

Races and Costs of Things for Lord of the Dance Campaign

Characters start with a base of 50xp and 200gp

Human:

Size 0
2 extra educations
+20 xp at start

High Elf:

Size 0
+2 dexterity
+2 speed
+2 discipline
-2 toughness
-2 empathy

Wood Elf:

Size 0
+2 dexterity
+2 speed
+2 discipline
-2 toughness
-2 loyalty

Dwarf:

Size 0
+4 toughness
+2 discipline
-2 speed
-2 empathy

Orc:

Size 0
+4 strength
+4 toughness
+2 passion
-2 intelligence
-2 wisdom
-2 discipline
-2 loyalty
-2 charm

Troll:

Size 1
+8 strength
+4 toughness
-4 speed

- 2 dexterity
- 4 intelligence
- 4 loyalty
- 2 empathy
- 50xp at start

If you pass your first toughness save to stabilize, do not move to hourly checks. You are now fully stable

Halfling:

- Size -1
- +4 dexterity
- +2 speed
- 4 strength
- 2 toughness

Satyr:

- Size -1
- +2 speed
- +2 toughness
- +4 charm
- 2 strength
- 4 discipline
- 4 loyalty
- Open the game with 10 more coolness than normal

Weapons and Costs:

Dagger 8gp
Parrying Dagger 8gp
Tomahawk 15gp
Short Sword 30gp
Rapier 34gp
Quarterstaff 2gp
Long Sword 40gp
Battle Axe 30gp
Short Bow 20gp
Great Sword 60gp
Long Bow 30gp
Spear 20gp
Crossbow 70gp

Armor and Costs:

Leather	8gp per point (16gp for full suit)
Scale Mail	15gp per point (60gp for full suit)
Chain Mail	10gp per point (50gp for full suit)
Banded Mail	12gp per point (72gp for full suit)
Plate Mail	20gp per point (160gp for full suit)
Buckler	10gp +1 to HAC as long as you don't have a weapon or shield in that hand. You may use one buckler with a two handed weapon, but you suffer -1 to hit.
Small Shield	15gp +2 to HAC, but it occupies your whole arm and can't be used along with anything else
Kite Shield	20gp +4 to HAC, but you suffer a -1 penalty to speed and use a full arm
Tower Shield	25gp +8 to HAC, but you suffer a -4 penalty to speed and use a full arm

Magical Items:

Name	Cost	Effect
Health Potion	20gp	4 init to drink. Instantly regain 4 points of physical damage (chosen by you). One use
Scroll of Escape	25gp	2 init to read (you need to have one hand free). You are instantly teleported back to a safe location home. One use.
Enchant Weapon	100gp	Weapon of your choice now has +2 to rolls to hit and wound
Ioun Stone	50gp	Grants +1 to HAC. Stacks with other stones.
Gauntlets of Ogre Strength	150 gp	Wearer gets a +4 to Strength