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| |  |  |  |  |  | | --- | --- | --- | --- | --- | | **Strength** | **To Hit** | **Damage** | **Weight** | **Open Doors** | | **3-4** | -2 | -1 | -100 | 1 | | **5-6** | -1 | +0 | -50 | 1 | | **7-9** | +0 | +0 | +0 | 1-2 | | **10-12** | +0 | +0 | +50 | 1-2 | | **13-15** | +1 | +0 | +100 | 1-2 | | **16** | +1 | +1 | +150 | 1-3 | | **17** | +2 | +2 | +300 | 1-4 | | **18** | +2 | +3 | +500 | 1-5 |  |  |  |  |  |  | | --- | --- | --- | --- | --- | | **Intelligence** | **% Chance to Know** | **Min #** | **Max #** | **Max Level** | | **3-4** | 20% | 2 | 3 | 5th | | **5-7** | 30% | 2 | 4 | 5th | | **8-9** | 40% | 3 | 5 | 5th | | **10-11** | 50% | 4 | 6 | 5th | | **12** | 50% | 4 | 6 | 6th | | **13** | 65% | 5 | 8 | 6th | | **14** | 65% | 5 | 8 | 7th | | **15** | 75% | 6 | 10 | 7th | | **16** | 75% | 6 | 10 | 8th | | **17** | 85% | 7 | All | 8th | | **18** | 95% | 8 | All | 9th |  |  |  |  |  | | --- | --- | --- | --- | | **Constitution** | **Hit Point Bonus** | **Resurrection Survival** | **Chance of Surviving Spells** | | **3-6** | -1\* | 30% | 35% | | **7-10** | +0 | 50% | 55% | | **11-12** | +0 | 75% | 80% | | **13-14** | +0 | 85% | 90% | | **15** | +1 | 90% | 95% | | **16** | +1 | 95% | 98% | | **17** | +2 | 98% | 99% | | **18** | +3 | 99% | 100% |  |  |  |  | | --- | --- | --- | | **Dexterity** | **Missile Attack Bonus** | **Armor Class Adjustment** | | **3-8** | -1 | +0 | | **9-12** | +0 | +0 | | **13-14** | +1 | +0 | | **15** | +1 | -1 | | **16** | +1 | -2 | | **17** | +1 | -3 | | **18** | +1 | -4 |  |  |  |  | | --- | --- | --- | | **Charisma** | **Maximum # of Retainers** | **Loyalty Base** | | **3-4** | 1 | -2 | | **5-6** | 2 | -1 | | **7-9** | 3 | +0 | | **10-12** | 4 | +0 | | **13-15** | 5 | +1 | | **16-17** | 6 | +2 | | **18** | 12 | +4 | | **Units of Time:**  When not in combat, time is counted in **turns** of 10 minutes each. During combat the time scale shifts to **rounds**. A round is an amount of time necessary to complete the actions allowed, up to a minute at most. For the sake of simplicity, every ten rounds or fraction thereof should be considered a full turn.  **Units of Distance:**  All distances are given in **scale inches**. One scale inch is equal to 10 feet in indoor or underground environments, and 10 yards in outdoor situations.  **Encounter Distance & Vision:**  A torch or lantern effectively illuminates a 30 foot radius area. If the situation is not obvious to the referee, it may be desirable to use dice, as follows: 2d4 times 10 feet without **surprise** (see below), or 1d4 times 10 feet if both sides are surprised.  **Surprise:**  When potential combatants encounter each other unexpectedly, one or both sides might be surprised. The referee rolls a six-sided die for each side, with a result of 1-2 indicating surprise  **Reaction Rolls:**  When intelligent creatures meet in a dungeon or wilderness environment for the first time, a reaction roll may be required. The referee should roll 2d6 for  the monster's reaction (the players, of course, direct their own character's actions).   |  |  | | --- | --- | | **Die Roll** | **Reaction** | | 2-5 | Negative Reaction (May Attack) | | 6-8 | Uncertain Reaction | | 9-12 | Positive Reaction |   The referee may make adjustments to this roll as needed, for example if a bribe is offered or a credible threat is made (which might instead force a morale check, as explained below).  **Initiative and Round Order:**  Each round, each side in combat rolls a six-sided die. Whichever side rolls highest acts first. In the case of a tie, both sides may act simultaneously, or the referee may choose to require a re-roll.  **Movement:**  When in combat rounds, characters and creatures normally move up to one-third of their given movement rate in inches per turn each combat round. Characters or creatures who choose not to attack may instead run twice this amount, or two-thirds of the normal movement rate per turn.  **Morale:**  During combat, when a group of non-player characters or intelligent monsters have lost some of their numbers or otherwise might be feeling a bit worried about their tactical position, the referee should roll a **morale check** on two six-sided dice. Note that *unintelligent* monsters do not roll morale checks; they merely fight until slain. For all others, refer to the following table:   |  |  | | --- | --- | | **Die Roll** | **The Enemy…** | | 2 | Routs: turns tail and runs | | 3-5 | Attempts to retreat | | 6-8 | Continues to fight if odds are still favorable otherwise attempts to retreat | | 9-11 | Fights on | | 12 | Fights until slain, no further rolls needed |   . | **Attack Matrix**   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **Fighter**  **Level** | **MagicUser**  **Level** | **Cleric/Thief**  **Level** | **Monster**  **Hit Dice** | **9** | **8** | **7** | **6** | **5** | **4** | **3** | **2** | **1** | **0** | **-1** | **-2** | **-3** | **-4** | **-5** | | 1 | 1-3 | 1-2 | 1 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | **19** | 20 | 21 | 22 | 23 | 24 | | 2-3 | 4-5 | 3-4 | 2 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | **18** | 19 | 20 | 21 | 22 | 23 | | 4 | 6-7 | 5-6 | 3 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | **17** | 18 | 19 | 20 | 21 | 22 | | 5 | 8-9 | 7-8 | 4 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | **16** | 17 | 18 | 19 | 20 | 21 | | 6 | 10-11 | 9-10 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | **15** | 16 | 17 | 18 | 19 | 20 | | 7-8 | 12-13 | 11-12 | 6 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | **14** | 15 | 16 | 17 | 18 | 19 | | 9 | 14-15 | 13-14 | 7 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | **13** | 14 | 15 | 16 | 17 | 18 | | 10 | 16-17 | 15-16 | 8 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | **12** | 13 | 14 | 15 | 16 | 17 | | 11 | 18-19 | 17-18 | 9 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | **11** | 12 | 13 | 14 | 15 | 16 | | 12-13 | 20-21 | 19 | 10-11 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | **10** | 11 | 12 | 13 | 14 | 15 | | 14 | 22 | 20 | 12-13 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | **9** | 10 | 11 | 12 | 13 | 14 | | 15 |  | 21 | 14-15 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | **8** | 9 | 10 | 11 | 12 | 13 | | 16 |  | 22 | 16-17 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | **7** | 8 | 9 | 10 | 11 | 12 | | 17-18 |  |  | 18-19 | 2 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | **6** | 7 | 8 | 9 | 10 | 11 | | 19 |  |  | 20-21 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | **5** | 6 | 7 | 8 | 9 | 10 | | 20 |  |  | 22-23 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 3 | **4** | 5 | 6 | 7 | 8 | 9 | | 21-22 |  |  | 24+ | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | **3** | 4 | 5 | 6 | 7 | 8 |   **Cleric vs. Undead Table**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **Cleric Level** | **Skeleton** | **Zombie** | **Ghoul** | **Wight** | **Wraith** | **Mummy** | **Spectre** | **Vampire** | | **1** | 9 | 16 | 18 | 20 | N | N | N | N | | **2** | 2 | 9 | 16 | 18 | 20 | N | N | N | | **3** | T | 2 | 9 | 16 | 19 | 20 | N | N | | **4** | T | T | 2 | 9 | 16 | 19 | 20 | N | | **5** | D | T | T | 2 | 9 | 16 | 19 | 20 | | **6** | D | D | T | T | 2 | 9 | 16 | 19 | | **7** | D | D | D | T | T | 2 | 9 | 16 | | **8** | D | D | D | D | T | T | 2 | 9 | | **9** | D | D | D | D | D | T | T | 2 | | **10** | D | D | D | D | D | D | T | T | | **11** | D | D | D | D | D | D | D | T | | **12 or more** | D | D | D | D | D | D | D | D |   **Thief Skills :**   |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | | **Level** | **Open Locks** | **Remove Traps** | **Pick Pocket or Move Silently** | **Hide in Shadows** | **Hear Noise** | **Climb Walls** | | **1** | 15% | 10% | 20$ | 10% | 1-2 | 87% | | **2** | 20% | 15% | 25% | 15% | 1-2 | 88% | | **3** | 25% | 20% | 30% | 20% | 1-3 | 89% | | **4** | 35% | 30% | 35% | 30% | 1-3 | 90% | | **5** | 40% | 35% | 45% | 35% | 1-3 | 91% | | **6** | 45% | 40% | 55% | 45% | 1-3 | 92% | | **7** | 55% | 50% | 60% | 50% | 1-3 | 93% | | **8** | 65% | 60% | 65% | 55% | 1-3 | 93% | | **9** | 75% | 70% | 75% | 65% | 1-4 | 94% | | **10** | 85% | 75% | 85% | 75% | 1-4 | 94% | | **11** | 87% | 80% | 90% | 85% | 1-4 | 95% | | **12** | 89% | 82% | 92% | 90% | 1-4 | 95% | | **13** | 91% | 84% | 93% | 91% | 1-4 | 96% | | **14** | 92% | 86% | 94% | 92% | 1-4 | 96% | | **15** | 93% | 88% | 95% | 93% | 1-5 | 97% | | **16** | 94% | 90% | 96% | 94% | 1-5 | 97% | | **17** | 95% | 92% | 97% | 95% | 1-5 | 98% | | **18** | 96% | 94% | 98% | 96% | 1-5 | 98% | | **19** | 97% | 96% | 99% | 97% | 1-5 | 99% | | **20** | 98% | 98% | 100% | 98% | 1-5 | 99% | | **21** | 99% | 100% | 100% | 99% | 1-6 | 100% | | **22** | 100% | 100% | 100% | 100% | 1-6 | 100% |   **Non-human characters vary from the scores above as follows**   |  |  |  |  |  | | --- | --- | --- | --- | --- | | **Thief Ability** | **Dwarf** | **Elf** | **Halfling** | **Half-Elf** | | **Open Lock** | +5% | +0% | +10% | +0% | | **Remove Traps** | +15% | +0% | +5% | +0% | | **Pick Pockets** | +5% | +5% | +5% | +5% | | **Move Silently** | +5% | +10% | +10% | +5% | | **Hide in Shadows** | +0% | +15% | +10% | +5% | | **Hear Noise** | +0 | +0 | +1 | +0 |   **Movement & Encumbrance**   |  |  | | --- | --- | | **Maximum Load** | **Movement Rate** | | Up to 750 coins | 12” | | Up to 1,500 coins | 9” | | Up to 3,000 coins | 6” | | **Fighters Saving Throws:**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **Level** | **Death**  **Poison** | **Wands** | **Stone** | **Dragon** | **Staves** | | **1** | 12 | 13 | 14 | 15 | 16 | | **2-3** | 11 | 12 | 13 | 14 | 15 | | **4-5** | 10 | 11 | 12 | 13 | 14 | | **6-7** | 9 | 10 | 12 | 13 | 14 | | **8** | 8 | 9 | 10 | 11 | 12 | | **9** | 8 | 9 | 10 | 10 | 12 | | **10** | 7 | 8 | 9 | 9 | 11 | | **11** | 6 | 7 | 8 | 8 | 10 | | **12** | 5 | 6 | 7 | 7 | 9 | | **13** | 4 | 5 | 6 | 6 | 8 | | **14+** | 4 | 5 | 5 | 5 | 8 |   **Clerics Saving Throws:**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **Level** | **Death**  **Poison** | **Wands** | **Stone** | **Dragon** | **Staves** | | **1** | 11 | 12 | 14 | 16 | 15 | | **2** | 11 | 12 | 14 | 16 | 14 | | **3** | 10 | 11 | 13 | 15 | 14 | | **4** | 10 | 11 | 13 | 15 | 13 | | **5** | 9 | 10 | 12 | 14 | 12 | | **6** | 9 | 10 | 11 | 14 | 12 | | **7** | 8 | 9 | 11 | 13 | 11 | | **8** | 7 | 8 | 10 | 12 | 10 | | **9** | 6 | 7 | 9 | 11 | 9 | | **10** | 6 | 7 | 9 | 10 | 9 | | **11** | 5 | 6 | 8 | 10 | 8 | | **12** | 4 | 6 | 8 | 9 | 8 | | **13+** | 3 | 5 | 7 | 8 | 7 |   **Magic-Users & Thieves Saving Throws:**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **Level** | **Death**  **Poison** | **Wands** | **Stone** | **Dragon** | **Staves** | | **1** | 13 | 14 | 14 | 16 | 15 | | **2** | 13 | 14 | 13 | 16 | 15 | | **3** | 13 | 14 | 13 | 15 | 14 | | **4** | 12 | 13 | 12 | 15 | 14 | | **5** | 12 | 13 | 12 | 15 | 13 | | **6** | 11 | 12 | 11 | 14 | 12 | | **7** | 11 | 12 | 11 | 14 | 11 | | **8** | 11 | 12 | 11 | 13 | 11 | | **9** | 10 | 11 | 10 | 13 | 10 | | **10** | 9 | 10 | 9 | 12 | 9 | | **11** | 8 | 9 | 8 | 11 | 8 | | **12** | 8 | 9 | 8 | 11 | 7 | | **13** | 8 | 9 | 8 | 10 | 7 | | **14** | 7 | 8 | 7 | 10 | 6 | | **15** | 6 | 7 | 6 | 9 | 5 | | **16+** | 5 | 6 | 5 | 8 | 3 |  |  |  | | --- | --- | |  | **Iron Falcon Rules for Classic Fantasy Role-Playing**  Copyright 2014-2015 Chris Gonnerman  **Iron Falcon GM Screen**  Copyright 2015 Tony Bravo  <http://www.ironfalconrpg.com> | | **Iron Falcon GM Screen V1.0** | | | Released under the terms of the Open Game License 1.0a as found in the Iron Falcon Core Rules | | |
| **Weapons**   |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | | Weapon | Space Required | DMG vs Man | DMG vs Large | Short Range | Medium Range | Long Range | | Battle Axe | 4’ | 1d8 | 1d8 |  |  |  | | Composite Bow |  | 1d6 | 1d6 | 8” | 16” | 24” | | Dagger |  | 1d4 | 1d3 | 1” | 2” | 3” | | Flail | 6’ | 1d8 | 1d8 |  |  |  | | Halberd | 6’ | 1d10 | 2d6 |  |  |  | | Hand Axe |  | 1d6 | 1d4 | 1” | 2” | 3” | | Heavy Crossbow |  | 1d6 | 1d6 | 8” | 16” | 24” | | Horse Bow |  | 1d6 | 1d6 | 6” | 12” | 18” | | Lance (mounted) | 6’ | 1d8 | 2d12 |  |  |  | | Light Crossbow |  | 1d6 | 1d6 | 6” | 12” | 18” | | Long Bow |  | 1d6 | 1d6 | 7” | 12” | 21” | | Mace, Pick, Hammer | 4’ | 1d6 | 1d4 |  |  |  | | Morning Star | 5’ | 1d8 | 1d6 |  |  |  | | Pike | 6’ | 1d8 | 1d12 |  |  |  | | Pole Arm | 6’ | 1d8 | 1d12 |  |  |  | | Short Bow |  | 1d6 | 1d6 | 5” | 10” | 15” | | Sling |  | 1d4 | 1d6 | 5” | 10” | 15” | | Spear (thrown or thrust) |  | 1d6 | 1d8 | 2” | 4” | 6” | | Spear (set vs charge) |  | 1d10 | 2d8 |  |  |  | | Spear (thrust vs charge) |  | 1d8 | 1d12 |  |  |  | |  |  | 1d8 | 1d12 |  |  |  | | Two Handed Sword |  | 1d10 | 3d6 |  |  |  | | |