



OTHER RULES

Falling Damage

Characters can be injured when they fall significant distances. Use the chart for falling damage. This is intended for characters who slip or are tossed off a cliff face for example. Not for one jumping into a 10-foot pit which would not normally result in damage.

When a character falls from a height their reaction can reduce the harm the fall might otherwise do. We handle this by allowing a player to draw for an act of dexterity to catch themselves or land in a way to reduce injury. Keep in mind the players may choose to use a creation card if their characters happen to have a club card.

Save vs. Falling

Once a character falls, the player has an opportunity to attempt an act of dexterity to reduce or eliminate harm from the fall. To make a save vs. falling damage, draw 1 card. If you get a club or spade see the chart below.

♣ Is a success in leaping a pit and therefore should tend to save them when falling. If they draw a ♣ they reduce their damage by the value of the ♣ card. If the fall is 20 feet or less all damage is negated.

♥ Lucky landing cuts your fall damage in half.

♠ Defense in combat to negate damage. The fall is an impact to the body and a well trained and alert character can twist and turn to land in a way or make use of equipment which eliminates damage. A high ♠ will eliminate all damage.

Note: Armor (but not shields or skin) provides half its normal protection (rounded down) against falling damage of less than 30 feet.

Money

Coins are generally the same size and weight from city to city. Each type is an inch in diameter with some type of ruler's head on one side and the other side has an image of a special building from the city. All have scored edges to discourage nipping of the metal in the coin. Ten of any coin type usually weighs 1 pound.

- 1 Platinum Coin equals 10 gold ones
- 1 Gold Coin equals 10 silver ones
- 1 Silver Coin equals 10 bronze ones
- 1 Bronze Coin equals 10 copper ones

| Falling Damage | |
|-----------------------|--|
| Height In Feet | Damage |
| 6-20 | Draw one card. If a ♠ the value of the card or 1hp/foot for straight falls whichever is greater is the damage taken. |
| 21-30 | Draw two cards. ♠ or ♣ cards do their value in damage plus 5 |
| 31-50 | Draw Three cards. All ♦ & ♣ & ♠ cards do their value in damage plus 10 |
| 51+ | Unless the character has a special circumstance they can die from the fall |

* Drawing a Joker in the mix of cards signifies that the character takes no damage from the fall no matter how high up they were. A fall equal or less than the height of the creature does not result in damage.

Healing

Injured characters recover lost hit points at the rate of 5 points every night as long as they do not engage in work or fast travel. The character that rest the entire day, clean their wounds, and take in extra food and drink will heal 4 to 17 points (Draw+2) by the next morning. When characters complete work, fast travel, or do not rest and eat well, the character only heals 2 hit point a day. If they rode all day between two castles they heal less. If they are in the desert and on water rations they heal less.

Structural damage needs to be fixed by experts. Replacing part of the structure quickly restores the lost hit points.

NPC Attitudes

The deck of cards in the hands of the Game Master can be used to judge the initial reaction of any **Non-Player** character, weather conditions, or general situation in any climate.

To quickly determine the mood of an NPC (non-player character) and their reaction to the player characters. See the disposition table below. The bigger the card, the more powerful the reaction.

General Disposition and Weather

Think of a sliding scale with the K♥ being very good things happening to the characters. A draw of the K♦ means the characters can continue on with what they are doing and there won't be any trouble for them in the near future. The draw of a K♣ means there is a fairly major problem in their immediate future. Finally and most spectacularly, that draw of a K♠ means the weather, the surroundings, any available creatures, and lots of bad luck is coming down on the heads of those poor player characters.

| Disposition Table | | |
|-------------------|-------------------|----------------------------|
| Card Suit | Daily Disposition | General Attitude |
| ♥ Heart | Excellent | Very Helpful, Enthusiastic |
| ♦ Diamond | Good Day | Generally Helpful, Kind |
| ♣ Club | Bad Day | Distrustful, Reluctant |
| ♠ Spade | Sick, Horrid | Hostile |

Note: This is for determination of NPC attitude or reaction not specific to a character type.

| Healing | |
|------------------------|---|
| HP Recovered In a Day | Days Action |
| 2 | Minimal activity with travel during the day |
| 5 | Rest all day and eat well |
| Draw+2 | Rest all day, eat well, use medicine on the wound |
| Full Recovery | Rest for a week in a safe village |
| Varies by spell caster | Have wound treated by magic |
| Varies by magic item | Magical item used to heal damage |



ACTIONS & TIME

The referee needs to express to his players how long things take. In battle, a combat round is about three seconds. Use your best judgment and give your players an estimate of how long things can take.

- Melee Round = 3 seconds and allows for an attack, a defense, and movement.
- Action Round = 60 seconds
- Turn = 60 minutes
- Day = 24 hours

It is a simple matter to encompass game time so that a few days take only minutes in game time. The characters could want to plan and build their own fort on a hill. Give them the fun of planning such a fort and filling it up with useful things. Those actions could all be done in an hour real time and take a month in terms of the game.

The following table presents some types of role-playing actions and the time they take.

| Action and Time Chart | |
|---|------------------------|
| Action | Time |
| Using bow, firing two arrows | 3 seconds |
| Drawing sword, attacking and defending | 3 seconds |
| Lunge with a spear into a foe trying to duck | 3 seconds |
| Light a torch with flint & steel | 20 seconds |
| Run up and down several flights of stairs | 30 seconds |
| Drawing a simple map of a known area | 1 minute |
| Figure out the workings of a crossbow | 1 minute |
| Figuring out a trap and dismantling it | 5 minutes |
| Build a large fire | 30 minutes |
| Riding ten miles on a good horse | 1+ hours |
| Prepare a meal | 1 hours |
| Walking around and mapping a warren | 2 hours |
| Learning to saddle and ride a horse | 2 hours |
| Skinning a dragon's hide | 3 hours |
| Make a hovel in the forest | Half a Day |
| Search a several mile area | Days worth of activity |
| Walk and run 100 miles | Several Days to Finish |
| Build a heavy crossbow and crossbow bolts | 1 Week |
| Hammer out a balanced sword from a bar of metal | 2 Weeks |
| Learning to use a sword & sword mastery | 3 weeks/a lifetime |



EQUIPMENT IN THE CHROMATIC KINGDOMS

Equipment, in general, comes from the time period of Earth's Middle Ages and one kingdom can have vastly different technology from another kingdom. In general, nonspecialized, nonmagical equipment should be normally traded to a character for something he has in his merchant equipment. Each player character has spent years as a merchant and is a very good trader.

Dragonscales Equipment

All Of This Equipment Is Well Made And Of Extreme Quality

| Item | Cost | Item | Cost |
|---|----------|----------------------------------|----------|
| Lights | | Camping Equipment | |
| Candle | 1 Silver | 10 Stakes & Mallet | 3 Silver |
| Magical Permanent Light Rod | 1 Silver | 50 Yards Of Sturdy Rope | 2 Silver |
| Oil Lantern | 1 Silver | Backpack & Frame | 9 Silver |
| Torch | 1 Silver | Bandage Kit | 3 Gold |
| Animals | | Bucket | 2 Silver |
| Ax Beak War Bird | 250 Gold | Canteen | 2 Gold |
| Camel | 50 Gold | Copper Pot, Cup, Plate, Utensils | 4 Gold |
| Cat | 1 Silver | Duffel Bag | 3 Silver |
| Crow | 2 Silver | Flint & Steel | 5 Silver |
| Donkey | 4 Gold | Large Cask | 3 Gold |
| Elephant | 300 Gold | Large Creature Capture Cage | 2 Gold |
| Heavy War Horse | 200 Gold | Large Fishing Net | 2 Gold |
| Hunting Falcon | 15 Gold | Large Pavilion | 55 Gold |
| Light War Horse | 55 Gold | Large Tent | 10 Gold |
| Mule | 10 Gold | Lucifer Matches | 1 Gold |
| Ox | 15 Gold | Shelter Half | 1 Silver |
| Pony | 10 Gold | Small Cask | 1 Gold |
| War Dog | 2 Gold | Small Creature Capture Cage | 8 Silver |
| Note: the prices on these animals are wildly different because of the training that is needed for some of the creatures. The prices include a week's worth of food for the beast. | | Soup Kettle | 2 Gold |
| | | Two-Man Tent | 1 Gold |
| | | Waxed Ground Cloth | 2 Silver |
| | | Weighted Capture Net | 5 Gold |

Food Items

All of these items is a serving or a little more

| | |
|-----------------|----------|
| Bag Of Cinnamon | 2 Silver |
| Bag Of Noodles | 2 Silver |
| Bag Of Pepper | 2 Silver |
| Bag Of Rice | 2 Silver |
| Bag Of Salt | 2 Silver |
| Bag Of Walnuts | 2 Silver |
| Barely | 2 Silver |
| Beef Jerky | 2 Silver |
| Cooked Beef | 2 Silver |
| Cooked Chicken | 2 Silver |
| Cooked Fish | 2 Silver |
| Cooked Pork | 2 Silver |
| Corn | 2 Silver |
| Corn Dodgers | 2 Silver |
| Fruit Sampling | 2 Silver |
| Greens | 2 Silver |
| Hardtack | 2 Silver |
| Oatmeal | 2 Silver |
| Water In Flask | 2 Silver |
| Wine In Bottle | 2 Silver |
| Wine In Sack | 2 Silver |

Herbs

Each of these is a good sized sprig

| | |
|-------------|----------|
| Catnip | 3 Silver |
| Chives | 3 Silver |
| Cilantro | 3 Silver |
| Fennel | 3 Silver |
| Garlic | 3 Silver |
| Lavender | 3 Silver |
| Lemon Grass | 3 Silver |
| Mint | 3 Silver |
| Nasturtium | 3 Silver |
| Rosemary | 3 Silver |
| Sage | 3 Silver |
| Sorrel | 3 Silver |
| Thyme | 3 Silver |

Gem Stones

Rough gem stones are half the cost of the listed cut gem price. Large, high quality stones can go for five to 10 times the listed price.

| | |
|----------------------|-------------|
| Amber | 50 Gold |
| Black Pearl | 80 Gold |
| Black Peridot | 2 Gold |
| Blue Diamond | 5,000 Gold |
| Brown Agate | 8 Silver |
| Cat's Eye Tourmaline | 5,000 Gold |
| Green Jade | 80 Gold |
| Moonstone | 70 Gold |
| Purple Amethyst | 50 Gold |
| Red Jade | 90 Gold |
| Ruby | 200 Gold |
| Sapphire | 100 Gold |
| Star Sapphire | 10,000 Gold |
| White Diamond | 1,000 Gold |
| White Pearl | 30 Gold |

Jewelry

| | |
|------------------|----------|
| Bracelets | 500 Gold |
| Circlets | 750 Gold |
| Diadem | 800 Gold |
| Gold Anklets | 50 Gold |
| Necklaces | 750 Gold |
| Platinum Armlets | 150 Gold |

Transport

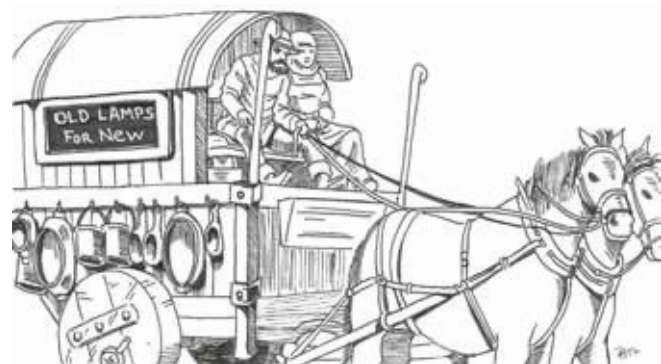
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|-----------------|------------|
| Bridal | 9 Silver |
| Buggy | 19 Gold |
| Canoe, Large | 5 Gold |
| Canoe, Small | 2 Gold |
| Chariot | 30 Gold |
| Galley | 9,000 Gold |
| Heavy Wagon | 11 Gold |
| Ridding Saddle | 30 Gold |
| Saddle Blankets | 2 Gold |
| Sail Boat | 1,000 Gold |
| Skiff | 50 Gold |
| Wagon | 5 Gold |

| | |
|------------------|---------|
| War Chariot | 76 Gold |
| War Horse Saddle | 75 Gold |
| Wicker Punt | 20 Gold |

Clothes

Each of these is made of high quality materials

| | |
|------------------------|----------|
| Cloaks | 3 Silver |
| Clothing, Basic | 3 Silver |
| Clothing, Holy | 3 Silver |
| Clothing, Merchant | 3 Silver |
| Clothing, Noble | 3 Silver |
| Dress | 3 Silver |
| Fencing Pants | 3 Silver |
| Fencing Shirt | 3 Silver |
| Frock | 3 Silver |
| Girdle | 3 Silver |
| Hat With Feather | 3 Silver |
| Hats W/Feathers | 3 Silver |
| Heavy Waterproof Cloak | 3 Silver |
| Heavy Winter Coat | 3 Silver |
| Large Winter Scarf | 3 Silver |
| Leather Riding Boots | 3 Silver |
| Light Spring Coat | 3 Silver |
| Robes | 3 Silver |
| Sandals | 3 Silver |
| Shoes | 3 Silver |
| Skull Cap | 3 Silver |
| Stockings | 3 Silver |
| Tunic | 3 Silver |
| Turban | 3 Silver |
| Vest | 3 Silver |



Other Equipment

| | |
|--------------------------|----------|
| 100 Yards Of Twine | 1 Silver |
| Bag Of White Dust | 1 Silver |
| Black Paint Sack | 5 Copper |
| Carpenter Axe | |
| Carpenter File | |
| Carpenter Hammer | |
| Carpenter Tools | 5 Gold |
| Chalk | 7 Copper |
| Copper Animal Snare | |
| Copper Mirror | 5 Copper |
| Drum | 1 Gold |
| Fishing Gear | 2 Gold |
| Flute | 5 Silver |
| Gong | 2 Gold |
| Gutting Knife | 5 Silver |
| Harp | 5 Gold |
| Horn | 5 Silver |
| Jar Of Axel Grease | 5 Silver |
| Lamp Oil Flask | 1 Silver |
| Large Paint Brush | 3 Copper |
| Large Sack | 3 Copper |
| Mandolin | 15 Gold |
| Medium Sack | 2 Copper |
| Miner's Pickaxe | 8 Silver |
| Parchment, Ink, & Quills | 2 Gold |
| Pry Bar 4 Ft | |
| Quality Coffe | 8 Silver |
| Sack Of Clay Marbles | 5 Copper |
| Saddle Bag | 5 Silver |
| Shovel | |
| Silver Holy Symbol | 4 Gold |
| Silver Mirror | 5 Silver |
| Slave Manacles | 7 Silver |
| Small Bag | 1 Copper |
| Steel Bear Trap | |
| Ten Foot Pole | 8 Copper |
| While Paint Sack | 5 Copper |
| Whistle | 2 Silver |
| Wooden Fist-Sized Ball | 4 Copper |