Lamentations
of the
Flame Princess
Weird Fantasy Role-Playing

Rules

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Character Creation

Summary

1. Roll Ability Scores
   a. Note Bonuses
   b. Is the Character Suitable?
2. Choose a Character Class
   a. Determine Hit Points
   b. Record To-Hit and Saving Throws
3. Select Alignment
4. Determine Starting Possessions
   a. Roll Money
   b. Buy Equipment
5. Choose a Name

Roll Ability Scores

Roll 3d6 for each ability score (Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom), in order, and record them on your character sheet.

Each ability score has a Modifier which is associated with it:

Ability Score	Modifier
3	- 3
4 - 5	- 2
6 - 8	- 1
9 - 12	0
13 - 15	+ 1
16 - 17	+ 2
18	+ 3

Explanation of Ability Scores

Charisma
Charisma is the measure of a character's aptitude for leadership and the respect others bestow on the character's authority. It is not a measure of the appeal of a character's personality (the player must portray the character's personality) nor a measure of beauty. Charisma modifiers affect the character's ability to hire retainers and the loyalty of those retainers.

Constitution
Constitution is the measure of a character's health, vitality, and toughness. Constitution modifiers affect a character's Hit Points and fitness for certain physical activities such as traveling long distances.

Dexterity
Dexterity is the measure of a character's agility and reflexes. Dexterity modifiers affect a character's Armor Class, ability to hit with ranged weapons, and ability to act first in combat.

Intelligence
Intelligence is the measure of a character's knowledge prior to the start of play. Intelligence does not measure a character's memory or ability to solve puzzles; it is the *player's* wits that must be used in these situations. Intelligence modifiers affect the character's ability to learn languages, saving throws against spells cast by Magic-Users, and – for Magic-Users – it affects the time (and thus expense) required to research spells and create magic items, as well as influencing the saving throws of subjects of the Magic-User's spells.

Strength
Strength is a measure of a character's raw power. Strength modifiers affect a character's ability to hit in mêlée combat, open stuck doors, or succeed in unarmed combat.

Wisdom
Wisdom is the measure of a character's connection to the greater universe,

and the strength of the character's spirit. Wisdom does not affect the character's ability to make good decisions or judge situations or characters; it is the *player's* own judgment which must be used in these situations. Wisdom modifiers affect the character's saving throws against spells cast by Clerics, and for Clerics it affects the time (and thus expense) required to research spells and create holy items, as well as influencing the saving throws of subjects of the Cleric's spells.

Is the Character Suitable?

If the total of all ability score modifiers is less than zero, then discard the character and begin the process again.

Choose a Character Class

Every Player Character must choose a class. Most people encountered in the game world will have no character class at all, and are known as zero level characters. A character's class cannot be changed once play begins.

Four of the player character classes are human: Cleric, Fighter, Magic-User, and Specialist. Non-humans are classes unto themselves, and those available to players are known as Demi-Humans: Dwarf, Elf, and Halfling.

CLERIC

Some religions teach the people how to receive the grace of their loving deity. Some religions teach the people how to survive the wrath of a cruel and vicious deity. Some religions simply strive to teach the truth about creation. All religions serving true powers have one thing in common: orders of those selected few who are not mere priests, but spiritual warriors endowed by their deity with mystic powers. These few are known as Clerics.

Clerics may cast spells from the Cleric spell list. Full details of a Cleric's magical abilities are detailed in the Magic book.

Level	Experience Points	Hit Points	Spells per Level						
			1	2	3	4	5	6	7
1	0	1d6	1						
2	1,500	+1d6	2						
3	3,000	+1d6	3						
4	6,000	+1d6	3	1					
5	12,000	+1d6	3	2					
6	24,000	+1d6	3	3					
7	48,000	+1d6	4	3	1				
8	96,000	+1d6	4	3	2				
9	192,000	+1d6	4	3	3				
10	288,000	+2*	5	4	3	1			
11	384,000	+2*	5	4	3	2			
12	480,000	+2*	5	4	3	3			
13	576,000	+2*	6	5	4	3	1		
14	672,000	+2*	6	5	4	3	2		
15	768,000	+2*	6	5	4	3	3		
16	864,000	+2*	7	6	5	4	3	1	
17	960,000	+2*	7	6	5	4	3	2	
18	1,056,000	+2*	7	6	5	4	3	3	
19	1,152,000	+2*	8	7	6	5	4	3	1
20 +	+96,000/lvl	+2*/lvl	8	7	6	5	4	3	2

* Constitution modifiers no longer apply

Level	Saving Throws				
	Paralyze	Poison	Breath Weapon	Magical Device	Magic
1- 4	14	11	16	12	15
5 - 8	12	9	14	10	12
9 - 12	10	7	12	8	9
13 - 16	8	3	8	4	6
17 +	6	2	6	4	5

Fighter

Slaughter defines man's history. Every new era is defined by the cruelty man inflicts upon man, or the victory fighting against it. To those in power, soldiers are but tools to shape the populace to their whims. The price that is paid to enact their desires is irrelevant to those giving the orders.

In battle, there is no law. Man maims man. Horribly wounded men scream for mercy as their life's blood pours out from cruelly hacked wounds. Their cries are ignored and their lives extinguished by those too cruel or frightened to listen. Poets and politicians speak of the honor of battle for a just cause, but in battle there is no justice. There is just death from metal implements that crush, slash, and stab.

To be willing to slaughter at another's command in the name of peace and nobility, to be hardened to the deaths of loved companions, to be immersed in this worthlessness of life, that is the life of a soldier.

Fighters are these soldiers that have seen the cruelty of battle, have committed atrocities that in any just universe will damn them to Hell, and have survived.

Fighters begin with the best combat capabilities in the game, and are the only character class to further improve in combat skill as levels are gained.

Level	Experience Points	Hit Points
0*	–	1d6
1	0	1d8
2	2,000	+1d8
3	4,000	+1d8
4	8,000	+1d8
5	16,000	+1d8
6	32,000	+1d8
7	64,000	+1d8
8	128,000	+1d8
9	256,000	+1d8
10	384,000	+3**
11	512,000	+3**
12	640,000	+3**
13	768,000	+3**
14	896,000	+3**
15	1,024,000	+3**
16 +	128,000/lvl	+3**/lvl

* NPCs only, all Player Characters begin at Level 1
** Constitution modifiers no longer apply

	Saving Throws				
Level	Paralyze	Poison	Breath Weapon	Magical Device	Magic
0*	16	14	16	15	18
1 -3	14	12	15	13	16
4 - 6	12	10	13	11	14
7 - 9	10	8	9	9	12
10 - 12	8	6	7	7	10
13 - 15	6	4	5	5	8
16 +	5	4	4	4	7

Magic-User

Most of the world lies sheltered from the existence of magic, encountering it only as it victimizes them. They huddle in their churches for comfort, and trade their freedom and dignity to a ruler as they beg for protection, all for the fear of the supernatural which they do not, and cannot, understand.

Magic-Users choose a different path. Instead of cowering away from the darkness, they revel in it. They see the forces of magic as a new frontier to explore, a new tool for the attainment of power and knowledge. If it blackens the soul to equal that of any devil, it is but a small price to pay.

Magic-Users may cast spells from the Magic-User spell list. Full details of a Magic-User's magical abilities are detailed in the Magic book.

Level	Experience Points	Hit Points	Spells per Level								
			1	2	3	4	5	6	7	8	9
1	0	1d6	1								
2	2,500	+1d4	2								
3	5,000	+1d4	2	1							
4	10,000	+1d4	2	2							
5	20,000	+1d4	3	2	1						
6	40,000	+1d4	3	2	2						
7	80,000	+1d4	3	3	2	1					
8	160,000	+1d4	4	3	2	2					
9	320,000	+1d4	4	3	3	2	1				
10	480,000	+1*	4	4	3	2	2				
11	640,000	+1*	5	4	3	3	2	1			
12	800,000	+1*	5	4	4	3	3	2			
13	960,000	+1*	5	5	4	3	3	2	1		
14	1,120,000	+1*	6	5	4	4	3	2	2		
15	1,280,000	+1*	6	5	5	4	3	3	2	1	
16	1,340,000	+1*	6	6	5	4	4	3	2	2	
17	1,600,000	+1*	7	6	5	5	4	3	3	2	1
18	1,760,000	+1*	7	6	6	5	4	4	3	2	2
19	1,920,000	+1*	7	7	6	5	5	4	3	3	2
20 +	+160,000/lvl	+1*/lvl	8	7	6	6	5	4	4	3	2

* Constitution modifiers no longer apply

Saving Throws					
Level	Paralyze	Poison	Breath Weapon	Magical Device	Magic
1 - 5	13	13	16	13	14
6 - 10	11	11	14	11	12
11 - 15	9	9	12	9	8
16 - 18	6	7	8	5	6
19 +	5	6	7	4	4

Specialist

Fighters are adventurers because they are so inured to death that they cannot settle down to a normal life. Magic-Users are those that have pursued the dark arts and are no longer welcome in society. Clerics are charged by their god to go forth and perform their special duties.

Specialists? They do it because they *want* to. Whether inspired by greed, boredom, or idle curiosity, Specialists are professional explorers risking life and limb simply because a less active life is distasteful to them. In some ways this makes them the only sane and normal adventuring characters, but in other ways it makes them the most unusual.

The Specialist is unique because the character class has no special abilities of its own. Instead, a Specialist is better at certain activities that all characters are able to do at a basic level. The Specialist begins at the same default level in these activities as other characters, but receives "points" which can be used to be better in the chosen skills. The available skills (and their default starting values for all characters) are:

* ✵ Climbing (1 in 6)
* ✵ Searching (1 in 6)
* ✵ Find Traps (1 in 6)
* ✵ Foraging and Hunting (various)
* ✵ Languages (1 in 6)
* ✵ Sleight of Hand (1 in 6)
* ✵ Sneak Attack
* ✵ Stealth (1 in 6)
* ✵ Tinkering (1 in 6)

Most of the rules covering these skills are in the Adventuring: Rules of the Game section of this book.
For skills that are "x in 6," allocating a point increases the chance by one. For example, Read Languages begins at 1 in 6. A Specialist allocating a point there increases his chance to 2 in 6.

For other characters, Sneak Attacks are merely attacks made by surprise.

A Specialist can multiply the damage done by a Sneak Attack by allocating points in this skill. Assume that the damage multiplier is x1 for all characters, and every point allocated increases the multiplier by one. If a Specialist has any points in Sneak Attack, then he also gets a +2 bonus to hit above any other bonuses when performing a Sneak Attack.

When use of an ability is attempted, the player must roll d6 and if the result is equal to or less than the ability, the action is successful. In some cases the Referee will make the roll if the character would not immediately know if they were successful. For example, the character will easily be able to tell if they've successfully picked a lock or not, so the player can make that roll. On the other hand, the character would not know, after searching for traps, if they failed to find a trap or if there simply isn't one present. The Referee will make that roll.

If a Specialist has a 6 in 6 skill, the roll to succeed is made with two dice, and only if both dice come up 6 does the attempt fail.

The Specialist must be unencumbered to use any of the class abilities that involve movement, and must have Specialist Tools (see Equipment section) to use Find Traps or Tinkering.

Level	Experience Points	Hit Points	Skill Points
1	0	1d6	4
2	1,200	+1d6	+ 2
3	2,400	+1d6	+ 2
4	4,800	+1d6	+ 2
5	9,600	+1d6	+ 2
6	19,200	+1d6	+ 2
7	38,400	+1d6	+ 2
8	76,800	+1d6	+ 2
9	153,600	+1d6	+ 2
10	230,400	+2*	+ 2
11	307,200	+2*	+ 2
12	384,000	+2*	+ 2
13	460,800	+2*	+ 2
14	537,600	+2*	+ 2
15	614,400	+2*	+ 2
16	691,200	+2*	+ 2
17 +	+76,800/lvl	+2*/lvl	+ 2/lvl

* Constitution modifiers no longer apply

Saving Throws					
Level	Paralyze	Poison	Breath Weapon	Magical Device	Magic
1 - 4	14	16	15	14	14
5 - 8	11	12	14	13	12
9 - 12	9	10	12	11	10
13 - 16	7	8	10	9	8
17 +	5	6	8	7	6

DWARF

The Dwarfs are a dying race. Once the most powerful people on the planet, their decline has left them a spiritually shattered people. Once they took great pride in their grand architecture, their technological supremacy, and loved each other just as hard as they worked.

But they did not change with the world, and as the rest of the world's inhabitants came into their own, the Dwarfs retreated into their subterranean fortresses. War and impotence stripped the Dwarfs of their pride, and all that was left was to work.

And work is the life of the average Dwarf. There is no love, no joy. Just never ending work meant to numb the brain and appease the spirit through the acquisition of gems and precious metals. Dwarfs really don't even breed anymore, such is their disregard for the basic pleasures of existence.

But not all are like that. Some strike out into the world, wanting to *live*. These types often have just as much trouble settling down in human society as their own, and become wandering adventurers.

As a race, Dwarfs are short and stocky, about four feet tall and one hundred thirty-five pounds. They live about three hundred years. They typically have a ruddy complexion and rather gruff personalities; joviality is an unknown quality in Dwarfs, even those roaming the surface. All Dwarfs value their beards, and the length of one's beard is a real measure of a Dwarf's virility and worth, and often the beard is exquisitely styled and decorated.

Dwarfs are not a magic-using race, but are fierce and resilient warriors. They do have a natural connection with the Earth itself and an expert knowledge of construction. Thus theycan detect secret doors more often than others (2 in 6 chance), determine if a passage is gradually shifting or not, determine if a particular section of construction is older or more recent than other parts of the same complex, and detect stonework traps (2 in 6 chance of this). All Dwarf abilities require time and examination to use; they are not passive abilities.

Dwarfs are able to bear incredible burdens; it takes five additional items for Dwarfs to gain the first encumbrance point. Dwarfs also continue to apply Constitution modifiers, if any, to hit points gained after level nine.

Level	Experience Points	Hit Points
0*	–	1d8
1	0	1d10
2	2,200	+1d10
3	4,400	+1d10
4	8,800	+1d10
5	17,600	+1d10
6	35,200	+1d10
7	70,400	+1d10
8	140,800	+1d10
9	281,600	+1d10
10	422,400	+ 3
11	563,200	+ 3
12	704,000	+ 3
13 +	+140,800/lvl	+ 3

* NPCs only, all Player Characters begin at Level 1

Saving Throws					
Level	Paralyze	Poison	Breath Weapon	Magical Device	Magic
0*	12	10	15	11	14
1 - 3	10	8	13	9	12
4 - 6	8	6	10	7	10
7 - 9	6	4	7	5	8
10 - 12	4	2	4	3	6
13 +	2	2	2	2	4

ELF

Once the epitome of enlightenment and responsibility, elfin civilization has fallen before the expansive nature of Man. Where once the Elf nations ruled the forests, the plains and the mountains, their now-small numbers live in secret enclaves, possessing great power but utterly impotent in matters of projecting it. Unlike the Dwarfs, the Elves recognize that this is simply the way of things, and accept their decline with grace. Their attitude towards man is not so unified, however. Some see Man as the natural heir to creation and seek to guide him and help him rule in wisdom. Some see Man as a great blight, and work to destroy him before he destroys all natural order.

And some, considered young and foolish by their people, walk among Man.

Elves are creatures of magic related to the faerie. As such, they typically enjoy living in the deep wilderness and adapting their homes to be in harmony with their surroundings. They are on average about five feet tall, and usually slender. Their most striking features are their pointed ears (how large these ears are will differ from region to region) and disproportionately large eyes which are often a color not found in the other races.

Player Character Elves are those gifted individuals that are trained as both Fighters and Magic-Users. Elves use the same spell lists and spell progressions as Magic-Users. Full details of an Elf's magical abilities are detailed in the Magic book.

Elves' enhanced senses allow them to detect secret doors more often than others (2 in 6 chance), and they are less often surprised than other races (1 in 6 chance).

| | | | Spells per Level | | | | | | | | |
Level	Experience Points	Hit Points	1	2	3	4	5	6	7	8	9
0*	–	1d6									
1	0	1d6	1								
2	4,000	+1d6	2								
3	8,000	+1d6	2	1							
4	16,000	+1d6	2	2							
5	32,000	+1d6	3	2	1						
6	64,000	+1d6	3	2	2						
7	128,000	+1d6	3	3	2	1					
8	256,000	+1d6	4	3	2	2					
9	512,000	+1d6	4	3	3	2	1				
10	768,000	+2**	4	4	3	2	2				
11	1,024,000	+2**	5	4	3	3	2	1			
12	1,280,000	+2**	5	4	4	3	3	2			
13	1,536,000	+2**	5	5	4	3	3	2	1		
14	1,792,000	+2**	6	5	4	4	3	2	2		
15	2,048,000	+2**	6	5	5	4	3	3	2	1	
16	2,304,000	+2**	6	6	5	4	4	3	2	2	
17	2,560,000	+2**	7	6	5	5	4	3	3	2	1
18	2,816,000	+2**	7	6	6	5	4	4	3	2	2
19	3,072,000	+2**	7	7	6	5	5	4	3	3	2
20 +	+256,000/lvl	+2**/lvl	8	7	6	6	5	4	4	3	2

* NPCs only, all Player Characters begin at Level 1
** Constitution modifiers no longer apply

Saving Throws					
Level	Paralyze	Poison	Breath Weapon	Magical Device	Magic
0*	15	14	17	15	17
1 - 3	13	12	15	13	15
4 - 6	11	10	13	11	13
7 - 9	9	8	9	9	11
10 - 12	7	6	7	7	9
13 - 16	5	4	5	5	7
17 +	3	3	3	3	5

Halfling

Halflings are curious creatures who are popularly known as creatures of leisure, but there is far more to them than that. Usually standing about three feet tall, all other physical features of Halflings will differ by region, but one never varies: They have rather large, hairy feet and will prefer to go barefoot. Their feet are sufficiently protected and insulated that they suffer not frostbite in the winter, nor disease or parasitical infestation in warmer climes. Halflings as a race do tend to take their pleasures very seriously, and the fat and happy Halfling stereotype has taken hold because rural farmers, while dedicated and fastidious in their work, have all the food they could ever want and not a lot of reason to engage in moderation. Those used to that stereotype are very surprised the first time they meet a chiseled, battle-scarred warrior Halfling. Halflings live on average about one hundred years.

One stereotype of Halflings that rings true is that while they tend to be gracious to guests and not shy about invitations, they do prefer to be home. Halfling Player Characters are those that have left their home-lands to seek adventure and fortune. They are generally seen as trouble-makers (and perhaps a touch crazy) by their kin who are not so inclined.

Halflings are very quick and agile folk, and so add one to their Dexterity modifier and receive a one point bonus to Armor Class when not surprised. In the wilderness, Halflings have the uncanny ability to stay hidden; they have a 5 in 6 chance to remain undetected if they are still. Indoors, this is reduced to a 4 in 6 likelihood. Halfling hiding abilities only function when the Halfling is unencumbered.

Due to their size, Halflings may not use large weapons, and must use medium weapons two-handed.

Level	Experience Points	Hit Points
0*	–	1d6
1	0	1d6
2	2,000	+1d6
3	4,000	+1d6
4	8,000	+1d6
5	16,000	+1d6
6	32,000	+1d6
7	64,000	+1d6
8	128,000	+1d6
9	256,000	+1d6
10 +	+128,000/lvl	+2**/lvl

* NPCs only, all Player Characters begin at Level 1
** Constitution modifiers no longer apply

Saving Throws					
Level	Paralyze	Poison	Breath Weapon	Magical Device	Magic
0*	12	10	15	11	14
2 - 3	8	6	10	7	10
4 - 5	6	4	7	5	8
6 - 7	4	2	4	3	6
8 +	2	2	2	2	4

Determine Hit Points

Randomly determine the character's starting hit points according to their level chart, and add the character's Constitution modifier. A character's beginning hit points must be better than average. For example, if a Cleric with a 14 Constitution rolls a two for starting hit points and adds one for the Constitution modifier, the total result would be three hit points. Since this is below average (the average of a d6 roll is 3.5), the character's hit points are then increased to four. Fighters, if their combined roll and Constitution modifier is less than eight, begin with eight hit points.

These adjustments are not made when rolling for hit points gained after first level. For determining hit points at level two and higher, it is simply the shown die roll plus the Constitution modifier.

The character's starting hit points are the maximum hit points the character can ever have without gaining a level. While the character will lose hit points in various ways during the course of adventuring, there are different methods of healing damage done. No amount of healing can cause the character to gain more than their normal maximum number of hit points.

Record Attack Bonus and Saving Throws

In combat, the attacking character makes a d20 roll, and if the roll (after all modifiers are applied) is equal to or greater than the target's Armor Class, the attack is a success. A natural 20 is always a hit (unless the enemy is only vulnerable to special weapon types which the attacker does not possess, but this is a rare situation), and a natural 1 is always a miss.

Many characters, including all Player Characters, get an Attack Bonus which they add to their to-hit roll.

Saving throw charts for Player Characters of all classes and levels are found within the individual class descriptions. The Referee will inform the player when a saving throw needs to be made, and what category of

save it is. The number on the chart is the number that needs to be rolled (after all modifiers are applied), or higher, to successfully save. A natural 20 is always a successful save, and a natural 1 is always a failed save.

These saving throws cover all possible save situations. When there is a doubt as to which save category to use, start at the left column on the Saving Throw chart and move to the right, using the first category which matches the particular effect.

Paralyze will cover any effect in which the victim is unable to move (such as petrification, being the subject of a Hold Person or Web spell, etc.).

Poison will be used for any situation where hit points are irrelevant and the result is unconsciousness or death.

Breath Weapon is used for area effects.

Magical Device includes situations with all magic items that have spell-like effects, be they wands, staves, rings, etc.

Magic includes any magical effect from a cast spell or innate ability.

Character Class And Level		Attack Bonus
Fighter	All Others	
0	0	0
–	1 +	+ 1
1		+ 2
2		+ 3
3		+ 4
4		+ 5
5		+ 6
6		+ 7
7		+ 8
8		+ 9
9 +		+ 10

Select Alignment

Alignment is a character's orientation on a cosmic scale. It has nothing to do with a character's allegiances, personality, morality, or actions. Alignments will mostly be used to determine how a character is affected by certain magical elements in the game. The three alignments are Lawful, Neutral, and Chaotic.

Lawful

The universe has an ultimate, irrefutable truth, and a flawless, unchanging state of being towards which it inevitably marches. As time moves on, movement and variation slow, until everything is in its perfect state forevermore, without alteration or the possibility of possibilities. Those who are Lawful in alignment are part of an inevitable destiny, but have no knowledge of what that destiny is and what their role will be in fulfilling it. So they are forever look for signs and omens to show them their proper way.

Chaotic

The howling maelstrom beyond the veil of shadows and existence is the source of all magic. It bends and tears the fabric of the universe; it destroys all that seeks to be permanent. It allows great miracles as reality alters at the whim of those that can call the eldritch forces, and it causes great catastrophe as beings we call demons and elementals (and far, far worse) rip into our reality and lay waste to all. Everything that is made will be unmade. Nothing exists, and nothing can ever exist, not in a way that the cosmos can ever recognize. Those who are Chaotic in alignment are touched by magic, and consider the world in terms of ebbing and flowing energy, of eternal tides washing away the sand castles that great kings and mighty gods build for themselves. Many mortals who are so aligned desperately wish they were not.

Neutral

To be Neutral is merely to exist between the forces of Law and Chaos. Most mortal beings begin as Neutral creatures, and remain so throughout their existence unless taking specific steps (often unwittingly) to align themselves otherwise. In fact, most beings (and this includes deities) would be rather displeased with the notion of pure Law and Chaos, as they are defined in alignment terms. Even most who would claim allegiance to Law or Chaos are not actually Lawful or Chaotic. In the real world, every human being that has ever existed has been Neutral.

Elves and Magic-Users must be Chaotic. All others are free to choose their alignment.

Determine Starting Possessions

All characters begin their adventuring careers with money and equipment with which to start their adventuring career. Players will roll for how much money their character begins with, and then buy equipment with that money. All equipment is assumed to have been acquired before play starts.

The basic unit of money in LotFP: Weird Fantasy Role-Playing is the Gold Piece. A number of other coins are also used with the following conversion rates:

1 Gold Piece = 10 Silver Pieces = 100 Copper Pieces

Note: Optional coin types are the Platinum Piece, which equals 5gp, and the Electrum Piece, which equals 5sp.

All characters are assumed to begin play with a decent set of traveling clothes appropriate for the weather conditions in the starting area of play at no cost. Magic-Users begin play with a spellbook at no cost.

Starting Money

Every character begins with 3d6 x 10gp. If a character starts above first level, then they begin with 180gp plus 3d6 x 10gp for every level greater than one. For example, a fourth level character would begin with 180 + (9d6 x 10) gp.

Buy Equipment

The Referee should inform players if there are any restrictions, changes, or additions to the equipment tables before characters are created. Costs are given for both City and Rural areas (for these purposes a City is a settlement with a population of at least 1,000 people and Rural is any place at least one full days' travel from a City). New characters, since their equipment is considered to be gathered during their travels prior to the start of play, may use the less expensive prices when buying equipment.

All costs are considered to be for average situations, and a Referee may freely decide that some (or all) prices are more or less expensive based on location, culture, economic or political upheaval, strong guilds, etc.

Choose a Name

A character's name is, after character class, perhaps the most important identifying feature of a character. The Referee should inform players as to the general theme of the campaign, and it is important to choose a name that will complement that theme. "Ragnar Thorsson the Giant Slayer" would not be appropriate if a Referee has declared that the upcoming game has an ancient Egyptian theme, for instance. This character may be around for quite some time, so care should be taken when choosing a name.

Equipment Lists

Armor

Item	Cost, City	Cost, Rural	Base AC
Leather Armor	25gp	50gp	14
Chain Armor	150gp	–	16
Plate Armor	1,000gp	–	18
Shield	10gp	25gp	
Leather Barding	250gp	–	14
Chain Barding	1,000gp	–	16
Plate Barding	10,000gp	–	18

Characters wearing armor receive the Base AC listed for their armor type. Unarmored characters have a Base AC of 12.

Shields increase AC by 1 point versus mêlée attacks, and by 2 points versus missile attacks.

Barding is armor that only war horses may wear.

Mêlée Weapon

Item	Cost, City	Cost, Rural	Damage
Cestus	2gp	–	d3
Garrote	2gp	–	d6
Lance	30gp	–	d10
Mancatcher	20gp	–	–
Polearm	50gp	–	d8
Rapier	15gp	–	d8
Spear	1gp	1gp	d6
Staff	5gp	2gp	d4
Weapon, Great	50gp	–	d10
Weapon, Medium	20gp	50gp	d8
Weapon, Minor	5gp	5gp	d4
Weapon, Small	10gp	10gp	d6
Whip	10gp	25gp	d3

The generic "weapon" categories are only for rules and reference purposes. Characters purchasing such an item must specify exactly what sort of weapon is being purchased.

Silver weapons cost ten times more than standard weapons, and have a 1 in 10 chance to break whenever they are used to attack, even if the attack misses.

✸ Cestus: This includes all sorts of fist wrappings and brass knuckle weapon types. Users suffer a -2 penalty to hit opponent with an unadjusted AC of 15 or better.
✸ Garrote: Use of this weapon requires an attack from surprise, or a successful grapple. If a hit is scored, the target is considered grappled and will take d6 damage per round.
✸ Lance: This weapon can be used one-handed if charging on horseback. Otherwise, it is effectively a polearm (pike).
✸ Mancatcher: A successful hit with this weapon requires the victim to

make a saving throw versus paralysis. If unsuccessful, the victim is considered helpless – and so is the wielder of the mancatcher while the target is being held for purposes of defending against attacks. This weapon must be wielded with two hands.

✴ Polearm: This two-handed weapon can be used to attack from the second rank, may be used to receive a charge, and receives a +1 bonus to hit opponents with an unadjusted AC of 16 or better.

✴ Rapier: This one handed weapon suffers a -2 penalty to hit opponents with an unadjusted AC of 15 or better.

✴ Spear: This can be used to attack from the second rank, and may be used to receive a charge.

✴ Staff: This must be wielded with two hands.

✴ Weapon, Great: These weapons must be wielded with two hands. Two-handed swords, mauls, and great axes are included in this category.

✴ Weapon, Medium: These weapons include standard swords, battle axes, and maces. Halflings must wield them two-handed.

✴ Weapon, Minor: These are small one-handed weapons including daggers and clubs, and suffer a -2 penalty to hit opponents with an unadjusted AC of 15 or better.

✴ Weapon, Small: These are one-handed weapons, including short swords and hand axes.

✴ Whip: This weapon is ineffective against targets with unadjusted AC 14 or better, but allows mêlée attacks on opponents up to 10' away.

An "unadjusted" Armor Class is that of solely the armor and shield. Dexterity modifiers, magical modifiers, or any other adjustments are not counted when determining unadjusted AC.

Some weapons can attack "from the second rank." This is used when there is a definite battle line in combat. Usually only those on the front line of battle may strike, but those weapons usable from the second rank allow those behind the line to strike as well.

Missile Weapons

Item	Cost, City	Cost, Rural	Damage	Short	Medium	Long
Blowgun	1gp	–	–	< 20'	< 50'	< 80'
Bow, Long	75gp	–	d6	< 50'	< 600'	< 900'
Bow, Short	25gp	25gp	d6	< 50'	< 300'	< 450'
Crossbow, Heavy	100gp	–	d8	< 50'	< 200'	< 600'
Crossbow, Light	75gp	–	d6	< 50'	< 150'	< 400'
Rock	–	–	d2	< 10'	< 20'	< 30'
Sling	1gp	5sp	d4	< 50'	< 300'	< 450'
Dart	1gp	–	d4	< 10'	< 20'	< 30'
Spear	1gp	1gp	d6	< 10'	< 20'	< 60'
Other Thrown Weapon	(same as mêlée equivalent)			< 10'	< 20'	< 30'

Arrows and crossbow bolts cost 2sp each, sling bullets cost 5cp each.

Targets at Medium range are -2 to hit, -4 to hit at Long range.

Crossbows give a +1 bonus to hit. Light crossbows can only be fired every other round, heavy crossbows every third round.

Each missile weapon may be fired once per round with the exception of the crossbows noted above.

Slings fired with stones instead of bullets have half the listed range.

CONTAINERS

Item	Cost, City	Cost, Rural
Backpack	3gp	1gp
Barrel	1gp	5sp
Chest	5gp	1gp
Pouch	5sp	1sp
Quiver	5gp	1gp
Sack	5sp	2sp
Saddlebag	1gp	5sp

A quivers plus the arrows or bolts it carries (20 maximum) count as one item together for encumbrance purposes.

ANIMALS

Item	Cost, City	Cost, Rural
Carrier Pigeon	3gp	3gp
Dog	1gp	2sp
Horse. Riding	750gp	300gp
Horse. War	7,500gp	–
Livestock	50gp	25gp
Mule	150gp	75gp
Pony	250gp	125gp

Miscellaneous Equipment

Item	Cost, City	Cost, Rural
Air Bladder	5sp	2sp
Bedroll	1gp	5sp
Block and Tackle	5sp	1sp
Book, Blank	5sp	2gp
Book, Reading	2gp	7gp
Book, Spell (Blank)	100gp	–
Caltrop	1sp	–
Candle	1cp	1cp
Chain, per foot	3sp	6sp
Chalk	1cp	1cp
Clothing, Extravagant	> 100gp	–
Clothing, Normal	5gp	1gp
Clothing, Poor	1gp	1sp
Clothing, Winter Travel	20gp	5gp
Cookpots	1sp	5cp
Crampons	5gp	1gp
Crowbar	2gp	2gp
Drill	5gp	5gp
Fishing Gear	3sp	1sp
Flask of Lamp Oil	3sp	5sp
Garlic	5cp	1cp
Gem	> 5gp	> 5gp
Grappling Hook	10gp	20gp
Holy Symbol, Silver	25gp	50gp
Holy Symbol. Steel	10gp	10gp
Holy Symbol. Wood	1gp	1sp
Holy Water	50gp	50gp
Hourglass	100gp	–

Item	Cost, City	Cost, Rural
Ink	1sp	5sp
Instrument	> 1gp	> 5gp
Jewelry	> 10gp	> 10gp
Ladder, 10'	1gp	3gp
Lantern	1gp	3gp
Lard	1cp	1cp
Lock	1gp	5gp
Mallet	1sp	1sp
Manacles	1gp	10gp
Map, Kingdom	10gp	25gp
Map, Local	1gp	5gp
Mirror, Glass	5gp	10gp
Mirror, Silver	25gp	–
Mirror, Steel	1gp	5gp
Nails	1cp	2cp
Paper	2cp	2cp
Pick, Miner's	2gp	2gp
Pipe	1sp	1cp
Pole, 10'	1sp	5cp
Riding Gear	25gp	10gp
Rope, 50'	1gp	1gp
Scroll Case	1sp	5sp
Shovel	2gp	2gp
Soap	1cp	1cp
Specialist's Tools	15gp	–
Spike, Iron	5cp	1sp
Spike, Wooden	1cp	1cp
Spyglass	500gp	–
Tent, Grand	25gp	–

Item	Cost, City	Cost, Rural
Tent, Pavilion	50gp	–
Tent, Personal	5gp	10gp
Tent, Regular	10gp	20gp
Tinderbox	1sp	5sp
Tobacco	1sp	5cp
Torch	1cp	1cp
Vial or Bottle, Empty	1sp	5sp
Waterskin	1sp	1sp
Whistle	1gp	1gp
Wolvesbane	1sp	1cp

Italicized items are considered Non-Encumbering items for encumbrance purposes, although the Referee may rule that quantities of the items do count towards encumbrance. Italicized and bolded items are Oversized.

Vehicles

Item	Cost, City	Cost, Rural
Cart	100gp	50gp
Coach	1,000gp	–
Wagon	250gp	125gp
Chariot	500gp	–
Boat, Raft	5gp	5gp
Boat, Canoe	30gp	25gp
Boat, Lifeboat	300gp	–
Boat, Trireme	10,000gp	–
Boat, Quadrireme	50,000gp	–
Boat, Longship	30,000gp	–
Boat, River Galley	4,000gp	8000gp
Boat, Riverboat	1,000gp	2000gp
Boat, Sailboat	6,000gp	12000gp
Boat, Cog	15,000gp	–
Boat, Caravel	39,000gp	–
Boat, Carrack	48,000gp	–
Boat, Galleon	60,000gp	–
Boat, Cutter	45,000gp	–
Boat, Brig	90,000gp	–
Boat, Corvette	135,000gp	–
Boat, Frigate	180,000gp	–

Good quality boats cost 5% more. Excellent quality boats cost 15% more. Advanced boats cost 33% more. Poor boats cost 10% less, and Awful boats cost 25% less.

Details on boat types can be found under the Maritime Adventures rules.

Services

Item	Cost, City	Cost, Rural
Post, Local	1sp	–
Post, Municipal	5sp	–
Post, Kingdom	3gp	3gp
Post, Outrealm	10gp	10gp
Coach, Local	1sp	1cp
Coach, Travel, per day	2gp	2gp
Coach, Charter, per day	20gp	–
Freight, per pound per day	5sp	5sp
Ship Passage, per day	2gp	–
Ship, Charter, per day	100gp	100gp

Food

Item	Cost, City	Cost, Rural
Bottle of Wine/Liquor, Poor	1sp	5cp
Bottle of Wine/Liquor, Decent	> 5sp	> 2sp
Bottle of Wine/Liquor, Rich	> 10gp	–
Drink, Cheap	3cp	1cp
Drink, Decent	5cp	2cp
Drink, Good	1sp	5cp
Drink, Rich	> 1gp	> 1sp
Meal, Fancy	1gp	1sp
Meal, Horrid	2cp	1cp
Meal, Rich	> 10gp	> 1gp
Meal, Standard	5cp	3cp
Rations, Iron/Day	5sp	1sp
Rations, Standard/Day	1sp	5cp
Feed, Animal/Day	5sp	1sp

Lodging
per day unless noted

Item	Cost, City	Cost, Rural
Lodging, Barn	–	1cp
Inn, Poor	1sp	5cp
Inn, Average	1gp	1sp
Inn, Secure	10gp	5sp
Inn, Fancy	> 25gp	> 2gp
Inn, Extravagant	> 100gp	> 25gp
Rent, 1 month (per 10' sq)	1gp	1sp
Stabling	1sp	5cp

The cost to buy instead of rent is one hundred times the listed rent price.

Adventuring:
The Rules of the Game

Climbing

All characters have a base 1 in 6 chance to climb walls and other sheer surfaces without obvious handholds. Characters must be unencumbered to make this attempt. Failure means that the character falls from a random point in the climb. Characters with two free hands can climb ropes and ladders with no die roll needed.

Doors

Locked doors are impassable without a key, picking the lock (a Specialist's Tinkering skill) or breaking the door down. Breaking the door down requires the appropriate equipment (some sort of axe for a wooden door, a pick for stone, etc) and takes 1 turn for wooden doors, 2 or more turns for doors made of other materials.

Many doors in dungeons and ruins are merely stuck. To open a standard stuck door (wood with iron banding), a character must roll a 1 on a d6 (Strength modifiers apply to roll's chances, so having a Strength modifier of +1 means there is a 2 in 6 chance). Use of a crowbar adds 1 to the chance, and each additional person helping adds another (although only two people can attempt to open a standard-sized door). Each attempt takes 1 turn.

Doors made of stronger or heavier materials may need a greater number to open (a giant stone door may have a -2 in 6 chance to be opened, requiring bonuses before there's even a chance to open it, for example), or be impossible to open.

Excavations

A single man can excavate 5 cubic feet of earth per hour if he has proper equipment (Strength modifiers apply to this number). He can dig at half that rate if he has improvised tools, and a quarter of that rate with no tools at all.

Experience Points

Experience Points (XP) are a measure of improvement and progress for Player Characters. They are the way the game "keeps score." However, like many other concepts in this game, XP is an abstract concept and not a literal measure of the experiences a character has had or what a character has learned. Not all character actions and successes will result in XP awards, nor will all adventures involve XP.

At the end of every session of play, Experience Points will be awarded to characters who participated in the game. These Experience awards are to be divided equally amongst the surviving participants of the adventure. Characters present for portions of the adventure should only get a share of Experience for the activities in which they participated. Experience Points are gained in two ways: Defeating Monsters and Recovering Treasure.

Defeating Enemies

Defeating monsters is a minor way of gaining experience. This is not a game about combat or slaying foes; these activities are simply frequent necessities in the harsh reality of the game. Characters who prefer to fight when it is unnecessary are lunatics, possibly psychotic, and not likely to survive long in a game run by a competent Referee.

To count for XP purposes, an "enemy" must be a threat and predisposed to hostility with the PCs. Randomly slaying a villager, slaughtering livestock, hunting, etc, does not count for XP.

For purposes of XP, "defeating" is defined as winning a battle against a

foe where force of arms is used or at least threatened. An enemy must be brought to 0hp, or lose a Morale check, or surrender in order to count as "defeated." Sneaking past, tricking, or negotiating with an enemy may prevent combat and lead to other rewards but it does not translate to XP. Using magic to neutralize or pacify an enemy *does* count, so spells such as Sleep or Charm do count towards "defeating" an opponent.

Sometimes enemies surrender and are ransomed or let free, or flee an earlier battle, and return to fight again. An enemy can only count for XP once in any given game session.

Monsters with special abilities count as one Hit Die more, and classed characters count as one Hit Die more than their level.

Monster Hit Dice	XP Award
< 1	5
1	10
2	25
3	50
4	75
5	100
6	250
7	500
8	750
9	1,000
10	1,250
11 +	1,500

Recovering Treasure

This is the primary method for gaining XP in the game. However, not all monetary gains are counted as "treasure." The following may gain the characters wealth, but they do not count for XP purposes:

* Coins looted from bodies outside of adventure locations
* Rewards
* Selling magical items that have been used by a PC or retainer
* Tax income
* Theft of wealth from mundane merchants, rulers, and citizens
* Trade, commerce, and other business activity (including selling of mundane items stripped from foes)

The following treasures do count for XP purposes:

* All valuable objects recovered from uncivilized or abandoned areas
* Money hoarded by creatures who have no actual use of it

Treasure is calculated for XP only after it has been returned to a secure location.

Gaining a Level

When a character earns enough experience to qualify for the next level, the change will happen the next time the character has returned to a secure location. At that point the character's level changes, and all benefits of that next level are immediately granted. Three caveats to this:

* A damaged character that gains a level has his new additional hit points added to both the current and maximum total. The character will still be damaged for the same amount of points as before. For example, a 1st level Fighter has a maximum of 8hp, but after a battle only has 3hp left (5 points lost). The XP gained from the battle and resulting treasure was enough to push him to the next level. After returning to town, the player rolls 1d8 for the character's additional hit points for gaining a level. The player rolls a 5, so the Fighter's maximum hit points increased to 13, and the current hit point total becomes 8 (still 5 points lost).
* Spellcasting characters must still prepare all spells as normal. The increased number of spells available to cast does not automatically make the number of spells already prepared instantly increase as well.
* Magic-Users and Elves who gain a free spell for their spellbook must

still research that spell as usual and take the usual amount of time. It simply won't cost money.

Characters may only gain a maximum of one level per game session. Any experience over halfway to the next level earned from a single session is lost.

Foraging and Hunting

Characters may be able to find food and water during their journeys overland. Hunting takes time, and the distance traveled during a day where successful hunting occurs is lessened by d4 x 25%. Unsuccessful hunting takes all day. Success means that d4 days' worth of meals have been acquired for the party.

d10 units of ammunition are expended in the attempt. If a character does not have a proper missile weapon, the chance to find food is lowered by 1. If a character has no missile weapon at all, reduce by one more. If it is winter, reduce chances by another point unless in the desert, where that doesn't matter.

All food gained from foraging and hunting is considered "standard rations."

Terrain	Chance of Finding Food
Plains	2 in 6
Mountain	1 in 6
Forest	3 in 6
Desert	0 in 6
Jungle	3 in 6
Swamp	1 in 6

Finding enough water to drink is easy in most environments, but in the desert water can only be found on a 1 in 12 chance per day.

A character's Foraging and Hunting skill is added to all of the above

chances. For example, if a character has a Foraging and Hunting skill of 1 in 6, then he would have a 4 in 6 chance of successfully finding food in a forest.

Getting Lost

Characters can confidently follow trails, roads, and other well-known landmarks without fear of becoming lost. However, when traveling across the wilderness it is easy to lose direction. At the start of each day of travel, the Referee will roll d6, and on a 1 the party will go off course.

If the roll indicates that the group is lost, they likely will not realize it immediately. They will continue on in their travels, and may not understand they are off course for days. The Referee will decide which direction the group is traveling, and how far off it is from their intended direction. One option is to pick a direction only slightly off course. For example, if the group intended to go south, they are actually headed southwest or southeast.

Hazards

Ability Score Loss

Loss of ability scores only affects the character so much as their bonuses will change. A character dropping from Strength 13 to Strength 12 will no longer have any Strength modifier, for example. This is most striking with Constitution, as any change in Constitution modifier is applied immediately to both current and maximum hit points.

A character who falls to zero in any ability score dies.

Aging

Characters who grow old will lose their faculties and eventually die. The chart below gives the starting age that characters must make a saving throw versus paralysis (Constitution modifiers apply), at what ages there

are penalties to the modifier, and how often the saving throw must be made. A failed saving throw means that one random ability score will permanently decrease by one point.

If a character is aged by magical means, then all saving throws that would have needed to be made if the aging occurred naturally must be made immediately, with any ability score penalties also being applied immediately.

	No Modifier	-2 Modifier	-4 Modifier	Interval
Dwarf	200	250	300	5
Elf	700	800	900	10
Halfling	70	80	100	1
Human	40	50	60	1

Damage

When a character (or creature) suffers damage, the amount of damage is deducted from the character's current hit points. When hit points reach 0, the character becomes unconscious immediately. The character actually dies at –3 hit points.

Disease

Characters exploring in godforsaken ruins, ancient tombs, and trackless wilderness may become exposed to all sorts of plagues and illness. More natural, chronic illnesses will not be a part of the game as far as PCs are concerned. The Referee can always introduce an NPC stricken by cancer or some other illness.

Diseases are individual in nature, but all have the following characteristics: incubation period, infection time, interval and effect.

When exposed to a disease, the Referee will make a poison save on behalf of the character. If the save is failed, then the character has contracted the

disease. The incubation period describes the length of time before the character is affected, and at that point the character must make another save, and another save at every interval point for the duration of the infection time, or else suffer the effect for each failed save. This save is made with a -2 penalty if the character is not at rest for the duration of the infection.

For example, the Green River Fever might have an incubation period of one week, an interval of four hours, an infection time of three days, and the effect of lowering Intelligence. So beginning one week after a character has been infected, that character must make a saving throw every four hours for three days (a total of 18 saving throws), or lose Intelligence points.

Drugs & Alcohol

Drugs are treated much as poison would be, but the effects of a failed saving throw (no save if intentionally using drugs) are usually much less severe than death. The Referee will determine the effects of specific drugs in his campaign.

Alcohol is far more pernicious, as it is quite common for most everyone to use it to excess. Teetotalers will be *extremely* rare. Drunk characters are -2 to Dexterity and saving throws.

Falling

Characters suffer 1d6 points of damage per 10' they fall, up to a maximum of 20d6 for a 200' fall.

Poison

There are a variety of ways that a character can become poisoned. When exposed to poison, the character must make a saving throw against poison or suffer the effects. Typical effects of poison are instant death, falling into a deep slumber, or perhaps ability score or hit point damage. Only all-or-nothing effects are considered poison. Poisons that cause gradual

or incremental effects are considered drugs for rules purposes.

Starvation

A character must eat at least one full meal a day and drink water every day or suffer ill effects.

For every 24 hours a character goes without food, the character must make a poison save or one Constitution point is lost. For every 24 hours a character goes without water, their Constitution drops by half unless they make a poison save. After three such failed saves, the character will be dead. Constitution losses due to dehydration or starvation recover at twice the usual rate with rest and proper nourishment.

Sleep Deprivation

A character must sleep at least four hours per twenty-four hour period in order to properly function. If this is not the case, the character suffers a -1 penalty to all rolls (10% penalty for d% rolls) until the situation is corrected. If the character continues on further without sleeping, there is a cumulative -1/10% penalty for each additional day that passes without proper rest being taken.

Healing

Damaged characters who have at least half of their hit points remaining recover 1hp after a peaceful night's rest. Taking a watch shift does not prevent this recovery unless something *happens* during the shift. Damaged characters who have at least half of their hit points remaining can also recover an additional d3hp by resting a full day. There must be no traveling, fighting, researching, running, searching, hunting, or foraging to count as "rest," and the character must have adequate food and water. Basically, the character can do no more than converse and walk around his immediate area.

Characters who have less than half of their hit points remaining are in worse shape. They recover nothing from a night's rest, and recover only

1hp by resting a full day.

A character at zero or fewer hit points will wake up after d6 hours. The character will not be able to carry any equipment or stand up, but can communicate and crawl at a movement rate of 10'.

If the character rests the entire day in a comfortable bed in a clean room, then an additional 1hp is recovered.

Characters who have suffered temporary ability score loss recover at a rate of one point per week of rest. All affected ability scores will enjoy this recovery per week.

Characters can make no recovery if resting in a dungeon or similarly hostile environment.

Healing restores hit points and ability scores only to their normal maximum, never more.

Languages

Most Characters are assumed to begin play being fully fluent in their native tongue, and are literate as well if they have an Intelligence of 7 or greater. Elves and Dwarfs will know the local human tongue in addition to the tongue of their particular clan (Halflings use the local human language).

When a character comes into contact with another language, their chances of knowing the language is 1 in 6, with the character's Intelligence modifier applying.

There is a -1 penalty if the language is not local to the culture (Spanish, French, Swedish, English, and German would be part of the same "cultural group" to use a real-world example), -2 if the language is considered exotic (English versus Japanese, for example, or the tongue of a different race to use a more common game situation), and -3 if it is an ancient, dead language.

A character gets one attempt to know any particular language. If that one attempt fails, the character simply does not know the language.

Magical languages cannot be known using this method.

Light and Vision

Underground, or other places with no light, require characters to carry light sources in order to see. Torches and lanterns emit light in a 30' radius. Candles emit light in a 10' radius. Lanterns use flasks of oil as fuel; a lantern can burn continuously on 1 flask of oil for 24 turns. Torches burn continuously for 6 turns before burning out. Candles will burn for 12 turns. Characters that carry a light source are unable to surprise opponents, because the light gives them away ahead of time.

The Referee's judgment will determine how far characters can see in other situations.

Mapping

Mapping a structure or underground complex requires one character in the party to have paper and ink and two free hands. The Referee is only obligated to give verbal descriptions of the area, and if asked by a player how his map compares to the real map, the Referee is only obligated to point out very obvious errors.

If the PCs are moving at "exploration" speed, then the Referee should give exact dimensions of hallways and areas – such measurements are a main reason that progress is so slow.

Extremely irregular areas, such as natural caves, can best be left to rough descriptions, since accurate mapping without a full survey team is simply impossible.

Outdoor mapping is a little more free. If using the hex map system of

overland travel, the Referee informs the players what sort of terrain their characters are moving into and the surrounding terrains as well (unless in terrain which obstructs their vision).

Movement and Encumbrance

A character's movement rate is determined by how much gear he is carrying, or how much he is encumbered. In the strictest sense, this should be determined by adding up the weight of all the gear a character is carrying. Realistically, no one keeps track of such things during a game. However, the Referee has the authority to call an audit of a character's inventory at any time, so players should make sure that their character is carrying a reasonable amount of equipment and that all of the equipment fits somewhere on the character or in a pack. Worn items, such as cloaks, jewelry, backpacks, etc, do not themselves count as items for encumbrance purposes. Carried sacks full of stuff count as an oversized item. 100 coins count as one item.

Character wearing chain armor*	+1 Point
Character wearing plate armor*	+2 Points
Character is carrying 6 or more different items** overall	+1 Point
Character is carrying 11 or more different items** overall	+1 Point
Character is carrying 16 or more different items** overall	+1 Point
Character is carrying 21 or more different items** overall	+1 Point
Character is carrying an oversized item	+1 Point per item

* Worn clothing and armor only counts towards this category
** Multiple small items of the same type (spikes, arrows, etc) count as one item for this purpose. Worn clothing/armor/jewelry do not count for encumbrance purposes. All weapons count as separate items. Very small single items do not count for encumbrance purposes. Oversized items are counted separately.

Points	Encumbrance	Movement Rate per turn Exploration	Per round Combat	Running per round	Per day Miles
0 - 1	Unencumbered	120'	40'	120'	24
2	Lightly Encumbered	90'	30'	90'	18
3	Heavily Encumbered	60'	20'	60'	12
4	Severely Encumbered	30'	10'	30'	6
5 +	Overencumbered	0'	0'	0'	0

Oversized items include great and other two-handed weapons, any item

For every human or dwarf riding the animal	+5 Points (plus rider's Enc level)
For every elf riding the animal	+4 Points (plus rider's Enc level)
For every halfling riding the animal	+3 Points (plus rider's Enc level)
Animal is wearing leather barding	+1 Point
Animal is wearing chain barding	+2 Points
Animal is wearing plate barding	+3 Points
Animal is pulling a vehicle	+5 Points per axle
Per 5 items the animal is carrying	+1 Point
A Teamster has packed the animal's load	-5 Points

that requires two hands to carry or is as tall as the carrying character.
For mounts, use the following:

Points	Encumbrance	Movement Rate per turn Exploration	Per round Combat	Running per round	Per day Miles
0 - 10	Unencumbered	240'	80'	240'	48
11 - 15	Lightly Encumbered	180'	60'	180'	36
16 - 20	Heavily Encumbered	120'	40'	120'	24
21 - 25	Severely Encumbered	60'	20'	60'	12
26 +	Overencumbered	0'	0'	0'	0

If an animal is pulling a cart or other vehicle, the load of the vehicle (as per this scheme) is applied to the animal as well. Multiple mounts pulling a vehicle divide the total encumbrance points between them.

Mules subtract five points from their encumbrance load but move at half the listed speeds. Ponies move at the listed speeds but automatically start with 6 points of Encumbrance.

All per-day travel distances include periodic rests. Characters apply their Constitution modifier to their per-day travel distance on foot.

Terrain	Adjustment
Jungle, Mountains, Swamp	x 1/3
Desert, Forest, Hills	x ½
Clear, Plains, Trail	x 2/3
Road	x 1

Conditions	Adjustment
High Winds or Precipitation	x ½
Storm Conditions	x 1/3

The movement rates shown on the table above are figured based on an 8 hour day of travel on open road. The terrain type will alter the rate somewhat, as shown on this table:

Bad weather also affects travel:

Characters may choose to perform a forced march, traveling 12 hours per day. If this is done, add an additional 50% to the distance traveled. Each day of forced march performed after the first inflicts 1d6 damage on the characters, and inflicts this damage on animals from the first day. An animal that suffers 5 or 6 points of damage in this manner dies at the end of a day's journey.

Searching

Many items and features of interest are hidden from open view, with secret doors or compartments being the classic example. To find these things, characters must search for them. Under normal conditions, searching takes one turn per character per 10' of area searched. Hidden items or features have a base 1 in 6 chance of being found per turn of searching. The Referee may create hidden elements that are more difficult (or easier) to detect at his discretion, and some class abilities will affect this.

Note that finding a secret door does not grant understanding of how it works. The Referee may require additional rolls or other actions to be taken before the door can be opened.

Sleight of Hand

Picking the pockets of an unaware person, hiding a small object from a search, readying a weapon without any observers noticing, swapping out an object on a weight-sensitive plate with a similarly-weighted bag of sand, these and more are examples of Sleight of Hand. A character has a base 1 in 6 chance to successfully perform such an activity.

Stealth

Stealth allows a character to sneak around and hide. In order to use the Stealth ability, those that the character wishes to hide from must not already be aware of the character's presence, and there must be somewhere to hide. Stealth is not invisibility! If the character hears enemies coming down a bare hallway, the character would not be able to simply hide with no cover, for example. In a room with furniture, the character would be able to use Stealth to hide, but if someone were to conduct a search of the room, the character would be found.

If a character attacks after successfully using Stealth, that attack is always considered to be from surprise, even if the enemy is already engaged in battle.

Swimming

It is assumed that every character knows how to swim. Characters move at half their normal movement when swimming. Characters that are encumbered will have a probability of drowning, which is at the Referee's discretion. Heavily encumbered characters, wearing plate mail armor and/or carrying a large proportion of treasure, will likely have above 90% chance of drowning. Characters carrying less treasure or wearing lighter armor may have as little as 10% chance of drowning.

Time

Within the game, time passes as is convenient for play. If the characters are simply waiting for whatever reason, then the Referee can say, "Two days pass," or whatever is needed. If nothing of importance happens, then players merely mark off their characters' food supplies or upkeep costs as appropriate, and handle any other business that occurs during that time.

There are periods when keeping a strict record of time is important. Most measures of time are self-explanatory in the rules, as they match our real measurements of time. However, there are three units of time that have special meaning in the game.

The "turn" is ten minutes long. This is often used as a marker for spell durations and underground exploring.

The "round" is six seconds long. This is primarily used for time management during combat and for the duration of combat-oriented spells.

The "segment" is one second long. During each round of combat, characters will act in different orders. The exact moment their actions occur is called the "segment."

Tinkering

Manipulating small mechanical objects is an activity called Tinkering. Tinkering is often used to open locks or remove small mechanical traps.

Note that only mechanical locks where the character has access to the keyhole (or other opening mechanism) are able to be manipulated in this manner. Only traps which have been found, and which have a mechanism accessible to the character, may be disarmed. For example, a tripwire is a trap which a character may attempt to disarm, as is a lock with a poison needle. A pressure plate which, when pressed, collapses the ceiling, would be an example of a trap the character could not disarm, because the mechanism itself is behind the walls/floor/ceiling.

Other uses of Tinkering (setting traps, for example, or jury-rigging impromptu devices) should be adjudicated by the Referee on a case-by-case basis.

A character gets one attempt to use Tinkering on any particular object. If that one attempt fails, the character must gain a level before attempting to manipulate that object again.

The base chance of success for Tinkering is 1 in 6.

Traps

Dungeons and ruins frequently contain traps, including spear-throwers, covered pits, etc. The Referee will decide what is required to trigger a trap, and what happens when the trap is triggered. In general, there must be some way to avoid or reduce the effect of the trap being sprung. For instance, a save against paralysis is often used to avoid falling into a covered pit, while spear-throwers, automated crossbows, and the like are sometimes treated as if they were monsters (attacking the victim's Armor Class at some given attack bonus).

Any character has a 1 in 6 chance to determine if an area or object has any secret mechanism or function, including traps. A successful use of

this skill does not tell what the function is (it may very well be something that the character should want to trigger!), but will let the character know that it is there and how it is triggered. The search takes one turn per 10' square searched.

Trap detection may not be allowed if the trap is purely magical in nature; on the other hand, in such cases Magic-Users, Elves, and/or Clerics may be able to detect magical traps at the given 1 in 1d6 chance, at the Referee's discretion.

Maritime Adventures

	Required Crew	Sailing Miles per Day	Rowing	Cargo (tons)	Ship Hit Points
Watercraft Table					
Raft	1	–	18	0.3	1
Canoe	1	–	18	0.5	3
Lifeboat	1	–	18	0.75	4
Trireme	170	24	18	65	24
Quadrireme	170	24	18	320	36
Longship	75	24	18	40	15
River Galley	20	24	18	50	12
Riverboat	16	24	18	10	6
Sailboat	1	24	–	3	5
Cog	20	48	–	150	20
Caravel	35	72	–	100	25
Carrack	82	48	–	685	34
Galleon	150	48	–	150	104
Cutter	20	72	–	190	27
Brig	45	72	–	250	42
Corvette	84	96	–	270	51
Frigate	84	72	–	610	60

Good vessels have 5% greater speed and Ship Hit Points.
Excellent vessels have 10% greater speed and Ship Hit Points.
Advanced vessels have 15% greater speed and Ship Hit Points.
Poor vessels have 10% less speed and Ship Hit Points.
Awful vessels have 25% less speed and Ship Hit Points.

Water Vessels

Characters might employ any number of watercraft. The Watercraft Table details different kinds of water vessels, as well as their speeds when rowed or sailed, their ship hit points and maximum cargo load.

Ship Hit Points (shp) operate in the same manner as hit points do for monsters and characters, except that 1 shp represents 10 hit points of damage. Any attack which does less than 10 hit points of damage does not cause the loss of a ship hit point. If a vessel is damaged to 0 or fewer ship hit points, it will no longer move and ship weapons no longer function. The ship has 1d10 rounds before it will sink.

Water Conditions

When traveling on rivers, the listed distances various vessels can travel in a day can be modified if the current is particularly fast or if the vessel is moving upstream. Adjust the average miles traveled each day up or down by 1d8 +4 miles, as appropriate. The Referee might invoke other penalties, depending on what hardships a vessel encounters on a river. Shallow water, waterfalls, twisting waters, rapids, or sandbars might impact travel times.

There are many possible conditions at sea that might impact the average travel times listed for each vessel. The Referee will check water conditions at the start of each day by rolling 2d6. A result of 12 indicates strong winds and storms, and a 2 means that the day is completely devoid of wind and a ship that is incapable of rowing cannot move all day. Any vessel with sails can attempt to move with the wind to avoid damage from strong winds. However, this may not carry the ship in the direction of preferred travel. The direction will be chosen by the Referee. The vessel travels at the average speed x3. If the ship encounters land during this travel, it has a 25% chance of finding a safe place to hide along the shore. Otherwise, the ship is destroyed on the shore, by landing too fiercely or otherwise hitting shallow waters and rocks. In these windy, stormy conditions a galley (defined for these purposes as any ship with a rowing

speed listed) has an 80% chance of being overrun with water and sinking. If it is near shore when the storm hits, a galley can find a safe harbor 100% of the time if the shore has clear terrain. Otherwise, a galley will find a safe harbor on a roll of 1 or 2 on 1d6. Note that if the roll indicates no wind for the day, ships that can move by rowing can move their normal rowing speed for the day. Sailing ships are unable to move significantly under these conditions.

Roll	Movement Adjustment	Wind Conditions
2	No Sailing	No Wind
3	- ¾ all movement	Greatly Unfavorable
4	- ½ all movement	Unfavorable
5	- ¼ all movement	Slightly Unfavorable
6 - 8	None	Normal
9	+ ¼ all movement	Slightly Favorable
10	+ ½ all movement	Favorable
11	x2 all movement*	Greatly Favorable
12	x3 all movement**	Fierce Wind

*All ships have a 10% probability of taking on water (20% for galleys), which will incur a penalty of $-1/2$ to movement instead and cause 3d6shp damage. All ships take 1d6 shp damage as well.

**The ship will travel in a random direction determined at the Referee's discretion, as discussed previously. Galleys will sink 80% of the time. All ships take 5d6 shp damage.

CREW

If there are fewer crew members on board than the minimum listed, ships operate at a lower level of effectiveness.

If there is less than a full crew but more than three-quarters crew, ship speed is reduced by 25% or the ship takes 1d6 shp damage that day.

If there is less than three-quarters crew but more than one-half, ship speed is reduced by 25% *and* the ship takes 1d6 shp damage that day.

If there is less than one-half crew but more than one-quarter, ship speed is reduced by 50% and the ship takes 1d6 shp damage that day.

If there is less than one-quarter crew then the ship cannot be controlled. It drifts as decided by the Referee and the ship takes 1d6 shp damage that day.

ENCOUNTERS AT SEA

Monsters can surprise a ship, but because monsters native to the water cannot generally be seen, or "sneaked up on" a ship may never surprise a monster. When the Referee rolls for a random encounter, the distance the monster is from the group is 4d6 x 10 yards.

Waterborne Chases

When two waterborne vessels, or a ship and a monster, encounter one another, one party may choose to flee. The distance between each of the groups is determined as a normal encounter. Success depends entirely on luck and the difference between the two groups' speeds.

If the fleeing party is faster than the pursuer, the base chance of escape is 80%. The base is 50% if both parties have the same movement, and decreases by 10% for every 30' movement the escapee is slower than the pursuer (minimum of 10%). If the fleeing party is successful, the pursuing group cannot try to catch up with the fleeing party for 24 hours, and then only if a random encounter roll indicates an encounter. If a party fails their roll to flee, the pursuer will gain on the fleeing party at a rate of 10 yards per round if the pursuer is slower than the other party or if the pursuer's speed is no greater than 30' more than the fleeing party. If the pursuers speed is more than 30' faster than the fleeing party, the pursuer will gain on the fleeing party at a rate equal to the pursuer's speed per round.

Waterborne Combat

Time and movement functions in the same way in water combat as it does in other encounters. However, one of the major differences to note is that attacks and damage may be directed at water vessels in addition to characters and monsters.

Vessels and Damage

It takes a half complement of crew a full day to repair 1 shp, a full complement of crew a full day to repair 2shp. As long as the vessel never loses half of its shp, all damage may be repaired at sea by the crew. If the ship takes more than half its shp in damage, then the ship can not be repaired to more than half its original shp without being in a proper port. If the ship goes below 25% of its original shp, then the ship can not be repaired to more than 25% its original shp without being in a proper port.

Ship-to-Ship Combat

Combat between ships is usually fought by either catapults or rams, both of which are detailed below. Some ships may be equipped with these weapons, as indicated previously.

Catapult

Rate of fire: variable; 1/5 rounds with 4 crew; 1/8 rounds with 3 crew; 1/10 rounds with 2 crew
Range: 150 – 300 yards
Attacks as: Fighter level equal to crew number firing
Area effect: 10' square
Damage: 3d6 shp or 1d6 shp fire per turn
Catapults can be operated by a variable number of crew, and this will affect rate of fire and attack ability as indicated above. The standard 3d6 damage reflects firing a solid missile. Burning damage from combustible loads and pitch do the indicated fire damage. It takes a minimum of 5 crewmembers 3 turns to extinguish flames caused by a fire attack. For every five additional crewmembers, this time can be reduced by 1 turn to

a minimum of 1 turn. A catapult cannot be used to attack a ship that is closer than the minimum range indicated.

Ram

Damage: (1d4 + 4) x 10 shp or 3d8 hp; (1d6+5) x 10 shp or 6d6 hp
The different damages listed for a ram apply as follows. The first shp value listed applies to rams on small vessels when attacking another vessel. The first hp value listed applies to attacking large aquatic monsters. Similarly, the second damage values apply to rams on larger ships to other ships or large aquatic monsters, respectively.

Boarding Vessels

When the occupants of both side-by-side vessels wish to board one another, their mutual intent makes the action succeed with no chance of failure. If only one side wishes to board the other, then the side that wishes to board has a 35% chance (1- 35 on d%) of being able to successfully maneuver the two ships to a boarding position and clamp them together with grappling hooks. Once crewmembers come into contact with one another, combat ensues following the standard combat rules. When characters are in the act of boarding another ship, they suffer a penalty of –2 to attack rolls and Armor Class.

Retainers

An adventuring party is often more than the sum of the PCs. A support network of NPCs is often necessary to really allow expeditions into the unknown to reach their full potential. Who's going to excavate the area around the Pharaoh's tomb so the entrance may be discovered? Who's going to carry all that treasure back? Are the pack animals efficiently utilized? Who's guarding the camp? And what is done with all that treasure after it's been recovered? Surely the PCs aren't a traveling gold caravan. Where do the PCs live? Surely not in a hovel if they've become successful treasure seekers. Who looks after their household when they're away?

These support characters are called Retainers.

Here are the basic types of retainers and their basic stats:

Type	Daily Wage	Monthly Wage	Monthly Live-In Wage	Space Requirements (in feet square)	Share
Accountant	–	10gp	7.5gp	10' + 20'	–
Alchemist	–	100gp	75gp	15'	–
Animal Handler	5sp	5gp	3.75gp	10'	–
Armorer	–	10gp	7.5gp	10'	–
Butler	–	20gp	15gp	10'	–
Coachman	3sp	3gp	2.25gp	10'	–
Craftsman	–	5gp	3.75gp	10' + 20'	–
Guard	3sp	3gp	2.25gp	10'	–
Guide	1gp	–	–	–	1/10
Henchman	–	–	–	10'	½
Laborer	1.5sp	1.5gp	1gp	10'	–
Linkboy	1sp	1gp	.75gp	10'	–
Mercenary	5sp	–	3.75gp	10'	1/5
Physician	1gp	15gp	10gp	20'	–
Sailor	–	–	2gp	–	1/5
Sailor, Captain	–	–	25gp	–	1
Sailor, Navigator	–	–	10gp	–	½
Sailor, Oarsman	–	–	1.5gp	–	1/5
Scholar	–	25gp	18.75gp	10'	–
Servant	1.5sp	1.5gp	1gp	10'	–
Slave	–	–	–	5'	–
Slave Master	–	10gp	7.5gp	10'	–
Spy	–	50gp	–	–	–
Teamster	3sp	3gp	2.25gp	10'	–

The Daily Wage is the cost of hiring one person of this type for a single day. The Monthly Wage is the cost of hiring a worker long-term, although the worker retains his own residence and is expected to work no more than 1/3 of any particular day. If no long-term contract is worked out, or the length of employment is unknown at the start, then the Daily Wage must be paid, even if the length of employment lasts longer than one month.

The Monthly Live-In Wage is for those retainers who live on their employers' property and have room and board included in their wages. The Space Requirements detail how much living space the retainer requires for living space on the property. If there is a "+" number, the second number is the work space they require in addition to their living space.

Most retainers will absolutely not subject themselves to danger. Those that are willing to be in dangerous situations will receive a share of treasure (and experience) as noted. Note that these shares are only for those actions the retainer takes direct part in.

Any full-time retainer who is not noted to receive shares will be due a death benefit payable to their family (or the local magistrate should no family be known) equal to one hundred times their daily wage (or twelve times their monthly wage if no daily wage is given). Families of retainers who do receive shares will expect a death benefit of half the usual share (50% chance that any particular retainer has a family who would try to collect). This benefit merely divides gold, not experience.

Details of what each type of retainer does are found below.

Accountant
Households are largely disorganized affairs. Any household with five or more retainers that does not include an accountant costs +d20% more to run in any particular month as money slips through the cracks.

Alchemist

Alchemists reduce the amount of laboratory time needed for any magical research by d6 days per project. They must be present for the entire project, and paid by the month.

Animal Handler

While it is assumed that an odd animal here and there can be taken care of by its owner, a mass of animals creates its own chaos. Any property which has at least five animals (meant for hauling or riding) needs an Animal Handler, and one Handler is required for each twenty such animals.

Armorer

Armorers are required to forge new armor and weapons and to keep existing armaments in good condition. One armorer per fifty armed troops is necessary.

Butler

A household can be a very disorganized place. If a character wanted to deal with all of the aspects of handling the day to day issues of retainers, they'd just be bosses instead of explorers. A Butler (sometimes called a Steward) acts as head of the household and interacts with the staff so the master of the house doesn't have to. If there are at least three different types of retainers (not counting sailors or mercenaries), then a Butler is necessary or everyone's morale drops by one.

Coachman

A coachman is a character's personal driver, on call to transport the PC about town. For short-term employment, see the Coach Charters in the Services section of Equipment. Coachmen do not travel across the frontier or go anywhere that isn't a safe, civilized area on reasonably maintained roads – see Teamsters for that.

A coachman's wages do not include the coach or animals to pull it.

Craftsman

Craftsmen include carpenters, masons, metalworkers, tailors, and other such types that take raw materials and make finished goods. Each

craftsman hired will specialize in only one such trade, but an estate can hire one general craftsman to work as a handyman.

Guard
Guards are much like mercenaries, but they are not expected to travel. They will guard property and act as bodyguards for members of the household when out and about.

Guide
Guides are adept at finding their way in the wilderness. With a guide in tow, the chances of becoming lost are reduced.

Henchman
Henchmen are different in that they are not exactly hired help, but adventuring sidekicks. They also are classed characters. Characters can only hire henchmen that are at least two levels below their own. Henchmen are often found during adventures as allies, and make for great back-up PCs if and when a player's character dies.

Laborer
Laborers are those who do construction work, excavations, heavy lifting, and other physical sorts of labor. For every ten laborers, a foreman who is paid twice the average laborer's wages is needed.

Linkboy
A linkboy is a servant who is a torch/lantern bearer. They do not do heavy labor or carry equipment (else the linkboy is treated as a laborer).

Mercenary
Mercenaries are Fighters. If recruited from the citizenry, all equipment must be supplied by their employers. To hire an existing mercenary company, their employer must hire at least 50 at once, and even then the standard gear is leather armor and a mêlée weapon. Mounted mercenary troupes cost ten times the normal amount.

For every ten mercenaries, there must be one sergeant, who earns double what the average mercenary does, or their morale drops by one. Any group

of one hundred or more mercenaries must have a captain (paid ten times as much as an individual soldier).

Mercenaries are always 0 level, with sergeants being 1st level Fighters. Captains will be from 1st to 3rd level.

Physician
A character under the care of a physician in comfortable, safe surroundings (not in a dungeon or in the wilderness) recovers double the usual number of hit points. However, there is a 1 in 10 chance that the character instead loses that amount of hit points as medicine is far from an exact science.

Sailor
Sailors, it will come as no surprise, man ships of the sea. They can handle every duty on board, from scrubbing the decks to repelling pirates. For every ten sailors, there must be a mate to organize them or the sailors' morale drops by one.

Sailors are assumed to live on their ship.

Sailor, Captain
A ship full of sailors isn't going to respect a land-lubber, no matter how competent (or rich). A proper sea captain is necessary to organize and command the crew, else the crew's morale drops by one.

Sailor, Navigator
Every vessel that leaves sight of land requires a Navigator on board, or else it has an increased chance of getting lost.

Sailor, Oarsman
If a vessel to be crewed is an oared ship and not a sailing ship, oarsmen may instead be employed. Other than their pay, they are essentially the same as sailors.

Scholar
Scholars reduce the amount of laboratory time needed for any magical research by d4 weeks per project. They must be present for the entire project, and paid by the month.

Servant
Every proper household requires servants to answer the door, bring the tea, cook meals, tidy up, run messages, and generally make life convenient and comfortable for the master of the house. Guests of importance will feel they are in a home of ill-breeding if they are not greeted, and waited upon, by a servant. There should be one servant per five rooms on the property and one servant per ten individuals living on the premises.

Slave
Slaves are intelligent beings who are owned by others. Many societies frown upon (to various degrees, some quite severely) owning slaves that are the same race/religion/ethnicity as the predominant population, but look back to real world history and one can find a great many examples of slavery in practice. The role of slavery in the campaign world is determined by the Referee.

A slave costs 50gp, or 25gp if purchased as a child.

A slave counts as half a person in a property's food budget since they are often fed leftover or substandard fare, even when otherwise treated well.

Slave Master
Even well-treated slaves are still slaves and not willing workers. For every ten slaves, a slave master is needed to oversee them.

Spy
Well-to-do households and powerful families need to know what is happening in the private halls of others like them – even if just to be made aware of hostile intentions. Just the same, every household of influence will be targeted by others hoping to get information out of it. Spies perform the tasks of a regular retainer, but is paid an extra sum to snoop around a bit and report all relevant information to their employer. A spy

is always a long-term employee.

Teamster
A teamster is an expert at efficiently packing animals and preparing them to haul cargo (or pull vehicles) over long distances. Teamsters alleviate some of a pack animal's encumbrance and lessen the chance of vehicles breaking down while traveling.

Hiring Retainers

In most civilized areas, it is not difficult to find people who are out of work. The Referee will determine how many qualified applicants are available for any particular position, and it generally costs about 5gp to get word out about the job opening.

When the applicant meets the hiring character, there are three or four factors which influence whether the applicant takes the job, and how loyal he is:

✴ Payment
✴ Employer's Charisma
✴ Term of Service
✴ Living Quarters, if long term employment is offered

There is no adjustment to loyalty if the offered pay is standard. For every 50% increase, add one to the rolls below. For every 10% decrease, subtract one.

The employer's Charisma modifier applies to both rolls.

If employment is promised to be ongoing, at least three months, then add one to both rolls.

If there will be long-term employment where the employee will live on the character's property, the size of the employee's living space is an issue. If it is as listed, there is no adjustment. If it is half as large, there is a -2 modifier on the rolls, and for every 50% increase, there is +1.

Roll 3d6 twice on the following table when a character attempts to hire a retainer. The first roll will determine if the applicant accepts the position, and the second roll on the same table will determine the retainer's loyalty (or morale) score.

Roll	Accept Position?	Loyalty/ Morale
3		2
4		3
5		4
6	No	5
7		6
8		6
9		7
10		7
11		7
12		7
13		8
14	Yes	8
15		9
16		10
17		11
18		12

The Referee will make both of these rolls and the results will be kept secret. Players should never know exactly how (dis)loyal their retainers are.

When Loyalty Should Be Checked
For domestic retainers, Loyalty should be checked whenever there is any danger encountered during the course of their normal duties. If there is anything scandalous or illegal that happens, they must also check loyalty. A change in their superior may cause a check, and certainly any change

in pay or living conditions would trigger a check. Being asked to perform duties beyond their normal job description would cause a check as well.

For positions where danger is expected, any opportunity to greatly profit at the employer's expense (say treasure is found) would cause a check, and being asked to do obviously dangerous things would cause a check. Using retainers as cannon fodder or trap testers will cause an immediate check, not only of the employee so treated, but for every one of that character's retainers.

For actual combat situations, see the section on Morale under the Combat section.

In situations where the servant's employer is not clearly the one behind the orders, a check is in order. Retainers are hired by specific characters, and will not stand to be treated as a "servant pool" by the entire group of PCs!

It is up to the Referee what happens as a result of a failed roll, although it should have something directly to do with the retainer's function (for example, an Accountant would embezzle money, etc) or the trigger of the loyalty check (a maid might go to the authorities if she discovered criminal activity).

Property and Finance

Comparing the wages of common workers and the starting money for PCs makes it obvious that the starting player character is already in a position of privilege. That the character will then likely pursue further wealth, and indeed such wealth is necessary to advance in level, makes it obvious that successful characters in this game will become quite rich.

What to do with all that wealth?

Property

Owning property is a great way for characters to both spend, and invest, their wealth. The prices given for property in the Equipment section are averages; the Referee is of course free to create custom price lists for different locations and conditions. At the very least, a place to store excess treasure will be needed, as well as people to guard it and run things while the character is off adventuring.

Owning property gives a character a stake in local politics and will lead to many NPCs becoming involved in the character's life.

Note that for the purpose of these rules being a landowner does not imply rulership over anything other than the household staff. The complexities of being a political power are beyond the scope of these rules, which assume characters are explorers and adventurers.

Upkeep

It costs 1gp per month per resident of the household for food and other essential supplies.

A landowning character must pay d6% of the property's value every year just for simple maintenance. This will be increased by 1% if there is no accountant on staff, and another 1% if there is no handyman or craftsman on the payroll.

Taxes

A landowning character must pay d4+3% of the property's value per year in taxes, adding another 1% if an accountant is not on staff.

INVESTMENT

Another method of using (and hopefully growing!) wealth is investment. Merchant houses importing and exporting goods, explorers looking for sponsors for their latest expeditions, craftsmen looking for capital to open their own shop in town – all of these give a character opportunity to invest and profit.

These rules will be handled abstractly, unless the Referee wants to be specific. The player merely specifies how much the character wishes to invest and what level of risk the investment involves. It is assumed that even if a character owns a business he will not be involved in the day-to-day operations, since the character is an adventurer!

Yearly Return

A stable investment will grow d8-4% a year. A risky investment will grow d20-10% a year. A wild investment will grow d%-50% a year.

Add +1% if an accountant is on staff.

If the final growth is a positive number, the character will receive that much money in cash, to be kept, spent, or re-invested as the character wishes. If the final growth is a negative number, the character receives no money and the value of the investment decreases.

These yearly return amounts "explode." If the maximum number on the die is rolled, roll again, adding the new number (without the modifier), and keep rolling and adding as long as the maximum number is rolled. If the minimum number is rolled, roll again, and subtract that number from the return (without a modifier), and keep rolling and subtracting as long

as the minimum number is rolled.

Example 1: A character has 50,000gp invested in a Risky venture. On the yearly roll, he rolls a 20, meaning a 10% gain (alas, no accountant). Because he rolled a 20, he rolls again, and gets a 3. He adds this 4 to the original 10, totaling a 13% gain. He earns 6,500gp!

Example 2: A character has 10,000gp invested in a Stable venture. On the yearly roll, he rolls a 1, meaning a 3% loss (again, no accountant, the fool!). Because he rolled a 1, he rolls again, and gets a 7. He subtracts that 6 from the original -3, totaling a 10% loss. The character makes no money and his investment loses 1,000gp in value.

A character may only freely withdraw his investment at the time of the yearly return. Otherwise, there is a penalty of d6+4%.

All numbers include taxes due on the investment.

Bankrupt!

There is a chance that an investment will simply go bust during every given year, and the character will lose every last copper he has in that investment. The chances are:

Stable Investment	5%
Risky Investment	10%
Wild Investment	25%

Encounters

Encounters are any situation where the player characters meet other creatures in uncertain circumstances. There is no limit to the options available for an encounter. Attack? Parley? Run? Sneak around?

Surprise

When surprise is possible, roll 1d6 for each side which might be surprised; most normal characters are surprised on a roll of 1 – 2. Surprised characters are unable to act for one round. Characters or creatures which are well hidden and prepared to perform an ambush surprise on a roll of 1 – 4 on 1d6. Some characters or creatures are described as being less likely to be surprised; reduce the range by 1 for such creatures.

Note that explorers traveling in a large party underground with light sources and metal armor clomping on stone floors aren't going to surprise anything.

Encounter Distance

Encounters begin with the closest opposing characters 3d6 x 10' apart, unless there are specific details which would define the encounter distance. In environments with limited visibility (such as underground), the maximum encounter distance will be the visibility distance. Note that creatures that can see in the dark and have ranged combat capabilities will certainly attack from beyond the range of their opponents' vision.

Reactions

In most instances, NPCs' reactions will be obvious based on the circumstance of the encounter. If there is any doubt, consult the following chart:

Roll	Reaction
2	Friendly
3 - 5	Indifferent
6 - 8	Neutral
9 - 11	Unfriendly
12	Hostile

This chart can also be used in any situation where someone is attempting to convince an NPC as to a course of action, and there is doubt as to the outcome.

Combat

Initiative

There are two methods of determining initiative:

✳ One player rolls a d6 for the PCs' side, and the Referee rolls a d6 for the opposition. The winner's side acts first, the loser acts second.

✳ All PCs roll d6 for initiative individually, and the Referee rolls initiative once for every enemy type in combat. Then the Referee counts down from 6 to 1 (with each of these units being a segment of combat), with everyone acting on their particular initiative segment.

If opposing groups roll the same initiative number, break ties using the Dexterity modifier. For monsters without a Dexterity score, the Referee can roll 3d6 to determine their Dexterity for purposes of initiative only. If there are still ties, then all tied combatants act simultaneously.

Things to Do in One Round

These given options are certainly not an exhaustive list of possible actions. The Referee has the final say in what can or cannot be done in one round.

Attack

A character may attack if there is an enemy within range of their weapon. The Referee will inform the player what the opponent's AC is, and the player rolls a d20 to determine if his character hits. If the result is equal to or greater than the defender's AC (including all modifiers), then the character inflicts the weapon's damage upon the opponent.

Fighters, Dwarfs, and Elves have two extra options when attacking. They are:

* Press: This is a fierce attack, at the expense of defense. + 2 to hit, - 4 AC penalty.
* Defensive Fighting: This is a more conservative attack, emphasizing defense more than offense. + 2 AC bonus, -4 to hit.

Attacking ends a character's round.

Cast a Spell

Casting a spell during combat is a very risky proposition because the caster leaves himself completely helpless while doing so. Magic-Users and Elves must have empty hands (a staff or wand in hand is acceptable for Magic-Users and Elves). Clerics must have their holy symbol in one hand, for the entire round, no dropping anything at the beginning of the round, and no moving the entire round in order to cast a spell.

Spells with an instantaneous duration happen right away. All other spells take effect at the beginning of the next round before initiative rolls are made.

If a character has taken any damage earlier in a round, the character can

not cast a spell that round.

Change Weapons and Attack

If a character is not holding the weapon they want to use, he may drop what is in his hands and draw a weapon (assuming the weapon is in an accessible place such as on a belt scabbard). There is a -2 penalty to hit during the round this happens.

Hold Action

Sometimes winning initiative over a foe isn't all that advantageous because it is important to know what the opponent is going to do before deciding for oneself. Any action may be held until the end of the round, and at the time the action is taken, it happens simultaneously, not before, other actions are taken. For instance, if waiting for an enemy to close later in the round before attacking, when that enemy closes both attacks happen simultaneously; the one holding their action does not act first.

Move

A character can move up to 1/3rd his normal movement rate in feet every round, and may also attack during this round if there is an enemy within that distance.

Alternately, a character can charge, moving their full rate, but they suffer a -2 AC penalty that round.

Characters with weapons that can receive a charge automatically strike first against any character closing into mêlée range with them, unless they have already acted that round, and do double damage against enemies actually charging.

Parry

Characters may decide to defend themselves in combat at the expense of all other possible activity. No other action is allowed during a round in

which a character parries, although the play may decide their character is parrying at any point during the round, even out of initiative sequence, provided the character has not yet acted. This gives a + 2 AC bonus for the round, + 4 bonus for Fighters, Dwarfs, and Elves.

Use an Item

If an item is in a character's hands, or handy on their belt, the character may use it freely. If the item is in a pouch, the item will take d3+1 rounds to ready (including the first round). If the item is in a sack or backpack, it will take 3d6 rounds. During this time, the character can be attacked as if from behind; if the character defends himself with his normal AC, the round does not count as searching for an item. It is not a good idea to sit there and rifle through one's pack while somebody is trying to kill you.

Other Combat Issues

Aiming

If using a missile weapon, a character can decide to take a full round to aim. This means taking absolutely no action for an entire round except aiming, with no Dexterity modifiers to AC. On the following round the aiming character receives a +4 to hit when firing on his action, +8 if using a crossbow (the aiming time is in addition to normal reload times).

Attacking from Behind

If a character is attacked from behind by an enemy he is not aware of, he loses all Dexterity and shield modifiers to AC and the enemy receives a further +2 bonus to hit.

Cover

Cover is protection behind something that can actually block incoming attacks, such as a wall or arrow slit. Cover bonuses are as follows:

25% cover   +2 AC bonus
50% cover   +4 AC bonus
75% cover   +7 AC bonus
90% cover   +10 AC bonus

Firing into Mêlée

Firing into mêlée with a missile weapon is a very uncertain thing. If doing so, randomly determine who in the mêlée is actually targeted – the firing character does not get to choose – before rolling to hit.

If the firing character takes a full round to aim, one possible target of the firing character's choice counts as two people in the mêlée when determining targets. For example, if a character fires into a combat where two of his allies are fighting a lone enemy, normally there would be an equal chance of targeting each. After aiming, the enemy would count as two figures, giving a full 50% chance that the enemy would be the one targeted.

Significantly larger characters or monsters in a mêlée count as two characters for random targeting purposes, and truly gargantuan creatures may be fired upon using the normal rules.

Dexterity modifiers do not apply, for either the firing character or the targets, when resolving missile fire into mêlée.

Helpless Opponents

Helpless opponents, defined as those sleeping, bound, magically frozen, etc., are automatically hit for maximum damage by anyone attacking them with a mêlée weapon.

Holy Water

Holy water may be sprinkled on an opponent within mêlée range, and the opponent will always be considered AC 12 in this situation unless using actual armor and/or shield. This takes up both the attacker's hands and actions for the full round.

Holy water, if in a glass container, may be thrown with the same range modifiers as a rock. If it hits, it will only break and unleash the holy water 75% of the time. Otherwise it simply does damage as a rock.

Holy water inflicts 1d8 damage against appropriate targets.

Invisibility and Darkness

Characters fighting opponents they cannot see suffer a -4 penalty to hit in mêlée and all attacks against them by the unseen party are considered to be "from behind." Missile attacks against unseen targets automatically miss, although Referees may check to see if a random character is hit in the dark if a character fires wildly into occupied dark space. If both combatants are unable to see each other, then there is only the penalty to hit, and not AC.

Morale

NPCs and monsters don't always fight to the death; in fact, most will try to avoid death whenever possible. Each monster listing should include a Morale score, a figure between 2 and 12. To make a Morale check, roll 2d6; if the roll is equal to or less than the Morale score, the monster or monsters are willing to stand and fight. If the roll is higher than the score, the monster has lost its nerve. Monsters with a Morale score of 12 never fail a Morale check; they always fight to the death.

In general, Morale is checked when monster(s) first encounter opposition (if they do not outnumber their opponents), and again when the monster party is reduced to half strength (by numbers if more than one monster,

or by hit points if the monster is alone). For this purpose, monsters incapacitated by Sleep, Charm, or Hold magic are counted as if dead.

The Referee may apply adjustments to a monster's Morale score in some situations, at his discretion. Generally, adjustments should not total more than +2 or -2. No adjustment is ever applied to a Morale score of 12. A monster that fails a Morale check will generally attempt to flee; intelligent monsters or NPCs may attempt to surrender, if the Referee so desires.

Note that special rules apply to retainers; see the relevant rules in the Retainer section.

Mounted Combat

Mounted characters receive +1 to hit (unless using minor or small weapons) and a + 1 AC bonus when in mêlée combat with enemies on foot. Mounted characters receive a -5 penalty to hit with missile fire while mounted.

Oil and Fire

Lobbing flasks of flaming oil is a popular tactic of explorers. Here is how that works:

The oil flask must be in hand, its lid removed, and a wick of some sort (usually a bit of cloth) already prepared and lit.

Lamp oil is not napalm. If a creature is subjected to ignited lamp oil, they suffer 1d4 points of damage. If the damage roll is 4, then the victim must make a saving throw versus breath weapon or else suffer another 1d4 damage on his next action. If that roll is a 4 as well, then the character becomes engulfed in flames.

A creature completely engulfed in fire is in trouble. The creature suffers 1d8 damage per round until they die or put the fire out, and if so engulfed will immediately flee in search of water, or failing that, simply run aimlessly until collapsing.

Of course any fire has a chance to set alight wood structures or objects, not to mention material such as curtains, carpets, tapestries, etc.

Pursuit

When one character or party is running from another, it is not merely a matter of movement rate which decides the outcome unless the chase is over open territory. Otherwise, both sides in a pursuit roll d20 and add their movement rate divided by 10. For example, characters with 120' movement roll d20 + 12. The higher roll wins. Individual rolls for those with different movement rates may be used at the Referee's discretion. You don't have to outrun the enemy, you just have to outrun your slowest ally!

No mapping or other record is allowed during pursuit. The Referee will declare in general terms where the character goes. "You run down, past two doors, and duck to the left in a passageway," is perfectly fine description in a dungeon, with the character not being told details along the way. After all, the character has been running for his life with a flickering light source through hostile territory! Wilderness pursuit will be rather less mysterious of course.

Dropping items or money or treasure or food might make pursuers break off pursuit, depending on why they are pursuing. If a character drops valuable goods, or treasure, in the path of treasure-seeking enemies, those enemies must make a morale check to stop pursuit. If an unintelligent creature is pursuing, then food is what it wants, and the appropriate food dropped causes a morale check. Dropping an obstacle, such as flaming oil, will normally stop pursuit as well.

Two Weapon Combat

Characters wielding two weapons attack as normal, and decide which weapon does damage if a hit is scored.

Unarmed Combat

Fists are treated as minor weapons, doing d2hp damage.

Grappling

A wrestling attack requires a successful mêlée attack roll, where success indicates the attacker has grabbed his opponent. This hold is maintained until the attacker releases it or the defender makes a paralyzation save, which is attempted at the defender's next action (according to Initiative).

After achieving a hold on an opponent, the attacker can automatically inflict unarmed damage (as if striking with a fist), prevent a held opponent from speaking, use simple magic items such as rings, or take any other action the Referee allows. The attacker may also attempt to acquire an item the opponent is holding (such as a weapon) or attempt to move the opponent (as described below). A held character may be voluntarily released whenever the attacker so desires.

The attacker can't draw or use a weapon or use a wand, staff, scroll or potion, escape another's wrestling attack, cast a spell, or pin another character while holding an opponent.

Moving the Opponent: The attacker can move up to one-half speed (bringing the defender along) with a successful attack roll, if the attacker is strong enough to carry or drag the defender.

Acquiring an Object: The attacker may attempt to take an item away from the defender. This requires an additional attack roll; if the roll fails, the defender may immediately attempt an attack roll (even if he or she has already attacked this round) which, if successful, results in the defender pinning the attacker; or, the defender may choose to escape instead of reversing the hold.

Actions Allowed to the Defender: The target of a successful hold is usually immobile (but not helpless) at least until his next action, as determined by Initiative. Such characters suffer a - 4 penalty to AC against

opponents other than the attacker.

If the defender is significantly stronger and/or larger than the attacker, he or she may move at up to one-half speed, dragging the attacker along.

On the defender's next action, he or she can try to escape the pin with a saving throw against paralysis; the defender must apply the better of his Strength or Dexterity modifiers on this roll. If the escape roll succeeds, the defender finishes the action by moving into any space adjacent to the attacker.

If more than one attacker has a hold on a particular defender, a successful escape roll frees the defender from just one of those attackers.

Held characters may also use simple magic items such as rings. A character being held may not normally cast a spell, even if he has not been silenced by the attacker.

Multiple Opponents: Several combatants can be involved in a wrestling match. Up to four combatants can wrestle a single opponent of normal size in a given round. Creatures that are smaller than the attacker count for half, while creatures that are larger count at least double (as determined by the Referee). Note that, after an opponent is pinned, other attackers benefit from the - 4 AC penalty applied to the defender. However, this AC penalty is not cumulative (that is, each successful attack does not lower the defender's AC further).

It is also possible for another character to attack the attacker in an ongoing wrestling bout. In this case, a successful hold on the attacker grants the original defender a +4 bonus on subsequent escape rolls.

Wrestling with Monsters: In general, the rules above can be used not only when character races wrestle but also when humanoid monsters are involved. The Referee will decide whether or not to allow wrestling involving non-humanoid creatures on a case-by-case basis; if this is allowed, the following adjustments apply:

Creatures with extra grasping appendages (more than the usual two) gain a +1 bonus on attack rolls or saving throws for each such appendage. This includes creatures with feet capable of grasping (such as monkeys or apes, giant spiders, etc.)

Large creatures able to fly may attempt to carry off their opponents (even if the flying creature is the defender).

Wrestling attacks against creatures with touch attacks will cause the attacker to suffer one such attack automatically every round.

The Character Sheet

The following several pages demonstrate how to fill out the character sheet. Most of the information on the sheet is taken straight from this book, and in those cases the page number reference is listed on the sample sheet on the following pages.

Some entries require a bit more interpretation, and those will be marked with letters and explained below.

A   All characters begin with a 1 in 6 chance to successfully perform each skill, so players should fill in one pip on each die.

B   Dwarfs have a 2 in 6 skill level.

C   Dwarfs have a 2 in 6 skill level.

D   Dwarfs begin with 2 in 6 skill level. This is a sub-skill of Find Traps. If Find Traps is increased, this skill increases as well.

E   This skill level is added to the chances given in the Foraging and Hunting table on page 41.

F   Elves begin with 2 in 6 skill level. Secret Doors are a sub-skill of Searching. If Searching is increased, this skill increases as well.

G   This signifies the damage multiplier for an attack made from surprise.

H   Halflings have a 4 in 6 skill level. Stealth Indoor is a sub-skill of Stealth. If Stealth is increased, this skill increases as well.

I   Halflings have a 5 in 6 skill level. Stealth Outdoor is a sub-skill of Stealth. If Stealth is increased, this skill increases as well.

J   Clerics can tick off what level spell they are able to cast, as determined on page 5.

K   Magic-Users and Elves can tick off what level spell they are able to cast, as determined on page 10 and 17, respectively.

L   This is the character's Base Attack Bonus as found on page 22.

M This is the character's Base Attack Bonus plus any Strength modifiers.

N   This is the character's Base Attack Bonus plus any Dexterity modifiers.

O   This is the character's chances of being surprised. Most characters have a 2 in 6 chance, so no pips are filled in. Elves have a 1 in 6 chance of being surprised, so they fill in one more pip.

P   This is the character's normal Armor Class, including armor, shield, and Dexterity modifier.

Q Ranged Armor Class is one greater than melee armor class if the character is using a shield.

R This is simply the character's Armor Class when not using a shield.

S This is the character's Armor Class with no shield or Dexterity modifiers.

T All characters possess a standard attack, so the circle should be filled in.

U All characters may Parry, but only Fighters, Dwarfs, and Elves get the +4 AC bonus. All other characters get a +2 bonus.

V Only Fighters, Dwarfs, and Elves may Press.

W Only Fighters, Dwarfs, and Elves may use the Defensive attack option.

LAMENTATIONS
of the
FLAME PRINCESS
WEIRD FANTASY ROLE-PLAYING

Name: _____ Player: _____

Class	Level	Alignment
Age	Sex	Current XP	XP for next Level

Page 2

MODIFIERS

Charisma — Retainer Recruitment, Loyalty

Constitution — Hit Points, Daily Travel Distance

Dexterity — AC, Ranged AB, Initiative

Intelligence — Saves vs MU Spells, Languages

Strength — Melee AB, Open Doors

Wisdom — Saves vs Cleric Spells

ABILITY SCORES

SAVING THROWS

Page 22

Paralyze / Poison / Breath Weapon / Magical Device

Mobility Hazards (Petrification, Hold, Etc.) / Instant Death/KO Situations / Area Effects / Spell-Like Effects from Items / Spells or Innate Abilities

ATTACK BONUS

Max HP

Surprise Chance

L / **M** / **N** AB / **O**

Current HP

COMMON ACTIVITIES

A

Climbing / Detect New Construction **B** / Detect Shifting Passage **C** / Find Traps

Find Stonework Traps **D** / Foraging & Hunting **E** / Languages / Open Doors

Searching / Secret Doors **F** / Sleight of Hand / Sneak Attack **G**

Stealth / Stealth Indoor **H** / Stealth Outdoor **I** / Tinkering

CAST CLERIC SPELLS
☐☐☐☐☐☐☐ **J**

CAST MAGIC USER SPELLS
K ☐☐☐☐☐☐☐☐

ARMOR CLASS

P / **Q**

Melee / Ranged

R / **S**

Without Shield / Surprised

COMBAT OPTIONS

○ **Standard Attack** AB+0, AC+0 **T**

U Parry ○ AC+2 / ○ AC+4

○ **Press** AB+2, AC-4 **V**

W Defensive AB-4, AC+2

WEAPONS

Page 27

Name	AB	Damage	Range S M L

RETAINERS

Page 63

Name	Position	Class/Level	HP	W

MONEY	GEMS

EQUIPMENT		
Page 26	1	
	2	
	3	
	4	
	5	
	6	+1 Enc
	7	
	8	
	9	
	10	
	11	+1 Enc
	12	
	13	
	14	
	15	
	16	+1 Enc
	17	
	18	
	19	
	20	
	21	+1 Enc
	22	
	23	
	24	
	25	
	26	
	27	
	28	
	29	
	30	
	31	

LANGUAGES

Page 46

KNOWN	NOT KNOWN

ENCUMBRANCE

Page 49

O   Character is wearing **Chain Armor**
OO   Character is wearing **Plate Armor**
O   Character is carrying **6** or more different items overall
O   Character is carrying **11** or more different items overall
O   Character is carrying **16** or more different items overall
O   Character is carrying **21** or more different items overall
OOOO   Character is carrying **oversized items**

Points	Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
0-1	Unencumbered	120'	40'	120'	24 miles
2	Lightly Encumbered	90'	30'	90'	18 miles
3	Heavily Encumbered	60'	20'	60	12 miles
4	Severely Encumbered	30'	10'	30	6 miles
5	Overencumbered	0	0	0	0

NON-ENCUMBERING EQUIPMENT

PROPERTIES

Page 73

Name	Location

Library Value	Laboratory Value

INVESTMENTS

Page 74

Name	Type