CHARACTER STATS

Table 2.4.1: Attribute Modifiers

Effective Attribute Score	Attribute Modifier to Related Save and Skill Scores
≤13	-5
14-18	-4
19-23	-3
24-33	-2
34-43	-1
44-54	+0
55-64	+1
65-74	+2
75-79	+3
80-84	+4
≥85	+5

Table 5.2: XP Needed for Level Advancement

Level	Cumulative XP Needed to Reach this Level
2nd	3
3rd	7
4th	12
5th	18
6th	25
7th	33
8th	42
9th	52
10th	63
11th	75

Table 2.10: Hit Dice, Starting Hit Points, and Pain Threshold by Archetype

Archetype	Hit Dice	Starting HP*	Starting Pain Threshold
Cleric	1d10+1d5	15	4/6/8
Marauder	2d10	20	5/7/10
Paladin	1d10+1d5	15	4/6/8
Rogue	1d10+1d5	15	4/6/8
Slayer	1d10+1d5	15	5/7/10
Warrior	2d10	20	5/7/10
Warrior Monk	1d10+1d5	15	4/6/8
Wizard	1d10	10	3/5/7

*Adjust by STA Mod

Table 5.4: Level Advancement Summary*

New Level	AP Earned	Increase HP	Increase to Base Save Score for Favored Save**	Recover Expended Luck Points^
2nd	2	Roll HD	+1	+2
3rd	3	Roll HD	+1	+3
4th	4	Roll HD	+3	+4
5th	5	Roll HD	+1	+5
6th	6	Roll HD	+1	+6
7th	7	Roll HD	+1	+7
8th	8	Roll HD	+4	+8
9th	9	Roll HD	+1	+9
10th	10	Roll HD	+1	+10
11th	11	Roll HD	+5	+11

*Refer to archetype-specific level advancement tables in Chapter 4 for additional bonuses
**May not increase to an amount that would cause Save Score (after modifiers) to exceed 89
^Not to exceed Maximum Luck Score. Rogues recover additional Luck Points per Table 4.4.2.

Table A2.0.3: Armor Statistics

Type	Weight	AS*	AP**
Unarmored	N/A	0	0
Cloak/Coat	Light	1	-1
Gambeson/Padded Jack	Light	3	-3
Hide	Light	6	-6
Hide (aegis)	Light	9	-6
Brigandine/Jack of Plate	Light	9	-9
Chain Shirt^	Medium	9	-9
Scale Mail	Medium	15	-15
Cuirass	Medium	18	-18
Chainmail (full)^	Heavy	18	-18
Half-plate	Heavy	24	-24
Full Plate/Suit of Armor	Heavy	27	-27
Mail Coif/Mail Hood	Medium	2	-2
Helmet (open-faced)	Light	2	0
Helmet (with aventail)	Medium	4	-2
Helmet (enclosed)	Heavy	6	-6
Buckler	Light	2	-
Shield (standard wooden)	Medium	4	-4
Shield (standard metal)	Medium	6	-6
Scutum	Heavy	9/18^^	-9
Tower Shield/Wall Shield	Heavy	12/24^^	-12
Pavise/Archer's Shield#	Heavy	See note	See note

* Armor Score increases To-Be-Hit modifier
** Armor Penalty impacts AGI attribute rolls, AGI-based save and skill rolls, and rolls for wizard spellcasting skills.
^Can be worn over a gambeson- AS & AP stack
^^If forego other moves or actions and use full turn to position behind the shield, use the higher AS.
#If held, stats as a scutum. If wedged into ground, do not apply AS or AP but character is considered to have partial cover.

Table 6.13.1: Critical and Perfect Success Ranges by Archetype

Archetype	Critical Success Range	Perfect Success Range
Archetypeless	1-4	0
Cleric	1-4	0
Marauder (Low-Level)	1-4	0
Marauder (Mid-Level)	1-6	0
Marauder (High-Level)	1-9	0
Paladin	1-4	0
Rogue (Low or Mid-Level)	1-4	0
Rogue (High-Level)	1-4	0
Slayer (Low or Mid-Level)	5-9	0-4
Slayer (High-Level)	5-14	0-4
Steed (all species & levels)	1-4	0
Warrior (Low-Level)	1-4	0
Warrior (Mid-Level)	1-6	0
Warrior (High-Level)	1-9	0
Warrior Monk	1-4; and successful natural doubles per Harmony feat	0
Wizard	1-4	0

HEALING FROM REST

Sleeping (6+ hours, 1x per day): Roll Hit Dice and heal that many Hit Points + reduce Current Pain by 1d5 points + Heal 1 point of temporary attribute damage for each affected attribute

Resting (1 hour no activity): Heal 1d5 Hit Points + reduce Current Pain by 1 point

COMBAT & WEAPONS

Attack Roll succeeds if: d100 roll +/- bane or boon dice results + opponent's TBH ≤ target number
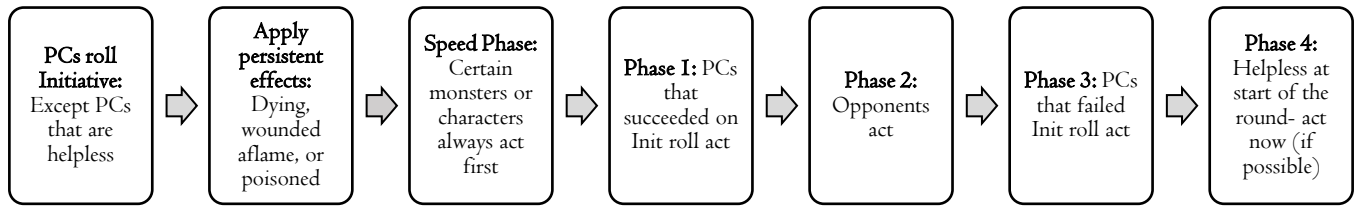
Phases of Initiative- Repeat Each Combat Round

| PCs roll Initiative: Except PCs that are helpless | → | Apply persistent effects: Dying, wounded aflame, or poisoned | → | Speed Phase: Certain monsters or characters always act first | → | Phase 1: PCs that succeeded on Init roll act | → | Phase 2: Opponents act | → | Phase 3: PCs that failed Init roll act | → | Phase 4: Helpless at start of the round- act now (if possible) |

Table A1.0.2 (CONDENSED): Weapon Statistics

Weapon	Damage Value*	Hands
Arbalest/Heavy Crossbow	2d10	2
Bastard Sword	1d10/1d10+1d5	1 or 2
Battle-axe	2d10	2
Bill/2-handed Falx/War Scythe	1d10	2^
Blowgun	1d5	1
Boomerang	1d10	1
Buckler	1d5	1
Cestus/Brass Knuckles	1d5	1
Club	1d10	1
Crowbar	1d10	1
Crossbow (Standard or Repeating)	1d10	2
Crossbow, Bullet-shooting	1d5	2
Cudgel/Blackjack	1d5	1
Cutlass	1d10	1
Dagger/Knife	1d5	1
Dart/Shuriken/Throwing Star	1d5	1
Dirk	1d5	1
Flail	1d10	1
Flail (Spiked)	1d10+1d5	1
Gladius	1d10	1
Greatsword/Longsword	2d10	2
Handaxe/Tomahawk	1d10	1
Harpoon	1d10	1
Hatchet	1d5	1
Horseman's Pick	1d10	1
Javelin/Throwing spear	1d10	1
Kukri	1d10	1
Kusari-fundo	1d10	1^
Lance	2d10	1
Longbow	1d10	2
Mace (Standard or Cavalry)	1d10	1
Mace, Heavy	1d10+1d5	2
Machete	1d10	1
Maul	2d10	2
Military Fork	2d5	2^
Morning Star	1d10	1
Morning Star (Heavy)	1d10+1d5	2
Pickaxe	1d10	1
Pike	1d10	2^
Poignard/Parrying Dagger	1d5	1
Polearm/Poleaxe/Pole Hammer	1d10	2^
Quarterstaff	1d5	2
Rapier	1d10 (No STR)	1
Saber/Kopis/Scimitar/Talwar	1d10	1
Scythe	1d10+1d5	2
Shield (standard)	1d5	1
Shillelagh	1d5	1
Shortbow/Horse Bow	1d10	2
Sickle	1d10	1
Sling	1d5	1
Spear	1d10	2^

Spear, Bear or Boar	1d10+1d5	2^
Spear, Primitive	1d5	1^
Stiletto	1d5	1
Sword/Short Sword	1d10	1
Torch (lit)	1d5	1
Trident	3d5	2
Unarmed	↑of 1 or STR Mod	1
War Hammer	1d10/1d10+1d5	1 or 2
War Hammer, Heavy	2d10	2
Whip/Bullwhip	1d10	1^

*+/-STR Mod for close combat or thrown, +/-FOC Mod for fired
^Weapon has reach. 20' for pike. 15' for whip. 10' for all others.

Holy Water Vial
If vial is thrown, target takes 1d5+STR Mod bludgeoning damage +1d10 holy damage if unholy. On critical or perfect hit, adjacent unholy opponents also take 1d5 holy splash damage. If splashed on engaged target in close combat, roll a 1-Handed Melee Attack and do not deal bludgeoning damage.

Oil Flask
If flask is ignited and thrown, target takes 1d5+STR Mod bludgeoning damage + 1d5 burning damage and gain aflame condition. On critical or perfect hit, adjacent opponents also take 1d5 burning splash damage (but are not set aflame). If flask was not ignited, target takes bludgeoning damage and is coated in oil. Such a target can subsequently be set aflame with a fire attack. If splashed on engaged target in close combat, roll a 1-Handed Melee Attack and do not deal bludgeoning damage. Opponent is now coated in oil. On critical fail, spill burning oil on self for 1d5 burning damage and catch fire (1d10 damage on epic fail).

CRITICAL AND PERFECT HITS
Critical hit: automatic hit, deal damage at increased value, overcome damage resistance, chance of inflicting wound (roll Luck)
Perfect hit: automatic hit, deal damage at two increased values, overcome damage resistance, inflict wound

WOUNDS
Apply effect immediately upon impact and then ongoing during the "apply persistent effects" phase of Initiative Order.

Aflame: Xd10 burning damage where X = number of rounds aflame
Bleeding: 1d5 damage and 1d5 temporary STA damage
Broken Limb: On impact only, increase Current Pain +1. Slowed if leg.
Organ Damage: 1d10 damage, 1d10 temporary STA damage, 1 permanent STA damage, increase Current Pain +1

WHAT PROVOKES A COUNTERATTACK?
- Rolling a critical or epic fail on a close combat attack roll
- Disengaging from close combat
- Standing up from prone or bending over to pick up item
- Mounting or dismounting a steed
- Failing a Charge, Derring-do, Footwork, Style Strike for One-Inch Punch, or Touch of Death roll

BANES AND BOONS

Table 7.8.1 Common Banes in Combat
(Banes apply to the attack roll, not the damage roll)

Attacker is	# Bane dice added to dice pool	Defender is	# Bane dice added to dice pool
Blinded in one of multiple eyes (partially blinded) or vision reduced by weather effect or darkness+	Close combat- 1 Ranged- 3 Called Ranged- 5	Behind partial cover	2
Blinded in all eyes+	Close combat- 3 Ranged- 5 Cannot roll Called Ranged	Invisible+	Close combat- 3 Ranged- 5 Cannot roll Called Ranged
Enraged	Ranged- 1	Mounted and attacker is not^	Close combat- 1 Ranged- 0
Entangled or grappled	Cannot attack, move, or take any action except save roll to escape	On higher ground than attacker or flying above attacker^	Close combat- 1 Ranged- 0
Fatigued	1 (increases each day)		
Helpless (asleep, dying, drowning, knocked-out, mesmerized, paralyzed)	Cannot attack, move, or take any action		
In tight space where it is hard to swing a weapon	Close combat (slashing or bludgeoning)- 1 Close combat (piercing)- 0 Ranged- 0		
Mounted on a moving steed and making a ranged attack (fired or thrown)	1 0 if cavalry-type warrior per Horse Archer feat		
Mounted on flinching steed	2 to all skill rolls		
Prone (kneeling, lying down, sitting, or crawling)	1 on close combat or ranged thrown, no penalty on ranged fired		
Submerged	2		
Using an improvised weapon	1 0 if marauder or rogue		
Wielding a two-handed weapon with one hand (still roll as two-handed)	1 (and decrease damage value)		

The gray area on the right spans the following cells:

OUTSIDE OF COMBAT
BANES BASED ON HIGH TASK DIFFICULTY

The Mentor should determine the task difficulty for an attribute or skill roll and apply bane dice as appropriate.
- Difficult task = suffer 1 bane die
- Very difficult task = suffer 2 or 3 bane dice
- Nigh impossible task = suffer 4 or 5 bane dice

+These banes do not stack. A blinded attacker vs an invisible opponent has 3 or 5 banes, not 6 or 10.

^Bane does not apply if attacking the steed or if attacking the rider with a weapon with reach

Table 7.8.2 Common Boons in Combat
(Boons apply to the attack roll, not the damage roll)

Attacker is	# Boon dice added to dice pool	Defender is	# Boon dice added to dice pool
Enraged	1 for STR based attack rolls (and increase damage value of such attacks)	Blinded in one of multiple eyes (partially blinded) or vision reduced by weather effect or darkness	1
Invisible+	3	Blinded in all eyes+	3
Mounted and defender is not	Close combat- 1 Ranged- 0	Cornered or surrounded on all sides by opponents	2
Mounted on opponent	Close combat with one-handed weapon- 2	Distracted	1
On higher ground than defender or flying above defender	Close combat- 1 Ranged- 0	Entangled or grappled	2
		Flanked on front & rear	1
		Helpless (asleep, dying, drowning^, knocked-out, mesmerized, paralyzed)	3 to Ranged Attack rolls Close combat attacks automatically hit unless attack roll results in a critical or epic fail
		Prone (kneeling, lying down, sitting, or crawling)	1
		Slowed	1
		Stunned	1

The gray area at lower left contains:

OUTSIDE OF COMBAT
BOONS BASED ON LOW TASK DIFFICULTY

The Mentor should determine the task difficulty for an attribute or skill roll and apply boon dice as appropriate.
- Easy task = gain one boon die
- Very easy task = gain two or three boon dice

+These boons do not stack. An invisible melee attacker vs. a blinded opponent has three boons.

^ Only an underwater attacker gains an advantage when attacking a drowning target

MONSTERS

Table M.8.1: Sample Monster Stats

Level	Hit Dice & Median HP*			Base TBH**			Save Scores			Attack Scores			Damage Value***		
	Weak	Average	Strong	Wk	Avg	Str	Wk	Avg	Str	Wk	Avg	Str	Weak	Average	Strong
I	1d10+1d5 (8)	3d10 (15)	3d10+3d5 (24)	+0	+1	+2	25	40	55	40	50	60	1d5	1d10	1d10+1d5
2	2d10+2d5 (16)	6d10 (30)	6d1+6d5 (48)	+1	+2	+3	28	43	58	42	52	62	1d5	1d10	1d10+1d5
3	3d10+3d5 (24)	9d10 (45)	9d10+9d5 (72)	+2	+3	+4	31	46	61	45	55	65	1d10	1d10+1d5	2d10
4	4d10+4d5 (32)	12d10 (60)	12d10+12d5 (96)	+3	+4	+5	34	49	64	47	57	67	1d10	1d10+1d5	2d10
5	5d10+5d5 (40)	15d10 (75)	15d10+15d5 (120)	+4	+5	+6	37	52	67	50	60	70	1d10+1d5	2d10	2d10+1d5
6	6d10+6d5 (48)	18d10 (90)	18d10+18d5 (144)	+5	+6	+7	40	55	70	52	62	72	1d10+1d5	2d10	2d10+1d5
7	7d10+7d5 (56)	21d10 (105)	21d10+21d5 (168)	+6	+7	+8	43	58	73	55	65	75	1d10+1d5	2d10	2d10+1d5
8	8d10+8d5 (64)	24d10 (120)	24d10+24d5 (192)	+7	+8	+9	46	61	76	57	67	77	2d10	2d10+1d5	3d10
9	9d10+9d5 (72)	27d10 (135)	27d10+27d5 (216)	+8	+9	+10	49	64	79	60	70	80	2d10	2d10+1d5	3d10
I0	10d10+10d5 (80)	30d10 (150)	30d10+30d5 (240)	+9	+10	+11	52	67	82	62	72	82	3d10	3d10+1d5	4d10
II	11d10+11d5 (88)	33d10 (165)	33d10+33d5 (264)	+10	+11	+12	55	70	85	65	75	85	3d10	3d10+1d5	4d10
I2	12d10+12d5 (96)	36d10 (180)	36d10+36d5 (288)	+11	+12	+13	58	73	88	68	78	88	3d10	3d10+1d5	4d10
I3	13d10+13d5 (104)	39d10 (195)	39d10+39d5 (312)	+12	+13	+14	61	76	89	71	81	89	3d10+1d5	4d10	4d10+1d5

*Roll HD to determine HP, or for quicker result use the median HP presented in parentheses.

**Adjust Base TBH based on the monster's agility, Armor Score, and Size Modifier, if applicable.

*** Adjust damage value based on the monster's strength (close combat attacks) or focus (ranged attacks). If a monster is wielding a weapon, use the damage value of the weapon per Table A1.0.2, as adjusted by weapon size modifier per Table A1.0.5, if applicable.

Table M.8.2: Natural Armor

Natural Armor Type	Armor Score
Leathery skin	+3
Thick hide	+6
Quills/spines	+6*
Light scales / carapace / shell / exoskeleton	+9
Medium scales / carapace / shell / exoskeleton	+15
Heavy scales / carapace / shell / exoskeleton	+21
Rock or metallic skin	+27

*Attacker takes 1d5 damage from quills/spines on each close combat attack roll they make against a quilled/spined monster

Table M.8.3 (CONDENSED): Size Modifier to TBH

Size	Description	Example	TBH
Miniscule	Smaller than adult human's finger	Insect, spider, worm	+7*
Tiny	Smaller than adult human's hand	Frog, mouse, tiny faerie	+5*
Small	Smaller than adult human's forearm	Hare, small cat, small faerie	+3
Large	1.5-2x size of adult human (roughly 7.5-12' tall or long)	Apeman, bearman, bugbear, demigiant, oni, ogre, troll	-3
Gigantic	2-4x size of adult human (roughly 12-24' tall or long)	Cyclops, giant, large troll	-5
Colossal	4x+ size of adult human (25'+ tall or long)	Dragon, large giant, titan	-7

* Ranged Attack to hit is a Called Shot

A **major monster** (gain 1 XP when defeated) is defined as:

- Any opponent that is two or more levels above the level of the PCs. For example, for a party of 3rd Level PCs, a monster of 5th Level or higher is a major monster.
- An opponent that permanently kills a PC
- An opponent that is the "final boss" or "big bad" of a quest
- A monster whose stat block states that it is always considered a major monster

Minions

A minion does not have Hit Points, but instead is instantly killed by any successful hit. At the Mentor's discretion, minions serving a high-level, powerful overlord may each take two or three hits to kill. Unholy minions take two regular hits or one hit that deals holy damage. Each minion moves separately and rolls its own attacks.

As soon as their overlord is defeated, each active minion immediately rolls a Courage Save. If the save fails, that minion surrenders or flees.

Hordes/Swarms

All members of a horde attack simultaneously. The Mentor does not roll an attack. All targets surrounded by or adjacent to the horde must succeed on a Reflex Save or be automatically hit.

When attacking a horde, on a successful hit roll damage, divide by 5, and round up. That many members of the horde are killed. Every successful attack against a horde will kill at least one monster. When the number of monsters in the horde is less than the number of PCs, the monsters stop acting as a horde and begin acting as minions.