A Tabletop Roleplaying Game
## Compatible with the
Swords & Wizardry
Rules and all Editions based on
The original 1974 roleplaying game

The Majestic Fantasy RPG

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Contents

Foreword

The supplement you are holding in your hands is a subset of the larger Majestic Fantasy RPG to familiarize you with the overall system. It includes only four classes: Burglar, Cleric of Mitra, Fighter, and Magic-User. Four races are presented: Dwarves, Elves, Halflings, and Man. There are only enough details to create characters of up to 5th level including spells. The rules include an explanation of how combat works along with details on the ability system for non-combat tasks. Finally, a short list of equipment is provided.

There have been a wealth of retro-clones written since the release of OSRIC and Basic Fantasy in 2006. Some are very close to the edition they emulate. Other meld older edition concepts with newer mechanics or use the original mechanics for a different genre. The Majestic Wilderlands RPG is based on the original 1974 edition of the world's popular roleplaying game and grounded in the fantasy genre.

This system is not a clone, I wrote the Majestic Wilderlands supplement detailing the modifications I made to the original rules to reflect the reality of the setting I been using for thirty-five years. Since its release in 2009, I continued to run campaigns in the same setting. Now eight years later I have more material to present. Enough material to warrant making the rules stand as their own RPG.

What makes this system unique? First, I have additional classes that reflect important types of characters in the Majestic Wilderlands. Central to how I run my campaign is that the players can "trash" the Wilderlands by making their mark. Sometimes they only impact a single locale, other times they impact entire regions. Because of this, what characters do outside of adventuring is important. To support this, I created an ability system to handle many of the thing attempt to do as their character that doesn't involve healing, combat, or casting magic.

Because I continue to use the fantasy medieval setting of the original game as the foundation of the Majestic Wilderlands, the material here should be useful in campaigns based on those rules. In addition, I still use many of the same mechanics and details of Swords & Wizardry so each book in this series will function as its own Swords & Wizardry supplement.

Robert S Conley May, 2017.

Creating Characters

The following sequence has been found to allow groups to quickly generate characters before or during a session. To get the most of this sequence the referee needs to obtain and print out the character creation quick sheet. These quick sheets are available with the purchase of this book or freely downloadable from the author's website.

- Roll 3D6 six times.
- Look at the character class summary and pick out the character class that interests you.
- Arrange the six rolls accordingly.
- It is recommended that the highest roll be placed in your class's prime requisite.
- Dexterity will improve Armor Class.
- Constitution will improve your hit points.
- Charisma will improve your character's relations with the NPCs of the setting and the increase the number of loyal henchmen you can have.
- Rogues will have bonuses to distribute among the various abilities.
- Look at the character race summary and pick out the character race that you want to play. Keep in mind that humans get +15% to their earned experience in addition to their prime requisite bonus. Also keep in mind that some races come with complications when dealing with societies dominated by humans.
- Modify your attributes according to race.
- Record your attribute modifiers, the abilities of your race and the abilities of your class.
- Allocate your classes' ability bonuses.
- Roll 3d6 and multiply by 100 for the number of silver pieces you start with.
- First level characters start at maximum hit points.
- Pull out the short equipment list and buy your weapons, armor, dungeon equipment, and starting magic items, if any. If you are starting above 1st level and you are a cleric or magic-user remember to reserve some of your starting wealth for ritual spell casting.
- Your character is now ready for adventuring.

Attributes

The basic attributes of a character are: Strength (muscle power), Dexterity (quickness and coordination), Constitution (general health and hardiness), Intelligence (education and reasoning), Wisdom (common sense), and Charisma (leadership). Human character attributes are rated from 3 to 18 with an average of 10.

Rolling Attributes

The roll the attributes of a new character roll 3d6 six times and arrange accordingly.

Ability Modifiers

Attributes modify ability and combat rolls. After assigning your attribute look up the modifier on the following chart. It is assumed that a score of 10 is average for human characters.

Score	Modifier
3, 4, 5	-2
6, 7, 8	-1
9, 10, 11	+0
12, 13, 14	+1
15, 16, 17	+2
18, 19, 20	+3
21, 22, 23	+4

Prime Attributes

Each of the four main classes (Fighting Men, Clerics, Magic-Users, and Rogues) have an associated prime attribute. A score of 13 or better will give the character a +5% bonus to all experience.

Class	Attribute
Cleric	Wisdom
Fighting Men	Strength
Magic-User	Intelligence
Rogue	Dexterity

Strength

Strength represents the muscle power of a character. It is the prime requisite for Fighting Men. It has the following effects:

- Modifies the chance to hit in melee combat
- Modifies the damage of a weapon in combat.
- It modifies saving throws involving danger that can be avoided by using muscle power.
- It is the prime requisite for Fighting Men. Granting a +5% to all earned experiences if the score is 13 or better.
- Modifies the following abilities: Athletics and Climbing.
- Modifies the amount of items one can carry before being encumbered.

Dexterity

Dexterity represents the overall quickness and coordination of a character. It is the prime requisite for Rogues. It has the following effects:

- Modifies the chance to hit in missile combat
- Adds to the character's initiative roll.
- Modifies the character's armor class.
- Modifies saving throws involving danger that can be avoided due to quickness or coordination or a character.
- It is the prime requisite for Rogues. Granting a +5% to all earned experiences if the score is 13 or better.
- Modifies the following abilities: Climbing, Legerdemain, and Stealth.

Constitution

Constitution represent the general health and hardiness of a character. It has the following effects:

- Modifies the number of hit points rolled as result of gaining a new hit dice when a character levels.
- Modifies saving throws involving danger that can be avoided due the character's health or hardiness.
- Modifies the following ability; Survival.

Intelligence

Intelligence represents the general education and reasoning ability of a character. It is the prime requisite for Magic-Users. It has the following effects:

- Modifies saving throws involving danger that can be avoided due to the education or reasoning ability of a character.
- It is the prime requisite for Magic-Users. Granting a +5% to all earned experiences if the score is 13 or better.
- Modifies the following abilities; Accounting, Eavesdrop, Herblore, History, Mathematics, Natural Philosophy, Physician, Research, Strategy, Thaumatology.
- Limits the maximum spell level a Magic-User can learn.

Max Arcane Spell Level

Score	Max Lvl
3 to 7	4
8 to 11	5
11 to 12	6
13 to 14	7
15 to 16	8
17 to 18	9

Wisdom

Wisdom represents the common sense and willpower of a character. It is the prime requisite for a cleric. It has the following effects:

- A wisdom score of 13 or better allows a Cleric to have one extra 1st level spell.
- Modifies saving throws involving danger that can be avoided by common sense or willpower.
- It is the prime requisite for Clerics. Granting a +5% to all earned experiences if the score is 13 or better.
- Modifies the following ability; Perception.

Charisma

Charisma represents the leadership ability and personal rapport of a character. It has the following effects:

- Modifies saves involving danger that can be avoided by using the character's leadership ability or personal rapport.
- Modifies the following abilities; Intimidation, and Locution.
- Sets the maximum number of loyal henchmen the character can effectively command.

Score	Max Henchmen
3 to 5	1
6 to 8	3
9 to 11	5
12 to 14	7
15 to 17	9
18 to 20	11

Other Attributes

Armor Class

This represents the base chance to hit a character or creature. For a character the base armor class is 10. This means an attacker will need a 10 or better on 1d20 in order hit the character for damage. This can be modified upwards by wearing armor or having a high dexterity attribute.

For example, wearing Ring Armor with a +3 bonus would make the character armor class a 13 thus requiring a roll of 13 or better on 1d20 in order for the attacker to hit the character.

Hit Points

Hit points represent experience and resistance to physical injury. When a character is brought to 0 hit points or lower they fall prone and are unconscious. A character will die instantly if they are brought to -3 hit point or lower. This limit is lowered by -3 hit points per level until it is equal to the negative of the character's constitution score. For example, if Zephrus Hammerguard has a 14 constitution he will be able to take up to -14 hits point of damage once he becomes 5th level. At 2nd level he can take up to -6 hit points, -9 at 3rd level, -12 at 4th level, and finally -14, which is equal to his constitution score, at 5th level.

When a character hit point total is reduced to negative, he will suffer 1 hit point per round of bleeding damage until he is stabilized by a successful First Aid (Int) ability roll.

The character remains unconscious until he is brought up to 1 hit point by healing magic, first aid, or natural healing.

Movement

Each race has a base movement rate. This is how far a character can move in one round if he uses both of his actions. If the character wears heavy armor this can cut his base movement to 2/3 of his normal amount. For example, a Dwarf wearing a suit of plate armor would have a base movement of 60 feet per round while a human wearing plate armor would have a base movement of 80 feet per round. What armor is considered heavy armor is noted in the equipment section.

In general, in a combat round a character can use one action to move half of his base movement, and use his remaining action to attack.

Saving Throws

A saving throw is used to determine if the character avoids a danger or an adverse result. Examples are activated traps, poison, spells, cold, searing heat, and being knocked out by a blackjack. Regardless what triggers a saving throw the procedure the same. Look up the saving throw score for your class and level, and roll 1d20. If the number is equal to or higher than your saving throw score then you have successfully saved. Sometime this means the danger is completely avoided and other times it only means that the damage is reduced in some way.

Different classes and races will receive a bonus versus a specific type of danger. For example, Magic-Users add +2 to their saving throw versus spells. Dwarves add +4 for their saving throw versus poison. Just note the bonus on your character sheet and remember to apply to your roll when making a saving throw against that type of danger.

Character Classes

There are four types of characters classes in the Majestic Fantasy RPG: Clerics, Fighting Men, Magic-Users, and Rogues. In the basic overview one class from each type is detailed: Burglar, Cleric of Mitra, Fighter, and Magic-User.

Burglar (*Rogue*)

Burglars are trained in abilities used by secret societies, thieves' guilds and gangs. They learn these abilities at the expense of combat expertise. Burglars must possess Dexterity score of 10 or better.

- Gains 1d6-1 HP/level
- Fights using the Magic-user combat table
- Can use leather armor and shield
- Can use the following weapons: hand axe, club, dagger, light mace, staff, short sword, light crossbow, dart, sling. With any other weapons the burglar makes the attack roll at a disadvantage.
- A Burglar starts with eight ability bonuses that are distributed among the following burglar abilities: Climbing, Eavesdrop, Legerdemain, Perception, and Stealth. The burglar earns 4 additional burglary bonuses for every three levels.
- A burglar starts with 2 free ability bonuses that can be applied to any other ability and gains two free bonus every three levels. No more than half of a character's ability bonuses can be spent on a single ability.
- Prime Attribute Bonus: If Dexterity is 13 or greater, character earns +5% experience

Burglar Advancement Table

Level	Experience	Hit Dice	+ Hit	Save
1	0	1d6-1	+0	15
2	1,750	2d6-2	+0	14
3	3,500	3d6-3	+0	13
4	7,000	4d6-4	+1	12
5	15,000	5d6-5	+1	11

Level	Burglary Bonus	Free Bonus
1	+8	+2
2	+9	+3
3	+10	+3
4	+12	+4
5	+13	+5
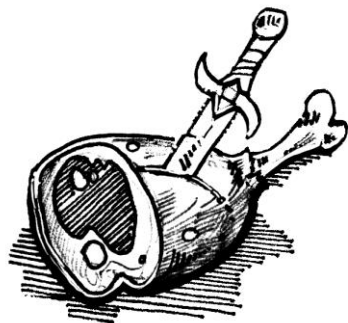
Cleric of Mitra (*Cleric*)

Mitra is the goddess of justice, war, and paladins. The goddess defends the helpless, and protects the innocent from those who would prey on them. There is great enmity between the church of Mitra and the tyrannical church of Set. Her clerics represents the militant arm of the church. Their duty is to adventure against injustice, fight those who prey on the innocent, and try to heal those who were hurt.

Cleric Advancement

Level	Experience	Hit Dice	+ Hit	Save
1	0	1d6	+0	15
2	1,500	2d6	+0	14
3	3,000	3d6	+1	13
4	6,000	4d6	+1	12
5	12,000	5d6	+2	11

Cleric Spell Progression

Level	1st	2nd	Ritual
1			
2	1		
3	2		
4	2	1	1st
5	2	2	

Clerics have the following

- Gains 1d6 hit points per level.
- Prime Attribute Bonus: If Wisdom is 13 or greater, character earns +5% experience
- +2 bonus on saving throws versus being paralyzed or poisoned.
- Can use the Shield of Faith (see below)
- Can memorize and cast divine spells
- Can cast divine rituals equal to ½ highest level spell they can cast.
- Can use any Armor
- Can use any Weapon
- At 3rd level a Cleric of Mitra can cast *Prayer* 1/day, this version of Prayer effects up to a 100-foot by 100-foot area.
- Can Turn Undead starting at 1st Level
- Has a religious rank within the Church of Mitra

Prayer (*Divine, 3rd Level*)

Range: 30 feet, Duration: to the end of the following round

The spell bestows a short-term divine blessing to help a spell or attack to succeed. *Prayer* affects a 20-foot by 20-foot area causing a saving throw penalty to all creatures in that area. The penalty is -1 plus an additional -1 for every ten caster levels. In addition all allies of the caster gain +1 to hit for the spell's duration.

Ability Progression

Clerics of Mitra gain a bonus to Theology. They start with 2 free Ability bonuses and gain 1 free Ability bonus every two levels. No more than half of a character's free bonuses can be spent on a single ability.

Level	Theology	Free Bonus
1	+1	+2
2	+1	+2
3	+2	+3
4	+2	+3
5	+3	+4

Banish/Turn Undead

Clerics of Mitra have the ability to turn, control, banish, or destroy undead with the divine might of their deity. When a Cleric uses this power, the player should roll 1d20 and consult the following table for the result.

- If the number on a 1d20 is equal to or greater than the number shown on the table, 2d6 undead are turned and will depart, not returning for 3d6 rounds.
- If the table indicates "T," 2d6 undead are *automatically* turned and will depart for 3d6 rounds.

HD	Level of Cleric				
	1	**2**	**3**	**4**	**5**
1	10	7	4	T	T
2	13	10	7	T	T
3	16	13	10	4	T
4	19	16	13	7	4
5	20	19	16	10	7
6	–	20	19	13	10
7	–	–	20	16	13
8	–	–	–	19	16
9	–	–	–	20	19
10	–	–	–	–	20

Religious Ranks

The Church of Mitra considers priests and clerics that are 1st to 2nd level to be acolytes or initiates. At 3rd level they are considered full priests.

Shield of Faith

Against any spells or spell effects the Shield of Faith confers a +4 chance of magical immunity per level until 5th level when it reaches +20. This immunity may be dropped by the Cleric to allow beneficial spells to be casted on him. It takes one round to restore the shield. If the Cleric is knocked unconscious the Shield of Faith drops one round later. See Magical Immunity for full details.

Fighters (*Fighting Men*)

Fighters are warriors, trained in battle and in the use of armor and weapons. You are on the front lines of your adventuring party—going toe-to-toe with dragons, goblins, and evil cultists, hacking your way through them and taking the brunt of their attacks. The Fighter character is best equipped to dish out damage and absorb it. You serve as the sword and shield, protecting the weak and taking down your enemies. One day they will tell legends of your prowess, and followers will flock to your stronghold. There you will revel in your fame, riches, and well-earned nobility.

Fighters gain the following:
- Gains 1D6+2 HP/Level
- Can use any Armor/Shield, any Weapon
- The fighter's to-hit bonus is added to their initiative roll.
- Against any creature of 1 HD or lower you make 1 attack per level each round.
- Prime Attribute Bonus: If Strength is 13 or greater, character earns +5% experience

Fighter Advancement

Level	Experience	Hit Dice	+ Hit	Save
1	0	1d6+2	+1	14
2	2,000	2d6+4	+2	13
3	4,000	3d6+6	+3	12
4	8,000	4d6+8	+4	11
5	16,000	5d6+10	+5	10

Ability Progression

All Fighting Men gain a bonus to Athletics. They start with 2 free Ability bonuses and gain 1 free Ability bonus every three levels. No more than half of a character's free bonuses can be spent on a single ability.

Level	Athletics	Free Bonus
1	+1	+2
2	+1	+2
3	+1	+2
4	+2	+3
5	+2	+3

Magic-User (*Magic-User*)

The Magic-user represents the lone practitioner of arcane magic outside of any of the established orders. Magic-users have no formal organization or ranks other than Master and Apprentice. Some associate in loose fellowships known as Circles.

Magic-users have the following:
- Gains 1D6-1 HP/level
- Cannot use any Armor/Shield, permitted to use dagger, staff, and darts. Using any other weapon will cause the attack to be rolled at a disadvantage.
- Can memorize arcane spells with a spell book and cast arcane spells
- Can cast arcane rituals from a spell book equal to ½ the highest level spell they can memorize. (round down)
- Gain +2 to saving throws versus spells.
- Prime Attribute Bonus: If Intelligence is 13 or greater, character earns +5% experience

Magic-User Advancement

Level	Experience	Hit Dice	+ Hit	Save
1	0	1d6-1	+0	15
2	2,500	2d6-2	+0	14
3	5,000	3d6-3	+0	13
4	10,000	4d6-4	+1	12
5	20,000	5d6-5	+1	11

Magic-User Spell Progression

Level	1	2	3	Ritual
1	1			
2	2			
3	2	1		1st
4	3	2		
5	4	2	1	

Ability Progression

All Magic-Users gain a bonus to Research and Thaumatology. They start with 2 free Ability bonuses and gain 1 free Ability bonus every two levels. No more than half of a character's free bonuses can be spent on a single ability.

Level	Thaumatology	Research	Free Bonus
1	+1	+1	+2
2	+1	+1	+2
3	+2	+1	+3
4	+2	+2	+3
5	+3	+2	+4

Character Races

Any race can become a member of any class as allowed by the referee. Some combinations are unlikely due to cultural reasons.

The races are not balanced in terms of game mechanics. These rules assume that the setting is dominated by humans for a variety of reasons that are part of the setting background and not covered by rules mechanics.

Man

Man is the dominant race in the world. The combination of hardiness, birth rate, and intelligence has allowed them to spread to every corner of the land. The wide range of conditions that humans face has left them highly adaptable.

- Humans gain +1 add to the attribute of their choice.
- Humans gain +15% to all earned experience
- Human base movement is 120 feet per round.

Elves

The Elves were created as the shining example of the potential of life. To this end they were given great blessings compared to Man; immortality, resistance to damage, faster healing, and more. However, as the centuries wore on the Elves have come to realize that their gifts have a price. They are forever bound to the world.

- Elves are immortal and do not age after reaching adulthood
- Elves are +2 to Dexterity, +1 to Constitution, +2 to Charisma
- If the player rolls less than a 10 charisma for a elven character, he may continue rolling until he rolls a 10 or higher
- Elves are Immune to Normal Disease
- Elves can heal at double the normal rate. They are completely healed after two weeks of rest
- Elves cannot use any planar abilities or leave the world for any other plane of existence other than the elemental planes.
- Elven base movement is 120 feet per round

Half-Elves

Men and Elves are inter-fertile. Upon reaching adulthood the child makes an irrevocable choice whether to become an Elf or a Man. If the Half-Elf chooses the race of Man then they gain the following advantages.

- Half-Elves are long lived and have double the lifespan of Man
- Half-Elves are +1 to Dexterity, and +1 to Charisma
- If a Half-Elf rolls less than a 10 Charisma he may continue rolling until he rolls a 10 or higher
- Half-Elves base move is 120 feet per round.

Halflings

Halfling were bred at the dawn of time by Demons to be used as agricultural slaves. The Demons assumed their small statue would require them to eat less food and increase the crop surplus they produced. However, the Demons did not count on their ability to easily hide and elude searchers. After they were liberated they allied with the Elves and began to farm lands next to larger realms and traded their surplus for goods made by Men, Elves and Dwarves.

- Halflings are long lived and have double the lifespan of Man.
- Halflings are +2 to Dexterity
- Halflings gain +4 to any Stealth ability.
- Halflings are of small stature. Armor costs half.
- The following are considered two handed weapons for Halflings: Battle Axe, Club, War Hammer, Heavy Mace, Long Sword, Staff.
- The following are considered one handed weapons: Dagger, Light Mace, Short Sword, Hand Axe.
- The following Missile weapons can be used: Hand Axe, Short Bow, Light Crossbow, Dart, Sling.
- Halflings base movement is 90 feet per round.

Dwarves

The Dwarves were one of the earliest races bred from Man by the Demons. They were bred to act as hardy miners and laborers. Unfortunately, their hardiness also resulted in a legendary stubbornness. The early Dwarves were not easily terrorized by the Demons and soon revolted. They took readily to the metalsmith arts and the discovery of iron is credited to the Dwarves. After their liberation they returned to the mountains where they still dwell today.

- Dwarves are long lived and have triple the lifespan of Man
- Dwarves are +2 to Constitution, and, -1 to Charisma
- Dwarves are gain +4 saving throw vs. poisons
- Dwarves gain +2 to any Athletic ability
- Dwarves base move is 90 feet per round.

Characters Abilities

Outside of combat any character can attempt any action. A magic-user can attempt to stealth, a fighter can attempt to pick locks, etc. However various classes are better at certain abilities. While a fighter can pick locks, the burglar will be the best at unlocking the doors.

Ability Roll

In order to succeed with an ability check, roll 1d20. Add your attribute modifier, your ability modifier and any situational modifiers. If you roll higher than a 15 you succeed. A natural 20 always succeeds and a natural 1 always fails. The referee may require a 10 or better for the chance of success or a 20 or better if the task is considerably easier or more difficult than average.

If a task is exceptionally easy and the character is not in combat then roll 1d20. The character only fails, often amusingly, if a natural 1 is rolled.

Attribute Modifiers

The character adds his attribute modifier to the ability roll.

Advantaged and Disadvantaged Rolls

When an advantaged roll is called for the player rolls two d20s and takes the best result out of the two. When a disadvantaged roll is called for the player roll two d20s and takes the worst result out of the two.

Using Abilities

The categories, like Athletics, Legerdemain, Stealth, etc. are for organizing similar abilities not for defining limits. The essence of the using abilities for the player to describe his actions, the referee to rule, and then a roll is made. Various classes are given bonuses for certain areas that they specialize in. But any class can use these abilities.

Success Rolls

For some abilities there are multiple levels of success. This is handed by rolling a number of d20s and counting the ones that are successes. The total number is the level of success. If a natural 1 is rolled this counts as a -1 success thus reducing the total number of successes the character has. If a natural 20 is rolled this counts as 2 successes.

In addition, there are open-ended success rolls. The player keeps rolling the dice until he fails his roll, then counts up of the number of successful rolls.

For example, Thil the Cowled needs to hurl himself over 8' wall to get away from a pack of hungry wolves during combat. He rolls a 16 for his first roll which count for a 4 foot jump. Since it is an open-ended success roll for each additional two feet of height he rolls an 18 and then a 9 his first failure at which point he stops. This means poor Thil only manage to clear six feet before he slips back down and is devoured by the wolves.

Making an advantaged success roll means you add one d20 and after you roll discard the worst result. Making a disadvantaged success roll means you add one d20 and after you roll throw away the best result.

Rob Notes: Using successes this way imposes diminishing returns on very high skill levels. For example, if you have a +15 in physician the best you can do on a first aid check is two successes. Of course, having a +15 means that you will have two successes nearly all the time (90%) with first aid. The general idea is that the Majestic Fantasy RPG is "heroes not superheroes". For many things there are hard limits that even the most able hero can't exceed.

Trade Deal Table
Several abilities use the trade deal table in order to arrive at a price modifier. This can be used by any character to try to get more for their gold or for the goods they possess.

Trade Deal Table

Buying Price Modifier	Selling Price Modifier	#Success For Char.
.7	3	4
.8	2	3
.9	1.5	2
.95	1.25	1
1.0	1.0	0
1.25	.95	-1
1.5	.9	-2
2	.8	-3
3	.7	-4

Individual Abilities

Each ability is listed by name and what attribute is used for the ability. The base chance of success is to roll 15 or higher on a d20.

Area Knowledge (INT)
Knowledge of a particular area or region.

- With a successful roll, can gain advantage to a stealth check made outdoors to surprise another party
- With a successful roll, can improvise a defensive position that provides +2 AC cover against missile fire.

Athletics (STR)
This ability is used for various physical tasks involving strength.

- With a successful roll, the character can clear a 4' feet obstacle as an action during combat. Then roll 3d20, each success allows the character to clear an additional 2' per success to a maximum of 10'.
- If the character is encumbered then initial roll and the 3d20 success roll are at a disadvantage.
- If the task fails or fails to generate enough height with repeated successes the character will stumble and run into the obstacle.
- A successful roll will allow a character to push open a stuck door.
- A successful disadvantaged roll will allow a character to smash open a locked or barred door.
- A successful roll will allow a character to lift an unlocked heavy gate.
- A successful disadvantaged roll will allow a character to lift a locked heavy gate.
- A successful disadvantaged roll will allow a character to bend bars ½" or larger in diameter.
- A successful roll will allow a character in minimal clothing to swim across rapids or a strong current.
- A successful disadvantaged roll will allow a character in normal gear to swim across rapids or a strong current.
- A successful disadvantaged roll will allow an encumbered character to keep his head above water while being carried along a rapid or a strong current.

Climbing (DEX or STR)
This ability is used for difficult climbing tasks.

- A successful roll will allow a character to climb with a rope or a steep incline.
- A disadvantaged successful roll will allow a character to climb a sheer face.
- If the character is encumbered then roll 3d20 and discard the highest roll. The character needs to have two success to succeed in climbing.

Surface	Move Rate
Rope	10'/rd.
Steep incline	8'/rd.
Sheer face	5'/rd.

Eavesdrop (INT)

Used to overhear conversions under challenging circumstances. For example in the middle of combat or in a noisy tavern.

- A successful roll will allow a character to listen through a door or shuttered window.
- A successful disadvantaged roll will allow a character to listen to a single conversation in a crowded tavern.
- A successful disadvantaged roll will allow a character to listen through a stone wall or another type of thick wall.

Haggling (INT or CHA)

Used in the negotiation of finances, goods, or money. For example, setting up trade deals as a merchant.

- A successful roll will allow a character to estimate the quality and price of goods in bulk.
- When negotiating a deal for price or trade both the buyer and seller rolls 4d20. Total up the number of successes for each side. Subtract the seller's total from the buyer's total and look up the modifier on the trade deal chart. A natural 20 is is counted as two successes. A natural 1 is counted as -1 success.

Herblore (INT)

Used for finding and identifying herbs to be used in elixirs.

With one week of searching. Roll 4d20 and count the number of successes and reference the Herb Harvest Chart.

Herb Harvest Chart

Rarity	Doses	Task Roll
Common	4d6	One Success
Uncommon	2d6	Two Successes
Rare	1d6	Three Successes
Very Rare	1	Four Successes

A referee may limit certain herbs to specific regions of his campaign.

History (INT)

Used to recall some historical or cultural detail. Primarily a roleplaying tool for the referee to feed the player background info to advance the campaign. Roll 3d20 and count up the number of successes.

- One success allows a character to remember some historical detail a century into the past.
- Two successes allow a character to remember some historical detail hundreds of years into the past.
- Three successes allow a character to remember some historical detail thousands of years into the past.
- Doing this in a well-stocked library grants an advantage. Roll 4d20 and discard the worst result.

Intimidation (CHA)

Using this will influence a person through hostile action.

- A successful roll will force the target to make a saving throw. If the target fails he will fear the character and cooperate.
- When intimidating groups, a morale check may be forced by a successful roll. If there are more than 5 individuals in the group the intimidate roll is at a disadvantage. However, for every ally helping add 5 individuals to the limit.
- A successful roll will allow a character to interrogate a prisoner and force the answer to one question. However, subtract the prisoner's wisdom modifier from the roll.

Legerdemain (DEX)

Used for actions involving manual dexterity and manipulation of small mechanical objects.

- A successful roll will allow a character to pickpocket a mark that is in the midst of a crowd.
- A successful roll will allow a character to perform a sleight of hand trick or concealment when you are 5' feet or more away from an audience
- A successful disadvantaged roll will allow a character to pickpocket a mark that is alone.
- A successful disadvantaged roll will allow a character to perform a sleight of hand trick or concealment when you are closer than 5' feet to an audience.
- A successful roll will allow a character to disable a known trap.

- A successful roll will allow a character to pick a lock open with thieves picks and tools.
- A successful roll will allow a character to pick open a trapped lock or a trapped chest with a lock without triggering the trap.
- A successful disadvantaged roll will allow a character to pick a lock open with inadequate tools.

Locution (CHA)

Used to manipulate an individual or an audience with speech

- A successful disadvantaged roll will allow a character to rally a combatant who failed a morale check.
- In the initial round of a combat a character may engage in a repartee with the enemy. If the roll succeeds all within earshot (who understand the speaker's language) are halted for one round. The enemy may counter with a repartee of their own. The player should role-play as his character before making the roll. A repartee may not be done if the character is surprised.
- In the initial round of combat, a character may attempt a Witticism on a single individual that understand his language. This is a disadvantaged task roll and if successful the character will gain the initiative due the target laughing or being angered. The player should role-play as his character before making the roll. A witticism may not be done in if the character is surprised.

- A character may use his Locution ability to please a crowd with a performance. After the performance roll 4d20 for the character and roll 4d20 for the crowd. Total the successes for each. The crowd needs a 15 or better for a success. Subtract performer total from the crowd's total. Look up the price modifier from the Trade Deal Table. Multiply the resulting selling modifier by 1 silver piece times the number of people in his audience. This is how much character earned in tips. This task can be used by barmaids to solicit tips and by beggars while panhandling.

For example, Ivie Jack is short on funds and sings a ballad during market. He attracts a crowd of 20 listeners. He rolls 4d20 and scores two successes by rolling a 15 or better. The referee rolls 4d20 for the crowd and roll one success. Looking at the trade deal chart, the selling price modifier is 1.25. Ivie Jack earns 1.25 * 20 or 25 silver pennies for his efforts.

Mathematics (INT)
Used in construction, building siege engines and other engineering tasks.

- When undertaking a construction project roll 2d20. With one success time and material is reduced by 10%. With two successes, time and material is reduced by 20%

Natural Philosophy (INT)
This represents knowledge of botany, zoology, geology, and other natural phenomena. In most fantasy campaigns technological development hasn't reached the point where these fields have separated.

- A successful roll will allow a character to identify an unknown monster, provided the creature can be observed for at least one full round. The roll is disadvantaged if attempted while the character is engaged in combat.
- A successful roll will let the character know whether will tell whether a passageway is sloping or rising.
- A successful disadvantaged roll will see if a cavern or dungeon passage unstable and prone to collapse.

Perception (WIS)
Used to spot unusual activities or features.

- A successful disadvantaged roll will allow a character to spot a target that is using stealth to hide in shadows or staying well covered.
- A successful roll will allow a character to spot a target using stealth through a well-lit or open area.
- A successful roll will allow a character to notice a non – obvious medium or large feature size feature of an area in the middle of combat.
- A successful disadvantaged roll will allow a character to notice a non-obvious small feature of an area in the middle of combat.

Physician (INT)

This ability can be used to help a character to accelerate healing and treat other characters that have been poisoned.

- To treat another character, make a success roll with 2d20. With one success the character is bandaged and he is healed 1 hit point. With two successes the character wounds are properly stitched up and he is healed 2 hit points. The attempt takes 10 minutes to do. A natural 20 on a success roll heals 2 points of damage, while a natural 1 inflicts 1 hit point of damage.

- To accelerate healing, make a success roll with 2d20. With one success the character will heal 2 hp/day plus constitution bonus and be completely healed in 3 weeks. If the constitution bonus is negative the minimum healed is 1 hp/day. With two successes then the character will heal 4 hp/day plus constitution bonus and will be completely healed in 2 weeks. If the constitution bonus is negative the minimum healed is 2 hp/day. A natural 20 will heal 4 hp plus constitution bonus for that day. A natural 1 will inflict 2 hp of damage for that day.

- On a successful disadvantaged roll a physician ability check will reduce the damage taken from the poison by half and cut the duration of any ill-effects by half. A natural 20 will fully heal the individual of any damage or aftereffects of poison. While a natural 1 will cause the victim to be at a disadvantage on any further saving throws until the duration of the poison ends.

Professional (type) (varies)

This ability is used for various professional activities like blacksmithing, woodworking, etc. The referee may define additional rules for crafting items made by different professions.

- A successful disadvantaged roll will allow a character to create a masterwork item.

- A successful roll will allow a character to evaluate the worth of an item made by that profession.

- To reduce the amount of the time and material required to make an item make a success roll with 2d10. With one success the time and material is reduced by 10%. With two successes the time and material cost is reduced by 20%.

Research (INT)

This ability aids in magical research.

- To reduce the amount of time and material cost to do research make a success roll with 2d20. With one success the time and material is reduced by 10%, with two success rolls the time and material cost is reduced by 20%.

Stealth (DEX)

Used to move through an area undetected.

- A successful roll will allow a character to sneak or hide in areas with heavy shadows or has extensive cover.
- A successful disadvantaged roll will allow a character to sneak or hide in areas that are well-lit or are open spaces.

Survival (CON)

Used to hunt, track, or forage in the wilderness. This may be limited by the referee to specific types of terrain.

- To track a trail make a success roll with 2d20. One success will allow a character to track a trail less than 6 hours old. Two success rolls will allow a character to track a trail between 6 hours and two days old.

  The terrain may modify both rolls. Rocky terrain, and well-trodden pathways or game trails cause the roll to at a disadvantage. Roll 3d20 and drop the highest. High traffic paths like city streets are a normal roll. Snow and sandy surfaces allow for rolls to be at an advantage. Roll 3d20 and drop the lowest. The weather may quickly erase tracks.

- A successful roll will allow a character to identify the type of creature by its tracks.
- A successful roll will allow a character to find 1d6 day's ration in Jungle, Forest, and Plains; this ability takes 4 hours to complete.
- A successful roll will allow a character to find 1d6 day's ration in a rural agricultural region; this ability takes 2 hours to complete.
- A successful disadvantaged roll will allow a character to find 1d6 day's ration in Desert, Mountains, Tundra, and Ice Terrain; this ability takes 8 hours to complete.

Strategy (INT)

Used in mass combat to influence the battle in favor of the character's forces.

- A successful roll allows the character to modify any favorable or unfavorable terrain modifier by 1 in his favor.
- A successful disadvantaged roll allows the character to inflict damage on the opposing unit in the first round of mass combat.

Thaumatology (INT)

This represents knowledge about spells and magic items.

- A successful roll will allow the character to identify a spell or magic item in combat.
- A successful disadvantaged roll will allow a magic-user to ricochet a Lightning Bolt spell precisely.

Weapon Proficiency

Any attack roll using a weapon the character is not proficient in is at a disadvantage. If a +1 free bonus is used, a character can become proficient in one additional weapon.

Equipment

Starting Wealth

Characters start with (3d6 + charisma bonus) x 100d in wealth.

Coinage

Most prices in the equipment list are given in silver pennies. A silver penny is equivalent to a silver piece in other editions. The symbol 'd' for the Latin denarius is used to denote prices in silver. For example, 20d means the item is worth 20 silver. Each silver penny is worth four copper farthings. The system 'f' is used to denote farthings. For example, 2f means the item is worth 2 farthings.

For high value transactions gold is used. Gold trades with silver at a 20 to 1 ratio. Gold coins are minted in one ounce coins which are 16 times heavier than silver pennies. This makes one gold crown worth 320d.

One pound of silver pennies, or copper farthings is equal to 250 coins. One pound of gold crowns is equal to 16 coins.

d = denarius = penny = 1 silver piece.

Measurements & Weights

The following lists the various weights and measures used in the equipment list.

Liquid Weight 16 oz.	1.0/lb.
Hogshead	50.0/gal
Gallon	128.0/oz.
Gallon	4.0/quarts
Quart	32.0/oz.
Quart	2.0/pints
Pint	16.0/oz.
Pound	16.0/oz. (liquid).
Ounce	16.0/lb.
Drams	256.0/lb.

Weapons and Armor
ARMOR

Leather, soft [+1]   25d/suit   10.0/lbs.

A set of separate supple leather hide pieces protecting the wearer's body.

Ring Armor [+3]   300d/suit   30.0/lbs.

Supple leather hide pieces with small metal rings sown on them to provide additional protection.

Mail, [+5]   1,250d/suit   50.0/lbs.

Rings of metal are woven together to form a suit of armor. Due its mass this armor reduces the character base movement by 2/3rd of normal.

Plate Armor [+6]   3,000d/suit   100.0/lbs.

Steel or bronze metal formed into various pieces of armor. Due its mass this armor reduces the character base movement by 2/3rd of normal.

Helm   100d/ea.   3.0/lbs.

This is a steel or bronze helmet that covers the crown of the character's head. It comes with a guard that covers the nose. This will protect the character from all head shots.

SHIELDS

Shield Slam: After making a successful attack, the target needs to make a saving throw at an advantage or be knocked prone to the ground. The target must spend a full round getting up. Anybody hitting a prone character has advantage for their attack roll. Fighting from a prone position result in a disadvantaged attack roll for all weapons except a crossbow.

Shield Parry: A shield may be sacrificed to negate one hit. The shield is destroyed but no damage is suffered by the user. A magical shield will lose one +1 bonus per sacrifice. (i.e. a +1 shield can negate two hits before being destroyed).

Opponents: The shield bonus is only usable against this number of attackers. For example, a defender using a buckler will only gain its +1 AC bonus against one attacker.

Buckler   24d/ea.   2.0/lbs.

+1 AC, Opponents: 1, Damage: 1d3, Spike +5d; +1 damage

This small round shield is held by one hand. The character may opt to attack with the shield. A metal spike may be affixed to the shield to increase its damage.

Shield, medium   60d/ea.   7.0/lbs.

+1 AC, Opponents: 4, Damage: 1d4

A larger shield in the shape of the knight's heater. The character may opt to attack or slam with the shield.

DUAL WEILDING

Several weapons can be used in the off-hand in lieu of a shield. Contrary to popular belief this doesn't allow a combatant to make more attacks. It acts much like a buckler granting +1 to the character AC versus one opponent. In addition the character can choose which weapon to attack with when making his attack roll.

AXE/MACE/HAMMER

Axe, throwing   10d/ea.   4.0/lbs.
Damage: 1d6, Rate of Fire: 1, Range: 10 ft., Max Range: 20ft
This is a small single head axe with a handle between 18 inches and 24 inches. Due to the shape of the axe head you can elect to pin your opponent's weapon or shield lieu of damage. However, the opponent gets to make a saving to avoid being having his weapon or shield pinned. The attacker can't attack with the axe while it being used to pin.

The axe is balanced for throwing. The effective range is 10 feet and the maximum range is 20 feet. The attacker needs to be able to fully stand to throw an axe. It is usable in the off-hand when dual wielding.

Axe, battle   50d/ea.   8.0/lbs.
Damage: 1-Hand, 1d8
This is a one handed single head axe between 24 to 36 inches long. Due to the shape of the axe head you can elect to pin your opponent's weapon or shield lieu of damage. However the opponent gets to make a saving to avoid being having his weapon or shield pinned. The attacker can't attack with the axe while it being used to pin.

Mace, small   9d/ea.   3.0/lbs.
Damage: 1d4+1
This weapon is between 18 to 24 inches long and has a ball of metal affixed to the end. It gets +1 to hit versus opponents wearing chainmail or gelatinous creatures like ochre jellies or black puddings. It is usable in the off-hand when dual wielding.

Mace   13d/ea.   5.0/lbs.
Damage: 1d6
This weapon is between 24 to 36 inches long and has a ball of metal affixed to one end. It gets +1 to hit versus opponents wearing chainmail or gelatinous creatures like ochre jellies or black puddings.

Club, light   N/A   3.0/lbs.
Damage: 1d4
Used since time immortal. A piece of thick wood, 18 to 24 inches long with one end tapered to be used as a handle in one hand.

KNIFE
Dagger, large   10d/ea.   1.0/lbs.
Damage: 1d4
Has a blade and hilt between 7 to 12 inches long. It is usable in the offhand when dual wielding. Add +1 to a Legerdemain check for concealing the weapon.

Dagger, small   3d/ea.   0.2/lbs.
Damage: 1d3, Rate of Fire: 1, Range: 10 ft, Max Range: 20ft
Has a blade and hilt between 4 to 6 inches long. It is balanced for throwing. It is usable in the off-hand when dual wielding. Add +2 to a Legerdemain check for concealing the weapon.

POLEARM
Rob's Note: *Note that the polearms free attack resets if the opponent moves out of the attackers reach and back in.*

Glaive   25d/ea.   8.0/lbs.
Damage 1d8+1, Reach: 5 ft.
This is a 12 to 24 inch blade affixed to a 6 to 7 foot long pole. The wielder of a glaive can attack a target up to 5 feet away. When a target comes within 5 feet for the first time, the wielder may elect to take an attack action against the target. The wielder can only do this once a round unless hasted.

SPEAR
Spear 1H   10d/ea.   4.0/lbs.
Damage: 1d6 (1H), 1d8 (2H), Rate of Fire: 1, Range: 20 ft, Max Range: 40ft
This weapon consists of a six foot pole with a six inch bladed point on the end. It can be used in melee or thrown. If used with two hands it does 1d8 damage.

Staff   3d/ea.   4.0/lbs.
Damage: 1d6
This is a 5 foot to 6 foot long pole used with two hands as a weapon. When used as an aid in jumping, it increases the distance of a running long jump by 50%.

SWORD
Broadsword, 1d8   150d/ea.   3.0/lbs.
Damage: 1d8
This has a double edge blade of 27 to 32 inches with a cuneiform hilt forward of the grip providing protection for the hands.

Shortsword, 1d6   100d/ea.   2.0/lbs.
Damage: 1d6
This has a single edge blade 12 to 24 inches with a quillion cross guard for a hilt. It is the most common sword in use.

TWO-HANDED SWORD

Greatsword   **200d/ea.**   **7.0/lbs.**
Damage: 1d10
From pommel to tip this sword is six feet long. It is designed to be used with two hands.

MISSILE WEAPONS

Note: The range of missile weapons is tripled outdoors as the attacker has the option of arcing the missile for accurate long range fire. This is noted by appending ft/yds to the range. Feet is the indoor range and yards is the outdoors range.

BOW

Arrow   **2f/ea.**   **0.1/lbs.**
A feathered shaft with a metal tip used in hunting or war with bows.

Bow, short,   **13d/ea.**   **2.0/lbs.**
Damage: 1d6 (arrows), Rate of Fire: 2, Range: 50 ft/yds.
A small 3 foot long self-bow made of a single piece of wood. Typically used as a hunting weapon.

Bow, regular   **25d/ea.**   **2.0/lbs.**
Damage: 1d6 (arrows), Rate of Fire: 2, Range: 60 ft/yds.
A 3 to 4 foot long self-bow made of a single piece of wood. It is a higher quality bow than the self-bow and is typically used as a hunting weapon by the nobles as well as the most common bow found in guard armories.

Bow, long   **50d/ea.**   **3.0/lbs.**
Damage: 1d6 (arrows), Rate of Fire: 2, Range: 70 ft/yds.
A six foot long self-bow made of a single piece of wood. This is the most powerful self-bow made. Because of its large size and design it can only be made from a few types of woods like yew. Realms using the longbow often have special traditions to support training longbow equipped troops.

Quiver   **3d/ea.**   **0.5/lbs.**
Made of leather and sinew, this is a tube with a strap that allows a character to conveniently carry up to 20 arrows.

CROSSBOWS AND OTHER MISSILE WEAPONS

Unlike Bows and other missile weapons, Crossbows do not have a rate of fire. They require a number of reload actions to happen before they are ready to fire again. Crossbows also have an accuracy bonus to reflect their ease of use and superior penetration of armor.

Bolts   **1f/ea.**   **0.1/lbs.**

A short thick feathered shaft with a metal pointed to be used with crossbows.

Crossbow, Light   **30d/ea.**   **6.0/lbs.**

Damage: 1d4+1 (Bolts), Accuracy: +2, Reload Actions: 1. Range: 60 ft/yds.
This is a small light draw crossbow that can be cocked by hand. The use of a stock and sight allows the weapon to be more accurate than other missile weapons.

Crossbow, Heavy   **38d/ea.**   **6.0/lbs.**

Damage: 1d6+1 (Bolts), Accuracy: +4, Reload Actions: 2 Range: 60 ft/yds.
This is a larger crossbow that has to be cocked by using a pull lever. The higher draw weight allows the weapons to do more damage. The use of a stock and sight allows the weapon to be more accurate than other missile weapons.

Crossbow, Knight Killer   **46d/ea.**   **6.0/lbs.**

Damage: 5d4 (Bolts), Accuracy: +4, Reload Actions: 10. Range: 100 ft/yds.
This is the largest crossbow capable be carried on a regular basis by fighters. It uses either a windlass or a cranequin to cock the weapon for use. The reloading process takes a considerable amount of time, 36 seconds or 6 combat rounds. The result is a weapon capable taking out a heavily armored opponent in a single shot.
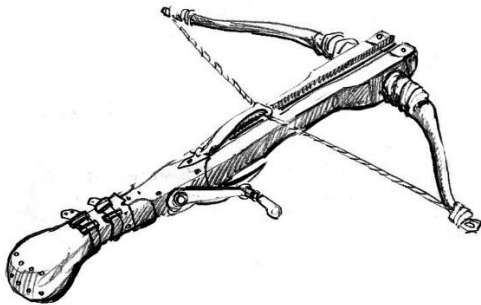
Dungeon Equipment

Backpack, 30 lbs.   48d/ea.
A canvas sack, leather sack, or wicker basket tied to an L shaped frame with sinew. The frame has two straps slung over the shoulder to be carried on the back of a bearer.

Bedroll   2d/ea.   0.5/lb.
Two blankets, one made of a heavy canvas material to sleep on and other an ordinary wool blanket to sleep under. Comes with two pieces of twine to hold the rolled-up blankets together.

Hammer   6d/ea.   1.0/lb.
A 12 inch long handle with a hammer head on top. Needed to place and affix iron spikes.

Holy Symbol, wooden   10d   0.1/lb.
A symbol of a religion or deity carved into wood. The minimum needed to cast clerical spells and to turn/destroy undead.

Holy Symbol, silver   250d   0.1/lb.
A symbol of a religion or deity made of silver. This can be used to cast clerical spells and to turn/destroy undead. It also grants +1 to all die rolls involving clerical spells and turn/destroy attempts.

Holy Water, 4oz   150d/ea.
A leather flask filled with blessed holy water. Does 1d6 burn damage when splashed onto an undead creature or demon.

Lantern   12d/ea.   0.25/lb.
This is a ceramic lantern designed to be filled with oil and lit. Takes one flask of oil and will last 4 hours. It will shine bright light for 30 feet around and dim light out to 60 feet radius. If dropped the lantern will shatter unless it makes a saving throw of 15 or better. The holder needs to make a saving throw or suffer 1d4 fire damage.

Oil, Lamp, 4oz   2f/ea.
Various qualities of lamp oil to use in flasks or lanterns.

Pole, 10 foot   2d/ea.
A long 10 foot, 1 inch diameter pole. Allows for the checking of traps five feet ahead of the wielder. Two poles roped together can be used to support a block and tackle.

Rations, trail   5d/day   2.0/lb.
One day's worth of food consisting of sausage, bread, and cheese. This will last for one month before being spoiled.

Rations, dried   20d/day   1.0/lb.
One day's worth of food consisting of jerky, hard biscuits, and hard cheese. This will last for one year before being spoiled.

Rope, hemp   **1d/ft.**
A length of rope made from hemp. Can be used to life loads of up to 2,000 lbs.

Rope, silk   **10d/ft.**
A length of rope made from silk. Can be used to life loads of up to 3,000 lbs. Provides a +2 check to any ability rolls involving climbing.

Sack, linen, sm., 5 lbs.   **2f/ea.**
Sack, buckram, lg., 10 lb.   **1d/ea.**
A piece of cloth folded and sewn to provide a bag used to carry things. The material determines how much weight can be carried. Canvas sacks are resistant to water. Their content will remain dry for five minutes after immersion.

Spice, Garlic   **12d/oz.**
Sold in small pottery jars, this spice can be used on food or as a defensive against the Blood Children of Kalis (vampires and werewolves). A jar can be thrown at a blood child forcing the target to make a saving throw or succumb in a fit of coughing and pain to the garlic for 1d4 rounds.

Spike   **5d/ea.**   **0.2/lb.**
Spikes can be pounded into door and gates to make them far more resistant to be opened. It takes one round to pound a spike into a door or gate. Each spike lowers the effective strength used to open the door by 5. Four spikes make it impossible to open the door by any means short of destroying it.

Thieves Tools   **25d/ea.**   **0.1/lb.**
A small leather pouch with various small tools used to pick locks and disarm traps.

Tinderbox   **6d/ea.**   **0.1/lb.**
A small leather pouch with flint, steel, and tinder. Can be used to automatically start a file in 2d4 rounds or by a successful survival roll in 1 round.

Torch   **2f/ea.**   **0.2/lb.**
A two to three foot length of wood wrapped in oil impregnated linen on one end. Will burn for one hour and create a 30-foot radius of bright light and a 60 foot radius of dim light.

Wineskin, ½ gal   **10d/ea.**   **0.5/lb.**
A bag of hide or leather with a spout sewn in. Can be used to carry ½ gallon of liquid, typically water or wine.

ANIMALS

Various animals can be purchased that are useful for adventurers. Among them are horses for riding and dogs for companions.

HORSE

Horses are widely domesticated for riding, beasts of burden, and war.

Horse, Riding   360d/ea.

A horse that is used for transportation. It is not normally trained for combat.

Riding Horse
Init +1; AC 7[12] HD 2; HP 7; Save 16;
Move 180'; CL/XP 2/30;
Attacks (x1)
Hooves; HTB +3, DMG 1d6-1;
Special
Not Combat Trained; To attack while on a riding horse requires a successful Athletics check of 10 or better or the horse will ride away from the impending danger. If the riding horse is hit during combat the rider must make an Athletic check of 15 or better or the horse will run away from whatever hit it.
Harvest
Hide 20d;

Horse, Warhorse   600d/ea.

A warhorse has been trained so it no longer fears blood and battle. The downside of the warhorse's training is that is bonded with a specific rider and will be need to be re-trained if it is to be used by another rider. This takes four weeks and a successful Professional (Ostler) ability check of 10 or better.

Warhorse
Init +1; AC 7[12] HD 3; HP 10; Save 14;
Move 180'; CL/XP 3/60;
Attacks (x1)
Hooves; HTB +3, DMG 1d6-1;
Special
Combat Trained; If the horse is hit during combat the rider must make an Athletic check of 10 or better or the warhorse will run away from whatever hit it. There is no check to attack while riding a warhorse.
Harvest
Hide 20d;

DOGS
Trained large dogs are used by people for a variety of jobs including guard duties, herding, and tracking.

Guard or War Dog   **48d/ea.**
This is a large mastiff trained to work with humans in combat. Like warhorses the dog is boned with a specific individual or in rare cases a group. To re-train a guard/war dog takes four weeks and a successful Professional (Dog Trainer) check of 10 or better.

Guard or War Dog
Init +1; AC 7[12] HD 2; HP 7; Save 16;
Move 140'; CL/XP 2/30;
Attacks (x1)
Bite; HTB +2, DMG 1d6;
Special
Combat Trained; The Dog will obey simple commands during combat.
Harvest
Dog meat 5d;

Trained Dog   **24d/ea.**
This is represents an ordinary dog trained to perform some helpful task. The dog will fight if his owner is threatened but lacks the skills to coordinate with anybody during combat. And will flee in terror if the dog loses more than half of his original hit points.

Trained Dog
Init +1; AC 7[12] HD 1; HP 4; Save 17;
Move 150'; CL/XP 1/15;
Attacks (x1)
Bite; HTB +1, DMG 1d3;
Special
Trained; The dog will obey a set of simple commands related to a specific job like herding or tracking.
Harvest
Dog meat 5d;
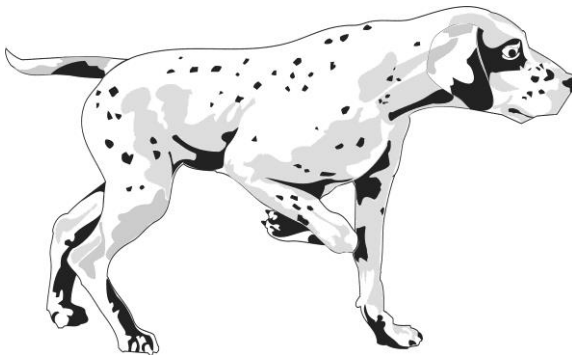
HIRELINGS

Hirelings can be found in major settlements such as market villages, towns, and cities. A hireling may requires an initial investment in order to properly use his skills. Afterwards the hireling requires a monthly wage in coin, as well as a monthly upkeep cost in supplies.

	Wage Monthly	Upkeep Monthly	Initial Invest
Animal Trainer	80d	160d	animal

The initial investment is the animal that is to be trained. It generally take one month per hit dice to fully train a domesticated animal and two months per hit dice to train a wild animals or monster. Even after training, wild animals and monsters have a chance of disobeying commands. If the creature makes a saving throw at a disadvantage the animal will either flee or attack the nearest person.

Man-at-arms	30d	45d	arms

A man at arms is a 1st level fighter acting as a guard for his employer.

Medium Footman, Man at Arms, 1st Level Fighter
Init +1; AC 4[15]; HP 6; Save 14;
Move 90'; CL/XP 1/15;
Attacks (x1)
Spear, 1H; HTB +3/+2, DMG 1d6+1, RoF: 1, RNG: 20 ft; or
Large Dagger; HTB +3, DMG 1d4+1;
Attributes
Str 12 (+1); Dex 11 (+0); Con 10 (+0);
Int 10 (+0); Wis 10 (+0); Cha 10 (+0);
Abilities
Athletics +2, Intimidation +1, Strategy +1;
Possessions
Scale Armor, Medium Shield, 1H Spear, Large Dagger, 3 days ration, bedroll, 10d.

Porter	25d	25d	

A porter can carry 50 lbs. of equipment, gear, and treasure without fatigue. For short journeys of eight hours or less, a porter can carry up to 100 lbs. A porter also require 20d worth of gear when hired.

Servant	25d	50d	0d

A servant can perform the daily chores, like cooking, and maintain gear for up to six individuals.

Magic

Magical Immunity

Magical immunity has a chance of causing a spell to fail. The character or monster will roll a 1d20 and add his magical immunity bonus. If the roll is higher than a 20 the spell immunity works and the spell does not take effect. Each spell is listed whether it is effected by magical immunity or not.

A character or monster with magical immunity gets the normal saving throw if the immunity fails. If a person with magical immunity is knocked unconscious the magical immunity will drop 1 round later.

Memorization

A magic-user or cleric regain all spells that were cast after a night sleep. After awakening the spellcaster can spend ten minutes with a spellbook for arcane spells or with prayer for divine spell to memorize enough spells to fill or change the available spell slots. In order for an arcane spellcaster to memorize a spell it must be in the spellbook he is using.

Rituals

Any spell in the rulebook can be casted as ritual. The casting time is 10 minutes. The spell used for the ritual must be in the caster's ritual or spell book. The highest level of spell that can be cast as a ritual is dependent on the caster's class. The spell used for the ritual does not need to be memorized.

The component cost is the spell level SQUARED times ten gp. ($level^2 * 10$ gp). Components can be bought at most magic shops. As an option the referee may wish to impose specific component requirement on certain spells particularly for those 7th level or higher.

Ritual Level	Cost
1st	10d
2nd	40d
3rd	90d
4th	160d
5th	250d
6th	360d
7th	490d
8th	640d
9th	810d

The intent of this system is that most utility spells are cast via rituals. This changes the role of scrolls. For Magic-Users they are mainly created to increase the number of combat spells that can be cast. For the Orders who do not memorize spells, scrolls are the most inexpensive way they can cast spells in battle.

Spellbooks

A spell is used by a magic users to memorize his arcane spells. The basic book cost 100d and it costs 50d per spell level to transcribe a new arcane spells into the spellbook. The time to do this is one day per 100d of cost rounded up. For example a 3rd level spells will take two days to transcribe.

Spells

Arcane Spells

Level 1
Charm Person
Create Scroll
Detect Magic
Hold Portal
Light
Protection from Evil
Read Languages
Read Magic
Sleep

Level 2
Continual Light
Detect Evil
Detect Invisibility
Detect Thoughts
Enchant Potion
Invisibility
Knock
Levitate
Locate Object
Magic Mouth
Mirror Image
Phantasmal Force
Wizard Lock

Level 3
Clairaudience
Clairvoyance
Darkvision
Dispel Magic
Fireball
Fly
Haste
Hold Person
Invisibility, 10'
Lightning Bolt
Monster Summoning I
Protect from Evil, 10'
Protect from Missiles
Slow
Water Breathing

Divine Spells

Level 1
Command
Create Scroll
Cure Light Wounds
Detect Evil
Detect Magic
Light
Protection from Evil
Purify Food and Drink
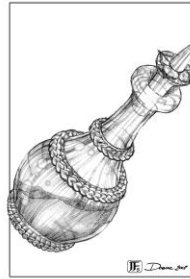
Level 2
Bless
Find Traps
Hold Person
Speak with Animals

Spell Description Notes

Unless stated otherwise all spells take one attack action to cast. Each spell has a range listed. Unless stated otherwise this mean a point the caster can see within the listed range. Some spells have a duration. Note that many utility spells have long duration making them useful beyond their initial casting. If a spell is effected by magical immunity it is noted. Otherwise magical immunity has no effect on the spell.

Spell Descriptions

Bless (*Divine, 2nd Level***)**
Casting Time: 1 minute; Range: Touch; Duration: 1 hour;
The recipient gets +1 to attack rolls and NPCs get +1 to morale.

Charm Person (*Arcane, 1st Level***)**
Range: 120 feet, Duration: Until dispelled, Magical Immunity: Yes;
Effects humanoid creatures only. The target makes a saving throw. If saving throw is failed the target(s) are under the influence of the caster and consider the caster a loyal and trusted friend. The duration of the spell is permanent unless dispelled.

Clairaudience (*Arcane, 3rd Level***)**
Range: 60 feet; Duration: 2 hours;
The caster can hear any sounds within a range of 60 feet. This can be blocked by 2 feet of solid stone. A thin sheeting of lead blocks the effects of the spell. Can be cast through a crystal ball.

Clairvoyance (*Arcane, 3rd Level***)**
Range: 60 feet; Duration: 2 hours;
The caster can see anything visible within a range of 60 feet. Blocked by 2 feet of solid stone. A thin sheeting of lead blocks the effects of the spell.

Command (*Divine, 1st Level***)**
Range: Caster's Voice; Duration: 1 round; Magical Immunity: Yes;
If the target fails his save he will obey a single command given by the caster. Typical commands are Approach, Drop, Fall, Flee, and Halt.

Continual Light (*Arcane, 2nd Level***)**
Range: 120 feet; Duration: Permanent until dispelled;
The target person or object radiates sunlight out to 120 feet. Dim light and shadows extend out to 180 feet.

Create Scroll (*Arcane, 1st level***), (***Divine, 1st level***)**
Range: Touch; Duration: Permanent;
Used to create magical scrolls proved the proper research is done and the right ingredients are acquired. Scroll ingredients cost 100d per spell level and take 1 day 100d of cost to create.

Cure Light Wounds (*Divine, 1st Level)*
Range: Touch; Duration: Immediate;
Cures 1d6+1 hit points of damage.

Darkvision (*Arcane, 3rd Level***)**
Range: 40 feet; Duration: 1 day;
The target of the spell can see in total darkness for one day.

Detect Evil

(*Divine, 1st Level*) *Range: 120 feet; Duration: 1 hour*
(*Arcane, 2nd Level*) *Range: 60 feet; Duration: 20 minutes;*
The caster detects the following dangers for 1 hour: hostile sentient beings, hostile monsters, and enchantments/auras that causes damage or some type of harm. It does not detect traps, poisons, and other mundane dangers.

Detect Invisibility (*Arcane, 2nd Level*)

Range: 10 feet per caster level; Duration: 1 hour;
Within light of sight, The caster can sense and see invisible objects and creatures along with any that are using astral or ethereal travel.

Detect Magic (*Divine, Arcane, 1st Level*)

Range: 60 feet; Duration: 20 minutes;
Within 60 feet, the caster can sense within the spell's range any presence of a spell, enchantment, or magic. This includes people under the effect of an ongoing spell as well as magical item. After one minute of examination and a successful Thaumatology Roll of 15 or better, the caster can figure out the exact nature of the magic involved. For example, the properties of a magic item, or the fact the spell on an individual is a charm person.

Detect Thoughts (*Arcane, 2nd Level*)

Range: 60 feet; Duration: 2 hours;
The caster can detect the thoughts of other beings within 60 feet. The spell cannot penetrate more than two feet of stone, and also blocked by a thin sheet of lead.

Dispel Magic (*Arcane, 3rd Level*)

Range: 120 feet; Duration: Special;
This spell will permanently dispel most spells and enchantments. It will suppress the magical properties of a magic item for up to 10 minutes.

Dispel Magic is always successful if the caster is of an equal or higher level (or has more HD) than the caster who created the spell, enchantment, or item. If the caster has a lower level or HD then the caster must roll a 1 or higher on a d20. Subtract 2 for every level of difference between the caster and the creator's level/HD.

For example, a 6th magic-user attempts to dispel a *Wizard Lock* cast by a 12th level wizard. The caster rolls a d20 and subtracts 12 from the roll. If the result is a 1 or higher the *Wizard Lock* is dispelled.

Find Traps (*Divine, 2nd Level*)

Range: 30 feet; Duration: 20 minutes;
Within 30 feet the caster sees all traps (magical and non- magical) for 20 minutes.

Fireball (*Arcane, 3rd Level*)

Range: 240 feet; Duration: Instantaneous;

A 40 foot diameter ball of fire explodes within 240 feet of the caster. The fire does 1d6 damage per level of the caster. If cast in a confined area, the explosion will expand until it has filled 132 5' by 5' squares. The targets of the spell can make a saving throw for half damage.

Fly (*Arcane, 3rd Level*)

Range: Touch; Duration: 1 turn/level + 1d6 turns;

The caster can now fly with a movement rate of 120 feet per turn.

Haste (*Arcane, 3rd Level*)

Range: 240 feet; Duration: 30 minutes

Creatures within 60 feet of where the spell is cast can take four actions per round including two attack actions.

Hold Person

(Divine, 2nd Level) *Range: 180 feet; Duration: 9 turns;*
(Arcane, 3rd Level) *Range: 120 feet; Duration: 1 hour (+10 minutes/level);*
Magical Immunity: Yes;

This will immobilize 1d4 humanoids if they fail their saving throws. If only a single humanoid is targeted then the saving throw is at a disadvantage.

Hold Portal (*Arcane, 1st Level*)

Range: Touch; Duration: 2d6 turns;

A door touched by a caster closes and become locked for the spell's duration or until dispelled. Creatures with magical immunity can force open the door and shatter the spell without effort.

Invisibility (*Arcane, 2th Level*)

Range: 240 feet; Duration: Until dispelled or an attack is made;

The target, creature or object, becomes invisible to both normal sight and darkvision. Being invisible grants an advantage on stealth checks. If others are aware of the presence of an invisible creature they are at a disadvantage to hit if they attack. If an invisible creature makes an attack the spell is broken. Otherwise it lasts until dispelled or removed by the caster.

Invisibility 10-Foot Radius (*Arcane, 3rd Level*)

Range: 240 feet; Duration: Until dispelled or an attack is made;

The target, creature or object, becomes invisible to both normal sight and darkvision. In addition, the spell throws a 10 foot radius of invisibility around the target which moves with it. Caster may choose any number of creature or object inside the radius to become invisible. They will remain invisible as long as they stay within 10 feet of the target.

Being invisible grants an advantage on stealth checks. If others are aware of the presence of an invisible creature they are at a disadvantage to hit if they attack. If an invisible creature makes an attack the spell is broken. Otherwise it lasts until dispelled or removed by the caster.

Knock (*Arcane, 2nd Level*)

Range: 60 feet; Duration: Immediate;

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by magic.

Levitate (*Arcane, 2nd Level*)

Range: 20 feet/level; Duration: 1 turn/level

The caster can levitate himself, moving vertically up or down 100 feet per turn, 10 feet per minute or 1 foot per combat round. There is no lateral movement but the caster can drag himself along with anything he can grab like a wall or rope. The maximum change in altitude is limited by the spell range of 20 feet/level.

Light

(*Divine, 1st Level*) *Range: 60 feet; Duration: 2 hours;*
(*Arcane, 1st Level*) *Range: 60 feet; Duration: 1 hour (+10 minutes/level);*

Causes a person or object glows with a bright light out to 20 feet. There is dim light and shadows out to 60 feet.

Lightning Bolt (*Arcane, 3rd Level*)

Range: 240 feet; Duration: Instantaneous;

A bolt of lightning erupts within 240 feet of the caster. The bolt extends in a straight line 60 feet long and 10 feet wide starting from the target point. Any obstruction that blocks its path (like a wall) it will cause it to ricochet at an angle to its full 60 feet length. If it meets the obstruction head on it will ricochet backwards. A Thaumatology roll of 15 or better will allow the caster to control the angle of the ricochet precisely.

Locate Object

(*Divine, 3rd Level*) *Range: 90 feet; Duration: 1 round/level;*
(*Arcane, 2nd Level*) *Range: 60 feet +10 feet/level; Duration: 1 round/level;*

The caster can learn the correct direction towards a specific object that the caster has seen and describe. Or the caster can locate a general class of object that the caster knows about (stairs, gold, a sword, etc.). This spell may be thwarted by the use of a *Scryguard* around the target object.

Magic Missile (*Arcane, 1st Level*)

Range: 150 feet, Duration: Immediate, Art: Flame

With a gesture, one or more glowing missiles of magical force erupt from the caster's hands. The caster is able to hurl one missile starting at 1st level, three missiles at 5th level, and five missiles at 10th level. Each missile may hit the same or different targets at the caster's choice.

The caster must pick one of the following two options at the time of casting.
- Roll to hit the target(s) at a +1 bonus and have each missile deal 1d6+1 damage.
- Automatically hit the target(s) and have each missile deal 1d4+1 damage.

Magic Mouth (*Arcane, 2nd Level*)

Range: Touch, Duration: Until triggered or dispelled, Art: Web

With this spell, the caster sets an enchantment on an object that activates under certain conditions. When those conditions are met, a mouth will appear and will utter a message up to thirty words long.

Mirror Image (*Arcane, 2nd Level*)

Range: Around caster, Duration: 1 hour or until destroyed, Art: Web

Casting this spell will create 1d4 mirror images of the casters. The image acts in perfect synchronization with the caster. When the caster is attack, roll randomly to see which image is hit. On a 1 the caster is hit instead of an image. If an image is hit it disappears.

Monster Summoning I (*Arcane, 3rd Level*)

Range: N/A, Duration: 6 rounds (minutes), Art: Claw

This spell will summon allies for the caster. They will serve the caster until slain or the duration of the spell expires. The allies do not appear when the spell is cast instead they will arrive within 10 combat rounds (1 minute).

Monster Summoning I Table

Die Roll	Monster Summoned
1	1d6 Giant Rats
2	1d3 Dwarves or Goblins
3	1d3 Elves or Hobgoblins
4	1d6 Kobolds
5	1d3 Orcs
6	1d3 Skeletons

Phantasmal Force (*Arcane, 2nd Level*)

Range: 240 feet; Duration: until touched; Magical Immunity: Yes

The caster creates a realistic looking illusion. The illusion can be shaped to cause up to 2d6 damage if the target fails a saving throw. The effectiveness of the illusion depends on the imagination of the caster. A particularly poor illusion may result in an automatic save by the target. The illusion will last until touched or attacked AC 9 [10]

Protection from Evil

(*Divine, 1st Level, 1st Level*) Range: Self; Duration: 2 hours;
(*Arcane, 1st Level*) Range: Self; Duration: 1 hour;

A magical field of protection surrounds the caster, blocking out all enchanted monsters (elementals and demons). Hostile creatures attack the caster at a disadvantage. The caster gains advantage on saving throws vs spells.

Protection from Evil, 10-Foot Radius

(*Divine, 4th Level*) Range: Centered on caster; Duration: 2 hours;
(*Arcane, 3rd Level*) Range: Centered on caster; Duration: 1 hour;

A magical field of protection 10 foot in radius surrounds the caster, blocking out all enchanted monsters (elementals and demons). Hostile creatures attack anybody inside at a disadvantage. Everybody inside gains advantage on saving throws vs spells.

Protection from Normal Missiles (*Arcane, 3rd Level*)

Range: Self; Duration: 2 hours;

The caster becomes invulnerable to non-magical missiles. This spell does not protect against larger missiles such as ballista bolts or boulders.

Purify Food and Drink (*Divine, 1st Level*)

Range: Close/Touch (Referee's discretion); Duration: Immediate;

This will purify food and water for up to 12 people removing spoilage and poisons.

Read Languages (*Arcane, 1st Level*)

Range: Self only; Duration: 1 reading;

This spell allows the caster to read any language even those unknown to the caster. It does not help in deciphering secret codes.

Read Magic (*Arcane, 1st Level*)

Range: Self only; Duration: 2 scrolls or other magical writings;

This spell allows the caster to identify magical scrolls and other magical writings without having to actually read the work.

Scryguard (*Magic-user 3rd level*)
Range: Caster; Duration: 2 hours;
This spell wards an area 10ft/level in diameter from all attempts at divination, location, or scrying. It also protects against mundane eavesdropping. If the radius encompasses a room or building completely the caster has the option of having the boundaries of the scryguard conform to the room or building.

Sleep (*Arcane, 1st Level*)
Range: 240 feet; Duration: 1 hour; Magical Immunity: Yes;
This spells put all enemies of the caster to sleep within line of sight. Up to 4d4 HD may be effected by this spell. Only creatures of 4 HD or less may be effected.

Slow (*Arcane, 3rd Level*)
Range: 240 feet; Duration: 3 turns (30 minutes); Magical Immunity: Yes;
Within 60 feet around the spell's target point, creatures can only take one action per combat round and only use an attack action every other round.

Speak with Animals (*Divine, 2nd Level*)
Range: Self; Duration: 6 turns;
The caster can speak with normal animals. The animals will react positively unless the caster says something offensive.

Water Breathing (*Arcane, 3rd Level*)
Range: 30 feet; Duration: 2 hours;
The target can breathe underwater for 2 hours.

Wizard Lock (*Arcane, 2nd Level*)
Range: Close; Duration: Permanent until dispelled;
A door touched by a caster closes and become permanently locked with the following exceptions. Creature with magical immunity can force open the door and shatter the spell without effort. An arcane spell caster three levels higher than the caster can open the portal. The spell remains on the portal after the caster closes it. A *Knock* spell is used. The spell remains on the portal afterwards after it is closed.

Viz   **200d/ea.**   **0.1/lb.**
Viz is a magical substance that takes many forms. It could be a flask of pure spring water, a newly bloomed flower, or an iridescent rock. What all these items have in common is they are infused with pure magic. Viz can be used in the casting of spells or the creation of magic items.

Viz allows a magic user to cast spells without losing it from memory. The viz is consumed in the process. One viz for a first level spell, two viz for a second level spell, three for a 3rd level spell and so on. One viz is worth 100d towards the creation of a magic item. The referee can use viz as treasure usable towards the creation of a magic item in place of giving out more coin.

Combat

The following outlines how to handle combat using the Majestic Fantasy rules.

Overview
Majestic Fantasy combat is an abstraction of a six second combat round. Hit points are a number that combines not only damage tolerance but experience and luck as well.

Advantaged and Disadvantaged Rolls
When an advantaged roll is called for the player rolls two d20s and takes the best result out of the two. When a disadvantaged roll is called for the player roll two d20s and takes the worst result out of the two. Sometime a rule will call for a normal roll to distinguish it from a similar rule with a disadvantaged or advantaged roll. A normal roll is to roll a single d20.

Time
A combat round is six seconds of game time.
A combat turn is ten combat rounds or 1 minute.

Sequence
- Everybody rolls initiative by rolling 1d6.
- The referee resolves any initiative higher than 10 as result of bonuses.
- The referee counts down from 10.
- The player or referee takes their turn at the number they rolled on their initiative die.
- Every character can take up to two actions on their turn. The most straightforward sequence of actions are a half move and attack or half move and cast spell.
- The character rolls a d20 to see if they inflict damage on their turn.
- If the roll equals or exceeds the target's armor class then damage is rolled.
- For spell casters, they look at the spell description to see if there is a roll or saving throw involved. Any rolls are made and a favorable result for the caster mean the spell took effect.
- The next number is called
- This is repeated until the last character has taken their action.
- This sequence is repeated until one side is dead or has successfully broken off combat.

Initiative
At the beginning of each combat round, each character rolls 1d6 for initiative. To this roll is added their dexterity attribute bonus. Fighting Men add their "to hit" bonus.

Actions

Characters can perform two actions per combat round. Only one attack action can be taken during a round.

Attack Actions

Can only do one of these actions per combat round.

Attack with a melee weapon

To attack with a melee weapon, roll one d20 and add the character's to hit bonus and his strength attribute bonus. If the number equals or exceeds the target's Armor Class, the characters hits his target and rolls damage adding in his strength attribute bonus.

Attack with a missile weapon

To attack with a missile weapon roll a d20 and add the character's to hit bonus and his dexterity attribute bonus. If the number equals or exceeds the target's Armor Class the characters hits his target and rolls damage. If the target is more than the listed range of the missile weapon and less than double the listed range, the attacker must make a roll at a disadvantage.

Some missile weapons allow the character to add in his strength attribute bonus to the damage rolled. These weapons are Axe (Throwing), Dagger, and Spear (1H).

Some missile weapons allow for multiple attack rolls when used with the attack action. This rule only pertains to Regular Bows. The Heavy Crossbow requires multiple ready actions in order to reload the weapon.

Grappling

To grapple roll one d20 and add the character's to hit bonus and his strength attribute bonus. If the number equals or exceeds the target's Armor Class then the target takes 1d3 damage plus the strength attribute bonus. In addition the target is grappled.

The target may attempt to break free of the grapple by winning a contest of Athletic (Str) ability as an action. Monsters gain a bonus to Athletics equal to half their hit dice rounded down.

If the target is still grappled on the attack next round then the attacker has a number of options.

Note that the attacker makes advantaged ability Athletic ability check against significantly smaller targets. The defender gets an advantaged Athletic check if he is significantly larger. If the target is ten times the size of the attacker it can't be grappled. If the target is ten times smaller and the attacker makes his attack roll, the target is automatically considered pinned if it fails its saving throw. Otherwise it is restrained.

If the target is grappled the attacker can do the following.

- Restrain the target by winning a contest of Athletic (Str) ability.
- Take down the target by winning a contest of Athletic (Str) ability. This leaves the target and the attacker prone.
- If the target is taken down, the attacker can attempt to pin the target by winning a final contest of Athletic (Str) ability.
- If the target is restrained or pinned the attacker can do 1d3 damage plus his Strength attribute modifier to the target.
- If the target is pinned the attacker allies automatically hit the target.
- If the target is restrained the attacker allies gain advantage to hit the target.

Unarmed Attack
To do an unarmed attack roll a 1d20 and add the character's to hit bonus and his strength attribute bonus. If the number equals or exceeds the target's Armor Class the character hits his target and rolls 1d3 damage adding in his strength attribute bonus.

Cast a Spell
A spell caster may cast a memorized spell. If the spell caster has an amount of viz equal to the level of the spell he can cast the spell without losing it from memory and the viz dissipates as the spell takes effect.

Activate a Magic Item
The character may activate an ability or power of a magic item. This includes charms, potions, and scrolls.

Other Actions
Disengage
The character moves five feet away from all his opponents. If he takes a half move as his next action any opponent in melee range do not get to take their attack action immediately.

Half Move
The character can move up to half of his move in any direction. If using a grid he can change his facing when moving into a new 5 foot square. If the character moves away from an opponent who is engaged with him in melee combat, the opponent can immediately take an attack action.

If the character enters within melee range of an opponent he must cease movement. He can't use a Half-Move action unless it takes him out of melee range. The only alternative to take a five foot step as for movement.

Ready an Item or Weapon
The character can use an action to ready an item or a weapon for use.

Reload
After being fired some missile require multiple reload actions because they have ammunition that has to be loaded. For example heavy crossbows.

Use an Ability
The character may attempt to use any ability that make sense to use during a six second combat round.

Talk in Combat
The character speaks for several seconds during combat to explain a plan or anything else that needs to be talked about.

Take a Step
The character may step five feet in any direction without giving his opponents a free attack action. If using a grid, he may face in any direction after his step. This may be done while engaged in melee.

Wait
The character may elect to take his two actions later in the round.

Long Actions
These long actions require two actions to be used at once. In effect they are the only things the character can do that combat round.

Get Up
If the character is knocked prone he must use both of his actions to get up.

Full Move
The character may move up to his full movement rate. If using a grid he can change his facing when moving into a new 5 foot square. If the character moves away from an opponent that is engaged in melee combat with the character his opponent gets a free action (typically used as an attack).

Morale Checks
Certain situation triggers morale checks. When a morale check is called for, make a saving throw. Add in the wisdom modifier or half hit dice of the monster (round down). If the saving throw fails the combatant will do whatever it can to leave the field of battle. If the combatant can't leave then they will try to surrender or submit.

Make a morale check for each NPC combatant when
- During the first round, the combatants are outnumbered three to one.
- During combat the number of combatants is reduced by half.
- When the number of combatants is reduced to one-quarter.

Critical Hits

If an attacker rolls a natural 20 he automatically hits. The attacker then rerolls his attack. If he misses then he does his max damage plus whatever he normally rolls for damage. If he hits normally then he does double max damage. If he rolls another 20 then the attacker gets to roll again. Each natural 20 add in the max damage again. The attacker keeps doing this until he stops rolling natural 20s.

In a fight Able the Fighter rolls a natural 20 versus an AC of 14. He roll two more natural 20s in succession and then on his fourth roll rolls a 10 a miss. He would then roll his normal damage and add in his max damage three times. If he does 1d8+2 damage that would be +30 to whatever he rolled on 1d8+2. If Able rolled a 15 instead he would have gotten four times his max damage for a total of 40 points of damage in a single swing.

Critical Miss

If a character rolls a natural 1, then it is a critical miss. Roll 1d6 and look up the results on the following table

Roll (1d6)	Result
1-3	Weapon Dropped
4-5	Weapon Breaks
6	Hit Ally.

Weapon Dropped

The character drops his weapons to the ground. Will require an action to pick up and an action to ready on his next round. If you are using a grid then roll 1d6 for the compass direction with 1 being straight ahead of the character and 4 straight behind. Then roll 1d6 for the number of feet for how far weapon flies away.

Weapon Breaks

A normal weapon breaks and will have to be repaired before being used. If the character has a magical weapon then he needs to roll a saving throw plus the item bonus. If the magical weapon saves then it is just dropped.

Hit Ally

The referee will have to use his judgment to figure out which allies are in range. Once that determined, if there is only one then the attacker rolls damage on the unfortunate character. If there are multiple character roll randomly to see who is hit and have the attacker roll damage. If there are no allies within range the weapon is dropped.

Prone

If a character is knocked prone, he will need to take a full round to stand. Anybody attacking a prone character gets +5 to hit. All to hit rolls made from a prone position are hindered except for crossbows.

Grappled

The target is unable to move but is able to use any attack option including attempting to grapple his attacker. The target can try to break free and get out of being grappled.

Restrained

The target is unable to move or attack but is able to initiate a contest of athletic ability to break free. The referee will have to use his discretion as to what other abilities and powers can be used while restrained. In general, if it involves physical movement it can't be done.

Pinned

The target is considered prone and is utterly helpless. The target can't perform any actions while pinned.

Combat Stunts

There are times where a character will want to inflict an adverse result other than hit point damage on his target. The general rule is that a disadvantaged to-hit roll is made. If the attack succeeds the target rolls a saving throw. If the target fails his saving throw the adverse result takes effect.

If a natural 20 is rolled on the attack the adverse result takes effect with no saving throw. Furthermore, the attacker can roll again to see if another critical occurs.

- If the second roll fails then just the adverse result takes effect.
- If the second roll would normally hit the target then normal damage is rolled in addition to the adverse result taking effect.
- If the second roll a critical then the maximum damage is inflicted. The attacker may continue roll for additional critical hits until he fails to roll a natural 20.

In general combats stunts not likely to affect high level characters or high hit dice creatures due to their good saving throws. This is by design and reflects the fact that Hit Dice and Level is a measure of experience and ability. Also the stunt represents not a single maneuver or swing but rather a series of moves, feints, and swings over a six second period where the attacker is deliberately trying to achieve the adverse result.

Common Stunts

Face Shot
The attacker may elect to try a face shot on a target without a great helm. The attack roll is at a disadvantage. The target makes an advantaged save to avoid falling unconscious. If the target is unaware or surprised the attack is normal. Targets that are five times the size of the attacker are not effected by head shots.

Head Shot
The attacker may elect to try a head shot on helmless target. The attack roll is at a disadvantage. The target makes a normal roll for his saving throw. If the target fails his saving throw, he falls unconscious. If the target is unaware or surprised the attack is normal.

Targets that are five times the size of the attacker are not effected by head shots.

Disarm
The attacker may elect to disarm his opponent of a chosen weapon with a normal to hit roll. If the target fails his saving throw he loses the weapon as if he fumbled it. This has no effect on natural weapons like claws.

Trip
The attacker may try to knock the target prone through a combination of maneuvers by making a hindered to hit roll. If the target fails his saving throw he is knocked prone.

Targets that are five times the size of the attacker are not effected by trips.