

Septentrionalis Reference Tables

Weapons

Name	Cost	Size	Damage	Critical	Range	Inc. Max
<i>Matchlocks:</i>						
Arquebus	40 gp	Lg	1d10	18-20/x2	40 ft.	400 ft.
Caliver	30 gp	Lg	1d8	18-20/x2	50 ft.	500 ft.
Musket w/Rest	50 gp	Lg	1d12	17-20/x2	60 ft.	600 ft.

Snaphances:

Musket	100 gp	Lg	1d12	17-20/x2	60 ft.	600 ft.
Musketoen	75 gp	Med	1d10	18-20/x2	50 ft.	500 ft.
Pistol	60 gp	Sm	1d8	18-20/x2	40 ft.	200 ft.

Wheelocks:

Belt Pistol	75 gp	Sm	1d8	18-20/x2	40 ft.	200 ft.
Horse Pistol	90 gp	Med	1d10	18-20/x2	50 ft.	250 ft.
Double Pistol	200 gp	Med	1d8	18-20/x2	40 ft.	200 ft.

Swords:

Broadsword	20 gp	Med	1d8	x3	-	
Cutlass	10 gp	Med	1d6	x3	-	
Rapier	35 gp	Med	1d6	19-20/x2	-	
Rapier, Long	40 gp	Med	2d4	19-20/x2	-	
Saber	30 gp	Med	1d6	19-20/x2	-	
Smallsword	40 gp	Sm	1d4	18-20/x2		

Unusual Weapons:

Wall Gun	150gp	Huge	2d12	17-20/x2	80ft.	800 ft.
Hand Mortar	90 gp	Lg	see Grenades, right		30 ft.	300 ft.

Armor

Name	Cost	Aarmor Bonus	Max Dex+	Check Penalty	Spell Failure	Speed (30/20)	Weight
<i>Light Armor:</i>							
Padded Coat	6 gp	+1	+5	-1	10%	30/20	6 lb.
Buff Coat	10 gp	+2	+6	0	10%	30/20	10 lb.

Medium Armor:

Breastplate	100 gp	+5	+4	-2	25%	25/15	15 lb.
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Heavy Armor:

Cuirass	150 gp	+6	+3	-3	30%	25/15	20 lb.
with Tassets	200 gp	+7	+2	-4	30%	25/15	25 lb.
3/4 Plate	300 gp	+8	+2	-4	35%	20/15	35 lb.
Full Plate	500 gp	+9	+1	-6	40%	20/15	50 lb.

Loading and Firing Schedule for Guns

Wheelocks and Snaphances

1	Load Powder (full-round action)
2	Load Shot (full-round action)
3	Fire (standard action)

...with Rapid Shot Feat

1	Load Powder & Shot (full-round)
2	Fire (standard action)

Matchlocks

1	Prime Match (full-round action)
2	Load Powder (full-round action)
3	Load Shot (full-round action)
4	Fire (standard action)

...with Rapid Shot Feat

1	Prime Match (full-round)
2	Load Powder & Shot (full-round)
3	Fire (standard action)

Gun Misfires

Condition	Matchlocks	Other
Light Rain/Spray	1-3	1-2
Heavy Rain	1-6	1-4
Damp Powder	1-8	1-10
High Wind	1-6	1

Muzzle Flash, Smoke, & Noise

Muzzle Flash: Reflex save at DC 15 or 1d2 points of damage to target adjacent to muzzle.

Smoke: Heavy guns create 5' smoke cloud for one round, providing 20% concealment.

Noise: -3 to Listen checks for 1 hour for targets within 5'.

Grenades

Cost: 1 gp
Damage: 3d6(Direct Hit), 1d6 (5')
Range Increment: 10' (as thrown weapon)

Dex Check at DC 3 to light
Dex Check at DC 10 to snuff short fuse
Misfires as Matchlock Gun (see above)

Gunpowder Kegs

Cost: 5 gp per 5 lb. keg
Damage: 5d6(Direct Hit), 3d6 (5'), 1d6 (10')

Artillery

<i>Culverins</i>	<i>Length</i>	<i>Bore</i>	<i>Wt.</i>	<i>Shot</i>	<i>Range</i>	<i>Mount</i>	<i>Cost</i>	<i>Crew</i>
Rabbinet	3 ft.	2"	50	1 lb.	100	Swivel	125	1
Falconet	4 ft.	2"	75	1 lb.	200	Swivel	175	1
Falcon	6 ft.	2"	125	1 lb.	300	Swivel	300	2
Minion	8 ft.	3"	250	4 lbs.	300	Wheel	600	3
Saker	9 ft.	3"	400	4 lbs.	400	Wheel	1000	3
Demi-Culverin	11 ft.	4"	700	10 lbs.	400	Wheel	1400	4
Culverin	12 ft.	5"	800	18 lbs.	400	Wheel	2000	5
Long Culverin	16 ft.	4.75"	850	16 lbs.	600	Wheel	2100	5

<i>Cannon</i>	<i>Length</i>	<i>Bore</i>	<i>Wt.</i>	<i>Shot</i>	<i>Range</i>	<i>Mount</i>	<i>Cost</i>	<i>Crew</i>
Demi-Cannon	11 ft.	6"	900	32 lbs.	300	Wheel	2200	6
Cannon	12 ft.	7"	1000	50 lbs.	300	Wheel	2400	7

<i>Periers</i>	<i>Length</i>	<i>Bore</i>	<i>Wt.</i>	<i>Shot</i>	<i>Range</i>	<i>Mount</i>	<i>Cost</i>	<i>Crew</i>
Perier	5 ft.	8"	500	76 lbs.	200	Wheel	1200	7

<i>Mortars</i>	<i>Length</i>	<i>Bore</i>	<i>Wt.</i>	<i>Shot</i>	<i>Range</i>	<i>Mount</i>	<i>Cost</i>	<i>Crew</i>
Deck Mortar	1 ft.	6"	75	32	25	Sled	175	2
Howitzer	2 ft.	8"	300	76	50	Sled	600	8
Bombard	3 ft.	12"	1200	200	75	Sled	1600	12

Fencing Moves

Beat (*Attack roll modifier: -2*)

Attacker knocks defender's main weapon aside, giving defender a -2 modifier to attack with main weapon on next attack, and negating the defender's fencing bonus to AC for this round.

Bind (*Attack roll modifier: -3*)

Defender cannot use main weapon until freed at the cost of one attack, or cancelled by attacker.

Corps a Corps (*Attack roll modifier: -4*)

Attacker enters defender's square without provoking an attack of opportunity; may try to grapple.

Hilt Smash (*Attack roll modifier: -4*)

Attacker inflicts additional damage equal to her Strength ability modifier.

Lunge (*Attack roll modifier: -4*)

The normal critical threat range for the attacker's weapon is doubled for this attack, but if the defender survives, he makes a free attack of opportunity against the attacker.

Pass (*Attack roll modifier: -8*)

Attacker moves through defender's square without provoking an attack of opportunity, does normal damage, and ends up in the square on the opposite side of her starting position. Defender flanked for this attack only.

Rondo (*Attack roll modifier: -4*)

Attacker switches squares with defender, still facing one another, without provoking AoO.

Spring & Fly Out (*Attack roll modifier: -6*)

Attacker attacks and retreats, giving main weapon a 10' reach.

Touch (*Attack roll modifier: -4*)

Attacker only does 1 hp of damage, giving defender one point of temporary ability damage to Dexterity.

Loading and Firing Schedule for Artillery

Below 32-pounder:

- 1 Sponge out (full-round action)
- 2 Load Powder (full-round action)
- 3 Load Shot (full-round action)
- 4 Sight Gun (full-round action)
- 5 Prime Vent (full-round action)
- 6 Fire (standard action)

32-pounder:

- 1 Sponge out (full-round action)
- 2-3 Load Powder (full-round action)
- 4-5 Load Shot (full-round action)
- 6-7 Sight Gun (full-round action)
- 8 Prime Vent (full-round action)
- 9 Fire (standard action)

Above 32-pounder:

- 1 Sponge out (full-round action)
- 2-3 Load Powder (full-round action)
- 4-6 Load Shot (full-round action)
- 7-10 Sight Gun (full-round action)
- 11 Prime Vent (full-round action)
- 12 Fire (standard action)

Summary of Roundshot Damage

Base Damage: 10

Additional Damage: 1d10 per pound

Fortitude Save reduces damage to 1/2

Save DC: 10 + weight of shot.

Reflex save reduces damage to 1/2, or to zero if the PC has the Evasion class feature.

Save DC: 20, minus 1 for every 50 feet of distance between the gun and the target, to a minimum of DC 10.

Excess damage from first target is applied to subsequent targets up to 30' beyond first target, until all damage is absorbed.

Fencing Moves

<i>Move</i>	<i>Attack Roll Modifier</i>
Beat	-2
Bind	-3
Corps a Corps	-4
Hilt Smash	-4
Lunge	-4
Pass	-8
Rondo	-4
Spring & Fly Out	-6
Touch	-4

Off-Hand Defenses

<i>Defense</i>	<i>AC Bonus</i>
Hat	+1
Improvised	+1
Leather Gauntlet	+1
Rolled Cloak	+2
Small Weapon	+3
Tiny Weapon	+2