand. Inflict +2d3 damage with this strike. You break two of the enemy's fingers.
8	Numbing strike! Cursing in agony, the foe is unable to attack next round.
9	Smash foe's nose. Inflict +2d4 damage with this strike and blood streams down the enemy's face.
10	Foe trips on their own feet and falls prone for the remainder of the round.
11	Piercing strike. Inflict +2d4 damage with this strike.
12	Strike to groin. The foe must make a DC 15 Fort save or spend the next two rounds retching.
13	Blow smashes foe's ankle; their movement speed is reduced by half.
14	Strike grazes temple; blood blinds the foe for 1d3 rounds.
15	Stab enemy's weapon hand. The weapon is lost and knocked 1d10+5 feet away.
16	Narrowly avoid foe's counterstrike! Inflict normal damage and make another attack roll. If the second attack hits, you inflict an additional +1d6 damage.
17	Blow to throat. Foe staggers around for 2 rounds and is unable to speak, cast spells, or attack.
18	Foe falls into your attack. They take +2d6 damage from the strike and curses your luck.
19	Miracle strike. The foe must make a DC 20 Fort save or fall unconscious.
20+	Lucky blow dents foe's skull! Inflict +2d6 damage with this strike. If the foe has no helm, they suffer a permanent loss of 1d4 Int.

Bleeding out: There is a chance of saving a dead character by healing them very quickly (such as with a cleric's ability to lay on hands). A 0-level character that reaches 0 hit points is irrevocably killed, but a 1st-level character that reaches 0 hit points collapses and begins bleeding out. Such a character has 1 round in which they can be healed to prevent their death. If they are healed on the round they're reduced to 0 hit points or the next round, they are healed per the result of the lay on hands check (treat their hit points as starting at 0). If they are not healed before the second round, they may be permanently killed (see below).

For each level past the first, a character has one more round of bleeding before they are permanently killed. For example, a 3rd-level character can be saved if they are healed within 3 rounds.

A character that was bleeding out but was saved suffers permanent physical trauma from their near-fatal injuries. Anyone who is saved from bleeding out suffers a *permanent* loss of 1 point of Stamina. In addition, they gain a terrible scar from the wound that downed them.

TABLE 3-1: WEAPONS

Weapon	Damage	Range	Cost in gp
Battleaxe*	1d10	-	7
Blackjack†	1d3/2d6***	-	3
Blowgun†	1d3/1d5	20/40/60	6
Club	1d4	-	3
Crossbow*	1d6	80/160/240	30
Dagger†	1d4/1d10	10/20/30**	3
Dart	1d4	20/40/60**	5 sp
Flail	1d6	-	6
Garrote†	1/3d4	-	2
Handaxe	1d6	10/20/30**	4
Javelin	1d6	30/60/90**	1
Lance#	1d12	-	25
Longbow*	1d6	70/140/210	40
Longsword	1d8	-	10
Mace	1d6	-	5
Polearm*	1d10	-	7
Shortbow*	1d6	50/100/150	25
Short sword	1d6	-	7
Sling	1d4	40/80/160**	2
Spear#	1d8	-	3
Staff	1d4	-	5 sp
Two-handed sword*	1d10	-	15
Warhammer	1d8	-	5

* Two-handed weapon (d16 on initiative checks).

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

*** Damage dealt is always subdual damage.

† These weapons are particularly effective when used with the element of surprise. A thief who succeeds in a backstab attempt with one of these weapons uses the second damage value listed. All other classes and all other thief attacks use the first value.

These weapons inflict double damage on a mounted charge. A lance can only be used when mounted.

TABLE 3-2: AMMUNITION

Ammunition	Quantity	Cost in gp
Arrows	20	5
Arrow, silver-tipped	1	5
Quarrels	30	10
Sling stones	30	1

TABLE 3-3: ARMOR

Armor	AC	Check	Speed	Fumble	Cost
(Unarmored)	+0	-	-	d4	Free
Padded	+1	-	-	d8	5 gp
Leather	+2	-1	-	d8	20 gp
Studded leather	+3	-2	-	d8	45 gp
Hide	+3	-3	-	d12	30 gp
Scale mail	+4	-4	-5'	d12	80 gp
Chainmail	+5	-5	-5'	d12	150 gp
Banded mail	+6	-6	-5'	d16	250 gp
Half-plate	+7	-7	-10'	d16	550 gp
Full plate	+8	-8	-10'	d16	1,200 gp
Shield	+1	-1	-	d8	10 gp

Coinage: The value of copper, silver, gold, electrum, and platinum is as follows:

10 cp =	1 sp		
100 cp =	10 sp =	1 gp	
1,000 cp =	100 sp =	10 gp =	1 ep
10,000 cp =	1,000 sp =	100 gp =	10 ep = 1 pp

The dice chain: The dice chain is represented as follows:

d3 - d4 - d5 - d6 - d7 - d8 - d10 - d12 - d14 - d16 - d20 - d24 - d30

ACTIVITIES

Activity	Time
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.

TABLE 4-1: ATTACK ROLL MODIFIERS

Condition	Attack Roll Modifier	
	Melee	Missile Fire
Missile fire range is...		
Short range	-	-
Medium range	-	-2
Long range	-	-1d
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

* And 50% chance of "friendly fire" if attack misses; see page 96.

TABLE 4-3: TWO-WEAPON ATTACKS

Agility	Primary Hand Die	Off Hand Die	Critical Hits*
8 or less	-3 dice	-4 dice	Cannot score a critical hit fighting two-handed
9-11	-2 dice	-3 dice	Cannot score a critical hit fighting two-handed
12-15	-1 die	-2 dice	Cannot score a critical hit fighting two-handed
16-17	-1 die	-1 die	Primary hand scores a critical hit on a max die roll (16 on 1d16) that <i>also</i> beats target's AC (no automatic hit)
18+	Normal die	-1 die	Primary hand scores critical hits as normal

* Warriors and others with improved crit threat ranges (i.e., those who can crit on 19-20 or better) lose that ability when fighting two-handed.

TABLE 5-3: MINOR CORRUPTION

D10	Result
1 or lower	Character develops horrid pustules on their face. These pustules do not heal and impose a -1 penalty to Personality.
2	Character's skin on one random portion of their body appears to melt. Like wax, it flows and reforms into odd puddles and shapes. This is an ongoing, constant motion that itches constantly and repulses others. Determine location randomly (1d6): (1) face; (2) arms; (3) legs; (4) torso; (5) hands; (6) feet.
3	One of the character's legs grows 1d6". Character now walks with an odd gait.
4	Eyes affected. Roll 1d4: (1) eyes glow with unearthly color; (2) eyes gain light sensitivity (-1 to all rolls in daylight); (3) character gains infravision (sees heat signatures at range of 100'); (4) eyes become large and unblinking, like a fish.
5	Character develops painful lesions on their chest and legs and open sores on their hands and feet that do not heal.
6	Ears mutate. Roll 1d5: (1) ears become pointed; (2) ears fall off (character still hears normally); (3) ears enlarge and look like an elephant's; (4) ears elongate and look like a donkey's (character also gains braying laugh); (5) ears shrivel and fold back.
7	Chills. Character shakes constantly and cannot remain quiet due to chattering teeth.
8	Character's facial appearance is permanently disfigured according to the magic that was summoned. If fire magic was used, their eyebrows are scorched and their skin glows red; if cold magic was used, their skin is pasty white and their lips are blue. If ambiguous magic was used, their appearance grows gaunt and they permanently loses 5 pounds.
9	Character's hair is suffused with dark energy. Roll 1d4: (1) hair turns bone white; (2) hair turns pitch black; (3) hair falls out completely; (4) hair sticks straight up.
10+	Character passes out. They are unconscious for 1d6 hours or until awakened by vigorous means.

TABLE 5-4: MAJOR CORRUPTION

D10	Result
1 or lower	Febrile. Character slowly weakens over 1d4 months, suffering a -1 penalty to Strength for each month.
2	A duplicate of the character's face grows on their back. It looks just like their normal face. The eyes, nose, and mouth can be operated independently.
3	Consumption. Character's body feeds on its own mass. Character loses 2d10 pounds in one month and suffers a -1 penalty to Stamina.
4	Corpulence. Character gains 6d12 pounds in one month. The weight gain imposes a -1 penalty to Agility, and the character's speed is reduced by 5'.
5	Character crackles with energy of a type associated with the spells they most commonly cast. The energy could manifest as flames, lightning, cold waves, etc.
6	Character's height changes by 1d20-10 inches. There is no change in weight; the character's body grows thin and tall or short and fat.
7	Demonic taint. Roll 1d3: (1) character's fingers elongate into claws, and they gain an attack for 1d6 damage; (2) character's feet transform into cloven hoofs; (3) character's legs become goat-like.
8	Character's skin changes to an unearthly shade. Roll 1d8: (1) albino; (2) pitch black; (3) clear; (4) shimmering quality; (5) deep blue; (6) malevolent yellow; (7) ashen and pallid; (8) texture and color of fishy scales; (9) thick bear-like fur; (10) reptilian scales.
9	Small horns grow on the character's forehead. This appears as a ridge-like, simian forehead for the first month; then buds for the second month; goat horns after the third month; and finally, bull horns after six months.
10+	Character's tongue forks and their nostrils narrow to slits. The character is able to smell with their tongue like a snake.