

Races

| | Br | Ag | In | Wi | Cu | Pr | Strain | Wounds | Starting XP | Starting Abilities |
|------------|----|----|----|----|----|----|--------|--------|-------------|--|
| Human | 2 | 2 | 2 | 2 | 2 | 2 | 10+Wi | 10+Br | 110 | Gain a rank in two non-career skills |
| Dwarf | 3 | 1 | 2 | 2 | 2 | 2 | 9+Wi | 12+Br | 100 | Gain the Physical Training talen and one rank in Resilience |
| Elf | 2 | 3 | 2 | 2 | 2 | 1 | 11+Wi | 10+Br | 100 | Gain the Swift Talent and one rank in Survival |
| Halfling | 1 | 3 | 2 | 2 | 2 | 2 | 11+Wi | 10+Br | 100 | Gain the Confidence Talent for free and one rank in Skulduggery. |
| Dragonborn | 3 | 1 | 2 | 2 | 2 | 2 | 9+Wi | 12+Br | 90 | Dragonborn Fury (+1 dmg when wounded, 2 when injured), Dragonbreath: Gain a Ranged weapon with the following qualities: Dmg 4, Blast 5, Slow-firing 2, Range Medium, uses Resilience to use. |
| Half-Orc | 3 | 2 | 1 | 2 | 2 | 2 | 9+Wi | 12+Br | 90 | Gain the Power Strike Talent and one rank in Melee - Heavy. |
| Warforged | 1 | 1 | 1 | 1 | 1 | 1 | 10+Wi | 10+Br | 175 | As Droid Rules. |

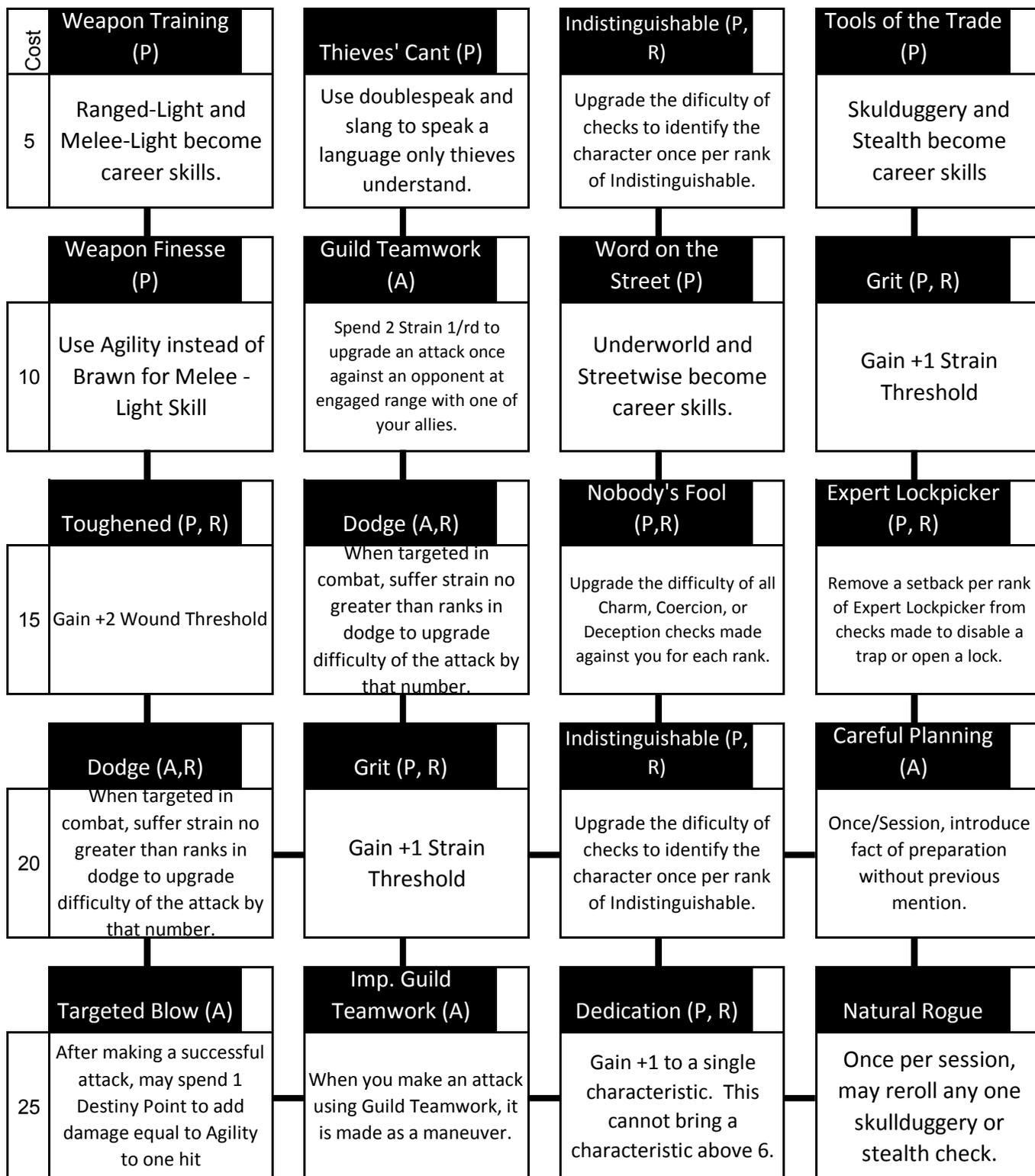
| | Aristocrat | -Noble | -Scholar | -Artisan | Rogue | -Scoundrel | -Thief | -Bard | Knight | -Guardian | -Paladin | -Commander | Sellsword | -Slayer | -Duelist | -Soldier | Priest | -Healer | -Crusader | -Druid | Explorer | -Scout | -Hunter | -Delver | Wizard | -War Wizard | -Specialist | -Artificer |
|---------------------|------------|--------|----------|----------|-------|------------|--------|-------|--------|-----------|----------|------------|-----------|---------|----------|----------|--------|---------|-----------|--------|----------|--------|---------|---------|--------|-------------|-------------|------------|
| Athletics (Br) | | | | | | | X | | X | X | | | X | | | | | | | | | X | | X | | | | |
| Charm (Pr) | X | X | | | | X | | X | | | | | | | | | | | | | | | | | | | | |
| Coercion (Will) | | X | | | | | | X | | | | | | X | X | | | | X | | | | | | | X | | |
| Cool (Pr) | | | | | | X | | | | | | | | | | | | X | | | | | | | X | | | |
| Coordination (Ag) | | | | X | X | | | | | | | | | | X | | | | | | | | X | X | | | | |
| Craft (Int) | | | X | X | | | | | | | | | | | | | | | | | | | | | X | | | X |
| Deception (Cun) | X | X | | | X | X | | | | | | | | | | | | | | | | | | | | | | |
| Discipline (Will) | | | X | X | | | | X | | | | | X | | | | X | X | | | | | | | X | X | X | X |
| Leadership (Pr) | X | X | | | | | | X | X | | | X | | | | X | | | X | | | | | | | | | |
| Healing (Int) | | | | | | | | | | X | X | | | | | X | X | X | | | | X | | | | | | |
| Navigation (Int) | | | | | | | | | | | | | | | | | | | | | X | | | | | | | |
| Negotiation (Pr) | X | | | X | | | | | | | | | | | | | | | | | | | | | | | | |
| Perception (Cun) | | | | | X | | | | | | | | | | | | | | | X | X | | | | X | | | |
| Resilience (Br) | | | | | | | | | | X | | | X | X | | | | | | X | | | X | | | | | |
| Riding (Ag) | | | | | | | | X | | | | | | | | | | | | | | | | | | | | |
| Skulduggery (Cun) | | | | | X | | X | | | | | | | | | | | | | | | | | X | | | | |
| Stealth (Ag) | | | | | | | X | | | | | | | | | | | | | | X | | | | | | | |
| Streetwise (Cun) | X | | | | X | | | | | | | | | | X | | | | | | | | | | | | | |
| Survival (Cun) | | | | | | | | | | | | | X | | | | | | | X | X | X | | | | | | |
| Vigilance (Will) | | | | | X | | | | X | | | | X | | | | X | | | | | | | | X | | | |
| Arcana (Int) | | | | | | | | | | | | | | | | | | | | | | | | | X | | X | X |
| Education (Int) | X | | X | | | | | | | | X | X | | | | | X | | | | | | | | X | | X | |
| Geography (Int) | X | | | | | | | | | | | | | | | | | | | | X | | | | | | | |
| Lore (Int) | X | | X | | | | | X | | | | | | | | | X | | | | | X | | X | X | | X | X |
| Nature (Int) | | | | | | | | | | | | | | | | | | | | X | X | | | | | | | |
| Other | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Religion (Int) | | | | | | | | | | | X | | | | | | X | X | X | | | | | | | | | |
| Underworld (Int) | | | | | X | | | | | | | | | | | | | | | | | | | | | | | |
| Brawl (Br) | | | | | | | | X | | | | | X | | | | | | | | | | | | | | | |
| Melee – Light (Br) | | | | | X | | | X | | | | | X | | X | | X | | | | X | | | | | X | | |
| Melee – Heavy (Br) | | | | | | | | X | X | X | X | X | X | X | | X | | | X | | | | X | | | | | |
| Ranged - Light (Ag) | | | | | | X | X | | X | | | | X | | | | X | | | | X | | | | | X | | |
| Ranged - Heavy (Ag) | | | | | | | | | | | | | | | | X | | | | | X | | X | | | | | |

Talent Tree - Universal - Guild Training

A=Active

P=Passive

R=Ranked



Aristocrat - Noble

Aristocrat Skills - Charm (Pr), Deception (Cun), Leadership (Pr), Negotiation (Cun), Streetwise (Cun), Education (Int), Geography (Int), Lore (Int)

Noble Skills - Charm (Pr), Coercion (Will), Deception (Cun), Leadership (Pr)

Talent Tree - Aristocrat - Noble

A=Active

P=Passive

R=Ranked

| | | | | |
|------|--|--|---|--|
| Cost | Sound Investments (R, P) | Smooth Talker (A, R) | Well Rounded (P) | Nobody's Fool (P,R) |
| | 5 | At the start of each session, gain 100 GP per rank of Sound Investments | Choose a social skill. Spend a Triumph to add a success per rank. | Choose 2 skills. These skills become career skills. |
| 10 | Wheel and Deal (A, R) | Know Somebody (A, R) | Commanding Presence (P, R) | Confidence (P, R) |
| | When selling goods, gain 10% more value per rank. | Once per session, when trying to buy an item, reduce its rarity by one level per rank. | Remove a setback per rank from all Leadership and Cool checks. | Subtract one difficulty die per rank on Discipline checks to resist Fear. |
| 15 | Sound Investments (R, P) | Smooth Talker (A, R) | Intimidating (A, R) | Inspiring Rhetoric (A) |
| | At the start of each session, gain 100 GP per rank of Sound Investments | Choose a social skill. Spend a Triumph to add a success per rank. | Suffer strain up to ranks to downgrade the difficulty of a coercion check. | Make a 2 Diff Lead. check: One ally per success recovers 1 strain. Adv. gains 1 additional strain. |
| 20 | Bought Info (A) | Wheel and Deal (A, R) | Works like a Charm (A) | Imp. Inspiring Rhetoric (A) |
| | Instead of making a knowledge check, may spend 50X the difficulty in GP to succeed with one success. | When selling goods, gain 10% more value per rank. | Once per session, make one skill check using Presence instead of the normal characteristic. | Each ally affected by Inspiring Rhetoric gains a Boost on all checks for rounds equal to Leadership ranks. |
| 25 | Natural Negotiator (A) | Dedication (P, R) | Natural Charmer (A) | Sup. Inspiring Rhetoric (A) |
| | May reroll a Cool or Negotiation check 1/session | Gain +1 to a single characteristic. This cannot bring a characteristic above 6. | Once per session, may reroll any one Charm or Deception check. | Suffer 1 strain to perform Inspiring Rhetoric as a Maneuver. |

Aristocrat - Scholar

Aristocrat Skills - Charm (Pr), Deception (Cun), Leadership (Pr), Negotiation (Cun), Streetwise (Cun), Education (Int), Geography (Int), Lore (Int)

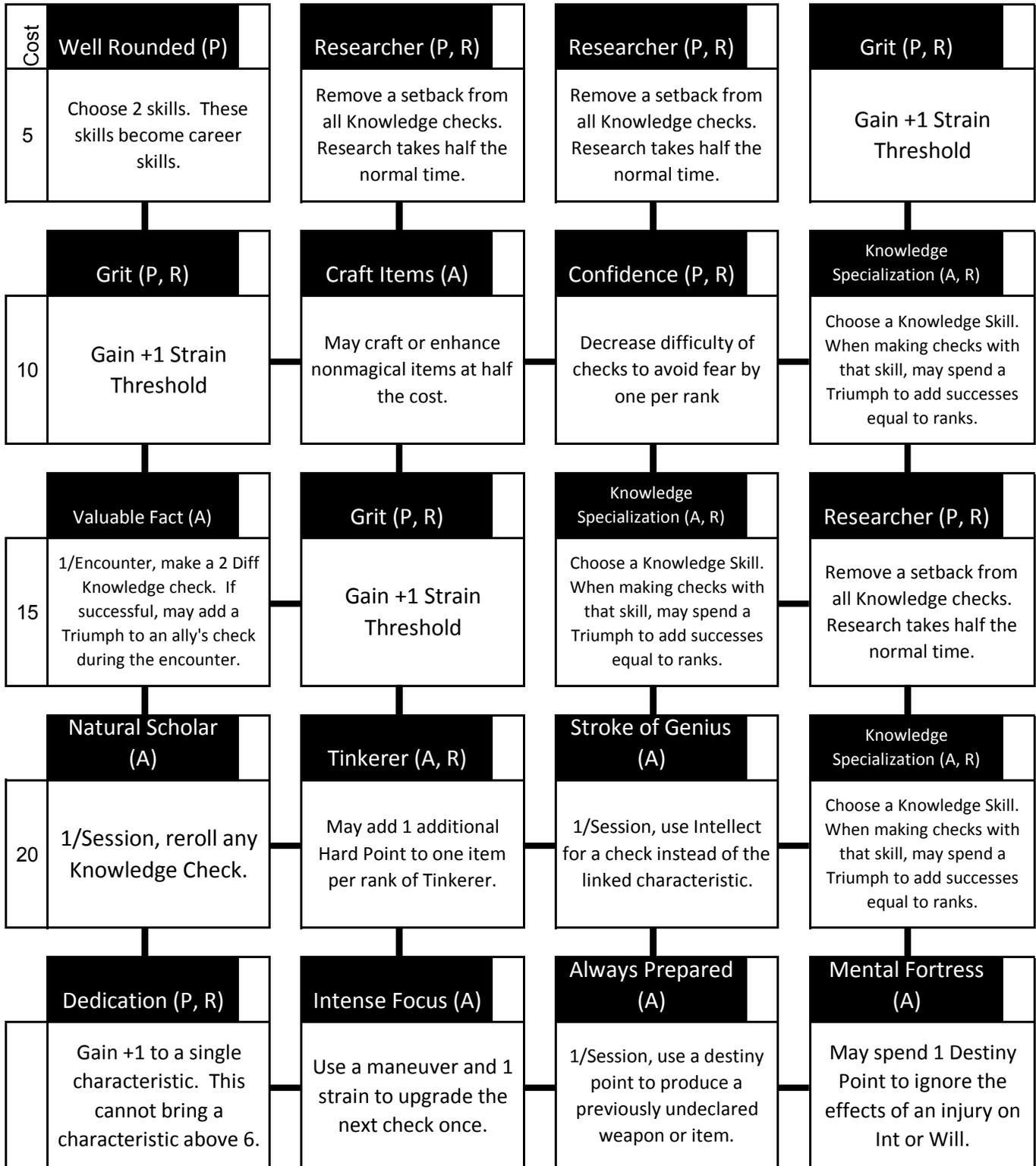
Scholar Skills - Craft (Int), Discipline (Will), Education (Int), Lore (Int)

Talent Tree - Aristocrat - Scholar

A=Active

P=Passive

R=Ranked



Aristocrat - Artisan

Aristocrat Skills - Charm (Pr), Deception (Cun), Leadership (Pr), Negotiation (Cun), Streetwise (Cun), Education (Int), Geography (Int), Lore (Int)

Artisan Skills - Coordination (Ag), Craft (Int), Discipline (Will), Negotiation (Pr)

Talent Tree - Aristocrat - Artisan

A=Active

P=Passive

R=Ranked



Explorer - Scout

Explorer Skills - Navigation (Int), Perception (Cun), Stealth (Agi), Survival (Cun), Geography (Int), Nature (Int), Melee- Light (Br), Ranged- Light (Agi)

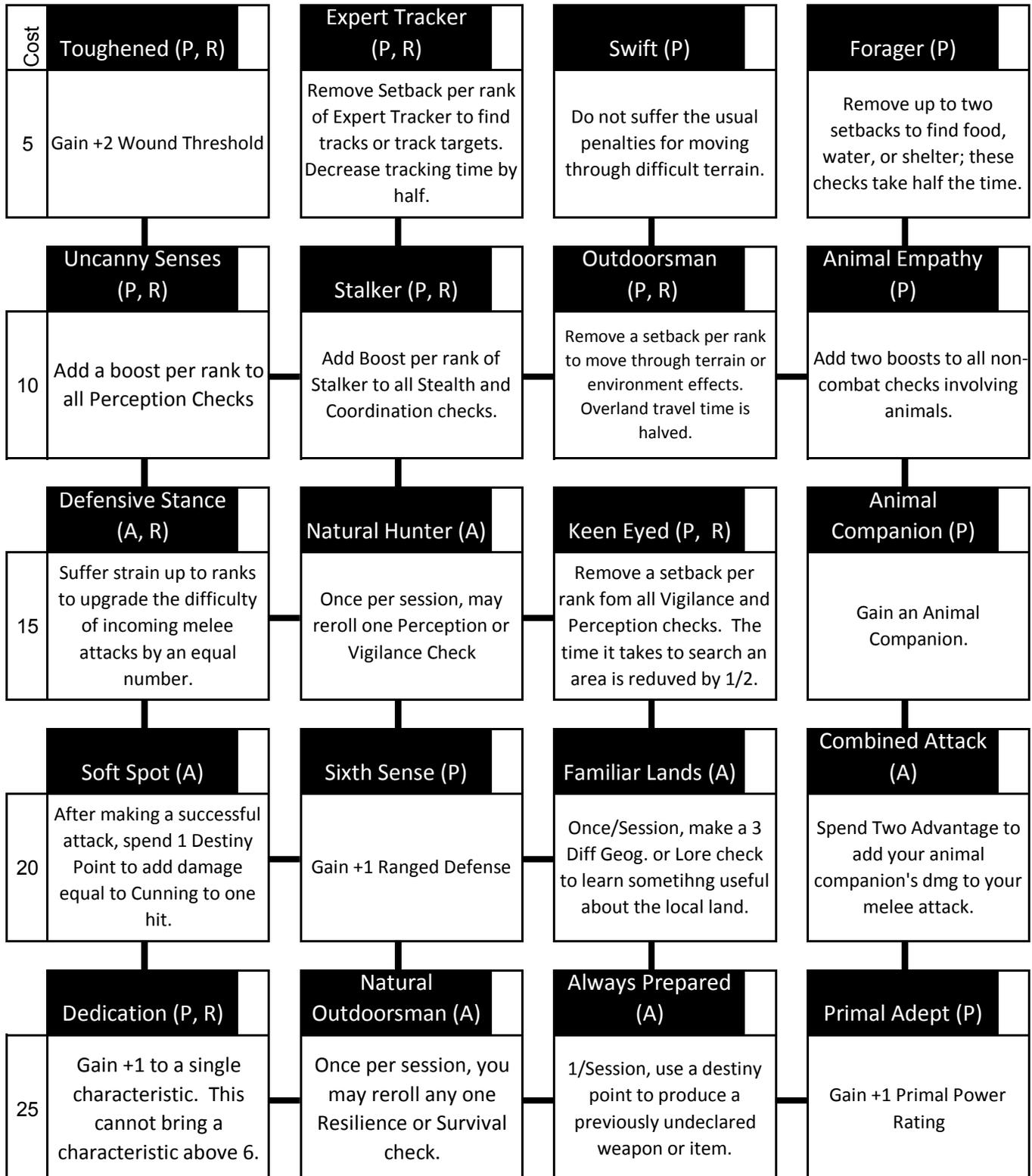
Scout Skills - Athletics (Br), Healing (Int), Survival (Cun), Lore (Int)

Talent Tree - Explorer - Scout

A=Active

P=Passive

R=Ranked



Explorer - Hunter

Explorer Skills - Navigation (Int), Perception (Cun), Stealth (Agi), Survival (Cun), Geography (Int), Nature (Int), Melee- Light (Br), Ranged- Light (Agi)

Hunter Skills - Coordination (Ag), Resilience (Br), Melee - Heavy (Br), Ranged - Heavy (Ag)

Talent Tree - Explorer - Hunter

A=Active

P=Passive

R=Ranked



Explorer - Delver

Explorer Skills - Navigation (Int), Perception (Cun), Stealth (Agi), Survival (Cun), Geography (Int), Nature (Int), Melee- Light (Br), Ranged- Light (Agi)

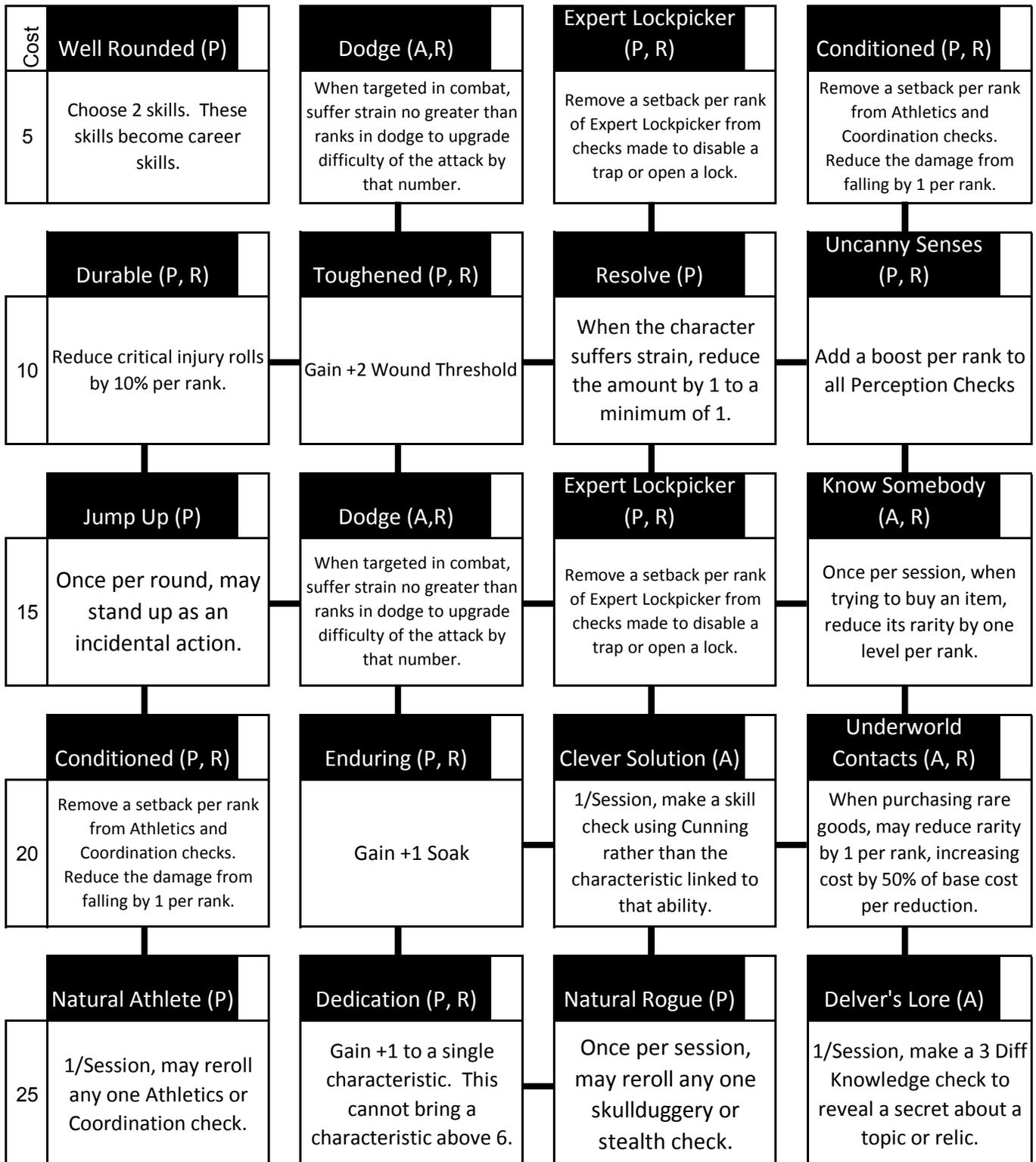
Delver Skills - Athletics (Br), Coordination (Agi), Skulduggery (Cun), Lore (Int)

Talent Tree - Explorer - Delver

A=Active

P=Passive

R=Ranked



Rogue - Thief

Rogue Skills - Coordination (Ag), Deception (Cun), Perception (Cun), Skulduggery (Cun), Streetwise (Cun), Vigilance (Will), Underworld (Int), Melee - Light (Br)

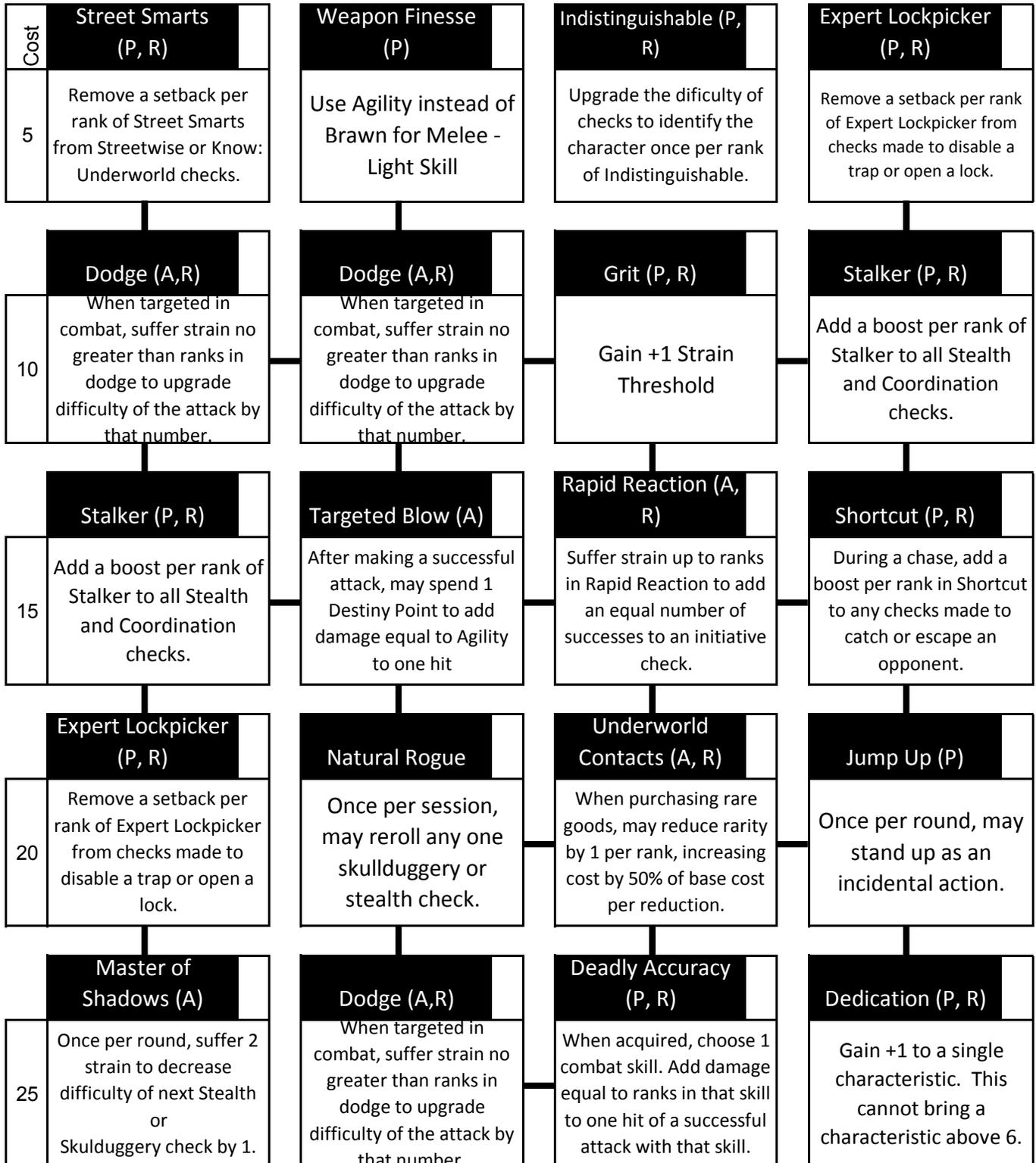
Thief Skills - Athletics (Br), Skulduggery (Cun), Stealth (Ag), Ranged - Light (Ag)

Talent Tree - Rogue - Thief

A=Active

P=Passive

R=Ranked



Rogue - Scoundrel

Rogue Skills - Coordination (Ag), Deception (Cun), Perception (Cun), Skulduggery (Cun), Streetwise (Cun), Vigilance (Will), Underworld (Int), Melee - Light (Br)

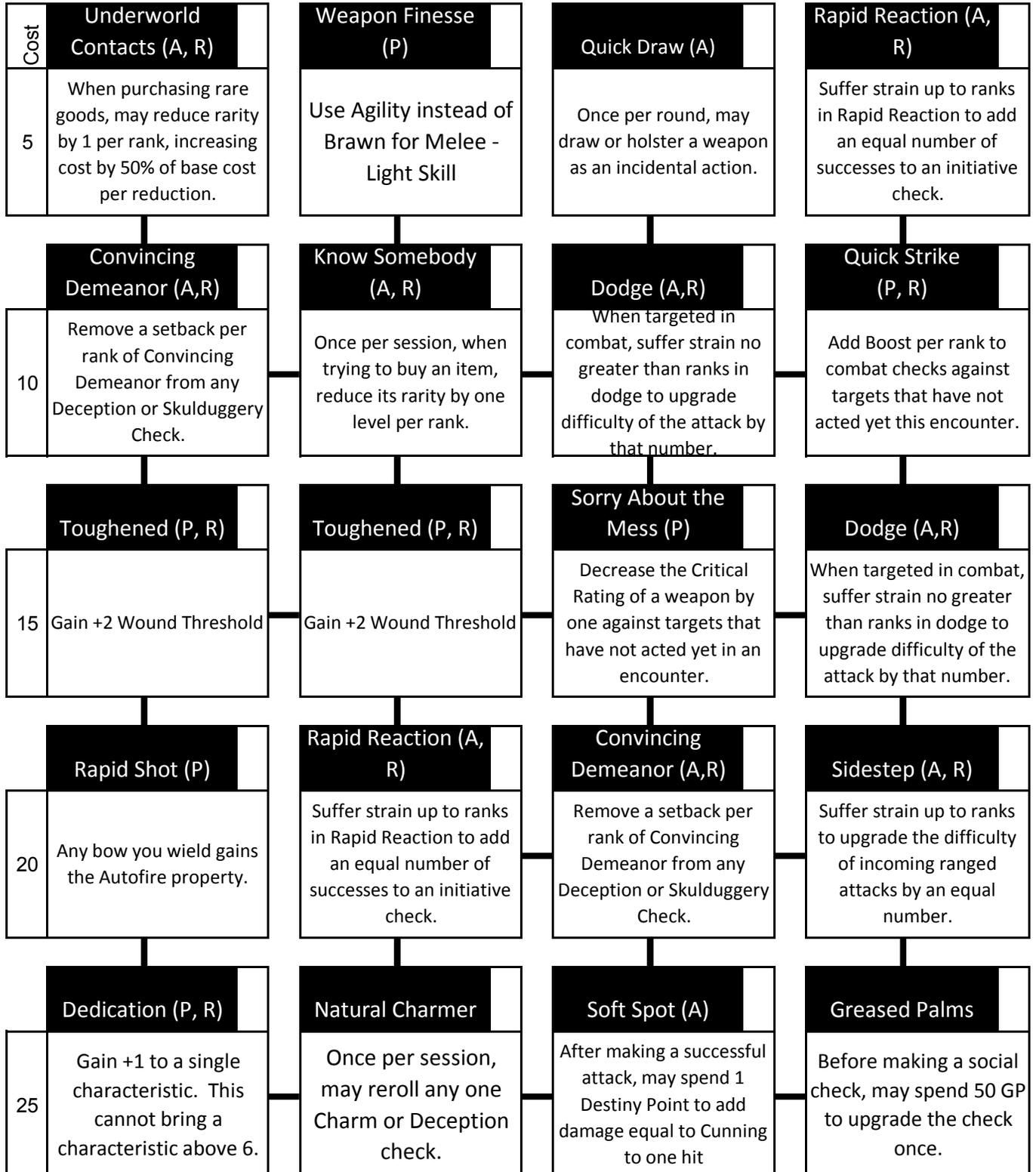
Scoundrel Skills - Charm (Pr), Cool (Pr), Deception (Cun), Ranged - Light (Ag)

Talent Tree - Rogue - Scoundrel

A=Active

P=Passive

R=Ranked



Rogue - Bard

Rogue Skills - Coordination (Ag), Deception (Cun), Perception (Cun), Skulduggery (Cun), Streetwise (Cun), Vigilance (Will), Underworld (Int), Melee - Light (Br)

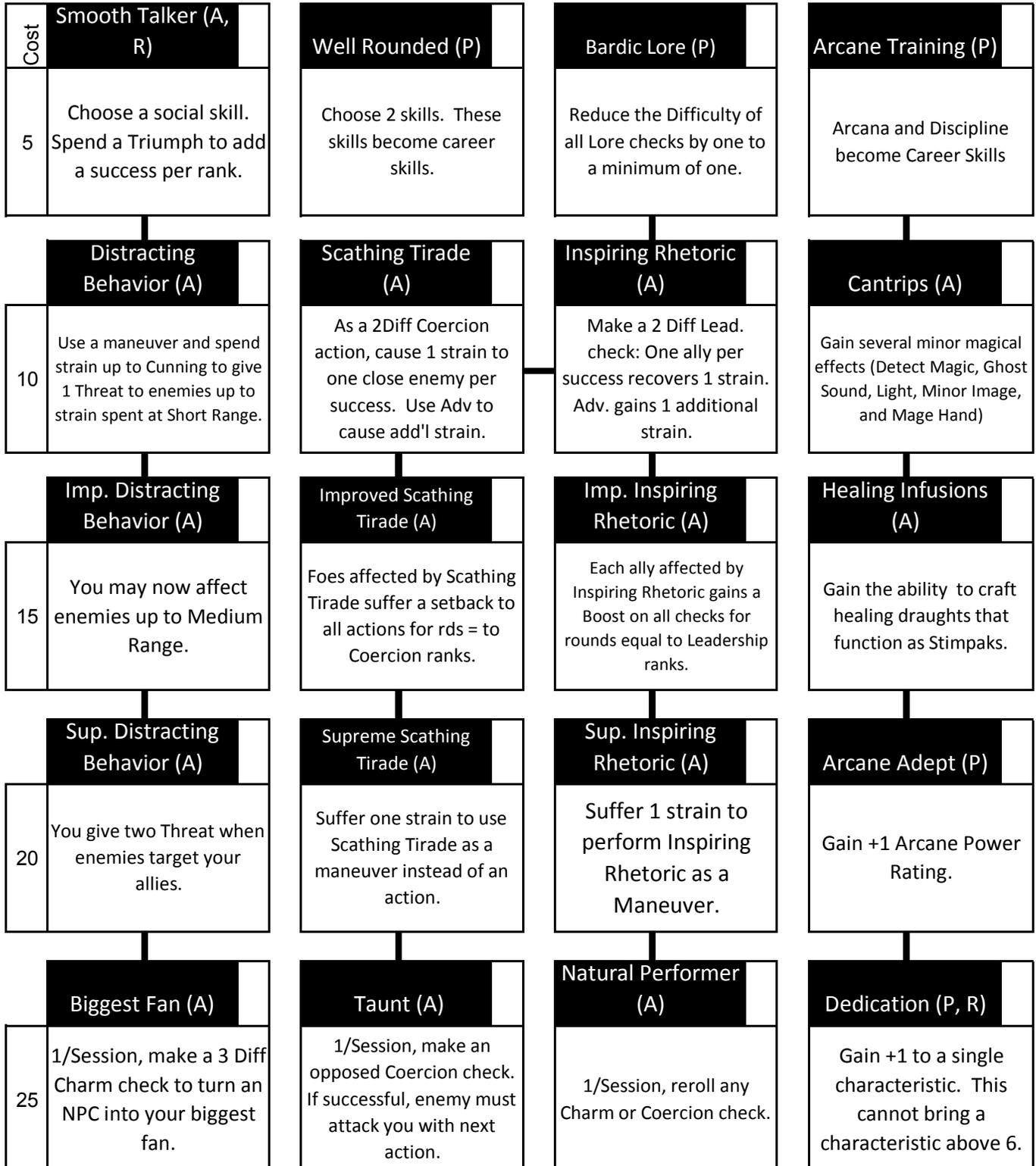
Bard Skills - Charm (Pr), Coercion (Will), Leadership (Pr), Lore (Int)

Talent Tree - Rogue - Bard

A=Active

P=Passive

R=Ranked



Sellsword - Slayer

Sellsword Skills - Athletics (Br), Discipline (Wi), Resilience (Will), Vigilance (Will), Brawl (Br), Melee - Light (Br), Melee - Heavy (Br), Ranged - Light (Ag)

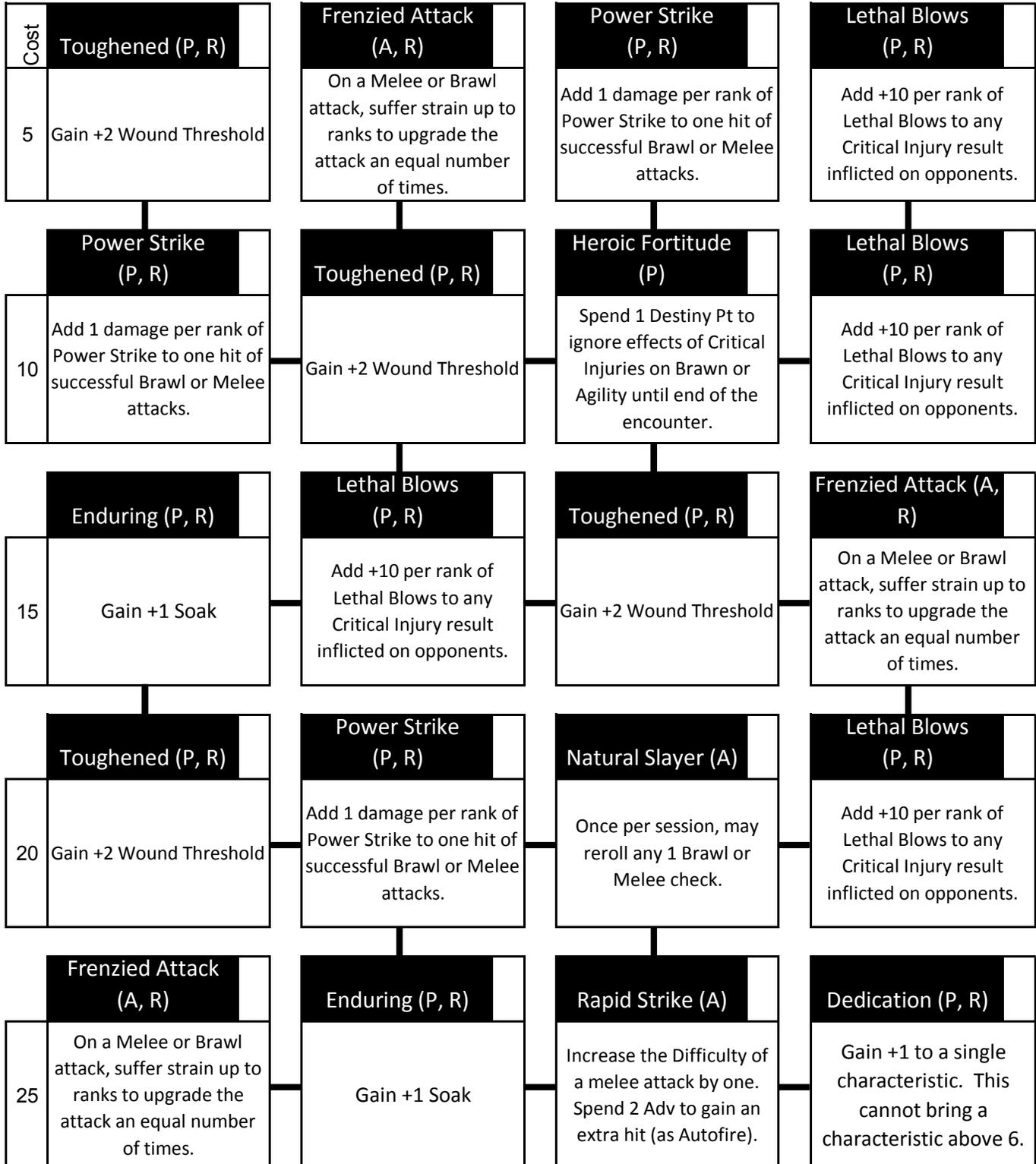
Slayer Skills - Coercion (Will), Fesilience (Br), Survival (Cun), Melee - Heavy (Br)

Talent Tree - Sellsword - Slayer

A=Active

P=Passive

R=Ranked



Sellsword - Duelist

Sellsword Skills - Athletics (Br), Discipline (Wi), Resilience (Will), Vigilance (Will), Brawl (Br), Melee - Light (Br), Melee - Heavy (Br), Ranged - Light (Ag)

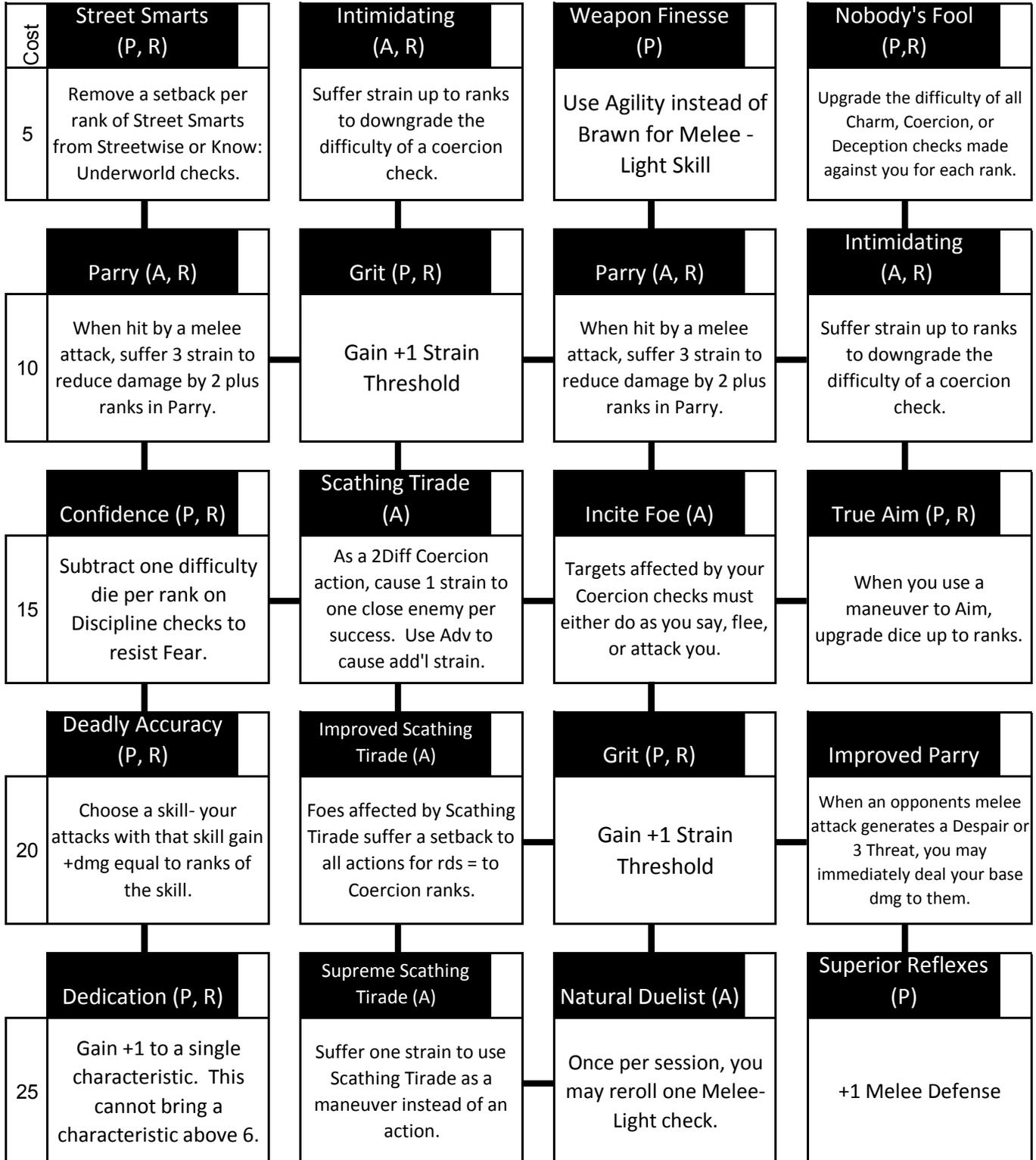
Duelist Skills - Coercion (Will), Coordination (Ag), Streetwise (Cun), Melee - Light (Br)

Talent Tree - Sellsword - Duelist

A=Active

P=Passive

R=Ranked



Sellsword - Soldier

Sellsword Skills - Athletics (Br), Discipline (Wi), Resilience (Will), Vigilance (Will), Brawl (Br), Melee - Light (Br), Melee - Heavy (Br), Ranged - Light (Ag)

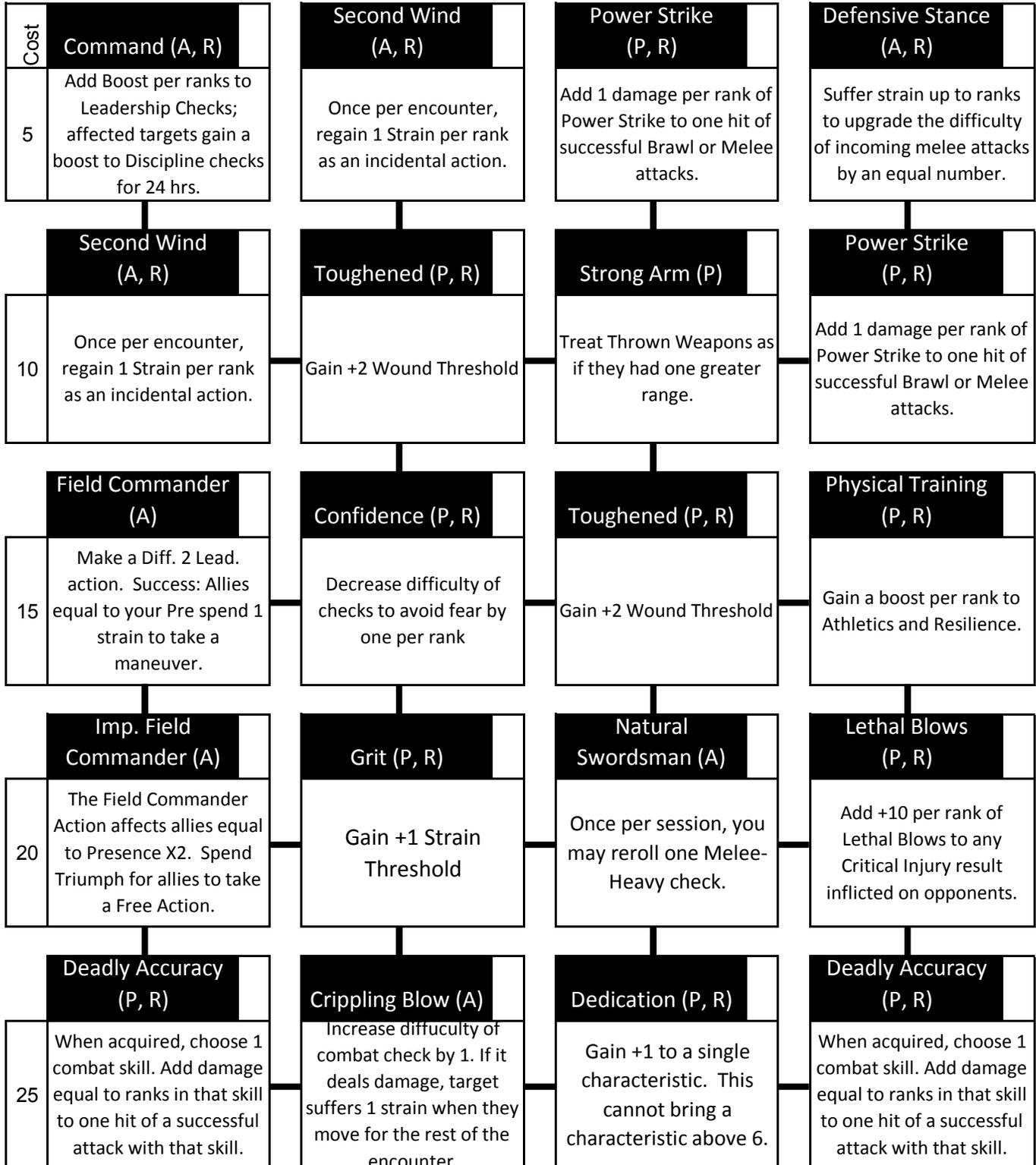
Soldier Skills - Leadership (Pr), Healing (Int), Melee - Heav (Br), Ranged - Heavy (Ag)

Talent Tree - Sellsword - Soldier

A=Active

P=Passive

R=Ranked



Knight - Paladin

Knight Skills - Athletics (Br), Discipline (Will), Leadership (Pr), Riding (Ag), Vigilance (Will), Brawl (Br), Melee - Light (Br), Melee - Heavy (Br)

Paladin Skills - Healing (Int), Education (Int), Religion (Int), Melee - Heavy (Br)

Talent Tree - Knight - Paladin

A=Active

P=Passive

R=Ranked



Knight - Guardian

Knight Skills - Athletics (Br), Discipline (Will), Leadership (Pr), Riding (Ag), Vigilance (Will), Brawl (Br), Melee - Light (Br), Melee - Heavy (Br)

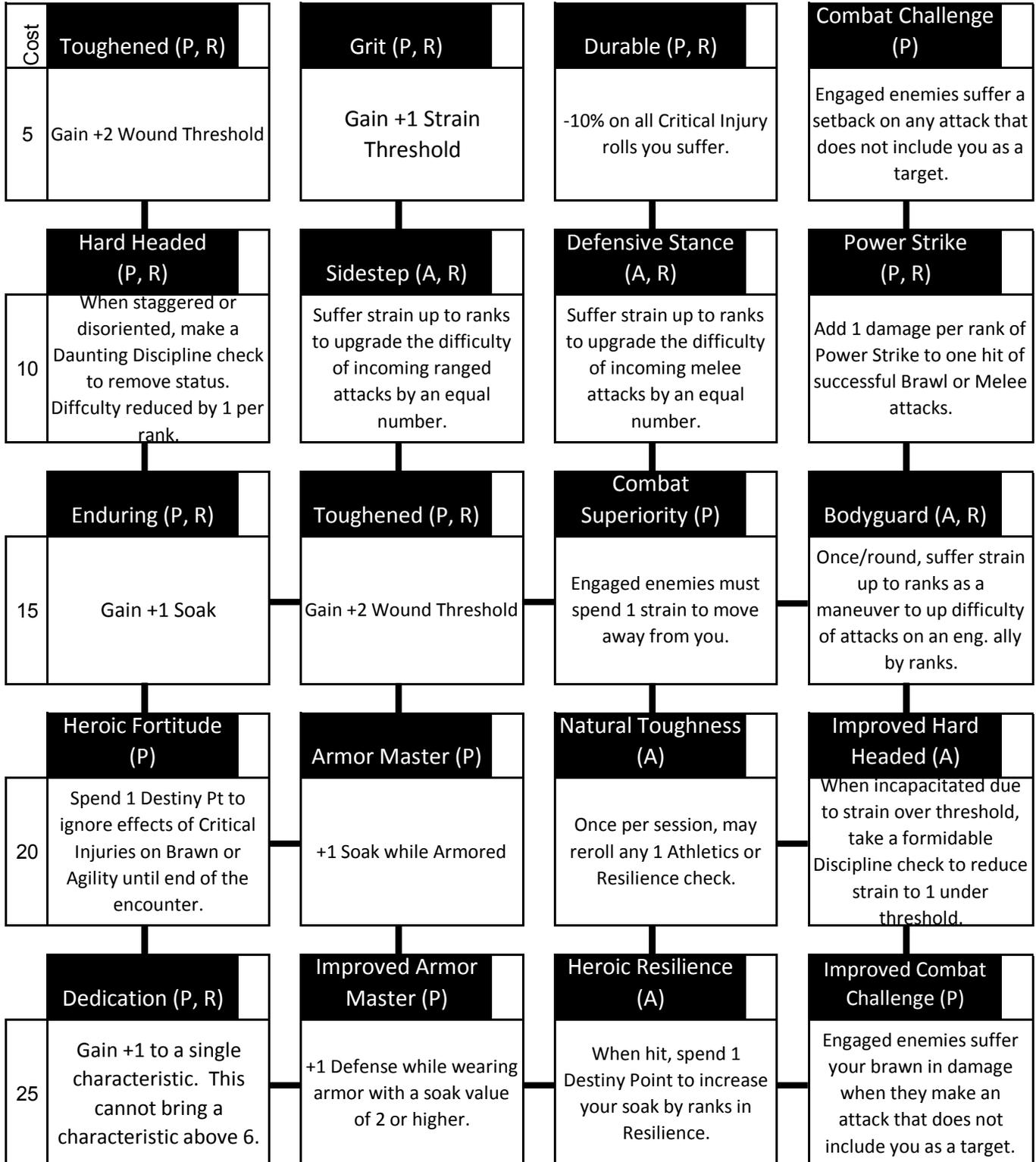
Guardian Skills - Athletics (Br), Resilience (Br), Melee - Heavy (Br), Ranged - Light (Ag)

Talent Tree - Knight - Guardian

A=Active

P=Passive

R=Ranked



Knight - Commander

Knight Skills - Athletics (Br), Discipline (Will), Leadership (Pr), Riding (Ag), Vigilance (Will), Brawl (Br), Melee - Light (Br), Melee - Heavy (Br)

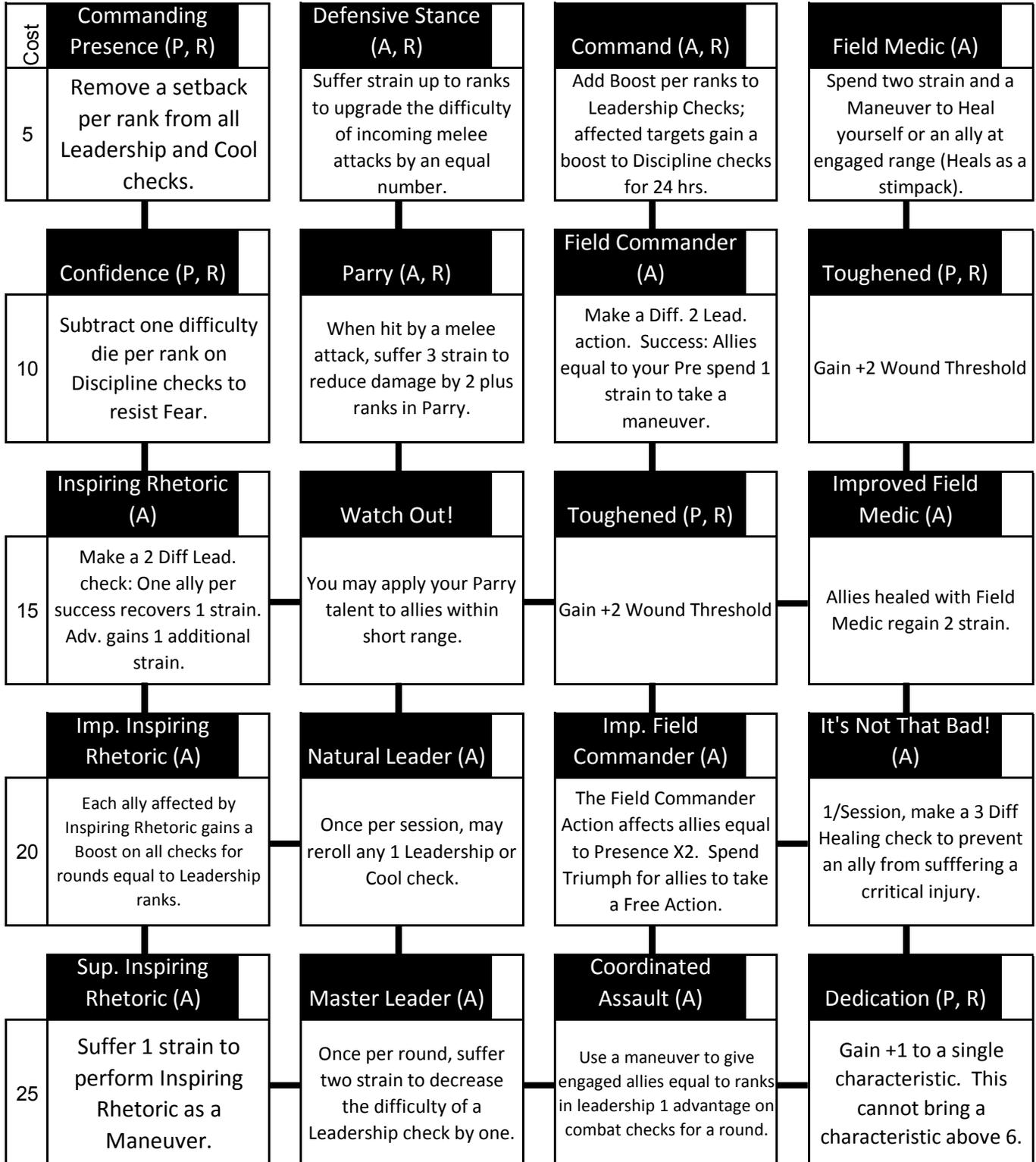
Commander Skills - Leadership (Pr), Healing (Int), Education (Int), Melee - Heavy (Br)

Talent Tree - Knight - Commander

A=Active

P=Passive

R=Ranked



Priest - Crusader

Priest Skills - Discipline (Will), Healing (Int), Vigilance (Will), Education (Int), Lore (Int), Religion (Int), Melee - Light (Br), Ranged - Light (Ag)

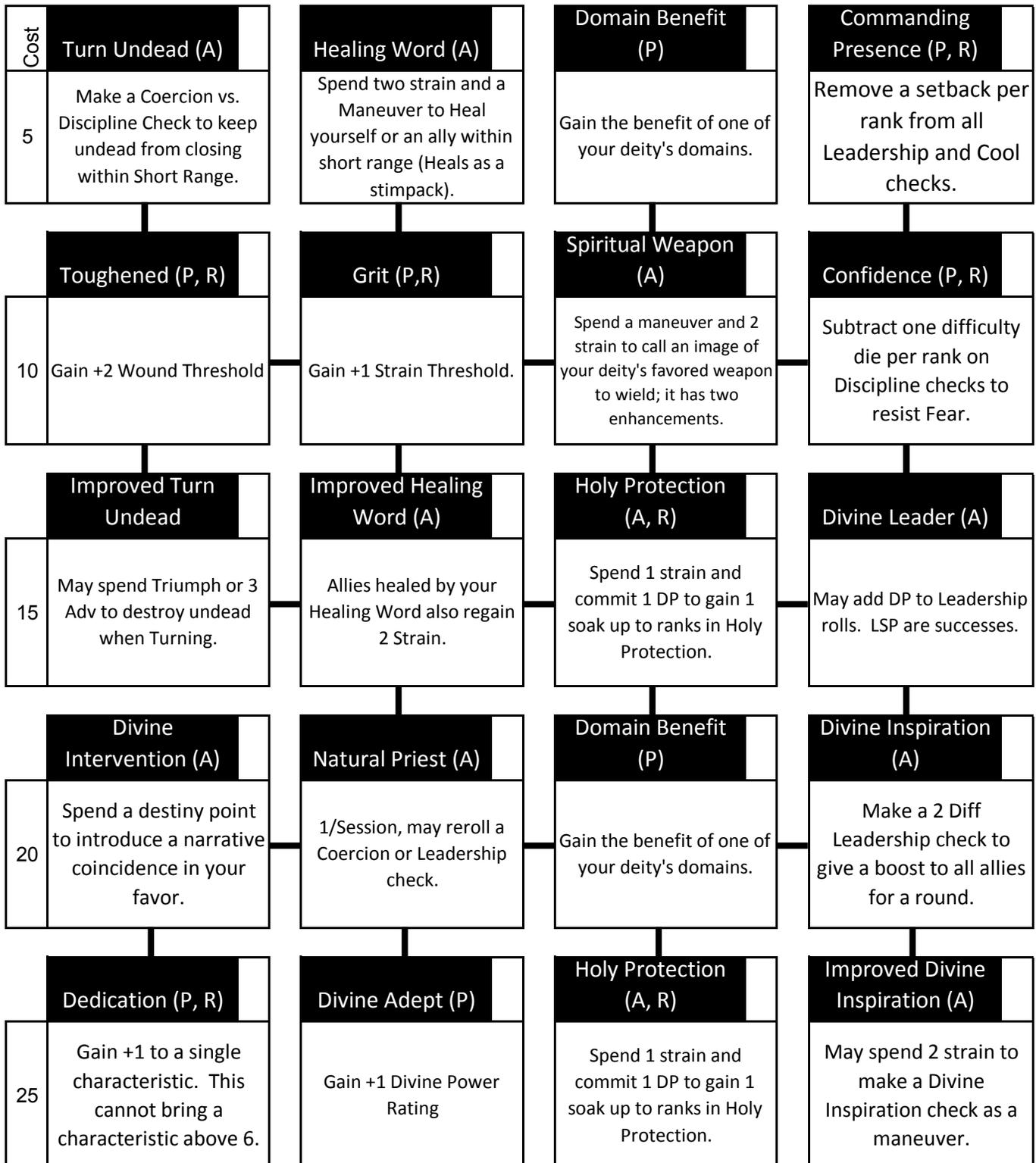
Commander Skills - Coercion (Will), Leadership (Pr), Religion (Int), Melee - Heavy (Br)

Talent Tree - Priest - Crusader

Gain Divine Power Rating 1

A=Active P=Passive R=Ranked

Gain Access to three Domains of your choice that fit with your Deity's profile; gain the Domain benefit of one of those Domains.



Priest - Healer

Priest Skills - Discipline (Will), Healing (Int), Vigilance (Will), Education (Int), Lore (Int), Religion (Int), Melee - Light (Br), Ranged - Light (Ag)

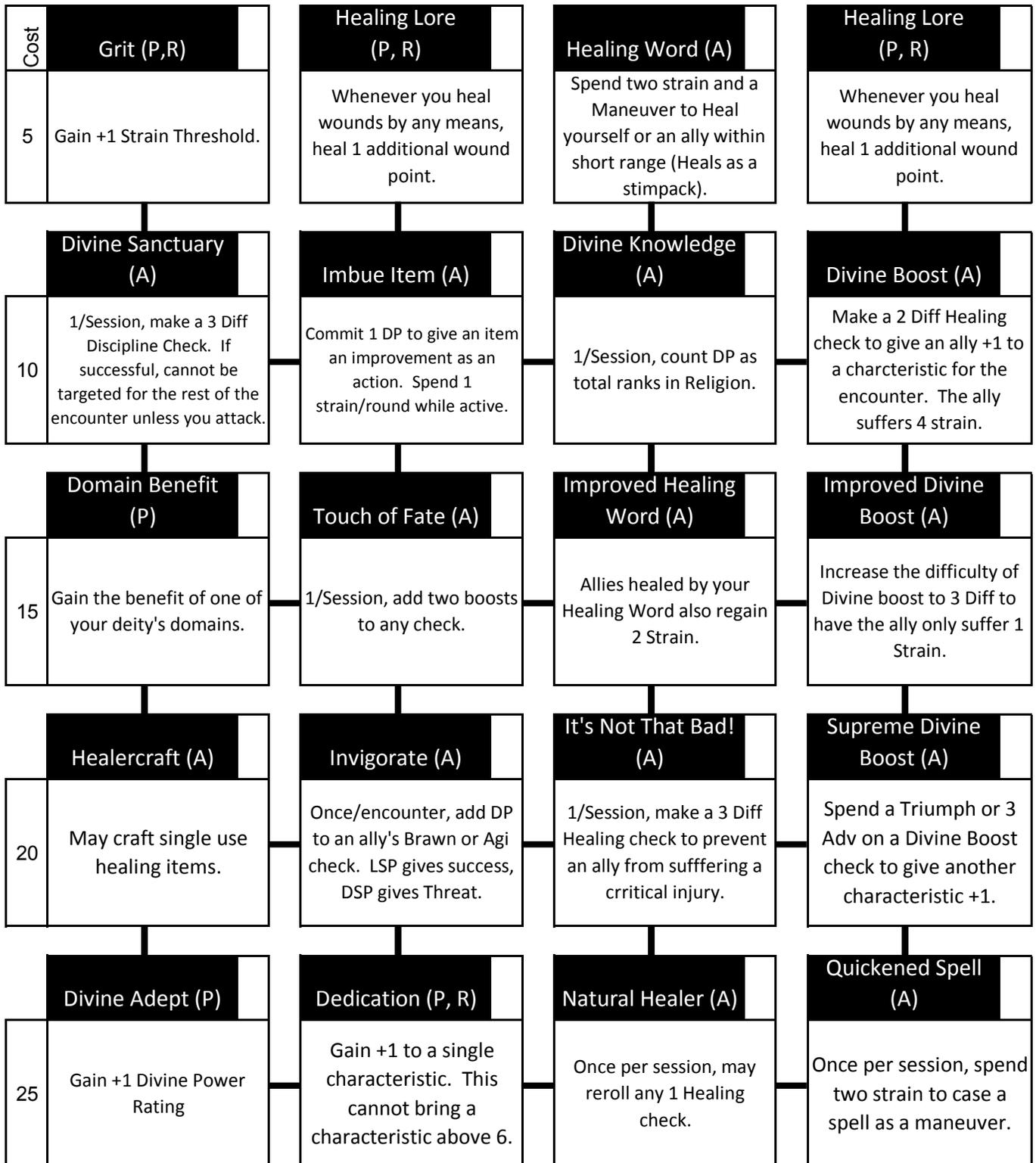
Healer Skills - Cool (Pr), Discipline (Will), Healing (Int), Religion (Int)

Talent Tree - Priest - Healer

Gain Divine Power Rating 1

A=Active P=Passive R=Ranked

Gain Access to the Healing Domain, it's Domain benefit, and two other Domains of your choice that fits with your Deity's profile.



Priest - Druid

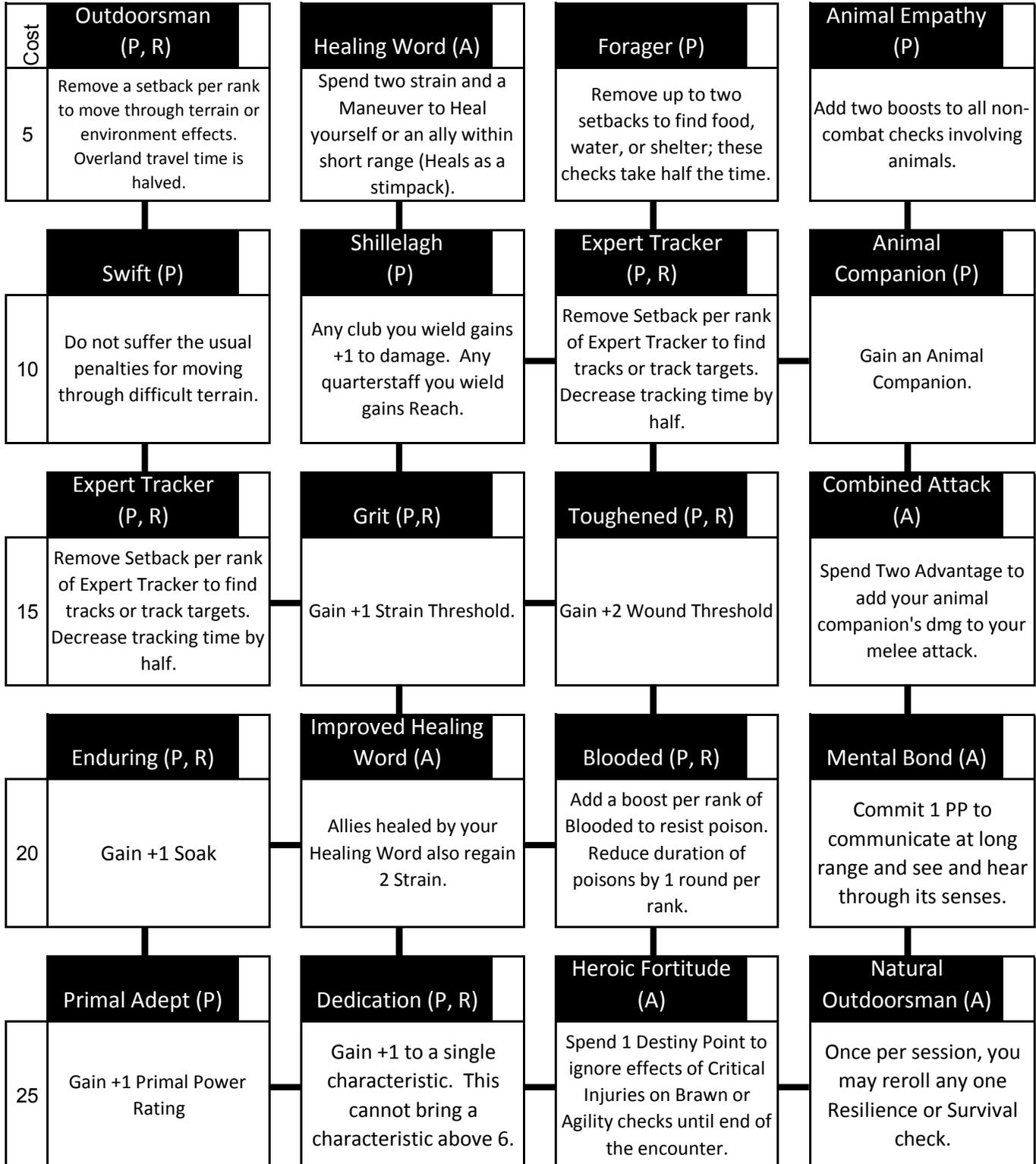
Priest Skills - Discipline (Will), Healing (Int), Vigilance (Will), Education (Int), Lore (Int), Religion (Int), Melee - Light (Br), Ranged - Light (Ag)

Druid Skills - Perception (Cun), Resilience (Br), Survival (Cun), Nature (Int)

Talent Tree - Priest - Druid

Gain Primal Power Rating 1

A=Active P=Passive R=Ranked



Wizard - War Wizard

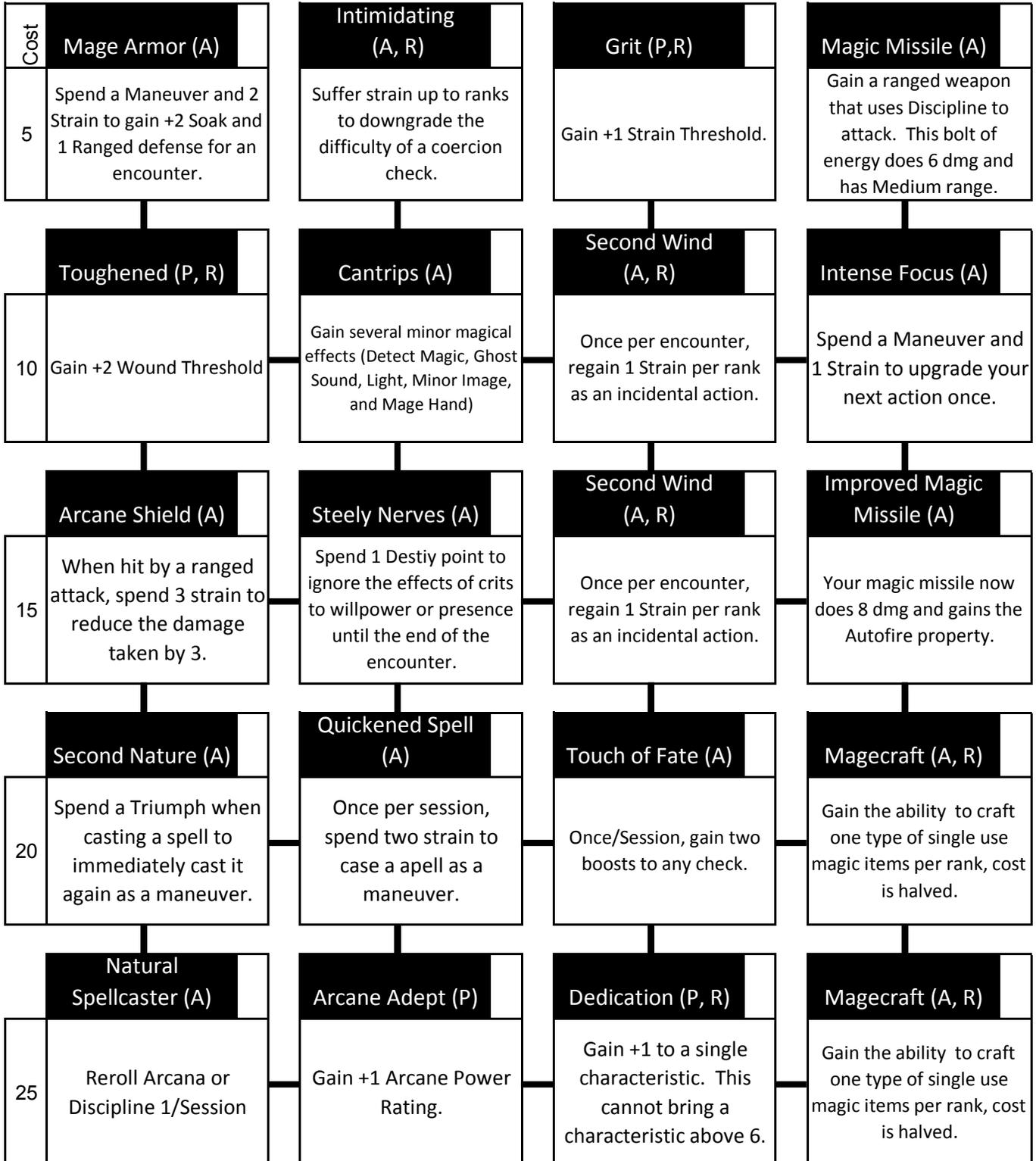
Wizard Skills - Cool (Pr), Craft (Int), Discipline (Will), Perception (Cun), Vigilance (Will), Arcana (Int), Education (Int), Lore (Int)

War Wizard Skills - Coercion (Will), Discipline (Will), Melee - Light (Br), Ranged - Light (Ag)

Talent Tree - Wizard - War Wizard

Gain Arcane Power Rating 1

A=Active P=Passive R=Ranked



Wizard - School Specialist

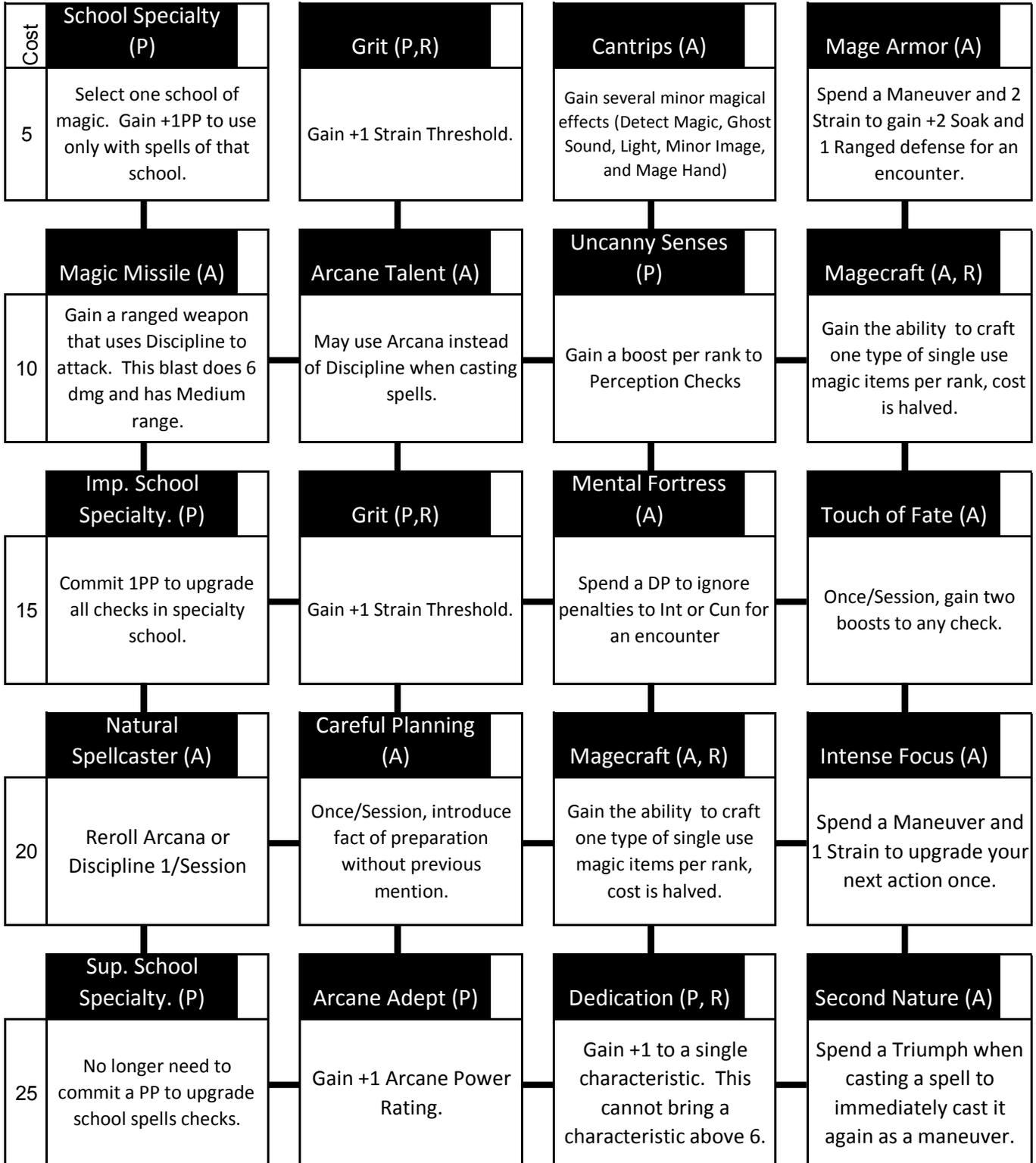
Wizard Skills - Cool (Pr), Craft (Int), Discipline (Will), Perception (Cun), Vigilance (Will), Arcana (Int), Education (Int), Lore (Int)

School Specialist Skills - Discipline (Will), Arcana (Int), Education (Int), Lore (Int)

Talent Tree - Wizard - School Specialist

Gain Arcane Power Rating 1

A=Active P=Passive R=Ranked



Wizard - Artificer

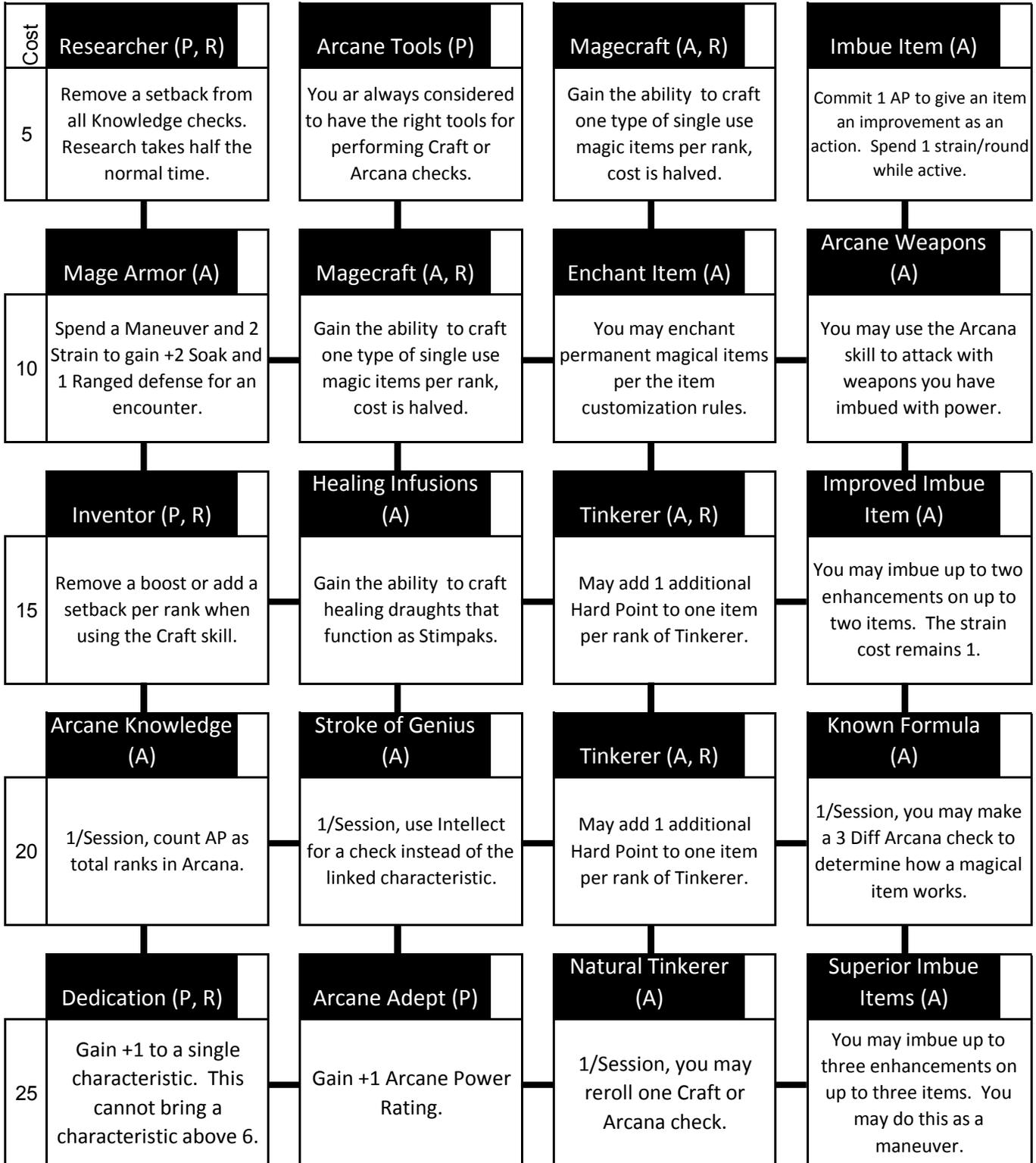
Wizard Skills - Cool (Pr), Craft (Int), Discipline (Will), Perception (Cun), Vigilance (Will), Arcana (Int), Education (Int), Lore (Int)

Artificer Skills - Craft (Int), Discipline (Will), Arcana (Int), Lore (Int)

Talent Tree - Wizard - Artificer

Gain Arcane Power Rating 1

A=Active P=Passive R=Ranked



Spell Trees

Arcane Schools

Abjuration
Conjuration
Divination
Enchantment
Evocation
Illusion
Necromancy
Transmutation

Divine Domains

Knowledge
Healing
Sun
Nature
Protection
Storms
Trickery
War
Shadow
Death

Primal Evocations

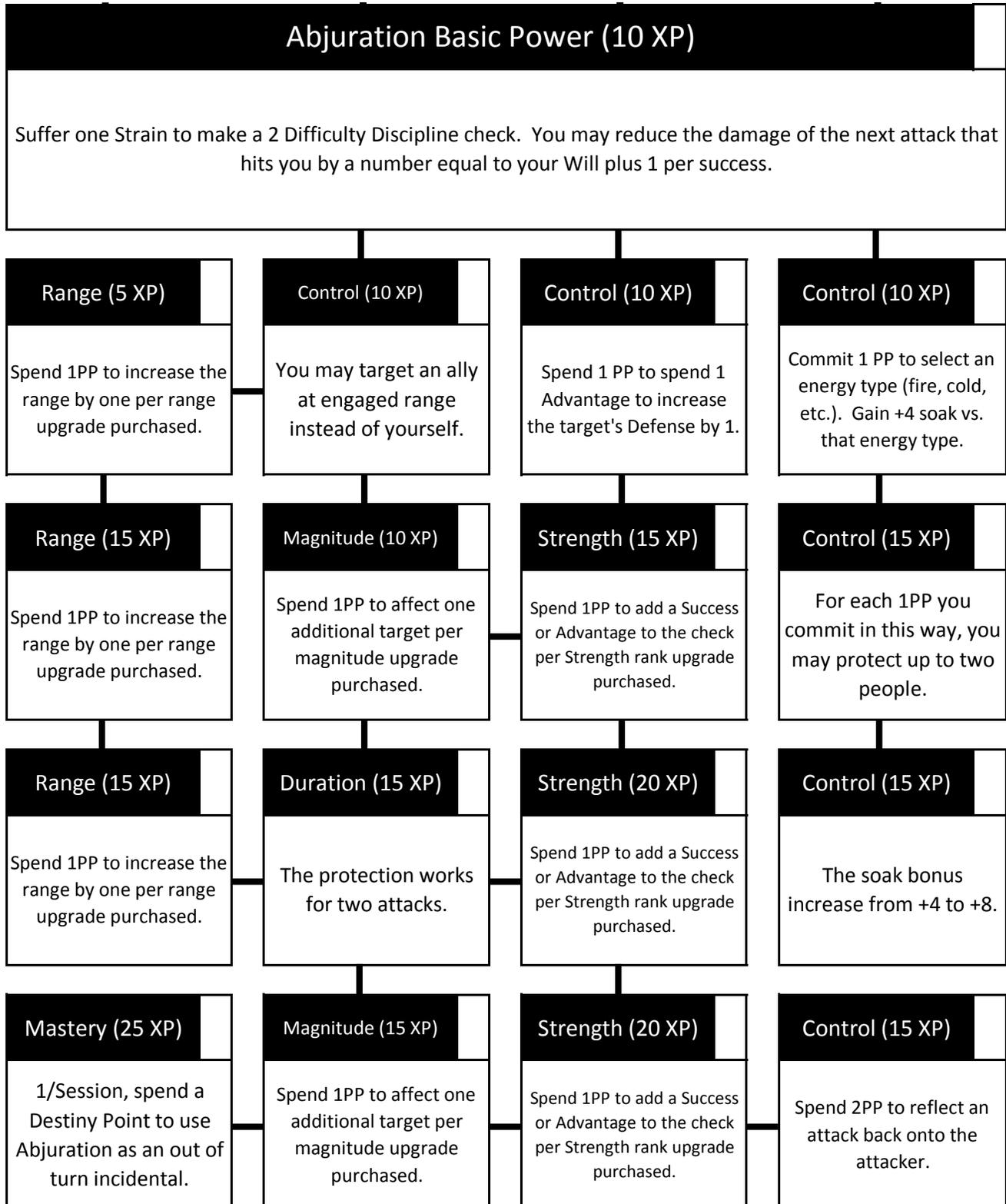
Control Animals
Control Elements
Control Plants
Wildshape

Rituals

See Ritual List

Arcane Spell School - Abjuration

Prerequisite: Arcane Power Rating 1+



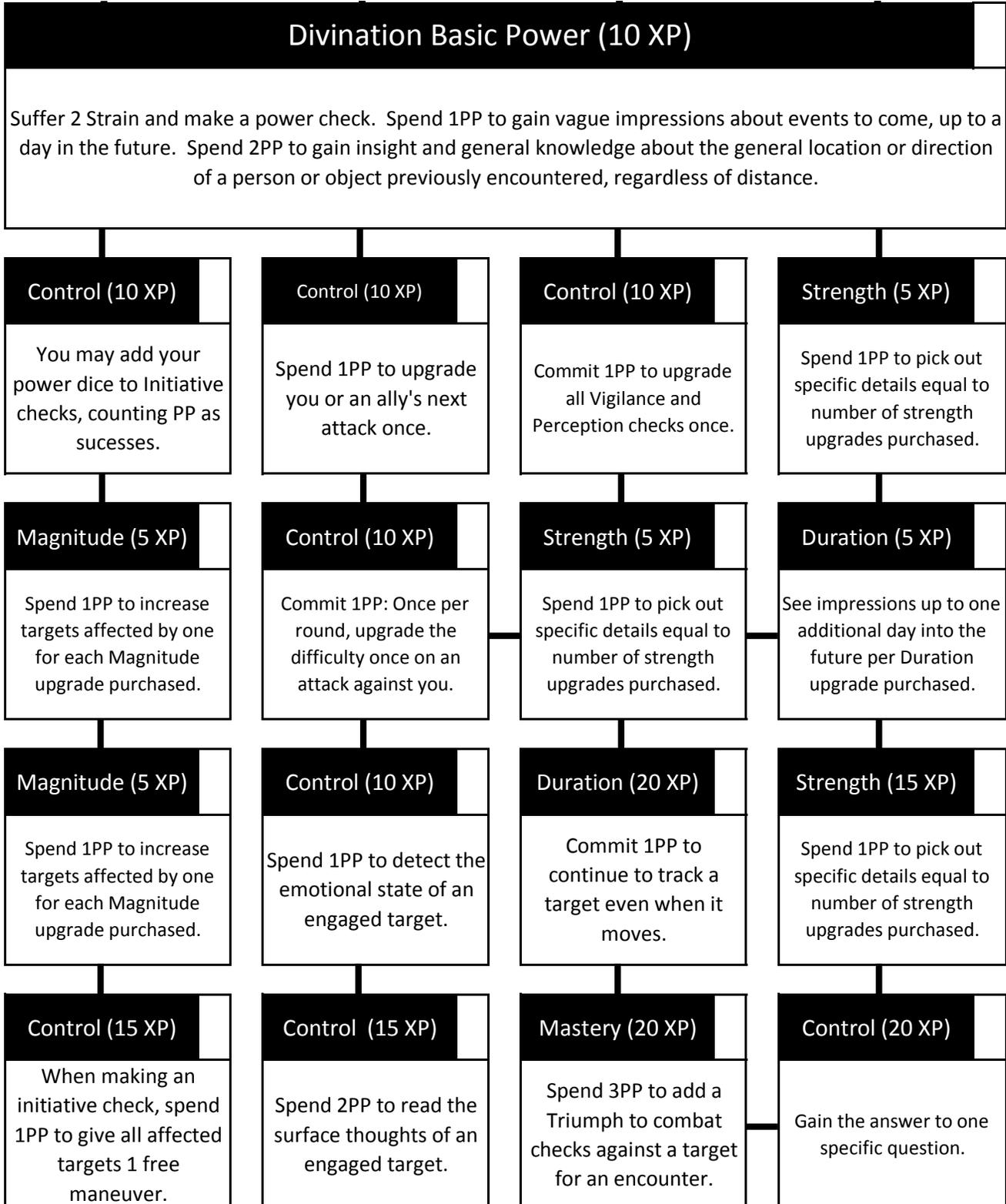
Arcane Spell School - Conjunction

Prerequisite: Arcane Power Rating 1+



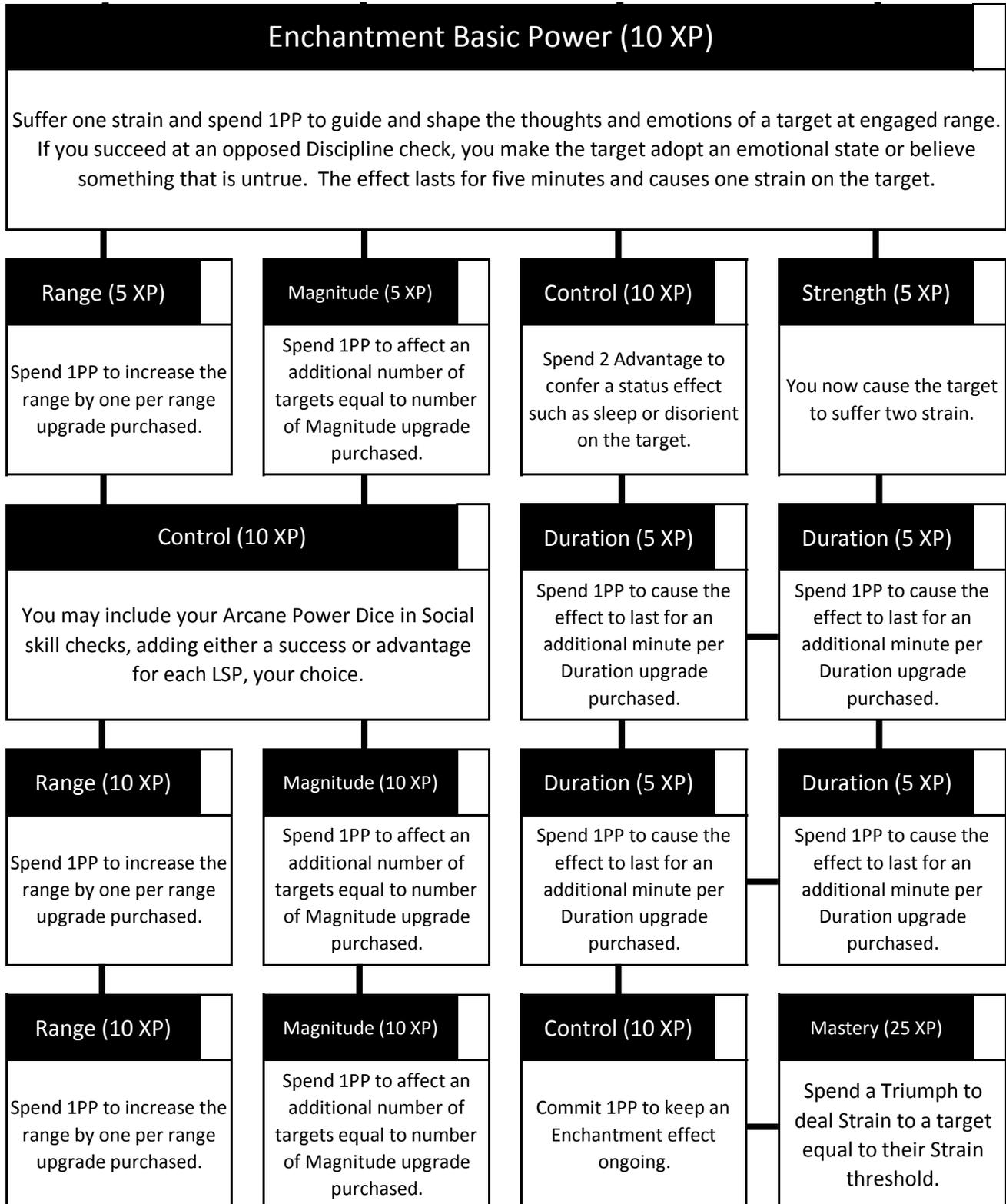
Arcane Spell School - Divination

Prerequisite: Arcane Power Rating 1+



Arcane Spell School - Enchantment

Prerequisite: Arcane Power Rating 1+

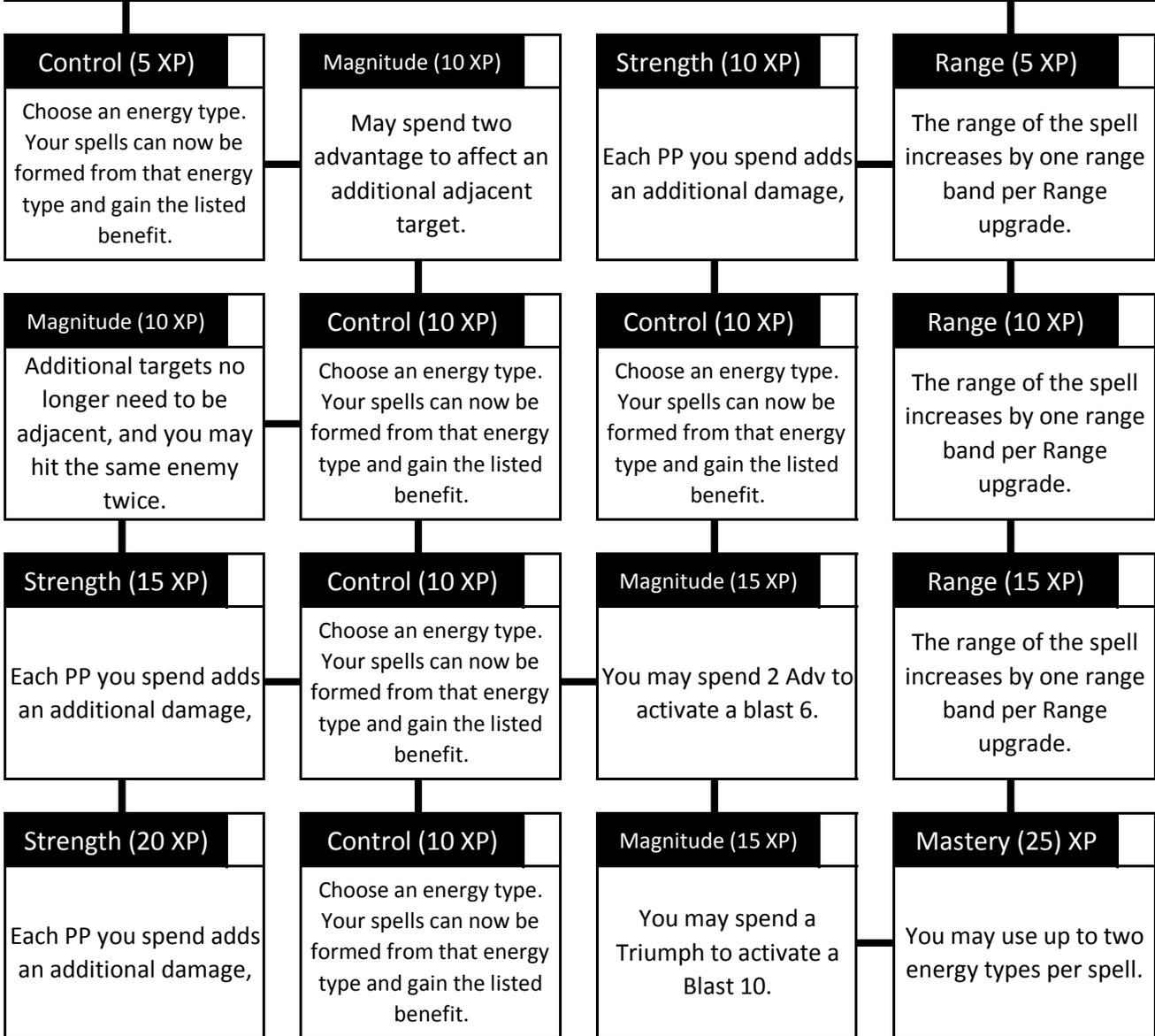


Arcane Spell School - Evocation

Prerequisite: Arcane Power Rating 1+

Evocation Basic Power (10 XP)

Choose one energy type from the list below; your Evocation power uses that energy type. Spend 1 strain and make a Discipline check against 2 Difficulty to form an attack with arcane energy against an enemy at engaged range. This attack does dmg equal to 3 + Int plus 1 per success. You may include your Arcane Power Dice in the check, and each power point deals an additional damage, or adds an Advantage, your choice. The attack has a crit rating of 3.

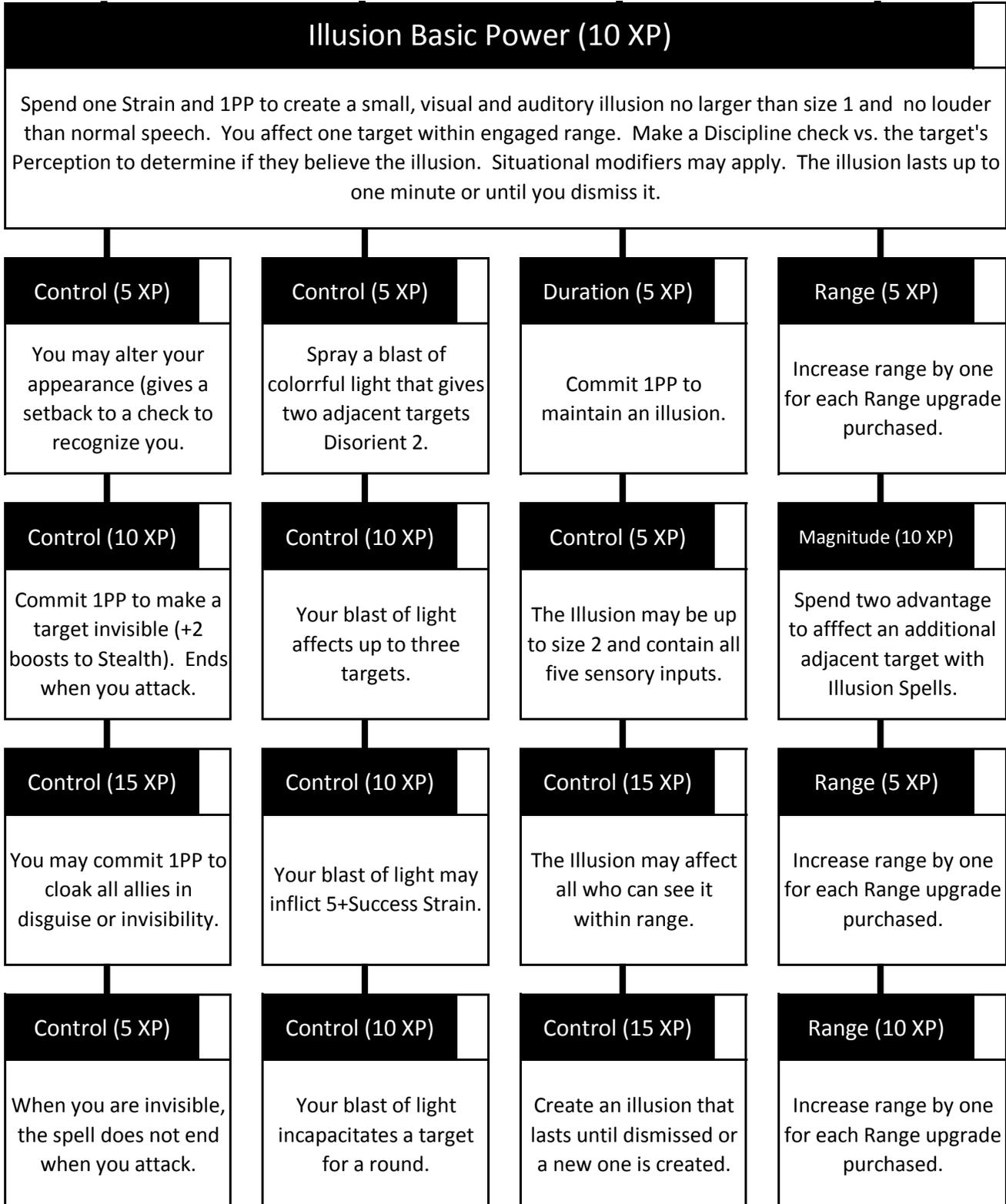


Contol Upgrade Energy Types

| Energy Type | Effect Gained | Description |
|-------------|---------------|---|
| Force | Knockdown | Spend 2 Adv to knock a target down. |
| Fire | Burn 1 | Deals damage an additional round. |
| Lightning | Accurate | Gain a boost on the attack roll. |
| Thunder | Disorient 2 | Target gains a setback for 2 rounds. |
| Cold | Stun | You may do strain damage instead of wounds. |
| Acid | Pierce 2 | Ignore 2 points of Soak. |

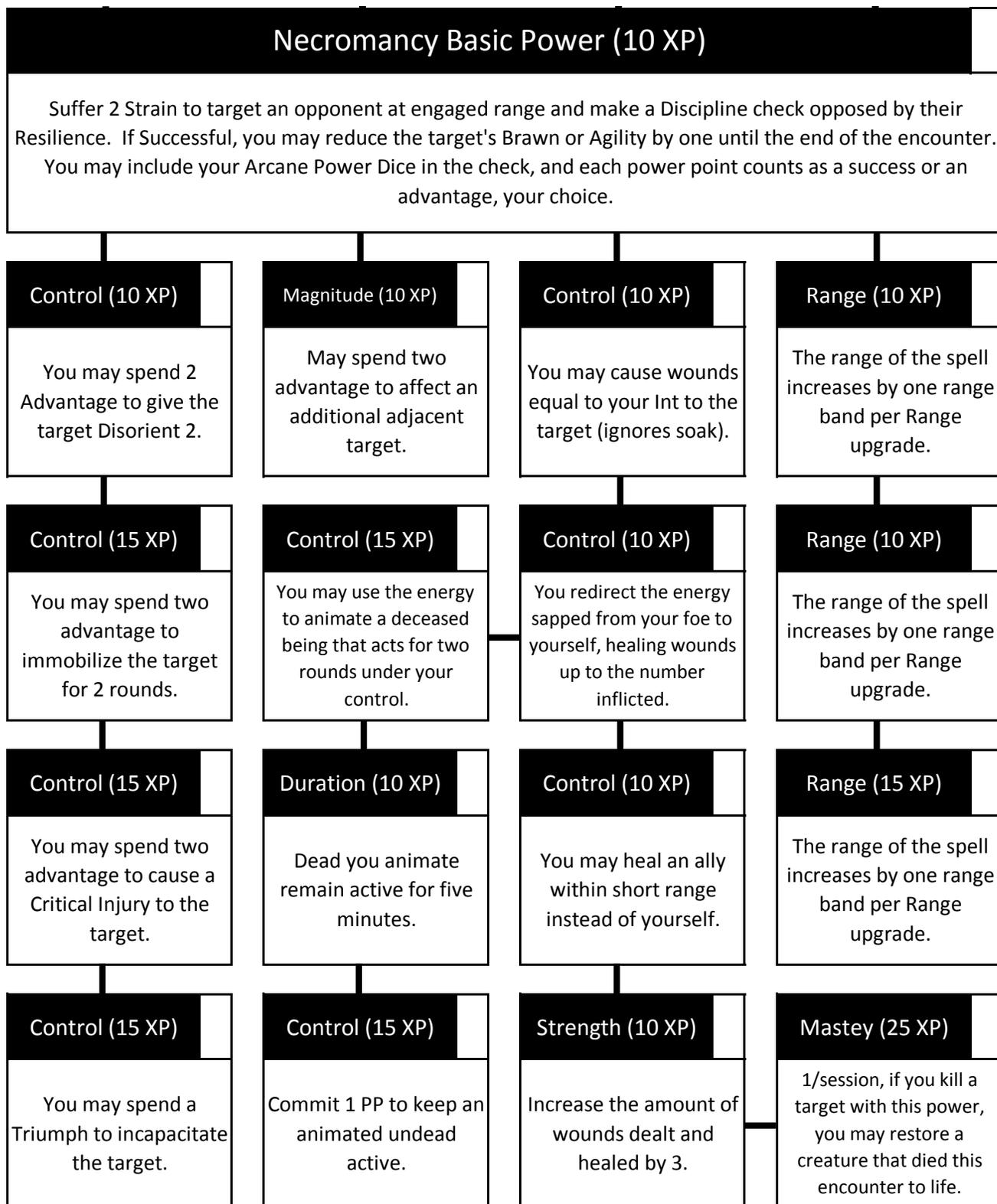
Arcane Spell School - Illusion

Prerequisite: Arcane Power Rating 1+



Arcane Spell School - Necromancy

Prerequisite: Arcane Power Rating 1+



Arcane Spell School - Transmutation

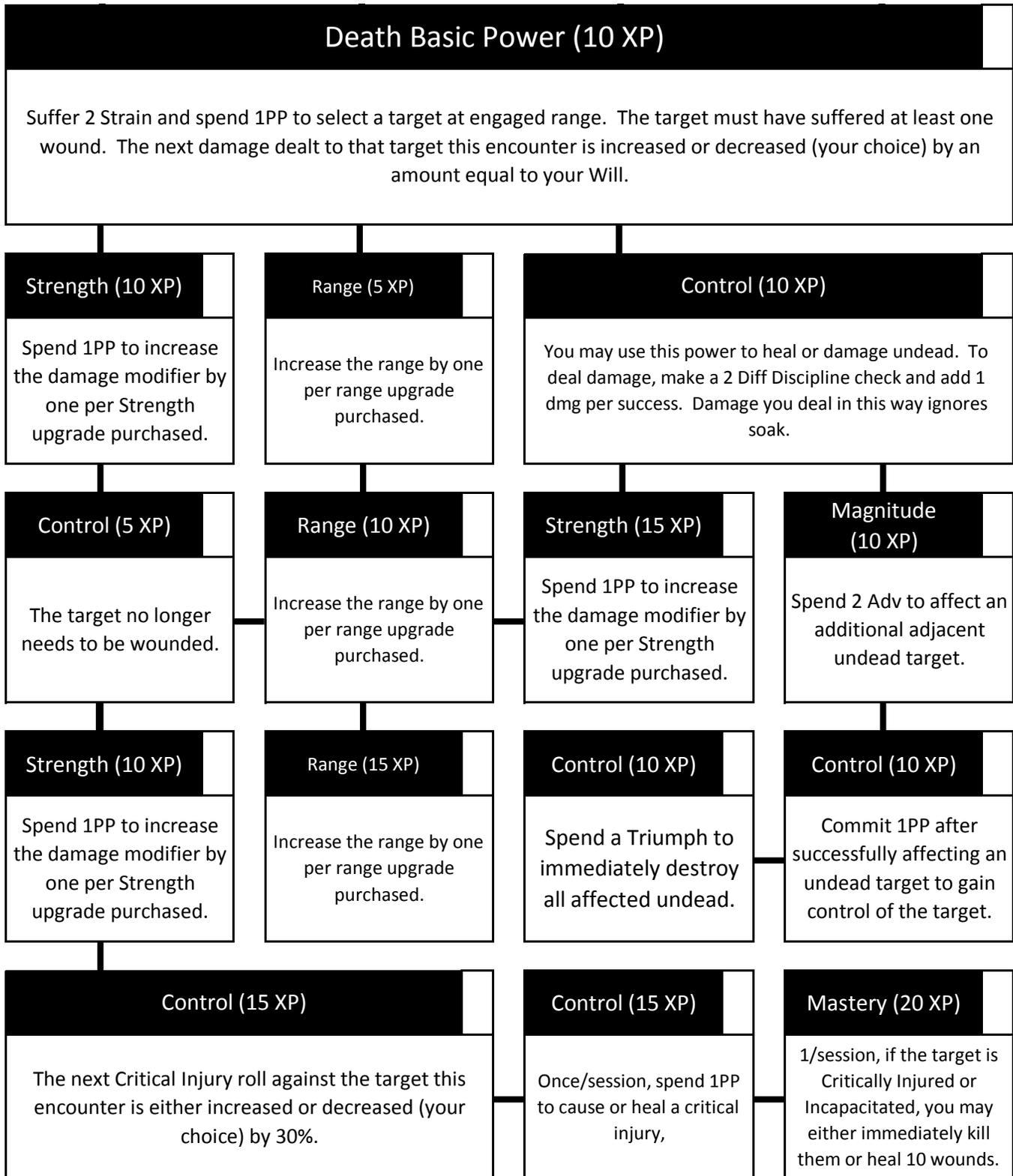
Prerequisite: Arcane Power Rating 1+



Divine Domain - Death

Prerequisite Divine Power Rating 1+

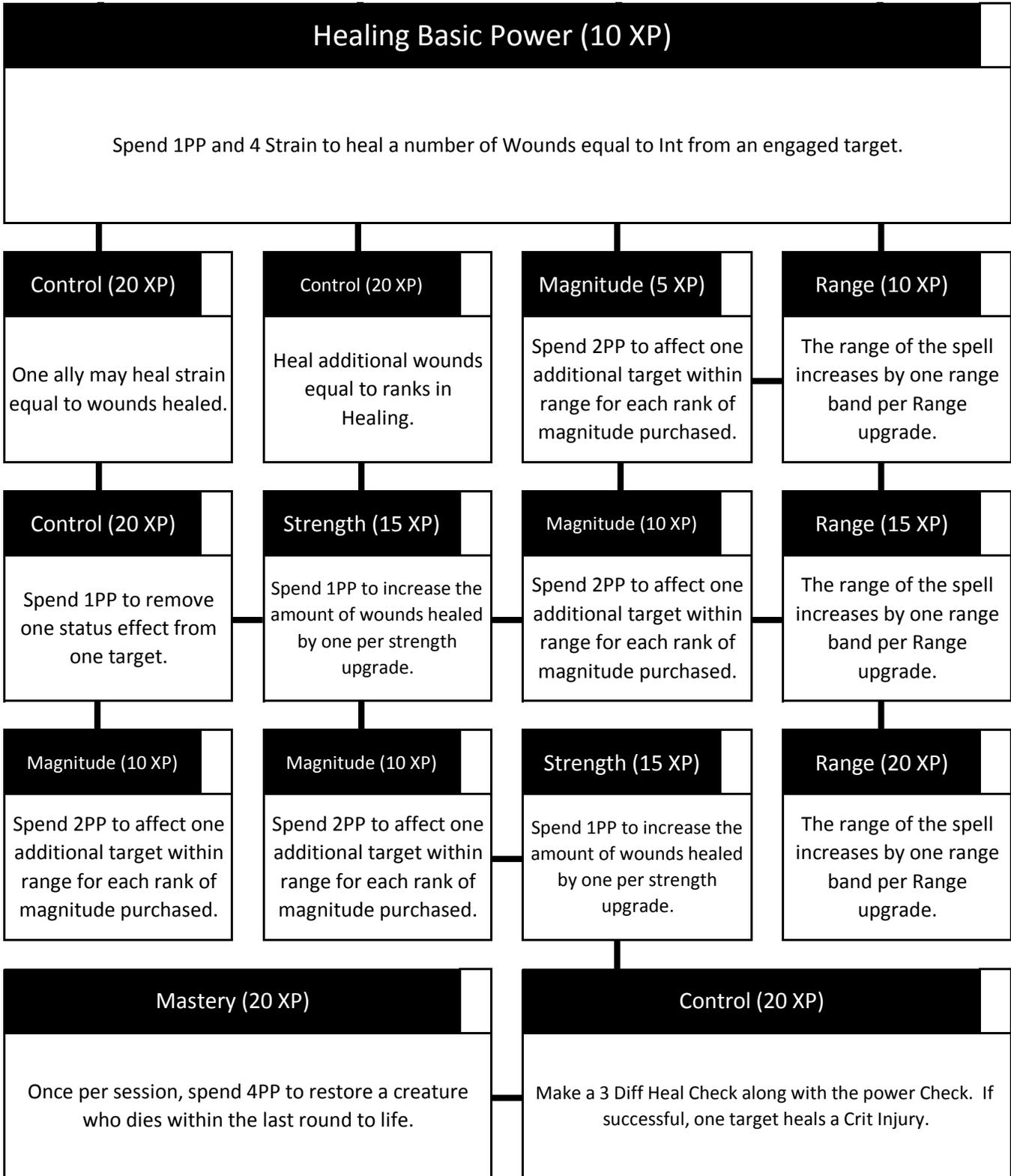
Domain Benefit: You gain access to the followin Rituals as soon as you meet the requirements: Gentle Repose, Feign Death, Speak with Dead, Raise Dead.



Divine Domain - Healing

Prerequisite Divine Power Rating 1+

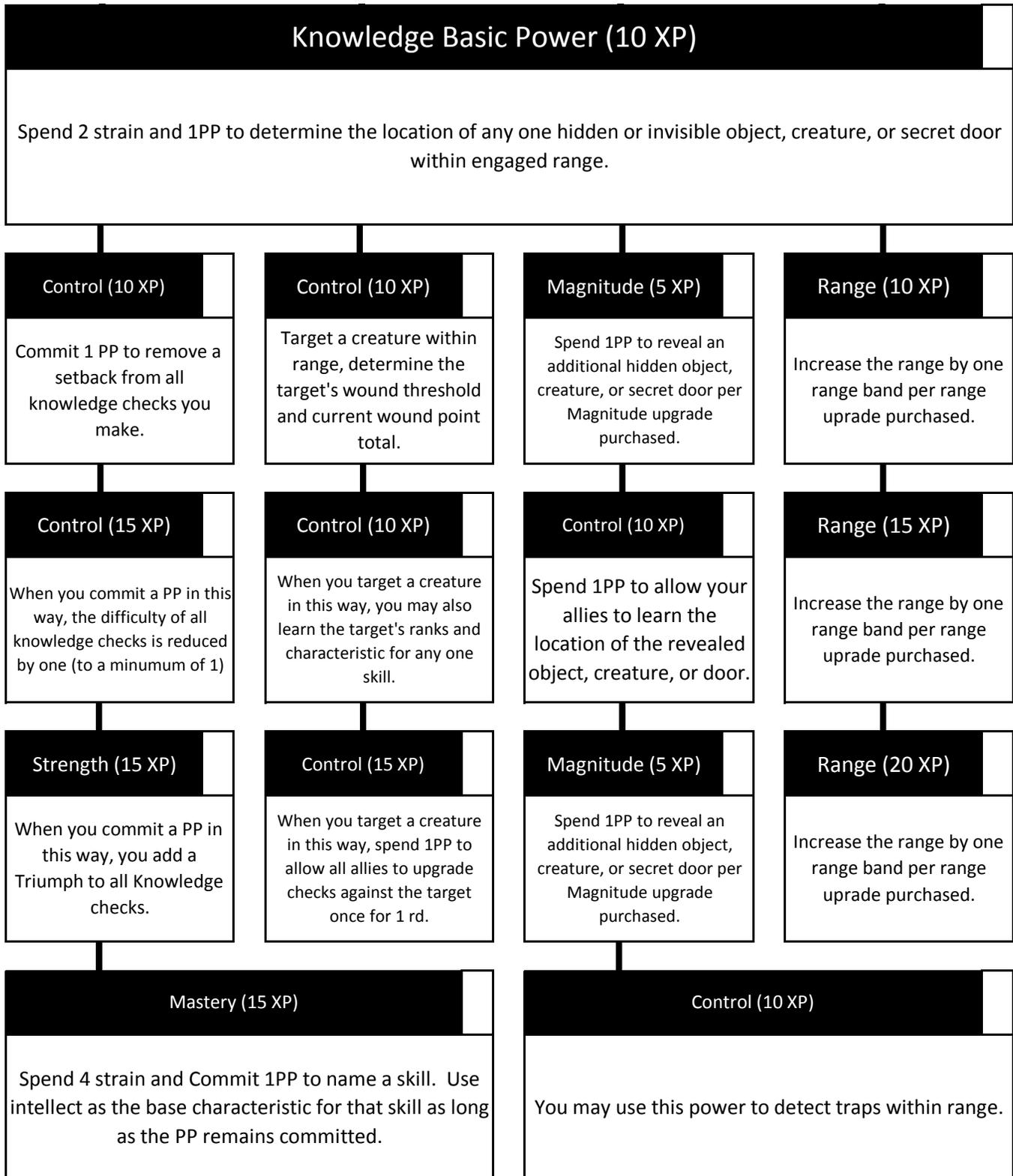
Domain Benefit: You gain access to the followin Rituals as soon as you meet the requirements: Create Holy Water, Purify Food and Drink, Remove Disease/Curse. Raise Dead.



Divine Domain - Knowledge

Prerequisite Divine Power Rating 1+

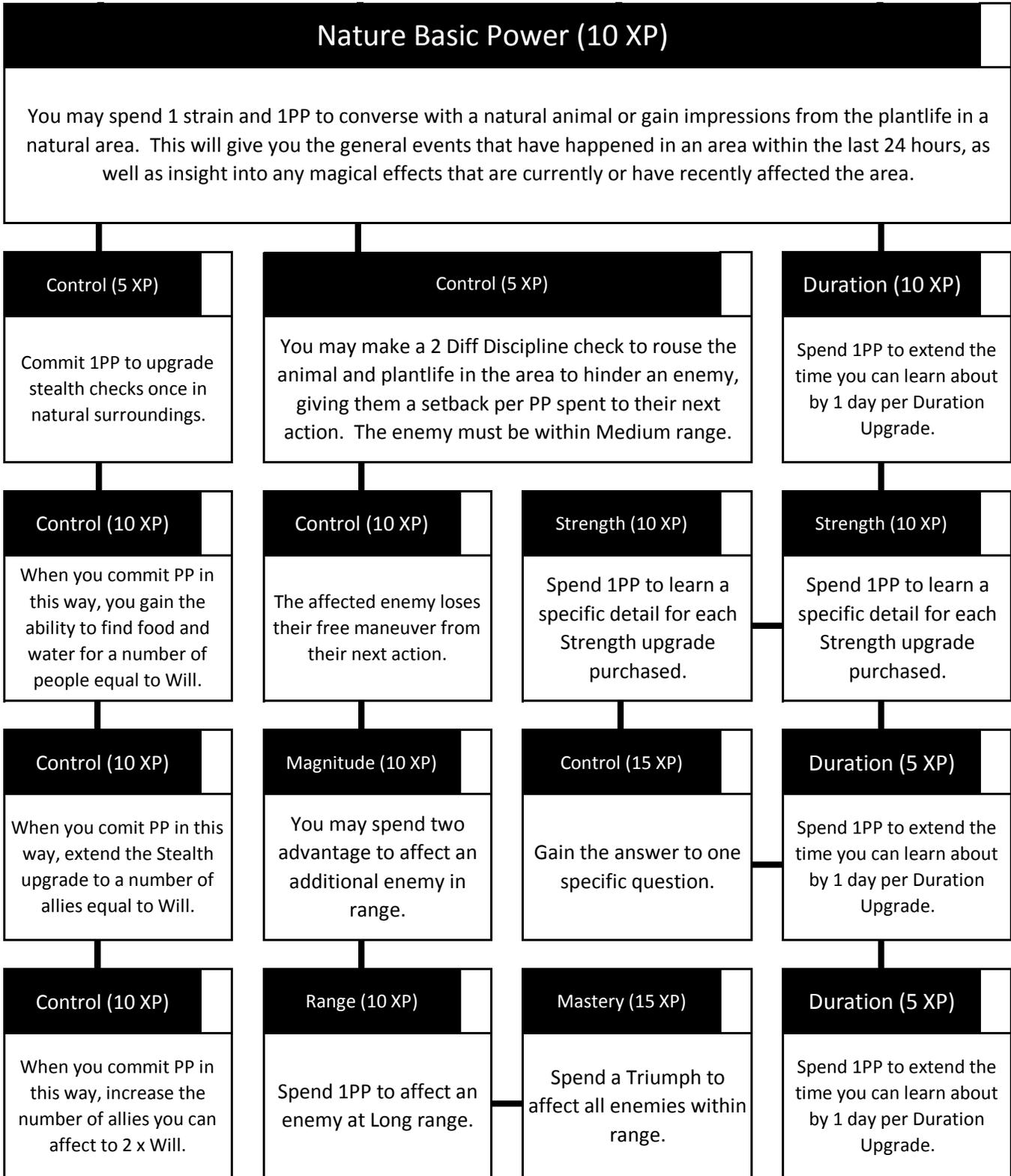
Domain Benefit: You gain access to the Divination Arcane Spell School and may use your Divine Power to activate it.



Divine Domain - Nature

Prerequisite Divine Power Rating 1+

Domain Benefit: Choose one Primal Power. You may gain that Primal power and use your Divine Power to activate it.



Divine Domain - Protection

Prerequisite Divine Power Rating 1+

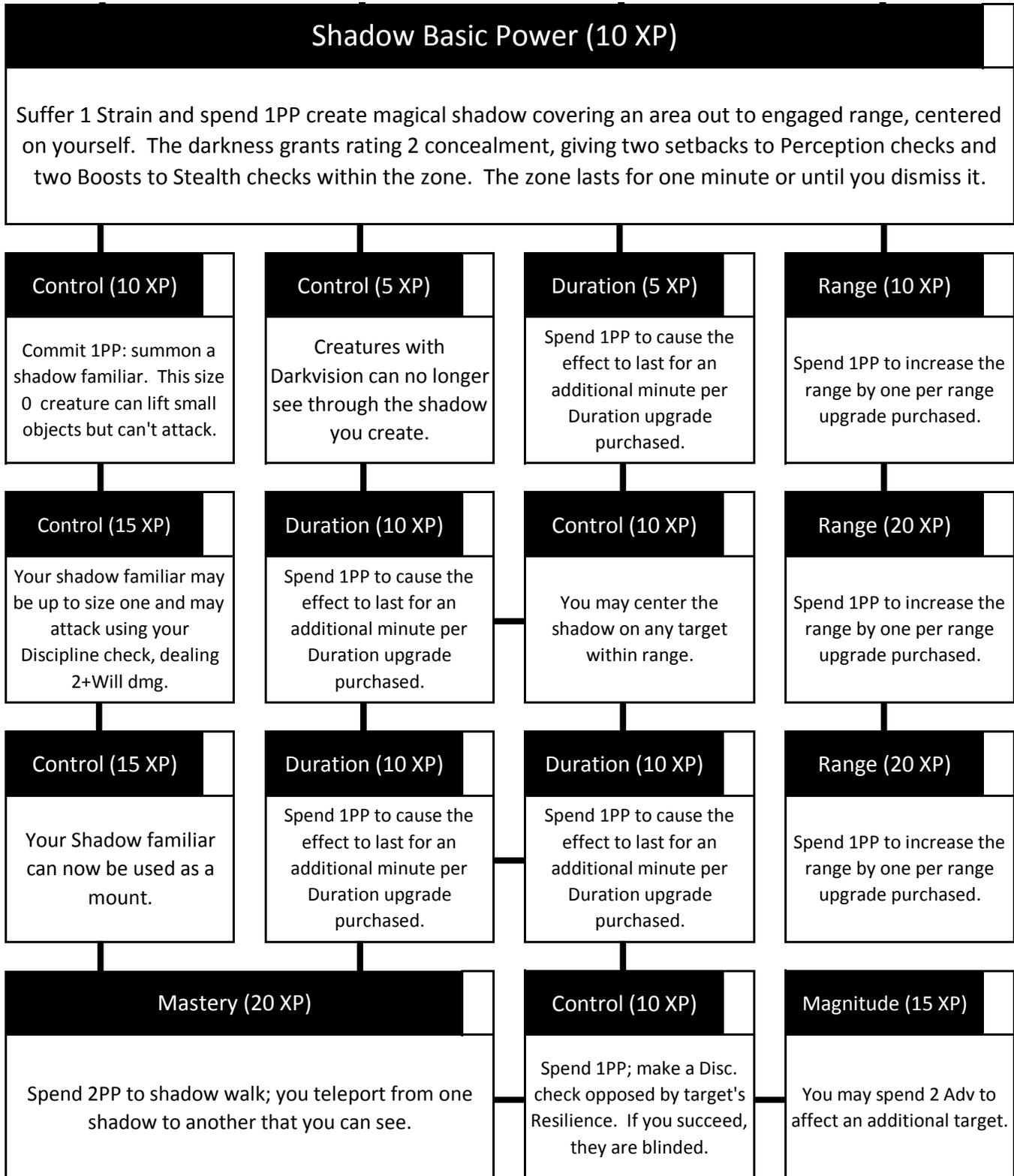
Domain Benefit: You gain +1 Soak.



Divine Domain - Shadow

Prerequisite Divine Power Rating 1+

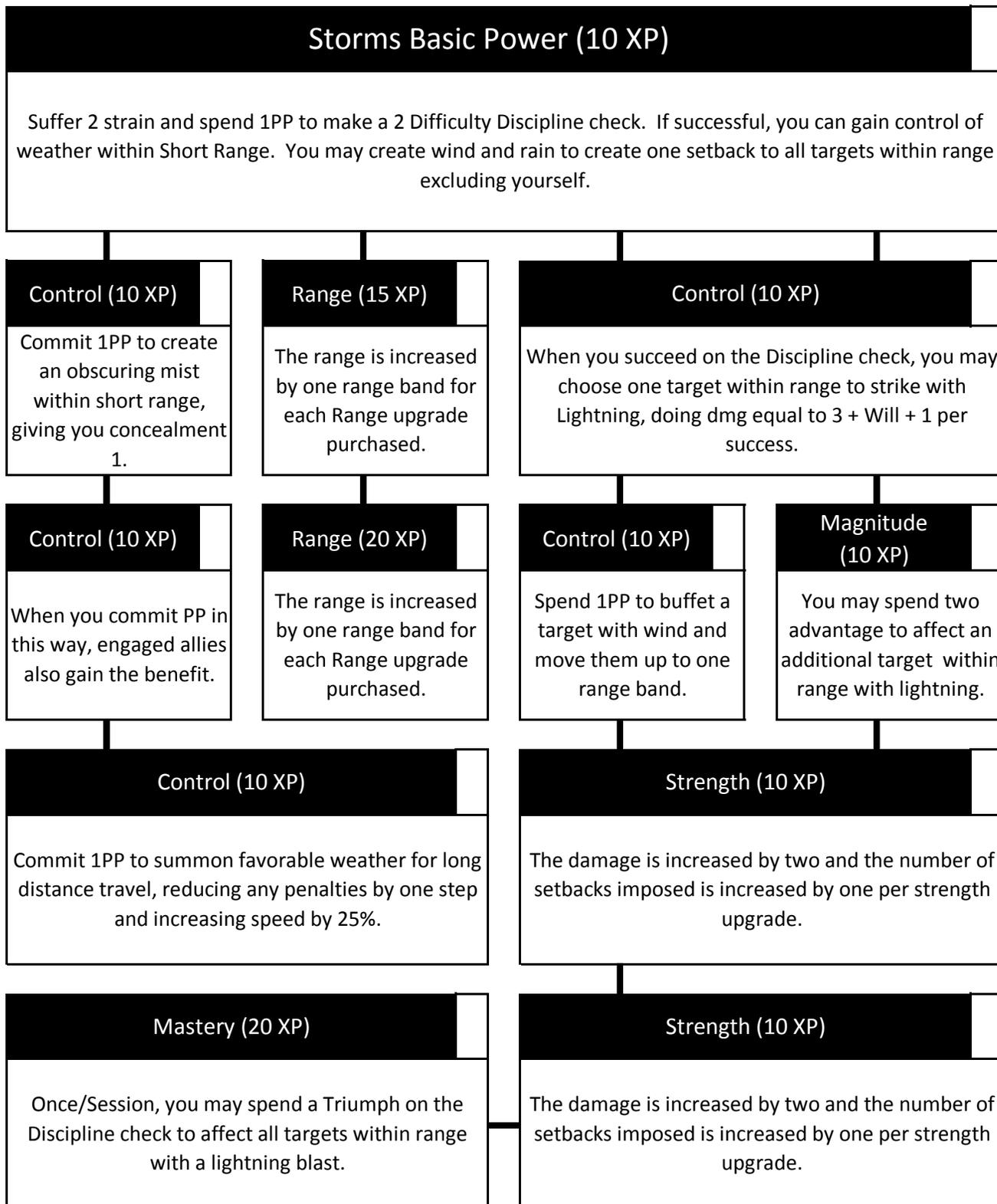
Domain Benefit: You may add two boosts to Stealth checks.



Divine Domain - Storms

Prerequisite: Divine Power Rating 1+

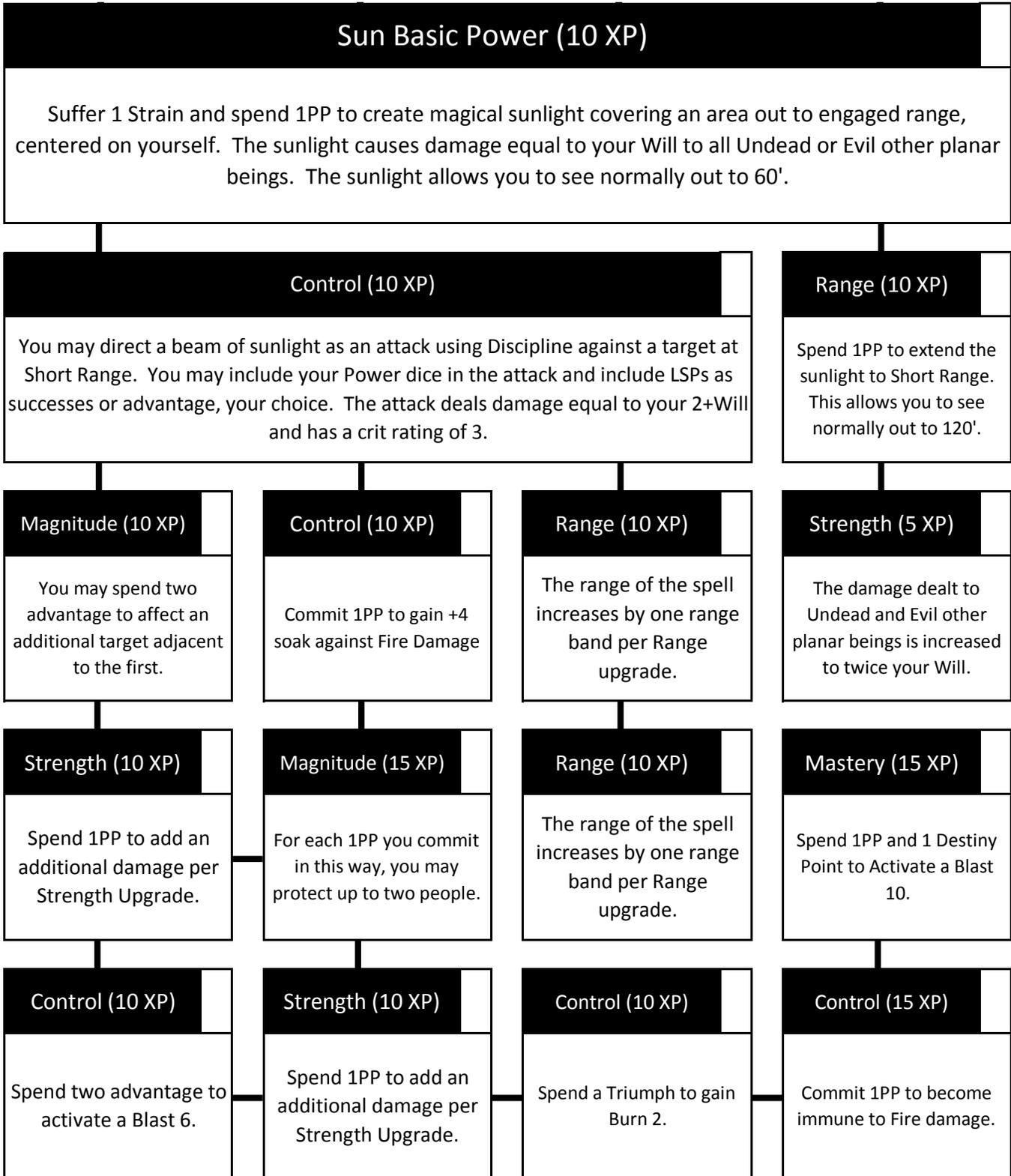
Domain Benefit: You gain +5 Soak against Lightning damage.



Divine Domain - Sun

Prerequisite Divine Power Rating 1+

Domain Benefit: You gain the Turn Undead Talent. If you already have it, you gain two boosts to Coercion checks when attempting to Turn Undead.



Divine Domain - Trickery

Prerequisite Divine Power Rating 1+

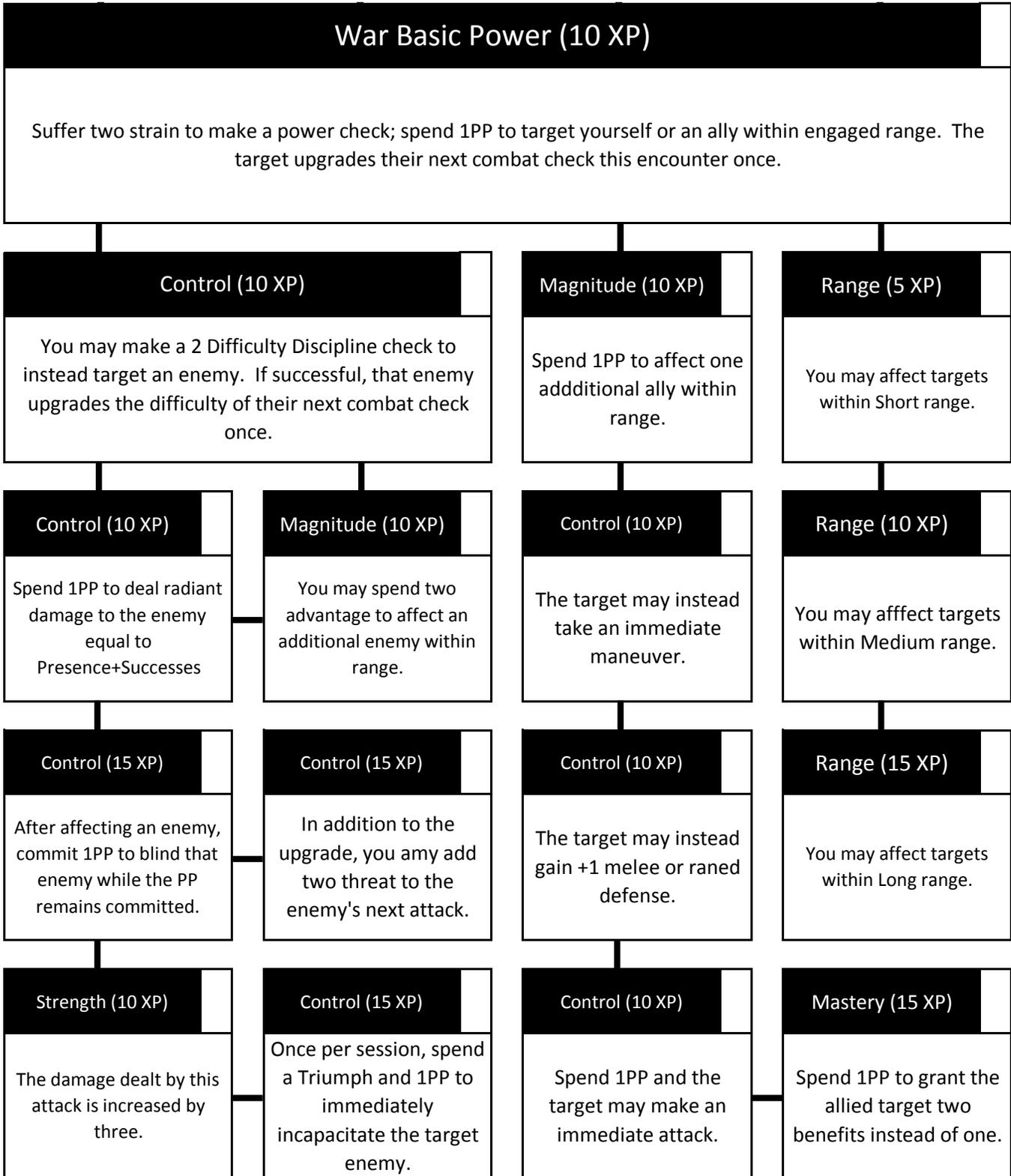
Domain Benefit: You may commit 1PP to magically alter your appearance.



Divine Domain - War

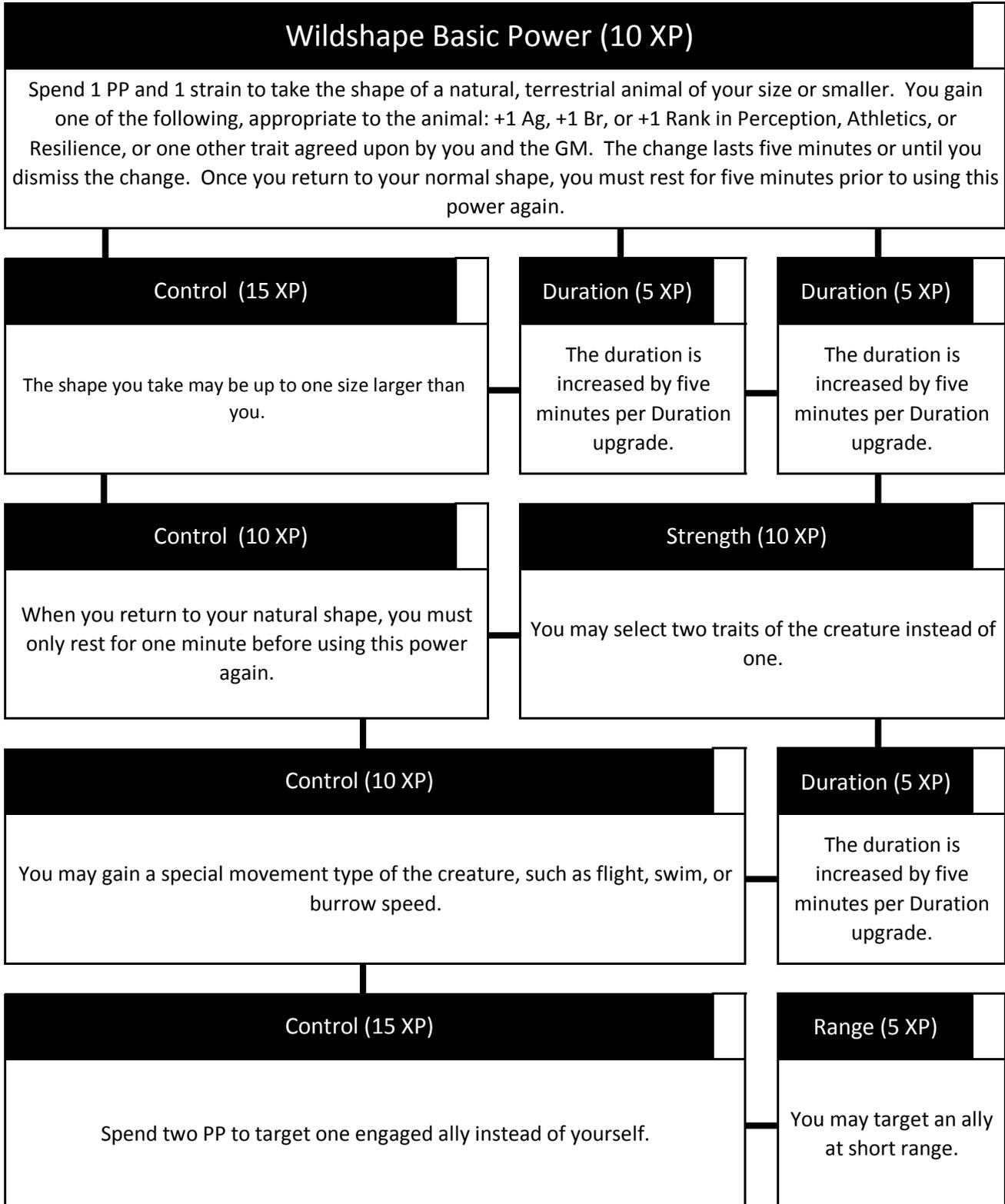
Prerequisite Divine Power Rating 1+

Domain Benefit: Select one Combat Skill. It becomes a career skill. If it is already a career skill, you gain a boost when using that skill.



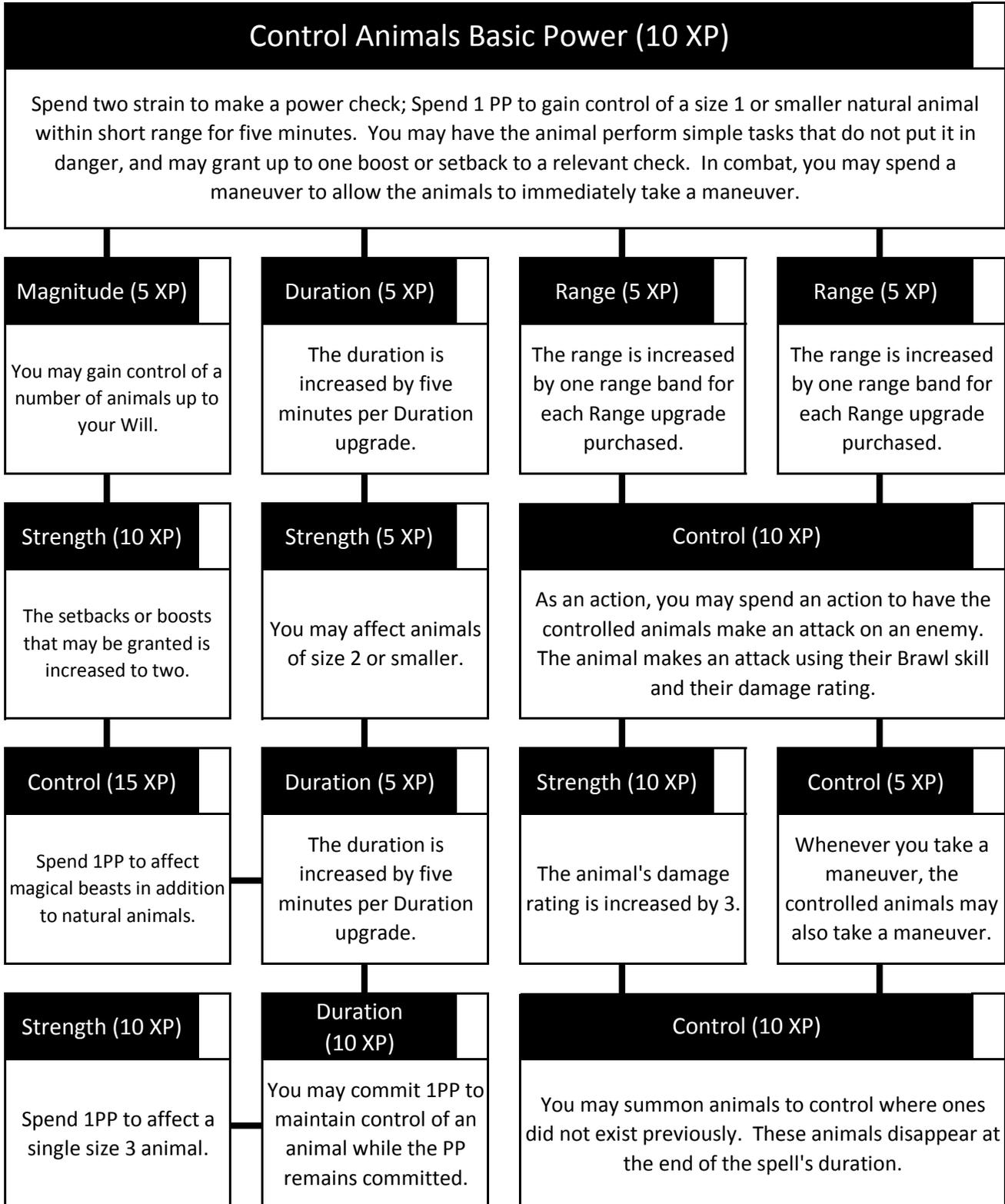
Primal Evocation - Wildshape

Prerequisite: Primal Power Rating 1+



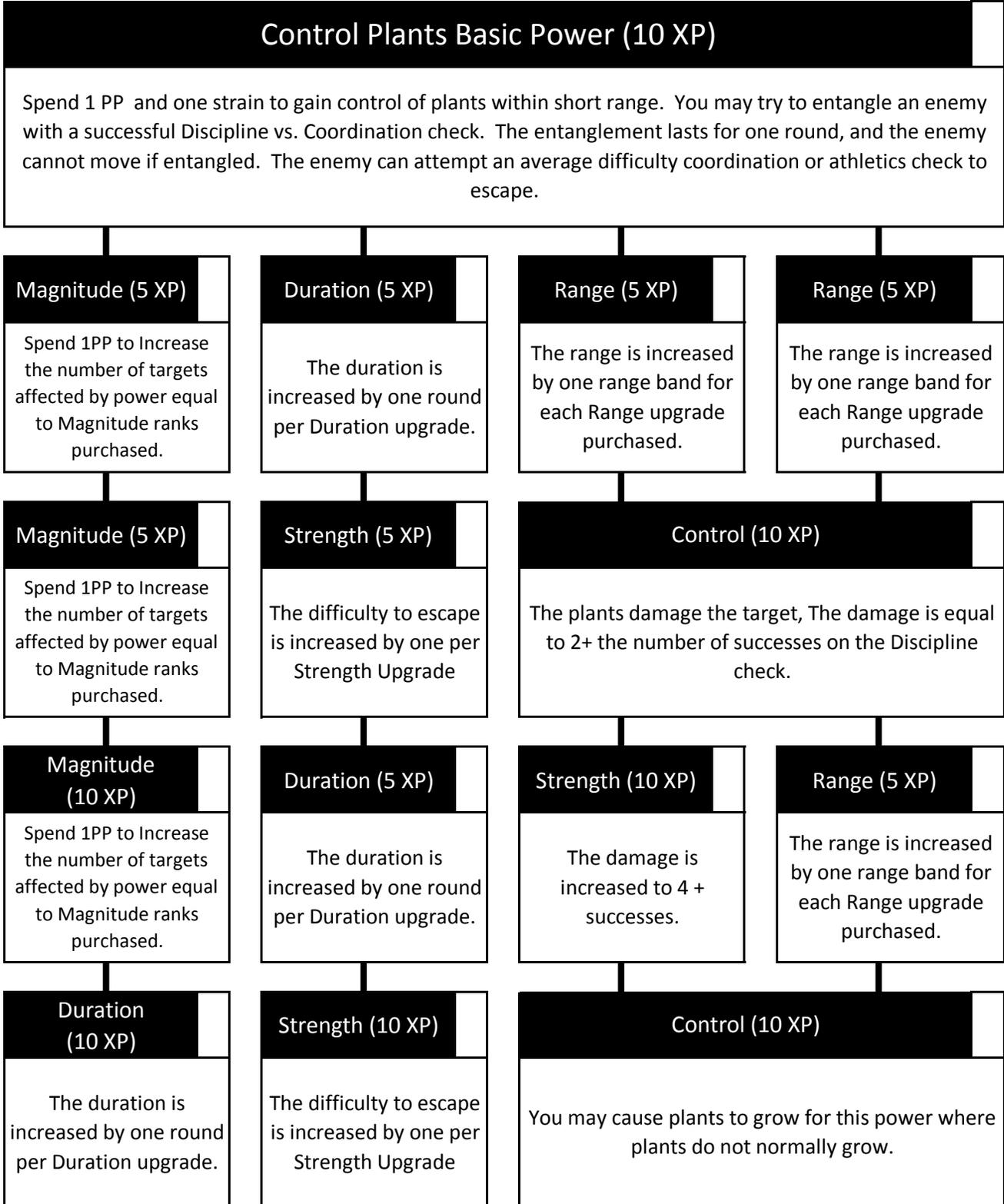
Primal Evocation - Control Animals

Prerequisite: Primal Power Rating 1+



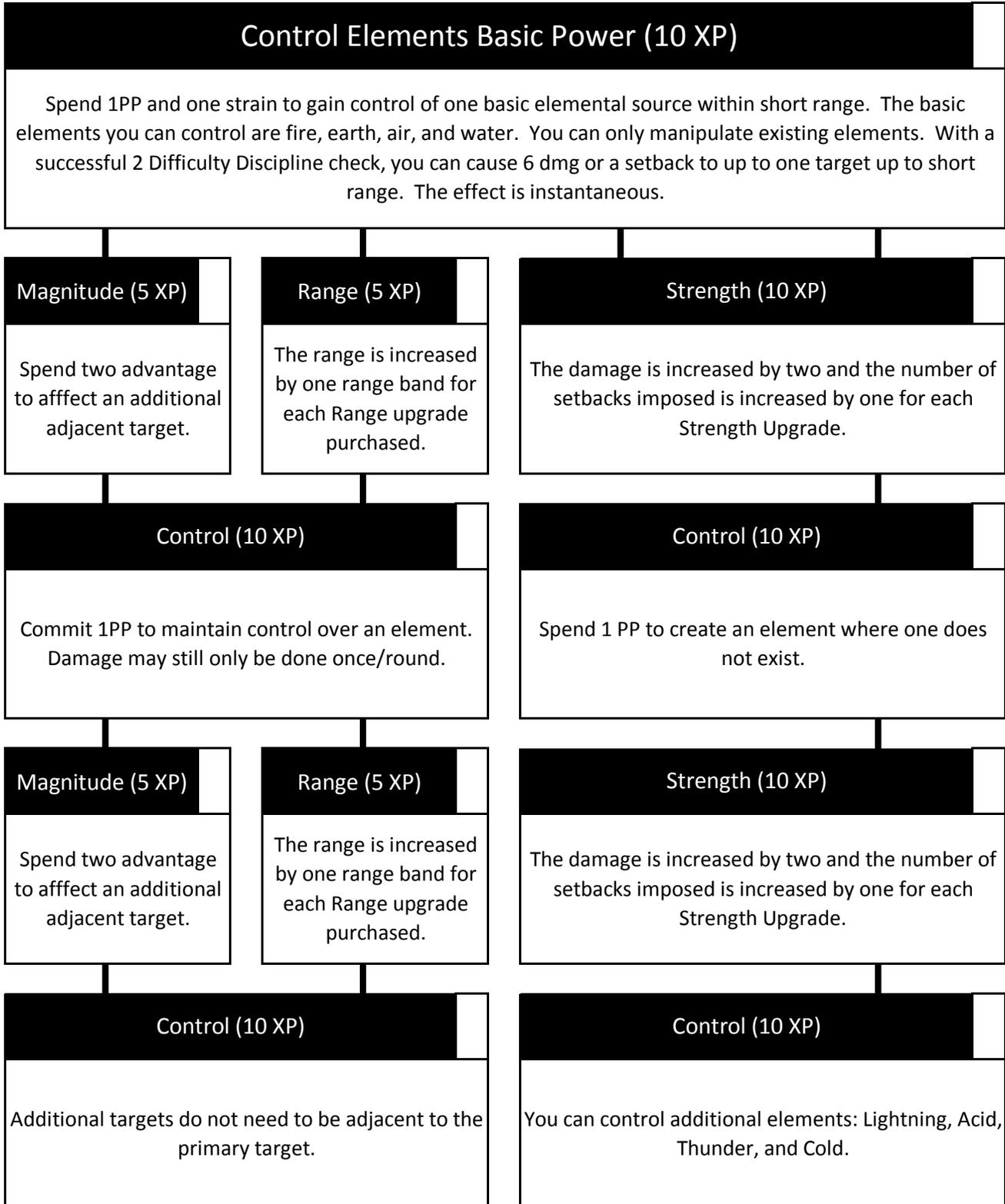
Primal Evocation - Control Plants

Prerequisite: Primal Power Rating 1+



Primal Evocation - Control Elements

Prerequisite: Primal Power Rating 1+



Ritual List

Listed below are some examples of rituals - there may be others!

Rituals allow for the casting of many non-combat effect.

Rituals may be cast by anyone with the relevant required Power Rating.

The caster must know the ritual to cast it, casting time is 10 minutes.

There may be material components costs associated with a ritual.

The difficulty to cast it is equal to the minimum rating.

| <u>Ritual Name</u> | <u>Power Type</u> | <u>Minimum Rating</u> | <u>Skill</u> |
|-----------------------------|--------------------------|------------------------------|---------------------|
| Alarm | Arcane | 1 | Arcana |
| Arcane Lock | Arcane | 1 | Arcana |
| Comprehend Languages | Arcane | 1 | Arcana |
| Detect Magic | Arcane | 1 | Arcana |
| Find Familiar | Arcane | 1 | Arcana |
| Identify | Arcane | 1 | Arcana |
| Illusory Script | Arcane | 1 | Arcana |
| Floating Disk | Arcane | 1 | Arcana |
| Unseen Servant | Arcane | 1 | Arcana |
| Gentle Repose | Arcane | 1 | Arcana |
| Magic Mouth | Arcane | 1 | Arcana |
| Feign Death | Arcane | 2 | Arcana |
| Magic Circle | Arcane | 2 | Arcana |
| Phantom Steed | Arcane | 2 | Arcana |
| Water Breathing | Arcane | 2 | Arcana |
| Contact Other Plane | Arcane | 3 | Arcana |
| Telepathic Bond | Arcane | 3 | Arcana |
| Create Teleportation Circle | Arcane | 3 | Arcana |
| Detect Magic | Primal | 1 | Nature |
| Detect Poison and Disease | Primal | 1 | Nature |
| Purify Food and Drink | Primal | 1 | Nature |
| Speak with Animals | Primal | 1 | Nature |
| Animal Messenger | Primal | 1 | Nature |
| Beast Sense | Primal | 1 | Nature |
| Locate Animals or Plants | Primal | 1 | Nature |
| Feign Death | Primal | 2 | Nature |
| Meld into Stone | Primal | 2 | Nature |
| Water Breathing | Primal | 2 | Nature |
| Water Walk | Primal | 2 | Nature |
| Commune with Nature | Primal | 3 | Nature |
| Create Holy Water | Divine | 1 | Religion |
| Detect Magic | Divine | 1 | Religion |
| Detect Poison and Disease | Divine | 1 | Religion |
| Purify Food and Drink | Divine | 1 | Religion |
| Augury | Divine | 1 | Religion |
| Gentle Repose | Divine | 1 | Religion |
| Silence | Divine | 2 | Religion |
| Feign Death | Divine | 2 | Religion |
| Meld into Stone | Divine | 2 | Religion |
| Remove Curse/Disease | Divine | 2 | Religion |
| Speak with Dead | Divine | 2 | Religion |
| Water Walk | Divine | 2 | Religion |
| Divination | Divine | 2 | Religion |
| Commune | Divine | 3 | Religion |
| Forbiddance | Divine | 3 | Religion |
| Raise Dead | Divine | 3 | Religion |

Melee Weapons

| Weapon | Skill | Damage | Crit | Range | Cost (GP) | Special |
|----------------------------|---------------------------------|--------|------|-------------------|-----------|----------------------------------|
| Armored Gauntlets | Brawl | +1 | 4 | Engaged | 5 | |
| Dagger -Thrown | Melee - Light Ranged - Light | +1 | 3 | Engaged Short | 1 | Pierce 1 |
| Hand Axe -Thrown | Melee - Light Ranged - Light | +1 | 3 | Engaged Short | 5 | Vicious 1 |
| Parrying Dagger | Melee - Light | +1 | 3 | Engaged | 10 | Defensive 1 |
| Quarterstaff | Melee - Light | +2 | 4 | Engaged | 5 | Defensive 1 |
| Rapier | Melee - Light | +2 | 2 | Engaged | 25 | Defensive 1, Pierce 2, Vicious 1 |
| Short Sword | Melee - Light | +1 | 3 | Engaged | 10 | Pierce 2 |
| Sickle | Melee - Light | +1 | 3 | Engaged | 2 | Pierce 1, Vicious 1 |
| Throwing Hammer -Thrown | Melee - Light Ranged - Light | +1 | 4 | Engaged Short | 5 | Disorient 2 |
| Battle Axe | Melee - Heavy | +2 | 2 | Engaged | 15 | Pierce 2, Vicious 2 |
| Club | Melee - Heavy | +2 | 5 | Engaged | 1 | Disorient 2 |
| Greataxe | Melee - Heavy | +3 | 2 | Engaged | 30 | Pierce 2, Vicious 3 |
| Greatclub | Melee - Heavy | +3 | 3 | Engaged | 1 | Disorient 3 |
| Greatsword | Melee - Heavy | +3 | 2 | Engaged | 30 | Defensive 1, Pierce 2, Vicious 2 |
| Javelin -Thrown | Melee - Heavy Ranged - Heavy | +2 | 3 | Engaged Medium | 5 | Pierce 2 |
| Longspear | Melee - Heavy | +2 | 3 | Short | 10 | Pierce 2, Vicious 1 |
| Longsword | Melee - Heavy | +2 | 2 | Engaged | 15 | Defensive 1, Pierce 2, Vicious 1 |
| Maul | Melee - Heavy | +3 | 3 | Engaged | 30 | Disorient 3, Vicious 1 |
| Mace | Melee - Heavy | +2 | 4 | Engaged | 5 | Disorient 3 |
| Scimitar | Melee - Heavy | +2 | 2 | Engaged | 10 | Pierce 2, Vicious 2 |
| Scythe | Melee - Heavy | +2 | 3 | Engaged | 5 | Pierce 2, Vicious 2 |
| Spear -Thrown | Melee - Heavy Ranged - Heavy | +2 | 3 | Engaged Short | 5 | Pierce 2 |
| Warhammer | Melee - Heavy | +2 | 3 | Engaged | 15 | Disorient 3 |

Ranged Weapons

| Weapon | Skill | Damage | Crit | Range | Cost (GP) | Special |
|----------------|----------------|--------|------|-------|-----------|-----------|
| Crossbow | Ranged - Light | 8 | 3 | Med | 25 | Prepare 1 |
| Hand Crossbow | Ranged - Light | 6 | 4 | Short | 25 | Prepare 1 |
| Shortbow | Ranged - Light | 7 | 3 | Med | 25 | |
| Sling | Ranged - Light | 6 | 4 | Med | 1 | |
| Heavy Crossbow | Ranged - Heavy | 10 | 3 | Long | 30 | Prepare 1 |
| Longbow | Ranged - Heavy | 9 | 3 | Long | 30 | |

| Armor | Soak | Melee Defense | Ranged Defense | Cost (GP) | Minimum Brawn |
|--------------|-------------|--------------------------|---------------------------|----------------------|--------------------------|
| Cloth | 1 | 0 | 0 | 1 | 1 |
| Leather | 1 | 1 | 0 | 25 | 1 |
| Hide | 2 | 0 | 0 | 30 | 3 |
| Chain | 1 | 1 | 1 | 40 | 3 |
| Scale | 2 | 1 | 0 | 45 | 4 |
| Plate | 2 | 1 | 1 | 50 | 4 |
| Buckler | 0 | 1 | 0 | 5 | 1 |
| Shield | 0 | 1 | 1 | 10 | 2 |

| Gear | |
|---------------------------|--------|
| Standard adventurer's kit | 15 gp |
| Backpack (empty) | 2 gp |
| Bedroll | 1 sp |
| Flint and steel | 1 gp |
| Pouch, belt (empty) | 1 gp |
| Rations, trail (10 days) | 5 gp |
| Rope, hempen (50 ft.) | 1 gp |
| Sunrods (2) | 4 gp |
| Waterskin | 1 gp |
| Ammunition | |
| Arrows (30) | 1 gp |
| Crossbow bolts (20) | 1 gp |
| Sling bullets (20) | 1 gp |
| Arcane implement | |
| Orb | 15 gp |
| Rod | 12 gp |
| Staff | 5 gp |
| Wand | 7 gp |
| Candle | 1 cp |
| Chain (10 ft.) | 30 gp |
| Chest (empty) | 2 gp |
| Climber's kit | 2 gp |
| Grappling hook | 1 gp |
| Hammer | 5 sp |
| Pitons (10) | 5 sp |
| Everburning torch | 50 gp |
| Fine clothing | 30 gp |
| Flask (empty) | 3 cp |
| Holy symbol | 10 gp |
| Journeybread (10 days) | 50 gp |
| Lantern | 7 gp |
| Ritual book | 50 gp |
| Ritual components | Varies |
| Rope, silk (50 ft.) | 10 gp |
| Spellbook | 50 gp |
| Tent | 10 gp |
| Thieves' tools | 20 gp |
| Torch | 1 sp |

| Food and Lodging | |
|---------------------------|------|
| Food | |
| Meal, common | 2 sp |
| Meal, feast | 5 gp |
| Drink | |
| Ale, pitcher | 2 sp |
| Wine, bottle | 5 gp |
| Inn stay (per day) | |
| Typical room | 5 sp |
| Luxury room | 2 gp |

| Transportation | |
|-----------------------|----------|
| Cart or wagon | 20 gp |
| Riding horse | 75 gp |
| Rowboat | 50 gp |
| Sailing ship | 10000 gp |
| Warhorse | 680 gp |