

The Swordhawk Rules

third edition

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Preface

At last, the Swordhawk Rules are ready for the public. It has been a long way in coming, but on the following pages I have tried to make the incompleteness and contradictions presented by TSR inc. in their various books for the Advanced Dungeons & Dragons 2nd ed. role-playing game.

I have tried to make the combat rules more understandable and better, as well as developing a more comfortable magic system. It is loosely based on "Spellpoints III" (author: Tim Prestero) found in the Net Wizard's Handbook, 3rd ed. by Jim Gitzlaff.

Trondheim (Norway), October 10, 1994

Ådne Brunborg

Preface to second edition

The most noticeable differences from the first edition is the introduction of the new hit point system and the use of character points, introduced by TSR, Inc. in their *Skills & Powers* rulebook. But changes have been made to both the combat system and the magic system since first edition, as results of one year of playtesting. I have also included two priesthoods, these do not make a complete pantheon but should give some hints - if this is desired.

Some sections are marked *Optional*, this means that I don't always use them myself. Of course, everything in these pages is to be considered optional by the DM, but I hope the contents may prove useful for other than me.

My gratitude goes to the netters that commented on the β -version, and to my gaming groups, without whom this work might never have seen the light.

Trondheim (Norway), February 25, 1996

Ådne Brunborg

Preface to the third edition

The Swordhawk Rules remained unchanged for almost four years before I started working on the files again. This has nothing to do with the introduction of *Dungeons & Dragons, third edition*, the books of which I have not bought, but rather with me no longer being sick of writing rules.

I have modified the specialisation system (again...) and present a version usable with the proficiency slot system, alongside the character point system. I have also expanded the Magic chapter and the Arms&Armor appendix, and added a new appendix on Critical Hits and Misses.

I have also removed the level limit for rolling dice to determine hit points, only to discover that the official *third edition* beat me to it.

Oslo, March 21, 2001

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Chapter 1

Character Generation

This chapter is intended to be a step-by-step procedure for creating a character. It's intended for near-beginners or beginners with the aid of an experienced player or DM, so if it's too detailed just skip it.

The creation of a character is divided into the following steps:

1. Roll the stats and arrange them as you like. This is done by rolling 4d6 (four six-sided dice), picking the three highest and add them. If all four dices show the same number, you get +1 on that stat. This will give you six stats in the 4-19 range. A strength of 19 is not possible to acquire this way, a 19 in strength is considered an 18.
2. Choose a race. Each race has several abilities to choose between, presented on the following pages. If you are new to the game choosing "standard" abilities is recommended.
3. Choose a class. If you wish to be a multi-classed character, read section 5.1. The *Skills & Powers* book offers custom-made classes (modified herein), but beginners are recommended to use the standard classes from the *Player's Handbook*.
4. Choose non-weapon proficiencies (NWP). This is not dealt with in this book.
5. Choose weapon proficiencies. This book offers various specialisation systems, if you do not use *Skills & Powers* rules you may have trouble using them.
6. Roll hit points.
7. Roll for starting money and purchase equipment as given in the *Player's Handbook*.

For those who don't use *Skills & Powers*, most of these rules may still be used. The section on character classes should be ignored, and the specialization systems should be modified. The rest of it may be used as it stands.

1.1 Player Character races

General

Cross-breeds between members of two sub-races within a race is possible, and will be dominated by the blood of one of the parents (50% chance for each). The offspring will for the future be calculated as a full-blooded member of his dominant sub-race, although traces of both parents can be seen.

Cross-breeding between the races is not possible, except between human and elf. The result is a half-elf. Table 1.1 shows sample ability score modifications. Other tables that deal with races, such as maximum and minimum ability score requirements, are given in appendix C.

Table 1.1: Ability score modifications

Race	Bonus	Penalty
Dwarves		
Coast	+1 Con	-1 Wis
Mountain	+1 Con	-1 Cha
Elves		
High	+1 Dex	-1 Con
Wood	+1 Dex	-1 Cha
Gnomes		
Rock	+1 Int	-1 Wis
Forest	+1 Wis	-1 Str
Half-elves	—	—
Halflings		
Hairfoot	+1 Dex	-1 Str
Stout	+1 Con	-1 Str
Humans	—	—
Orcs	+1 Str	-1 Cha

General Notes:

- If a weapon bonus is chosen, this is for one weapon only (battle axe or hand axe, not both). The character must also be proficient in the weapon when his character is created in order to choose these bonuses. Dwarves and orcs

may choose two such bonuses, the other races may only have one such bonus.

- In order for thief and ranger characters to get racial bonuses to their *Move Silently* roll, *Stealth* must be chosen.
- **Infravision.** There are two types of infravision, which works differently:

Low-light vision enables the character to see in twilight conditions as if it were daylight. Thus, characters with this type of infravision may fight without penalties under twilight conditions. This infravision is of no use unless there is a small amount of light available, it is useless in absolute darkness.

Heat vision enables the character to sense heat emitted from differing sources if there is no light present. If even the smallest amount of light is present, it is ineffective. This enables the character to fight with twilight penalties in total darkness.

- Characters points from the generation of races may be saved for use in purchasing class abilities. When the race and class is finished, all excess points are forever lost.

Dwarves

The dwarves are divided into two sub-races, known as Coast Dwarves and Mountain Dwarves. Both are fairly tanned (despite the amount of time they spend underground) and usually have dark hair and beard. Mountain Dwarves usually have brown eyes, while the eyes of Coast Dwarves are usually bright blue. Both sub-races average 4 to $4\frac{1}{2}$ feet tall. The average weight is slightly above 150 pounds for males and slightly under 130 pounds for females.

Both sub-races add one on their initial constitution score, this is to reflect their sturdiness and endurance. Due to this, they receive a bonus on saving throw versus poison based on their constitution score. This bonus is presented in table C.3, appendix C.

Mountain Dwarves are of suspicious nature, and thus lose one point from their initial charisma score. Coast Dwarves are of a more open nature, and thus has no modifiers to their charisma score. However, they are more foolhardy of nature and thus subtract one point from their initial wisdom score.

The anti-magical nature of dwarves may cause magical items to malfunction. Each time an item is used, there is a 20% chance of malfunction. This applies to all magical items except weapons, shields,

armor, gauntlets and girdles, as well as priestly items used by dwarven priests. This non-magical nature also has advantages, dwarves receive a bonus on saving throws against attacks from magical rods, staves, wands, and wizard spells. They receive no bonus on saving throws versus priestly spells. The bonus is based on their constitution score, and is given in table C.3.

All dwarves have infravision. This allows them to detect noticeable heat sources within 60', given that no light source exist. (If a light source exist, the eyes of the dwarf will use the normal spectra.) With this ability, dwarves can fight in total darkness against creatures that emit heat with combat penalties normally used under twilight conditions.

Furthermore, dwarven sub-races have 25 character points to purchase abilities as presented below. Five character points can be saved for future use. Mountain dwarves may be paladins, if this is desired.

Standard selections are: for Coast Dwarf (saves 5 cp); *Axe bonus*, *Evaluate gems* and *Melee combat*, and for Mountain Dwarf; *Hammer bonus*, *Melee combat* and *Mining detection*

Axe bonus (5): +1 to attack rolls with hand or battle axe.

Brewing (5): +2 to the Brewing proficiency. The dwarf must have this proficiency to gain this benefit.

Crossbow bonus (5): +1 to attacks with heavy or light crossbows.

Determine stability (5): The character is an expert in determining if the ground is stable. By concentrating for one round the character can determine if there will be a dangerous tremor, collapse, rockfall or slide when the character enters an area. The chance of success is 1-4 on 1d6.

Determine age (5): By examining a building or ruins, the dwarf stands an excellent chance of determining the approximate age of the structure. The chance of success is 1-5 on 1d6.

Detect poison (5): By sniffing food or drink, the dwarf can determine if it has been poisoned. The chance of success is 1-4 on 1d6.

Evaluate gems (5): A dwarf with this ability can determine within 10% the value of any given gem.

Hammer bonus (5): +1 to hit with war- or sledgehammer.

Mace bonus (5): +1 on attacks with the footman's mace.

Meld into stone (10): Once a day a dwarf with this ability can *Meld Into Stone* as a priest of the same level.

Melee combat (10): Dwarves have +1 bonus to their attack rolls vs. orcs, goblins, and hobgoblins. Further, when ogres, ogre magi, trolls, and giants are fighting dwarves, they suffer a -4 penalty to their attack roll due to the size and special training of the dwarves.

Mining detection ability (10): A character with this ability is familiar with mining, tunneling and stonework. By concentrating for one round the character can detect:

Grade or slope in passage:	1-5 on 1d6
New tunnel/passage construction:	1-5 on 1d6
Sliding/shifting walls or rooms:	1-4 on 1d6
Stonework traps, pits, and deadfalls:	1-3 on 1d6
Approx. depth underground:	1-3 on 1d6

Pick bonus (5): +1 to attack rolls with military picks.

Stone tell (10): Once a day a dwarf with this ability can use the *Stone Tell* ability, as a priest of the same level.

Elves

The elves are divided into two sub-races, known as High Elves and Wood Elves. They are all slim, although the High Elves appear more fragile than their somewhat shorter woodland cousins. High Elves usually have pale, almost white skin, while Wood Elves are of somewhat darker complexion. High Elves have an average height of $5\frac{1}{2}$ to 6 feet, while Wood Elves are somewhat shorter with an average height of $4\frac{1}{2}$ to 5 feet. The average weight for both are around 105 pounds for males and 85 pounds for females.

Both races add one point to their initial dexterity score, this is because of their generally high agility and coordination. Due to their lack of sturdiness, the High Elves subtract one point from their initial constitution score. The Wood Elves is more sturdy than they look, and has no modification to their constitution score. However, due to their general mistrust, Wood Elves subtract one point from their initial charisma score.

As a result of their immortal inheritance, elves do not have souls as normal mortals do. As a result of this, they are unable to pray for priest spells

as the other races. But still they are able to use magic to great extent, and due to their closeness with nature some elves become able to use priest spells that are directly associated with nature (typically, ranger spells). As another result of this inheritance, elves have 90% resistance to magical *Sleep* and *Charm*-related attacks.

Both sub-races have very keen sight, including the ability to see clearly in twilight up to 60' away. Thus, they suffer no combat penalty when fighting in twilight conditions.

Both races has 25 character points they can use to purchase abilities as listed below. Five points can be saved for future use. If a H or W is denoted in the cost, it may only be taken by High or Wood Elves, respectively.

Standard selections are: for High Elves; *Secret doors*, *Stealth* and *Magic identification*, and for Wood Elves; *Animal friendship*, *Bow bonus* and *Stealth*.

Animal friendship (10/W): Once a day, the elf can use the *Animal Friendship* spell as a druid of the same level.

Bow bonus (5/W): +1 on attacks with long or short bows.

Companion (10): The elf gains the companionship of a cooshee or an elven cat. See the Animal Master kit (S&P) for more specifics on companion of animals.

Curative (10): Cure diseases of all non-magical types once a week for every six levels. This is done by laying hands on the subject.

Dagger bonus (5): +1 on attacks with daggers, either thrown or hand-held.

Healing (15): The elf is able to heal himself or others once per day by laying hands on them. The elf can restore two hit points per level this way. **Note:** This ability may only be taken by wizard characters with access to the Enchantment/Charm and/or Necromantic school.

Javelin bonus (5/H): +1 attack roll bonus when using javelins.

Magic identification (10/H): The elf has a 5% chance per experience level of identifying the general purpose and function of any magical item, reflecting their interest in the arcane. This is as per the bard ability.

Rapier bonus (5/H): +1 on attacks with rapiers.

Secret doors (5/H) Because of their acute senses, elves are quick to spot concealed doors and

hidden entrances. Merely passing within 10' of a concealed door gives an elven character a one-in-six chance to notice it. When actively seeking for such doors, they have a one-in-three chance to find a secret door and a one-in-two chance of finding a concealed one.

Speak with plants (10/W): Once a day, the elf can use the *Speak With Plants* spell as a druid of the same level.

Spear bonus (5/W): +1 attack roll bonus when using a spear.

Stealth (10): Elves have the ability to give their enemies a -4 penalty to a surprise roll if the elf is: 1) moving alone, 2) is 90' away from the rest of their party, or 3) is with other creatures able to move with stealth. If the elf must open a door or screen to get to the enemy, the penalty is reduced to -2.

Gnomes

The gnomish sub-races are known as Rock Gnomes and Forest Gnomes. They are both of approximately same height and weight (and size of nose), but the similarities end there. Their average height is just below 4 feet, with the corresponding weight is around 85 and 80 pounds for males and females, respectively.

Rock Gnomes mostly live underground, while their forest dwelling kind usually tries to avoid this as much as possible. Where the Rock Gnome is inquisitive and curious, the Forest Gnome considers the pros and cons to find the best solution to a problem. Thus, the Rock Gnomes add one point to their initial intelligence score and subtract one point from their initial wisdom score. The small size of the Rock Gnome could warrant a reduced strength score, but due to the hard labor performed in the mines this is not done. The Forest Gnome add one point to his initial wisdom score, as indicated above, and subtracts one point from his strength score as he lacks the training of the Rock Gnomes.

Rock Gnomes has 60' heat vision, similar to the dwarves, while the Forest Gnomes has no such special vision. However, Forest Gnomes are able to *Pass Without Trace* through their native woodland as per the druid ability.

Gnome characters has 35 character points to purchase abilities from those presented below. Five character points may be saved for future use. If an F or R are denoted in the cost, the ability may only be taken by Forest or Rock Gnomes, respectively.

Standard selections are: for Forest Gnomes; *Animal friendship*, *Hide*, *Poison resistance* and *Stealth*,

for Rock Gnomes; *Melee combat*, *Mining detection ability*, *Poison resistance* and *Stealth*.

Animal friendship (10/F): Once a day a gnome may cast an *Animal Friendship* spell as druid of the same level.

Melee combat (10): +1 bonus on their attack rolls vs. kobolds and goblins - the gnomes' traditional rivals for space and resources. Further, when ogres, ogre magi, trolls, and giants are fighting gnomes, they suffer a -4 penalty to their attack roll due to the size and quickness of the gnomes.

Dagger bonus (5): +1 to attack rolls with daggers.

Dart bonus (5): +1 to attacks with darts, their preferred missile weapon.

Defensive bonus (5/R): +1 to AC when in their native underground environment.

Engineering bonus (5): If the gnome has the engineering bonus, he gains a +2 bonus to the proficiency.

Freeze (10/R): The ability to "freeze" in place in their underground environment. This gives them a 60% chance not to be noticed by passerby.

Hide (10/F): The ability to Hide in Woods with a chance equal to a thief of the same level's Hide in Shadows ability.

Mining detection ability (10/R): A character with this ability is familiar with mining, tunneling and stonework. By concentrating for one round the character can detect:

Grade or slope in passage:	1-5 on 1d6
Approx. depth underground:	1-4 on 1d6
Approx. direction underground:	1-3 on 1d6
Unsafe walls, ceilings or floors:	1-7 on 1d10

Pick bonus (5/R): +1 to attack rolls with military picks.

Poison resistance (5): Like dwarves, some gnomes are resistant to poison. This grants them a bonus on their saves vs. poison, depending on their constitution score. This bonus is given in table C.3.

Potion identification (5): A gnome with this ability has a percentage chance equal to his Wisdom score of identifying a potion by appearance and scent.

Short sword bonus (5): +1 on attack rolls with short swords.

Sling bonus (5): +1 on to-hit rolls when using a sling.

Stealth (10): Gnomes have the ability to give their enemies a -4 penalty to a surprise roll if the gnome is: 1) moving alone, 2) is 90' away from the rest of their party, or 3) is with other creatures able to move with stealth. If the gnome must open a door or screen to get to the enemy, the penalty is reduced to -2.

Half-elves

The offspring of a mating between a human and an elf is a half-elf. More sturdy than elves, and more finely ciseled than humans, they combine traits from both bloodlines.

An average half-elf is about five and a half feet tall, with average weights for males and females around 130 and 105 pounds, respectively.

Half-elves are often restless, not finding themselves at ease in neither elven nor human communities. They are often outcasts, being different from the rest of the communities, and usually takes to wandering.

Half-elves have 15 character points to purchase abilities from those listed below. Five character points may be saved for future use. Standard selection for half-elves is *Elven vision* and *Secret doors*.

Attack bonus (5): +1 to hit with any one weapon of the character's choice.

Elven vision (5): The character have the elves' twilight vision with a range of 30'.

Magic identification (10): The half-elf has a 5% chance per experience level of identifying the general purpose and function of any magical item, reflecting their interest in the arcane. This is as per the bard ability.

Secret doors (10): A half-elf may have the ability to spot concealed doors and hidden entrances. Merely passing within 10' of a concealed door gives the character a one-in-six chance to notice it. When actively seeking for such doors, he has a one-in-three chance to find a secret door and a one-in-two chance of finding a concealed one.

Halflings

Halflings are divided in two sub-races, known as Hairfoots and Stouts. Most halflings are around 3'

tall and weighs 60 to 70 pounds, the stouts being slightly taller and heavier.

Halflings are a sturdy and industrious people, generally quiet and peaceful. They enjoy all the creature comforts, and while not overly ambitious, they are friendly and open.

Stouts add one point to their initial constitution score, as they are endurant and sturdy. The Hairfoots add one point to their initial dexterity score due to their natural agility. Both subtract one point from their initial strength score, this is a result of the small size and preference for comfortable life.

Halflings have 35 character points to purchase abilities as listed below. Five character points may be saved for future use. If an H or S is denoted in the cost, the ability may only be taken by Hairfoots or Stouts, respectively. Stouts may be paladins, if desired.

Standard selections are: for Hairfoots; *Hide*, *Reaction bonus*, *Saving throw bonus* and *Stealth*, for Stouts: *Attack bonus*, *Detect secret doors*, *Saving throw bonus* and *Stealth*.

Attack bonus (10): +1 to hit with all hurled weapons and slings.

Detect evil (5/H) Halflings are very perceptive. Once a day a halfling with this ability can detect evil in creatures or individuals. This ability does not function on items or locals.

Detect secret doors (5): Because of their acute senses, halflings are quick to spot concealed doors and hidden entrances. Merely passing within 10' of a concealed door gives a halfling character a one-in-six chance to notice it. When actively seeking for such doors, they have a one-in-three chance to find a secret door and a one-in-two chance of finding a concealed one.

Hide (10): The ability to Hide in Woods with a chance equal to a thief of the same level's Hide in Shadows ability.

Infravision (5/S): Some halflings have the dwarven ability to sense emissions of heat. The range of this heat vision is 30'.

Mining detection ability (5/S): A character with this ability is familiar with mining, tunneling and stonework. By concentrating for one round the character can detect:

Grade or slope in passage: 1-3 on 1d6

Approx. direction underground: 1-3 on 1d4

Reaction bonus(5/H): Due to the merry nature of the halfling, he receives a +1 bonus on reaction rolls.

Saving throw bonuses (10): Halflings have a high resistance to magical spells and poison. Thus, they receive a special save bonus vs. poison, rod, staves, wands and wizard spells. They receive no bonus on saving throws against priestly magic. The save bonus is based on their constitution score, and is given in table C.3.

Stealth (10): Halflings have the ability to give their enemies a -4 penalty to a surprise roll if the halfling is: 1) moving alone, 2) is 90' away from the rest of their party, or 3) is with other creatures able to move with stealth. If the halfling must open a door or screen to get to the enemy, the penalty is reduced to -2.

Taunt (5): Once a day the halfling can *Taunt* someone, as per the 1st level wizard spell.

Humans

No other race is as varied as humans. They have no standard abilities, except the ability to choose any class and advance further than any other race.

An average human is a little under 6' tall, with average weights for males and females are little over 170 and 130 pounds, respectively. Hair colors varies from light blond to pitch black, and eye colors are light blue to dark brown with all variations inbetween.

Humans have 10 character points to purchase abilities from those listed below. Some or all of these may be saved for future use. Standard selection for humans is no special bonuses, all are saved.

Attack bonus (5): +1 to hit with any one weapon of the character's choice.

Experience bonus (10): +5% experience point bonus. This is cumulative with the normal experience bonus if the human meets the requirements to gain this.

Secret doors (10): A human may have the ability to spot concealed doors and hidden entrances. Merely passing within 10' of a concealed door gives the character a one-in-six chance to notice it. When actively seeking for such doors, he has a one-in-three chance to find a secret door and a one-in-two chance of finding a concealed one.

Orcs

Orcs have an average height slightly over 6' for males, females are two or three inches shorter. Their average weights are approx. 200 pounds for males

and 185 pounds for females. Orcs have brown to gray skin, dark brown eyes (exceptions exists), and brown to black hair. Most noticeable are their tusks that are between $\frac{1}{2}$ and 1 inch longer than their other teeth. This may give them a very fierce look, and often causes distrust in other races.

Due to their size and mass, orcs add one point to their initial strength score. They are generally mistrustive, this causes them to subtract one point from their initial charisma score.

Orcish characters receive 20 character points to purchase abilities among those presented below. Five character points may be saved for future use.

Standard selection for orcs is *Attack bonus*, *Damage bonus*, and *Infravision (low-light)*.

Active sense of smell (5): The character's sense of smell is sensitive enough to give a +1 bonus to surprise rolls.

Acute taste (5): The character's sense of taste is so sensitive he gains a +2 bonus to saving throws vs. imbibed poisons.

Attack bonus (5): +1 on attack rolls with one non-bow weapon of the player's choice.

Damage bonus (5): +1 damage bonus with one melee weapon of the player's choice.

Infravision (10): The character receives infravision with a range of 60'. The type of infravision is chosen by the player (heat vision or low-light vision). This ability may not be taken twice to get both types of infravision.

Magic resistance (10): Due to the resistance towards magic some orcs possess, they receive a +2 bonus on saving throws versus all types of magical attacks. This ability may not be taken by any spellcasting characters. Orcs with this ability runs a 20% risk of failing to activate a magical item.

Mining detection abilities (5): A character with this skill is familiar with mining, tunneling and stonework. By concentrating for one round the character can detect:

Grade or slope in passage: 1-2 on 1d6

New tunnel/passage construction: 1-3 on 1d6

Poison resistance (5): +2 to saving throws versus poison.

Optional: Orcish paladins

Orcish paladins are possible, in spite of the fact that maximum charisma for orcs are 14. In order to play an orcish paladin, the player must roll an 18 to use on charisma, modified to 17. The orcish paladin is considered to have a charisma score of 14 when rolling reaction adjustment and so on.

1.2 Player Character classes

The following modifications/clarifications applies to the classes presented in the *Skills & Powers* book. If you are not using *Skills & Powers*, you may ignore this section.

All classes

- *Weapon specialization* must be selected from all of the character's classes in order to be able to specialize. Only single-classed fighters may specialize in more than one weapon.

Fighter

- *Increased movement* is +25%.
- *Magic resistance* is not available.

Paladin

- *Curative* is once per week for every five levels of the paladin.

Ranger

- *Climbing*: The ranger uses the Hide in Shadows-percentage as a positive modifier to his climbing chance.

Rogues

- Orc characters use the Half-Orc column for modifications to thieving abilities.
- *Combat bonus* (10): Allows for use of the priest's THAC0 chart

Priest

See the various priesthoods for details and list of abilities.

Wizard

- Wizards have 50 character points.
- Access to *Alteration* costs 10 character points.
- Access to *Invocation/Evocation* costs 10 character points.
- *Armored wizard* costs 10 character points allows only padded, leather and studded leather armor to be worn.
- *Automatic spells* costs 10 character points. The DM has the details about the acquisition of the spell, it does not instantly pop up in the wizard's spellbook.
- *Casting reduction* costs 10 character points. No difference in effect for mages and specialists.
- *Combat bonus* allows rogue THAC0 chart for both mages and specialist wizards.
- *Priestly wizard* is not available.
- *No components* is not available.

Chapter 2

Hit Points

2.1 Body Points

All characters have base hit points equal to $\frac{Str+Con}{4}$, rounded up if the fraction is 0.5 or more, down if below 0.5. This represents the physical condition of his body, and constitution-bonus does not apply. All these points are *Body Points* and this amount does not change unless the stats of the character change. When a character has suffered a loss of body points, he is said to have suffered physical damage.

2.2 Skill Points

As a character rises in levels, his combat skills increase and he dodges blows against him easier. Furthermore, his pain tolerance and ability to ignore effects of magic upon his body increase. This is all reflected in his *Skill Points*, which is the Hit Dice of the character's class (d4, d6, d8, d10 or d12).

Note: Determining hit points with dice no longer stops at level 9 (or 10), but continues throughout the levels for all character classes.

Skill points are healed naturally at the rate of one point per turn of undisturbed rest, half the rate if the character is engaged in non-strenuous activity. Physical points are regenerated at the rate of one point per 24 hours of undisturbed rest unless the character has a constitution score of 20 or more, in which case the rate is a bit higher (see constitution table, *Player's Handbook*). NWP's such as Healing and/or Herbalism may modify this rate.

2.3 Wounded

If a character has suffered physical damage, he is wounded. His concentration is failing some, his wounds hurt, and he is generally in bad shape. This reflects on his actions, he fights less efficiently, walks slower, a spell may fizzle and so on.

For each 10% of physical damage a character has suffered, he is at -1 to hit and damage, has a -1 penalty on all saves and a +1 initiative penalty,

Table 2.1: **Penalties while wounded**

Max BP	Penalty at X physical damage†								
	-1	-2	-3	-4	-5	-6	-7	-8	-9
4		1			2		3		
5			1		2		3		4
6	1			2		3		4	5
7	1	2			3		4	5	6
8	1	2	3			4	5	6	7
9	1	2	3	4		5	6	7	8
10	1	2	3	4	5	6	7	8	9

†: To find the percentage chance of spell failure, multiply the penalty by 5

movement is dropped by 10% and there is a 5% chance of spell failure. On table 2.1 below are given the times at which the penalties are applied.

25%, rounded up, of the healing gained through *Cure* spells and the Lay on Hands ability will be physical points (i.e. the 1st, 4th, 9th etc.). Thus, a *Cure Light Wounds* spell (1d8 points of healing) will cure 1-2 physical points.

A character cannot have a higher fraction of skill points than of physical points, i.e. if a character has suffered a loss of 20% physical points, he will have no more than 80% of his skill points until he is cured for all wounds.

Falling Damage

When a character falls down, physical damage will be suffered. However, a character's skill in dodging allows for some skill point loss instead.

A base of 65% of the falling damage is physical damage. A successful dexterity check will allow some damage to be taken as skill damage. The amount to be taken as skill damage will be increased by 5%, plus 5% per point of margin the check was made by.

If a "1" is rolled, all damage may be taken as skill damage. If the character has a dexterity score of 14 or more and rolls a "1", a second successful

dexterity check will cause half the damage to be suffered. If this roll also is a "1", a third check is allowed and so forth.

2.4 Death

A character is dead whenever his hit points reaches a negative amount decided by his constitution score. However, his chances of survival lessens once he is on negative hit points. To help determining survival, the *Survival Roll* is hereby introduced. It is simply a System Shock roll with a -3% penalty per negative hit point.

There are four categories of condition a character can have below positive hit points; *Unconscious*, *Critically Wounded*, *Mortally Wounded* and *Comatose*. To calculate these categories, do as indicated below:

Unconscious (0 to $-\frac{1}{4}\text{Con}$): The character is unconscious but does not loose further hit points. A successful Survival Roll will allow the character to wake up after 2d20 minutes (still at negative hit points and unable to do anything), and he can be healed normally. If the roll is failed, the character is still unconscious and regains one hit point per day of normal rest, *Cure* spells can take him up to 1 hp and then 24 hours are required before further healing can be applied (except for a *Heal* spell).

Natural healing is one hit point per day (24 hours).

Seriously Wounded ($-\frac{1}{4}\text{Con}$ to $-\frac{1}{2}\text{Con}$): The character is seriously wounded and bleeds one hp per round. A character with Healing proficiency, as well as a -4 wisdom check by others, a *Cure* spell or Lay on Hands will stabilize the character. When the character is stable, a Survival Roll will allow him to accept magical healing of power less *Heal* up to 1 hp, while a failed roll will cause such spells to have half normal efficiency. A *Heal* spell will still have full effect.

Natural healing is one hit point per day if the character rolls a successful Survival Roll each day.

Mortally Wounded ($-\frac{1}{2}\text{Con}$ to $-(\text{Con}-1)$): The character is bleeding to death (1 hp per round). A Healing proficiency check (or a -10 wisdom check by a non-proficient character) as well as a *Cure* spell or Lay on Hands is sufficient to stabilize the character. Once stable, a successful Survival Roll will allow him to accept

Cure spells at half efficiency (rounded down) up to 1 hp, at which point he must rest for 24 hours before he can be cured up to 1/2 his hit point maximum (rounded down). After that 24 hours more he can be fully cured.

A *Heal* spell will take the character up to 1 hp, and further magical healing will then affect him normally. A failed Survival check indicates that the character is comatose (see below) but stable.

Natural healing is slow, the character regains one hit point per two days if two successive Survival Rolls are successful (one per day). There is no chance of dying if precautions are taken (not moving the character, see that he has enough to drink, and so on).

Comatose ($-\text{Con}$ to $-\frac{5}{4}\text{Con}$): The character is on the threshold of death. A Healing check at -4 or 15 hit points of healing is required to stabilize the character. A failed Survival Roll after stabilization indicates that the character looses one hit point and a new Survival Roll is required. This continues until either the character is dead or succeeds a Survival Roll.

A successful roll indicates that the character is stable. He may accept *Cure* spells at one-third the normal efficiency (rounded down) up to Mortally Wounded, at which point ha must rest for 48 hours before further healing can be applied. A *Heal* spell will bring him up to Seriously Wounded, and further healing can be applied normally.

If no magical healing is available, the character can heal naturally. A new Survival Roll each day three days in a row will allow the character to regain 1 hp, if all three rolls are failed by more than 20% the character will loose 1 hp. There is no time limit to how long a character can be comatose, except for the problem of nourishment.

Example: *Gillette is a druid with a constitution score of 15. Calculations give*

$$15 \times \frac{1}{4} = 3.75 \quad 15 \times \frac{1}{2} = 7.5 \quad 15 \times \frac{5}{4} = 18.75$$

which implies that she is at unconscious from 0 to -3, at seriously wounded from -4 to -7, at mortally wounded from -8 to -14, and comatose from -15 to -18. If she drops to -19 or below, she is dead.

Chapter 3

Combat

3.1 Specialization (melee)

Characters may choose to specialise in weapons, specialization reflects the characters interest in that weapon as well as mirroring a certain talent in using it. I have here also allowed rouges and wizards some degree of weapon specialisation.

There are different effects when considering the effects of weapon specialisation, the difference lies in the speed of the weapon, this is given in table 3.1. The highest grades of weapon mastery cannot be achieved with slower weapons.

Table 3.1: Effects of specialization

Grade	Fast weapon	Slow weapon
Expertise	+1 to-hit	+1 to-hit
Specialisation	+1/2 att	+D dam
Mastery	+2 to-hit	+2 to-hit
High Mastery	+1/2 att	+D dam
Grand Mastery 1 st	+2 to-hit	+D dam
Grand Mastery 2 nd	+1/2 att	NA
Grand Mastery 3 rd	+2 to-hit	NA

Fast weapons are those with a base speed of 5 or less, slow weapons are those with weapon speed of 6 or more.

The effects are as follows: **to-hit** means bonus on the to-hit roll, **att** means extra attack, **dam** means extra damage. **+D dam** means that the extra damage depends on the base damae of the weapon. This damage is given in table 3.2.

Table 3.2: Extra damage by weapon

Max wp-damage	Extra damage
up to 10	+1d4
11-15	+1d6
16-20	+1d8
21+	+1d10

Cost of Specialisation

Using Prificiency Slots as detailed in the *Player's Handbook*, the cost of specialisation is as presented in table 3.3. Using this table, the bonuses for Expertise are included when the character acquires Specialisation only if he is a single-class fighter. (Thus, fighters with Specialisation have +1 to-hit and +1/2 extra attack or damage, others have only +1/2 extra attack or damage.)

Warriors are paladins, rangers, and 50%+ multi-class fighters.

Table 3.3: Cost of specialization (proficiency slots)

Grade	Min. lvl / Cost		
	Fighter	Warrior	Priest
Specialisation	3rd/1	3rd/1	4th/1
Mastery	6th/1	9th/2	12th/2
High Mastery	9th/1	15th/2	NA
Grand Mastery 1 st	12th/1	NA	NA
Grand Mastery 2 nd	15th/1	NA	NA
Grand Mastery 3 rd	18th/1	NA	NA

Cost of Specialisation - using Skills & Powers

The use of character points as detailed in *Skills & Powers* opens for a more finely differed specialization system.

The differing grades of specialization may be acheived at different levels and at different costs for the various classes, this is given in table 3.4. Warriors are paladins, rangers, and 50%+ multi-class fighters.

A character cannot acheive the higher grades of weapon proficiency without first passing through the lower grades first. At least one experience level must be spent on each grade.

Characters using the Weapon Master kit may achieve the grade one level earlier than other mem-

Table 3.4: **Cost of specialization (character points)**

Grade	Min. lvl / CP cost		
	Fighter	Warrior	Priest
Expertise	1st/2	1st/2	2nd/3
Specialisation	2nd/3	3rd/4	5th/6
Mastery	6th/3	8th/6	10th/9
High Mastery	10th/3	14th/8	NA
Grand Mastery 1 st	12th/3	NA	NA
Grand Mastery 2 nd	15th/3	NA	NA
Grand Mastery 3 rd	18th/3	NA	NA
	Rouge	Wizard	
Expertise	2nd/3	4th/3	
Specialisation	6th/ 8	7th/10	
Mastery	11th/12	NA	

bers of their class. Thus, fighter Weapon Masters may become specialists at 1st level, for a total cost of 7 character points including the cost for proficiency.

Example: *Gruld the Barbarian chooses to acquire specialisation in bastard sword at 3rd level. He has 1 attack per round, doing 2d4+1d4 against Small and Medium creatures, and 2d8+1d8 against Large or bigger creatures when using the sword two-handed, and 1d8+1d4/1d12+1d6 when using the sword one-handed. If he chose better attacks/round, he would get no bonuses when using the sword two-handed.*

Ramires the Swashbuckler specializes in rapier. He does 1d6+1/1d8+1 hp in damage as usual, but attacks 3/2.

As can be seen, a rapier-specialist and bastard sword specialist each averages out at about the same amount of damage per round against Small and Medium (rapier: 6.75 hp; bastard sword: 7.5 hp), the rapier-specialist having the advantage of more attacks, but against Large (or bigger) creatures the bastard sword specialist is better off (rapier: 8.25 hp; bastard sword: 13.5 hp). (These calculations assume that the bastard sword is used two-handed.)

3.2 Specialization (bows)

The bonuses for thrown weapons and crossbows are as presented in the *Player's Handbook*.

Rangers and 85+% fighters can specialize in bows at 3rd level or above. Specializing in bows costs 3 weapon proficiency slots (or 7 character) points. The bonuses gained are as follows:

- +1 to hit at short range, +2 to hit at medium

and long range (cumulative with normal range modifiers)

- If he holds one shot, he fires one shot in the next round in initiative 1.
- Can move up to $\frac{1}{3}$ of his full movement and still fire two shots, each without the attack bonuses
- Can move up to $\frac{2}{3}$ of his full movement and still fire one shot, each without the attack bonuses
- If he stands still, he can fire 1 shot at +2 to hit
- If he stands still, he can fire 3 shots, each at -3 to hit

Upon reaching 7th level he gets the following additional bonuses:

- Base ROF is 3 shots per round
- Can move up to $\frac{1}{4}$ of his full movement and still fire three shots, each without the attack bonuses
- Can move up to $\frac{1}{2}$ of his full movement and still fire two shots, each without the attack bonuses
- Can move up to $\frac{3}{4}$ of his full movement and still fire one shot without the attack bonuses
- If he stands still, he can fire 1 shot at +3 to hit
- If he stands still, he can fire 2 shots, each at +1 to hit
- If he stands still, he can fire 4 shots, each at -3 to hit

At 9th level or above a single-classed fighter or ranger can devote an additional weapon proficiency slot (or 3 character points) and get a +2 to-hit bonus at all ranges.

In addition, rouges using relevant kits (DM's discretion) may devote 1 proficiency slot or 3 character points to get a +1 to-hit as the DM sees fit.

Note: A warrior specilaized in the bow cannot reach higher grades than Mastery in any melee weapon.

3.3 The four fighting styles

There are four different styles of melee fighting, as presented below. Only warriors are able to use all these, priests can use the single-weapon, two-hander and weapon-and-shield styles, rogues can use single-weapon, two-hander and two-weapon style, and magicians can only use the two-hander and single-weapon styles.

Note that no character can learn other fighting styles than they start with.

Specializing in the styles

Specializing in the styles are possible. Warriors can specialize in one fighting style at first level, while the priest and the rogue can specialise at 2nd level. Wizards cannot specialize in the fighting styles, and only warriors can specialize in more than one style. Specializing in a fighting style costs one weapon proficiency slot. The character points for a weapon slot is given in *Skills & Powers*.

Single-weapon Style [all classes]

This style is most popular among “civilized” fighters, the swashbuckler uses this style extensively. Specializing in this style requires a dexterity of 13 or more, and it grants a +1 AC bonus.

Double-specializing is also possible, at 3rd level (or later) a warrior (and *only* a warrior) can devote a 2nd slot to get a +2 AC bonus and a -1 initiative bonus. Double-specialization require a dexterity score of 15 or higher.

Elven bladesong

Elven bladesong is a unique form of single-weapon style that only the most talented of elven fighters learn. To reflect this, only elven warriors with a 15 or more in dexterity and 13 or more in strength can specialize in this manner.

Learning this style requires intensive training over a period of several decades, and the elves will *never* teach it to any non-elf. It requires 2 weapon slots just to be proficient, and after some experience (i.e. a new weapon slot) and more training a 3rd slot may be added. It is not possible to devote 3 slots to this style at 1st level.

No further style specialization is possible within this style, and it is not possible to combine this style with any other style specialization (including ordinary single-weapon style specialization). Bladesinging is only possible when fighting with a one-handed weapon, without using the other hand for either shield or a secondary weapon.

While bladesinging, the elf can on any round of combat choose one of the following bonuses:

- +1 to hit, +2 if 3 slots are devoted, *or*
- +1 to AC, +2 if 3 slots are devoted, *or*
- the fighter may get one block attack against one front or flank attack without wasting any of his ordinary attacks. This option is only available after 3 slots have been devoted to this style.

Additionally, after 3 slots the elf also gets a +1 initiative bonus while using the style.

Two-hander Style [all classes]

The two-handed style allows the character to use both hands on a weapon. Specializing in this style requires a strength score of at least 13.

The advantage of specializing in this style is that when fighting with a weapon designed for two-handed use, the character gets a +3 initiative bonus. In addition, when fighting with any weapon two-handed, he gets a +1 on his damage rolls.

Weapon-and-shield Style [warriors and priest]

This style allows a character to get the AC-bonus of a shield. He may also perform a block-maneuver (see Section 3.5) with his shield, having -2 to hit with his weapon and -4 on his block maneuver. Performing a block-maneuver is only possible with a medium shield or smaller, unless the character is exceptionally strong. A strength score of 16 allows for a large shield to be used like this, and a score of 18 allows the use of a body shield for this use.

Note that a character performing a block-maneuver loses all his shield-bonus on AC for the entire round.

Devoting one slot to weapon-and-shield style, allows the character to be an expert of shield use. If he decides to block with the shield, he has two options. He may either perform one block maneuver with no penalty to the attack roll and -2 on the blocking, or perform two with a -2 penalty on the attack roll and -4 on the block.

These penalties are modified by reaction adjustment for high dexterity.

Devoting a 2nd slot (only available to warriors) allows the character either to have one shield block with no penalties, or 2 block maneuvers with 0/-2 to hit. 3 block-maneuvers are not possible without a *Haste*-spell or similar magic.

As this fighting style are quite strenuous, a constitution score of at least 13 are needed to specialize in this style, and a 15 is needed to double-specialize.

Two-weapon Style [warriors and rogues]

Fighting with two weapons is a tactic many warriors favor. In order to specialize in this style, a dexterity of at least 13 is needed.

Specializing in this style drops the penalties for fighting with two weapons to 0/-2. Double-specialization is not available.

In order to get strength bonus on his off-hand weapon, a character must either be a ranger (in light armor) or a specialist in the fighting style. The strength bonus available for a given character is presented in table 3.5.

Table 3.5: **Off-hand strength**

Dexterity	Off-hand strength bonus
13	5 classes lower
14	4 classes lower
15	3 classes lower
16	2 classes lower
17	1 class lower
18+	as primary weapon

3.4 *Optional: Disarming*

This system is based on the principle that it's harder to disarm an opponent when he's a better fighting man than you, and is not based on what armor type he's wearing. DAC is an abbreviation for "Disarm Armor Class".

In order to disarm an opponent, the attacker must make a successful attack vs. the defender's DAC. This is equal to his base THAC0, with the following modifications:

- the disarm-factor (DF)
- any bonuses/penalties for to-hit from strength
- any bonuses/penalties for to-hit from specialization or non-proficiency
- defense adjustment (from dexterity)
- AC-bonus from style specialization
- any magical AC-bonus (any + on armor and rings etc., but not shield, *Bracers of Defence*, *Armor-spell* etc.)
- -1 if weapon has a basket hilt
- -6 if uses two-handed weapon

The DF is decided like this:

Joe Average is fighting his cousin Bill Average. They both have average ability scores (8-12). Joe decides to disarm Bill. They are both 1st level fighters using long swords, in which they are proficient. The question is: What number does Joe need to roll to disarm Bill? This number is the "disarm-factor".

A suggested number for DF is 15.

Note that a disarm attempt causes no damage, regardless of whether it is successful or not, as the blow is directed against the weapon and not the man behind it.

A disarm must be declared in advance, before initiative is rolled, and it imposes a +1 modifier on initiative.

3.5 *Optional: Blocking*

The normal parry-rules as described in the *Player's Handbook* still applies (lowering AC). In addition, a character may now opt to block specific attacks directed against him (or others, as the DM's option). In order to do so, he must make a successful block-maneuver. This is calculated as follows:

First, the attacker rolls, using his THAC0 with all normal modifiers. The defender rolls his block attack, using his BAC0 (Blocking Armor Class 0). The BAC0 is calculated from the defender's base-THAC0, using the following modifications:

- any bonuses/penalties for to-hit from strength
- any bonuses/penalties for to-hit from specialization or non-proficiency
- reaction adjustment based on dexterity (not the defense adjustment)
- AC-bonus from style specialization

Additionally, shields are at +2 on this maneuver, as well as having their magical bonus counted for.

Blocking in this manner means sacrificing an attack per block-maneuver. Note that various fighting style specialization can modify this, as well as custom-designed weapons.

Example: *Timok, the 10th level fighter, is attacked by an unwitting orc, wielding a long sword. Timok decides to play a little with the orc and block an attack. The orc swings his sword, rolls an 18 and hits AC 2.*

Timok rolls a 3 on his block-maneuver. He's a 10th level fighter, base-THAC0 11, has 18 strength (+2 to hit), being a Master gives him +3 to hit and a dexterity of 16 gives +1 reaction adjustment. His block-maneuver is decided like this:

$$11 - (3 + 2 + 3 + 1) = AC 1$$

Timok blocks easily, then kills the orc with a flick of his sword.

3.6 *Knocking out characters*

It is often desirable to knock a person out. One way is to fight him with bare hands, another (and more subtle) way is to strike him from behind and try to sap him.

In order to do so, the attacker must either have surprised the victim or have moved silently successfully. (Note: If the Move Silently roll was unsuccessful, the victim may still be surprised.) Additionally, a successful attack roll must be made. The attacker must also use a weapon that is not designed to kill, such as a baton or fists.

The percentage chance of knocking out an opponent, is 15% (may vary with weapon), plus 5% per slot of relevant specialization. Additionally, each point of damage caused by the attack is +5%, thieves multiply this bonus with their backstab multiplier.

The victim may also modify the chance, it is modified -5% per point of hp-bonus from constitution, and -5% per slot of punching specialization and/or martial arts specialization.

Chapter 4

Magic

A wizard cannot do everything; a fact most magicians are reticent to admit, let alone discuss with prospective clients. Still, the fact remains that there are certain objects, and people, that are, for one reason or another, completely immune to any direct magical spell. It is for this group of beings that the magician learns the subtleties of using indirect spells. It also does no harm, in dealing with these matters, to carry a large club near your person at all times.

The Teachings of Ebenezum, Volume VIII

4.1 Magicians

The requirements for being a magician (of any kind) is an intelligence score of 12 or more. Specialists must still meet the other requirements as given in the *Player's Handbook*.

Magicians of the Lesser Path

Those magicians that are self-taught (and survived) or taught by an incompetent master, are referred to as Magicians of the Lesser Path. These have the level progression, hit dice, THACO and spell progression as given for Bards in the *Player's Handbook*, but weapons allowed and saves are as a wizard.

Magicians of the Lesser Path can be specialist wizards if they meet the requirements.

In the character creation process, Magicians of the Lesser Path start with the same amount of character points as do other wizards, and create their class the same way.

Magicians of the Greater Path

Those magicians that have received proper training have the full spellcasting powers of wizard. These are referred to both as Magicians of the Greater Path or, more shortly, *Wizards*.

Because of what the flows of magic claims of and gives these wizards, they have only four-sided hit dice, and THACO and saves as given for wizards in the *Player's Handbook*. Magicians of the Greater Path may not combine with any other class.

The Power of the Staff

The staff of a magician is not a normal staff, it is enchanted by the wizard to have this channeling ability. To enchant a staff, a magician must be in a place of high magical flux and chant over the staff for one day per spell level the magician wants the staff to channel.

Casting a spell without the support of a staff is difficult, the magician must make a saving throw vs. Death Magic with a penalty equal to the spell level in order to get the spell off. If the magician does not make this save, the spell fails and he is unable to cast spells for 1d2 rounds. Additionally, the staff must make a save vs. Magical Fire (as *Wood, thin*) with a -1 penalty per additional spell level or be destroyed.

As the magician rises in levels his personal flow of magical energy increases, and he is able to cast lower-level spells without his staff. He can cast spells without his staff that is 2 levels lower than his maximum spell level, a 5th level wizard can cast 1st level spells without the use of a staff.

Normally, a Magician of the Greater Path starts out with a staff capable of channeling 3 spell levels, a Magician of the Lesser Path starts with a staff capable of handling 2 spell levels. When a magician finds that his staff no longer suffice, he will have to enchant his staff further.

A staff need not be a wooden quarterstaff (although this is the most common), other items have also been known to work (which items that are acceptable are up to the DM to decide).

4.2 Priests

A holy symbol is the connection between a priest and his deity. Just as a wizard cannot re-memorize spells without his spellbook, a priest cannot change his spell-selection without his holy symbol.

Furthermore, he does not regain spellpoints unless he has his holy symbol near his body, and must pray to his deity at certain times of the day (unless he has a very good reason not to).

4.3 Spellcasting

Magic is difficult to learn and master. Therefore, any spellcaster's spell-selection is limited by his intelligence, as presented in the *Player's Handbook*. Priests, paladins and rangers need not roll to learn their spells as wizards do, and is able to learn four spells more per spell level than indicated.

Furthermore, only those of high wisdom is able to cast spells with no failure, the chance of spell failure for all spellcasters (not only priests) are given in the *Player's Handbook*. Spell failure may result in side-effects, see section 4.5

A spellcaster may have as many spells memorized at a given time as indicated in table 4.1.

Table 4.1: Number of spells memorized

Lvl	<i>Magician of the</i>		<i>Priest</i>	<i>Ranger</i>	<i>Paladin</i>
	<i>Greater Path</i>	<i>Lesser Path</i>			
1	5	1†	5	—	—
2	7	3	7	—	—
3	8	4	8	—	—
4	9	5	10	—	—
5	11	6	12	—	—
6	16	8	15	—	—
7	19	9	18	—	—
8	23	10	21	4	—
9	26	11	22	5	4
10	29	12	24	6	5
11	31	13	27	7	6
12	35	14	30	8	7
13	38	16	33	9	9
14	42	18	34	10	10
15	44	20	36	11	10
16	47	21	38	11	11
17	50	23	40	11	12
18	52	25	43	11	13
19	55	27	46	11	14
20	58	29	50	11	15

†: can only cast *Cantrip*

As a spellcaster casts his spell, he releases some

of his acquired magical energy. A spellcaster has the ability to channel spell levels as given on the various tables in the *Player's Handbook* (a 1st level priest may cast one 1st level spell, and so on). In addition to this, priests and Greater Magicians receive bonuses for high wisdom, as presented in table 4.2. These spell levels are cumulative.

Table 4.2: Bonus spell points

Wisdom	Bonus spells
13	1st
14	1st
15	2nd
16	2nd
17	3rd
18	4th
19	1st, 3rd
20	2nd, 4th
21	3rd, 5th
22	4th, 5th
23	4th, 5th
24	5th, 6th
25	6th, 7th

Basically, a caster can still only cast as many spells as given in the *Player's Handbook*, but he may memorize a few more. Note that a spell does not vanish when cast, but stays in the memory of the caster. Specialist wizards may both memorize and cast one extra spell per spell level, as in the *Player's Handbook*.

If a caster already has used all his low-level spells for the day, he may use one of the higher-level slots to cast a lower-level spell, the extra energy is then lost without side-effect.

Any change in a caster's spell selection requires 1 hour of uninterrupted studying or praying per spell level.

Example: *Azrim*, a 6th level wizard with both intelligence score and wisdom score of 14, may memorize 16 spells, divided between his three spell levels as desired (5/5/4, 10/2/2, 6/7/1, etc...). However, including the bonuses, he may only channel six 1st, two 2nd and two 3rd level spells. If he desires, he may cast ten 1st level spells by sacrificing his 2nd and 3rd level energy (ten *Magic Missiles*, if that's required).

Spellpoint recovery

After a night's sleep, spellcasters have (hopefully) regained their energy. But what happens if the wizard/priest cannot get the required 8 hours of sleep?

Table 4.3 indicates the chance that a spellcaster has regained his spells at a given spell level. Check the lower levels first, as failure on one roll will give penalties on the next.

Table 4.3: **Chance of spell recovery**

Hrs sleep	Chance
1	4%
2	15%
3	27%
4	40%
5	54%
6	69%
7	85%
8	100%

Several shorter periods are cumulative. If the caster is wakened after 4 hours, then fails to regain a certain spell level's energy, he can sleep for another 6 hours and have a 40+69=109% chance. Sleeping for more than 10 hours is possible, but has no effect on recovery. It is not possible to regain energy used during the night this way.

The penalty for a failed roll is presented in table 4.4. If more than one roll is failed, the penalties are added.

Table 4.4: **Penalty for recover failure**

Spell level failed	Penalty
1st	10%
2nd	20%
3rd	30%
4th	40%
5th	50%
6th	60%
7th	70%
8th	80%

Example: *Azrim is awoken in the middle of the night. After only 4 hours of sleep, he is not sure to have all his energy back. He rolls 37, 87 and 09 on the d100 to check for recovery. The 1st level energy is back (40% chance), but not the 2nd level. This gives him -30% to check on 3rd level, and barely manages it. He may now cast his 1st and 3rd level spells with no difficulty, and also his 2nd level spells (by sacrificing 3rd level). Remember, he still has all of his spells memorized.*

Learning, memorizing and losing spells

Learning spells is a long and time consuming task. It takes one day of uninterrupted study (8 hours)

per level of the spell to learn a new spell.

Memorizing new spells takes one hour per spell level. "Un-memorizing" spells take half that time.

When a wizard or priest is wounded below 0 hp, he is in danger of losing his spells. He does not un-learn them, but they are wiped from his memory. To avoid losing his memorised spells, the spellcaster may attempt a save vs. *Death Magic* for each spell he has memorised, with a penalty equal to the number of negative hit points he reached. The save is attempted when the spellcaster regains consciousness.

Staff-Strike

A wizard (a Magician of the Greater Path), when in dire peril, have the option to perform a *Staff-Strike*. To do so, he must successfully strike an attack roll vs. AC 10 (dexterity, *Ring of Protection* and pluses on magical armor are still accounted for, normal armor, *Bracers of Defense* and *Armor*-spells are not) with his staff. If successful, the wizard causes 2d8 hp of damage per spell-level he wishes to use, with no save applicable. This damage is pure magical energy, and no creatures are yet known that are immune. Magic Resistance still apply, though.

The levels blasted is normally taken from a spell level of the same number, if the wizard exceeds his limit the levels are drained from two (or more) suitable pools.

However, a Staff-Strike is exceedingly dangerous. First, if the staff is not built for spell levels high enough, it must save vs. *Disintegration* (as *Wood, thin*) or be destroyed.

Secondary, the wizard must make a save vs. *Death Magic* as follows:

- a modifier equal to the difference in spell levels used and the maximum spell level the wizard can cast is applied to the save. (A 7th level wizard striking 3 spell points would get a +1 bonus, a 3rd level wizard doing the same would get a -1 penalty.)
 - a failed save will require a system shock roll. If the system shock fails, the wizard dies. The penalty to this system shock is -5% per point the save above was missed by.
- If the roll is successful, the wizard will fall into a coma lasting 1 week per spell point used in the strike. A *Restoration* or *Resurrection* spell allows the wizard to wake up, fully conscious and at full spellpoints (a *Heal* is not enough).
- if the save is successful, the wizard loses 3 hit points per spell level as well as all spellcasting

ability for two days per spell level used in the strike. The damage can be cured normally, a *Heal* or *Restoration* spell will allow him to cast spells again before the above mentioned time has elapsed (he needs to memorize his spells again if his hit point total was below 0). He cannot use scrolls, but he can still use magic items.

A Staff-Strike costs twice the number fp as normal.

Example: *Alafar, a 7th level mage with 24 hp is fighting a mindflayer. He is wounded to 11 hp, and has several spell levels left. He decides to risk himself and his staff in a Staff-Strike.*

He hits the mindflayer and blasts 5 spell-levels, doing 49 hp of damage. The mindflayer, as well as the staff, is annihilated, only the ashes remain. Alafar succeeds his save, but the backlash energy strikes him like a whip and sends him down to -4 hp. He passes out, but if his comrades can rescue him out he'll probably live.

4.4 *Optional:* Casting check

With this rule, wizards are not guaranteed automatic success when casting a spell. A wizard's casting check is decided by following these steps:

1. Base chance is $\left[\frac{\text{Intelligence}}{2} + 6 \right]$, this reflects the wizard's understanding of his spells
2. Add $\left[\text{level of wizard} \right]$ for the wizard's insight in magic
3. Subtract $2 \times \left[\text{level of spell} \right]$ for the difficulty of the spell
4. Subtract $\left[\frac{\% \text{ Spell failure}}{5} \right]$ for lack of psychic strength (due to low wisdom and/or physical damage).

A spell is successfully cast if the wizard rolls equal to or below the number needed. If this rule is used, wizards does not check for spell failure due to low wisdom.

4.5 *Optional:* Effects of spell-failure

Whenever a spell fails, the caster must make a saving throw vs. *Spell* to avoid side effects. Modification to this save is given in table 4.5.

If the save fails, the caster has lost control over the magic and anything can happen. Use table 4.6 to determine the exact effects.

Table 4.5: **Saving throw modifications (spell-failure)**

Cause for spell failure	Penalty
Low wisdom score	0
Failed casting check	0
Existing wounds	0
Skillpoint damage suffered before casting has begun	+4
Bodypoint damage suffered before casting has begun	+2
Caster becomes unconcious or is killed before casting has begun	-4
Skillpoint damage suffered during casting of spell	-2
Bodypoint damage suffered during casting of spell	-4
Caster becomes unconcious or is killed during casting of spell	<i>Wild Surge</i>

Note: The penalties are not cumulative. If more than one penalty is applicable, use the worst.

Table 4.6: **Effects of failed save after spell-failure**

Margin	Effect
1-2	<i>Slight Mishap:</i> Sparks fly off the caster's hand, burning him for 1 point of damage per two level of the spell (save vs. <i>Spell</i> to negate).
3-5	<i>Minor Accident:</i> The caster is for a short time surrounded by a glow, suffers 1 point of damage per level of the spell (save vs. <i>Spell</i> for half damage). If the save fails, the caster is unable to cast spells for 2d4 rounds.
6-9	<i>Major Accident:</i> A flash of light emits from the caster, who suffer 2 points of damage per level of the spell and is unable to cast spells for 2d10 rounds (save vs. <i>Spell</i> for half damage and half time).
10+	<i>Wild Surge.</i> See the <i>Tome of Magic</i> for details.

Note: A natural "1" always results in a *Wild Surge*

Chapter 5

Misc. Rulings

5.1 Multi-classed characters

How to combine?

Many times, players and DMs alike want a fighter with some minor spellcasting- or thieving abilities, or a wizard with some better fighting abilities, but feel that the rules about multi-classing is too strict.

To fix this, the following rules have been set up for multi-classing:

A character can divide his experience over a maximum of 3 classes. A class must have at least 10% attention. Additionally, it must either receive a percentage that is divide-able by five, or 1/3 or 2/3 of the experience.

To go multi-class, a character needs 16 in the prime requisite(s) of the class he devotes 55% (or more) to, as well as 15 in the prime requisite(s) of the other class(es). If no class have more than 50%, no stat of 16 is needed.

Hit points gained when a character goes up in level in a class is equal to the die roll, plus modifications, multiplied with the same factor as the experience. Fractions below 0.75 are rounded down, while 0.75 and up are rounded up. If more than one class rises in level at the same time, the hit points are added before rounding.

Dual-classing can be made normally. Multi-classing specialist wizards is still only possible for gnome illusionists.

Example: *Joe wants his character, Herve, to be a fighter with some thieving and spellcasting abilities. When his character is created, he chooses to devote 75% to his fighter part, 15% to his thieving part and 10% on his mage part. When he reaches 2nd level as a fighter, he rolls 1d10, adds his constitution bonus (if any), multiplies with 0.75 and rounds off as appropriate. The same goes for thief and mage, respectively.*

Possible combinations

Dwarf: Fighter/ Thief; Fighter/ Priest; Thief/ Priest;

Elf: Fighter/ Mage; Fighter/ Thief; Thief/ Mage; Fighter/ Thief/ Mage

Gnome: Fighter/ Priest; Fighter/ Illusionist; Fighter/ Thief; Priest/ Thief; Illusionist/ Thief

Halfling: Fighter/ Thief; Priest/ Thief

Human: Fighter/ Thief; Fighter/ Priest; Fighter/ Mage; Thief/ Mage; Fighter/ Mage/ Thief

Orc: Fighter/ Thief; Fighter/ Priest; Priest/ Thief

NOTE:

- A priest-class combination is only possible with logical combinations, see under the various priesthoods for guidelines. Note that not all priesthoods have wisdom as prime requisite.
- Greater Magicians cannot be multi- or dual classed. The options above are for Lesser Magicians only.

5.2 Energy drain

Sometimes characters are exposed to energy drain from undead or evil necromancers. The character does not lose experience and skills, but loses hit points and saves as a character one (or more) level(s) lower. Multi-classed characters lose hit points from all their classes, this is calculated normally.

As long as one class is at positive levels, the character is alive and may regain most of the lost energy. If a *Restoration*-spell is cast within the time limit, the character is restored to his previous state.

The life energy is regained at the rate of one level per four weeks of game time. At this time the character regains hit points. The hit points are rolled and calculated just as when the character were drained, except that he also subtracts one from the calculated amount. In no case can a character regain less than one hit point.

If a character gains a new level while under the effect of energy drain, hit points are rolled normally and the new total is based on his current maximum.

Example: *Herve is now a 6th/4th/2nd level character. He was hit by a wright and drained one life level. rolls 6, 3 and 3 on his dice, loosing $6 \times 0.75 + 3 \times 0.15 + 3 \times 0.10 = 5.25 \approx 5$ hp, and saves as a 5th/3rd/1st level character. After one month he regains his life energy, and rolling 7, 1 and 4 respectively for hit points, he regains $7 \times 0.75 + 1 \times 0.15 + 4 \times 0.10 - 1 = 4.8 \approx 5$ hp, and thus is lucky and loses nothing.*

5.3 *Optional:* Movement

A character's movement is not decided per race, but per the character's height, as presented in table 5.1.

Table 5.1: **Movement rates**

Height (inches)	Height (cm)	Base move
76+	193+	13
71-75	180-192	12
66-70	168-179	11
61-75	155-167	10
56-60	142-154	9
51-55	130-141	8
46-50	117-129	7
41-45	104-116	6
up to 40	up to 103	5

Additionally, a character can carry more than his weight allowance at cost of movement rate, as presented below in table 5.2. For each class of encumbrance, the character suffers penalties as of he were physically damaged.

Table 5.2: **Movement with Encumbrance**

Wt all ×	Base move								
	13	12	11	10	9	8	7	6	5
1.2	12	11	10	9	8	7	6.5	5.5	4.5
1.4	11	10	9	8	7.5	6.5	5.5	5	4
1.6	10	9	8	7.5	6.5	6	5	4.5	3.5
1.8	8.5	8	7	6.5	6	5.5	4.5	4	3
2.0	7.5	7	6.5	5.5	5.5	4.5	4	3.5	3
2.2	6.5	6	5.5	5	4.5	4	3.5	3	2.5
2.4	5.5	5	4.5	4	3.5	3.5	3	2.5	2
2.6	4	4	3.5	3	3	2.5	2.5	2	1.5
2.8	3	3	3	2.5	2.5	2	1.5	1.5	1
2.9	2	2	2	1.5	1.5	1	1	1	1
3.0	1	1	1	1	1	0.5	0.5	0.5	0.5

Appendix A

Strength table

Score	To-hit	Damage	Weight Allowance ‡	Op. Door (d20)	BB/LG (d100)
1	-3	-4	1%	—	
2	-2	-4	3%	1	
3	-2	-3	6%	2	
4	-1	-3	8%	3	
5	-1	-2	10%	4	
6	-1	-1	12.5%	5	
7		-1	15%	6	1
8			17.5%	7	3
9			20%	7	5
10			22.5%	7	6
11			25%	8	7
12			30%	8	8
13			40%	9	13
14 †		+1	50%	10	15
15 †	+1	+1	65%	11	20
16 †	+1	+2	70%	12	25
17 †	+1	+3	80%	13	30
18 †	+2	+3	85%	14	35
18.1-18.5 §	+2	+3	90%	15	40
18.6-18.9 §	+2	+4	90%	15	45
18.10 §	+2	+5	90%	16	45

†: If a rogue has a 14 to 18 strength, he uses combat values 1 category lower (example: 18 → 17), a wizard use 2 categories lower (example: 18 → 16). Multi-class use the best category allowed to them, dual-class use the one they started with. It is possible for these classes to use weapon-slots in order to fight in a better category; one slot will reduce the penalty by 1 category. The weapon-slots gained at 1st level cannot be used for this purpose, though.

‡: This indicates what percentage of the average weight for the character's race and sex the character can carry without being penalized.

Example: A male dwarf with 16 strength have a Weight Allowance of 106.4 lbs, while a female halfling with 16 strength have a Weight Allowance of 42.35 lbs.

Max. Press is equal to *Weight Allowance* × π , but it is not possible to walk with more encumbrance than *Weight Allowance* × 3.

§: Warriors with a strength score of 18 note their level behind the score. A 6th level fighter with 18 strength uses the 18.6-line, and has +2/+4. At 10th level the maximum is reached, it's not possible to get stronger without magical aid.

Appendix B

Level advancement tables

Table B.1: **Most classes**

Level	Rogue	Fighter	Ranger	Paladin
	XP × 1000			
1	0	0	0	0
2	1.25	2	2.25	2.25
3	2.5	4	4.5	4.5
4	5	8	9	10
5	10	16	18	20
6	20	32	36	40
7	40	64	72	80
8	70	125	150	150
9	130	250	290	310
10	220	450	500	520
11	330	625	700	750
12	440	800	925	950
13	650	975	1125	1175
14	850	1150	1325	1375
15	1050	1325	1525	1625
16	1250	1500	1725	1825
17	1425	1675	1900	2025
18	1600	1850	2075	2225
19	1775	2025	2200	2425
20	1950	2200	2375	2625

Table B.2: **Wizard**

Level	Int.:	12-13	14-15	16-17	18
	XP × 1000				
1	0.0	—	—	—	—
2	2.5	—	—	—	—
3	5	—	—	—	—
4	10	—	—	—	—
5	20	—	—	—	—
6	40	—	—	—	—
7	70	—	—	—	—
8	130	—	—	—	—
9	250	—	—	—	—
10	400	—	—	—	—
11	550	—	—	—	—
12	725	—	—	—	—
13	900	—	—	—	—
14	1075	1125	—	—	—
15	1250	1350	—	—	—
16	1425	1575	1625	—	—
17	1600	1800	1900	—	—
18	1775	2025	2175	2250	—
19	1950	2250	2450	2600	—
20	2125	2475	2725	2950	—

Table B.3a: **Priest**

Wisdom:	9-15	16-17	18
Level	XP × 1000		
1	0.0	—	—
2	1.5	—	—
3	3	—	—
4	6	—	—
5	12	—	—
6	24	—	—
7	48	—	—
8	90	—	—
9	160	—	—
10	300	—	—
11	470	490	—
12	640	680	—
13	810	870	—

Table B.3b: **Priest (cont.)**

Wisdom:	9-15	16-17	18
Level	XP × 1000		
14	980	1060	1135
15	1150	1250	1345
16	1320	1440	1555
17	1490	1630	1765
18	1660	1820	1975
19	1830	2010	2185
20	2000	2200	2395

Note that the wisdom requirement for 6th level priest spells is changed from 17 to 16.

Appendix C

Racial tables

Table C.1: **Level limits**

Race	Fighter	Ranger	Paladin	Wizard	Priest	Thief
Dwarves						
Coast	16	9	—	—	10	12
Mountain	16	9	10	—	13	12
Elves						
High	12	12	—	16	—	12
Wood	13	16	—	12	—	12
Gnomes						
Rock	12	9	—	15†	10	13
Forest	9	15	—	13†	16	12
Half-elves	14	U	10	14	11	U
Halflings						
Hairfoot	9	12	—	—	11	18
Stout	11	11	10	—	9	16
Humans	U	U	U	U	U	U
Orcs	16	13	9	—	12	13

†: Illusionist only

Table C.2: **Increased level limits**

Prime Requisite	Level Increase
14, 15	+1
16, 17	+2
18	+3
19	+4
20	+5

Table C.3: **Special save bonus**

Con-score	Save bonus
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-20	+5

Table C.4: **Ability score limits (min/max)**

Race	Str	Dex	Con	Int	Wis	Cha
Dwarves						
Coast	8/18	4/17	11/20	4/19	3/16	4/19
Mountain	8/18	4/17	11/20	4/19	4/19	3/17
Elves						
High	4/18	6/20	5/17	8/19	4/19	8/19
Wood	7/18	6/20	7/19	8/19	4/19	3/16
Gnomes						
Rock	6/18	3/19	8/19	7/20	3/17	4/19
Forest	3/16	8/19	8/19	5/19	9/20	4/19
Half-elves	4/18	4/19	4/19	4/19	4/19	4/19
Halflings						
Hairfoot	3/17	8/20	10/19	6/19	4/19	7/19
Stout	5/17	8/19	10/20	6/19	4/19	5/19
Humans	4/18	4/19	4/19	4/19	4/19	4/19
Orcs	10/18	4/17	10/19	4/16	4/18	3/14

Table C.5: **Average height and weight**

Race	Height in inches		Weight in pounds	
	<i>Base</i> †	<i>Modifier</i>	<i>Base</i> †	<i>Modifier</i>
Dwarves	43	1d10	130	4d10
Elves				
High	70/68	1d10	90/70	3d10
Wood	48/46	1d10	90/70	3d10
Gnomes	38/36	1d6	72/68	5d4
Half-elves	60/58	2d6	110/85	3d12
Halflings	32/30	2d8	52/48	5d4
Humans	60/59	2d10	140/100	6d10
Orcs	63/60	4d4	179/164	6d6

†: The base numbers are divided into male/female values.

Table C.6: **Age**

Race	Starting age	Maximum age
Dwarves	40 + 5d6	250+2d100
Elves	100 + 5d6	—
Gnomes	60 + 3d12	200 + 3d100
Half-elves	15 + 1d6	125 + 3d20
Halflings	20 + 3d4	90 + 2d20
Humans	15 + 1d4	50 + 2d20
Orcs	14 + 1d6	40 + 3d10

Appendix D

Arms&Armor

D.1 Arms

Table D.1a: Weapons

Weapon	Damage	Speed	Cost	Weight (lbs.)	Size	Type
Arrow, flight (hunting)	1d6	—	12: 3sp	1: 1/12	S	P
Arrow, sheaf (war)	1d8	—	12: 6sp	1: 1/10	S	P
Axe, battle-	1d10	6	5gp	7	M	S
—used two-handed	2d6	8	—	—	—	S
Axe, dwarven great- (2h)	2d6+2 (1d4)	10 (7)	15gp	12	L	S (P)
Axe, hand	1d6/1d4	4	1gp	4	S	S
Bow, long	—	5	60gp	3	L	—
Bow, long (composite)	—	4	100gp	3	L	—
Bow, short	—	4	30gp	2	M	—
Bow, short (composite)	—	3	75gp	2	M	—
Crossbow, heavy (+3)	—	10	50gp	14+4	L	—
Crossbow, light (+1)	—	7	35gp	7+3	M	—
Crossbow bolt, heavy	1d6+7	—	12: 24sp	1: 1/2	S	P
Crossbow bolt, light	1d4+3	—	12: 12sp	1: 1/5	S	P
Dagger, soldier's	1d4/1d3	2	2gp	1	S	P/S
Flail, footman's (2h)	1d6+1/2d4	7	15gp	15	L	B
Flail, horseman's	1d4+1/1d4	5	8gp	5	M	B
Hammer, war-	1d4+1/1d4	4	2gp	6	M	B
Hammer, sledge- (2h)	2d4+2/2d4	8	5gp	11	M	B
Javelin	1d6	4	5sp	2	M	P
—javelin thrower	—	+3	3gp	3	M	—
Knife, workman's	1d3/1d2	2	5sp	1/2	S	P/S
Lance, heavy horse	1d8+1/3d6	8	15gp	15	L	P
Lance, light horse	1d6/1d8	6	6gp	5	L	P
Lance, medium horse	1d6+1/2d6	7	10gp	10	L	P
Lance, tournament	1d3-1/1d2-1	8	10gp	15	L	B
Mace, footman's (2h)	1d6+1/1d6	6	8gp	10	L	B
Mace, horseman's	1d6/1d4	4	5gp	6	S	B
Morning star	2d4/1d6+1	7	10gp	12	M	B/P
Pick, military	1d6+1/1d6	4	8gp	6	M	P
Polearm; Awl pike (2h)	1d8+1/2d6	12	1gp	12	L	P
Polearm; Berdysh (2h)	2d4/2d6	10	2gp	12	L	S/P
Polearm; Halberd (2h)	1d10/2d6	9	10gp	15	L	S/P
Quarterstaff (2h)	1d6	4	2cp	4	L	B
—unshod (bo stick)	1d4	4	—	4	L	B

Table D.1b: Weapons (cont.)

Weapon	Damage	Speed	Cost	Weight (lbs.)	Size	Type
Sickle	1d4	4	5sp	3	S	S
Sling	1d4	6	1cp	1/10	S	B
Spear	1d8	6	8sp	5	M	P
Sword, broad-	1d8+1	5	60++gp	5	M	S
Sword, claymore	1d10/1d12	6	30gp	9	M	S
—used two-handed	2d6/3d6	8	—	—	—	S
Sword, long-	1d8/1d10	5	15gp	5	M	S
Sword, rapier	1d6+1/1d8+1	4	50++gp	4	M	P/S
Sword, scimitar	1d8	5	12gp	5	M	S
Sword, short-	1d6/1d8	3	10gp	3	S	P/S

Axe, battle: Also known as broad axe, the battle axe is three to four feet in length, with a single heavy metal head. It is a weapon favored by dwarves and barbarians.

Axe, dwarven great-: The dwarven great-axe is a fearsome weapon. A heavy double-headed axe-head is mounted on a wooden pole, often reinforced with iron bands, four to five feet in length. A spike or spearpoint is added on the head, so that the weapon can be used in tight quarters as a sort of spear (the numbers in parantheses are for this use). The axe requires a strength score of 15 to be wielded effectively, weaker characters will suffer both to-hit and initiative penalties.

Bows: Note the reduced weapon speeds. Composite bows do not require a separate proficiency.

Crossbows: Crossbows are upgraded from the version in the *Player's Handbook*, having given them a to-hit and damage bonus based on strength. Thus, light crossbows +1 to-hit and +2 to damage, heavy crossbows are +3 to-hit and +6 to damage.

The weight is given as two numbers, 14+4 and 7+3, respectively. The first number is for the weapon itself, the second is for the loading mechanism (windlass or cranequin).

The heavy crossbow (also known as siege arablest) is, due to its massive weight and slow rate of fire, rarely used except from within a castle or during sieges.

Javelin: This is essentially a throwing spear, but can be used in melee with the same statistics. If hurled with a javelin thrower, all ranges are doubled, and add +3 to weapon speed. Using a thrower results in the normal penalty for non-proficiency unless a proficiency is taken.

Polearm; Awl Pike: This is essentially a spear-head mounted on a pole from 16 to 20 feet

in length. It is superior to all other weapons when used in a packed formation against a charge of cavalry, but generally unusable in other situations, being too unwieldy to use in melee.

The awl pike does double damage when set to receive a charge.

Polearm; Berdysh: Commonly misspelled as "bardiche", the berdysh is an elongated battleaxe with a long, narrow curved axe head measuring over two feet. This axe head is mounted on a pole eight to ten feet long.

The upper part of the head can be used for thrusting, while the lower part is in the form of a langet. (A langet is an iron strap used to increase the strength of the head and protect the most exposed part of the weapon from blows.)

The berdysh does double damage when set to receive a charge.

Polearm; Halberd: The halberd consists of a cleaver-like axe blade mounted on a staff averaging five to eight feet in length. The axe blade is balanced at the rear with a hook used to dismount cavalry, and a spear point to add a finishing touch to the design. A halberd can be best described as a cross between a spear and an axe.

The smaller halberd have two rings for attachment to a shoulder strap. This arrangement is popular among horsemen.

The halberd does double damage when set to receive a charge. It is often used by guards, as it is an impressive weapon and, unlike other polearms, is somewhat usable as a melee weapon.

Sickle: The sickle is a farming implement consisting of a crescent-shaped blade mounted on a

short handle. Most farms have sickles, which are used for cutting weeds, grass, and grains.

Druids favor the sickle due to its strong association with agriculture. Golden sickles are used to harvest mistletoe as components for druid spells.

Sling: The stats listed are for sling stones. Sling bullets costs 1sp per set of 12 and is +1 on damage.

Spear: A simple weapon, it consists of a leaf-shaped metal head 8-10 inches long, and a shaft of four to six feet. It can be thrown. This is the primary weapon of regular infantry (hence the name "spearmen"). Military versions of this weapon have two triangular "wings" just below the head to prevent the spear from penetrating too deep and get stuck in the body of the foe.

Sword, broad-: The broadsword has a slightly curved, single-edged blade three feet in length, and comes with a basket hilt. It is finely crafted, and generally only made for members of the nobility.

Sword, claymore: The claymore, or "great sword", is a barbaric weapon, not commonly used by civilized people due to the strength required. It has a four-foot double edged blade, a hilt one foot long, and a simple cross guard.

To use a claymore one-handed, a character must have a strength score of at least 16 and be size M. To use a claymore two-handed, he

must have a strength score of at least 12 and be size M, or at least 16 if size S. He suffers an attack penalty and initiative penalty of -1 per point of strength score less than this.

Sword, long-: A three foot long, straight, double-edged blade, this is a sword designed for slashing and blocking. The longsword is the weapon of elite soldiers due to its high durability and relatively low price. It has a simple cross guard and a one-hand hilt.

Sword, rapier: The rapier is a light weapon with a straight, slim, double-edged, pointed blade three feet long, and with a shell guard not unlike the basket hilt of broadswords. It is designed to be a light, thrusting sword, made exclusively by and for high elves and is specially suited for *Bladesinging* (see Section 3.3) but is also used as the primary weapon in two-weapon fighting. It is as good as never used with a shield.

Sword, scimitar: The scimitar, also known as the cutlass, has a two-and-a-half long, curved, double-edged blade and a one-hand hilt, occasionally this will be a basket hilt. It is the favored weapon of orcs.

Sword, short-: The shortsword has a double-edged blade 15-18 inches long, a simple cross guard and a one-hand hilt. It is the most widely used backup-weapon, used by archers, crossbowmen, spearmen, heavy infantry and cavalry alike. It is light, durable and easy to use, both for slashing and thrusting.

D.2 Armor and shield

Table D.2: Types of armor

Armor type	Cost	Weight (lbs.)	AC	
			Base	(S/P/B)
Leather Armor	5gp	15	8	(8/10/8)
Studded Leather	20gp	25	7	(5/6/7)
Ring Mail	35gp	30	6	(5/5/6)
Chain Mail	75gp	40	5	(3/5/7)
Banded Mail	200gp	35	4	(2/4/3)
Plate Mail	600gp	50	3	(0/3/3)

Shields			AC mod. (vs. missiles)	
Buckler	5sp	3	-1†	(0)
Small	3gp	5	-1†	(-1)
Medium	7gp	10	-1	(-3)
Body	15gp	20	-2	(-5)

†: Effective only against a limited number of attacks

Leather Armor: This armor is made from leather hardened in boiling oil, formed into breast plates and shoulder guards. The remainder of the torso is covered by softer leather. It is the cheapest form of armor, and is commonly only used by bandits who cannot afford better armor.

Studded Leather: This armor is made up from leather reinforced with metal rivets. It is used often by scouts and light infantry, and sometimes on irregular troops.

Ring Mail: This is the most common form of armor. It is heavier and more expensive than studded leather, but offers greater protection. It is the armor of the common foot soldier.

Chain Mail: This armor is made of interlocking metal rings, and is always worn with thick clothing or padding underneath. Although uncomfortable to wear, it offers good protection and is very often used by the professional soldier.

Banded Mail: This armor is made of overlapping strips of metal covering the most vital areas, with chain mail and leather covering the joints. It is more comfortable to wear than chain mail due to better weight distribution through straps and buckles. The armor is mainly used by veteran soldiers and elite troops, as well as light cavalry.

Plate Mail: The armor is chain mail with solid metal plates covering vital areas. Although heavy, the weight is evenly distributed through the use of straps and buckles. This armor is only made by request of the nobility, and it is the armor of knights.

Shield, buckler: The buckler (approximately one foot in diameter) can be worn strapped to the arm, allowing the arm to be used for other purposes and using the shield only when needed (there is no AC bonus if the shield is not used actively). It can be worn by crossbowmen and archers with no hindrance to their attacks with their chosen weapons. It protects against one attack per melee round. The buckler should be considered a special item used for defense, not as a general addition to frontal armor class. It is commonly used by army crossbowmen.

Shield, small: A small shield (approximately two feet in diameter) can be used to protect against two frontal attacks of the user's choice.

Like the buckler, the small shield should be considered a special item used for defense, not as a general addition to frontal armor class. It is commonly used by light infantry.

Shield, medium: Medium shields are usually made of metal, range from 3 to 4 feet in diameter, and can be of any shape from round to square to a spread dragon's wings. The most common shape is a triangle with one point facing downward. With a medium shield, a character can defend against any number of frontal or flanking attacks in a given round. It is used by heavy infantry and light cavalry, and most adventurers use this shield.

Shield, large (body): The body shield, also known as the kite or tower shield, is a massive metal or wooden shield reaching nearly from the chin to the toe of the user. It must be firmly fastened to the forearm and the shield hand must firmly grip it all times. To use a body shield in footman's melee, the character must have a strength score of 17 or more. To use it on a horse, the character must have a strength score of 14 or more. It is commonly used only by heavy cavalry.

Cap: A cap is a leather or steel skullcap which offers protection to the skull, but not the neck. Caps are usually worn with studded leather and ring mail. The cap is sometimes be adorned with small horns.

Vision and Hearing: No penalty to Hearing checks; no penalty to Vision Checks.

Coif: A coif is a padded chain mail hood. It fits snugly around the neck and over the head, except the face. It usually comes with or is built into a suit of chain mail.

Vision and Hearing: -1 penalty to Hearing checks; no penalty to Vision Checks.

Open-Face Helmet: This class of open-face helmet, made of reinforced leather or metal, covers most of the head, save the face and neck. These helmets commonly provide protection for the nose (this piece of the helm is called a nasal). This helmet is sometimes adorned with plumes, horns etc. It is commonly worn with banded and chain mail.

Vision and Hearing: -1 penalty to Vision checks; -2 penalty to Hearing checks (such helms cover the ears entirely except for a small hole).

Closed-Face Helmet: The closed-face helmet, made of reinforced leather or metal, covers most of the head, save the face and neck. These helmets commonly provide protection for the nose and include a visored faceplate. The helmet is commonly worn with plate mail.

Vision and Hearing: When the visor is up the

following apply: -1 penalty to Vision checks; -2 penalty to Hearing checks. When the visor is down, the following apply: -2 penalty to all Vision checks and a -3 penalty to Hearing checks.

Save Bonus: If the visor is down, the character receives a +1 saving throw bonus vs. attacks directed against his eyes.

D.3 Barding

Table D.3: **Types of barding**

Type	Cost	Weight (lbs.)	AC	Cost	Weight (lbs.)
	<i>(full barding)</i>			<i>(half barding)</i>	
Light barding for horse (studded leather)	150 gp	50	6	100 gp	30
Medium barding for horse (chain)	500 gp	70	4	350 gp	50
Heavy barding for horse (plate)	2,000 gp	90	2	1,500 gp	70
Barding for war dog (studded leather)	12 gp	5	5	—	—
Light barding for elephant (leather)	600 gp	200	4	—	—
Heavy barding for elephant (chain & plate)	7,000 gp	950	0	—	—

Horse barding: Horse barding is composed from a number of different pieces covering the different parts of the mount. These are:

Chanfron - for the head and neck

Crinet - for the side of the neck

Cuello - for the forward chest

Poitrel - for the flanks and broad chest

Flanchard - for the areas around the saddle

Crupper - for the hindquarters

Half barding usually includes only the chanfron and poitrel (plus the crinet and cuello for heavy barding). If half barding is used, the horse has its base armor class (normally 7) on the uncovered areas.

Dog barding: The typical war dog barding covers the back, sides, broad chest and forehead of the dog. The neck is protected by a spiked or studded collar.

Elephant barding: Barding can turn the already fearsome war elephant into a battlefield terror.

Light elephant barding consists of thick leather, often with studs and often made from elephant hide. It covers the sides and the forehead of the elephant, but does not cover the feet or trunk.

Heavy elephant barding is heavy indeed, weighing almost a thousand pounds. Steel plates, partially interlocked, covers the sides, legs and head of the elephant. Chain mail covers most of the trunk, the underbelly, and any parts left open between the plates.

Appendix E

Critical Hits and Misses

The rulings for critical hits and misses are as follows:

Whenever a natural 20 is rolled, the die is rolled again and added to the result. The hit margin represents how well the hit was. See table E.1 for detailed effects.

Whenever a natural 1 is rolled, the die is rolled again (if a 20 is rolled here, the die is rolled again and so forth), and the result is added to the character's modified THAC0. Refer to tables E.2 or E.3 for detailed effects.

Table E.1: **Critical Hits**

<i>Hit Margin</i>	<i>Damage Multiplier</i> [†]	<i>Min. Physical Damage</i>	<i>Bonus (cumulative)</i> [‡]
0-9	x2	1	
10-19	x3	1	
20-24	x4	2	extra attack A
25-29	x4	2	extra attack A gets +2
30-34	x5	3	
35-39	x5	3	extra attack B
40-44	x6	4	extra attack B gets +2
45-49	x6	4	extra attack C
50-54	x7	5	extra attack A gets +2
55-59	x7	5	extra attack B gets +2
60-65	x8	6	extra attack C gets +2
66-69	x8	6	extra attack A gets +2
70-79	x9	7	extra attack D
80-89	x10	8	all extra attacks get +2
90-99	x12	9	extra attack E
100+	x15	10	all extra attacks get +4

[†]: Any magical or strength bonuses are not multiplied.

[‡]: Extra attacks are solved instantly and do not wait for initiative order.

Table E.2: **Critical Misses; melee weapons**

<i>AC Hit</i>	<i>Effect</i>
20-21	Dex-check or trip; +2 AC this and next round.
22-24	Dex-check or minor distraction; next attack is at -2 (50%) or +2 AC this and next round (50%).
25-26	Dex-check or drop weapon. May spend next attack to retrieve weapon (subject to environment), or draw a new one at +3 initiative penalty. Opponent may try to take the dropped weapon.
27-29	Open defense; +2 AC this and next round
30-31	Distraction and loss of balance, next attack is at -2 and +2 AC this and next round.
32-34	Hit self, roll to hit at -4 with no strength or specialisation bonuses applied.
35-36	Loss of balance, next two attacks is at -2 and +2 AC this and next round and +4 initiative penalty next round.
37-39	Hit self, roll to hit with no strength or specialisation bonuses applied.
40-41	Loss of weapon, dex-check at -2 to locate where. Distance to and retrieval of weapon at DM's discretion.
42-44	Wide open defense; +2 AC this and next round and any melee opponent(s) get an extra attack this round.
45-46	Trip and fall; +4 AC this and next round. Dex-check at -2 or lodge weapon. If weapon lodged then lose all attacks this and next round, else lose remaining attacks this round and attacks next round is at -2.
47-49	Hit self; automatic hit with no strength or specialisation bonuses applied and lose next attack.
50-51	Weapon lost beyond sight. Retrieval at the DM's discretion.
52-54	Wrist tendons pulled, suffer 1 point of physical damage and all attacks with that hand is at -2 until healed.
55-56	Trip and fall; ankle sprained, you suffer 1 point of physical damage. Remaining attacks this and next round is at -2 and +2 AC until healed.
57-59	Weapon must save vs. <i>Crushing Blow</i> or be destroyed.
60+	DM's discretion.

When hitting friend or self, roll to hit unless an automatic hit is indicated.

Table E.3: **Critical Misses; missile weapons**

<i>AC Hit</i>	<i>Effect (thrown)</i>	<i>Effect (device-propelled)</i>
20-23	Dex-check or trip; +2 initiative penalty next round.	
24-26	Dex-check or minor distraction; next attack is at -2 (50%) or +2 initiative penalty next round (50%).	
27-29	Wide miss, 50% chance of hitting a friend.	Wide miss, 25% chance of hitting a friend.
30-33	Loss of balance, next two attacks is at -2 and +4 initiative penalty next round	Weapon must save vs. <i>Disintegration</i> or suffer minor breakage.
34-36	Wide miss, hit friend.	Wide miss, 50% chance of hitting a friend
37-39	Wide miss, hit friend at +2.	Wide miss, 75% chance of hitting a friend
40-43	Hit self.	Weapon must save vs. <i>Disintegration</i> or suffer medium breakage.
44-46	Hit self at +2 (50%) or hit friend at +4 (50%)	Wide miss, hit friend at +2
47-49	Hit friend, automatic hit (50%) or hit self, automatic hit. (50%)	Weapon must save vs. <i>Disintegration</i> or suffer major weapon breakage.
50+	DM's discretion	DM's discretion

When hitting friend or self, roll to hit unless an automatic hit is indicated.