

JOLRHOS FANTASY HERO

CHARACTER BUILDING

This booklet is for players to use to build characters. It has only the bare bones, most basic information required for making characters with little explanation or detail, for more information consult the Jolrhos Fantasy Hero Player's Handbook.

HOW MANY POINTS

Each character is based on a set number of points assigned by the GM when you begin to build your new character. The points allotted to spend will define the basic power level of the campaign and of each character. Points to spend on characters come in two categories: base and disadvantage points.

BASE POINTS

Base Points are the free points you have to spend, every new player character in the campaign will start with this number of points. You may spend these points on anything to build your character the campaign allows.

DISADVANTAGES

Disadvantage Points are points that you get in addition to the base points, but are optional. Disadvantages define your character in more detail, giving background, role playing elements, and personality to the character. They are points you receive in return for quirks and drawbacks your character has (such as an old enemy, a personal code of conduct, being distinctive looking, a curse on you from an ancient wizard, and so on). Do you feel unusually loyal to your friends? Are you allergic to wine? Is the local guild keeping an eye on you to make sure you obey the rules? These are all disadvantages, worth points. The points you get from disadvantages allow you to buy more things for your character. Disadvantages also will award Hero Points when they trigger, ask the GM for more about what those are and how they work.

SPENDING POINTS

You may spend the points you have on your character on anything the campaign allows. The points go where you want and how you want, there are no character classes to limit your creativity, there are no restrictions on what race may be what profession. The GM will assist you with building your concept, and there are Templates in this booklet to help you guide your thinking along certain archetypes such as a mage or warrior.

How you build your character is up to you, and the GM will help you do it in the most efficient way you can. There are several areas you can spend points on to build your character: Characteristics, Skills, Talents, Perks, and Powers.

CHARACTERISTICS

Characteristics are the basic stats of the character, such as their strength, intelligence, and so on. There are eight primary characteristics in Hero:

STRENGTH	DEXTERITY
CONSTITUTION	BODY
INTELLIGENCE	EGO
PRESENCE	COMELINESS

And six figured characteristics which are based on the primary characteristics:

PHYSICAL DEFENSE	ENERGY DEFENSE
SPEED	RECOVERY
ENDURANCE	STUN

The points you spend on each characteristic define how good each statistic is. More points in strength makes your character stronger. Fewer points in Dexterity makes you less agile. You may spend points to make a characteristic greater than normal, or "buy back" points to make a characteristic worse than normal (perhaps you're unusually clumsy, ugly, or slow-witted). Buying back characteristics gives you more points to spend on other things for your character.

Each characteristic has its own cost, which is listed below. This defines how much it costs in points to buy 1 of that characteristic.

All characteristics have a maximum that they can be bought up to before each starts to become more expensive. Once you reach your characteristic maximum, the cost for that stat doubles.

THE CHARACTERISTICS

PRIMARY

Strength (1 point per STR): How much you can lift and exert. Strength defines how far you can jump and how hard you hit as well as what weapons you can use properly. (affects *Physical Defense, Recovery, and Stun*)

Dexterity (3 points per DEX): How agile you are. This stat directly affects how hard you are to hit and how accurately you attack. It also impacts when you move (your initiative), and any skill involving balance, fine work, or agility. (affects *Speed*)

Constitution (2 points per CON): How hardy and healthy you are. Constitution affects how easy you are to temporarily stun and how disease and other effects act upon you. (affects *Energy Defense, Recovery, Endurance, and Stun*)

Body (2 points per BOD): How hard you are to kill. This stat is your “hit points” for Fantasy Hero, it is your life. When it reaches 0 you are dying, when it reaches a negative equal to your starting Body, you are dead. Body also defines how big you are and has some effect on certain aspects such as disease or some evil magic. (affects *Stun*)

Intelligence (1 point per INT): How fast and agile your mind is. Intelligence is not about how *smart* you are in Hero, it is how fast your mind works, how perceptive you are, and how good your memory is. You could be very smart, but take time to work things out or have a poor memory. It also is a critical stat for magic.

Ego (2 points per EGO): How strong your will is. Ego is what mental (psionic) attacks target, it is also what governs how likely you are to believe illusions or be controlled mentally. Ego can be used to resist *presence attacks* (see *Presence*, below)

Presence (1 point per PRE): How charismatic and forceful your personality is. Presence defines how noticeable and impressive you are, it can even allow you to frighten or impress people or build morale in your allies with “*presence attacks*.” Presence also helps you resist presence attacks.

Comeliness (1/2 point per COM): How physically attractive you are. Comeliness is an interaction skill, it defines your beauty.

SECONDARY

Physical Defense (1 point per PD): How tough you are against physical attacks; does not protect against lethal attacks unless you have some sort of armor.

Energy Defense (1 point per ED): How tough you are against energy attacks; does not protect against lethal attacks unless you have some sort of armor.

Speed (10 points per SPD): How quickly you act in combat. Each turn of combat is broken up into 12 second-long *segments*. Your speed is evenly divided into these segments, so a 2 speed acts every 6 seconds, while a 4 speed every 3 seconds. The higher your speed the more swiftly you move and attack, but the more swiftly you tire out as well.

Recovery (2 points per REC): How quickly you heal. Recovery primarily heals Endurance and Stun (see below) but also regenerates Body (see above).

Endurance (1/2 point per END): How quickly you tire out. Almost every action takes some Endurance, like fuel in a car. For example, using your strength takes 1 END per 10 strength exerted.

Stun (1 point per STN): How hard you are to knock out. Stun defines your consciousness, when it reaches 0 you are unconscious. The lower it gets, the slower you recover from being knocked out.

BENCHMARKS

So how strong is 15 strength? How fast is 3 speed? Here are some ranges to help understand how these characteristics would appear in real life and fiction:

STAT	EXAMPLE
0-2	like an infant
3-5	An elderly person or a child, a coward
6-10	Slightly below average to average person
11-13	Weightlifter, football player, policeman
14-20	Supermodels, Einstein, Olympic athlete
21-25	Legendary; strong as a horse, smart as Sherlock Holmes, tough as an elephant

STRENGTH CHART				
STR	LIFT (lbs)	PUNCH DAMAGE	LEAP (hexes)	EXAMPLES
-25	1.5	0	0	Dagger, javelin
-23	2	0	0	Pistol, grenade
-20	3	0	0	Pineapple, binoculars, longsword
-18	4	0	0	Clay brick
-15	6	0	0	Submachine gun, helmet
-13	8	0	0	Rifle, VCR, small metal shield
-10	12	0	0	Assault rifle, heavy crossbow
-8	16	0	0	Shotput, greatsword
-5	25	0	0	Machine gun, chainmail hauberk
-3	37	0	0	Tavern bench
0	50	0	0	Full suitcase, television set, bicycle
3	75	1/2D6	1/2"	Small refrigerator, plate armor set
5	100	1D6	1"	Adolescent human, recliner
8	150	1 1/2D6	1 1/2"	Brass bed, washing machine
10	200	2D6	2"	Adult human
13	300	2 1/2D6	2 1/2"	Refrigerator
15	400	3D6	3	Two men, piano, motorcycle, boar
18	600	3 1/2D6	3 1/2"	Medium floor safe
20	800	4D6	4	Chariot, grizzly bear
23	1200	4 1/2D6	4 1/2"	Sailboat, cow, horse
25	1600	5D6	5	Sports car, horse and rider

This chart gives a tangible, hard series of examples of how one characteristic (strength) works in the world. As you can see, negative characteristics still allow some function in the world, although you are greatly crippled by being lower than 0 in any stat.

Characteristics can be drained by some magical and other attacks, if your stats are drained below 0 they have very negative effects on your character. For example, a character drained to a negative below a number equal to their starting strength cannot move at all.



SKILLS, TALENTS, AND PERKS

SKILLS

Skills are personal abilities that can be trained to anyone, such as the ability to pick locks, speak a language, apply first aid, learn things from people in a conversation, and so on. There is a chart of skills applicable to Fantasy Hero on the next page with the cost for each skill. Skills usually have a roll associated with them, a roll on 3D6. The higher the skill, the better the chance of success, as you are trying to roll under that target number (lower is better for skills).

Other skills are straight costs, such as Combat Skill Levels that increase your chance to hit, or Weapon Familiarities that allow you to use weapons properly.

Some skills you get a very low ability with for free, called “everyman” skills. The GM will assign these to your character when it is built.

TALENTS

Talents are special abilities that few people have and many of which cannot be taught, or only with great difficulty. They include things like photographic memory or the ability to sense enemies while blind.

PERKS

These are special bonuses such as a high rank in the military, being very wealthy, or having some nobility. They can be obtained, but are specific to the character’s background and abilities rather than simply things he’s learned.

SKILLS					
SKILL	BASE	COST	SKILL	BASE	COST
Acrobatics	DEX	3/2	Lockpicking	DEX	3/2
Acting	PRE	3/2	Magic	INT	3/2
Alchemy	INT	3/2	Magic Research	INT	3/2
Animal Handler	PRE	3/2	Mechanics	INT	3/2
Breakfall	DEX	3/2	Mimicry	PRE	3/2
Bureaucratics	PRE	3/2	Navigation	INT	3/2
Climbing	DEX	3/2	Oratory	PTE	3/2
Combat Skill Levels	--	2 – 8	Paramedic	INT	3/2
Concealment	INT	3/2	Penalty Skill Levels	--	½ - 3
Contortionist	PRE	3/2	Persuasion	PRE	3/2
Cramming	--	5	Prayer	INT	3/2
Cryptography	INT	3/2	Professional Skills	11-	2/1
Deduction	INT	3/2	Rapid Attack	--	5
Defense Maneuver	--	5+	Riding	DEX	3/2
Disguise	INT	3/2	Sailing	DEX	3/2
Espionage	INT	3/2	Seduction	PRE	3/2
Familiarity	8-	1	Shadowing	DEX	3/2
Fast Draw	DEX	3/2	Skill Level	--	2 - 10
Forgery	INT	3/2	Sleight of Hand	DEX	3/2
Gambling	INT	3/2	Smithing	STR	2/1
Herbalism	INT	3/2	Stealth	DEX	3/2
High Society	PRE	3/2	Streetwise	PRE	3/2
Higher Mathematics	--	1	Survival	INT	3/2
Hunting	DEX	2/1	Tactics	INT	3/2
Interrogation	--	2/1	Tracking	INT	3/2
Inventor	INT	3/2	Trading	PRE	3/2
Invocation	--	8-	Traps	DEX	3/2
Knowledge Skill	11-	3/2	Transport Familiarity	--	1 - 2
Languages	--	1 – 4	Ventriloquism	INT	3/2
Lipreading	INT	3/2	Weapon Familiarity	--	1 - 2
Literacy	--	1	Weaponsmith	DEX	3/2

If a skill has a cost such as 3/2 or 2/1, that means the initial purchase of the skill is the first cost and the number after the slash is how much it costs to add 1 to that skill. The GM will usually limit you in how much you can buy in skill rolls (but your point totals will tend to limit this as well).

MARTIAL ARTS

Martial Arts abilities make a character notably better in combat, and there are several packages of this sort of ability that can be learned by your character in Jolrhos Fantasy Hero.

Archery Expertise: Maneuvers that any well-trained archer can learn. These aren't as advanced and spectacular as Elven *Way* archery, but has many useful maneuvers and abilities. Archers tend to be a great deal more focused than their melee companions, and as such often learn several maneuvers from this group. All these maneuvers require a bow or crossbow of some sort.

ARCHERY EXPERTISE					
MANEUVER	COST	OCV	DCV	RANGE	NOTES
Block	5	+1	+3	--	Abort, block
Called Shot	4	+3	--	--	Only for called hit location
Doubleshot	4	-2@	--	--	Two shots per phase, +1 segment
Guarded Shot	3	-1	+3	--	Better DCV while firing
Longshot	5	--	-2	+6	+1 segment

SUGGESTED SKILLS AND TALENTS

Fast Draw	Penalty Skill Levels: range modifiers
Combat Sense	Rapid Attack
Defense Maneuver	Weapon Familiarity: Horseback Fighting
Lighting Reflexes (with bow)	Weaponsmith: bow and arrows

SUGGESTED WEAPON ELEMENTS

Bow or crossbow default	+1: crossbows
+1: Use from horseback	

Horseback Fighting: This emphasizes skill in combat from horseback or other riding beast. These combat maneuvers are often taught to knights and cavalry, and emphasize the speed and height advantage from horseback. This can be combined with Acrobatics for some very spectacular maneuvers. All maneuvers in this group assume a weapon, except the Kick maneuver, which is unarmed combat only.

HORSEBACK FIGHTING					
MANEUVER	COST	OCV	DCV	DAMAGE	NOTES
Block	4	+2	+2	---	Block, abort
Kick	4	+1	+2	+1D6	Strike
Lance Charge	5	--	-1	+V/3	Full move
Shove	4	--	--	--	+15 STR to push
Takedown	3	+1	-1	+V/5	Both fall
Unhorse	5	--	--	+V/5	Throw, Full Move

SUGGESTED SKILLS AND TALENTS

Rapid Attack	Tactics
Riding	Weapon Familiarity: Horseback Combat

SUGGESTED WEAPON ELEMENTS

One Horseback one-hand weapon default	+1: Light Mace
+1: Lance	+1: Light Flail
+1: Short Sword	+1: Shield Bash

Polearm Package: Using Pole Arms is a fairly unusual skill that many adventurers do not learn. However, there is a great deal of power with the weapons that can be applied to combat.

POLEARM PACKAGE					
MANEUVER	COST	OCV	DCV	DAMAGE	NOTES
Bind	4	+1	--	---	+10 STR to bind weapon
Bind Block	4	--	+1	---	Blocks attack, binds weapon
Butt	4	-1	+2	+4D6	Strike with pole (normal)
Fend	4	--	+5	--	Abort, dodge
Flurry	4	--	+2	--	+10 Presence for attack
Legsweep	4	+1	--	+1DC	Strike, throw,
Sacrifice Strike	5	+1	-2	+2DC	Strike
Shove	4	--	--	--	+15 STR to shove
Unhorse	5	--	--	+V/5	Throw, Full Move

SUGGESTED SKILLS AND TALENTS

Combat Sense

Lightning Reflexes

SUGGESTED WEAPON ELEMENTS

Polearms default weapon

+1: Spear

+1: Quarterstaff

+1: Tunnel Fighter

Warcraft: This is generalized mercenary and warrior training. Most warriors know a maneuver or two from this group, although few are systematic about it or know many. The default for these maneuvers is with a weapon, except the unarmed strike which only works with no weapons.

WARCRAFT PACKAGE					
MANEUVER	COST	OCV	DCV	DAMAGE	NOTES
Block	4	+2	+2	---	Block, abort
Counterstrike	4	+2	+2	+1 DC	Must follow block
Disarm	4	-1	+1	--	STR +10, disarm
Escape	4	--	--	--	+15 STR vs grabs
Offensive Strike	5	-2	+1	+2 DC	Strike
Root	4	--	--	--	+15 STR abort, block
Sacrifice Strike	5	+1	-2	+2 DC	strike
Shove	4	--	--	--	+15 STR to shove
Takeaway	5	--	--	--	Grab weapon, +10 STR
Throw	4	+2	-1	+1 DC	+1DC damage, target falls
Unarmed Strike	3	--	+1	+2D6	strike without weapon

SUGGESTED SKILLS AND TALENTS

Ambidexterity

Weapon Familiarity: Off-Hand

Combat Luck

Lightning Reflexes

Combat Sense

Paramedic

Defense Maneuver

Rapid Attack

Fast Draw

Tactics

SUGGESTED WEAPON ELEMENTS

+1: Horseback Combat

+1: Shield Bash

+1: Off Hand

PERKS SUMMARY	
PERK	COST
Access	1-5
Anonymity	1
Contact	2/1
Deep Cover	2
Favor	1
Follower/Pet	1/5th
Fringe Benefit (see table)	var
Money	1-5
Mounts and Properties	1/5th
Reputation	var

FRINGE BENEFITS EXAMPLES			
EXAMPLE	COST	EXAMPLE	COST
Debt slave or POW	-10	Patrol leader, Squire, Soldiers, Patrolmen	2
Labor slave, leper, madman	-5	Officer in army, Paladins, younger sons of barons, mayors, lackland lords, Guildmasters	3
Serfs, peasants	-3	Knights of lower orders, older sons of Barons	4
Household slave	-2	Knights Lords, Barons	5
Noncitizen Freeman	-1	Heirs of Dukes	6
Citizen Freeman	0	Dukes, Stewards of Cities	7
Rich, well-connected, Man of the Lord, Mage's Guild member	1	Chamberlain of Morien, High Priests	8

TALENTS SUMMARY					
TALENT	COST	TALENT	COST	TALENT	COST
Absolute Range Sense	3	Flanking	5	Silent Casting	12
Absolute Time Sense	3	Focus	5	Still Casting	12
Ambidexterity	3-9	Healing	5/D6	Perfect Pitch	3
Animal Friendship	3+	Leadership		Reaction	5
Aura Vision	3/2	Daunt	12	Resistance	1@
Avoidance	6	Might	11	Simulate Death	3/1
Berserk	11	Tactics	14	Speed Reading	4+
Blind Fighting	10	Valor	14	Stances	
Bump of Direction	3	Vigor	11	Cautious Stance	6
Charge	6	Lightning Calculator	3	Closing Stance	5
Combat Archery	7	Lightning Reflexes	var	Mage Stance	9
Combat Luck	2-6	Lightsleep	3	Mob Stance	11
Danger Sense	15+	Magic Talents		Rage Stance	5
Divine Favor	9	Decreased Effort	8	Supreme Balance	3
Double Jointed	4	Fast Casting	12	Trackless Stride	3
Eidetic Memory	5/2	Increased Area	12	Truesight	5
Environmental Move	3	Increased Focus	8	Universal Translator	20/1

TEMPLATES

Unlike classes which lock you into a specific build as a character, Fantasy Hero is more flexible: you build your character into whatever you wish and can afford.. However, to make character building easier, these templates are offered for typical archetypes of characters in a fantasy setting. These templates are entirely optional, they are offered as a tool for making characters, a framework for characters of these types to be build around. There are certain professions such as Knights, Priests, Paladins, and Rangers which have specific requirements and limitations which are covered after the templates and skills sections.

DRUID			
Druids are a sect of nature-worshippers who see the Lord as working in the world rather than through cities and prayers. Rejecting civilization and temples, Druids stay in the wilds and act as protectors of the natural world.			
SUGGESTED STATS		PTS	SKILLS
INT	13+	2	AK: local wilds 11-
EGO	11+	3	Magic Skill (base roll)
PRE	13+	3	Survival (base roll)
MANA	22+	3	Herbalism (base roll)
		2	PS: Druid (base roll)

GUIDE/HUNTER			
This template covers most outdoor types such as trappers and rangers.			
SUGGESTED STATS		PTS	SKILLS
STR	13+	2	KS: Local Terrain 11-
DEX	11+	2	PS: Hunter
CON	13+	3	Stealth (base roll)
		3	Survival (base roll)
		3	Tracking (base roll)

MAGE			
There is a Mageguild in Jolrhos Fantasy Hero, and this represents a good starting mage, not a neophyte, but a magic wielder that is ready to face the world. For more on magic, see page 37			
SUGGESTED STATS		PTS	SKILLS
INT	14+	3	Magic Skill (base roll)
EGO	11+	2	PS: Mage 11-
MANA	24+	2	Arcanium Language
		1	Literacy
		3	Magic Research (base roll)
		7	Spells (21 points)

SCOUT			
Scouts are very handy in a fantasy setting, since it is largely wilderness like the old west. Scouts would work somewhat similar to thieves in AD&D in Fantasy Hero campaigns, since less time is spent in curious underground mazes.			
SUGGESTED STATS		PTS	SKILLS
DEX	14+	2	AK: Local area 11-
SPD	3+	3	Concealment (base roll)
		2	PS: Scout 11-
		3	Stealth (base roll)
		3	Survival (base roll)
		3	Tracking (base roll)

THEIF			
Although a Thief would tend to be city-bound, one may be hired to work elsewhere. This covers burglars, cutpurses, etc, the whole spectrum of outlaws.			
SUGGESTED STATS		PTS	SKILLS
DEX	14+	3	Concealment (base roll)
PRE	15-	2	AK: City 11-
		2	Language (Gutter)
		2	PS: Thief 11-
		3	Stealth (base roll)
		3	Streetwise (base roll)
		3	Trading (base roll)

WARRIOR			
This is a generic fighter type, the guy that hurts people for a living, or by nature. This would cover archers, cavalry and so forth with minor alterations.			
SUGGESTED STATS		PTS	SKILLS
STR	13+	4	Fam: Common weapons
DEX	14+	3	Paramedic (base roll)
CON	13+	3	Tactics 11-
PD	5+	2	PS: Warrior 11-
SPD	3+		
STN	21+		

RACES

There are eight different races a character can be in Jolrhos Fantasy Hero. Each race has advantages and disadvantages unique to them, which the packages below cover for each race individually. Racial Packages are broken into two parts, the Racial Package and the Cultural Package.

RACIAL PACKAGE

The racial package gives the basic abilities and limitations with typical physical characteristics of a given race. This package must be taken to be a member of a given race.

CULTURAL PACKAGE

If the character was raised among members of his race, then he must take the Cultural Package. The Cultural Package is available to any race, provided they were raised by the specified culture, or lived the majority of their life among that race. This package has minor skills and an additional distinctive, as the character will act differently than the human norm.

COST

The Total Cost listed on the right hand side of the package is how much a given racial package costs in

THE RACES

Centaur: These are large human and horse syntheses, the human torso in place of the horse's head and neck. They are strong and tough, but not unusually agile. Centaur are also very fast runners, quite used to covering long distances rapidly.

Dwarves: Dwarves are the standard short, stocky, bearded humanoid, made of denser and tougher stuff than humans, but not quite as quick. Dwarves are hardy folks, resistant to disease and other harm.

Elves: Slim, comely humanoids, with generally fair coloration and a natural propensity for magic. Elves are very long-lived, and slightly magical, which gives them some unusual abilities.

Humans: Standard men and women. Come in a wide variety of shapes and sizes, and are the dominant and most numerous race.

Ratmen: Smaller than the other races, Ratmen are humanoid rats, standing primarily on two feet with fur and a tail. Ratmen are small and crafty, and very resistant to disease.

Wolfen: The Wolfen are a race of wolf humanoids, with excellent senses and resistance to colder climate. Occasionally mistaken for werewolves.

Zhai: Sleek, powerful creatures smaller than human, catlike humanoids with the tail and claws, with incredible reflexes and agility.

CENTAUR RACIAL PACKAGE							
CHARACTERISTICS				RACIAL ABILITIES			
STAT	BASE	MAX	STAT	MAX	PTS	ABILITIES	TOTAL COST: 5
STR*	15	30	PD	10	3	Thick Hide: 1 PD, 1 ED Armor	CHARS: 6
DEX	9	18	ED	10	1	Thick Hide: 1 PD, 1 ED Damage Resistance	+
CON	11	21	SPD	4	6	Fast Runner: +4" Run Base (10")**	ABILITIES: 35
BOD*	11	22	REC	10	6	Fast Runner: +6" Run Maximum (16")	TOTAL: 41
INT	10	20	END	50	6	Four Legs: -2" Knockback Resistance	-
EGO	9	18	STN*	60	5	Four legs, two arms: Extra Limbs (2)	DISADS: 36
PRE	11	22	MANA	45	7	Horse Sized: Growth 1 level (-1" KB) 0 END Cost, Persistent, Inherent, Always on	
COM	8	20	MREC	7	1	Eat once a week	
COST 8				**Running gains a turn mode at 10" or faster			
*adjusted for growth				COST 35			
PTS	DISADVANTAGES			LIFESPAN	45-70 years		
10	Horse Body F/G			HEIGHT	78-90 inches		
15	Distinctive: Centaur NC/N			WEIGHT	Black, blue, brown, green, grey, gold, tan		
1	Short Lifespan (half)			EYES	Black, brown, grey, red, sandy, tan, white,		
10	Social Lim: dumb savage			HAIR	in various patterns		
11-				SKIN	Various colors, typically white or black, but based on hair color		
DISAD TOTAL				36			

CENTAUR CULTURAL PACKAGE

EVERYHORSE SKILLS

Paramedic 8-
 KS: Centaur Culture 8-
 AK: Area of home 8-
 Survival 8-
 Tracking 8-
 Concealment 8-
 Animal Handler 8-
 PS: choose 8-
 Native Centaur Language (4 pts)

CULTURAL ABILITIES

PTS	ABILITIES
2	KS: Plains and Forest 11-
1	Weapon Familiarity: Bows
2	Local Common Language (2 pts)
-5	Distinctive: Acts like Centaur EC/N

CULTURAL COST TOTAL 0 points

DWARVEN RACIAL PACKAGE

CHARACTERISTICS

STAT	BASE	MAX	STAT
STR	12	23	PD
DEX	9	19	ED
CON	11	21	SPD
BOD	10	20	REC
INT	10	20	END
EGO	11	21	STN
PRE	10	20	MANA
COM	6	16	MREC

RACIAL ABILITIES

MAX	PTS	ABILITIES
10	5	Deeps Vision: IR Vision
10	10	Tough: Immunity to all non-magical poisons
4	2	Longevity: 5x human lifespan
12	2	Tough: 1 PD, 3 ED Damage Resistance
60	3	Direction Sense
60	6	Tough: Power Defense 6 pts
45	-4	Short Legs: -2" Running
7	-4	Short Legs: -4" Maximum Run

TOTAL COST: 0

CHARS: 11
 +
 ABILITIES: 19
 TOTAL: 30
 -
 DISADS: 30

COST 11

-1 Short Legs: -1" Leaping
 COST 19

PTS	DISADVANTAGES
15	Distinctive: Dwarf NC/N
10	Bulky, Short, Stout F/S
5	Reputation: Greedy 8-

LIFESPAN	250-500 years
HEIGHT	30-40 inches
WEIGHT	120-240 pounds
EYES	Amber, black, brown, green, grey, tan
HAIR	Black, brown, grye, red, white, streaked
SKIN	Brown and tan, nutty, ruddy colors to dark brown, almost black

DISAD TOTAL 30

DWARVEN CULTURAL PACKAGE

EVERYDWARFSKILLS

Dwarven Language (4 PTS)
 KS: Dwarven culture 8-
 KS: area of home 8-
 Survival 8-
 Inventor 8-
 Concealment 8-
 Stealth 8-
 PS 8-
 Breakfall 8-
 Medical 8-

CULTURAL ABILITIES

PTS	ABILITIES
2	KS: mining and underground 11-
2	2 PTS local human language
1	KS: minerals and geology 8-
Dwarves are miners and mountain folk	
-5	Distinctive: Acts like Dwarf EC/N

CULTURAL COST 0 points

ELVEN RACIAL PACKAGE

CHARACTERISTICS				RACIAL ABILITIES			TOTAL COST: 1
STAT	BASE	MAX	STAT	MAX	PTS	ABILITIES	
STR	7	18	PD	7	5	Night Vision	CHARS: -1
DEX	11	23	ED	7	3	Longevity: 10x normal	+
CON	9	19	SPD	5	1	Magic Skill 8-	ABILITIES: 22
BOD	8	18	REC	10	3	Light Tread: Gliding, only to leave no tracks 6"	TOTAL: 1
INT	11	22	END	50	3	Lightsleep	-
EGO	10	20	STN	40	3	Enhanced Perception +1 all senses	DISADS: 20
PRE	11	21	MANA	60	2	+1" running (7")	
COM	14	24	MREC	10	2	+2" Maximum Running (14")	
COST	-1			COST 22			

PTS	DISADVANTAGES	LIFESPAN	1000-1200 years
10	Distinctive: Elf C/N	HEIGHT	Varies by culture
10	Vulnerable: Flash x1½	WEIGHT	Varies by culture
		EYES	Varies by culture
		HAIR	Varies by culture
DISAD TOTAL	20	SKIN	Varies by culture

ELENCAL (wood elf) CULTURAL PACKAGE

EVERYELF SKILLS		CULTURAL ABILITIES	
		PTS	ABILITIES
Concealment 8-			
Native Elencal Language (4 pts)		1	Herbalism 8-
KS: Elven Culture 8-		2	KS: Forests 11-
AK: Area of Home 8-		2	Morianic (2 pts)
PS: choose 8-			
Climbing 8-			
Tracking 8-			
Perelen Language (1 pt)		-5	Distinctive: Acts like Elencal EC/N
		CULTURAL COST TOTAL 0 points	
HEIGHT: 60-66 inches		WEIGHT: 90-130 pounds	
EYES: Amber, black, brown, green, grey		HAIR: Brown, black, grey, red, white	
SKIN: Tanned, olive, nut, ruddy			

PERELEN (high elf) CULTURAL PACKAGE

EVERYELF SKILLS		CULTURAL ABILITIES	
		PTS	ABILITIES
Concealment 8-			
Perelen Language (4 pts)		+2	Magic Skill (base INT)
KS: Elven Culture 8-		2	Morianic (2 pts)
AK: Area of Home 8-		1	Elencal (wood elf, 2 pts)
PS: choose 8-			
Climbing 8-			
Magic Research 8-			
Riding 8-		-5	Distinctive: Acts like Perelen EC/N
Survival 8-		CULTURAL COST 0 points	
HEIGHT: 68-73 inches		WEIGHT: 130-180 pounds	
EYES: Amber, blue, green, grey, silver, violet		HAIR: Blonde, copper, gold, silver, strawberry blonde, white	
SKIN: Pale pink, whitish			

RATMAN RACIAL PACKAGE

CHARACTERISTICS

STAT	BASE	MAX	STAT
STR	9	19	PD
DEX	11	21	ED
CON	10	20	SPD
BOD	8	18	REC
INT	10	20	END
EGO	9	18	STN
PRE	10	20	MANA
COM	6	14	MREC

RACIAL ABILITIES

MAX	PTS	ABILITIES
7	10	Immunity: non magical disease
8	5	Night Vision
4	3	Easily Hidden: +2 Concealment, self only
12	5	Hard to Hit: +1 DCV
50	5	Feet work as hands: Extra Limbs
50	5	Discriminatory Sense: smell
40	3	Enhanced Perception: +1 all senses
6	2	Running +1" (7")

TOTAL COST: 0

CHARS: -10
+
ABILITIES: 45
TOTAL: 35
-
DISADS: 35

COST -10

7 Clinging (perching)
COST 45

PTS	DISADVANTAGES
5	Small Size I/S
15	Distinctive Ratman NC/N
15	Reputation: dirty thief 11-
1	Short Lifespan (1/2 human)

LIFESPAN	45-70 years
HEIGHT	30-48 inches
WEIGHT	60-90 pounds
EYES	pink, black
HAIR	black, white, grey, brown, red, sandy, tan, in various patterns
HAIR	black, white, grey, brown, red, sandy, tan, in various patterns

DISAD TOTAL 35

RATMAN CULTURAL PACKAGE

EVERYRAT SKILLS

- Ratman language (4 PTS)
- KS: Ratman culture 8-
- KS: area of home 8-
- PS: choose 8-
- Shadowing 8-
- Concealment 8-
- Paramedic 8-
- Stealth 8-
- Breakfall 8-
- Climbing 8-

CULTURAL ABILITIES

PTS	ABILITIES
3	Inventor (base roll)
2	Local Human Language (2 pts)
-5	Distinctive: acts like Ratman EC/N

CULTURAL COST 0 points



WOLFEN RACIAL PACKAGE

CHARACTERISTICS				RACIAL ABILITIES			TOTAL COST: 1
STAT	BASE	MAX	STAT	MAX	PTS	ABILITIES	
STR	10	20	PD	8	5	Discriminatory sense: smell	CHARS: 3
DEX	11	21	ED	8	5	Tracking sense: smell	+
CON	10	20	SPD	4	4	Enhanced Perception: smell, hearing +1	ABILITIES: 33
BOD	9	19	REC	8	3	Enhanced Perception: all senses +1	TOTAL: 36
INT	10	20	END	50	2	Life Support: cold extremes	-
EGO	10	20	STN	50	2	Running: +1" (7")	DISADS: 35
PRE	15	25	MANA	50	3	+5 Presence (offensive only)	
COM	6	16	MREC	8	1	Damage Resistance 1PD, 1 ED	
					3	Ultrasonic Hearing	
					5	Night Vision	
COST	3					COST	33
PTS	DISADVANTAGES			LIFESPAN		70-105 years	
15	Distinctive: Wolfen NC/N			HEIGHT		60-75 inches	
10	Reputation: Werewolf 8-			WEIGHT		150-200 pounds	
10	Vulnerability: flash x1½			EYES		Black, brown, green, red,	
DISAD TOTAL		35					

WOLFEN CULTURAL PACKAGE

EVERYWOLF SKILLS		CULTURAL ABILITIES	
	PTS		ABILITIES
Wolfen Language (4 pts)		2	Local Common Language (2 pts)
KS: Wolfen culture 8-		3	Survival (base roll)
AK: Area of home 8-			
Shadowing 8-			
Stealth 8-			
Climbing 8-			
Breakfall 8-			
Paramedic 8-		-5	Distinctive: acts like Wolfen EC/N
Concealment			
		CULTURAL COST	0 points

ZHAI RACIAL PACKAGE

CHARACTERISTICS				RACIAL ABILITIES			TOTAL COST: 1
STAT	BASE	MAX	STAT	MAX	PTS	ABILITIES	
STR	10	20	PD	7	8	Claws: ½D6 HKA Reduced Penetration	CHARS: -1
DEX	11	21	ED	8	3	Enhanced Perception: +1 all senses	+
CON	9	19	SPD	5	5	Discriminatory Sense: smell	ABILITIES: 35
BOD	8	18	REC	10	3	Environmental Movement: Supreme Balance	TOTAL: 34
INT	10	20	END	50	3	Night Vision	-
EGO	9	18	STN	50	1	+1" Leaping	DISADS: 34
PRE	10	20	MANA	45	1	+2" Maximum Leap	
COM	10	22	MREC	7	5	Defense Maneuver II	
					3	Breakfall (base DEX roll)	
					3	Lightsleep	
COST	-1					COST	35
PTS	DISADVANTAGES			LIFESPAN		60-80 years	
15	Distinctive: Zhai NC/N			HEIGHT		55-65 inches	
5	Reputation: Thief 8-			WEIGHT		100-150 lbs	
10	Vulnerability: Flash x1½			EYES		Amber, brown, green, grey, pink, white	
5	Must sleep more I/S			HAIR		Cat fur types, especially great cats	
DISAD TOTAL		35		SKIN	Pink, white or black, often in combination		

ZHAI CULTURAL PACKAGE

EVERYCATSKILLS

- Zhai Language (4 pts)
- KS: Feline culture 8-
- KS: area of home 8-
- Concealment 8-
- Paramedic 8-
- Shadowing 8-
- Tracking 8-
- Acrobatics 8-
- Survival 8-

CULTURAL ABILITIES

PTS	ABILITIES
3	Stealth (base DEX roll)
2	Local Common Language (2 pts)

-5 Distinctive: acts like Zhai EC/N

CULTURAL COST 0 points



MAKING A SPELLCASTER

Creating a spell caster is simply a matter of having the skill to cast spells. This can be anything from a thief who knows one spell to hide in shadows to an archmage who knows little except magic. This means that there is a lot of variety in magery and no one way to build a mage. But there are some things in common with all spells and spell casting in Jolrhos, such as requiring a Magic Skill roll, and all spells must cost Endurance to cast (including at least one Long-Term Endurance, which comes back much slower than ordinary END).

Intelligence

Spell casting is heavily reliant on intelligence. The Magic Skill, below, is based on Intelligence, as is the number of spells a caster can maintain at one time (INT/5).

Magic Skill

All spell casters must have this skill, it is what makes a mage. This skill also acts as a general knowledge skill for magic and spells, as well as the skill to activate and use some magical items and places.

Spells

All mages know spells, it's their defining characteristic. Buying spells in Jolrhos Fantasy Hero is done by point value: you buy each spell separately like you buy each skill. However, like martial arts, spells are given a cost discount to reduce their cost and represent their limitations, which other classes do not suffer from. For instance, all spells require a skill roll (in addition to any to hit rolls). All spells must cost endurance, many have side effects and other limitations. All spells can be sensed by other mages nearby, and so on.

The base cost of buying spells is 1 point cost per 3 real point of the spell (round up). Thus, a 5 real point spell costs 2 points for the mage.

Specialization

Mages can pick a limited type or types of magic that he can learn. By doing so, the spells cost slightly less and the mana cost can even be reduced. However, this comes with a price: some spells cannot ever be learned, and others are learned at a higher price and with greater difficulty.

Specialization expands the power and breadth of the mage's magic at the price of being more focused and less flexible. For more on specialization, speak to the GM.

Where to find Spells

Players are encouraged to make their own spells up, using the Hero system rules and the guidelines in this section. However, the Codex is a book filled with hundreds of spells for players to pick from. The two-volume Fantasy Codex covers the more detailed aspects of spellcasting in a more thorough fashion, and will likely have the spell you are looking for, and many more that you may not have thought of for your character.

Starting Spells

Characters will need a base group of spells to start with when they are built, just as a warrior needs weapons when he is built. These spells can come from any source, such as a friendly mage, a relative, or an odd book found by the character.

Characters who buy each spell separately start with the spells they can afford, naturally. The GM will usually suggest or indicate some spells to start with, to represent basic training. Some of these may be given to you for free as training you as a mage began with or were given by your master. Depending on the campaign, the GM may assign some basic spells to your character for free.

Mana

All spells take mana to cast, and all characters have a mana stat. Mana is similar to ordinary END, but is based on EGO+INT instead of CON. Buying more mana costs 1 point for every 2 MAN, and has a characteristic maximum of 50 for normal humans (other races are higher or lower).

Mana Recovery (MREC)

Mana is recovered with a special stat called Mana Recovery instead of normal recovery. Mana Recovery is based on INT and EGO like ordinary recovery is based on CON and STR: $(INT/5)+(EGO/5) = MREC$. Buying more points of MREC costs 2 points for each one point of mana recovery, and the maximum for this characteristic for most races will be 8.

PRIEST BASE PACKAGE			
PTS	ABILITIES	DISADVANTAGES	PTS
3	Prayer Skill	Watched: Temples 11-, NCI, Mo Pow	-10
2	KS: Temple Theology 11-	Watched: The Lord 14-, NCI, Mo Pow	-15
3	Oratory (base roll)	Distinctive: Priest EC/N	-5
12	Pool (10 pts)		
1	Perk: Man of the Lord	TOTAL ABILITIES: 25	
2	PS: Priest 11-	TOTAL DISADVANTAGES: 30	

ROLEPLAYING A PRIEST

Priests in Jolrhos are not like priests of the real world in that they have no religious or spiritual agenda other than fighting evil and encouraging good. Further, they are not trying to convert or evangelize anyone; they are more soldiers than clerics. Priests are more studious and less martial than the Paladin (below), but they fight the same battle. Using healing and teaching and assistance to people, Priests focus on encouraging good and helping the weak.

Obviously each priest has his own motivation and driving force, but each has a common desire for the destruction and frustration of evil, while working to build and spread good in the world. Virtue, goodness, helping the poor, the weak, and the innocent is the primary motivation for any priest, regardless of the Temple they serve.

Priests are wise, helpful men and women of great learning and study. Their efforts are welcome in most communities of any kind simply as they are Men of the Lord. Priests help adjudicate conflicts, assist in deciding difficult issues, advise the great and the meek. Priests are able to move well through all layers and parts of society with rarely any danger except from the truly evil due to at least fear of the Lord's power.

A Priest's player should be somewhat informed by their chosen Temple's aspect. If they are from the Temple of Purity, then they will tend to want to demolish undead, cure disease, promote cleanliness and orderliness, and so on. A priest from the Temple of Harvest will assist farmers and hunters, work with grieving families and funerals, and so on.

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Priests labor under certain restrictions: they must reject vices such as greed, sloth, anger, envy, and so on. There are no requirements of vows such as poverty or chastity, although being chaste and being frugal and generous are virtues that priests are to embrace and give example in their lives to those around them.

Priests are not limited in terms of equipment and armor. Most will tend to wear robes or simple clothing, but some wear armor. Priests of War tend to be more armored and to wield weapons more than others.

The priest has more duties than beating up monsters and finding adventure. Most take up adventuring primarily as a way to assist the needy and fight evil. Personal gain is the last concern of a Priest, who generally gets what they need from the local people even when they cannot usually provide their basic needs.

THE LORD

There is no fixed, defined religion in Jolrhos, no deities worshipped, no theology. Rather there is a series of temples and organization set up more similar to a lodge or independent army than a church. Worship services are not held, although one can go to the temples for services and teaching, and to donate money to the cause. The Lord (no proper name is known) is an incredibly powerful extra-dimensional being. Perhaps he was once a normal mortal, but his power is so amazing he has transcended this sort of category. Some do worship the Lord like he is a god, which he neither recognizes nor encourages.

The Lord fights against evil, especially demons and undead, and this battle protects Jolrhos from the forces of darkness, of which there are legion. He will select or accept specific people who will work with this battle, and those people are priests and holy knights, or Paladins.

This bears repeating: *The Lord is not God, nor a god.* He is a very, very powerful being, a force for good and virtue in Jolrhos. He grants small portions of this power through representatives on earth, but is not worshipped. There is no religion worshipping the Lord, there are no temples to him. The temples are offices where the Lord's representatives work and from where his ideas and interests are advanced and fought for.

There are prayers, not to The Lord for salvation, but more of a conversation, asking for help in walking the path of right, asking for help from one of his representatives, and so on. The Lord is not omniscient, he does not always know what is happening in a given place nor hear prayers.

There are hymns, but they are songs about how we should behave, what the world could be like if evil was defeated, and generally designed to encourage good, discourage evil, and strengthen people in their personal fights.

Think of The Lord less as a god of a religion and more as a leader of a society, a very powerful head of a lodge or club that seeks to better society and destroy evil.

ROLEPLAYING A PALADIN

Paladins are more zealous than Priests, more hard-core soldiers and knights in service of the Lord. Each feels a certain elite status, being in service to a liege lord far more powerful than any ordinary duke or king. Paladins move through the world without allegiance or loyalty to anyone but goodness and their Lord, and are generally accepted because of their status and mission. Paladins, like Priests, are neither proselytes nor religious figures; rather they are very skilled and potent warriors against evil. Paladins primarily focus on destroying evil rather than spreading good, although they will work for the good when not busy otherwise. Paladins are very focused on their cause and efforts and have little time for anything but the endless struggle to annihilate all evil in the world, or at least frustrate and confuse it's efforts.

Paladins are not as widely accepted in society as Priests, although high society considers the paladin a mark of dignity and status. Lower classes appeal to the paladin in times of need, but otherwise fear them and their violence. Criminals hate and fear the paladin, as unlike the Priest who attempts to instruct and share wisdom to the criminal, the Paladin seeks to punish them for their wicked deeds.

Paladins are a very difficult calling, one that has little rest, few places of safety, and a constant struggle against a foe that never is fully defeated. But it is a very noble calling that can be very fulfilling and compelling to some. If knights are chivalrous, Paladins are the epitome of honor, chivalry, and virtue.

PALADIN BASE PACKAGE			
PTS	ABILITIES	DISADVANTAGES	PTS
2	Weapon Familiarity: Paladin Weapons	Watched: Temples 11-, NCI, Mo Pow	-10
3	Riding (base roll)	Watched: The Lord 14-, NCI, Mo Pow	-15
2	Professional Skill: Paladin 11-	Distinctive: Paladin EC/R	-10
5	Paladin Training (below)	Hunted: Evil Creatures 8-	-10
2	Perk: Holy Knight of the Lord		
3	High Society (base roll)		
3	+1 DCV vs attacks by evil		TOTAL ABILITIES: 40
7	Regeneration 1 Body/hour in holy places		TOTAL DISADVANTAGES: -45

PALADIN TRAINING

Paladins are trained in very skillful hand-to-hand combat, since they are prohibited ranged weapons. This martial arts package represents this level of training. For more advanced training, the GM has the details.

PALADIN MARTIAL TRAINING

MANEUVER	COST	OCV	DCV	DAMAGE	NOTES
Basic Strike	3	+1	--	+2DC	Strike
Basic Ward	3	+2	+1	---	Block, abort
Blade Ward	5	+2	+1	---	Bind Weapon, +10 STR
Centaur Seat	3	--	-1	---	+15 STR to stay in saddle
Disarm	5	+1	--	---	+10 STR to disarm
Final Mercy	5	+1	-2	+4DC	Strike
Grapple	5	+1	-1	---	Grab 3 limbs, +5 STR
Lance Charge	5	--	-1	+V/3	Full move
Passing Strike	5	--	--	+V/5, +1 DC	Full Move
Punish	3	--	-1	+3DC	Follow Grab, +10 STR
Righteous Ward	4	--	+5	---	Dodge all attacks, abort
Strike of Authority	4	--	+1	+2DC	Shove
Strike of Contempt	5	+1	-1	---	+10 STR to take weapon
Strike of Vengeance	5	-1	-1	+4 DC	Throw
Unhorse	5	--	--	+V/5	Throw, full move
Withering Strike	5	+1	+1	+2 DC	Disable

SUGGESTED SKILLS AND TALENTS

Defense Maneuver	KS: Heraldry
Riding	KS: Etiquette
Tactics	KS: Precedence
High Society	PS: Paladin
Conversation	Weapon Familiarity: Paladin's Weapons (Flail, Mace, Sword, Dagger, Shield, Spear, Lance; costs 2 points)

SUGGESTED WEAPON ELEMENTS

Swords and Horseback Combat default	+1: Mace
+1: Flail	+1: Offhand

DISADVANTAGES

This section has only summaries of the various disadvantages, if you want a full description of each, they are in the Hero System Rules or the Hero Sidekick.

AGE				
CHAR	Normal	10-	40+	60+
STR	20	5	15	10
DEX	20	12	20	18
CON	20	8	15	15
BOD	20	8	15	15
INT	20	20	25	25
EGO	20	8	25	25
PRE	20	8	25	25
COM	20	20	20	16
PD	8	3	6	4
ED	8	3	6	4
SPD	4	2	4	3
REC	10	3	8	6
END	50	30	4-	30
STN	50	15	40	30
MANA	50	30	60	70
MREC	10	6	12	10
Run	10"	6"	8"	6"
Swim	5"	3"	4"	3"
Jump	5"	2"	3"	2"
POINT VALUE	0	15	5	10

DEPENDENCE	
PTS	DEPENDENCE SUBSTANCE IS...
5	Very common/easy to obtain
10	Common/difficult to obtain
15	Uncommon/extremely difficult to obtain
PTS	DEPENDENCY IS
+5	Addiction
PTS	EFFECT OF DEPENDENCY
+5	1D6 damage or effect
+10	2D6 damage or effect
+15	3D6 damage or effect
+5	Abilities affected: 14- activation roll
+10	Abilities affected: 11- activation roll
+5	Incompetence: -1 to skill rolls
+5	Weakness: -3 to stats each time increment
PTS	TIME BEFORE EFFECT
+25	Segment
+20	Phase
+15	Turn
+10	Minute
+5	5 Minutes
+0	20 Minutes
-5	Hour
-10	6 Hours
-15	Day

DEPENDENT NPC			
PTS	DNPC is...	PTS	APPEARANCE
1-	Incompetent (-20 points or less)	+5	8- (infrequently)
5	Normal	+10	11- (occasionally)
0	Slightly Less Powerful than PC	+15	14- (frequently)
-5	As Powerful as PC	PTS	Number of DNPCs
-5	DNPC has useful status or skills	+5	Each doubling of DNPC number

DISTINCTIVE LOOKS	
PTS	CONCEALABILITY
5	Easily Concealed
10	Concealable (with disguise or major effort)
15	Not Concealable
PTS	REACTION
+0	Noticed and recognizable
+5	Always noticed, major reaction or prejudice
+10	Extreme reaction (lust, rage, disgust)
PTS	SENSING
+0	Detectable by Common sense, nearly everyone
-5	Detected by uncommon senses, large groups
-10	Detected by unusual sense, small group & effort
-5	Not distinctive in some cultures and societies

ENRAGED AND BERSERK	
PTS	CIRCUMSTANCES
5	Uncommon
10	Common
15	Very Common
+10	Berserk
PTS	CHANCE TO OCCUR
+0	8- (infrequently)
+5	11- (occasionally)
+10	14- (frequently)
PTS	CHANCE TO RECOVER
+0	14- (frequently)
+5	11- (occasionally)
+10	8- (infrequently)

DISTINCTIVE LOOKS	
PTS	CAPABILITIES
5	Less Powerful than PC
10	As Powerful as PC
15	More Powerful than PC
+5	Extensive non-combat influence (NCI)
-5	Limited to a certain geographical area
+5	PC is easy to find or very famous
PTS	APPEARANCE
+0	8- (infrequently)
+5	11- (occasionally)
+10	14- (frequently)
PTS	MOTIVATION
-10	Watched
-5	Mildly Punish (deport, fine, steal possessions)
+0	Harsh Punishment (imprison, enslave, kill)

PHYSICAL LIMITATION	
PTS	LIMITATION OCCURS
5	Infrequently
10	Frequently
15	All the Time
PTS	LIMITATION AFFLICTS
+0	Slightly
+5	Greatly
+10	Fully

PSYCHOLOGICAL LIMITATION	
PTS	PERCEPTION OF THE SITUATION
5	Uncommon
10	Common
15	Very Common
PTS	LIMITATION AFFLICTS
+0	Moderate (Ego roll at +5)
+5	Strong (Straight Ego roll)
+10	Total (Ego roll at -5)

ENRAGED AND BERSERK	
PTS	CIRCUMSTANCES
5	8- (sometimes)
10	11- (frequently)
15	14- (almost always)
-5	Reputation only know to small/limited group
+5	Extreme reputation

RIVALRY	
PTS	RIVALRY SITUATION
5	Professional or Romantic rival
10	Professional and Romantic rival
PTS	RIVAL AUTHORITY OR POWER
-5	Less Powerful or in an inferior position to PC
+5	More Powerful or in a superior position to PC
+10	Significantly more powerful or superior to PC
+5	Rival is a PC
PTS	FIERCENESS OF RIVALRY
+0	PC Seeks to outdo, embarrass, or humiliate rival
+5	PC seeks to harm or kill rival
PTS	KNOWLEDGE OF RIVALRY
-5	Rival is unaware of rivalry
+0	Rival is aware of rivalry

SOCIAL LIMITATION	
PTS	CIRCUMSTANCES
5	8- (occasionally)
10	11- (frequently)
15	14- (very frequently)
PTS	EFFECTS
+0	Minor (inconvenience but no danger; fired, disowned, loss of items)
+5	Major (risk of potential injury or extreme inconvenience, such as imprisonment, banishment, impoverishment)
+10	Severe (death, dismemberment)
-5	Not limiting in some cultures or societies

SUSCEPTIBILITY	
PTS	CONDITION IS...
5	Uncommon
10	Common
15	Very Common
PTS	EFFECT EVERY INTERVAL
+0	Instant
+15	Segment
+10	Phase
+5	Turn
+0	Minute
-5	5 Minutes
PTS	EFFECT OF SUSCEPTIBILITY
+0	1D6 damage or effect
+5	2D6 damage or effect
+10	3D6 damage or effect

UNLUCK	
LEVELS	POSSIBLE OF EFFECTS
1	Slip and at a disadvantage, lose a piece of equipment, malfunction of equipment, discovered
2	Bystanders get between target and PC, weapon breaks, missed attack hits friend
3	Stunned by fallen debris, new enemies show up, enemy revived by amazing coincidence, great luck for opponent, fall through rotted floor, money handed to cop is counterfeit
4+	As 3 levels, but to friends as well.

VULNERABILITY	
PTS	CIRCUMSTANCES
5	Uncommon
10	Common (group of uncommon)
15	Very Common (group of common)
+0	x1 1/2 effect or damage
x2	x2 effect or damage

EQUIPMENT

The monetary system used in most Fantasy Hero games will be a simple ore-based coin. The main economy is copper-based, that is, a copper is the base unit of exchange (like the Dollar or Pound or Lira).

This is the standard coinage:

Gold Crown (GP) = 100 SP (~\$1000)

Copper Wreath (CP) = 10 IP (~\$1)

Silver Shield (SP) = 10 CP (~\$10)

Iron Star (IP) = 1/10 CP (~ten cents)

The IP breaks into five roughly equal pieces called "Pents", worth approximately two cents each.

Most common folks see a few silver a year in income, and rarely ever see gold. Copper is the standard for cost, at least for most people. As in most historical cultures, Morien's wealthy are vastly richer than the average people, who are significantly wealthier than serfs and peasants. Adventurers tend to be on the wealthy end of the equation.

Following here is a series of charts for equipment that the characters can purchase, ending with weapons.

FULL SUITS OF ARMOR					
EQUIPMENT	COST	KG WT	DEF	BOD	SIZE*
Heavy Cloth (DEF 1)	30	3.5	3	6	2
Soft Leather (DEF 1)	35	3.5	4	6	2
Heavy Leather (DEF 2)	50	5.0	4	7	3
Laminated Cloth (DEF 2)	45	3.5	3	6	3
Padded Cloth (DEF 3)	50	5.0	4	8	4
Cuir Boullis (DEF 3)	70	7.0	5	8	4
Studded Leather (DEF 3)	70	7.0	6	8	3
Brigandine (DEF 4)	100	10.0	6	9	4
Ring Mail (DEF 4)	110	10.0	7	9	4
Scale Mail (DEF 4)	140	14.0	7	10	4
Bezainted (DEF 5)	140	14.0	7	11	4
Splint Mail (DEF 5)	160	14.0	8	11	5
Chain Mail (DEF 6)	200	20.0	8	12	4
Lammellar (DEF 6)	225	18.0	7	11	5
Banded Mail (DEF 6)	200	20.0	8	12	5
Plate and Chain (DEF 7)	280	28.0	8	13	6
Field Plate Armor (DEF 7)	290	28.0	8	14	7
Plate Armor (DEF 8)	400	40.0	8	15	7
Jousting Plate (DEF 9)	650	50.0	8	15	8
Small Shield	20	2.0	4	3	6
Medium Shield	30	4.0	5	5	8
Large Shield	40	7.0	6	7	10

TRAVEL PROVISIONS					
EQUIPMENT	COST	KG WT	DEF	BOD	SIZE*
Backpack (holds 20 KG at ½ weight)	20	1.0	2	1	4
Bandages, per 5 (+1 paramedic roll)	1	.01	1	0	1
Belt Pouch (holds 3 KG at 1 KG)	5	.2	1	0	2
Candle (1" radius light, 10 minutes)	4i	--	0	0	--
Chest (small, 1m ³)	15	3.0	3	1	5
Chest (large, 2m ³)	35	5.0	4	2	8
Cooking Equipment	2i	1.5	4	2	5
Crampons (+1 climbing)	15	.25@	3	1	1
Fishing Equipment (+1 survival)	2	--	0	0	1
Grappling Hook (+3 climbing)	15	2.0	5	2	5
Hammer (for spikes D6-1 HKA)	8i	.5	4	1	4
Ice Axe (+1 climb, +2 on ice)	50	1.5	5	4	5
Iron Flask	25i	.4	4	1	1
Lantern (standard, 3" radius light)	15	1.0	2	1	5

TRAVEL PROVISIONS					
EQUIPMENT	COST	KG WT	DEF	BOD	SIZE
Lantern (hooded, 3" radius light)	35	1.0	3	2	5
Sack (large, hold 10 KG at ¾ weight)	15i	.35	1	1	2
Mapcase (bone, waterproof)	50	.5	3	1	3
Mapcase (leather)	15	.4	2	0	3
Oil Flask (1 liter, 5 hours light)	5	1.0	2	1	5
Porcelain Flask (1 pint)	3	.3	2	0	1
Quiver (20 arrow capacity)	8	.5	0	1	2
Quiver (10 arrow capacity)	35i	.3	0	1	2
Rope (150 KG, 20 meters)	4	10.0	3	1	8
Rope (250 KG, 20 meters)	10	15.0	4	1	9
Sack (large, hold 10 KG at ¾ weight)	15i	.35	1	1	2
Sack (small holds 5 KG at ¾ weight)	12i	.25	1	1	1
Sleeping Roll	12	1.5	2	2	7
Spike (hammer damage ap to wall)	7i	.1	3	1	2
Tinderbox (start fire 11-)	1	.2	2	1	3
Torch (2" radius light)	3i	.2	1	1	3
Trap (bear) (entangle 2D6 HKA)	45	2.5	6	5	8
Trap (vermin) (entangle D6-1 HKA)	15	.5	4	3	4
Trap (wolf) (entangle, D6+1 HKA)	30	1.25	5	5	6

EQUIPMENT	COST	KG WT	DEF	BOD	SIZE*
Tent (one man; shelter and LS cold)	20	5.0	3	2	7
Tent (four man; shelter and LS cold)	30	25.0	3	3	12
Tent (one man; shelter and LS cold)	50	75.0	3	4	18
Waterskin (1/2 quart capacity)	2	.25	1	1	2
Full waterskin	--	1.0	--	--	4

RATIONS AND FOOD					
EQUIPMENT	COST	KG WT	DEF	BOD	SIZE*
Ale (one quart)	3	1	1	0	3
Ale (two gallons)	50	7	1	3	6
Hard liquor (quart)	25	1.0	1	3	4
Hard liquor (quart, dwarven)	45	1.0	1	3	4
Horse Food (one week)	40	40	1	5	15
Mead (quart, dwarven)	20	1	1	0	4
Mead (quart)	5	1	1	0	4
Trail Food (one day)	5i	.5	0	1	2
Trail Food (one week)	3	2.5	1	4	7
Waybread (one week, +1 REC)	35	1.2	1	4	6
Wine (quart average)	18	1	1	0	4
Wine (quart elven)	75	1	1	0	4
Wine (quart fine)	25	1	1	0	4

CLOTHING AND WEATHER GEAR					
EQUIPMENT	COST	KG WT	DEF	BOD	SIZE*
Belt and Scabbard	6	.2	4	3	5
Cloak (LS cold to 10°)	18	.4	0	0	2
Desert Robes (LS: to 90°)	22	.25	1	1	3
Full Parka (LS:to -20°, 1rPD,ED)	45	2.5	2	1	3
Furs (LS: to 0°, 1rPD,ED)	35	1.5	1	1	2
Nobility clothing (Sunday best)	120	.75	2	1	4
Peasant clothing	8	.5	2	1	3
Rain Skins (waterproof)	12	2.5	1	1	4
Townsmen clothing	14	.5	2	1	3
Workman's Gloves (1 DEF hands)	1.5	.16	3	1	1

TACK AND RIDING GEAR					
EQUIPMENT	COST	KG WT	DEF	BOD	SIZE _e
Bit and Bridle*	35	.75	4	1	4
Blinders (10 PRE defense w/facing)	3	--	0	0	--
Horse Shoe, each	4@	--	0	0	--
Pack Harness	24	4.0	5	3	16
Riding Crop (+5 PRE control mount)	15	--	0	0	1
Saddle*	120	7.0	5	2	12
Saddle Bags	45	3.5	4	3	7
Saddle Blanket	3i	1.0	2	1	4
Spurs (+5 PRE control mount) each	4	.2	3	1	1
Yoke	55	11.0	5	6	9

LIVESTOCK					
EQUIPMENT	COST	KG WT	DEF	BOD	SIZE _e
Camel	100	--	--	--	--
Cow	40	--	--	--	--
Dog (hunting)	55	--	--	--	--
Dog (guard)	80	--	--	--	--
Donkey/Mule/Burro	120	--	--	--	--
Elephant	5 GP	--	--	--	--
Hawk/Falcon	250	--	--	--	--
Horse (riding)	280	--	--	--	--
Horse (unbroken riding)	175	--	--	--	--
Horse (war)	3 GP	--	--	--	--
Horse (untrained war)	2 GP	--	--	--	--
Horse (draft)	135	--	--	--	--
Horse (quality war)	5 GP	--	--	--	--
Ox	75	--	--	--	--
Pony	90	--	--	--	--

MISCELLANEOUS EQUIPMENT

EQUIPMENT	COST	KG WT	DEF	BOD	SIZE*
Abacus	25	.3	3	1	5
Bell (small copper)	8i	.01	1	1	1
Bell (large)	35	2.0	7	5	5
Book (50 pages, leather bound)	50	.45	3	2	4
Bowl	4i	.02	1	1	1
Chain (per meter)	12	2.25	7	1	6
Charcoal Pencil	2i	.01	0	0	--
Cloth (per meter cotton)	15	1.2	1	1	5
Cloth (per meter silk)	35	1.1	1	1	4
Cloth (per meter linen)	20	1.3	2	1	5
Cloth (per meter rough)	5	1.45	2	1	6
Cloth (per meter wool)	25	2	2	1	6
Firewood (per hour burning)	1i	2	4	3	5
Glass (pane, square foot)	50	.2	0	1	1
Ink (pint, common)	35	.2	3	1	1
Ink (pint, rare)	75	.2	3	1	1
Map (city or local area)	50	.01	0	1	1
Paint, ½ pint (blue, red)	7.5	.2	3	1	1
Paint, ½ pint (green)	1.5	.2	3	1	1
Paint, ½ pint (metallic)	20	.2	3	1	1
Paint, ½ pint (other)	6	.2	3	1	1
Paint, ½ pint (purple)	17.5	.2	3	1	1
Paper (ream 10x14")	15	1	1	1	1
Parchment (ream 10x14")	10	.8	1	1	1
Sailcloth per yard	18	1.3	2	1	5
Seal (metal, complex design)	25	.02	4	1	1
Seal (metal, simple design)	19	.02	4	1	1
Scroll (per meter)	45i	.05	0	1	1
Toy	5-15i	--	1	0	2
Vellum (ream 10x14")	17	.2	3	1	1

TACK AND RIDING GEAR					
EQUIPMENT	COST	KG WT	DEF	BOD	SIZE*
Bit and Bridle*	35	.75	4	1	4
Blinders (10 PRE defense w/facing)	3	--	0	0	--
Horse Shoe, each	4@	--	0	0	--
Pack Harness	24	4.0	5	3	16
Riding Crop (+5 PRE control mount)	15	--	0	0	1
Saddle*	120	7.0	5	2	12
Saddle Bags	45	3.5	4	3	7
Saddle Blanket	3i	1.0	2	1	4
Spurs (+5 PRE control mount) each	4	.2	3	1	1
Yoke	55	11.0	5	6	9

MISCELLANEOUS EQUIPMENT					
EQUIPMENT	COST	KG WT	DEF	BOD	SIZE*
Abacus	25	.3	3	1	5
Bell (small copper)	8i	.01	1	1	1
Bell (large)	35	2.0	7	5	5
Book (50 pages, leather bound)	50	.45	3	2	4
Bowl	4i	.02	1	1	1
Chain (per meter)	12	2.25	7	1	6
Charcoal Pencil	2i	.01	0	0	--
Cloth (per meter cotton)	15	1.2	1	1	5
Cloth (per meter silk)	35	1.1	1	1	4
Cloth (per meter linen)	20	1.3	2	1	5
Cloth (per meter rough)	5	1.45	2	1	6
Cloth (per meter wool)	25	2	2	1	6
Firewood (per hour burning)	1i	2	4	3	5
Glass (pane, square foot)	50	.2	0	1	1
Ink (pint, common)	35	.2	3	1	1
Ink (pint, rare)	75	.2	3	1	1
Map (city or local area)	50	.01	0	1	1
Paint, ½ pint (blue, red)	7.5	.2	3	1	1
Paint, ½ pint (green)	1.5	.2	3	1	1
Paint, ½ pint (metallic)	20	.2	3	1	1
Paint, ½ pint (other)	6	.2	3	1	1
Paint, ½ pint (purple)	17.5	.2	3	1	1
Paper (ream 10x14")	15	1	1	1	1
Parchment (ream 10x14")	10	.8	1	1	1
Sailcloth per yard	18	1.3	2	1	5
Seal (metal, complex design)	25	.02	4	1	1
Seal (metal, simple design)	19	.02	4	1	1
Scroll (per meter)	45i	.05	0	1	1
Toy	5-15i	--	1	0	2
Vellum (ream 10x14")	17	.2	3	1	1

LIVESTOCK					
EQUIPMENT	COST	KG WT	DEF	BOD	SIZE*
Camel	100	--	--	--	--
Cow	40	--	--	--	--
Dog (hunting)	55	--	--	--	--
Dog (guard)	80	--	--	--	--
Donkey/Mule/Burro	120	--	--	--	--
Elephant	5 GP	--	--	--	--
Hawk/Falcon	250	--	--	--	--
Horse (riding)	280	--	--	--	--
Horse (unbroken riding)	175	--	--	--	--
Horse (war)	3 GP	--	--	--	--
Horse (untrained war)	2 GP	--	--	--	--
Horse (draft)	135	--	--	--	--
Horse (quality war)	5 GP	--	--	--	--
Ox	75	--	--	--	--
Pony	90	--	--	--	--

FARMING SUPPLIES					
EQUIPMENT	COST	KG WT	DEF	BOD	SIZE*
Anvil (large forge anvil)	150	150	8	12	16
Anvil (small)	110	30	8	8	12
Barrel (large sealed and waxed)	35	3	5	10	16
Full barrel		28			
Barrel (small sealed and waxed)	15	1.8	5	7	11
Full barrel		14			
Farming Tool	2	1.25	5	3	9
Handsaw (D6-1 HKA)	2	.5	5	2	4
Padlock	75	1	7	2	4
Plough	55	65	7	8	16
Spinning Wheel	25	12	6	4	18

TRANSPORT					
EQUIPMENT	COST	KG WT	DEF	BOD	SIZE*
Cart	55	80.0	6	9	18
Galley	2500	--	6	40	--
Howdah	130	75.0	5	10	18
Litter	125	35.0	5	8	18
Longboat	160	150.0	6	14	18
Merchant Ship	1500	--	5	30	--
Raft	15	25.0	5	8	18
Rowboat	80	85.0	5	12	18
Sloop	1200	--	5	25	--
Wagon	50	110.0	6	12	18
Warship	15 GP	--	6	35	--

EXOTIC EQUIPMENT					
EQUIPMENT	COST	KG WT	DEF	BOD	SIZE*
Acid (1 pint 1D6 DEF drain)	25	.25	3	1	2
Compass (direction sense)	50	3.5	5	3	5
Dwarven Compass	200	.25	3	3	2
Dwarven Pocket Timepiece	250	.2	4	1	1
Hooded Lantern (can be darkened)	45	1.0	2	1	5
Lockpicks (no -3 lockpick)	18	.01	2	1	--
Magnifying Glass (micro vision)	100	.2	1	1	3
Musical Instrument (bugle)	50	.25	4	2	3
Musical Instrument (drum)	20	.3	4	2	6
Musical Instrument (guitar)	150	1.0	4	2	4
Musical Instrument (harp)	350	8.0	5	4	11
Musical Instrument (lute)	85	.25	4	3	5
Musical Instrument (lyre)	45	.3	4	3	6
Musical Instrument (recorder/flute)	25	.15	2	1	3
Musical Instrument (syrinx)	15i	.1	1	0	1
Musical Instrument (Whistle)	12i	.1	1	0	1
Naptha	75	1.0	4	2	4
Sextant (+3 navigation)	150	.25	2	0	3
Spectacles	150	--	1	0	1
Spyglass (+4 telescopic +/-)	150	1.0	5	3	5

LUXURIES					
EQUIPMENT	COST	KG WT	DEF	BOD	SIZE*
Cologne/Perfume (50 ml, cheap)	80	.2	3	1	2
Cologne/Perfume (50 ml, very fine)	150	.2	3	1	2
Cooking Spices (exotic and rare)	150	.1	1	1	1
Cooking Spices (imported)	90	.1	1	1	1
Cooking Spices (local)	50	.1	1	1	1
Dye (blue, red, common colors)	75	1.5	3	1	2
Dye (green, very common colors)	15	1.5	3	1	2
Dye (purple, uncommon colors)	175	1.5	3	1	2
Dye (other teams)	60	1.5	3	1	2

FURNISHINGS					
EQUIPMENT	COST	KG WT	DEF	BOD	SIZE*
Chair	50	3.0	4	4	--
Couch	175	10.0	5	10	--
Chandelier	500	12.0	4	8	--
Desk	110	10.0	5	10	--
Mattress (feather)	350	55.0	5	18	--
Mattress (straw)	90	8.0	5	6	--
Table (large)	130	10.0	5	9	--
Table (small)	90	8.0	5	6	--
Tapestry	100	5.0	3	5	--
Various small furniture	75	5.0	4	6	--
Various large furniture	150	8.0	5	10	--

AXES	OCV	RNG MOD	DAMAGE	STN MOD	STR MIN	DEF	BOD	KG WT	SIZE	CP COST
Battle Axe	--	--	1½D6	--	10/12	6	5	2.25	7	60
Great Axe ²	--	--	2D6+1	--	14	6	7	3.75	10	70
Hand Axe	--	-1	D6+1	--	8	5	4	1.75	5	35
Throwing Axe	--	--	D6	--	6	5	3	1.2	3	30
BOWS	OCV	RNG MOD	DAMAGE	STN MOD	STR MIN	DEF	BOD	KG WT	SIZE	CP COST
Light Self Bow ²	--	--	1D6	--	8	4	2	1.0	5	50
Medium Self Bow ²	--	--	D6+1	--	10	4	2	1.25	6	65
Heavy Self Bow ²	--	+1	1½D6	--	13	4	2	1.50	7	80
Light Long Bow ²	--	+1	D6+1	--	10	4	2	1.50	8	60
Med. Long Bow ²	--	+1	1½D6	--	14	5	2	1.75	10	75
Heavy Long Bow ²	--	+2	2D6	--	17	5	3	2.0	12	90
CLUBS	OCV	RNG MOD	DAMAGE	STN MOD	STR MIN	DEF	BOD	KG WT	SIZE	CP COST
Baton	--	-2	(2D6)	--	5	4	2	1.0	3	15
Club	--	--	(3D6)	--	8	4	3	1.25	5	20
Large Club ²	--	--	(5D6)	--	16	4	4	1.75	9	35
Great Club ²	--	--	(6D6)	--	10/12	5	3	1.5	7	30
CROSSBOWS	OCV	RNG MOD	DAMAGE	STN MOD	STR MIN	DEF	BOD	KG WT	SIZE	CP COST
Arbalest ²	--	+2	2D6	--	12	5	6	2.25	8	100
Heavy Crossbow ²	--	+1	1½D6	--	12	5	5	2.0	6	85
Light Crossbow ²	--	+1	D6+1	--	10	5	4	1.25	5	70
DAGGERS	OCV	RNG MOD	DAMAGE	STN MOD	STR MIN	DEF	BOD	KG WT	SIZE	CP COST
Dagger	+1	--	D6-1	--	5	5	2	1.0	3	25
Stiletto	+1	--	½D6 <i>ap</i>	--	4	4	2	1.0	2	35
Throwing Knife	--	-1	½D6	--	3	4	2	.75	1	15

FLAILS	OCV	RNG MOD	DAMAGE	STN MOD	STR MIN	DEF	BOD	KG WT	SIZE	CP COST
Battle Flail ²	(+1)	--	2D6	--	13	6	6	2.25	7	70
Bladed Flail	(+1)	--	1½D6 <i>rp</i>	--	10	5	4	2.0	5	50
Flail	(+1)	--	1D6	--	8	5	3	1.75	4	35
Military Flail ²	(+1)	--	1½D6	--	11	6	5	2.25	6	65
HAMMERS	OCV	RNG MOD	DAMAGE	STN MOD	STR MIN	DEF	BOD	KG WT	SIZE	CP COST
Hammer	--	--	1D6	+1	10	5	3	1.75	4	35
War Hammer ²	--	--	D6+1	+1	12	6	4	2.25	5	50
Maul ²	--	--	1½D6	+1	15	6	4	3.75	6	70
MACES	OCV	RNG MOD	DAMAGE	STN MOD	STR MIN	DEF	BOD	KG WT	SIZE	CP COST
Heavy Mace ²	--	--	1½D6	+1	12	6	5	2.75	7	50
Light Mace	--	--	D6+1	+1	10	6	4	2.25	5	35
Morningstar ²	--	--	1½D6	--	10	5	4	2.5	6	65
MISC WEAPONS	OCV	RNG MOD	DAMAGE	STN MOD	STR MIN	DEF	BOD	KG WT	SIZE	CP COST
Blackjack	--	--	(3D6)	--	8	2	1	1.25	1	7
Javelin	--	-1	1D6	--	7	4	3	1.25	7	30
Spear	--	(1")	D6+1	--	10	5	6	1.5	8	50
NETS	OCV	RNG MOD	DAMAGE	STN MOD	STR MIN	DEF	BOD	KG WT	SIZE	CP COST
Net ²	-1	-3	--	--	8	4	2	1.5	6	35
Large Net ²	-1	-3	--	--	10	4	4	3.0	10	45
PICKS	OCV	RNG MOD	DAMAGE	STN MOD	STR MIN	DEF	BOD	KG WT	SIZE	CP COST
Pick	--	--	1D6 <i>ap</i>	--	10	5	3	2.25	5	35
Military Pick	--	--	D6+1 <i>ap</i>	--	11	5	3	2.5	5	45
Great Pick ²	--	--	1½D6 <i>ap</i>	--	12	6	4	2.75	8	65

POLE ARMS	OCV	RNG MOD	DAMAGE	STN MOD	STR MIN	DEF	BOD	KG WT	SIZE	CP COST
Awl Pike ²	--	(2")	D6+1 <i>ap</i>	--	12	5	6	2.75	15	55
Bill ²	--	(1")	2D6	--	11	6	6	3.15	14	55
Glaive ²	--	(1")	2D6	--	11	6	7	3.15	13	50
Halberd ²	--	(1")	2D6+1	--	15	6	7	3.25	14	80
Heavy Lance ²	--	(1")	2D6-1	--	12	5	7	2.75	15	55
Jousting Lance ²	--	(1")	D6+1	--	10	3	4	1.75	13	45
Light Lance ²	--	(1")	D6+1	--	11	4	6	2.0	13	40
Lochaber Axe ²	--	(1")	1½D6	--	13	6	6	3.0	12	65
Lucerne Hammer ²	--	(1")	D6+1	+1	12	5	6	2.25	12	65
Military Fork ²	--	(1")	2D6 <i>rp</i>	--	13	5	7	2.25	12	60
Pike ²	--	(2")	1½D6	--	11	5	6	2.75	15	45
Pole Axe ²	--	(1")	2D6+1	--	12	6	7	3.25	14	60

SLINGS	OCV	RNG MOD	DAMAGE	STN MOD	STR MIN	DEF	BOD	KG WT	SIZE	CP COST
Sling	--	-1	D6	--	7	2	1	0.2	1	15
Staff Sling ²	--	+1	D6+1	--	10	3	3	1.0	6	30

STAVES	OCV	RNG MOD	DAMAGE	STN MOD	STR MIN	DEF	BOD	KG WT	SIZE	CP COST
Rod	+1	--	(3D6)	--	8	4	2	1.0	5	15
Quarterstaff ²	+1	(1")	(4D6)	--	10	4	3	1.5	6	25

SWORDS	OCV	RNG MOD	DAMAGE	STN MOD	STR MIN	DEF	BOD	KG WT	SIZE	CP COST
Bastard Sword	+1	--	1.5D6	--	12/14	7	6	2.25	8	65
Long Sword	+1	--	D6+1	--	10	6	5	2.00	6	50
Great Sword ²	+1	--	2D6	--	15	7	7	2.5	9	80
Short Sword	+1	--	D6	--	8	6	4	1.25	5	35

NOTATIONS:

²= two handed weapon

ap= Armor Piercing

rp= Reduced Penetration

n/n= STR MIN, first number with two hands, second with one hand

Damage listed in (parentheses) is normal, not killing damage

RANGED WEAPONS

ARROWS	COST	COST/ GROUP	DEF	BOD	SIZE	KG WT	NOTES
Arrow	5ip	9/20	2	0	3	.02	Armor Piercing
Barbed Arrow	8ip	8/12	2	0	3	.03	Removal Damage
Bird Arrow	4ip	8/20	2	0	3	.03	-1 Range Mod, -1 DC*
Blunt Arrow	5ip	9/20	2	0	3	.05	normal damage +1D6
Silver Arrow	3cp	25/10	2	0	3	.15	vs lycanthropes, etc

BOLTS OR QUARRELS	COST	COST/ GROUP	DEF	BOD	SIZE	KG WT	NOTES
Bolt/Quarrel	5ip	9/20	3	0	1	.12	Armor Piercing
Barbed Bolt	8ip	8/12	3	0	1	.13	removal damage
Silver Bolt	25ip	20/10	3	0	1	.15	vs lycanthropes, etc

SLING STONES	COST	COST/ GROUP	DEF	BOD	SIZE	KG WT	NOTES
Sling Bullet	2ip	3.5/20	2	0	--	.05	as written
Silver Bullet	15ip	3.5/10	2	0	--	.06	vs lycanthropes, etc
Sling Stone	--	--	2	0	--	.04	-1 DC (D6-1 damage)
Clay Bullet	1ip	1.5/20	1	0	--	.07	normal damage, +1D6

*: Bird Arrows target such things as ropes, fingers, etc (anything that fits between the Y shaped head well) at +1 OCV

Cost per group is the cost in copper for a set amount, so 25/10 is 25 copper for 10 units. Removal damage indicates that the victim takes half the DC in damage when the weapon is removed. AP stands for armor piercing. DC stands for damage class, and normal damage indicates the damage is converted from killing into normal damage.

WEAPON MAXIMUM RANGES (in inches)					
WEAPON	RANGE MOD	MAX RANGE	WEAPON	RANGE MOD	MAX RANGE
Arbalest	+2	150	Longbow, Heavy	+2	175
Crossbow, Light	+1	75	Self Bow, Light	--	75
Crossbow, Heavy	+1	100	Self Bow, Medium	--	100
Longbow, Light	+1	110	Self Bow, Heavy	+1	150
Longbow, Medium	+1	125	Sling	-1	35