

Player Reference Guide v5.0

Cleric Advancement Table

Lvl	XP	HD	Save	Atk #/+	Spells Per Day						
					1	2	3	4	5	6	7
1	0	1d6	15	1/+0	1	-	-	-	-	-	-
2	1,500	2d6	14	1/+0	2	-	-	-	-	-	-
3	3,000	3d6	13	1/+1	2	1	-	-	-	-	-
4	6,000	4d6	12	1/+1	2	2	-	-	-	-	-
5	12,000	5d6	11	1/+2	2	2	1	-	-	-	-
6	24,000	6d6	10	2/+2	2	2	1	1	-	-	-
7	48,000	7d6	9	2/+3	2	2	2	1	1	-	-
8	96,000	8d6	8	2/+3	2	2	2	2	2	-	-
9	170,000	9d6	7	2/+4	3	3	3	2	2	-	-
10	266,000	9d6+2	6	2/+4	3	3	3	3	3	-	-
11	340,000	9d6+4	5	2/+5	4	4	4	3	3	-	-
12	500,000	9d6+6	4	2/+5	4	4	4	4	4	1	-
13	600,000	9d6+8	4	2/+6	5	5	5	4	4	1	-
14	700,000	9d6+10	4	2/+6	6	6	6	5	5	2	-
15	800,000	9d6+12	4	2/+7	6	6	6	6	6	3	-
16	900,000	9d6+14	4	2/+7	7	7	7	6	6	3	1
17	985,000	9d6+16	4	2/+8	7	7	7	7	7	4	1
18	1,070,000	9d6+18	4	2/+8	8	8	8	7	7	4	2
19	1,155,000	9d6+20	4	2/+9	8	8	8	7	7	4	2
20	1,240,000	9d6+22	4	2/+9	8	8	8	8	8	5	2
21+	+85,000 per level	+2 hp	4	2/+10	9	9	9	8	8	5	3

Cleric Save Bonus

+2 Bonus vs. Paralysis and Death/Poison

Clerics may equip Armor and Shields

Cleric Casting

Clerics "know" every spell on their list, and may cast them each day as their spell slots allow.

Cleric Quests

Instead of researching new spells, a Cleric may go on a quest for their patron Deity, and be rewarded with a spell that fits their religion. Clerical spells cannot be duplicated or lost.

Cleric Hallowing

A Cleric begins play with a Hallowed rating of 1.

Cleric Primary Attribute: Wisdom

A Cleric gets +5% experience if they have a Wisdom of 13 or higher.

Fighter Advancement Table

Lvl	XP	HD	Save	Atk #/+
1	0	1d6+1	14	1/+1
2	2,000	2d6+2	13	1/+2
3	4,000	3d6+3	12	1/+3
4	8,000	4d6+4	11	2/+3
5	16,000	5d6+5	10	2/+4
6	32,000	6d6+6	9	2/+5
7	64,000	7d6+7	8	3/+5
8	128,000	8d6+8	7	3/+6
9	200,000	9d6+9	6	3/+7
10	300,000	9d6+12	5	3/+7
11	400,000	9d6+15	4	3/+8
12	500,000	9d6+18	4	3/+9
13	600,000	9d6+21	4	3/+9
14	700,000	9d6+24	4	3/+10
15	800,000	9d6+27	4	3/+11
16	900,000	9d6+30	4	3/+11
17	1,000,000	9d6+33	4	3/+12
18	1,100,000	9d6+36	4	3/+13
19	1,200,000	9d6+39	4	3/+13
20	1,300,000	9d6+42	4	3/+14
21+	+100,000 per level	+3 hp	4	3/+15

Fighter Save Bonus

+2 Bonus vs. Death/Poison and Burst

Fighters may equip Armor and Shields

Fighter Extra Attack

When fighting creatures with hit dice of 1 or less, a fighter can make as many attacks as he has levels per round. Does not stack with base attack #. This ability does not function if a creature of greater hit dice is in melee with the fighter.

Fighter Primary Attribute: Strength

A fighter gets +5% experience if they have a Strength of 13 or higher.

Mage Advancement Table

Lvl	XP	HD	Save	Atk #/+	Spells Per Day								
					1	2	3	4	5	6	7	8	9
1	0	1d6	15	1/+0	1	-	-	-	-	-	-	-	-
2	2,500	2d6	14	1/+0	2	-	-	-	-	-	-	-	-
3	5,000	2d6+1	13	1/+0	3	1	-	-	-	-	-	-	-
4	10,000	3d6+1	12	1/+1	4	2	-	-	-	-	-	-	-
5	20,000	4d6+1	11	1/+1	4	2	1	-	-	-	-	-	-
6	40,000	4d6+2	10	1/+2	4	2	2	-	-	-	-	-	-
7	80,000	5d6+2	9	1/+2	4	3	2	1	-	-	-	-	-
8	160,000	6d6+2	8	1/+3	4	3	3	2	-	-	-	-	-
9	210,000	6d6+3	7	1/+3	4	3	3	2	1	-	-	-	-
10	320,000	7d6+3	6	1/+4	4	4	3	2	2	-	-	-	-
11	430,000	8d6+3	5	1/+4	4	4	4	3	3	1	-	-	-
12	540,000	8d6+4	4	1/+5	4	4	4	3	3	2	-	-	-
13	650,000	9d6+4	4	1/+5	5	5	5	4	4	3	1	-	-
14	760,000	9d6+5	4	1/+6	5	5	5	5	4	4	2	-	-
15	870,000	9d6+6	4	1/+6	5	5	5	5	5	5	2	1	-
16	980,000	9d6+7	4	1/+7	6	6	6	5	5	5	2	2	-
17	1,090,000	9d6+8	4	1/+7	6	6	6	6	6	5	2	2	1
18	1,200,000	9d6+9	4	1/+8	7	7	7	6	6	6	3	2	2
19	1,310,000	9d6+10	4	1/+8	7	7	7	7	7	7	3	3	2
20	1,420,000	9d6+11	4	1/+9	8	8	8	7	7	7	4	3	3
21+	+110,000	+1 hp	4	1/+9	8	8	8	8	8	8	4	4	3

Mage Save Bonus

+2 Bonus vs. Spells

Mages CANNOT equip armor or shields.

Mage Weapon Limitation

Mages can wield any weapon, but do not benefit from weapon abilities such as the bow's extra attack, or a 2h sword's formation breaking.

Mage Casting

Mages have access to all spells in the spell book and may prepare them each day as their spell slots allow. Each day's spells must be selected at the beginning of the day, and each spell may only be cast once.

Spell Research

New spells may be researched, at the cost of 500*2^{Spell Level} gold and (1d10 + 5)**Spell Level* days to research. The *Spell Level* is determined by the Referee. This research may take place between adventures.

Spell Duplication

Researched & found spells can be duplicated at a cost of 100*2^{Spell Level} gold. Spells in the spellbook do not need to be copied and are free.

If a mage loses their spellbook, they may purchase a new one with the free spells, but any found/researched spells will be lost. It would behoove the mage to keep a backup.

Mage Prime Requisite

A Mage gets +5% experience if they have an Intelligence of 13 or higher.

Creating a New Character

Ability Score rolls are 3d6 in order. Any 2 ability scores may be swapped. If total stat modifiers are -2 or less, total re-roll allowed. Starting Gold is 3d6 × 10 GP.

Hit points are maxed out when making a level 1 character.

All hit dice are re-rolled at every level, and the higher result is kept.

Ability Score	Modifier
3	-2
4-7	-1
8-13	0
14-17	+1
18	+2

Strength- Add modifier to each hit die for grapple rolls and to strength-related damage rolls.

Intelligence – Gain modifier # of free skills.

Wisdom - 15 or higher wisdom gives +5% experience bonus.

Dexterity - Add modifier to ranged attack rolls.

Constitution - Add modifier to each hit die rolled for hit points.

Charisma- Modifier # + 4 special hirelings can follow you on adventures (Torchbearers don't count towards this number), add modifier to NPC reaction checks, 15 or higher charisma gives +5% experience.

Ability Rolls - To make an ability roll, roll a d6 and add the ability modifier. If the total is 4 or higher, the roll is successful. If the roll is less, it fails.

Indoor and City Movement

Pace	Speed	Effect
Walking	BMR x 20 feet per Turn	Mapping and Careful Observation possible
Running	BMR x 40 feet per Turn	No Mapping, Characters automatically surprised
Combat	(BMR/3) x 10 feet per Round	All the general moving around people fighting usually do.

Outdoor Movement

Pace	Speed	Effect
Steady	(BMR) in Miles per day	Normal Moving around outdoors
Grueling	(BMR x 2) in Miles per day	Constitution roll needed each day to continue. Failure = speed to Steady next day and -1 to all d20 rolls.
Combat	BMR times 10 feet per round	More fighting, but open terrain.

Combat Round

0. At the start of combat, surprise may or may not be rolled.

1. Spellcasters declare spells.

2. Both sides roll d6 initiative, re-rolling ties.

3. The side that had the higher roll goes first.

4. The other side goes.

5. If someone delayed action, they go here; those that cast spells can't delay action to here.

6. Start again from 1.

Spellcasting in Combat

If a character is spellcasting, that is their action for the round. A character casting a spell must declare they are doing so and which spell before initiative is rolled that round. They cannot move through difficult terrain (it requires too much concentration) and they move at half their normal speed. If the character takes damage while casting their spell, the spell is lost.

Movement

Movement doesn't count as the one action a character can take in a round, rather, a character may move up to their combat movement rate in addition to the action they take that round. Alternatively, a character can decide to spend their one action on movement, and move double their combat movement rate that round.

Grabbing and Equipping an Item

A character can replace an attack with an action to grab a weapon or shield from an ally or their pack and equip it. If they're grabbing a weapon off the ground they dropped, it doesn't take up an attack. A character casting a spell this round cannot do anything else, though. Equipping a shield (even if a shield fell on the ground) always costs an attack.

Grappling

A character can attempt to grapple another character; when they do so, they must make a touch attack roll while both their hands are free. If they succeed, the two characters roll their hit dice, adding their strength modifier on each hit die rolled. If they tie, both re-roll. If the grappler wins, they've successfully grappled the target and the target can't move or take any action other than attempting to escape the grapple via another hit die roll. Both characters also take a -4 penalty to armor class while in the grapple. If the grappler fails the hit die roll, they've failed to grapple. While the grappler is grappling the target, they can make an attack versus the target every round and deal 1d6 damage if the attack is successful.

Special Attack Situations

If a character is attacking a creature that is not aware of the character, they get a +2 bonus to hit.

If the character attacks an invisible opponent, they get a -4 penalty to hit on attack rolls.

If a character attempts to fire into a melee fight where two or more creatures are involved, the character has an equal chance to hit each creature involved. They roll to see which creature in the melee they target first (the die needed and the values are made up on the spot) and then they roll their attack roll against that creature's armor class.

If a character is trying to fire a ranged weapon beyond the range increment listed, they take a -2 penalty to the attack roll. If they are trying to fire it further than twice the range increment, the attack misses automatically. Outdoors range increments are tripled.

If a natural 20 is rolled on any attack roll, that attack is Critical Hit. Critical Hits automatically hit and deal the maximum damage that attack can deal instead of rolling for it, but if a player made the roll, they can ask for an alternate benefit from the game master.

If a roll of 20 would normally miss, the crit becomes a regular hit..

If a natural 1 is rolled on any attack roll, that attack is a Fumble, which is almost always an automatic miss. The game master selects an appropriate bad thing to happen, such as the character hitting an ally or dropping their weapon.

If a roll of 1 would normally hit, the fumble becomes a regular miss.

If a character gets in a fight with fists or attempts to hurt but not kill someone, they can try to deal sub-dual damage. Sub-dual damage is counted separately from normal damage. When a creature takes sub-dual damage equal to its remaining hit points, it falls unconscious and any remaining sub-dual damage it takes is converted to regular damage.

Shop

Mundane Equipment

Item	Stone	Avg. Price
Air Bladder	1/10	1 gp
Barrel (18 Stone)	2	2 gp
Bedroll	1	2 sp
Bell	1/10	1 gp
Caltrop, 1 bag	1/10	1 gp
Candle x 10	1/100	1 sp
Canvas, Square Yard	2	1 sp
Case, Map or Scroll	1/10	1 gp
Chain, 10 ft.	1	5 gp
Chalk, 10 pieces	1/10	1 sp
Chest (18 Stone)	2	2 gp
Climbing Spikes	1	5 gp
Compass	1/10	3 gp
Crowbar	1	2 gp
Drill	1	2 gp
Fishing Pole	1	1 sp
Fishing Net, 25 square feet	1	4 gp
Flask, Adhesive	1/10	3 gp
Flask, Fire Oil	1/10	2 gp
Flask, Holy Water	1/10	25 gp
Flint & Steel	1/10	1 gp
Garlic, 3 Cloves	1/10	5 sp
Grappling Hook	1	1 gp
Hammer	1	5 sp
Hourglass	1	25 gp
Iron Spike	1/10	1 sp
Instrument	1	10 gp
Ladder, 10 ft.	2	2 gp
Lantern	1	10 gp
Padlock + Key	1	10 gp
Lockpicks	1	25 gp
Manacles	1	15 gp
Map Case (same as scroll case)	1/10	1 gp
Metal Book Container	1	10 gp
Mirror, Small Steel	1/10	20 gp
Pickaxe	1	5 gp
10 ft. Pole	2	1 gp
Rations, Fresh	1/10	5 sp
Rations, Preserved	1/10	1 gp
Rope, 50 ft. Hemp	1	1 gp
Rope, 50 ft. Silk	1/10	10 gp
Shovel	1	2 gp
Signal Whistle	1/100	1 sp
Spellbook	1	25 gp
Spyglass	1/10	1000 gp
Tent, One-Person (Includes Bedrolls in Weight)	1	5 gp
Tent, Two-Person (Includes Bedrolls in Weight)	2	10 gp
Tent, Four-Person (Includes Bedrolls in Weight)	4	40 gp
Torch x 10	1/10	1 sp

Silvered items cost 10x as much as the normal variety.

The player is assumed to have basic clothing, a backpack, sacks, flasks, & pouches for carrying loot, and mapping supplies.

Other items may be available for purchase at DM's discretion.

Cargo & Transport

Item	Cost
Canoe	20 gp
Cart, 1 animal (36 Stone)	100 gp
Cart, 2 animal (72 Stone)	100 gp
Raft	5gp
Saddle	25 gp
Saddle Bag (6 Stone)	1 gp
Wagon, 2 animal (72 Stone)	200 gp
Wagon, 4 animal (144 Stone)	300 gp

Ships

Ship Type	Sailing	Rowing	Min Crew	SHP	Cargo	Cost
Trirreme	24	18	170	24	65	10,000 GP
Quadrireme	24	18	170	36	320	50,000 GP
Longship	24	18	75	15	40	30,000 GP
River Galley	24	18	20	12	50	4,000 GP
Riverboat	24	18	16	6	10	1,000 GP
Sailboat	24	—	1	5	3	6,000 GP
Cog	48	—	20	20	150	15,000 GP
Caravel	72	—	35	25	100	39,000 GP
Carrack	48	—	82	34	685	48,000 GP
Galleon	48	—	150	104	150	60,000 GP
Cutter	72	—	20	27	190	45,000 GP
Brig	72	—	45	42	250	90,000 GP
Corvette	96	—	84	51	270	135,000 GP
Frigate	72	—	84	60	610	180,000 GP
Kai Fire Ship	48	24	80	40	250	140,000 GP
Sloop	60	—	10	15	90	15,000 GP

Melee Weapons

Weapon	Ability	Weight	Cost
Axe, Battle	Dueling	1	5 gp
Axe, Hand*+	—	1/10	1 gp
Cestus+	—	1/10	1 gp
Dagger*+	—	1/10	2 gp
Spear	Reach	1	7 gp
Hammer, Light*+	—	1/10	4 gp
Hammer, War	Armor Piercing	1	5 gp
Javelin*	—	1/10	4 gp
Mace/Flail	Armor Piercing	1	5 gp
Polearm~	Lancing + Reach	1	4 gp
Spear, Short*	—	1	2 gp
Staff~	—	1	1 gp
Sword, One-Handed	Dueling	1	5 gp
Sword, Two-Handed~	Formation Breaking	1	15 gp

* : Weapon can be used as melee or thrown

~ : Weapon must be wielded in two hands

+ : Weapon cannot be wielded in both hands

Armor Piercing: When using this weapon, gain a +2 to hit opponents in Medium or Heavy armor.

Dueling: When using this weapon against a solitary or isolated opponent, gain a +2 to hit.

Formation Breaking: If a group of enemies is tightly packed, the character wielding the weapon gains an Extra Attack on another member of that group.

Lancing: When this weapon is used during a mounted charge, deal double damage on a successful hit.

Reach: Weapon can be used to attack from the second rank

Silvered weapons cost 10x as much. You may pay the difference to upgrade a weapon.

Melee Combat Options

Two-Handed: +1 to damage.

Dual Wielding: +2 to attack rolls.

**When dual wielding, only 1 weapon ability may be used.*

Ranged Weapons and Ammunition

Weapon	Range	Weight	Cost
Arrows (20)	—	1	2 gp
Bolts (20)	-	1	2 gp
Bow, Long	70 ft	1	20 gp
Bow, Short	50 ft	1	10 gp
Crossbow	60 ft	1	15 gp
Dart (20)	20 ft	1	2 gp
Sling	40 ft	1/10	2 gp
Stones, Sling (20)	-	1	1 gp

Bow special ability: *Rapid Fire:* gain an Extra Attack

Ranged Combat Options

Spring Loaded: (Crossbow required) +1 to damage.

Muscle Powered: (Sling, Darts, or Thrown Weapon req.) +Str Mod to damage.

Armor	AC	Weight	Can Climb/Swim?	Cost
Light Armor	12	1	Yes	15 gp
Medium Armor	14	3	½ Speed / ¼ Speed	30 gp
Heavy Armor	16	4	¼ Speed / No	50 gp
Shield	+2	1	No	10 gp
No Armor	10	0	Yes	-

Hirelings

Hireling	Share	Cost/Day or Mission	Cost/Month
Alchemist	-	250 gp	2500 gp
Animal Trainer	-	—	200 gp
Armorer/Weaponsmith	-	24 gp	240 gp
Assassin	-	500 gp	—
Craftsmen	-	8 gp	80 gp
Guard	-	6 gp	20 gp
Healer	-	30 gp	300 gp
Laborer	-	2 gp	20 gp
Mercenary, Archer*	-	-	50 gp
Mercenary, Calvary*	-	-	80 gp
Mercenary, Light*	-	-	20 gp
Mercenary, Heavy*	-	-	30 gp
Recruiter	-	-	200 gp
Retainer	1	-	—
Researcher	-	100 gp	1000 gp
Sailor	-	4 gp	20 gp
Scholar	-	100 gp	1000 gp
Servant	-	3 gp	30 gp
Spy	-	120 gp	1200 gp
Torchbearer	-	10 gp	—

**See Military rules for full army creation*

Encumbrance

Total Weight Carried	Base Movement Rate
0-5	12
6-9	9
10-14	6
15-19	3
20+	0

Infant: 3 Stones

Adult: 12 Stones

Coinage: 1/150 Stone

Child: 6 Stones

Gems & Jewelry: 1/100 Stone

ROUND FRACTIONS DOWN

Cannons & Siege Weaponry

Item	Damage (HP)	Damage (SHP)	Cost
Ballista	3d6	1d3	80 GP
Ballista Shot (1)	—	—	2 GP
Port Gun	5d6	5d6	2,500 GP
Heavy Cannon	4d6	2d6	1,000 GP
Medium Cannon	3d6	1d6	750 GP
Light Cannon	2d6	1d2	400 GP
Cannon Shot (1)	—	—	10 GP
Heavy Catapult	4d6	1d6	200 GP
Light Catapult	3d6	1d3	100 GP
Catapult Stone (1)	—	—	5 GP
Catapult Pitch (1)	+1d6	Depends	25 GP
Fire Cannon (1 Ton	3d6	Depends	4,000 GP
Fire Oil/Shot)			

Siege weaponry takes a full round to reload, unless a team of Siege Engineers is assigned to that weapon.

Animals

Animal	Cost	Animal	Cost
Carrier Pigeon	50 gp	Horse, War	250 gp
Dog, Guard	25 gp	Livestock	10 gp
Donkey	20 gp	Mule	20 gp
Horse, Draft	40 gp	Pony	35 gp
Horse, Riding	75 gp	Barding (+6 AC)	250 gp

Ability Score Training

Characters may spend a week training a particular ability to increase their score by 1. However, this costs gold, equivalent to the next ability rank times **750gp**. For example, if your strength is currently 12, and you want to train to 13, it will take 1 week and (13*750) gp. This is to pay for a trainer and all the equipment needed. **Maximum Ability Score is 18**

DEATH'S DOOR

Roll Total	Result
Natural 20	Set current HP to 1, awake if unconscious
18+	No Change
17-14	Stunned for 1d3 Rounds
13-10	Unconscious for 1d6 Turns
9-6	Save vs. Death/Poison; failure means death, success means unconscious for 1d6 Turns
5-0	Immediate Death
Less than 0	Gory Death; 10% chance per number below 0 for impossible Raise Dead