

## Traveling & Adventuring Gear

Gear	Cost	Gear	Cost	Gear	Cost	Gear	Cost
Arrows (20)	2 sp	Flint and steel	10 cp	Rope (20 yards)	2 sp	*Binoculars	35 sp
Bedroll	10 sp	Floater (cork)	30 sp	Rope (silk, 20 yards)	1 gp	*Calculator	20 sp
Blanket (wool)	6 sp	Hook (climbing)	25 sp	Shackles	3 gp	*Cybernetic Eyes	120 sp
Bolts (20)	3 sp	Hook (grapnel)	4 gp	Smoke bomb	15 sp	*Cybernetic Limb	200 sp
Candle (2)	5 cp	Hunter's snare	8 sp	Spark tube	8 sp	*Data Disk	30 sp
Candle clock	10 sp	Incense	2 sp	Spike	5 cp	*Data Reader	75 sp
Chain (5 yards)	1 gp	Lantern	5 sp	Spyglass	15 gp	*Extending Pole	20 sp
Chalk	2 cp	Lock picks	12 sp	Stinker	6 sp	*Flare	30 sp
Compass	5 gp	Mirror (hand, metal)	3 sp	Tarp (canvas)	20 sp	*Flashlight	15 sp
Cord (fishing, 50 yards)	2 sp	Pan (frying, iron)	5 sp	Tarp (canvas, waxed)	35 sp	*Handset	30 sp
Cord (twine, 50 yards)	1 sp	Plate (tin)	7 cp	Tent, small	10 sp	*Lamp	30 sp
Cup (tin)	10 cp	Playing cards	35 sp	Tent, large	35 sp	*Lock break	25 sp
Dice	20 sp	Pole (10 foot)	3 cp	Torch	10 cp	*Matches	1 sp
Dining utensils	2 sp	Pot (iron)	10 sp	Whetstone	10 cp	*Night Vision Mask	60 sp
Fishing tackle	10 sp	**Powder and shot (10)	5 sp	Whistle	22 sp	*Watch	10 sp

*\*Titan Grave Exclusive gear*

*\*\*Black Powder weapons and items were not invented in Valkana, not available in Titans Grave Campaign.*

## Carrying & Storage

Gear	Cost	Gear	Cost	Gear	Cost	Gear	Cost
Backpack	9 sp	Bucket (Wooden)	11 cp	Hasp	4 sp	Sack	5 cp
Backpack (traveler's)	15 sp	Cask	3 sp	Hinge	1 sp	Sawdust (1 cu. Foot)	1 cp
Barrel	9 sp	Chest (large)	5 gp	Lock (cylinder)	2 gp	Skin, water/wine	40 cp
Basket (reed)	7 cp	Chest (small)	1 gp	Lock (keyed)	6 gp		
Bottle (Clay)	3 cp	Crate	20 cp	Pouch (belt)	1 sp		
Bottle (Glass)	8 cp	Flask (metal)	50 cp	Pouch	8 cp		

## Tools

Gear	Cost	Gear	Cost	Gear	Cost	Gear	Cost
Anvil (portable)	40 sp	Glue (small pot)	7 cp	Ladder, Rope (4 yards)	3 sp	Scythe	35 cp
Awl	3 sp	Hammer (forge)	8 sp	Ladder, Wooden(4 yards)	3 sp	Shovel	3 sp
Axe (woods)	8 sp	Hammer (iron)	5 sp	Mallet (wooden)	6 cp	Sickle	5 sp
Bellows	12 cp	Hammer (sledge)	20 sp	Nails (25)	20 cp	Spade	4 sp
Chisel	1 sp	Hatchet	5 sp	Pitchfork	5 sp	Tongs (forge)	4 sp
Crowbar	3 sp	Hoe	2 sp	Rake	3 sp	Tongs (hand)	1 sp
Drill	5 sp	Knife (skinning)	5 sp	Saw	4 sp		

## Clothes & Fashion

Gear	Cost	Gear	Cost	Gear	Cost	Gear	Cost
Breeches	8 cp	Hat	1 sp	Pants	1 sp	Skirt	7 cp
Belt	7 cp	Hood	5 cp	Robe (dressing)	11 cp	Slippers	8 cp
Boots	5 sp	Jacket	2 sp	Robe (wizard's)	6 sp	Stockings	16 cp
Cloak	3 sp	Jerkin	9 cp	Sandals	6 cp	Tabard	7 cp
Dress	12 cp	Loincloth	1 cp	Sash	5 cp	Underclothes	3 cp
Gloves	4 sp	Mask (cloth)	8 cp	Shirt	1 sp	Vest	6 cp
Gown	40 sp	Mask (plaster)	3 sp	Shoes	1 sp		

## Currency Conversion Chart

1 gold piece = 10 silver pieces  
= 100 copper pieces

## Trade Goods & Raw Materials

Gear	Cost	Gear	Cost	Gear	Cost	Gear	Cost
Beads (10)	15 cp	Flour (1 pound)	2 sp	Linen (10-yard bolt)	15 sp	Spices (1 ounce)	5 gp
Beeswax (1 pound)	10 sp	Food (1 pound, dried)	4 sp	Pelt (large)	40 sp	Wool (1 pound)	35 cp
Cotton (10-yard bolt)	20 sp	Food (1 pound, fresh)	3 sp	Pelt (small)	15 sp		
Dye (1 pint)	25 sp	Honey (1 ounce)	2 sp	Salt (1 pound)	25 sp		
Feathers (1 pound)	45 sp	Leather (1 pound)	8 sp	Silk (1 square yard)	35 sp		

## Professional Gear

Gear	Cost	Gear	Cost	Gear	Cost	Gear	Cost
Book (blank, 30 pages)	10 gp	Ink (black, one vial)	20 cp	Paint (pot)	3 sp	Sealing ring (custom)	6 gp
Book lock	2 gp	Ink (red, one vial)	25 cp	Painter's kit	1 gp	Sealing ring (standard)	5 sp
Canvas	5 sp	Musical instrument (horn)	15 cp	Paper (map sheet)	1 sp	Sealing wax	5 cp
Healer's kit	25 sp	Musical instrument (drum)	8 sp	Paper (page)	3 cp		
Horn (hunting)	8 sp	Musical instrument (stringed)	20sp	Quill	3 cp		
Illuminating kit	5 gp	Musical instrument (wind)	10 sp	Scroll	1 gp		

## Food & Lodging

Gear	Cost	Gear	Cost	Gear	Cost	Gear	Cost
Ale (pint)	10 cp	Dried meat (1 pound)	35 cp	Mead (pint)	15 cp	Vegetables (basket, fresh)	25 cp
Ale (pitcher)	25 cp	Fruit (basket, fresh)	20 sp	Meal (inn; full)	25 cp	Wash	2 cp
Bath	1 sp	Lodging (1 week, private apt.)	5 gp	Meal (inn; bowl stew)	5 cp	Wine (bottle, cheap)	20 cp
Bread (1 loaf)	5 cp	Lodging (1 week, private house)	20 gp	Pickled vegetables (1 serving)	3 cp	Wine (bottle, fine)	3 sp
Candy (1 lbs)	8 sp	Lodging (1 night, inn common room)	5 cp	Rations (1 week, travel)	2 sp		
Cheese (1 lbs)	25 cp	Lodging (1 night, inn private room)	2 sp	Tea (1 pound)	6 sp		

### Ability Tests

3D6 + Ability + Focus

#### Basic Test Difficulty

Test Difficulty	Target Number (TN)
Routine	7
Easy	9
Average	11
Challenging	13
Hard	15
Formidable	17
Imposing	19
Nigh Impossible	21

#### Advanced Test

Difficulty	Success Threshold
Easy	5
Average	10
Challenging	15
Hard	20
Formidable	25

### About Ability Tests

- \* Only one focus can apply to a test.
- \* Leave the dice on the table after a roll because the result of the Stunt dice are important.
- \* In opposed tests, ties are broken by the result of the Stunt die or the higher ability score for tied stunt dice.
- \* For basic tests asses the circumstances and assign a Difficulty value.
- \* Advanced test use a success threshold to measure completion over time.

### \*Batteries

Gear	Cost	Charges
Fulgim M	5 sp	10
Fulgent	15 sp	20
Carsilorate	75 sp	50

\*Batteries are ammo, used in power weapons and blasters.  
\*Batteries are Titans Grave exclusive.

### Adversary Threat Level

Threat Level	PC Levels
Minor Levels	Levels 1-4
Moderate Levels	Levels 5-8
Major Levels	Levels 9-12
Dire Levels	Levels 13-17
Legendary Levels	Levels 18-20

### Increasing Adversaries Difficulty

**Elite:** To make an adversary who is a little tougher than average, add 1 to any three abilities, add two focuses, and increase Health by 5. You can also make the NPC an Novice in a new talent or add a degree to an existing one.

**Heroic:** To make an adversary who is very tough indeed, add 2 to any two abilities, add 1 to any three other abilities, add four focuses, and increase Health by 15. You can also make the NPC an apprentice in two new talents or add two degrees to existing ones.

**Epic:** To make an adversary who is extremely potent, add 3 to one ability, 2 to any two other abilities, and 1 to any three others. Add five focuses, increase the adversary's Health by 20, and increase armor rating by 3. You can also add three degrees to new or existing talents.

Major Actions		Combat			
Attack	Melee: Hand-to-hand an enemy within 2 yds. or Ranged: Fire or throw a missile weapon at a visible enemy.	3D6 + Fighting or Accuracy + Applicable Focus			
All-Out Attack	Gain +1 to next <b>Melee</b> attack but suffer -1 <b>Defense</b> until your next turn.	<b>Successful Attack</b>			
Charge	Move half your Speed and make a Melee attack against an adjacent enemy with a +1 to attack roll.	Attack Roll > Target's Defense			
Defend	Gain a +2 to <b>Defense</b> until your next turn.	<b>Weapon Damage</b>			
Heal	Provide quick first aid to an adjacent ally by using bandages. This is a (TN) 11 Intelligence (Healing) test. If you are successful, your ally regains Health points equal to the Stunt die and your intelligence. A character cannot benefit from and heal action until additional damage is taken.	Weapon Damage Roll + Strength (or Perception for Ranged weapons) - Target Armor = Damage Done			
Run	Move double your <b>Speed</b> . Run action cannot be taken if prone unless the <b>Move</b> action was taken first.	<b>Defense</b>			
		10 + Dexterity + Shield Bonus (if applicable)			
		<b>Speed</b>			
		Racial Base Movement + Dexterity - Armor Penalty			
		Race	Move	Race	Speed
		Dwarf	8	Halfling	8
		Elf	12	Human	10
		Gnome	8	Orc	10
				*Saurian	10
		*Titans Grave Exclusive Race			
Minor actions		Attack Roll Modifiers			
Activate	This action allows the character to start using items or powers.	Circumstance		Modifier	
Aim	Gain a +1 bonus to attack roll on the next <b>Melee</b> or <b>Ranged</b> attack.	Defender in heavy cover, i.e. in a building or stone wall. Melee attacker in heavy snow.		-3	
Guard Up	Gain a +1 or +2 (players choice) bonus to Defense, however suffer the amount chosen as a Penalty to all tests (including opposed tests) until the end of the current round.	Defender in light cover, i.e. hedge or the woods. Melee attacker in mud. Ranged attack vs. defender engaged in melee combat. Night fighting.		-2	
Move	Move your <b>Speed</b> in yds. As well as <b>Go Prone, Stand-up, Mount or Dismount</b> at half your <b>Speed</b> .	Rain, Mist, or smoke obscures defender. Combat in low light conditions.		-1	
Prepare	Pick a Major action and end your turn, any time during the round you may interrupt another character to perform the chosen action (cannot be used if a Major action was already performed this round).	Normal circumstances.		0	
Press The Attack	Choose an adjacent enemy you have successfully attacked in <b>Melee</b> combat this turn. Until the beginning of your next turn, if that enemy moves away from you, you may immediately move your <b>Speed</b> in yds. In direct pursuit of the enemy at no additional cost in actions after the enemy's movement.	Attacker on high ground. Defender is prone. Melee attack and allies outnumber 2:1.		+1	
Ready	Unsheathe a weapon, pull out a potion, or otherwise ready an item that is stowed, as well as put away something in hand.	Melee attacker and allies outnumber defender 3:1. Defender is drunk.		+2	
Stand Firm	Until the beginning of your next turn any enemy that attempts the <b>Knock Prone</b> or <b>Skirmish</b> stunts must make an opposed test of <b>Strength (Might)</b> vs a characters <b>Strength (Might)</b> or <b>Dexterity (Acrobatics)</b> to succeed in those stunts.	Defender is surprised or unaware of attack.		+3	
Variable Actions		Experience Table			
Cast	A spell cast is attempted, using a casting roll which can be a Major, Minor, or Free action depending on the spell or stunts performed.	Level	XP Total	Level	XP Total
Reload	Reload a missile weapon, which can be a <b>Major, Minor, or Free action</b> depending on the weapons used, talents and stunts performed.	1	0	11	25000
		2	2000	12	28000
		3	4000	13	32000
		4	6000	14	36000
		5	8000	15	40000
		6	10000	16	44000
		7	13000	17	48000
		8	16000	18	52000
		9	19000	19	56000
		10	22000	20	60000
		Experience Point Rewards			
		Encounter		Reward	
		Routine		0 xp	
		Easy		100 xp	
		Average		250 xp	
		Hard		400 xp	

Weapons											
Weapon	Damage	Str.	Range	Reload	Cost	Weapon	Damage	Str.	Range	Reload	Cost
Axes Group (Fighting)						Heavy Blades Group (Fighting)					
Battle Axe	2D6	1	-	-	14 sp	Bastard Sword	2d6+1	2	-	-	20 sp
Throwing Axe	1D6+2	1	4yds/8yds	Minor	10 sp	Long Sword	2D6	1	-	-	18 sp
Two-handed Axe	3D6	3	-	-	20 sp	Two-handed Sword	3D6	3	-	-	23 sp
Black Powder Group (Accuracy)*						Lances Group (Fighting)					
Arquebus	2D6+3	-	12yds/24yds	Major	40 sp	Heavy Lance	2D6+1	3	-	-	20 sp
Blunderbuss	1D6+2	-	6yds/Sweep	Major	35 sp	Jousting Lance	1D6+1	0	-	-	6 sp
Pistol	1d6+3	-	8yds/16yds	Major	25 sp	Light Lance	1D6+3	1	-	-	12 sp
Bludgeons Group (Fighting)						Light Blades Group (Accuracy)					
Mace	2D6	1	-	-	12 sp	Dagger	1D6+1	-	-	-	9 sp
Maul	1D6+3	1	-	-	14 sp	Short Sword	1D6+2	-1	-	-	14 sp
Two-handed Maul	2D6+3	3	-	-	19 sp	Throwing Knife	1D6	-	6yds/12yds	Minor	10 sp
Bows Group (Accuracy)*						Polearms Group (Fighting)					
Crossbow	2D6+1	1	30yds/60yds	Major	20 sp	Glaive	2D6+1	1	-	-	23 sp
Short Bow	1D6+1	-1	16yds/32yds	Minor	9 sp	Halberd	2D6+3	3	-	-	25 sp
Long Bow	1D6+3	1	26yds/52yds	Minor	15 sp	Military Fork	2D6	2	-	-	18 sp
Brawling Group (Accuracy)						Spears Group (Fighting)					
Fist	1D3	-	-	-	-	Spear	1D6+3	0	-	-	12 sp
Gauntlet	1D3+1	-	-	-	4 sp	Throwing Spear	1D6+3	0	8yds/16yds	Minor	12 sp
Improvised Weapon	1D6-1	-	-	-	-	Two-handed Spear	2D6	1	-	-	20 sp
Dueling Group (Accuracy)						Staves Group (Accuracy)					
Main Gauche	1D6+1	-	-	-	11 sp	Club	1D6	-	-	-	1 sp
Rapier	1D6+3	0	-	-	18 sp	Morningstar	1D6+3	1	-	-	11 sp
Spiked Buckler*	1D6-1	-1	-	-	15 sp	Quarterstaff	1D6+1	-	-	-	3 sp
Titans Grave Exclusive Weapons						<p>*Weapons from the Bows and Black Powder Weapons Groups add Perception instead of Strength to damage.</p> <p>*The spiked buckler gives the wielder a +1 Defense vs. melee attacks.</p> <p>*Black powder weapons were not invented in Valkana and cannot be used in the TitansGrave campaign setting.</p> <p>*Reloading blaster weapons is a free action as long as the battery has charges left. Swapping in a fresh battery is a major action.</p> <p>*Power Weapons use 1 battery charge for one minute (or part thereof) adding +2 to damage. Any Melee weapon except fists and improvised weapons can be converted to a power weapon or bought at their base cost plus 60 sp.</p>					
Weapon	Damage	Str.	Range	Reload <sup>d</sup>	Cost						
Power Weapon	+2	(Base)	-	-	Notes						
Blaster Pistols (Accuracy)											
Holdout Blaster	1D6	-	8yds/16yds	*Notes	30 sp						
Light Blaster Pistol	1d6+2	-	10yds/20yds	*Notes	35 sp						
Heavy Blaster Pistol	2D6	0	12yds/24yds	*Notes	40 sp						
Blaster Long Arms (Accuracy)											
Blaster Sweeper	2D6	0	6yds/Sweep	*Notes	60 sp						
Blaster Carbine	2D6+2	0	24yds/48yds	*Notes	50 sp						
Blaster Rifle	3D6	1	30yds/60yds	*Notes	75 sp						
Armor						Grenades					
Armor	Rating	Penalty	MP Strain	Cost	Type	Damage	Buy Cost	Make Cost			
Light Leather	3	0	1	15 sp	Acid Vial	3D6	24 SP	8 sp			
Scout Armor*	4	0	2	40 sp	Blast Vial	2D6	9 SP	3 sp			
Heavy Leather	4	-1	2	30 sp	Fire Vial	3D6	18 SP	6 sp			
Light Mail	5	-2	3	50 sp	Ice Vial	3D6	18 SP	6 sp			
Light Battle Armor*	6	-2	4	75 sp	Lighting Vial	2D6	24 SP	8 sp			
Heavy Mail	7	-3	4	75 sp	Thunder Vial	1D6	9 SP	3 sp			
Heavy Battle Armor*	8	-3	5	130 sp	Shields						
Light Plate	8	-4	5	100 sp	Shield	Defense Bonus	Cost				
Heavy Plate	10	-5	6	150 sp	Light Shield	+1	15 sp				
*Titans Grave Exclusive Armor						Medium Shield	+2	30 sp			
						Heavy Shield	+3	60 sp			

Treasure Category		Hazard Category		Hazard Notes
Category	Value	Category	Damage	
Trifling Treasure	1d6 silver pieces	Minor Hazard	1D6	*Some may be avoided with an ability test.
Paltry Treasure	3d6 silver pieces	Moderate Hazard	2D6	*Determine damage using the above table.
Middling Treasure	2d6 x 10 silver pieces	Major Hazard	3D6	*Ability test may also allow characters to mitigate some damage taken, successful tests usually mean half-damage (rounded down).
Substantial Treasure	2d6 x 100 silver pieces	Arduous Hazard	4D6	
Abundant Treasure	4d6 x 100 silver pieces	Harrowing Hazard	5D6	*Some hazards have special or additional effects.
Lavish Treasure	6d6 x 100 silver pieces	Murderous Hazard	6D6	*Hazards may happen once or can be reoccurring.

### Magic Item Benefits

Ability Bonus	While the item is in use, you gain a bonus to a specific ability (and therefore to all tests of that ability and any secondary traits based on it). A +1 ability bonus is uncommon, +2 are rare, and +3 are legendary.
Armor Bonus	While the item is in use, you gain a bonus to your Armor Rating. A +1 bonus is uncommon, +2 are rare, and +3 are legendary. Alternately, this benefit might reduce the armor penalty by 1-3 instead.
Attack Bonus	The item grants a bonus on attack rolls. A +1 bonus is uncommon, +2 are rare, and +3 are legendary.
Damage Bonus	The item grants a bonus to damage rolls. A +1 bonus is uncommon, +2 are rare, and +3 are legendary.
Defense Bonus	While the item is in use, you gain a bonus to your Defense. A +1 bonus is uncommon, +2 are rare, and +3 are legendary.
Focus Bonus	While the item is in use, you either gain a focus you do not already have, or increase the bonus of a focus you do have by +1.
Immunity	While using the item, you gain immunity from a specific hazard or effect, such as: one spell Arcana, a specific form of damage (such as poison or lightning), a specific hazard (such as disease or demonic possession), and so forth. The GM sets the parameters of the immunity granted by the item.
Spell Bonus	The item grants you the use of a particular spell you don't already know.
Stunt Bonus	The item grants you the ability to perform a particular stunt at a reduced cost in Stunt Points, or to perform a unique stunt normally unavailable to you.
Talent Bonus	When in use, the item grants you the benefits of a talent you do not already have (usually at the Novice level) or an additional level in a talent you already do have, up to Master level.
Unique Bonus	This is a catch-all category for benefits not fitting into any of the previous categories, chosen and defined by the GM for a particular item. Use the guidelines of the other magic item benefits to set the effect and define its rarity, although items with a unique bonus are uncommon, at least.

### Adversaries Special Powers

Armored	The monster's normal Armor Rating is increased by 2.	Regenerate	The adversary's flesh knits itself back together even as you endeavor to slay it. The monster can heal Health equal to its Constitution (Minimum 2) as a 2 SP stunt. This stunt may be used multiple times in the same roll if enough SP are available, increasing the healing effect. Wounds of a certain type cannot be healed with Regenerate—this varies depending on the monster but is typically fire or acid-based damage.
Agile	The monster is exceptionally agile and quick for its type. It has +2 Dexterity and can go prone or stand up as a free action.		
Aquatic	The monster gains the ability to breathe underwater and can swim equal to its normal Speed. It also suffers no penalties for moving, attacking, or otherwise operating underwater.	Shadow	The monster is attuned to the mystical realms of darkness and shadow. It takes half damage from all non-magical attacks and can use the Regenerate and Blending powers in darkness or dim light. In sunlight or other bright light it takes damage normally and all light-based magical attacks do an extra 1d6 damage to it that ignores Armor Rating.
Blending	The monster can blend into its surrounding. This gives the monster a +2 bonus to any Dexterity (Stealth) checks based on hiding or avoiding being seen.		
Magic Resistance	The monster gains a +2 bonus to resist spells or other magical effects. It possesses an Armor Rating against magical damage equal to its Willpower +2. Such monsters can often not be healed magically.	Vulnerability	This isn't a power so much as a special weakness. When attacked with a substance or element to which the monster is vulnerable, the creature takes an additional 1d6 damage and its Armor Rating is halved, or is completely eliminated if the attacker used the Pierce Armor stunt.
Mighty	The monster is exceptionally strong for its type. It has +2 Strength and the Might focus. If it already has the Might focus, it now has improved Might (+3 bonus instead of the usual +2).	Winged	The monster gains flying movement equal to its normal speed and can use flying actions.