

Core Rule Set

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This Rule Set

This iteration began some odd twenty years ago. I was tired of sifting through pages of rulebooks and spending inordinate amounts of time trying to build a character. Originally I started writing my own rule set, based loosely on AD&D, but the daunting task coupled with an adult life that was less than accommodating proved hopeless. I have recently come to the conclusion that D&D and roleplaying are more about the experience itself, not the rules.

The society we live in is based on rules and responsibilities. When I play D&D I want to leave all of that behind—shed the cloud of realism that hovers, ever present, and daunting. This Rule Set is an attempt to lighten that burden and embrace the poet, the painter, the artist in us all. So, cast aside the ideals that compounded year after year culminating into the complex monster we see today, and embrace the wonder that is imagination.

Choosing your Race & Class

First browse through the Race and Class descriptions to see what might interest you. Try to consider the various features of each before choosing. Unlike the typical D&D rule set, there are no Race or Class restrictions here. Reading through the descriptions should give you a basic idea of how each Race or Class will act and/or react. One exciting aspect of role-playing is acting out your character's persona. This involves leaving behind some of your own personal idiosyncrasies and adopting those of your character. Keep in mind the Race and Class descriptions are simple templates or rather general descriptions by which you will incubate and nurture a unique creation all your own.

The following Race and Class lists are in no way comprehensive. They merely represent a small sampling of possibilities. If you find a Race or Class that more closely suits your personal preferences in another D&D supplement, please feel free to use that source. Try to limit your choices within the OD&D and AD&D 1st & 2nd editions. Keep in mind only the general characteristics of that Race or Class will be used. Any and all mechanics will conform to the rule set listed herein. Any Race or Class descriptions listed herein have already been modified to embody the spirit of this Rule Set.

Standard Acceptable Races

The following list represents generic races that are acceptable for this Rule Set. Only the primary Race category is listed, all subclasses within the OD&D, AD&D 1st & 2nd editions are acceptable. Following the Standard Race table is a list of races currently being adapted for this Rule Set. Some of these Races are new or modified. This is not a comprehensive or absolute list in any way.

Race [movement rate]

Dwarf

Dark Dwarf	[35']
Gully Dwarf	[20']
Hill Dwarf	[35']
Mountain Dwarf	[35']

Giantkin

Half-Giant	[55']
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Gnome

Common Gnome	[40']
Rock Gnome	[40']
Tinker Gnome	[30']

Elves

Dark Elf	[60']
Half Elf	[65']
High Elf	[70']
Wild Elf	[65']

Ogrekin

Half-Ogre	[70']
High-Ogres (Irda)	[60']
Mischta	[60']

Orckin

Half-Orc	[55']
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Fey

Brownie	[45']
Buckawn	[45']
Grig	[40']
Korred	[65']
Pixie	[50']

Other Common Races

Halfling	[50']
Human	[60']
Kender	[55']

Kobold	[50']
Lizardfolk	[60']
Minotaur	[55']
Troglodyte	[60']
Uldra	[45']

Standard Acceptable Classes

Each player begins as a Zero-level character. Players may choose a class and the benefits therein upon reaching 1st level. Though there are no race/class restrictions, it is important to think about the persona of your character and his or her chosen Race & Class when assigning attribute scores. Keep in mind this is not an all-encompassing list.

Class *[hp/lvl]* *(prime attributes)*

Citizen Class

Alchemist	[6]	(INT, WIS, CHA)
Blacksmith	[6]	(STR, CON, WIS)
Commoner	[4]	(STR, DEX, CON)
Engineer	[4]	(WIS, INT, CHA)
Woodsman	[7]	(DEX, CON, STR)
Mariner	[6]	(DEX, STR, CON)
Miner	[8]	(STR, CON, WIS)
Noteworthy	[6]	(DEX, CHA, INT)
Soldier	[6]	(DEX, STR, WIS)

Rogue Class

Assassin	[5]	(DEX, WIS, INT)
Bard	[5]	(INT, DEX, WIS)
Rogue	[6]	(DEX, STR, CHA)
Thief	[4]	(INT, DEX, CHA)

Spiritual Class

Cleric	[8]	(WIS, CHA, STR)
Druid	[6]	(WIS, INT, CON)
Monk	[9]	(DEX, CON, STR)
Priest	[6]	(CHA, INT, WIS)

Supernatural Class

Magic-User	[4]	(INT, CHA, WIS)
Sorcerer	[4]	(WIS, INT, CHA)
Wizard	[4]	(CHA, INT, WIS)
Occultist	[5]	(INT, CON, WIS)

Wanderer Class

Archer	[5]	(DEX, STR, INT)
Nomad	[6]	(INT, CON, DEX)
Ranger	[8]	(DEX, CON, WIS)
Savage	[10]	(DEX, CON, STR)

Warrior Class

Barbarian	[12]	(STR, CON, DEX)
Fighter	[10]	(DEX, STR, INT)
Knight	[12]	(STR, CON, CHA)
Martial Arts	[9]	(DEX, WIS, CON)

Zero-Level Characters

Zero-Level characters essentially begin their adventuring career with no specific Class. Zero-level characters embody the raw, untapped, fledgling skills of a youthful individual. They have gained no formal training of any kind, other than that of their family and surrounding environs.

"You spent your life dreaming of this day. As a child you spent every free minute playing in the fields with a stick for your mighty sword and a rotten bucket as your Helm of Might. You saved every copper piece from every filthy godforsaken job you could find. Scraping together the barest of essentials and kissing your mother goodbye, you step across the threshold of your childhood home determined to become the greatest adventurer that ever to lived. Your father, smoking his morning pipe in the rickety old rocking chair on the front porch, glances at your humble belongings and scoffs at your determination. With a lump in your throat and a burning desire to prove him wrong, you stride across the yard, with head high, and begin the ten-mile journey to town."

Zero-level characters must abide by certain restriction when they are created. Though these restrictions may seem harsh or restrictive at first, they are designed so that you and your character can learn the finer art of self/party preservation. The world of D&D is a cold, harsh world, and as such lower level characters are prone to death. By learning conservation of skills and inventory, you will learn to appreciate the benefits and rewards that come later.

As a player you must use your wiles, your wits, and what few strengths you have as an individual, interacting in the larger group, to endure and succeed in your goals as well as those of the party. The game is never balanced in your favor for long; there is always someone or

something just around the corner you cannot defeat. Death waits, always and ever present, like the vulture waiting its turn at the trough of gluttony. At no point will a character attain the status of a god regardless of how hard they try. Each and every precious reward will come with ever increasing difficulty and loss.

Do not fall prey to the ravenous appetite that accompanies the gluttony of the careless and misguided. Do not think, even for a moment, that you and your character will survive to see the light of day. Relish every gold coin, every conquered foe, every rusty jeweled dagger. For a day will come when the lights go out. If you have given it your best, your all, your heart and soul, on that day, a black day, you will have achieved a proud death, a good death, an honorable death.

Things to Consider

When creating your new character try to consider things such as personality, quirks, likes, dislikes, strengths, flaws, things of this nature. If you think of your character as a living person it might help. Try to avoid stereotypes or black and white personalities. Take a look at the backstory for Grogork Kettleforge at the end of this Rule Set. Grogork is a unique character. Although he is not a serious representation of what a typical character might look like, the description will give you an idea of what I am asking you to do.

Zero-Level Requirements

Prime Attributes

The Prime attributes, as listed in the Class Table above represent, in order of appearance, the primary skills inherent to that Class. Players are in no way required to follow or assign attribute scores according to this list. They merely signify the inherent strengths for a given Class. When assigning attribute scores try to think about the intended personality of your character and where those skills will be most effective. Those attributes may not necessarily be your Class' prime attributes.

Hit Points

Zero-Level characters start out with ten (10) hit points.

Weapon Allowance

Choose one weapon from the list below. See the Weapons section for additional information on each weapon type. The character's Race (physical size) will determine the stats for each weapon, and Class will determine which weapons can be wielded effectively.

Forest Axe
Hand/Throwing Axe
Quarterstaff
Short Bow
Shortspear
Sling
Small Club
Smithy Hammer
Whip

Armor Allowance

Choose one of the following armor types and/or shield types below. Be sure to follow the Class armor restrictions. See the Armor section for additional information.

Armor

Brigandine
Light Leather
Studded Leather
Padded/Quilted

Shields

Buckler Shield
Light Wood Shield
Heavy Wood Shield

Starting Money

A meager 25 cp.

Starting Items

Every character will begin their adventuring career with the following items:

Backpack, Small
 Bedroll
 Belt Pouch, Small
 Blanket, Light
 Chalk, 1 piece
 Flint & Steel
 Small Sack
 Torch
 Waterskin

You may also choose two (2) of the following items. This may be two of the same item or two separate items—Player's choice.

Candle
 Chalk, 1 piece
 Hammer
 Hemp Rope [25']
 Knife
 Net
 Piton
 Torch

General Character Elements

Experience

All characters begin as Zero-Level.

1st Level: 3200 xp

Next Level = $[(\text{Lv}^2 - 1) * (\text{INT} * 100)] + [3200]$ (See Experience Table)

Experience Table

	Level								
INT	2	3	4	5	6	7	8	9	10
9	5900	10400	16700	24800	34700	46400	59900	75200	92300
10	6200	11200	18200	27200	38200	51200	66200	83200	102200
11	6500	12000	19700	29600	41700	56000	72500	91200	112100
12	6800	12800	21200	32000	45200	60800	78800	99200	122000
13	7100	13600	22700	34400	48700	65600	85100	107200	131900
14	7400	14400	24200	36800	52200	70400	91400	115200	141800
15	7700	15200	25700	39200	55700	75200	97700	123200	151700
16	8000	16000	27200	41600	59200	80000	104000	131200	161600
17	8300	16800	28700	44000	62700	84800	110300	139200	171500
18	8600	17600	30200	46400	66200	89600	116600	147200	181400
19	8900	18400	31700	48800	69700	94400	122900	155200	191300
20	9200	19200	33200	51200	73200	99200	129200	163200	201200

	Level								
INT	11	12	13	14	15	16	17	18	19
9	111200	131900	154400	178700	204800	232700	262400	293900	327200
10	123200	146200	171200	198200	227200	258200	291200	326200	363200
11	135200	160500	188000	217700	249600	283700	320000	358500	399200
12	147200	174800	204800	237200	272000	309200	348800	390800	435200
13	159200	189100	221600	256700	294400	334700	377600	423100	471200
14	171200	203400	238400	276200	316800	360200	406400	455400	507200
15	183200	217700	255200	295700	339200	385700	435200	487700	543200
16	195200	232000	272000	315200	361600	411200	464000	520000	579200
17	207200	246300	288800	334700	384000	436700	492800	552300	615200
18	219200	260600	305600	354200	406400	462200	521600	584600	651200
19	231200	274900	322400	373700	428800	487700	550400	616900	687200
20	243200	289200	339200	393200	451200	513200	579200	649200	723200

Attributes

Choose one of the following two methods for rolling attribute scores and assign accordingly.

Method 1:

Roll 4d6, discard the lowest die, and repeat five times. Assign as desired ~ Or ~ Assign the three highest scores in order of Class prime attributes. (i.e. for Archer, the highest score goes to DEX, the second highest score goes to INT, and the third highest score goes to WIS).

Method 2:

Apply the following list of scores to character attributes as desired: [16, 14, 13, 12, 10, 9]

Attributes:

STR: (Melee damage/Melee to-hit/Hurled weapon damage)

DEX: (AC Bonus/Missile to-hit)

CON: (HP bonus per Lvl)

INT: (# additional Languages)

WIS: (Saving throw bonus/Bonus spells per level)

CHA: (# of Hirelings)

Attribute descriptions:

Strength (STR): Measure of muscle & physical power

Dexterity (DEX): Hand-eye coordination, agility, reflexes, balance

Constitution (CON): Health & stamina

Intelligence (INT): Learning & reason (ability to analyze information)

Wisdom (WIS): Willpower, common sense, perception, intuition (awareness of surroundings)

Charisma (CHA): Force of personality, persuasiveness, magnetism, leadership, attractiveness

Score [Modifier]

1-5 [-3]

6-9 [-2]

10-11 [-1]

12-13 [0]

14-15 [+1]

16-17 [+2]

18 [+3]

Alignment

Alignment is a touchy subject. My intention is to eliminate the traditional mechanic and introduce something that is more in line with the spirit of roleplaying. Try not to think about your character as having a specific alignment. This may be hard for some people. You and your character have individual qualities that inevitably mingle and intertwine as you play the game.

Consider this: A *Party* of adventurers is a family. They eat, sleep, and die together. Every individual must consider the health and wellbeing of the group, otherwise chaos will ensue. As a DM I encourage players to consider this. I encourage them not to put up with troublesome individuals. If you are not here to embrace the comradery that envelops the spirit of true roleplaying, then perhaps your time will be better suited elsewhere.

This does not mean that you cannot play the character the way you would like, Just keep in mind that your character is not on a solo adventure and must conform to a consensus of the group persona or risk being ostracized and cast out.

Hit Points

Starting Hit Points = 10

Hit Points per level above Level 0 = Class hp + CON modifier

Movement

Movement rates listed in the Race Table above represent the maximum normal encumbered movement rate a character may move in one round (one full minute) at maximum normal speed (not running). Any movement that involves searching or stealth will be performed at half the normal movement rate. Running movement rate is measured at twice the normal rate. Outdoor movement rates are measured in yards instead of feet.

Money

Starting Money = 25 cp

Money Equivalency = 100 cp / 10 sp / 1 gp

Time/Surprise/Initiative/The Round

Time

Time is measured in ten 6 second segments with each combat round consisting of one full minute. See “The Round” section for a detailed explanation.

Surprise

Surprise is determined by rolling a 1d6. Each side or party rolls a 1d6 at the beginning of an encounter when requested by the DM. A roll of a 1 or 2 means the party is surprised. The surprised party will forfeit all actions during the first combat round.

Initiative

Initiative is determined by rolling 1d10. Character’s roll initiative each and every round while engaged in combat.

The Round

A Round, or combat round, consists of ten 6-second segments—one full minute.

To determine who does what when, characters roll initiative at the beginning of every round. Characters actions are then carried out in order from lowest to highest initiative. Each character begins their action(s) on a specific time segment, i.e. 1-10.

Combat

Offense

- 1) $1d20 \pm \text{STR/DEX Modifier}$
- 2) $\text{Result} \geq \text{Opponents AC} = \text{Successful Hit}$
- 3) Roll for Damage

Ranged Weapons

Ranged weapons are those that can be thrown or fire a projectile. Ranged weapons are subject to Range Increments and Rate of Fire (ROF). Each ranged weapon will have a unique Minimum Range, Range Increment, and ROF.

The Minimum Range refers to the minimum range required to fire the weapon at an opponent.

The Range Increment refers to increments of range beyond the Minimum Range. Any opponents within the initial Range Increment can be fired upon with no penalty. Each range increment above the initial increment will incur a -2 attack penalty. So a weapon with a range increment of 20 and a min increment of 10 would suffer no penalty to attacks between 20' & 30', a -2 penalty between 30' & 50', and -4 penalty between 50' & 70'

ROF or Rate of Fire represents the number of times a ranged weapon can be fired per round.

Defense

Armor Class (AC) is a measure of a character's ability to evade an attack. AC is a combination of dexterity and armor type. In this Rule Set AC is an ascending scale, i.e. the higher the number the better the AC.

Armor Types come in three categories: Light, Medium, Heavy. The Light category offers a modicum of protection while allowing a wide range of movement. Medium armor, somewhat heavier than Light Armor and more restrictive, gives greater physical protection from physical attacks. The Heavy category of armor provides the greatest degree of physical protection but come at the cost of Dexterity and movement.

Armor Restriction:

Light:	No Restriction
Medium:	-5 to speed
Heavy:	-10 to speed, Loss of DEX bonus

$$AC = 9 \pm \text{Dex Modifier} + \text{Armor Bonus}$$

Saving Throw / Difficulty Checks

- 1) d6 Based
- 2) $3d6 + \frac{1}{2} \text{ Level} + \text{Ability Score Bonus}$
- 3) Result \geq DC = Success

<i>Difficulty</i>	<i>(DC)</i>	<i>[Example Action]</i>
Easy	(5)	[Climb a knotted rope]
Average	(10)	[Hear an approaching guard]
Tough	(15)	[Rig a wagon wheel to fall off]
Challenging	(20)	[Swim in stormy water]
Formidable	(25)	[Open an average lock]
Heroic	(30)	[Leap across a 30-foot chasm]

Opposed Checks

During an opposed check each character rolls 1d20 and adds the appropriate ability modifier (see list below for examples). A result equal to or greater than your opponent's roll is successful.

- 1) d20 Based
- 2) $1d20 \pm \text{Appropriate Attribute Bonus (set by the DM)}$
- 3) Result $>$ Opponents Roll = Success

<i>Task</i>	<i>[Skill]</i>	<i>[Opposing Skill]</i>
Con someone	[Bluff CHA]	[Sense Motive WIS]
Pretend to be someone else	[Disguise CHA]	[Spot WIS]
Create a false map	[Forgery INT]	[Forgery INT]
Hide from someone	[Hide DEX]	[Spot WIS]
Sneak up on someone	[Move Silently DEX]	[Listen WIS]
Steal a coin pouch	[Sleight of Hand DEX]	[Spot WIS]
Tie a prisoner securely	[Use Rope DEX]	[Escape Artist DEX]

General Actions Per Combat Round (example actions)

(A round encompasses one full minute, where there are ten 6-second segments. Ten rounds equal a turn.)

Move up to full movement rate

Move up to half of the movement rate and make a melee attack

Move up to half of the movement rate and make $\frac{1}{2}$ normal missile rate of fire (ROF)

Cast a spell

Retrieve a dropped weapon or switch weapons and move half of the movement rate

Drink a potion

Additional Combat Options

Hold Action

A character may choose to hold an action or actions, for any given round, by announcing so at the beginning of the round. Holding one's action implies the character is in a tense ready state waiting for some predetermined event or action. The action chosen to "hold" must be announced at the beginning of the round.

Charge

Charging an opponent increases a character's movement rate by 1.5 times, allowing that character to make a melee attack the same round with a +2 to attack (Strength bonus to hit does not apply), and does double damage with bludgeoning or spear type weapons. (Double Damage = the normal roll * 2). When using a shield (non-buckler) to charge an opponent, characters lose any Strength bonus to their attack roll. When using a spiked shield character gains 1d4 in additional damage. Characters must be a minimum of 15 feet from an opponent to Charge. A charge can only be made once every 5 rounds.

Grapple

Grappling is a form of wrestling also known as subduing your opponent. To grapple simply make an apposed offense roll (i.e. each character rolls a 1d20 and adds their DEX & STR modifiers. Success > Opponent's roll). A successful grapple check subdues the opponent. Failure implies the opponent has broken the grapple attempt. A grapple check must be made each round.

- 1) d20 Based
- 2) 1d20 ± Appropriate Attribute Bonus
- 3) Result > Opponents Roll = Success

Defensive Stance

Characters may choose to spend their round in a full defensive stance. Defensive Stance enables the character to gain a +2 to AC, in addition to all other modifiers for that round. No other actions, including movement, can be performed while in Defensive Stance. Optionally a character can choose to take a partial defensive stance gaining a +1 to defense, allowing a movement action at ¼ rate.

Retreat

There are two forms of a retreat: Withdrawal & Flee. Withdrawal is a controlled action and is performed wherein the character cautiously moves backwards at a rate of 1/3 normal movement. Fleeing involves a chaotic scramble and thus an absolute disregard for ones own safety. This type of retreat instigates a free attack from any opponent(s) adjacent to that character.

Die Rolls

Natural Roles (1s & 20s)

Natural roles of a 1 or 20 represent a failure or success in the absolute sense.

On a roll of a natural 1 the character always fails and may be subject to adverse actions as determined by the GM.

On a roll of a natural 20 the character always succeeds regardless of the requirements imposed by the situation. This type of roll results in the maximum damage inflicted. (i.e. damage of 1d10+3 would result in 13 points of damage inflicted)

Equipment

All standard equipment and prices can be found by going to one of the websites listed below. If you cannot find an item listed therein please ask the DM.

<http://www.d20srd.org/srd/equipment/goodsAndServices.htm>

http://www.dandwiki.com/wiki/3.5e_Equipment

Armor Table

Light Armor	Cost	Armor Bonus
Padded/Quilted	15 gp	+1
Leather, Light	30 gp	+1
Brigadine	60 gp	+2
Chain shirt	90 gp	+2
Studded leather	125 gp	+2

Medium Armor	Cost	Armor Bonus
Leather, Heavy	25 gp	+2
Hide	30 gp	+2
Ring mail	45 gp	+2
Lamellar	65 gp	+3
Chainmail	100 gp	+3
Armored Coat	175 gp	+3
Scale mail	150 gp	+3
Breastplate	200 gp	+4

Heavy Armor	Cost	Armor Bonus
Splint mail	200 gp	+5
Banded mail	250 gp	+5
Half-plate	600 gp	+6
Bronze Plate	750 gp	+7
Full Plate	800 gp	+8
Field plate	1,500 gp	+9

Shields	Cost	Armor Bonus
Buckler	1 gp	+1
Shield, light wood	3 gp	+1
Shield, light steel	9 gp	+1
Shield, medium wood	10 gp	+2
Shield, medium steel	25 gp	+2
Shield, heavy wood	12 gp	+2
Shield, Body	35 gp	+3
Shield, tower	45 gp	+4

*Tower Shield is used as cover, movement is limited to zero.
Takes one full round to move the shield; no other actions can be taken that round.

**When used with a charge adds an additional 1d4 in damage.

Weapons Table

Weapons	Wght	Cost (gp)	Damage ~			ROF	Min Range	Range Inc
			S (2' - 4')	M (4' - 8')	(8' - 16')			
Arrow, Great Longbow	H	3	1d8	2d6	2d8			
Arrow, Greatbow	H	2	1d6	1d8	1d10			
Arrows, Std, Metal Tip (20)	M	1	1d4	1d6	1d8			
Arrows, Std, Ordinary (20)	M	1	1d3	1d4	1d6			
Axe, Archer	L	8	1d4	1d6	1d8			
Axe, Hand/Throwing	L	8	1d3	1d4	1d6	1	10'	10'
Bastard Sword (2H)	H	35	1d8	1d10	1d12			
Battleaxe	M	10	1d6	1d8	1d10			
Blowgun Dart, Barbed, Wood	L	1 cp	1	1	1			
Blowgun Dart, Silver, Barbed	L		1	1	1			
Blowgun Dart, Steel Tip	L	5 sp	1	1	1			
Blowgun Dart, Straight, Silver	L	1 sp	+	+	+			
Blowgun Dart, Straight, Wood	L	1 cp	n/a	n/a	n/a			
Blowgun, long	L	3				1	30'	40'
Blowgun, Medium	L	2				1	20'	20'
Blowgun, Short	L	1				1	10'	15'
Bolt, Hand Crossbow	L	1	1d3	1d4	1d6			
Bolt, Heavy Crossbow	H	1						
Bolt, Light Crossbow	M	1						
Club	M	n/a	1d4	1d6	1d8	1	10'	10'
Club, Heavy	H	n/a	1d6	1d10	2d6			
Club, Small	L	n/a	1d3	1d4	1d6	1	5'	5'
Composite Longbow ^	H	100	1d6	1d8	1d10	1	20'	130'
Composite Shortbow^	M	75	1d4	1d6	1d8	2	20'	90'
Crossbow, Hand	L	100	1d3	1d4	1d6	2	10'	30'
Crossbow, Heavy	H	400	1d8	1d10	2d6	1	10'	120'
Crossbow, Light	M	250	1d6	1d8	1d10	2	10'	80'
Dagger	L	2	1d3	1d4	1d6	2	10'	10'
Dart	L	5 sp	1d3	1d4	1d6	1	10'	20'

Dwarven Urgosh (2H) #	H	50	1d4/1d6	1d6/1d8	1d8/1d10			
Dwarven Waraxe (2H)	H	30	1d8	1d10	2d6			
Falchion (2H)	H	75	1d6	1d8	1d10			
Flail	M	8	1d4	1d6	1d8			
Flail, Heavy (2H)	H	15	1d8	1d10	2d6			
Flail, Light	L	6	1d3	1d4	1d6			
Forest Axe	L	6	1d4	1d6	1d8			
Gauntlet	L		1	1d2	1d3			
Glaive (2H)	H	8	1d6	1d8	1d10			
Gnome Hook/Hammer	M	20	1d3/1d4	1d4/1d6	1d6/1d8			
Great Longbow	H	200				1	50'	150'
Greataxe (2H)	H	20	1d8	1d10	1d12			
Greatbow	H	125				1	50'	150'
Greatsword (2H)	H	50	1d10	2d6	3d6			
Halberd (2H)	H	10	1d6	1d8	1d10			
Hammer, Longhandled	M	5	1d4	1d6	1d8			
Hammer, Pick/Hammer	L	2	1d3	1d4	1d6			
Hammer, Smithy	L	1	1d3	1d4	1d6	1	10'	20'
Improvised Weapon, Large	H	n/a	1d6	1d8	1d10			
Improvised Weapon, Med	M	n/a	1d4	1d6	1d8	**	10'	15'
Improvised Weapon, Small	L	n/a	1d3	1d4	1d6	**	10'	25'
Knife, Throwing	L	2	1d3	1d4	1d6	2	10'	20'
Kukri	L	8	1d3	1d4	1d6			
Longbow	M	75				1	25'	100'
Longsword	M	15	1d6	1d8	1d10			
Mace	L	5	1d4	1d6	1d8			
Mace, Heavy	M	12	1d6	1d8	1d10			
Morningstar	M	8	1d6	1d8	1d10			
Net	L	20	n/a	n/a	n/a	1	5'	10'
Pick, Heavy	M	8	1d4	1d6	1d8			
Pick, Light	L	4	1d3	1d4	1d6			
Quarterstaff (2H)	M	n/a	1d4	1d6	1d8			
Ranseur (2H)	M	10	1d6	1d8	1d10			
Rapier	L	20	1d4	1d6	1d8			
Roman Lance	H	35	1d8	1d10	2d6			
Scimitar	M	15	1d4	1d6	1d8			

Shortbow	M	30				2	20'	60'
Shortsword	L	10	1d4	1d6	1d8			
Siangham	L	3	1d4	1d6	1d8			
Sickle	L	6	1d4	1d6	1d8			
Sling	L	5 sp				2	15'	20'
Sling Bullet (10)	L	1 sp	1d3	1d4	1d6			
Spear, Long (2H)	M	2	1d6	1d8	1d10			
Spear, Short	L	1	1d4	1d6	1d8	1	20'	20'
Trident	H	15	1d6	1d8	1d10	1	15'	10'
Warhammer	H	12	1d6	1d8	1d10			
Whip	L	1	1d2	1d3	1d4			

* ROF means Rate of Fire

** Determined by DM

***Range Increment refers to the range between the minimum range for that weapon and the maximum range before penalties apply. Each range increment above the initial increment will incur a -2 attack penalty. (So a weapon with a range increment of 20 and a min increment of 10 would suffer no penalty to attacks between 20' & 30', a -2 penalty between 30' & 50', and -4 penalty between 50' & 70')

^ Composit bows require a minimum strength of 17 to use effectively; Anyone attempting to use a composit bow with a lower strength will incur a -2 penalty to attack rolls

The dwarven Urgosh is three weapons in one: Short Spear 1d6, Hammer 1d6, Axe 1d8

~ The Damage size field refers to the size of creature the weapon was designed for.

+ Silver Blowgun Darts do no damage to normal creatures, 1d3 to Lycanthropes

Example Character Backstory / Description

Grogork Kettleforge

Grogork grew up in warring times. His father was a mighty warrior who commanded a legion of men from a towering keep high in the mountains. No one dared oppose the Kettleforge clan, mostly because it was in the middle of nowhere, and too damn difficult to get to, and the legion of men was more like fourteen men, but that is neither here nor there. What is important is that Grogork's father died at the ripe old age of 36 while waging battle with a fiercely rabid giant skunk. Grogork was just a wee lad, 17 to be precise, still in the training phase of the kingdom's Knighthood program—which was actually just a wooden dummy and a decrepit old man with one-and-a-half legs and seven fingers who usually fell asleep while giving instructions—when he decided he would go on a walkabout, which for the Kettleforge clan really just meant a walk around the great outer wall of the keep, which was actually only three feet high and only ran about a third of the way around the keep—the stonemason was drunk more often than not and never got around to finishing it.

While on this great walkabout Grogork got lost and found himself in the Great Plains. Unsure of how he arrived there or even where his home was in relation to anything, other than the great outer wall, he had no way to get home. So he wanders the planet aimlessly asking anyone he meets where his home is. Somewhere along the way he did great battle with a normal sized buzzard who, by the way, nearly killed him. After the great normal-sized-buzzard died Grogork noticed a baby buzzard floundering nearby. Taking pity on the clucking thing he took it as his pet. The buzzard soon grew, but for some reason was stunted and never grew to its full potential. The tiny buzzard, only half the size of a normal buzzard, now rides on Grogork's shoulder. He occasionally flies, about head level, because he cannot fly any higher, and buzzes anyone nearby, croaking and clucking like a sick bird in its death throes. Grogork calls the bird Buzzork after himself. He is rather fond of his bird and will talk sternly to any who makes fun of it. The bird never takes to battle, typically fleeing when the sounds of battle call, only to return when the dead lie bleeding out. It then returns to eat the eyes and chewy gristly parts.

Grogork always reeks of skunk. He has declared the skunk his mortal enemy. Any time he sees a skunk he goes into a fitful rage and attacks until either he or the other are dead. He doesn't seem to notice the stench, his sense of smell has long since been dampened by the odeur de la mouffette. Grogork carries the tails of his vanquished foes (skunks) tied to his waist like a kilt.

Now in his early 30's Grogork walks the land searching for his home with a rusty Great Axe strapped to his side, a $\frac{3}{4}$ length polearm—he broke the bottom $\frac{1}{4}$ off because it was too long—and a stunted midget buzzard. His armor is a piecemeal of broken, battered, and rusted platemail pieces that he scavenges from dead bodies and various other locales along his journey, which he fashions into crude Roman Banded Mail. His helmet has curled bits of metal that stick up in places, such as the nose guard that stands at half-mast attention, and there is a large rusty hole in one side near the top.

Grogork is extremely proud of his kingdom, at least what he can remember of it, and will defend it whole-heartedly as long as something more important doesn't get his attentions, like say a bird, or a rabbit, or a skunk. Grogork hates skunks, mostly because one killed his father. Grogork isn't afraid of anyone or anything, mostly because he doesn't know any better. His primary tactic in battle is to stand at the front of the line spouting curses and waving his rusty broken weapons, menacing the other side, and whoever else happens to be nearby.

Grogork is, by far, a very un-intelligent human being. In fact, his stupidity is only outweighed by his clumsiness and the serious manner in which he takes himself. Although when others laugh at his stupidity he thinks he's made a proper joke and laughs right along. Anyone attempting to dint or ding his pride will find it un-dentable, to the extreme—his intelligence is so low he simply does not see it.

Grogork has vowed to one day find his homeland and make his family proud.