

Myth & Magic

FANTASY ROLEPLAYING



PLAYER'S JOURNAL



Deluxe Character Sheet

Character Information

Character Name _____
 Campaign _____
 Class/es and Level _____
 Experience Points _____ Alignment _____
 Race _____ Movement Speed _____

Appearance

Gender _____ Build _____
 Age _____ Height _____ Weight _____
 Hair Length _____ Hair Color _____ Eyes _____
 Skin Tone _____ Facial Marks/Scars _____
 Description of First Impression _____

 Visible Weapons and Gear _____

 Physical Strengths/Weaknesses _____

 Other Distinguishing Features _____

Illustration

Languages Known

Race Features

Class Features

Attributes

| | Score | Mod | | | | |
|---------------------|-------|-----|--------------------------|--------------|--------------------|--------------------------------|
| Strength | | | Attack & Damage Modifier | | Max Weight | |
| Dexterity | | | Ranged Attack Modifier | | Defense Modifier | |
| Constitution | | | Fortitude Modifier | | Shock Survival | |
| Intelligence | | | Bonus Lng | Bonus Spells | Max Spells/Level | Learn Spell Max Spell Level |
| Wisdom | | | Will Save Modifier | Bonus Spells | Spell Immunities | |
| Charisma | | | Max Henchmen | | Influence Modifier | |

Available NWP Groups:

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Nonweapon Proficiencies

| NWP | Level of Proficiency | Prof Bonus | + | Attr Bonus | + | Misc Bonus | = | Total Bonus |
|-----|----------------------|------------|---|------------|---|------------|---|-------------|
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Class Talents

| Talent | Page | Talent Description |
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Special Notes on Nonweapon Proficiencies & Class Talents

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Quick Reference Combat

Favored Attack Modifier Damage AC Fort Ref Will

Max Hit Points Current Hit Points Wounds/Conditions

| Weapon | Attack Rate | Init Mod | Base to Hit | + Str Bonus | + Add'l Bonus | = Total Attack Modifier | Std Dmg/Dmg vs Lrg+ | Range | Size | Type |
|---------------------|-------------|----------|-------------|-------------|---------------|-------------------------|---------------------|-------|------|------|
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| special properties: | | | | | | | | | | |
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| special properties: | | | | | | | | | | |
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| special properties: | | | | | | | | | | |
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| special properties: | | | | | | | | | | |
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| special properties: | | | | | | | | | | |
| 8 | | | | | | | / | | | |
| special properties: | | | | | | | | | | |

Weapon Proficiencies & Other Combat Options or Restrictions

Armor Type

Shield Type

Special Properties:

special properties:

| Saving Throws | Base | + Attr Mod | = Total |
|--|------|------------|---------|
| FORTITUDE (Petrification, Paralysis, etc.) | | | |
| REFLEX (Breath Weapon, <i>fireball</i> , etc.) | | | |
| WILL (Mind-Affecting Spells, etc.) | | | |

| AC Condition | Base | + Armor AC Adj | + Shield AC Adj | + Dex Adj | + Add'l Bonus | = Armor Class |
|--------------|------|----------------|-----------------|-----------|---------------|---------------|
| Normal | 10 | | | | | |
| Flat-footed | 10 | | | N/A | | |
| Rear | 10 | | N/A | N/A | | |
| Touch | 10 | N/A | N/A | | | |

Special Notes on Other Capabilities and Hinderances

Weapons, Armor & Equipment

| Item | Location | Origin | Properties | Weight |
|------|----------|--------|------------|--------|
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Unique Items & Special Properties

Wealth Tracker

Copper Silver Electrum Gold Platinum Other

Gems, Trade Goods & Investments _____

Spells & Specializations

Spells Per Day Per Level & Specializations in Schools or Spheres

Spells Per Day: 1 _____ 2 _____ 3 _____ 4 _____ 5 _____ 6 _____ 7 _____ 8 _____ 9 _____

Specializations (Schools/Spheres): _____

Specific Mythos (If Applicable): _____

Spellbook

List Name & Level of Each Spell Known

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Spell Research Notes

Adventurer's Last Will & Testament

I, _____, of _____, do make this my Last Will and Testament, and do so in contemplation of my impending and glorious death.

After payment of all of my collectible and provable debts, expenses and taxes, I give, devise and bequeath of my estate, real and personal, of whatever nature and wherever located and whether acquired before or after the execution of this Will, owned by me at the time of my death or to which I shall be entitled in any way at the time of my death, including portions of treasures found by my adventuring company to which I had a lawful and moral right to at my death, to the following people in the following manner:

Signature of Testator/Testatrix

Signature of Witness/Notary/Barrister

Character's Background & Family History

Contacts & Allies
(List Last Known Whereabouts)

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Enemies
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Important Hirelings

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Henchmen & Followers

(This section is suitable for notes and descriptions only.
Δ full character sheet should be used for important henchmen with levels.)

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Environs of Stronghold

Notes:



Stronghold Floorplan

Notes:



Adventure Tracker

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| Melee Weaponry Chart | | | | | | | | |
|-------------------------------------|--------------------|-----------------------|-----------------|--------------------|-------------|-------------|---------------------|-------------|
| Name | Std. Damage | Dmg vs. Large+ | Init Mod | Range (ft.) | Size | Type | Weight (lb.) | Cost |
| Axe, Battle | 1d8 | 1d10 | +5 | -- | M | S | 4 | 10 gp |
| Axe, Great ² | 2d6 | 2d6+2 | +10 | -- | L | S | 7 | 20 gp |
| Axe, Hand/Throwing | 1d6 | 1d4 | +3 | 10 | S | S | 2 | 2 gp |
| Bo (Staff) | 1d6 | 1d6 | +5 | -- | L | B | 4 | 5 cp |
| Cat-O-Nine Tails | 1d3 | 1d3 | +4 | -- | M | S | 1 | 10 gp |
| Cleaver | 1d4 | 1d3 | +3 | 5 | S | S | 1 | 5 sp |
| Club, Barbed | 1d8 | 1d6 | +5 | -- | M | B | 3 | 1 sp |
| Club, Common | 1d6 | 1d3 | +4 | -- | M | B | 1 | 5 cp |
| Club, Great ² | 2d4 | 1d6 | +8 | -- | L | B | 7 | 1 gp |
| Dagger | 1d4 | 1d3 | +2 | 10 | S | P/S | 1 | 2 gp |
| Flail, Heavy/Footman's ² | 1d6+1 | 1d8 | +7 | -- | L | B | 12 | 15 gp |
| Flail, Light/Horseman's | 1d4+1 | 1d4 | +6 | -- | S | B | 3 | 8 gp |
| Gauntlet, Spiked | 1d4 | 1d3 | +5 | -- | -- | B/P | -- | 5 gp |
| Hammer, Great ² | 1d10 | 2d4 | +12 | -- | L | B | 9 | 15 gp |
| Hammer, Throwing | 1d3 | 1d2 | +2 | 10 | S | B | 1 | 1 gp |
| Hammer, War | 1d6 | 1d4 | +4 | -- | M | B | 4 | 2 gp |
| Jutte | 1d4 | 1d2 | +3 | -- | S | B | 2 | 2 gp |
| Kama | 1d6 | 1d4 | +3 | -- | S | S/P | 3 | 2 gp |
| Lance, Jousting | 1d3 | 1d2 | +10 | -- | L | P | 8 | 20 gp |
| Lance, Heavy | 1d8+1 | 3d6 | +8 | -- | L | P | 9 | 18 gp |
| Lance, Light | 1d6 | 1d8 | +6 | -- | L | P | 5 | 7 gp |
| Mace, Hand | 1d4+1 | 1d4 | +4 | -- | S | B | 3 | 6 gp |
| Mace, Heavy | 1d6+1 | 1d6 | +7 | -- | M | B | 8 | 9 gp |
| Main-Gauche | 1d4 | 1d3 | +2 | -- | S | P/S | 2 | 5 sp |
| Mancatcher ^R | -- | -- | +10 | -- | L | U | 7 | 35 gp |
| Morningstar | 2d4 | 1d6 | +7 | -- | M | B | 6 | 10 gp |
| Nunchaku | 1d6 | 1d6 | +2 | -- | M | B | 3 | 3 gp |
| Pick, Farmer's | 1d6 | 1d6+1 | +6 | -- | M | P | 6 | 4 gp |
| Pick, War | 1d6+1 | 2d4 | +5 | -- | M | P | 4 | 8 gp |
| Polearms ^R | -- | -- | -- | -- | -- | -- | -- | -- |
| Awl Pike | 1d6 | 2d6 | +13 | -- | L | P | 7 | 5 gp |
| Fork, Military | 1d8 | 2d4+1 | +7 | -- | L | P | 5 | 7 gp |
| Glaive | 1d6 | 1d10 | +7 | -- | L | S | 5 | 6 gp |
| Guisarme | 2d4 | 1d8+1 | +8 | -- | L | P/S | 7 | 12 gp |
| Halberd | 1d10 | 2d6 | +9 | -- | L | P/S | 7 | 10 gp |
| Lucern Hammer | 2d4 | 1d6+1 | +10 | -- | L | P/B | 8 | 10 gp |
| Naginata | 1d8 | 1d10 | +8 | -- | L | P/S | 10 | 8 gp |
| Quarterstaff | 1d6 | 1d4 | +4 | -- | L | B | 3 | 1 gp |
| Sai | 1d4 | 1d2 | +2 | -- | S | P/B | 3 | 5 sp |
| Sap | 1d2 | 1d2 | +2 | -- | T | B | 1 | 1 gp |
| Scythe | 1d6+1 | 1d8 | +6 | -- | M | S | 7 | 8 gp |
| Shakujo Yari (Staff Spear) | 1d6 | 1d8 | +5 | 10 ft. | L | P | 5 | 15 sp |
| Sickle | 1d4+1 | 1d4 | +4 | -- | S | S | 3 | 6 sp |
| Spear | 1d6 | 1d6 | +6 | 20 | M | P | 3 | 1 gp |
| Stiletto | 1d3 | 1d2 | +1 | -- | S | P | .5 | 5 sp |
| Sword, | -- | -- | -- | -- | -- | -- | -- | -- |
| Bastard | 2d4 | 2d6 | +7 | -- | M | S | 6 | 25 gp |
| Bokken (Wooden 1-handed Sword) | 1d4 | 1d2 | +4 | -- | S | B | 3 | 10 gp |
| Bokken (Wooden 2-handed Sword) | 1d6 | 1d3 | +6 | -- | M | B | 4 | 11 gp |
| Broad | 2d4 | 2d4+1 | +6 | -- | M | S | 4 | 12 gp |
| Cutlass | 1d6 | 1d8 | +5 | -- | M | S | 4 | 12 gp |

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|----------------------------|-------|--------|-----|----|----|-----|----|-------|
| Double Bladed ² | 1d8 | 1d8+1 | +8 | -- | M | S | 5 | 65 gp |
| Elven Thin Blade | 1d6+1 | 2d4 | +1 | -- | M | S | 2 | 35 gp |
| Falchion | 1d6+1 | 2d4 | +2 | -- | M | S | 7 | 35 gp |
| Katana | 1d10 | 1d12 | +6 | -- | M | S | 5 | 70 gp |
| Khopesh | 2d4 | 2d4 | +8 | -- | M | S | 5 | 10 gp |
| Long | 1d8 | 1d10 | +7 | -- | M | S | 4 | 15 gp |
| Ninja-to | 1d8 | 1d6 | +4 | -- | M | S/P | 4 | 12 gp |
| Rapier | 1d6 | 1d6+1 | +5 | -- | M | S | 2 | 25 gp |
| Scimitar | 1d8 | 1d8 | +4 | -- | M | S | 3 | 20 gp |
| Short | 1d6 | 1d6+1 | +3 | -- | S | P/S | 2 | 10 gp |
| Two-Handed ² | 2d6 | 2d6+2 | +12 | -- | L | S | 8 | 50 gp |
| Wakizashi | 1d6 | 1d6+1 | +2 | -- | S | P/S | 2 | 50 gp |
| Tonfa | 1d6 | 1d4 | +3 | -- | S | B | 2 | 3 cp |
| Trident | 1d6+1 | 2d4 | +7 | -- | L | P | 5 | 20 gp |
| Unarmed Attack, Med. | 1d3 | 1d2 | +3 | -- | -- | B | -- | -- |
| Urgosh ² | 1d10 | 1d10+1 | +10 | -- | L | P/S | 12 | 50 gp |
| Whip ^R | 1d2 | 1d2 | +8 | -- | L | S | 2 | 2 sp |
| Whip Dagger ^R | 1d4 | 1d3 | +8 | -- | L | S | 3 | 10 gp |

Ranged Weaponry Chart

| Name | Std. Damage | Dmg vs. Large+ | Init Mod | Range (ft.) | Size | Type | Weight (lb.) | Cost |
|-----------------|-------------|----------------|----------|-------------|------|------|--------------|---------|
| Blowgun, | -- | -- | +5 | 20 | L | -- | 3 | 6 gp |
| Dart | 1d3 | 1d2 | -- | -- | -- | P | -- | 1 sp |
| Needle | 1d2 | 1 | -- | -- | -- | P | -- | 2 cp |
| Bow, Long | -- | -- | +8 | -- | L | -- | 3 | 75 gp |
| Flight Arrow | 1d8 | 1d6 | -- | 240 | -- | P | -- | 1 gp/20 |
| Sheaf Arrow | 1d10 | 1d8 | -- | 160 | -- | P | -- | 6 sp/20 |
| Bow, Short | -- | -- | +6 | -- | M | -- | 2 | 35 gp |
| Flight Arrow | 1d6 | 1d4 | -- | 150 | -- | P | -- | 1 gp/20 |
| Sheaf Arrow | 1d8 | 1d6 | -- | 100 | -- | P | -- | 6 sp/20 |
| Crossbow, Hand | -- | -- | +1 | -- | S | -- | 3 | 300 gp |
| Quarrel | 1d6 | 1d4 | -- | 60 | -- | P | -- | 1 gp/5 |
| Crossbow, Heavy | -- | -- | +10 | -- | M | -- | 15 | 50 gp |
| Quarrel | 1d12 | 1d8 | -- | 240 | -- | P | -- | 4 sp/5 |
| Crossbow, Light | -- | -- | +7 | -- | M | -- | 7 | 35 gp |
| Quarrel | 1d8 | 1d6 | -- | 180 | -- | P | -- | 2 sp/5 |
| Dart, Throwing | 1d3 | 1d2 | +1 | 20 | T | P | .5 | 4 sp |
| Shuriken | 1d4 | 1d4 | +3 | 30 | T | P | -- | 3 sp |
| Sling | -- | -- | +6 | -- | S | -- | 1 | 1 sp |
| Stone Bullet | 1d3 | 1d2 | -- | 120 | -- | B | -- | 5 cp/5 |
| Metal Bullet | 1d4 | 1d3 | -- | 150 | -- | B | -- | 5 sp/5 |

Superscripts: Some weapons have a superscript symbol identifying the fact that there is some sort of special feature. The superscript "2" stands for a two-handed weapon in the hands of a Medium PC; the superscript "R" stands for a reach weapon.

| Armor | | | |
|-----------------|--------|--------|--------|
| Name | AC Adj | Weight | Cost |
| Padded Cloth | +1 | 10 | 4 gp |
| Leather | +2 | 15 | 6 gp |
| Studded Leather | +3 | 20 | 20 gp |
| Ring | +3 | 25 | 90 gp |
| Brigandine | +4 | 25 | 100 gp |
| Scale | +4 | 30 | 120 gp |
| Hide | +4 | 25 | 12 gp |

| Armor | | | |
|--------------|--------|--------|----------|
| Name | AC Adj | Weight | Cost |
| Chainmail | +5 | 40 | 75 gp |
| Splint Mail | +6 | 45 | 80 gp |
| Banded Mail | +6 | 35 | 200 gp |
| Bronze Plate | +6 | 45 | 350 gp |
| Plate Mail | +7 | 50 | 500 gp |
| Field Plate | +8 | 60 | 1,500 gp |
| Full Plate | +9 | 70 | 5,000 gp |

| Shields | | | | |
|---------|--------|----------|-----|-------|
| Name | AC Adj | Init Mod | Wgt | Cost |
| Buckler | +0 | +0 | 1 | 1 gp |
| Small | +1 | +0 | 2 | 5 gp |
| Medium | +1 | +0 | 5 | 10 gp |
| Large | +2 | +2 | 10 | 15 gp |
| Tower | +3 | +4 | 20 | 40 gp |

Quick Reference Charts

BASE20 Chart

| Complexity | Default Result | Grittier Option |
|-------------|----------------|-----------------|
| Basic | 5 | 10 |
| Average | 10 | 15 |
| Superior | 15 | 20 |
| Exceptional | 20 | 25 |
| Legendary | 25 | 30 |

Bonus Languages Per Race

| Race | Available Bonus Languages at Creation |
|----------|--|
| Dwarf | Gnome, Goblin, Hobgoblin, Kobold and Orc. |
| Elf | Gnome, Halfling, Goblin, Hobgoblin, Orc, Gnome and Sylvan. |
| Gnome | Dwarf, Halfling, Kobold and Giant |
| Half-elf | Gnome, Halfling, Goblin, Hobgoblin, Orc, Giant, Gnome and Sylvan |
| Half-orc | Giant, Gnome, Goblin and Kobold |
| Halfling | Dwarf, Elf, Gnome, Goblin and Orc |
| Human | Any |

Currency Conversions

| | CP | SP | EP | GP | PP |
|----|---------|-------|------|-------|---------|
| CP | 1:1 | 10:1 | 50:1 | 100:1 | 1,000:1 |
| SP | 1:10 | 1:1 | 5:1 | 10:1 | 100:1 |
| EP | 1:50 | 1:5 | 1:1 | 2:1 | 20:1 |
| GP | 1:100 | 1:10 | 1:2 | 1:1 | 10:1 |
| PP | 1:1,000 | 1:100 | 1:20 | 1:10 | 1:1 |

Table 60: Light Sources

| Light Source | Range | Duration |
|------------------|---------------|---------------------|
| Beacon lantern | 240 ft. cone | 24 hrs./pint of oil |
| Bullseye lantern | 60 ft. cone | 2 hrs./pint of oil |
| Campfire | 35 ft. radius | 1 hr./armload |
| Candle | 5 ft. radius | 10 min./inch |
| Continual light | 60 ft. radius | Indefinite |
| Hooded lantern | 30 ft. radius | 2 hrs./pint of oil |
| Large Fire | 60 ft. radius | Variable |
| Light spell | 20 ft. radius | Per spell |
| Magical Weapon | 5 ft. radius | Indefinite |
| Torch | 15 ft. radius | 30 minutes |

Weapon Groups

Weapons in *Myth & Magic* are lumped together in groups. With the exception of wizards, each class has access to certain weapon groups in which they may become proficient for two slots. A character may also choose any one weapon in any available group instead of training on the entire group.

This chart includes a list of the various weapon groups:

| Group | Included Weapons |
|-----------------|---|
| Axes | battle axe, cleaver, great axe, hand/throwing axe, urgosh |
| Blades | dagger/dirk, bastard sword, broad sword, cutlass, elven thin blade, falchion, great sword, katana, knife/stiletto, khopesh, longsword, ninja to, rapier, scimitar, short sword, two-bladed sword, wakizashi |
| Bows | longbow, shortbow |
| Clubs & Maces | barbed club, club, great club, hand mace, heavy mace, morningstar, sap |
| Crossbows | hand crossbow, heavy crossbow, light crossbow |
| Finesse | dagger/dirk, cutlass, elven thin blade, knife/stiletto, main-gauche, ninja to, rapier, scimitar, short sword, whip, whip dagger |
| Flails | heavy (footman's) flail, light (horseman's) flail |
| Lances | jousting lance, heavy lance, light lance |
| Martial Arts | bo (staff), bows (all), blowgun, bokken, crossbow (light and hand), dagger, jutte, kama, katana, naginata, ninja to, nunchaku, sai, shakujo yari, shuriken, tonfa, unarmed attack, wakizashi |
| Picks & Hammers | farmer's pick, great hammer, sickle, throwing hammer, war hammer, war pick |
| Polearms | awl pike, glaive, guisarme, halberd, lucern hammer, mancatcher, military fork, naginata, scythe, trident |
| Simple Melee | club, dagger/dirk, farmer's pick, quarterstaff, scythe, sickle, spear, spiked gauntlet |
| Simple Range | blowgun, javelin, sling, spear, throwing dart |
| Whips | cat-o-nine-tails, whip, whip dagger |

Item Saving Throws

| Resilience | Saving Throw |
|------------------|------------------|
| Weak to Effect | Superior (TC 15) |
| Strong to Effect | Basic (TC 5) |

Quick Reference Rules

Combat Round Sequence

- Step 1) Player Declarations
- Step 2) GM Determinations
- Step 3) Roll Initiative
- Step 4) Resolve Actions
- Step 5) Repeat

Multiple Attacks & Initiative

Only one attack is resolved on initiative. Before the end of the round, a multiple attack phase commences, where all combatants that have multiple attacks take their remaining attacks. If there are multiple opponents with multiple attacks per round, the extra attacks take place in the initiative order for the round (factoring in any additional initiative penalty for second weapons being held and used in this phase). Note that this staggered approach to multiple attacks only applies to attacks granted from class talents, weapon specialization or progression. Monsters with multiple attacks per round use all their attacks on their initiative order.

Common Initiative Mods

Some common penalties to initiative include:

- Weapon Initiative Penalty (as listed in Equipment Chapter)
- Encumbered (e.g., having too much equipment): +4
- Impeded (e.g., waist-high water or slippery terrain): +2
- Preoccupied (e.g., swimming or climbing while fighting): +4
- Slowed (e.g., sick or under magical spell): +2

Called Shot Difficulty

| Level of Difficulty | Attack Penalty |
|---------------------|----------------|
| Basic | -2 |
| Average | -4 |
| Superior | -6 |
| Exceptional | -8 |
| Legendary | -10 |

Common Attack Modifiers

Positioning: The following situations grant a bonus to the attacker:

- Defender is on lower ground: +2
- Defender is kneeling: +2
- Defender's back is turned: +2
- Defender is on higher ground: -2
- Attacker is kneeling: -2
- Attacker is prone: -4

Cover: When target is protected by a solid object:

- 25% behind cover: -2
- 50% behind cover: -4
- 75% behind cover: -6
- 90% behind cover: -8

Concealment: When target has soft cover:

- 25% obscured: -1
- 50% obscured: -2
- 75% obscured: -3
- 90% obscured: -4

Conditions: Sometimes, the condition of a person or weapon affects the attacker's roll:

- Defender is intoxicated or off balance: +2
- Defender is dazed: +2
- Defender is kneeling: +2
- Defender is stunned or prone: +4
- Defender is blind: +6
- Defender is helpless or unconscious: Automatic
- Attacker is intoxicated or off balance: -2
- Attacker is dazed: -2
- Attacker is kneeling: -2
- Attacker is stunned or prone: -4
- Attacker is blind: -4

Faulty Gear: A penalty applies to both attack and damage rolls when using rusty or otherwise damaged weapons:

- Rusty weapons: -2 to attack and damage rolls.
- Broken weapons: -4 to attack and damage rolls.

Spellcasting in Combat

Interruption: There is a chance that a caster will suffer damage during his casting. Any damage dealt automatically disrupts the spell. The spell slot is not expended however, and the caster may attempt to recast the spell the next round. Interrupting a spellcaster requires an initiative roll that falls between the spellcaster's initiative and the moment his spell goes off. For example, assume Melodax rolls a 6 for initiative and is attempting to cast a spell with a +3 casting time. To interrupt Melodax, your initiative roll must be between 6 and 9.

Casting Behind Cover: All a caster needs is line of sight to affect a target or area. Therefore it is quite possible for multiple allies to provide cover for the caster. It is also quite possible for the caster to seek out cover before casting. See the rules on cover below.

Spells & Levels

Arcane Spells

- | | | | |
|--------------------------------|----------------------------|--------------------------------|------------------------------------|
| Acid Arrow (2) | Delayed Blast Fireball (7) | Globe of Invulnerability (6) | Manipulate Flames (1) |
| Advanced Illusionary Image (5) | Demand (8) | Golden Glimmer (2) | Mass Charm (8) |
| Air Pocket (2) | Demon Whip (5) | Grasping Hand (7) | Mass Invisibility (7) |
| Alarm (1) | Detect Evil* (2) | Grease (1) | Mass Suggestion (6) |
| Alter Self (2) | Detect Magic (1) | Greater Shadow Evocation (6) | Maze (8) |
| Animal Growth* (5) | Detect Scrying (4) | Guards and Wards (6) | Mending (1) |
| Animate Dead (5) | Detect Thoughts (2) | Gull's Stone Storm (1) | Message (1) |
| Animate Rope (2) | Detect Undead (1) | Gust of Wind (3) | Meteor Swarm (9) |
| Antimagic Shell (6) | Dimension Door (4) | Hallucinatory Room (4) | Mind Blank (8) |
| Antipathy-Sympathy (8) | Disintegrate (6) | Hallucinatory Terrain (4) | Minor Cantrip (1) |
| Arcane Armor (1) | Dismissal (5) | Haste (3) | Minor Creation (4) |
| Arcane Eye (4) | Dispel Magic (3) | Hideous Laughter (2) | Minor Globe of Invulnerability (4) |
| Arcane Lock (2) | Dominare (5) | Hold Monster (5) | Mirror Image (2) |
| Arcane Mark (1) | Dream (5) | Hold Person (3) | Misdirection (2) |
| Astral Projection (9) | Dwarven Eyes (3) | Hold Portal (1) | Mislead (6) |
| Attraction* (5) | Energy Drain (9) | Hold Undead (3) | Mnemonic Enhancer (4) |
| Audible Illusion (1) | Enervation (4) | Hypnotic Pattern (2) | Monster Summoning I (3) |
| Banishment (7) | Enhance (2) | Hypnotism (1) | Monster Summoning II (4) |
| Binding (8) | Enlarge* (1) | Ice Storm (4) | Monster Summoning III (5) |
| Black Tentacles (4) | Ensnare Planar Being (6) | Identify (1) | Monster Summoning IV (6) |
| Blink (3) | Erase (1) | Illusionary Script (3) | Monster Summoning V (7) |
| Blur (2) | Explosive Runes (3) | Illusionary Surface (4) | Monster Summoning VI (8) |
| Burning Hands (1) | Eyebite (6) | Illusory Trap (2) | Monster Summoning VII (9) |
| Cause Blindness (2) | Fabricate (5) | Imprisonment* (9) | Mount (1) |
| Cause Deafness (2) | False Vision (5) | Improved Invisibility (4) | Move Earth (6) |
| Chain Lightning (6) | Fear (4) | Improved Phantasmal Image (2) | Nightmare (5) |
| Change Self (1) | Feather Fall (1) | Incendiary Cloud (8) | Nondetection (3) |
| Change Self (4) | Feeblemind (5) | Incinerating Doom (4) | Nyar's Explosive Missiles (3) |
| Charm Monster (4) | Finger of Death (7) | Infuse Weapon (4) | Obscuring Fog (1) |
| Charm Person (1) | Fire Charm (4) | Instant Summons (7) | Passwall (5) |
| Chill Touch (1) | Fire Shield (4) | Interposing Hand (5) | Permanency (8) |
| Clairaudience (3) | Fire Trap (4) | Invisibility (2) | Permanent Illusion (6) |
| Clairvoyance (3) | Fireball (3) | Irresistible Dance (8) | Phantasmal Image (1) |
| Clenched Fist (8) | Flame Missiles (3) | Jump (1) | Phantasmal Killer (4) |
| Clone (8) | Flaming Sphere (2) | Knock* (2) | Phantom Steed (3) |
| Cloudkill (5) | Flesh to Stone* (6) | Legend Lore (6) | Phase Door (7) |
| Color Spray (1) | Floating Disc (1) | Levitate (2) | Plant Growth (4) |
| Comprehend Languages* (1) | Fly (3) | Light (1) | Pocket of Holding (2) |
| Cone of Cold (5) | Fog Cloud (2) | Lightning Bolt (3) | Polymorph (4) |
| Confusion (4) | Forcecage (7) | Limited Wish (7) | Polymorph Any Object (8) |
| Contact Other Plane (5) | Forceful Hand (6) | Locate Object* (2) | Power Word Blind (8) |
| Contagion (4) | Foresight (9) | Mage's Disjunction (9) | Power Word Kill (9) |
| Contingency (6) | Freezing Sphere (6) | Mage's Faithful Hound (5) | Power Word Stun (7) |
| Continual Light (2) | Frighten (1) | Mage's Lucubration (6) | Prismatic Sphere (9) |
| Control Undead (7) | Frightening Aura (2) | Mage's Magnificent Mansion (7) | Prismatic Spray (7) |
| Control Water (6) | Gaseous Form (3) | Mage's Sword (7) | Prismatic Wall (8) |
| Control Weather (6) | Gate (9) | Magic Jar (5) | Programmed Phantasmal Image (6) |
| Crushing Hand (9) | Geas/Quest (6) | Magic Mirror (4) | Project Image (6) |
| Dancing Lights (1) | Glass (6) | Magic Missile (1) | Protection from Evil* (1) |
| Darkness (2) | Glitterdust (2) | Magic Mouth (2) | Protection from Projectiles (3) |
| Death Circle (6) | Globe of Anguish (5) | Magical Aura (1) | Pyrotechnics (2) |
| Deflate (1) | Globe of Good* (3) | Major Creation (5) | Rainbow Pattern (4) |
| | Globe of Invisibility (3) | Major Phantasmal Image (3) | Random Action (2) |

Ray of Enfeeblement (2)
 Read Aura* (2)
 Read Magic (1)
 Reincarnate (6)
 Remove Curse* (4)
 Resilient Sphere (4)
 Reverse Gravity (7)
 Rope Trick (2)
 Screen (8)
 Secret Chest (5)
 Secret Page (3)
 Secure Shelter (4)
 See Invisibility (2)
 Seeming (5)
 Sending (5)
 Sepia Snake Sigil (3)
 Sequester (7)
 Shade Monsters (4)
 Shadow Evocation Magic (5)
 Shadow Walk (7)
 Shape Change (9)
 Shatter (2)
 Sheer Courage (4)
 Shocking Grasp (1)
 Shout (4)
 Simulacrum (7)
 Siphon Spell Memory (3)
 Sleep (1)
 Slow (3)
 Solid Fog (4)
 Spectral Hand (2)
 Spell Immunity (8)
 Spell Turning (7)
 Spider Climb (1)
 Statue (7)
 Stinking Cloud (2)
 Stone Shape (5)
 Stoneskin (4)
 Suggestion (3)
 Summon Elemental (5)
 Summon Familiar (1)
 Summon Swarm (2)
 Symbol of Power (8)
 Telekinesis (5)
 Telekinetic Sphere (8)
 Teleport (5)
 Teleport Object (7)
 Teleport Without Error (7)
 Temporal Stasis* (9)
 Thermoc's Reflective Disc (1)
 Thermoc's Shield (1)
 Time Stop (9)
 Tiny Hut (3)
 Tongues* (3)
 Transformation (6)
 Transmute Dirt to Water* (6)
 Transmute Rock to Mud* (5)
 Trap the Soul (8)
 Triggered Extension (4)
 Triggered Teleportation (9)
 True Seeing (6)
 Unhinge (1)

Unseen Servant (1)
 Vampiric Touch (3)
 Veil (6)
 Ventriloquism (1)
 Vision (7)
 Wall of Fire (4)
 Wall of Force (5)
 Wall of Ice (4)
 Wall of Iron (5)
 Wall of Stone (5)
 Water Breathing* (3)
 Web (2)
 Weird (9)
 Whispering Wind (2)
 Wind Wall (3)
 Wish (9)
 Zone of Incompetence (4)

Divine Spells

Aid (2)
 Air Walk (5)
 Animal Growth* (5)
 Animal Messenger (2)
 Animate Dead (3)
 Animate Object (6)
 Animate Rocks or Plants (7)
 Antinature Shell (5)
 Antilife Shell (6)
 Astral Projection (7)
 Atonement (5)
 Augury (2)
 Aura of Fear (4)
 Barkskin (2)
 Binding (7)
 Blade Barrier (6)
 Bless* (1)
 Call Lightning (3)
 Calming Ray (2)
 Changestaff (7)
 Chariot of Flames (7)
 Charm Person (2)
 Command (1)
 Command Plants (4)
 Commune (5)
 Commune with Nature (5)
 Confusion (7)
 Conjure Animals (6)
 Conjure Elemental* (6)
 Continual Daylight* (3)
 Control Water (4)
 Control Water (6)
 Control Weather (7)
 Control Winds (5)
 Create Food or Water (3)
 Create Water* (1)
 Creeping Doom (7)
 Cure Critical Wounds* (5)
 Cure Light Wounds* (1)
 Cure Serious Wounds* (3)
 Delay Poison (2)
 Detect Alignment* (2)
 Detect and Locate Animals or

Plants (1)
 Detect Danger (1)
 Detect Evil* (1)
 Detect Magic (1)
 Detect Poison (1)
 Discern Lies* (4)
 Dismissal (4)
 Dispel Evil* (5)
 Dispel Magic (3)
 Divination (4)
 Divine Scrying (5)
 Earthquake (7)
 Element Shield (3)
 Elemental Immunity (3)
 Endure Environment (1)
 Enlarge Insect (4)
 Entangle (1)
 Enthral (2)
 Faerie Fire (1)
 Find the Path* (6)
 Find Traps (2)
 Fire Seeds (6)
 Fire Storm* (7)
 Fire Trap (2)
 Flame Blade (2)
 Flame Strike (5)
 Forbiddance (6)
 Freedom of Movement (4)
 Gate (7)
 Geas/Quest (5)
 Globe of Protection (4)
 Glyph of Warding (3)
 Goodberry* (2)
 Heal* (6)
 Heat Metal* (2)
 Heroes Feast (6)
 Hide from Animals (1)
 Hide from Undead (1)
 Hold Animal (3)
 Hold Person (2)
 Holy Word* (7)
 Imbue with Spell Ability (4)
 Insect Plague (5)
 Light* (1)
 Liveoak (6)
 Locate Object* (3)
 Lower Water (4)
 Magic Stone (1)
 Magical Vestment (3)
 Meld Into Stone (3)
 Meld Into Tree (3)
 Miracle (7)
 Monitor Ally (2)
 Neutralize Poison* (4)
 Obscuring Fog (2)
 Pass Without Trace (1)
 Plane Shift (5)
 Plant Growth (3)
 Prayer (3)
 Protection from Elemental Energy (4)
 Protection from Evil* (1)

Protection from Necromantic Energy (3)
 Purify Food and Drink* (1)
 Pyrotechnics (3)
 Quench or Enhance Flames (4)
 Raise Dead (5)
 Ray of Blessed Light* (3)
 Regenerate* (7)
 Reincarnate (7)
 Remove Blindness or Deafness* (3)
 Remove Curse* (3)
 Remove Disease* (3)
 Remove Fear* (1)
 Remove Paralysis (3)
 Repel Insects (4)
 Resist Element (2)
 Restoration* (7)
 Resurrection* (7)
 Sanctuary (1)
 Scrying Pool (4)
 Shillelagh (1)
 Silence (2)
 Slay Living (5)
 Snakes to Sticks* (4)
 Snare (3)
 Speak with Animal (2)
 Speak with Dead (3)
 Speak with Monster (6)
 Speak with Plants (4)
 Spell Immunity (4)
 Spike Growth (3)
 Spike Stones (5)
 Spiritual Warden (2)
 Spiritual Weapon (2)
 Stone Shape (3)
 Stone Tell (6)
 Summon Animal Companion (1)
 Summon Animals (4)
 Summon Earth Elemental* (7)
 Summon Insect Swarm (3)
 Summon Majestic Animal (6)
 Summon Weather (6)
 Sunray (7)
 Symbol of Power (7)
 Tongues* (4)
 Transmute Metal to Wood (7)
 Transmute Rock to Mud* (5)
 Transport via Plants (6)
 Tree Stride (5)
 True Seeing (5)
 Wall of Fire (5)
 Wall of Thorns (6)
 Warp Wood* (2)
 Water Breathing* (3)
 Water Walk (3)
 Wind Walk (7)
 Word of Recall (6)

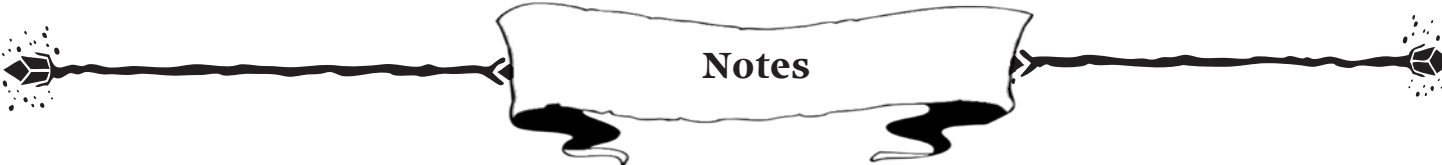


Character Development & Advancement Rules

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Gameplay Rules

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