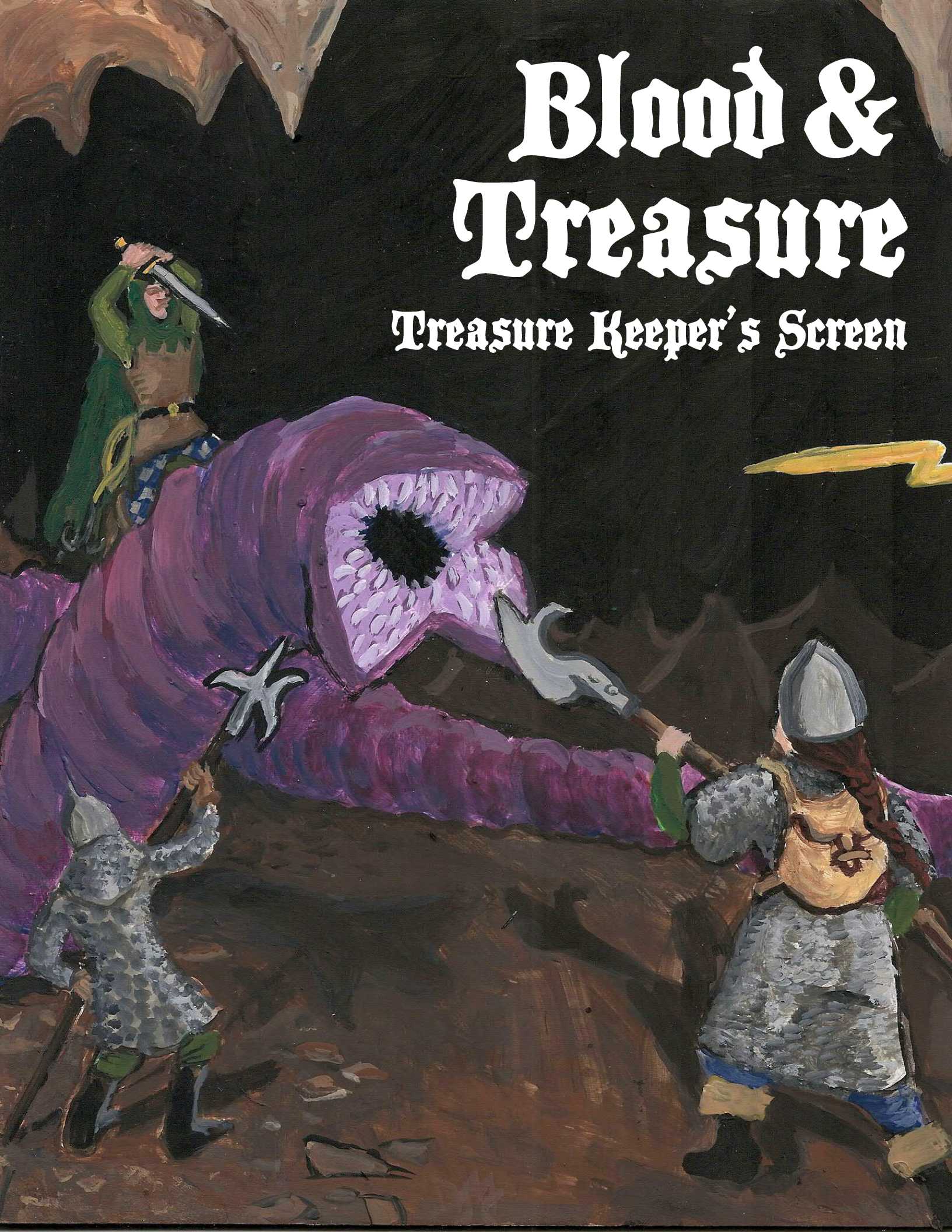




Blood & Treasure

Treasure Keeper's Screen





Cover by Denis McCarthy

WEAPON	DMG	RNG	Notes
Ahlspiess	2d4	—	‡‡‡ ^
Axe, archer's	1d6	—	
Axe, battle-	1d8	—	@
Axe, bearded	1d6+1	—	@
Axe, horseman's	1d6+1	—	
Backsword	1d6	—	
Bardiche	1d8	—	
Bec-de-corbin	1d4+1	—	‡
Billhook	1d8	—	††
Bohem. ear spoon	1d8	—	^
Brandistock	1d8	—	‡‡‡ ^
Cat-o'-nine-tails	1d3	—	*
Cinquedea	1d6+1	—	
Club	1d3	20/40	
Club, heavy	1d4+1	—	‡
Cutlass	1d6+1	—	
Dagger	1d4	20/40	
Dagger, curved	1d4	—	
Dagger, punching	1d6	—	
Dagger, wavy	1d4+1	—	
Estoc (tuck)	1d8	—	‡‡‡
Falchion	1d6+1	—	
Fauchard	2d4	—	†† ^
Flail, footman's	1d4	—	&
Flail, horseman's	1d4	—	%
Francisca	1d6+1	20/40	
Gauntlet	1d3	—	
Gauntlet, spiked	1d3+1	—	
Glaive	1d10	—	
Guisarme	2d4	—	†† ^
Halberd	2d4	—	^
Hammer, foot.	1d4	—	‡‡
Hammer, horse.	1d3	—	
Hammer, throw	1d3	20/40	
Handaxe	1d6	15/30	
Holy water sprin,	1d8	—	
Jitte	1d3	—	**
Kama	1d6+1	—	**
Katar	1d6+1	—	
Knife	1d3	15/30	
Kukri	1d4+1	—	
Kusarigama	1d6+1	—	%
Lance, heavy	2d4	—	#
Lance, light	1d8	—	#
Lucerne Hammer	1d6	—	‡
Mace, footman's	1d6	—	‡
Mace, horseman's	1d4+1	—	
Main gauche	1d6	—	\$
Manriki-gusari	1d4	—	%

WEAPON	DMG	RNG	Notes
Military fork	2d4	—	** ^
Morningstar	1d4	—	
Nunchaku	1d3	—	%
Partisan	2d4	—	^
Pick, horseman's	1d6+1	—	‡‡‡
Pike	1d10	—	‡‡‡ ^
Poleaxe	2d4	—	
Ranseur	1d10	—	^
Rapier	1d6+1	—	
Saber	1d6+1	—	
Sai	1d4	10/30	**
Sap	+1	—	
Scimitar	1d6	—	
Scorpion	1d8	—	†† ^
Scythe	2d4	—	
Sickle	1d4	—	
Spear	1d8	15/30	@ ^
Spetum	2d4	—	^
Spontoon	1d8	—	^
Staff	1d3+1	—	
Staff, quarter-	1d6	—	
Staff, short	1d3	—	
Stiletto	1d3	—	‡‡‡
Sword, bastard	1d8	—	@
Sword, broad-	1d6+1	—	*
Sword, execut.	2d4	—	@
Sword, great-	1d10	—	
Sword, long-	1d8	—	
Sword, short	1d6	—	
Sword-breaker	1d6	—	***
3-section-staff	1d4	—	&
Tonfa	1d2	—	
Trident	1d6+1	—	@
Tulwar	1d6	—	
Voulge	2d4	—	
Warhammer	1d4+1	—	‡‡‡
Whip	1d4+1	—	* † %
Arquebus	2d6	160/250	⅓ ROF
Blowgun	1d4	60/100	
Bolas	1d4	40/240	##
Bow, composite	1d6+1	150/580	3 ROF
Bow, long	1d8	220/400	3 ROF
Bow, short	1d6	100/250	3 ROF
X-bow, hand	1d4	30/200	
X-bow, heavy	1d10	180/980	½ ROF
X-bow, light	1d6	200/400	
X-bow, repeating	1d4+1	90/140	2 ROF
X-bow, siege	1d12	90/460	⅓ ROF

WEAPON	DMG	RNG	Notes
Dart	1d6	30/70	2 ROF
Handgonne	2d4+1	30/600	⅓ ROF
Musket	2d4	50/200	⅓ ROF
Pistol	1d10	10/20	½ ROF
Javelin	1d8	70/100	
Net	0	3/6	##
Shuriken	1d4	5/10	3 ROF
Sling	1d4	250/360	
Sling, staff	1d4+1	80/120	

*	+1 to disarm attacks
**	+2 to disarm attacks
†	+1 to trip attacks
††	+2 to trip attacks
***	+2 to sunder attacks
†††	+1 to save vs, disarm attacks
‡	+1 to attack vs, all armor
‡‡	+1 to attack vs. mail armors
‡‡‡	+1 to attack vs. leather & mail armors
@	+1 damage wielded two-handed
#	+1d6 damage on charges
\$	Can use as a buckler
%	Ignores bucklers
&	Ignores bucklers and shields
^	+1 dice of damage vs. a charge
##	Entangle

Item Saving Throws

Material	Target
Paper	20
Glass	18
Cloth	17
Leather	16
Clay	15
Wood	14
Stone	10
Precious stone	12
Gold and silver	8
Copper, platinum, alchemical silver	7
Bronze	6
Iron	5
Steel and mithral	4
Adamantine	3

Attack and Saving Throws by Class

LVL	Assassin		Bard		Cleric		Duelist		Magic-User		Monk		Paladin		Ranger	
	ATK	SV	Barbarian		ATK	SV	ATK	SV	ATK	SV	ATK	SV	ATK	SV	ATK	SV
			Thief	Druid												
1	0	16	1	16	0	16	1	17	0	15	0	15	1	16	1	17
2	1	16	2	15	1	15	2	16	0	14	1	14	2	15	2	16
3	1	15	3	15	1	15	3	16	1	14	1	14	3	15	3	16
4	2	15	3	14	2	14	4	15	1	14	2	13	3	14	3	15
5	2	15	4	14	3	14	5	15	1	13	3	13	4	14	4	15
6	3	15	5	13	3	13	5	14	2	13	3	12	5	13	5	14
7	4	14	6	13	4	13	6	14	2	12	4	12	6	13	6	14
8	4	14	6	12	5	13	7	13	3	12	5	12	6	12	6	13
9	5	14	7	12	5	12	8	13	3	12	5	11	7	12	7	13
10	5	14	8	11	6	12	9	12	3	11	6	11	8	11	8	12
11	6	14	9	11	7	11	10	12	4	11	7	10	9	11	9	12
12	7	13	9	10	7	11	10	11	4	11	7	10	9	10	9	11
13	7	13	10	10	8	10	11	11	5	10	8	9	10	10	10	11
14	8	13	11	9	9	10	12	10	5	10	9	9	11	9	11	10
15	8	13	12	9	9	10	13	10	5	10	9	9	12	9	12	10
16	9	12	12	8	10	9	14	9	6	9	10	8	12	8	12	9
17	10	12	13	8	11	9	15	9	6	9	11	8	13	8	13	9
18	10	12	14	7	11	8	15	8	7	9	11	7	14	7	14	8
19	11	12	15	7	12	8	16	8	7	8	12	7	15	7	15	8
20	11	12	15	7	13	7	17	7	7	8	13	6	15	6	15	7

Ability Scores

Score	Modifier	Capacity	Lift	Jump	Lang.	Followers	Bonus Spells
1	-5	4 lb	10 lb	1'	0	0	-
2	-4	7 lb	20 lb	2'	0	0	-
3	-3	10 lb	30 lb	3'	0	1	-
4-5	-2	20 lb	45 lb	4'	0	2	-
6-8	-1	25 lb	70 lb	5'	+1	4	-
9-12	0	40 lb	110 lb	6'	+2	6	-
13-15	+1	60 lb	175 lb	7'	+4	8	1st
16-17	+2	80 lb	250 lb	8'	+6	10	1st, 2nd
18	+3	100 lb	300 lb	9'	+7	15	1st, 2nd, 3rd
19	+4	120 lb	350 lb	10'	+8	20	1st, 2nd, 3rd, 4th
20	+5	140 lb	400 lb	11'	+9	25	1st, 2nd, 3rd, 4th, 5th

Adept Spells per Day

Level	1st	2nd	3rd	4th
1	1	—	—	—
2	2	1	—	—
3	3	2	1	—
4	3	3	2	1
5	3	3	3	2

Light

Source	Radius	Duration
Candle	5'	1 hour
Lamp	25'	6 hours/pint
Torch	30'	1 hour
Lantern, Hood.	45'	6 hours/pint
Lantern, Bulls.	90' cone	6 hours/pint

Movement

Per Round	Per Minute	Per Hour
10'	30 yards	1 mile
20'	60 yards	2 miles
30'	90 yards	3 miles
40'	120 yards	4 ½ miles
50'	160 yards	5 ½ miles
60'	200 yards	7 miles

Turn Undead

Undead		Cleric Level									
HD	1	2	3	4	5	6	7	8	9-13	14-18	19+
1	10	7	4	3	2	1	1	1	1	1	1
2	13	10	7	4	3	2	1	1	1	1	1
3	16	13	10	7	4	3	2	1	1	1	1
4	19	16	13	10	7	4	3	2	1	1	1
5	20	19	16	13	10	7	4	3	2	1	1
6	-	20	19	16	13	10	7	4	3	1	1
7	-	-	20	19	16	13	10	7	4	1	T
8	-	-	-	20	19	16	13	10	7	2	1
9	-	-	-	-	20	19	16	13	10	3	2
10	-	-	-	-	-	20	19	16	13	10	3
11	-	-	-	-	-	-	20	19	16	13	10
12	-	-	-	-	-	-	-	20	19	16	13
13 +	-	-	-	-	-	-	-	-	20	19	16

Evading Monsters

Difference	Chance of Evasion
20+	1 on 1d6
10	1-2 on 1d6
0	1-3 on 1d6
10	1-4 on 1d6
20+	1-5 on 1d6

Disease

d12	Effect	Onset Time
1-4	Fatigue	1 round
5-7	Sickened (every 1d6 hours, for 1 turn)	1 turn
8-9	Ability damage (1 point/day)	2 days
10+	Constitution damage (1 point/day)	2 days

If an ability score is indicated, roll 1d10:

d10	Ability	Explanation
1-2	Strength	Muscle degeneration
3-4	Dexterity	Loss of balance, numbness in extremities
5-6	Intelligence	Brain fever, amnesia
7-8	Wisdom	Hallucinations
9-0	Charisma	Skin rash, foul odors, pox marks

Poison

Type	Effect
I	Sleep for 1d6 turns
II	Paralyzed for 1d6 turns
III	1d6 points of hit point damage
IV	1d6 points of Con damage per minute until dead

Special Maneuvers

Maneuver	Modifier	Success
Blind	Dex	Opponent blinded for 1 round
Bull Rush	Str*	Opponent knocked back 5'
Daze	Dex	Opponent dazed for 1 round
Disarm	Dex	Weapon knocked 2d6 feet away
Feint	Wis	Opponent loses next attack
Grapple	Str*	Target held and suffers unarmed damage
Overrun	Str*	Move past opponent
Sunder**	Dex	Targeted item must make item saving throw or be ruined for use
Trip	Dex	Opponent falls prone on ground

**For monsters, use the following modifiers based on the creature's size: Tiny -3, Small -1, Large +2, Huge +6*

***Shields can be sundered, but not armor*

Wounds (from Alternate Death System)

d10	Grievous Wound
1-4	Gruesome Scars—1 point of charisma drain
5	Blindness—as condition
6	Deafness—as condition
7	Mangled Limb—1 point of dexterity drain
8	Chest Trauma—1 point of constitution drain
9	Severed Limb—determine limb randomly; 2 points of strength drain and possible crippled
10	Head Injury—2 points of intelligence, wisdom or charisma drain (determine randomly)