

Creating Characters & Reference

Character Generation Steps

- Roll 3d6 six times.
- Look at the character class summary and pick out the character class that interests you.
- Arrange the six rolls accordingly.
- It is recommended that the highest roll be placed in your class's prime requisite.
- Dexterity will improve Armor Class.
- Constitution will improve your hit points.
- Charisma will improve your character's relations with the NPCs of the setting and increase the number of loyal henchmen you can have.
- Rogue classes like the Burglar have bonuses to distribute among different abilities. Abilities are affected by different attributes, so look at the abilities list as a guide to arranging your rolls among your character's attributes.
- Look at the character background summary and pick out the background that you want to play. Keep in mind that human backgrounds get a 10% to 15% bonus to their earned experience in addition to their prime requisite bonus. Also keep in mind that some backgrounds come with complications when dealing with various cultures.
- Modify your attributes according to the background.
- Record your attribute modifiers, your background abilities, and your class abilities.
- Allocate your class' ability bonuses.
- Roll 3d6 + Charisma bonus and multiply by 100d for the number of silver pieces you start with. The shorthand for a silver piece is 'd' in these rules. One silver penny equals 1d. Copper pieces are represented by 'f' for farthings. There are four farthings in a silver penny.
- 1st level characters start at maximum hit points.
- Pull out the short equipment list and buy your weapons, armor, dungeon equipment, and starting magic items, if any. If you are starting above 1st level and are a Cleric or Magic-User, remember to reserve some of your starting wealth for ritual spell casting.
- Your character is now ready for adventuring.



**BAT IN
THE ATTIC
GAMES**



STEP INTO THE WORLD
OUTSIDE OF THE DUNGEON
Majestic Fantasy RPG

Ability Scores & Bonuses

Roll 3d6, and add the 3 dice. Do this 6 times and arrange to taste.

Score	Modifier
3, 4, 5	-2
6, 7, 8	-1
9, 10, 11	+0
12, 13, 14	+1
15, 16, 17	+2
18, 19, 20	+3
21, 22, 23	+4

Abilities

Each ability is listed by name and what attribute is used for the ability. The base chance of success is to roll 15 or higher on a d20.

Area Knowledge (**INT**)
 Athletics (**STR**)
 Climbing (**Higher DEX or STR**)
 Eavesdrop (**INT**)
 Hagglng (**INT or CHA**)
 Herblore (**INT**)
 History (**INT**)
 Intimidation (**CHA**)
 Legerdemain (**DEX**)
 Locution (**CHA**)

Normal Starting Equipment

Roll 3d6 x 100d multiplied by your level for your starting money. Use the short price list to buy your character's equipment.

Magic Items

On the price list are magic items that your character can purchase if you can afford them. Note that spell casters with Enchant Scrolls and Enchant Potions can buy them at cost.

Mathematics (**INT**)
 Natural Philosophy (**INT**)
 Perception (**WIS**)
 Physician (**INT**)
 Professional (type) (**varies**)
 Research (**INT**)
 Stealth (**DEX**)
 Survival (**CON**)
 Strategy (**INT**)
 Thaumatology (**INT**)

Weight Carried

Based on Strength

STR	Carry	Max
3, 4, 5	70	140
6, 7, 8	75	150
9, 10, 11	80	160
12, 13, 14	85	170
15, 16, 17	90	180
18, 19, 20	100	200
21, 22, 23	125	250

Armor and Clothing do not count towards weight carried.

Exceeding the carry limit reduces the character move by ½ and the character is considered encumbered. Weight beyond the maximum can only be lifted by an Athletic(STR) ability check.

Max Arcane Spell Level

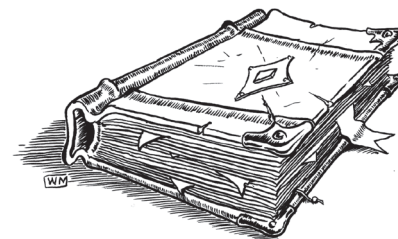
Based on Intelligence

INT	Max Lvl
3 to 7	4
8 to 10	5
11 to 12	6
13 to 14	7
15 to 16	8
17+	9

Max Henchmen

Based on Charisma

CHA	Max
3 to 5	1
6 to 8	3
9 to 11	5
12 to 14	7
15 to 17	9
18+	11



Art by William McAusland
 Majestic Fantasy RPG, Basic Rules Card - 1

Fighters (Fighting Men)

Fighters are warriors, trained in battle and the use of armor and weapons. You are on the front lines of your adventuring party—going toe-to-toe with dragons, Goblins, and evil cultists, hacking your way through and taking the brunt of their attacks. The Fighter character is best equipped to dish out damage and absorb it. You serve as the sword and shield, protecting the weak and taking down your enemies. One day, they will tell legends of your prowess and followers will flock to your stronghold. There you will revel in your fame, riches, and well-earned nobility.

Fighters have the following:

- Gain 1d6+2 hit points per level.
- Fight using the Fighter combat table
- Can use any Armor/Shield, any Weapon
- The Fighter's to-hit bonus is added to their initiative roll.
- Can use a melee weapon to attack a number of creatures with a total hit dice equal to the Fighter's level. There is always a minimum of one attack allowed. If the creature has a modifier to their hit dice, round up to the nearest whole number. For example, a giant fire beetle has HD 1+3; treat this the same as a creature with HD 2.
- Prime Attribute Bonus: If Strength is 13 or greater, character earns +5% experience.
- At 5th level, the Fighter can form or will be offered captaincy of a small independent command of 20 warriors.

Fighter Advancement

Level	Experience	Hit Dice	+ Hit	Save
1	0	1d6+2	+1	14
2	2,000	2d6+4	+2	13
3	4,000	3d6+6	+3	12
4	8,000	4d6+8	+4	11
5	16,000	5d6+10	+5	10

Ability Progression

All Fighting Men gain a bonus to Athletics. They start with 2 free Ability bonuses and gain 1 free Ability bonus every three levels. No more than half of a character's free bonuses can be spent on a single ability.

Level	Athletics	Free Bonus
1	+1	+2
2	+1	+2
3	+1	+2
4	+2	+3
5	+2	+3

Ability Scores & Bonuses

Roll 3d6, and add the 3 dice. Do this 6 times and arrange to taste.

Score	Modifier
3, 4, 5	-2
6, 7, 8	-1
9, 10, 11	+0
12, 13, 14	+1
15, 16, 17	+2
18, 19, 20	+3
21, 22, 23	+4

Normal Starting Equipment

Roll 3d6 x 100d multiplied by your level for your starting money. Use the short price list to buy your character's equipment.

Magic Items

On the price list are magic items that your character can purchase if you can afford them. Note that spell casters with Enchant Scrolls and Enchant Potions can buy them at cost.

Equipment Packs

Dungeoneer's Pack (160d)

Includes a backpack, a crowbar, a hammer, 10 spikes, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hemp rope strapped to the side.

Explorer's Pack (150d)

Includes a backpack, a bedroll, a tinderbox, 10 torches, 10 days of trail rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side.

Abilities

Each ability is listed by name and what attribute is used for the ability. The base chance of success is to roll 15 or higher on a d20.

Area Knowledge (**INT**)

Athletics (**STR**)

Climbing (**Higher DEX or STR**)

Eavesdrop (**INT**)

Haggling (**INT or CHA**)

Herblore (**INT**)

History (**INT**)

Intimidation (**CHA**)

Legerdemain (**DEX**)

Locution (**CHA**)

Mathematics (**INT**)

Natural Philosophy (**INT**)

Perception (**WIS**)

Physician (**INT**)

Professional (type) (**varies**)

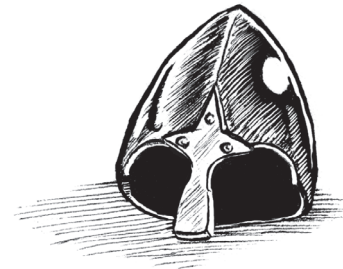
Research (**INT**)

Stealth (**DEX**)

Survival (**CON**)

Strategy (**INT**)

Thaumatology (**INT**)



Equipment Prices

Armor

Leather, soft [+1]	25d/suit	10.0/lbs.
Ring Armor [+3]	300d/suit	30.0/lbs.
Mail, [+5]	1,250d/suit	50.0/lbs.
Plate Armor [+6]	3,000d/suit	100.0/lbs.
Helm	100d/ea.	3.0/lbs.

Shields

Buckler	24d/ea.	2.0/lbs.
+1 AC, Opponents: 1, Damage: 1d3, Spike +5d; +1 damage		
Shield, medium	60d/ea.	7.0/lbs.
+1 AC, Opponents: 4, Damage: 1d4		

Weapons

Axe, throwing	10d/ea.	4.0/lbs.
Damage: 1d6, Rate of Fire: 1, Range: 10 ft., Max Range: 20ft		
Axe, battle	50d/ea.	8.0/lbs.
Damage: 1d8		
Broadsword, 1d8	150d/ea.	3.0/lbs.
Damage: 1d8		
Club, light	N/A	3.0/lbs.
Damage: 1d4		
Dagger, large	10d/ea.	1.0/lbs.
Damage: 1d4		
Dagger, small	3d/ea.	0.2/lbs.
Damage: 1d3		
Rate of Fire: 1, Range: 10 ft, Max Range: 20ft		
Glaive	25d/ea.	8.0/lbs.
Damage 1d8+1, Reach: 5 ft.		
Greatsword	200d/ea.	7.0/lbs.
Damage: 1d10		
Mace, small	9d/ea.	3.0/lbs.
Damage: 1d4+1		
Mace	13d/ea.	5.0/lbs.
Damage: 1d6		
Shortsword, 1d6	100d/ea.	2.0/lbs.
Damage: 1d6		
Spear 1H	10d/ea.	4.0/lbs.
Damage: 1d6 (1H), 1d8 (2H)		
Rate of Fire: 1, Range: 20 ft, Max Range: 40ft		
Staff	3d/ea.	4.0/lbs.
Damage: 1d6		

Missile Weapons

Arrow	2f/ea.	0.1/lbs.
Bolts	1f/ea.	0.1/lbs.
Bow, short,	13d/ea.	2.0/lbs.
Damage: 1d6 (arrows), Rate of Fire: 2, Range: 50 ft/yds.		
Bow, regular	25d/ea.	2.0/lbs.
Damage: 1d6 (arrows), Rate of Fire: 2, Range: 60 ft/yds.		
Bow, long	50d/ea.	3.0/lbs.
Damage: 1d6 (arrows), Rate of Fire: 2, Range: 70 ft/yds.		
Crossbow, Light	30d/ea.	6.0/lbs.
Damage: 1d4+1 (Bolts), Accuracy: +2, Reload Actions: 1. Range: 60 ft/yds.		
Crossbow, Heavy	38d/ea.	6.0/lbs.
Damage: 1d6+1 (Bolts), Accuracy: +4, Reload Actions: 2 Range: 60 ft/yds.		
Crossbow, Knight Killer	46d/ea.	6.0/lbs.
Damage: 5d4 (Bolts), Accuracy: +4, Reload Actions: 10. Range: 100 ft/yds.		
Quiver	3d/ea.	0.5/lbs.

Equipment

Backpack, 30 lbs.	48d/ea.	
Bedroll	2d/ea.	0.5/lb.
Hammer	6d/ea.	1.0/lb.
Holy Symbol, wooden	10d/ea.	0.1/lb.
Holy Symbol, silver	250d/ea.	0.1/lb.
Holy Water, 4oz	150d/ea.	
Lantern	12d/ea.	0.25/lb.
Oil, Lamp, 4oz	2f/ea.	
Pole, 10 foot	2d/ea.	
Rations, trail	5d/day	2.0/lb.
Rations, dried	20d/day	1.0/lb.
Ritual Components	1d/ea.	250/lb.
Rope, hemp	1d/ft.	
Rope, silk	10d/ft.	
Sack, linen, sm., 5 lbs.	2f/ea.	
Sack, buckram, lg., 10 lb.	1d/ea.	
Spice, Garlic	12d/oz.	
Spike	5d/ea.	0.2/lb.
Thieves Tools	25d/ea.	0.1/lb.
Tinderbox	6d/ea.	0.1/lb.
Torch	2f/ea.	0.2/lb.
Wineskin, ½ gal	10d/ea.	0.5/lb.

Money

1d = 1 Silver Penny = 1 silver piece
 1f = 1 Copper Farthing
 4 Copper Farthings in 1 Silver Penny

Magic Items

Magical Scroll, 1st level*	100d/ea.	0.1/lb.
Magical Scroll, 1st level	200d/ea.	0.1/lb.
Magical Scroll, 2nd level*	200d/ea.	0.1/lb.
Magical Scroll, 2nd level	400d/ea.	0.1/lb.
Magical Scroll, 3rd level*	300d/ea.	0.1/lb.
Magical Scroll, 3rd level	600d/ea.	0.1/lb.
Potion of Healing**	200d/ea.	0.2/lb.
Potion of Healing	400d/ea.	0.2/lb.
Viz	200d/ea.	0.1/lb.

*Inscribing cost for a cleric or for a magic user with Create Scrolls in their spell book

**Brewing cost for a magic users with Create Potion in their spell book



Animals

Guard or War Dog	48d/ea.
Trained Dog	24d/ea.
Horse, Riding	360d/ea.
Horse, Warhorse	600d/ea.

Hirelings

	Wage Monthly	Upkeep Monthly	Initial Invest
Animal Trainer	80d	160d	animal
Man-at-arms	30d	45d	arms
Porter	25d	25d	20d
Servant	25d	50d	0d



Additional Equipment Packs

Diplomat's Pack (525d)

Includes a chest, 2 scroll cases for maps and scrolls, a set of fine clothes, a cask (qt) of black ink, an ink quill, a lantern, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

Entertainer's Pack (160d)

Includes a backpack, a bedroll, 2 costumes, 5 tallow candles, 5 days of trail rations, a waterskin, and assorted makeup to change one's appearance.

