

Table I: Gifts and Curses

2d roll	1d roll					
	1	2	3	4	5	6
2	Demonic	Midget	Goblin blood	Giant blood	Fairy blood	Demigod
3	Maniac	Greed	Melancholy	Amore	Loyalty	Love
4	Deaf	Stupid	Sickly	Syphilis	Eagle-eye	Acute Hearing
5	Outlaw	Poor	Bastard	Rage!	Relic	Artifact
6	Leprosy	Hideous	Peg-leg	Rich	Heirloom	Filthy Rich
7	Craven	Coward	Fear (subject)	Iron Will	Brave	Valorous
8	Enemy	Debt of Honor	Side-kick	Favor	Patron	Thane
9	Kin slayer	Blackguard	Cur	Vendetta	Likeable	Commanding voice
10	Liar	Drunkard	Cad	Ferocious	Lucky	Beautiful voice
11	Mute	Schwachling	Fool	Rugged	Comely	Fleet of foot
12	Slave	Gentry	Noble	Successor	Titled	Royal

Table II: Mundane abilities

Warrior	Rogue	Magician	General*
Guns	Evaluate	Alchemist	Agile
Hearty	Heavy weapons	Crafty	Climbing
Jousting	Locks	Familiar	Devout
Leader	Mail	Leather armor	Language&
Mounted archer	Pick Pockets	Medium weapons	Literacy
Powerful	Search	Priest	Perception
Survival	Shields	Scholar	
Tracking	Sneak		
	Traps		

* available to any class

& may be chosen more than once

Table III: Combat pools

Level	Warrior	Rogue	Magician
1	1	1	1
2	2	1	1
3	3	2	1
4	4	2	2
5	5	3	2
6	6	3	2
7	7	4	3
8	8	4	3
9	9	5	3
10	10*	5*	3&

* Further increases follow preceding pattern

& Magicians' combat pools never rise above 3

Money: The five common currencies are copper farthings (f), silver pence (p), silver shillings (s), gold crowns (c) and gold marks (m). These are interchangeable at the following rates:

$$1 m = 6 c = 120 s = 1440 p = 5760 f$$

i.e., 1 crown = 20 shillings; 1 shilling = 12 pence; and 1 pence = 4 farthings. There are many local variants on these coins and exchange rates.

Table IV: Melee weapons

Type	Weapon	Skirmish	Damage	Dueling Attack	Dueling Parry	Dueling Reach	Cost
None	Brawling	-2	-2	-1	NA	-2	—
Light	Cudgel	-1	0	-1	0	0	1p
	Dagger	-1	-1	0	-1	-1	10p
	Staff (2H)	-1	-1	0	+1	0	5p
Medium	Rapier	-1	-1	0	+1	0	6s
	Sword	0	0	0	+1	0	12s
	Axe	0	+1	0	-1	0	6s
	Mace	0	0	+1	-1	0	4s
	Spear	0	0	0	-1	+1	4s
	Pole arm (2H)	0	+1	0	-1	+1	5s
	Flail	0	+1	+1	NA	0	6s
Heavy	Battle Axe (2H)	+1	+1	+1	-1	0	8s
	Great sword (2H)	+1	+1	+1	0	+1	1c
	Pike (2H)	+1	+1	0	-2	+3	6s
	Halberd (2H)	+1	+1	+1	-1	+1	10s
	Galloway flail (2H)	+1	+2	+1	NA	+1	15s
Special	War Lance*	+1	+2	+1	NA	+2	4s
	Sport Lance*	NA	-1	0	NA	+2	15p
	Shield#	NA	-2	-1	+1	-1	3s

* Usable only by mounted combatants who have the Jousting ability

Statistics apply only when shield is used to parry or attack in dueling combat

Table V: Missile weapons

Type	Weapon#	Skirmish	Damage	Dueling Attack	Range	Cost
Slings	Sling(L)	-1	-1	-1	20	10p
	Staff sling(M)	0	0	0	40	3s
Bows	Short bow(L)	-1	-1	-1	25	4s
	Horse bow(M)	0	0	0	30	6s
	Long bow(H)	+1	0	+1	40	8s
Thrown	Cross bow(H)@	+1	+1	+1	40	2c
	Rock(L)	-1	-2	-1	10	—
	Dagger(L)	-1	-1	0	5	10p
	Axe(M)	0	0	0	5	6s
	Javelin(M)	0	0	0	10	15p
	Guns*	Pistol(M)@	0\$	+1	0\$	10
Arquebus(H)@		+2\$	+2	+1\$	20	20c
Blunderbuss(H)&@		+1	0	+2	10&	3c
Grenado!		NA	+1	0	10	5s
	Petard!	NA	+3/+1	NA	NA	3c

* Usable only by combatants who have the Gun ability

& Special: area attack; cone 10 m long with 3 m base; no effect beyond

Parenthetical letter indicates whether weapon is considered light, medium or heavy

\$ Leather armor and shields are ignored; mail and plate are both considered armor class 4 vs. pistols and arquebuses

@ Takes 3 full turns to re-load

! Explosive; see chapter on Spot Rules for details of use

Table VI: Armors

Type	Armor Class	Damage Reduction	Movement Penalty	Cost
None	3	0	0	—
Leather	4	0	-4	10s
Mail	5	-1	-6	8c
Plate	6	-1	-8	30c
Shield	+1	0	0	3s
Mail barding	5	-1	-6	20c
Plate barding	6	-1	-10	80c

Table VIII: Experience Point Requirements

New Level	Additional EXP required	Total EXP required
2	500	500
3	1000	1500
4	1500	3000
5 (Hero)	2000	5000
6	2500	7500
7	3000	10500
8	3500	14000
9	4000	18000
10 (Superhero)	4500	22500

Table IX: Heroic abilities

Warrior	Rogue	Magician	General*
Archer	Disguise	Brilliant	Beast master
Battle Hardened	Gang	Demonic servant	Diplomacy
Captain	Hide-out	Laboratory	Followers
Honor	Jumping	Library	Other class\$
Steed	Murder	Lore	Pious
Steel thews	Nimble		
Sword master	Poisons		

Table X: Superhero abilities

Warrior	Rogue	Magician	General*
Fortress	Catlike	Compelling voice	Saintly
Herculean	Unseen	Genius	
Indominable	Wall-walking	Soul-Jar	
Warlord		Tower	

* available to any class

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\$ any mundane ability from another class

Table XI: Consequences

Hits Remaining	Damage roll*								
	0 or less	1	2	3	4	5	6	7	8 or more
0	—	Kb	Kd	S	P	P,W	B, W	X, W	Murdermated
1	—	—	—	D	P	P	P, W	C,W	+1 Hit; re-roll
2	—	—	—	—	T	S, M	P, W	I,W	+1 Hit; re-roll
3	—	—	—	—	—	Kb	M	S	+1 Hit; re-roll
4	—	—	—	—	—	T	D	Kd	+1 Hit; re-roll
5	—	—	—	—	—	—	—	Kb	+1 Hit; re-roll
6 or more	—	—	—	—	—	—	—	T	+1 Hit; re-roll

* 1d6 + damage modifiers; exploding die on natural 6's, as usual.

X: mortal I: incapacitated Kd: Knocked down M: Morale check

S: stunned B: bleeding P: penalty Kb: Knocked back 1d6 meters

W: Wound C: crippled T: lose next turn D: Drop weapon or item

Additional equipment: Prices of other useful equipment, beasts, goods and services can be found on Table VII.

Table VII: Assorted gear and services

Item	Cost	Item	Cost	Item	Cost
Farm Animals		Household Goods		Clothes	
Cat	2 f	Carpet	8 s	Boots	2-5 p
Cow	6 s	Chair	2-4 p	Cape	3 p
Dog	3 p	Goblet	1 p- 5 s	Surcoat or Jupon	5 p
Fowl	1 p	Lamp	5 p	Clerical robes	2-12 p
Goat	1 s	Mattress	4-8 p	Coarse clothes	1 p
Pig	2 s	Table	5-12 p	Court clothes	1-8 c
Sheep	1 s	Tapestry	5-15 s	Fine clothes	2-4 c
Beasts of Burden		Adventuring Gear		Fur	1 s - 1 c
Camel	2 c	10' pole	1 p	Gloves	3 p
Drey horse	30 s	Backpack	1 s	Hat	1-4 p
Donkey	12 s	Flint and tinder	4 p	Rags	2 f
Ox	9 s	Hard tack (1 day)	1 p	Sorcerous robes	5 s
Palfrey	3 c	Hunting Horn	1 s	Travelling clothes	3-5 p
Pony	1 c	Lamp, hooded	2 s	Vehicles	
Rouncey	20 s	Maps	5 p-1c	Great boat or raft	10 c
Sumpter	2 c	Pavillion	1-8 c	Great carriage	50 c
Beasts of War		Pouch	2 f	Merchant ship	100 m
Courser	6 c	Rope	1 p/meter	Small boat or raft	3 c
Charger	15 c	Spikes	3 p/each	Small carriage	15 c
Destrier	30 c	Tent	2 p	Wagon	2 c
Mastiff	5 s	Torches	1 f/each	War ship	200 m
Hounds of the Hunt		Water skin	3 p	Hirelings	
Alluant	5 s	Food and Services		Cavalry soldier	15 p/week
Blood hound	1 s	Bottle of spirits	2 p	Infantry soldier	4 p/week
Brachet	8 p	Fine dinner at a restaurant	2 p	Laborer	1-2 p/week
Wolf hound	8 s	Flagon of ale or beer	1 f	Lackey	10 p/week
Birds of the Hunt		Flop-house stew	1 f	Messenger	5 p/week
Eagle	5 c	Jack of wine, sack or port	1 p	Sergeant	20 p/week
Falcon	3 c	Pub lunch	2 f	Common servant	3 p/week
Goshawk	6 s	Rations, 1 day	1 p	Harlot	1 p/hour
Kestral	5 s	Sit-down dinner at an inn	1 p	Tack	
Merlin	1 c	Stabling a horse one night	1 p	Caparson	2-5 s
		Stabling a nag one night	1 f	Bit and bridle	2 p
		Fine suite	3 p/night	Saddle	4p - 2 s
		Good room	1 p/night	Saddlebag	1 p
		Average room	3 f/night		
		Palet	2 f/night		
		Long-Term Accommodations			
		Board (food) in the country	1 s/month		
		Board (food) in town	18 p/month		
		Country cottage	15 p/month		
		Floor in a townhouse	4 s/month		
		Room at an inn	6 p/month		