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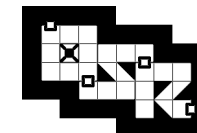
Dreams of Mythic Fantasy

Variant & Supplemental Material for
Old School Fantasy Role-Playing Games



Volume 1 - Characters & Combat

By J. A. Smith



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Introduction

Characters & Combat is the player's handbook, which I'm currently using in most of my fantasy role-playing campaigns. In compiling this document, I've drawn upon several OGL sources.

I've used and slightly tweaked Akrasia's class based weapon damage rules, which can be found at the author's blog :

<http://akraticwizardry.blogspot.com/2009/11/s-house-rules-pdf.html>, as well as in the pages of *Knockspell #1*.

The *Sequence of Combat* is an elaboration on Philotomy Jurament's adaption of the initiative rules from the TSR supplement *Swords & Spells*. The main thing I wanted to accomplish here, was to bring an element of strategy to spell-casting choices during combat, while using group Initiative. It's rather fiddly, but I like how it works in play.

This document is very much a product of my involvement with the Old School Renaissance and reflects the impact and influence my fellow OSR bloggers have had on my approach to running old school games. I'm a more skilled and knowledgeable GM, thanks to their work!

In the main, it's meant to serve as a reference for my own campaigns. In releasing it to the public, I hope to keep this conversation we're all having, going and inspire others to do the same.

James A. Smith

April, 2016

<http://dreamsofmythicfantasy.blogspot.com/>

On the Artwork Used to Illustrate this Volume

The Cover is by Aubrey Beardsley, “*The Lady of the Lake Telleth Arthur of the Sword Excalibur.*” Readers may compare this piece, to a well known illustration by Darlene Pekul. Another piece by Mr. Beardsley, follows this section.

Most of the illustrations come from a Dutch edition of *Ivanhoe*, edited by Dr. Jan Ten Brink. Thanks to Google's imaging search capabilities, I've finally been able to identify the names of the artists: M. Riou, Adrien Marie, F. Lix and H. Scott.

The Battle of Tewksbury, by Kronheim is featured on page 2.

The image on page 8, is by an unknown artist, whose work graced the title page for Schott's vocal score of Wagner's opera *Die Walküre*, 1899.

Works by Harry Clarke, Sidney Sime and Howard Pyle are also, herein, represented, in the sections on the Magic-user, Druid and Thief.

The picture illustrating the Paladin, depicts Jaques de Molay, the last Grand Master of the Knights Templar. The artist is unknown.

I have been unable to locate the name of the artist, whose work graces the section on the Cleric. The web tells me the depiction is also, that of a Templar.

On page 48, is an image by Walter Crane, from Spencer's *Faerie Queene*.

The first illustration for the section on the Druid, is by A. De Neuville, a depiction of druids offering a human sacrifice, from Guizot's *History of France*.

Offering, by J. L. Lund, closes this volume. The back cover is another illustration from that marvelous, Dutch edition of *Ivanhoe*.

My thanks, to those artists whose works, in the Public Domain, I have used for this volume.



Dreams of Mythic Fantasy: Book 1 – Characters & Combat utilizes the *Alice* opensource font.



Part 1



Characters

Chapter 1 - Ability Scores

A Character has six Ability Scores: Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma.

These scores will typically range from 3-18, determining various bonuses, penalties, and may also be used for Ability Checks. The usual method of generating these scores is to roll 3d6 for each one, arranging in order, or as desired, as instructed by the Referee. Rolling 4d6 and discarding the lowest number is another method, often used to generate sturdier characters. Racial adjustments, as well as situations arising in play, may increase these scores beyond the usual range.

Strength

Strength represents physical power and overall toughness, determining bonuses or penalties for *To Hit* and *Damage* in melee, the chance to perform *Feats of Strength* and adjustments to *Maximum Encumbrance*.

Table 1: Strength

Score	To Hit Adj.	Damage Adj.	Minor Feat of Strength	Great Feat of Strength	Encumbrance Adjustment
3-4	-2	-2	-	0%	-25 lbs
5-8	-1	-1	1(d6)	0%	-10 lbs
9-12	0	0	1-2(d6)	5%	0
13-15	+1	+1	1-2(d6)	10%	+20 lbs
16	+1	+2	1-3(d6)	15%	+35 lbs
17	+2	+2	1-3(d6)	20%	+50 lbs
18	+2	+3	1-4(d6)	25%	+75 lbs
19	+2	+4	1-5(d6)	30%	+100 lbs
20	+3	+4	1-5(d6)	35%	+125 lbs

Intelligence

Intelligence represents IQ, cognitive abilities and education. It determines the number of *Additional Languages* which may be learned, the chance for a Magic-User to be able to learn a given spell and the highest level spell a Magic-User can cast.

Table 2: Intelligence

Score	Max. Add Lang.*	% To Learn a Spell	Highest Level Spell an MU May Cast
3-4	0	25%	3 rd
5-8	1	50%	4 th
9-10	2	60%	5 th
11-12	3	70%	6 th
13-14	4	80%	7 th
15-16	5	85%	8 th
17	5	90%	9 th
18	6	95%	9 th
19-20	7	99%	9 th

* Demi-Humans reduce this number by half, rounding up.

Wisdom

Wisdom represents common sense, awareness of meaning and intuition. It can determine a character's ability to harness their will-power and modifies *Saving Throws* against *Mental Attacks* (e.g. Charm spells.) Clerics and Druids with a Wisdom of 16 or higher, are granted one additional 1st level spell, which they may memorize at 1st level. A Cleric or Druid with a low Wisdom has a chance of spell failure.

A Wisdom of 12 will cause a 5% chance of the spell failing, with an additional 5% chance for each point the score is below 12.

Table 3: Wisdom

Score	Mental Attack Save Adj.
3-4	-2
5-8	-1
9-12	0
13-16	+1
17-18	+2
19-20	+3

Dexterity

Dexterity represents agility, speed and coordination. It modifies *Missile Weapon* attacks, *Surprise* and *Armor Class*. The *AC Adj.* can't be used in situations where Dexterity doesn't come into play, such as in the case of attacks from the rear. Dex. also modifies *Individual Initiative*, if that optional rule is in play.

Table 4: Dexterity

Score	AC Adj.	Missile/Surprise Adj
3-4	-2	-2
5-8	-1	-1
9-12	0	0
13-16	+1	+1
17-18	+2	+2
19-20	+3	+2

Constitution

Constitution represents overall health, modifies a Character's *Hit Points* and determines the chance to survive *Resurrection* and *System Shock*.

Table 5: Constitution*

Score	Hit Point Modifier (Per Hit Die)*	Resurrection/System Shock Survival
3-4	-2	50%
5-8	-1	75%
9-12	0	90%
13-16	+1	95%
17-18	+1 (+2 Fighter Only)	100%
19-20	+2 (+3 Fighter Only)	100%

*Constitution Modifiers to Hit Points no longer apply to any Class, after a Character stops rolling for Hit Points. Only the Fighter Class qualifies for the bonus listed in parenthesis.



Charisma

Charisma represents personal magnetism, social skills, physical beauty and leadership ability. It will modify the *Reaction* when a Character interacts with NPC's (Non-Player Characters) and Monsters. Charisma also influences a Character's interaction with *Henchmen* and certain Class abilities of the Paladin.

Table 6: Charisma

Score	Reaction Adjustment/ Henchmen Moral Adj.	Max. # of Henchmen	Paladin Class Ability Bonus
3-4	-20%	2	+0
5-8	-10%	4	+0
9-12	0	6	+0
13-16	+10%	8	+1
17-18	+20%	10	+2
19-20	+30%	12	+3

Chapter 2: Character Classes

The available Classes are: Cleric, Fighter, Magic-User, Thief, Paladin, Ranger and Druid.

If your Character's Prime Attribute is 13-15, you receive a +05% Experience Point Bonus. If your Prime Attribute is 16 or higher, you receive a +10% Experience Point Bonus.

The Cleric

Clerics are servants of higher powers, usually serving a deity, or pantheon. Unlike most priests, Clerics are warriors who participate in battles and are granted miraculous powers by their gods. Many of a Cleric's spells are of a supportive and healing nature, though some can call down fire and shake the very earth. Though not as puissant in combat as Fighters, Clerics serve as fine secondary warriors and their combat skills, combined with their other abilities, make for a strong combination in and out of battle situations.

Prime Attribute: Wisdom.

Hit Dice: 1d6+2/Level (Gains 2 HP/Level after the 9th.)

Saving Throw Bonus: +2
bonus to Saves vs.
Death and Poison.

Cleric Class Abilities & Features

Banish Undead: Clerics have the power to *Turn Undead*, causing them to flee from divine power. Or, in the case of Evil Clerics, forcing them into service. At higher Levels, a Cleric's *Turning* ability can destroy some forms of Undead.

Religious Stronghold:
At 9th Level a Cleric may build a stronghold, attracting a body of loyal men-at-arms, lesser Clerics and other servants.



Spell Casting: Clerics have their own list of spells, which are granted to them by the powers they serve. The Cleric can pray for spells once per day and **Table 8** below, shows the

number of spells per Level which the Cleric can prepare. Unlike Magic-Users, Clerics may memorize any of their spells, unless barred by Alignment or some other special consideration. They do not use Spellbooks. A Cleric must possess a Holy Symbol in order to cast their spells, though in an emergency, a makeshift Symbol of their deity's power will suffice. Once a spell has been cast it may not be re-cast until the Cleric once again prays for and prepares the spell.

Table 7: Cleric Advancement

Level	Experience Points	Hit Dice	To Hit Bonus	Saving Throw
1	0	1	+0	14
2	1,501	2	+0	13
3	3,001	3	+1	12
4	6,001	4	+2	11
5	12,001	5	+2	10
6	24,001	6	+3	10
7	48,001	7	+3	9
8	96,001	8	+4	9
9	192,001	9	+4	8
10	284,001	+2	+5	8
11	376,001	+4	+5	7
12	458,001	+6	+6	7
13	550,001	+8	+7	6
14	642,001	+10	+7	6
15	734,001	+12	+8	5
16	826,001	+14	+8	5
17	918,001	+16	+9	5
18	1,010,001	+18	+9	5
19	1,102,001	+20	+10	5
20	1,194,001	+22	+10	5
21+	+92,000/Lvl	+2 HP/Level	+11	5

Table 8: Cleric Spell Progression

Cleric Level	Spell Level						
	1	2	3	4	5	6	7
1	-	-	-	-	-	-	-
2	1	-	-	-	-	-	-
3	2	-	-	-	-	-	-
4	2	1	-	-	-	-	-
5	3	2	1	-	-	-	-
6	3	2	2	1	-	-	-
7	3	3	2	2	1	-	-
8	4	3	3	2	2	-	-
9	4	3	3	3	2	-	-
10	4	4	3	3	3	-	-
11	5	4	4	3	3	1	-
12	5	4	4	4	3	2	-
13	5	5	4	4	4	2	-
14	6	5	5	4	4	3	-
15	6	5	5	5	4	3	-
16	6	6	5	5	5	3	1
17	7	6	6	5	5	4	2
18	7	6	6	6	5	4	2
19	7	7	6	6	6	4	3
20	8	7	7	6	6	5	3
21	8	7	7	7	6	5	3

Table 9: Cleric Base Weapon Damage

Melee Small	Melee Medium	Melee Large	Arrows & Bolts	Darts & Bullets
1d4	1d6	1d8	1d4	1d3

Turning the Undead

Clerics may Turn Undead, forcing them to flee and in some cases, destroying them

1. If the number rolled on a d20 is equal to or greater than the number on Table 11, then 2d6 undead of the type targeted will flee for 3d6 Rounds, cowering in terror if they are unable to retreat. If the Cleric is attempting to Turn a Creature from the Lower Planes, then 1-2 will be effected, though not all such creatures are subject to Turning.
2. If a T is indicated on the Table, the Turning attempt is automatically successful. For Good Clerics, a result of D indicates that 1d6+6 undead are automatically destroyed. If the Cleric is Evil, then he may instead automatically command the undead for a period of 24 hours.



Table 10: Turning Undead

Undead*	Cleric Level											
	1	2	3	4	5	6	7	8	9-12	13-16	17+	
1	10	7	5	3	T	T	D	D	D	D	D	
2	12	10	7	5	3	T	T	D	D	D	D	
3	14	12	10	7	5	3	T	T	D	D	D	
4	17	14	12	10	7	5	3	T	T	D	D	
5	19	17	14	12	10	7	5	3	T	T	D	
6		19	17	14	12	10	7	5	3	T	T	
7			19	17	14	12	10	7	5	3	T	
8				19	17	14	12	10	7	5	3	
9					19	17	14	12	10	7	5	
10						19	17	14	12	10	7	
11							19	17	14	12	10	
12								19	17	14	12	
13+									19	17	14	

*Demons and other supernatural beings may sometimes be Turned.

The Fighter

Fighters are the front line, battle-hardened warriors, who go toe-to-toe with their foes! They may be mercenaries, fighting for pay, servants of liege lords, or wild eyed barbarian chieftains. Often, they are members of adventuring parties, exploring the dark recesses of the world, battling Monsters for gold and glory. The Fighter is the backbone of an adventuring group and eventually, may lead armies and rule his or her own demesne.

Prime Attribute: Strength.

Hit Dice: 1d6+3/Level (Gains 3 HP/Level after the 9th.)

Saving Throw Bonus: +2 to Saves vs. Death and Poison.

Fighter Class Abilities & Features

Advanced Combat

Training: A Fighter may choose one area of specialization.

1. **Melee Specialist:** Receives +1 To Hit and +1 to Damage with any and all hand-held melee weapons.
2. **Bow Specialist:** Arrows & bolts will do d8 in damage. The Fighter may fire into melee without risk of hitting an ally and no penalty to either rate of fire, or To Hit. (See Chapter 5: *Some Common Combat Modifiers.*)
3. **Two-Weapon Fighter:** When fighting with two weapons, both +1 To Hit *and* +1 to AC is granted (see Chapter 4: *Some Combat Maneuvers.*) A Dexterity of 13+ is necessary.
4. **Serpent Strike:** When in light armor (chain shirt or lighter,) the Fighter may use his Dex. Bonus instead of



Strength on the To Hit roll, so long as he or she is wielding a one-handed bladed or thrusting weapon. Dex. will not grant a bonus to Damage. When using *Serpent Strike*, they may also receive the benefit of the *Two-Weapon Fighter* combat training. The Fighter will suffer a -2 penalty To Hit when not using the *Serpent Strike* ability. A Dex. Of 13+ is required.

1. ***Shield Master***: When using a medium or large shield, the Fighter receives a +2 bonus to AC, and +2 To Hit and Damage on Shield Bash attacks. Also, they receive a +2 bonus to the 2d6 *Strength Check* when ***defending*** against a Shield bash (see Chapter 4: *Some Combat Maneuvers*).

Establish Stronghold: At 9th Level, a Fighter may clear a tract of land and establish a stronghold, attracting loyal men-at-arms and servants, sworn to service.

Fighting Mastery: At 7th Level, the Fighter makes 3 attacks every two rounds. At 13th Level, 2 attacks per round.

Slaying Machine: When a Fighter is engaged in melee and brings an opponent to 0 Hit Points or less, they may, in addition to any remaining attacks available, immediately make an extra attack against an adjacent enemy (who must be within 5'.) This ability may be used a number of times per Round, equal to the Fighter's number of attacks per Round, plus one.

When engaged in melee against multiple opponents, all of whom are 1 HD/Level or lower, the Fighter can attack a number of enemies, equal to his or her Hit Dice, one time each.

Table 11: Fighter Advancement

Level	Experience Points	Hit Dice	To Hit Bonus	Saving Throw
1	0	1	+0	15
2	2,001	2	+1	14
3	4,001	3	+2	13
4	8,001	4	+3	12
5	16,001	5	+4	11
6	32,001	6	+5	10
7	64,001	7	+5	9
8	115,001	8	+6	8
9	230,001	9	+7	7
10	345,001	+3	+8	7
11	460,001	+6	+9	6
12	575,001	+9	+10	6
13	680,001	+12	+10	5
14	795,001	+15	+11	5
15	910,001	+18	+12	4
16	1,025,001	+21	+13	4
17	1,140,001	+24	+14	4
18	1,255,001	+27	+15	4
19	1,370,001	+30	+16	4
20	1,485,001	+33	+16	4
21+	+115,000/Lvl	+3 HP/Level	+16	4

Table 12: Fighter Base Weapon Damage

Melee Small	Melee Medium	Melee Large	Arrows & Bolts	Darts & Bullets
1d6	1d8	1d10	1d6	1d4

The Magic-User

The Magic-User is the mighty wizard of myth and legend. They may be a powerful *Magus*, serving the forces of light, or a wicked *Sorcerer*, bent on enslaving mankind. Sometimes their plans and motivations are inconceivable to others, as they work assiduously to accomplish mysterious goals. These students of magical lore begin as the weakest of characters, eventually progressing to become the most powerful. At higher Levels, the Magic-User may build a Tower and attract a small number of students and servants. Also, they may learn to create new spells, magical items and Scrolls.

Prime Attribute: Intelligence.

Hit Dice: 1d4 +1 (Gains 1 HP/Level after the 9th.)

Saving Throw Bonus: +2 bonus to Saves vs. Magic of any sort.



Magic-User Class Abilities & Features

Armor Restricted: Being encased in armor wreaks havoc upon the *Vancian Intelligences*, ensconced within the Magic-user's mind. They may instead utilize other forms of protection, such as magical rings, bracers, etc.

Create Scrolls & Potions: These may be manufactured, when the Magic-user reaches 7th Level.

Spell Casting: Magic-Users cast arcane spells, which must be inscribed into Spellbooks, before they can be prepared for use. Once per day, usually upon awakening, the Magic-User may study his Spellbooks and memorize up to the maximum number of spells which his or her mind can hold, which is determined by Level and shown in **Table 13**, below. A Magic-User's spells will often require various components, necessary to properly express the symbols inherent within the magical formulae, held within their magical memory. The act of working magic is quite taxing and requires a period of sleep before the Magic-User's mind is capable of again memorizing spells. Once a spell has been cast, it cannot be cast again until it has been re-memorized. Spells from Scrolls and other sources can be copied into a Magic-User's Spellbook.

Summon Familiar: At any time, an MU may summon a Familiar. They can only have one familiar at a time.

Tower of the Magi: At 11th Level, a Magic-User achieves the rank of *Wizard* and may build a Stronghold, attracting apprentices, mercenaries and other, weirder servants who will swear allegiance to the Wizard.

Table 13: Magic-User Advancement

Level	Experience Points	Hit Dice	To Hit Bonus	Saving Throw
1	0	1	+0	15
2	2,501	2	+0	14
3	5,001	3	+0	13
4	10,001	4	+0	12
5	20,001	5	+0	11
6	40,001	6	+1	10
7	80,001	7	+1	10
8	120,001	8	+1	9
9	240,001	9	+2	9
10	360,001	10	+2	8
11	535,001	11	+3	8
12	710,001	+1	+3	7
13	885,001	+2	+3	7
14	1,060,001	+3	+4	6
15	1,235,001	+4	+4	6
16	1,410,001	+5	+5	5
17	1,585,001	+6	+5	5
18	1,760,001	+7	+5	5
19	1,935,001	+8	+6	5
20	2,110,001	+9	+6	5
21+	+175,000/Lvl	+1/Level	+6	5



Table 14: Magic-User Spell Progression

Class Level	Spell Level								
	1	2	3	4	5	6	7	8	9
1	1	–	–	–	–	–	–	–	–
2	2	–	–	–	–	–	–	–	–
3	2	1	–	–	–	–	–	–	–
4	3	2	–	–	–	–	–	–	–
5	3	2	1	–	–	–	–	–	–
6	4	3	2	–	–	–	–	–	–
7	4	3	2	1	–	–	–	–	–
8	4	4	3	2	–	–	–	–	–
9	5	4	3	2	1	–	–	–	–
10	5	4	4	3	2	–	–	–	–
11	5	5	4	3	2	–	–	–	–
12	5	5	4	4	3	1	–	–	–
13	5	5	5	4	3	2	–	–	–
14	6	5	5	4	4	2	1	–	–
15	6	5	5	5	4	3	2	–	–
16	6	6	5	5	4	3	2	1	–
17	6	6	5	5	5	4	3	2	–
18	6	6	6	5	5	4	3	2	1
19	6	6	6	5	5	4	4	3	2
20	7	6	6	6	5	5	4	3	2
21	7	6	6	6	5	5	4	4	3

Table 15: Magic-User's Base Weapon Damage

Melee Small	Melee Medium	Melee Large	Arrows & Bolts	Darts & Bullets
1d4	1d4*	1d6**	1d4	1d3

*Magic-Users do 1d6 with the Staff, when used two-handed.

MU's are at -1 **To Hit with Large weapons.



The Thief

The Thief is a shady adventurer, who specializes in stealth, trickery and pilfering. They use their special skills in combat, usually seeking to avoid direct confrontation, as lack of heavy armor and low Hit Points necessitate a different approach. Serving as the Party rogue, supreme dungeoner and contact with the shadier elements of society, the Thief's abilities will prove to be a boon to their fellow adventurers.

Prime Attribute: Dexterity.

Hit Dice: 1d4+2 (Gains 2 HP/Level after the 10th.)

Saving Throw Bonus: +2 bonus to Saves vs. Devices, Mundane or Magical.

Thief Class Abilities & Features

Armor Restricted: The Thief cannot use their special abilities, save for some Language Skills, when wearing armor heavier than Leather, or when using a shield.

Backstab: With surprise, or when attacking from behind, a thief can strike at +4 To Hit. When thus *Backstabbing*, a thief may roll two dice for Damage and take the highest result. At 4th Level, they may roll three dice and keep the two highest results, adding them together. At 8th Level, four dice are rolled and the three highest results, kept. At 12th Level and higher, five dice are rolled, the highest four being kept.



Climb Sheer Surfaces: A Thief can attempt incredibly difficult climbs. They begin with a 1-17 chance on a d20, which increases by +1 at fifth and again at 10th Level. If the Thief fails this roll, a Saving Throw must be made at +2 to halt the fall. If successful, any attempt at further ascent of that particular surface is at -5 on the initial roll and on any subsequent Save. Otherwise, a descent may be made, automatically. The Thief rolls for every 100 feet of the climb and if they fall, it happens at the halfway point of the part of the climb for which the rolled was attempted. The Thief takes 1d6 points of Damage for every 10 feet of the fall!

Combat Agility: A Thief is adept at fighting in little or no armor and adds a bonus of +1 to their AC except when in situations where the Dexterity Adj. to AC does not apply.

Language Thief Skills: The Thief's percentile chance to decipher foreign script, forge documents, etc.

Mechanical Thief Skills: The Thief's percentile chance to pick locks, find traps, disarm traps, set traps, etc.

Stealth Thief Skills: The Thief's percentile chance to pick pockets, palm objects, move silently, hide in shadows, etc.

Thieves Cant: Thieves are versed in the shadowy language of the criminal underworld.

Thieves Guild: At 11th Level the Thief may form a Thieves Guild and will attract a number of shady rogues to join this organization.

Thieves Senses: The Thief's chance to successfully detect hard to discern noises, find secret doors, etc. The Thief's Saving Throw is used to determine success. When checking for Surprise Thieves receive a +1 bonus to their roll, in addition to any bonus for Dexterity.

Scroll use: Thieves of 10th Level or higher can utilize Magic-User scrolls, though there is a 15% chance of failure, or even backfiring (only 10% if the Character's Int is 13+.)



Table 16: Thief Advancement*

Level	Experience Points	Hit Dice	To Hit Bonus	Saving Throw	Stealth Thief Skills	Mech Thief Skills	Lang Thief Skills
1	0	1	+0	15	35%	30%	-
2	1,501	2	+0	14	40%	35%	-
3	3,001	3	+1	13	45%	40%	10%
4	6,001	4	+2	12	50%	45%	15%
5	12,001	5	+2	12	55%	50%	20%
6	25,001	6	+3	12	60%	55%	25%
7	50,001	7	+3	11	65%	60%	30%
8	100,001	8	+4	10	70%	65%	35%
9	200,001	9	+4	10	75%	70%	40%
10	300,001	10	+5	9	80%	75%	45%
11	400,001	+2	+5	9	85%	80%	50%
12	500,001	+4	+6	8	90%	85%	55%
13	600,001	+6	+7	8	95%	90%	60%
14	700,001	+8	+7	7	99%	95%	65%
15	800,001	+10	+8	7	99%	99%	70%
16	900,001	+12	+8	6	99%	99%	75%
17	1,000,001	+14	+9	6	99%	99%	80%
18	1,100,001	+16	+9	5	99%	99%	80%
19	1,200,001	+18	+10	5	99%	99%	80%
20	1,300,001	+20	+10	5	99%	99%	80%
21+	+100,000 per lvl	+2/Level	+11	5	99%	99%	80%

*Dexterity can give a bonus to Stealth & Mech Skills. Intelligence to Language Skills. A +5% bonus for a score of 15–16 and +10% for 17–18.

Dwarves receive a +5% bonus to Mechanical skills and a -3 to their ability to Climb.

The Thief percentiles cannot go beyond a max of 99%, regardless of bonuses.

See Part 2, Chapter 7, for information on using Role-Playing for Thief Actions and how & when the Thief Percentile rolls come into play.

Table 17: Thief's Base Weapon Damage

Melee Small	Melee Medium	Melee Large	Arrows & Bolts	Darts & Bullets
1d6	1d8	1d8	1d6	1d3

The Paladin

A Paladin is a Holy Warrior, usually in service to a deity or other form of higher power and often within the structure of a church hierarchy. They must be Lawful in alignment and follow a strict code of knightly conduct. In return for this devotion and fidelity, the Paladin receives special divine aid and protection.

Prime Attributes: Strength and Charisma.

Hit Dice: 1d6 +3 (Gains 3 HP/Level after the 9th.)

Paladin Class Abilities & Features

Code of Conduct: A Paladin must be of Lawful Alignment and will lose all special abilities, should they ever commit a Chaotic act. A Paladin must uphold a code of honor which exemplifies the highest moral standards. They must help and protect the innocent and fight evil and injustice. A Paladin



may only retreat from battle, in the face of overwhelming odds. A Paladin will not associate with Chaotic beings, or those who fail to respect this code of conduct.

Detect Chaos: A Paladin may Detect Chaos at will. This ability will only work vs. Supernaturally Chaotic phenomenon.

Dispel Evil: At 8th Level, a paladin may Dispel Evil, a number of times per day equal to his or her Charisma Bonus.

Divine Favor: A Paladin utilizes an improved Saving Throw progression and is immune to all Diseases.

Divine Might: Once per day, the Paladin may call upon their deity and receive a bonus To Hit and Damage equal to their Charisma Bonus, for one Turn. When so empowered they will be able to hit creatures which are only damaged by magical weapons of an equal or lesser power, to that of this Charisma Bonus. This bonus **will** stack with that of items, spells, etc., such as magical weapons.

Establish Stronghold: At 9th Level, a Paladin may establish a modest stronghold and will attract a loyal body of devoted followers, men-at-arms, lesser Clerics and the like.

Fighting Mastery: As per the Fighter Class ability.

Lay on Hands: Paladins may heal themselves or others for 2 x their Level x their Charisma Bonus in Hit Points, per day. He or she may cure Disease 1/day x their Charisma Bonus.

Special Mount: At 5th Level the Paladin may gain the service of a special mount, usually a Warhorse, of unusual Intelligence and skill. Should this mount be slain, the Paladin may not gain another for 5 years.

Slaying Machine: As per the Fighter Class Ability.

Unbreakable Courage: The Paladin is immune to Fear. Allies within 100 yards receive a +2 bonus to Saves vs. Fear.

Wealth Restriction: A Paladin's wealth is restricted. They may possess one suit of armor, one shield, up to three magical weapons and five other magical items. The Paladin may only retain enough monetary funds to insure their own upkeep and the upkeep of any followers, henchman and servants. All else, must be donated to charity.

Table 18: Paladin Advancement

Level	Experience Points	Hit Dice	To Hit Bonus	Saving Throw
1	0	1	+0	13
2	2,501	2	+1	12
3	5,001	3	+2	11
4	10,001	4	+3	10
5	20,001	5	+4	9
6	40,001	6	+5	8
7	80,001	7	+5	7
8	160,001	8	+6	6
9	310,001	9	+7	5
10	460,001	+3	+8	5
11	610,001	+6	+9	4
12	760,001	+9	+10	4
13	910,001	+12	+10	3
14	1,060,001	+15	+11	3
15	1,210,001	+18	+12	3
16	1,360,001	+21	+13	3
17	1,510,001	+24	+14	3
18	1,660,001	+27	+15	3
19	1,810,001	+30	+16	3
20	1,960,001	+33	+16	3
21+	+150,000 per lvl	+3/Level	+16	3

Table 19: Paladin's Base Weapon Damage

Melee Small	Melee Medium	Melee Large	Arrows & Bolts	Darts & Bullets
1d6	1d8	1d10	1d6	1d4

The Ranger

This sub-class of the Fighter is a specialist in wilderness lore and survival. They often operate alone, but belong to a loose fellowship of creatures who share their desire to rid the wild places of the world of Chaos and protect civilization. As they advance along their chosen path Rangers become attuned to Lawful natural forces, thus gaining a few small magical talents and the acceptance, or at least tolerance, of Lawfully aligned, intelligent nature-based entities. While operating within nature, Rangers share neither the outlook, nor aims of Druids.



Prime Attribute: Strength and Wisdom.

Hit Dice: 1d6 +2/Level (Gains 2 HP/Level after the 9th.)

Saving Throw Bonus: +2 bonus to Saves vs. Death and Poison.

Ranger Class Abilities & Features

Code of Conduct: A Ranger must be of Lawful alignment and will lose their Special Followers and *Spell-like Abilities*, if their alignment changes.

Deadly Bowman: A Ranger's arrows and bolts do 1d8 in Damage. The Ranger may fire into melee with no chance of hitting an ally and no penalty to either their rate of fire, or To Hit.

Favored Enemy: At 1st Level the Ranger chooses one type of creature, against which they will receive a +1 bonus To Hit. This bonus increases to +2 at 5th Level and +3 at 10th Level.

Fighting Mastery: As per the Fighter Ability.

Slaying Machine: As per the Fighter Ability.

Special Followers: At 9th Level a Ranger attracts a body of special followers who will loyally serve, until either they or the Ranger dies. These may include an apprentice Ranger, Lawfully aligned woodland beings, or possibly even a Dragon!

Touched by the Wild: Rangers become attuned to certain powers within nature.

1. At 3rd Level the Ranger may choose one 1st Level Druid spell.
2. At 6th Level he or she may choose a second 1st Level Druid spell.
3. At 9th Level he or she may choose a 2nd Level Druid spell.
4. At 12th Level he or she may choose another 2nd Level Druid spell.
5. Finally, at 15th Level he or she may choose a single 3rd Level Druid spell.

The Ranger does not need to memorize these Spells and all of them may be cast as a *Spell-like Ability*, 1/day.

Toughness: A Ranger's training allows him or her to start with two Hit Dice at 1st Level.

Tracking: Outdoors, a Ranger may track a creature, succeeding on a roll of 1-18 on a d20. Each day that passes after the initial tracks were made decreases this chance by 2. Indoors, they must have witnessed the target within 4 Turns, with chances of success as follows:

1. Target traveling down a normal passage: 1-14 in 20.
2. Target going through a normal door: 1-11 in 20.
3. Target going through a trap door: 1-10 in 20.
4. Target going up a chimney, or secret door: 1-6 in 20.

Wilderness Warrior: When alone or with others with similar abilities, Rangers have a +1 to surprise others. The same bonus applies to any attempts at Stealth.

Wealth Restriction: Rangers may own no more than they and their mount can carry. All else must be donated to a worthy cause.



Table 20: Ranger Advancement

Level	Experience Points	Hit Dice	To Hit Bonus	Saving Throw
1	0	2	+0	15
2	2,251	3	+1	14
3	4,501	4	+2	13
4	9,001	5	+3	12
5	18,001	6	+4	11
6	36,001	7	+5	10
7	72,001	8	+5	9
8	150,001	9	+6	8
9	300,001	10	+7	7
10	450,001	+2	+8	7
11	600,001	+4	+9	6
12	750,001	+6	+10	6
13	900,001	+8	+10	5
14	1,050,001	+10	+11	5
15	1,200,001	+12	+12	4
16	1,350,001	+14	+13	4
17	1,500,001	+16	+14	4
18	1,650,001	+18	+15	4
19	1,800,001	+20	+16	4
20	1,950,001	+22	+16	4
21+	+150,000/Lvl	+2 HP/Level	+16	4

Table 21: Ranger's Base Weapon Damage

Melee Small	Melee Medium	Melee Large	Arrows & Bolts	Darts & Bullets
1d6	1d8	1d10	1d8	1d4

The Druid

Druids are an esoteric and secretive class of Spellcasters, which are attuned to Nature and forces associated with the natural world. The elements, stars, growing things and life are the powers which they serve. Their point of view is often misunderstood and hard to comprehend, by those who are not of their religion. Druids seek to maintain the balance of the natural world and are thus True Neutral in Alignment, seeing a harmony of forces as being most desirable. They may utilize methods and seek aims which other people would classify as Lawful or Chaotic, but to the Druid, is an expression of the natural balance which they seek to foster and maintain. They may not Turn Undead.



Prime Attribute: Wisdom.

Hit Die Type: 1d6+2 (Gains 2 HP/Level after the 9th.)

Druid Class Abilities & Features

Armor Restricted: The Druid may not wear metal armor and may use only wooden shields.

Charm Immunity: At 6th Level Druids become immune to the Charm abilities of Fey creatures.

Druid Hierarchy: Druids operate within a special hierarchy and only a specific number of higher-Level Druids may exist. No more than three *Archdruids* (14th-17th Level) and no more than one *Supreme Druid* (18^{th+} Level) may exist at any given time. When a Druid earns enough experience to attain 14th Level, if there are already three *Archdruids*, then the Druid must defeat one of them in some form of combat, or contest in order to keep their newly gained Level. Likewise, they must defeat the *Supreme Druid* in order to remain an 18th Level Druid.

Elder of the Cabal: Upon attaining 9th Level a Druid will attract 1d6 Druidic students. 50% of them will be 1st Level and 50%, 2nd Level.

Initiate Powers: At 2nd Level the Druid gains the ability to Identify Pure Water, Plants and Animals. Also, they may Freely Pass through Heavy Undergrowth with no penalty to Movement or evidence of their passing. Attempts to utilize Stealth while in natural surroundings, will receive a +1 bonus. The Druid will be at +1 to Surprise others in the wilderness.

Languages: Druids speak a special language amongst themselves and may pick another language, from tongues spoken by natural and fey creatures, every four Levels.

Saving Throw Bonus: Druids gain a +3 bonus to Saves vs. Fire, Cold and Lighting.

Shape Change: At 7th Level, Druids gain the ability to take the form of a natural mammal, or bird, up to three times per day. Any given form can only be taken once per day. Changing from one form to another heals the druid of 10% to 40% of any Damage they've taken.

Spell Casting: Druids cast their own unique type of spells, which are gained and memorized in the same fashion as that of Clerics. Their spell progression is shown in Table 23. Druids must utilize Mistletoe in their magical workings and some spells require other powerful, natural components. A Druid gains magical powers, through union with the forces of Nature and studious learning, focused upon those Natural Powers. They do not utilize Spellbooks.



Table 22: Druid Advancement

Level	Experience Points	Hit Dice	To Hit Bonus	Saving Throw
1	0	1	+0	14
2	1,801	2	+0	13
3	3,601	3	+1	12
4	7,201	4	+2	11
5	14,401	5	+2	10
6	28,801	6	+3	10
7	57,601	7	+3	9
8	110,001	8	+4	9
9	220,001	9	+4	8
10	340,001	+2	+5	8
11	450,001	+4	+5	7
12	560,001	+6	+6	7
13	670,001	+8	+7	6
14	780,001	+10	+7	6
15	890,001	+12	+8	5
16	1,000,001	+14	+8	5
17	1,110,001	+16	+9	5
18	1,220,001	+18	+9	5
19	1,330,001	+20	+10	5
20	1,440,001	+22	+10	5
21	+110,000/Lvl	+2 HP/Level	+11	5



Table 23: Druid Spell Progression

Druid Level	Spell Level						
	1	2	3	4	5	6	7
1	2	-	-	-	-	-	-
2	2	1	-	-	-	-	-
3	3	1	-	-	-	-	-
4	3	2	1	-	-	-	-
5	3	2	1	1	-	-	-
6	4	3	2	1	1	-	-
7	4	3	2	2	1	-	-
8	4	3	3	2	2	-	-
9	5	4	3	3	2	-	-
10	5	4	3	3	3	1	-
11	5	4	4	3	3	1	-
12	6	5	4	4	3	2	-
13	6	5	4	4	4	2	-
14	6	5	5	4	4	3	1
15	7	6	5	5	4	3	1
16	7	6	5	5	5	3	2
17	7	6	6	5	5	4	2
18	8	7	6	6	5	4	3
19	8	7	6	6	6	4	3
20	8	7	7	6	6	5	3
21	9	8	7	7	6	5	4

Table 24: Druid's Base Weapon Damage

Melee Small	Melee Medium	Melee Large	Arrows & Bolts	Darts & Bullets
1d4	1d6	1d8	1d4	1d3

Chapter 3: Character Races

Humans

Humans are usually considered to be the dominant race in the Campaign World. They will speak the Common Tongue and a number of other Languages, as determined by their Intelligence score.

Dwarves

Ability Modifiers: Con: +1. Cha: -1.

Dwarves cannot use longbows.

They have the ability to see in the dark with Infravision up to 60'.

Dwarves receive a +1 bonus when making any Search checks, underground and to any rolls involving stonework.

Dwarves receive a +2 bonus to Saves vs. Magic & Poison.

Dwarven Thieves may add a +5% bonus to Mechanical Thief Skill rolls. This bonus cannot take their Thief Skill above 99%. They receive a -3 penalty on attempts to Climb Sheer Surfaces.

Dwarves have a reputation for seriousness, surliness and for not particularly liking elves. They are stout, short, bearded Demi-Humans who average a height of approximately 4 feet and weigh about 150 pounds. Dwarves value precious metals and stones and usually live underground. Perhaps not surprisingly, they have skin, hair and eye colors in earth tones.

A dwarf character will speak the Common Tongue, Dwarvish, Goblin, Gnome and Kobold.

Elves

Ability Modifiers: Dex: +1. Con: -1.

Elves have Infravision, operating up to a range of 60’

They are immune to magical Sleep, Ghoul paralysis and to Charm spells of 3rd Level or lower.

Elves have a 1 in 6 chance to automatically notice Secret and Concealed Doors, without specifically searching. Non-Thieves receive a +1 bonus to Search checks.

Similarly, non-Thief Elves have a +1 bonus to any Stealth related tasks and a +1 chance to surprise others, when alone or alongside those with similar skills.

Fae and other-worldly, Elves have a reputation for being mysterious, alien and proud. Their bodies are thin and they are well known for their pointed ears. They usually favor natural surroundings and tales of sprawling Elvin tree-cities and mystical island retreats, are often told by Humans when discussing their strange cousins. Elves weigh around 120 pounds, with a height of 5 ½ to 6 feet tall.

Elves speak Common, Elvish, Gnoll, Hobgoblin and Orc.

Halflings

Ability Modifiers: +1 to Dex. +1 to Wisdom. -1 to Str.

Halflings may not use Large weapons, or Longbows. They must use two-hands when wielding Medium-Sized weapons.

They have Infravision, which functions up to 30 feet.

They receive a +2 bonus to Saves vs. Magic and Poison.

They may Hide in Natural surroundings with a 90% chance of success, when not wearing metal armor.

Halflings are smaller than Dwarves, tend to be around 3 feet in height and usually weigh about 60 pounds. Their appearance reflects the same sort of range as may be found amongst Humans. They tend to be home-bodies, favoring comfort, food and drink. A small number find themselves attracted to adventuring.

Halflings speak common.

Half-Elves

Half-Elves are 30% resistant to Sleep and Charm spells of 3rd Level or lower.

They are immune to Ghoul Paralysis.

Half-Elves receive a +1 bonus to any Search checks, unless the Character is a Thief.

Half-Elves are very rare, as Elves almost never mate outside their species.

Half-Elves speak common and Elven.

Half-Orcs

Ability Modifiers: +1 to Strength. -2 to Charisma.

Half-Orcs have 60' infravision.

While most Half-Orcs, resemble their brutish progenitor, both physically and mentally, a small percentage will take after their Human parent.

Half-orcs speak Common and Orc.

Half-Ogres

Ability Modifiers: +2 to Strength. +2 to Con. -2 to Dexterity. -4 to Charisma. -3 to Intelligence.

Horridly brutish and thankfully rare, few of these hybrids are known to exist.

Half-Ogres speak common.

Racial Restrictions on Classes

Only Humans and Half-Humans may be a Paladin, or Ranger. Half-Orcs and Half-Ogres can't be Druids. Half-Ogres can't be Magic-Users or Thieves. Dwarves can't be Magic-Users, or Druids.

Multi-Classing

Any race can Multi-class in two Classes and when doing so, they divide all experience points evenly between their classes. Upon attaining a new Level in either class, they immediately gain the benefits of advancement. They will roll the appropriate die for their Hit Points, add any modifiers for Class and Constitution, then divide the total by their number of classes, rounding down. They will use the best Saving Throw and To Hit of the two classes. The To Hit and Saving Throws for multiple classes do not stack. A Multi-class character's total HD is *considered* to be equal to $\frac{3}{4}$ of his total Levels.

Multi-class characters are limited in how high they can advance. They may choose one class to be their primary and can attain 10th Level in this class. Their secondary class will be limited to 7th Level. An Elf may choose a third class, in which they will be limited to 5th Level. Even after the limit in a class has been reached, the character will continue to divide all experience points, evenly.

Paladins, Druids and Rangers may not Multi-Class. A character may not advance as both a Magic-user and a Cleric. Thief functions may not be used when wearing armor heavier than leather.

Magic-Users of whatever race, may not cast spells in armor.

Chapter 4: Money & Equipment

The standard unit of wealth is the Gold Piece. One Gold Piece is worth 10 Silver Pieces, or 100 Copper Pieces. A Platinum Piece is worth 5 Gold Pieces.





Table 25: Melee Weapons

Weapon Type(size)	lbs.	Cost	Weapon Type(size)	lbs.	Cost
Axe, Battle (M)	10	6 gp	Mace, Light (S)	5	3 gp
Axe, Great (L)	25	15 gp	Maul (L)	25	6 gp
*Axe, Hand (S)	5	1 gp	Morning Star (M)	10	5 gp
*Bill-guissarme (L)	15	10 gp	*Pike (L)	10	5 gp
Club (S)	5	3 gp	*Pole-axe(L)	15	8 gp
Dagger (S)	1	3 gp	*Spear (M)	5	3 gp
Flail (M)	10	3 gp	Staff (M)	4	2 gp
Flail, Heavy (L)	10	8 gp	***Sword, Bastard (M)	6	20 gp
*Halberd (L)	15	7 gp	Sword, Long (M)	4	10 gp
Hammer, War (M)	5	7 gp	Sword, Short (S)	2	7 gp
*Javelin (M)	4	1 gp	Sword, Two-Handed (L)	15	15 gp
**Lance (L)	15	7 gp	Trident (M)	4	4 gp
Mace, Heavy (M)	10	5 gp			

Weapon sizes are (L)arge, (M)edium and (S)mall.

(L) sized weapons must be wielded two-handed.

*A Bill-guissarme, Halberd, Javelin, Pike, Pole-axe or Spear will do double **Damage**, when set to receive a Charge. Hand-Axes, Spears and Javelins may be thrown. If a mounted combatant, who is not Charging, is Hit by a Halberd, or Bill-guissarme on a true 18-20 he must **Save** or be Dis-Mounted.

** A Lance will do double **Damage**, when the wielder is Charging on a Warhorse. It may also be set to receive a Charge and will do double **Damage** when so set. A Lance may be wielded one-handed, from horseback.

*** May be wielded one or two-handed. +1 to **Damage** when wielded two-handed. Cannot be used for Two-Weapon Fighting.

Table 26: Missile Weapons

Weapon Type	Rate of Fire per Att. per Round	Range*	lbs	Cost
Arrows	2		3 (score)	5 gp (Score)
Axe, Hand	1	10/20/30 ft	3	1 gp
Bolt, Heavy			1 (score)	3 gp (Score)
Bolt, Light			1 (score)	2 gp (Score)
Bow, Long	2	100/200/300 ft	3	40 gp
Bow, Short	2	60/120/180 ft	2	25 gp
Crossbow, Heavy	1/2	120/240/360 ft	8	25 gp
Crossbow, Light	1	80/160/240 ft	4	16 gp
Dart	3	20/40/60 ft	1	5 sp
Javelin	1	30/60/90 ft	2	1 gp
Sling	1	50/100/150 ft		2 gp
Spear	1	20/40/60 ft	6	3 gp
Bullet (Sling)			5 (score)	5 sp (Score)

*Short/Medium/Long. -2 **To Hit** for Medium Range and -4 for Long Range.

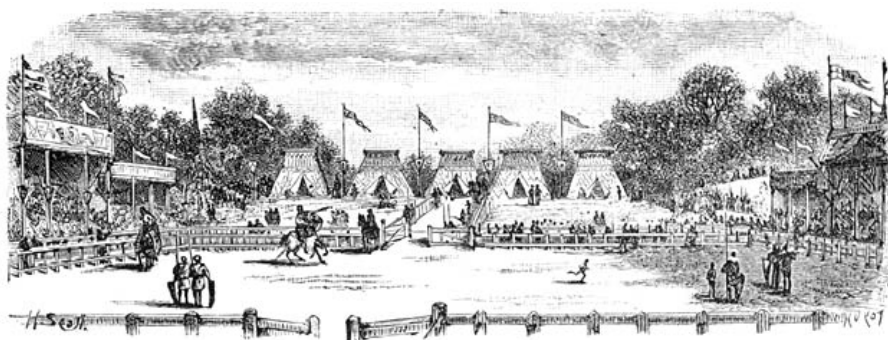


Table 27: Armor

Armor Type	Effect on AC*	Weight	Max. Movement Rate*	Cost
Leather	+2	15 lbs	120'	6 gp
Studded Leather	+3	20 lbs	90'	30 gp
Chain	+4	30 lbs	90'	70 gp
Chain Shirt	+3	20 lbs	120'	50 gp
Banded	+5	35 lbs	90'	85 gp
Plate-Mail	+6	50 lbs	60'	450 gp
Shield	+1	10 lbs		10 gp

*Magical Armor will allow max. movement rates 30' faster, up to 120'.

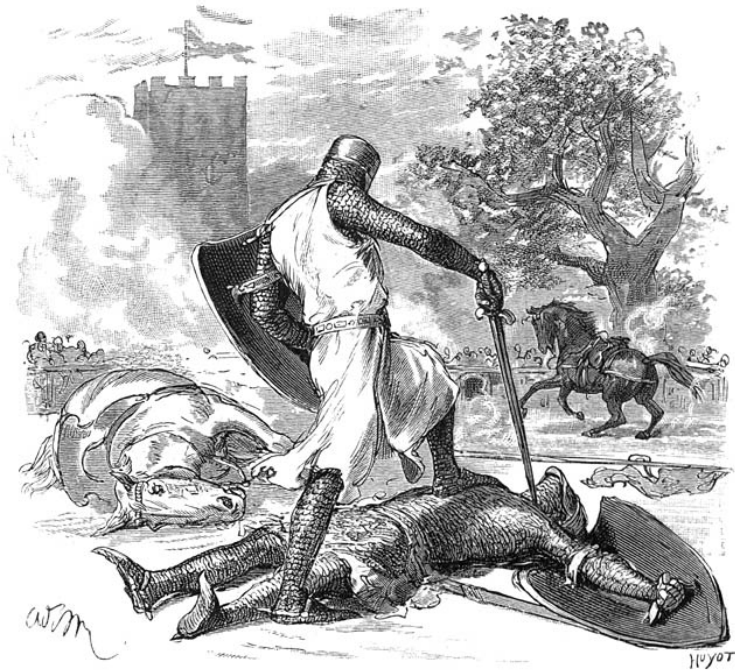


Table 28: General Equipment

Item	Cost	Lbs.	Item	Cost	Lbs.	Item	Cost	Lbs.
Backpack (30 pound capacity)	5 gp	10	Grappling Hook	1 gp	4	Pole, 10 ft	2 sp	8
Barrel	2 gp	30	Hammer	5 sp	2	Pot, iron	5 sp	10
Bedroll	2 sp	5	Holy Symbol, wooden	1 gp	1	Rations, trail (day)	5 sp	2
Bell	1 gp		Holy Symbol, silver	25 gp	1	Rations, dried (day)	1 gp	1
Block and tackle	5 gp	5	Holy Water	25 gp	-	Rope, silk (50 ft)	10 gp	1
Bottle (wine), glass	2 gp	1	Ink (1 oz)	1 gp	-	Sack (15 pounds capacity)	1 gp	.5
Candle	1 cp	-	Ink for copying Spells & Scrolls (1 oz)	Varies	-	Sack (30 pounds capacity)	2 gp	1
Canvas (sq. yd)	1 sp	1	Ladder (10 ft)	5 cp	20	Shovel	2 gp	8
Case (map or scroll)	1 gp	.5	Lamp (bronze)	1 sp	1	Signal Whistle	5 sp	
Chain (10 ft)	30 gp	10	Lantern, bullseye	12 gp	3	Spellbook (blank)	25 gp	5
Chalk, 1 piece	5 cp		Lantern, hooded	7 gp	2	Spike, iron	5 cp	.5
Chest	2 gp	25	Lock	20+ gp	1	Tent	10 gp	20
Crowbar	2 sp	5	Manacles	15 gp	2	Torch	1 cp	1
Fishing net (25 sq feet)	4 gp	5	Mirror (small steel)	20 gp	.5	Waterskin	1 gp	1
Flask (leather)	3 cp	-	Musical Instrument	5 gp	1+	Whetstone	2 cp	.5
Flint & Steel	1 gp	-	Oil (lamp), 1 pint	1 sp	1	Wine, Pint	5 sp	1
Garlic (1 pound)	1 sp	1	Parchment (sheet)	2 sp	-	Wolfsbane	1	

Table 29: Transportation

Type	Cost
Cart, Hand	10 gp
Galley, Small (50 rowers)	10,000 gp
Galley, Large (100 rowers)	30,000 gp
Horse, Riding	40 gp
Horse, War	200 gp
Merchant Ship (small)	5,000 gp
Merchant Ship (large)	20,000 gp
Mule	20 gp
Rowboat	20 gp
Wagon	50 gp





Part 2



Combat

Chapter 1: Combat Basics

Calculating Armor Class

An unarmored person is AC 11 and the number beside the armor AC values, is the number added to 11 to determine AC. Thus, a character wearing Chainmail, would be AC 15. If he also had a 13 Dex., his AC would be 16, but 15 from the rear, or in other situations where the Dex. Adjustment to AC cannot be utilized.

Attacking

When a Character makes an attack, they roll a d20 and add their Level based **To Hit** bonus, along with any other appropriate bonuses. The sum is then equal to the Highest AC which the attack is capable of Hitting. If the opponent's AC is equal to the number rolled, or worse, then the **To Hit** roll is successful.

Combat in the game is abstract. The “To Hit” rolls which take place during a combat Round, represent the chance of scoring a telling blow while engaged in multiple swings, thrusts, bashes, clenches, parries, feints and other melee actions and attack sequences. All of this action takes place within the Combat Round, which is 30 seconds long in game time.

True 20's and True 1's

When rolling a To Hit, a Saving Throw and in most other cases involving a d20, a roll of a True 20 (a roll of 20 on the die, before including any modifiers) is always a success. A True 1, is always a failure. These unmodified rolls of 20 and 1 are also considered Critical Hits and Misses possibly precipitating other effects according to the adjudication of the GM.

Chapter 2: Movement, Encumbrance and Time

Movement and Carrying Capacity

Weight is listed in pounds. A normal load of miscellaneous equipment is assumed to weigh 10 pounds. This does not include armor, weapons or treasure. Coins and gems weigh 0.1 pounds each. Encumbrance may also effect Surprise, as below.

Table 30: Base Movement Rate and Encumbrance

Weight Carried	Encumbrance	Movement Rate	Surprise Modifier
Up to 35 lbs	Light	120'	-1 to be surprised
36 – 70 lbs	Normal	90'	
71 to 105 lbs	Heavy	60'	
106 – 150 lbs	Very Heavy	30'	+1 to be surprised

Table 31: Indoor Movement

Move Actions	Speed	Notes
Careful	Base movement in feet per Turn	Mapping is permitted.
Walking	Base movement in feet multiplied by 10 per Turn	No mapping or careful observation is possible.
Running	Base movement in feet multiplied by 2 per Round	No mapping, automatically surprised, with no chance to surprise others.
Combat Round	Base movement in feet per Round	
Combat Segment	Base movement in feet /5	

Table 32: Outdoor Movement

Move Actions	Speed	Notes
Walking through easy terrain	Base movement /5 in miles per day	
Forced March	Twice the above rate in miles per day	Forced march checks required (Strength Check on 4d6. Roll Strength or less)
Combat Round	Base movement in feet per Round +20%	
Combat Segment	Base movement in feet /4	

TIME

A Turn is equal to 10 minutes of Game Time. In combat situations, Time is measured in Rounds, which are equal to 30 seconds of Game Time and may be further divided into Segments, which may roughly be considered to be 6 seconds long each. Game Time is just that, the amount of Time that passes within the imaginary world of the Campaign. Game Time does not equal real time, when in a combat situation, though it sometimes will, but often doesn't, in non-combat situations.

Chapter 3: Initiative and Sequence of Combat

1. Determination of Surprise:

Surprise will normally be determined by rolling 1d6 for all sides, a 1 or 2 indicating Surprise for that side. Some creatures have a greater chance of Surprising opponents (e.g. 1-4 in d6.)

Others, have a smaller chance of being Surprised. A character with a +1 Surprise bonus is only Surprised on a 1 in d6, if the chance would normally be 1-2 in d6. The Surprise Roll is made for the whole party, by the character with the highest chance of being Surprised. Characters may then apply any bonuses of their own to the roll, so situations where only some of a party is surprised, is possible. Regardless of bonuses, a roll of 1 on whichever die is used to make the check, always indicates a Surprise for everyone on that side.

If all or none of the parties are Surprised, combat proceeds to step 2. Otherwise, those not Surprised may move, close, make a Full Attack Action if they are within 5 feet, one attack if within 10', cast, or begin a spell and use magical devices and missile weapons if these were at the ready. There will be one Surprise Segment, after which combat proceeds to step two.

2. Declaration of Actions:

Players state their actions for the Round. The GM will decide the actions of all other creatures, first. Anyone casting a spell, must state which spell is being cast. Casting starts, once the Declaration has been made. When casting, Spellcasters lose Dex. based adjustments to AC and will also be at +4 To Hit! If Damage is taken while casting, or the caster is knocked prone, or otherwise interfered with, the spell will fail and be lost from memory. A caster may not move more than their Base Move /10, if casting a spell that Round and then only after the spell is finished.

3. Determination of Initiative:

Each side rolls a d6. The highest roll wins Initiative.

4. First Spell Segment, Missile Fire and Movement:

A. 1st Level spells will fire for the winning side, as well as Power Words, Holy Words, Words of Recall and Innate/Spell-Like Abilities.

A caster directly involved in melee, with no ally threatening an opponent, can only cast the spells mentioned in this step. Spells with a lengthier casting time, as well as scrolls, will take too long, leaving the caster at the mercy of their opponent. Magical devices **may** be utilized when directly engaged in melee.

B. Each combatant on the side that won Initiative may then move, make a half move, begin a Charge, Close to Attack, Set to Receive a Charge, or may fire their initial missile volley.

C. 1st Level spells, as well as Power Words, etc., for the losers of the Initiative will then take effect.

D. The losing side's combatants may now act as in B, above.

5. Melee and Second Spell Segment:

A. The side that won Initiative may make any melee attacks, so long as no movement has been made and melee combat was already joined.

B. The side losing Initiative will then do the same.

C. 2nd and 3rd Level Spells will then fire, as will Scrolls of 1st Level and magical devices, for the side which won Initiative.

D. The side which lost Initiative may act as in C, above.

6. Second Arrow Attacks and Third Spell Segment:

A. Bowmen from the side that won Initiative may make a second attack, if applicable or a half move, if they took no more than a half move in step 4.

B. Bowmen from the side that lost Initiative may do the same.

C. 4th and 5th Level Spells cast, as well as Scrolls of 2nd -3rd Level, will then Fire, for the side which won Initiative.

D. The side which lost Initiative may act as in C, above.

7. Second Melee Attacks and Fourth Spell Segment:

A. Those engaged in melee on the side that won Initiative may take their second attack if applicable and no move has been made. If a move was made earlier, they may make their first attack, so long as their opponent was within 10' at the beginning of the Round. They may instead take a half-move, or act otherwise, if they have been holding their Initiative.

B. Melee attackers which lost Initiative may act as in A, above.

C. 6th and 7th Level Spells and Scrolls of 4th - 5th Level, will then Fire for the side which won Initiative.

D. The side which lost Initiative may act as in C, above.

8. Final attacks and Fifth Spell Segment:

A. Any final missile or melee attacks are made, 8th and 9th Level Spells will Fire, as will Scrolls of 6th -7th Level, all at the same time, for the side which won Initiative.

B. The side which lost Initiative may act as in A, above.



C. Any combatant who won Initiative and is Charging, may now attack. Any Defenders who set to Receive a Charge, will attack first.

D. Any combatant who lost the Initiative and is Charging, may now attack. Any Defenders who set to

Receive a Charge, will attack first.

9. End of the Round:

A. All Scrolls of 8th -9th Level, will take effect at the beginning of step 4 of the next Round, first for the side than won Initiative, then others. The caster will not be able to take any other action, save his normal movement, until the Round following the one in which the high Level scroll took effect.

B. Go back to step 2 (Declaration of Actions) and repeat the process until the combat is finished.

Holding Initiative

Initiative may be Held, the action being taken later in the combat Round, if desired. Initiative may not be Held by anyone being directly threatened in melee.

Chapter 4: Some Combat Maneuvers

Charging: A creature who is more than 10' away from their target may Charge one time per Turn, moving at double their normal movement rate and attacking in the same Round. They receive a +2 bonus To Hit, but suffer a -1 penalty to their AC and lose any Dexterity Bonus to AC when Charging. If the defender has a weapon which is longer than that of the attacker's, then the defender will attack first. Certain weapons (spears, lances, pikes, Javelins, Bill-guissarmes, Pole-axes and Halberds) may be "set" against a charge, and will inflict double Damage if a Hit is scored upon a charging attacker. A rider upon a Warhorse and wielding a lance, will do double Damage with the weapon on a charge. A creature may not charge if they are at their maximum amount of

Encumbrance, unless they are on a Warhorse which is not at its maximum Encumbrance.

Close To Attack: Unless charging, a Character may Close to within melee range (10') and then attack on the next Round. The Character will not be subject to melee attack, when closing, unless he or she is attempting to move past a threatening enemy.

Defensive Fighting: Any Character except an MU, may opt to fight defensively, bettering their AC by 2 but sacrificing a -3 To Hit. Attack rate is halved, when fighting defensively.

Disarm:

A Fighter attempting to disarm an opponent must state his/her intent before making their "to hit" roll.

The defender must make a Saving Throw and if successful, the attack is at an end. If the defender fails the save, then the attacker will make their "to hit" roll, with adjudication as follows:

If the defender is 5 or more levels higher than the attacker, then the attempt succeeds on a roll of a true 20.

If the defender is 3 or 4 levels higher than the attacker, then the attempt succeeds on a roll of a true 19, or 20.

If the defender is within 2 levels of the attacker, higher or lower, then the attempt succeeds on the roll of a true 18-20.

If the attacker is 3 to 7 levels higher than the defender, then success is indicated on a true 17-20.

If the attacker is 8 or more levels higher, then a true 16-20 succeeds.

In all cases, the target number must still be a "hit" vs. the defender's AC.

Whether or not the attempt to disarm succeeds, no damage will be taken by the defender.

Mounted Attack: A mounted Fighter, Ranger, Paladin, Cleric or Druid, attacking enemies on foot, receives a +1 bonus to their To Hit rolls and to their AC. If attacking while riding a trained Warhorse, or similar creature, the bonuses are at +2. If the enemies on foot are wielding Halberds, or Bill-guissarme's the bonus to AC will not apply. If the enemies are wielding Pikes, neither the To Hit nor the AC bonus will apply.

Frenzied Attack: Once every four rounds, a Fighter, Ranger, Druid or Cleric, may launch an all-out attack, putting themselves in harm's way in an attempt to damage their opponent. They will attack at +2 To Hit, but will suffer an AC penalty of 3. A Critical Hit or Miss, made during a Frenzied Attack, might be truly awesome or utterly disastrous.

Retreat: If a creature is moving away at greater than one third their normal movement rate, opponents will get a free attack at +2 To Hit and no AC Adjustment from Dexterity or a shield may be used by the defender. A character may perform a Fighting-retreat at one-third their movement rate, but his or her rate of attack will be halved. This may be combined with Defensive Fighting, with no further penalty to the rate of attack.

Shield Bash: A Fighter, Paladin, Ranger or Cleric may forgo their normal attack and shield bonus to AC to make a Shield Bash attack at +1 To Hit. If successful, they will do 1d4 points of Damage. Damage adjustments for Strength, a magical shield, etc., apply. He or she may attempt to **Push** the defender as well, making an opposed Strength Check against their opponent.

To make the Check, each combatant rolls 2d6. The Attacker adds the total Damage for the Bash attack. The Defender may

add their Strength To Hit adjustment. If successful, the defender must make a Saving Throw, to avoid being knocked back 11' - 14'. If the defender wins the Strength Check, then the attacker must Save, or be knocked back 11' - 14'. In either case, if the Save is failed by more than -4, it will result in being knocked *Prone*, instead.

Certain conditions, such as a defender who is the same size or smaller than the attacker **and** using neither shield, nor heavy weaponry (two-handed,) may prevent the defender from being able to Push back at the attacker. The defender may Check with Dexterity, instead of Strength, but cannot Push back when doing so. For Ogre sized creatures, the Strength Check will be made without adding in the Base 1d4 Damage rolled. Creatures larger than an Ogre may not normally be Pushed.

Trip: A Fighter, Paladin, Ranger or Cleric may forgo their normal attack and attempt to trip an opponent, knocking them prone.

A Character attempting to trip an opponent must state his/her intent before making their To Hit roll.

The Attacker will roll 1d4, which represents potential damage.

The defender must make a Saving Throw at a penalty equal to the potential damage. If successful, the attack is at an end and no damage is taken. If the defender fails the save, then the attacker will make their To Hit roll and if successful, the damage rolled will be dealt, with further adjudication, as follows:

If the defender is 5 or more levels higher than the attacker, then the attempt succeeds on a roll of a true 20.

If the defender is 3 or 4 levels higher than the attacker, then the attempt succeeds on a roll of a true 19, or 20.

If the defender is within 2 levels of the attacker, higher or lower, then the attempt succeeds on the roll of a true 18-20.

If the attacker is 3 to 7 levels higher than the defender, then success is indicated on a true 17-20.

If the attacker is 8 or more levels higher, then a true 16-20 succeeds.

In all cases, the target number must still be a "hit" vs. the defender's AC.

Two-weapon Fighting: A character, other than an MU, with a Dexterity of 13+ may fight using two One-Handed weapons, the Secondary weapon being no larger than a shortsword. This does not grant an extra attack, due to the abstract nature of combat rolls in the game. Fighting with two weapons grants a +1 To Hit, or a +1 bonus to AC. The Player may choose which bonus to take and it will be assumed to go towards their attacking abilities, if no preference is stated. The player may choose, which weapon scored Damage on a Hit.

Chapter 5: Some Common Combat Modifiers

Attacking Invisible Enemies: Attacks against invisible opponents are -4 To Hit and they will receive a +4 bonus to any Saving Throws. The attacker must have an approximate idea of where the invisible creature may be, to even attempt an attack. More experienced/powerful PC's, NPC's and Monsters, have a chance, based upon Intelligence and/or other abilities, to approximately locate an invisible opponent.

Firing Missile Weapons into Melee: If a ranged weapon is fired into a melee in which an ally is involved, the attacker will be at a -4 penalty To Hit as their ally is providing cover for enemies. If the target is missed by 1-4, they will hit the ally instead. The attacker may reduce this penalty to -2, by taking the time to carefully Study the situation and wait for an

opportune moment. This will reduce the rate of fire by half and they will attack on Step 6 (and 8 if applicable,) of the Sequence of Combat. He or she will then only hit an ally if they miss by 1-2. Bow specialists and Rangers are not subject to this liability and may utilize their full rate of fire, at no penalty.

Flanking: If two or more attackers manage to flank or surround a single opponent, they each receive a +1 bonus To Hit. Magic-Users, do not receive this bonus.

Prone Defenders: Attacks made against a prone defender are at +3 To Hit and the defender loses any Dexterity bonus to AC. Attacks made from a prone position are at -2 To Hit. It will take one Round to recover from being Prone, with the Prone combatant still acting under the penalties given and if he or she is Hit during the Round in which they are trying to recover, a successful Dexterity Check on 4d6 will be necessary to avoid being knocked prone again.

Rear Attacks: Attacks from the rear are at +2. The defender loses any Dexterity bonus to AC and no protection from a shield is possible.

Spacing: A Character “occupies” an area of about 5’ across, for purposes of marching and fighting. During combat, movement cannot be made through and past this 5’ area without incurring an attack, unless the defender is occupied with at least one other attacker, or otherwise engaged.

Spears and Pole-arms: Halberds, Bill-guissarms, Pikes, Javelins & Spears, wielded by attackers in the second rank of a battle formation, can attack past the first rank.

Stunned Opponents: A Stunned opponent may be attacked at +4 To Hit and loses any Dexterity or shield adjustments to AC.

Terrain and Cover: Some terrain, such as high and low ground

can give a bonus or penalty to attacks. (Usually +/- 1.) Cover will provide a bonus to AC of +2 to +10, depending upon the amount of cover.

Weaponless Defenders: A character being attacked by an enemy wielding a melee weapon, who is not wielding one himself, or otherwise equipped, such as in the case of natural weaponry, is at +2 to be Hit.

Chapter 6: Risks & Rewards

Damage and Death

For Leveled Characters and some other creatures, Hit points represent much more than just the ability to physically withstand damage. They mostly represent combat skill, stamina, luck, minor scrapes, the sort of bruising and muscle wrenching, which professional athletes often suffer, and even divine favor! When a Character or other creature is hit, the amount of Damage is deducted from their Hit Points. When a Character is brought to 0 Hit Points, they are rendered unconscious. If brought to below 0, they must, at the end of the following round, roll a d3. On a 1, a Save vs. Death must be made, to stabilize and avoid dying, placing the Character at 0 Hit Points. On a 2, a second save must be made, on the subsequent round, before the Character stabilizes. A 3, indicating a particularly nasty wound, necessitates a third round, in which the Character must make a successful Saving Throw.

At any time, magical intervention will stabilize the Character. Non-magical intervention will allow the Character to roll two Saving Throws on each round where one is indicated and take the best result.

A roll of a True 20 will indicate automatic success and no further Saves will be necessary. A roll of a True 1, will also

grant success, but leave the Character with a permanent debilitation, which will permanently lower one Ability Score by one point. A Restoration, or Wish will repair such damage.

Taking additional damage before the Character stabilizes, will result in death.

Healing

There are several means of acquiring magical healing, but sometimes a Character may be in a position where they must heal naturally. Applying first aid will automatically restore 1 Hit Point. A night of rest will restore 2 Hit Points. A day of uninterrupted rest will restore 2 Hit Points per Level of the Character. Four weeks of rest will always restore a Character to their full Hit Point total.

Experience Point Awards

Experience is awarded for slaying or otherwise defeating foes and for amassing treasure.

Chapter 7: Non-Combat Task Resolution

Any character can attempt to do any thing. When possible, role-playing is used to determine the results of non-Combat actions.

D6 Adjudication

When D6 Adjudication is utilized, the chance for success will usually be 2 in 6, but see below. Ability Score bonuses are factored in when appropriate and magic may modify the roll, further. If all bonuses raises the chance of success to greater than 1-5 in 6, then the chance will be 1-7 in 8, then 1-9 in 10, with the maximum chance of success, being 1-11 in 12.



Expertise

At times, a Player will want his Character to perform an action which falls under the training appropriate to their class, but for which there is a chance of failure. For instance, a Player may need to know if his Magic-User Character is familiar with an obscure arcane legend. In such instances, the Character will use their Saving Throw score to attempt success. A bonus for a high ability score, or the class-based Saving Throw bonus may be applicable.

Common Adventuring Tasks

The following common adventuring tasks are handled by d6 adjudication, when necessary. For these specific tasks, non-Thief Characters will receive a +1 bonus, every five levels, beginning at 5th level.

Disarming Traps (modified by the higher bonus of Int. or Dex.)

Searching (modified by the higher bonus of Int. or Wisdom.)

Stealth (modified by Dexterity.)

Ability Checks

At times, an ability check will be utilized to adjudicate actions.

Table 33: Ability Score Checks

Difficulty	Roll Score or Less On
Easy	2d6
Moderate	3d6
Challenging	4d6
Very Hard	5d6
Almost Impossible	6d6

In the case of the Obscure Magical Legend, mentioned above, a Fighter would have a chance to know something about this specific subject, but only if he or she made a Very Hard, or if the circumstances warrant, an Almost Impossible, Ability Check.

More on Thief Skills

Whenever possible, role-playing will be used to adjudicate attempts at Thievery, such as Searches, Removing Traps, etc. In such cases, a roll may not be necessary at all. If the player makes an error during this process, they may automatically fall back on their Thief Skill Percentile Roll.

For instance, if the Thief is attempting to remove a Trap and the player makes an error in judgment, either the player or GM, as appropriate, will make a Mechanical Thieving Skill roll, much in the manner of a Saving Throw, to see if the skilled Character caught their almost error and solved the puzzle by virtue of his or her Class Abilities. At times, a Trap may be of such a complicated construction, that Negotiation isn't feasible and the Class related Skill Roll alone, will come into play.

More on Adjudication

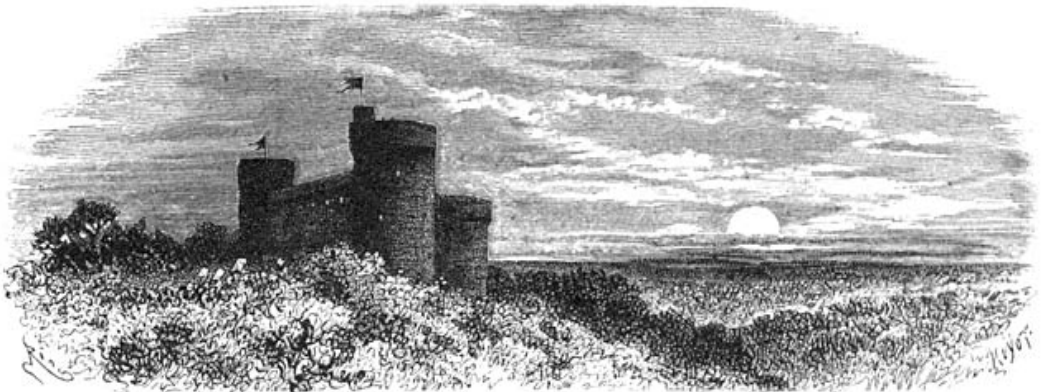
A non-Thief character who is attempting a Search, Trap removal, etc., by role-playing may also, if he or she fails and if the circumstances warrant, fall back on a d6 roll, in a similar manner to that related above.

For instance, if a Dwarf is searching stonework and fails to ask the right questions, or look in the necessary places, the GM may decide that the PC's Racial abilities will come to their aid and allow a roll to be made, to see if the Character succeeds.

The GM may, instead, choose to embellish his or her descriptions, in such a way as to take the Dwarf's abilities, into account.

On Character Concepts

A given character *may* have areas of knowledge, which go beyond their usual class-given parameters due to specific character concepts, worked out with the GM at character creation. A Fighter who decides to be a Witch-hunter, for instance, would have some knowledge of the occult, though such knowledge would not be so wide, nor deep as that of a Magic-user. Such a character would make any ability score checks on such knowledge, at an easier difficulty level than usual.



Appendix A

On Alignment

Lawful – Lawful beings believe in working with others towards common goals, with an eye towards building a civilization and in creating and upholding government and law. The main focus will often be that of striving for the common weal and respecting the rights of others, though in some, the belief in Law will be bent towards a tyrannical, enforced stratification. In either case, the advancement of civilization will be central to the point of view held.

Chaotic – Chaotic beings believe that no authority or rules, should be allowed to interfere with their wills and that so-called civilization, is just another case of the strong, dominating the weak. While some Chaotic beings are respectful of life and even altruistic, if anarchistic, most tend towards wickedness and strife. These latter have love for few, if any and will not hesitate to violate the rights of others, if they think they can do so without undesirable consequences.

H. P. Lovecraft described the more typical version of the Chaotic point of view, when he wrote:

"The time would be easy to know, for then mankind would have become as the Great Old Ones; free and wild, and beyond good and evil, with laws and morals thrown aside and all men shouting and killing and reveling in joy."

Certain sophisticated adherents of Chaos, actively and assiduously work to overthrow civilization and its fruits.

Neutral – Neutral beings are, for the most part, selfish, disinterested in any cosmic conflicts and are mostly out for themselves. They will uphold Law, if it is to their benefit and

undermine it, if the latter suits their purposes. Such beings tend to act in a more “lawful” manner, when dealing with family and friends, or, sometimes, more extended “families,” such as fellow cult members and so forth. Basically, Neutrals look out for themselves and those close to them, but have little concern for the rights and needs of others within their community. They will not, usually, directly interfere in the rights of others, in other than minor ways, but neither will they go out of their way to lend aid or support to their neighbors.

True Neutral – The True Neutral, believes Law and Chaos to be necessary parts of Nature and seeks a balance of these powers and values, both within themselves and the multi-verse as a whole. To this end, they endorse the “Law of Nature,” as they see it, which often leads towards a form of conduct similar to that seen in the Neutral alignment, above. That being, a more “lawful” stance towards what they see as their communities, and a “chaotic” approach to dealing with others. Druids, in particular, take their interpretations to a “cosmic” Level, often leading to a bizarre mixture of sophistication and savagery.

Appendix B

The Descending AC System

Table A1: Cleric, Thief & Druid Combat Chart Parts A & B

Cleric Level	Opponent's Armor Class								
	1	2	3	4	5	6	7	8	9
1-2	19	18	17	16	15	14	13	12	11
3	18	17	16	15	14	13	12	11	10
4-5	17	16	15	14	13	12	11	10	9
6-7	16	15	14	13	12	11	10	9	8
8-9	15	14	13	12	11	10	9	8	7
10-11	14	13	12	11	10	9	8	7	6
12	13	12	11	10	9	8	7	6	5
13-14	12	11	10	9	8	7	6	5	4
15-16	11	10	9	8	7	6	5	4	3
17-18	10	9	8	7	6	5	4	3	2
19-20	9	8	7	6	5	4	3	2	2
21+	8	7	6	5	4	3	2	2	2

Cleric Level	Opponent's Armor Class						
	-6	-5	-4	-3	-2	-1	0
1-2	26	25	24	23	22	21	20
3	25	24	23	22	21	20	19
4-5	24	23	22	21	20	19	18
6-7	23	22	21	20	19	18	17
8-9	22	21	20	19	18	17	16
10-11	21	20	19	18	17	16	15
12	20	19	18	17	16	15	14
13-14	19	18	17	16	15	14	13
15-16	18	17	16	15	14	13	12
17-18	17	16	15	14	13	12	11
19-20	16	15	14	13	12	11	10
21+	15	14	13	12	11	10	9

Table A2: Fighter, Paladin & Ranger Combat Chart Parts A & B

Fighter Level	Opponent's Armor Class								
	1	2	3	4	5	6	7	8	9
1	19	18	17	16	15	14	13	12	11
2	18	17	16	15	14	13	12	11	10
3	17	16	15	14	13	12	11	10	9
4	16	15	14	13	12	11	10	9	8
5	15	14	13	12	11	10	9	8	7
6-7	14	13	12	11	10	9	8	7	6
8	13	12	11	10	9	8	7	6	5
9	12	11	10	9	8	7	6	5	4
10	11	10	9	8	7	6	5	4	3
11	10	9	8	7	6	5	4	3	2
12-13	9	8	7	6	5	4	3	2	2
14	8	7	6	5	4	3	2	2	2
15	7	6	5	4	3	2	2	2	2
16	6	5	4	3	2	2	2	2	2
17	5	4	3	2	2	2	2	2	2
18	4	3	2	2	2	2	2	2	2
19	3	2	2	2	2	2	2	2	2

Fighter Level	Opponent's Armor Class						
	-6	-5	-4	-3	-2	-1	0
1	26	25	24	23	22	21	20
2	25	24	23	22	21	20	19
3	24	23	22	21	20	19	18
4	23	22	21	20	19	18	17
5	22	21	20	19	18	17	16
6-7	21	20	19	18	17	16	15
8	20	19	18	17	16	15	14
9	19	18	17	16	15	14	13
10	18	17	16	15	14	13	12
11	17	16	15	14	13	12	11
12-13	16	15	14	13	12	11	10
14	15	14	13	12	11	10	9
15	14	13	12	11	10	9	8
16	13	12	11	10	9	8	7
17	12	11	10	9	8	7	6
18	11	10	9	8	7	6	5
19	10	9	8	7	6	5	4

Table A3: Magic-User Combat Chart Parts A & B

MU Level	Opponent's Armor Class								
	1	2	3	4	5	6	7	8	9
1 - 5	19	18	17	16	15	14	13	12	11
6 - 8	18	17	16	15	14	13	12	11	10
9 - 10	17	16	15	14	13	12	11	10	9
11 - 13	16	15	14	13	12	11	10	9	8
14 - 15	15	14	13	12	11	10	9	8	7
16 - 18	14	13	12	11	10	9	8	7	6
19+	13	12	11	10	9	8	7	6	5

MU Level	Opponent's Armor Class								
	-8	-7	-6	-5	-4	-3	-2	-1	0
1 - 5	28	27	26	25	24	23	22	21	20
6 - 8	27	26	25	24	23	22	21	20	19
9 - 10	26	25	24	23	22	21	20	19	18
11 - 13	25	24	23	22	21	20	19	18	17
14 - 15	20	20	22	21	20	19	18	17	16
16 - 18	20	20	20	20	19	18	17	16	15
19+	22	20	20	19	18	17	16	15	14

Table A4: Armor & Descending AC

Armor Type	Effect on AC*	Weight	Max. Movement Rate**	Cost
Leather	-2	15 lbs	120'	6 gp
Studded Leather	-3	20 lbs	90'	30 gp
Chain	-4	30 lbs	90'	70 gp
Chain Shirt	-3	20 lbs	120'	50 gp
Banded	-5	35 lbs	90'	85 gp
Plate	-6	50 lbs	60'	450 gp
Shield	-1	10 lbs		10 gp

Calculating AC with the Descending AC System

An unarmored person is also Armor Class 9. Armor subtracts from the **AC** score. Leather Armor is -2, so a person wearing it would be **AC** 7.

Other factors will effect AC, such as Dexterity bonuses, or bonuses for magical items. Bonuses will lower AC and penalties raise AC. The lower the AC number, the better the level of protection.

Attacking with the Descending AC System

When a Character makes an attack, they roll a d20 and add any appropriate bonuses, such as for Strength, Magical Weapons, or situational modifiers. The player then references the appropriate combat chart, first finding their character's Level on the left-hand column, then, determining where on that row of the chart, the number generated by the adjusted d20 roll, falls. The column holding the adjusted number will indicate the lowest **AC** which that particular attack roll is capable of hitting. If this is equal to the opponent's **AC**, or if the opponent's **AC** is worse, then the **To Hit** roll is successful.

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