

Outcast Silver Raiders

Player's Guide



ISAAC VANDUYN + KIM DIAZ HOLM

TO MAKE A **CHECK**, ROLL 1D6 AND ADD SKILL, ABILITY, OR SITUATIONAL MODIFIERS:

If the result is **6 or more**, the check is successful.
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TO MAKE A **SAVING THROW**, ROLL 1D10 AND ADD ABILITY OR SITUATIONAL MODIFIERS:

If the result is **10 or more**, the saving throw is successful.
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TO MAKE A **SCARCITY CHECK**, ROLL THE CURRENT SCARCITY DIE FOR THE ITEM:

If the result is **1 or 2**, reduce the size of the scarcity die one step:

1d12 → 1d10 → 1d8 → 1d6 → 1d4 → Gone

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TO MAKE AN **ATTACK ROLL**, ROLL 1D20 AND ADD RELEVANT ATTACK BONUS:

If the result meets or exceeds the target's Armor Class (AC), the attack is successful.

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EACH **COMBAT TURN**, EVERY PARTICIPANT MAY PERFORM UP TO:

- 1 MOVEMENT ACTION
- 1 COMBAT ACTION
- ANY NUMBER OF FREE ACTIONS*

THESE ACTIONS CAN BE PERFORMED IN ANY ORDER

MOVEMENT ACTIONS

AIM A RANGED WEAPON †

DROP PRONE †

HOLD ACTION

REGULAR MOVE †

STAND UP †

*FREE ACTIONS TAKE 1 SECOND OR LESS, AND ARE USED ONLY AT THE REFEREE'S DISCRETION

† INDICATES THAT THE ACTION PROVOKES AN ATTACK OF OPPORTUNITY

MEASURES OF TIME

COMBAT ROUND = 10 SECONDS

TURN = 10 MINUTES

WATCH = 4 HOURS

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TO ROLL **INITIATIVE**, ROLL 1D10 AND ADD INITIATIVE MODIFIER:

Combat will happen in order, from highest to lowest, with **DEXTERITY** breaking ties.

TO DRAW **INITIATIVE CARDS**, EACH PLAYER DRAWS ONE CARD, PLUS EXTRA CARDS EQUAL TO THEIR INITIATIVE MODIFIER:

Characters with positive initiative modifiers and Warriors keep only the highest of their cards.

Characters with negative initiative modifiers keep only the lowest of their cards.

Combat happens in order, from highest to lowest.

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1 GOLD PIECE (GP) = 50 SILVER PIECES (SP)

Level	XP required
1	0
2	1,000
3	2,000
4	4,000
5	8,000
6	16,000
7	32,000
8	64,000
9	128,000
10	256,000

Armor	Cost (sp)	Slots	Notes
Shield	500	1	+1 AC, cannot be held alongside two-handed weapons
Leather armor	250	1	+2 AC
Chainmail	750	2	+3 AC -1 to any checks requiring finesse Requires 1 turn (10 minutes) to don and remove
Half plate armor	2,000	2	+4 AC -2 to any checks requiring finesse Maximum effective DEXTERITY modifier to AC is +1 Requires 1 turn (10 minutes) to don and remove
Plate armor	4,000	3	+5 AC -3 to any checks requiring finesse Maximum effective DEXTERITY modifier to AC is +1 Requires 1 turn (10 minutes) to don and remove Plate armor takes 1d3 months for a smith to create for its wearer. Plate armor not fitted specifically to its wearer only provides +4 AC. Modifying a suit of plate armor to fit a new owner takes a smith 1d4 weeks of work and costs 3,000sp.

Melee weapon	Cost (sp)	Slots	Damage	Notes
Battle axe	250	1	2d4	1 shock
Club	30	1	1d4	
Dagger	50	1	1d4	Can be thrown 15' (3 squares)
Great axe	400	2	1d12	2 shock; 2-handed weapon
Great sword	300	2	1d10	Two-handed weapon
Mace	200	1	1d8	
Ritual dagger	5,000	1	1d4	-4 to hit, 1 shock when used by a Sorcerer
Polearm	350	2	1d10	5' (1 square) reach; Two-handed weapon
Short sword	100	1	1d6	
Spear	150	1	1d6	Can be thrown 15' (3 squares)
Staff	50	1	1d6	Two-handed weapon
Sword	200	1	1d8	

Ranged weapon	Cost (sp)	Slots	Damage	Notes
Crossbow	400	2	1d10	60' (12 squares) range, requires quarrels Requires a combat action to reload
Longbow	450	2	1d8	120' (24 squares) range, requires arrows
Quiver of arrows	50	1	-	1d8 scarcity check per combat scene used
Quiver of quarrels	150	1	-	1d6 scarcity check per combat scene used
Shortbow	250	1	1d6	60' (12 squares) range, requires arrows
Sling	50	1	1d4	30' (6 squares) range, requires stones

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·Player's Guide·

BY ISAAC VANDUYN & KIM DIAZ HOLM

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Read these words!

You must believe them. I have consulted old carvings, heard their whispers. What I write is truth...

In their time of twilight, the old ones fled their dying lands. Powered by the blood of their slave race, they used fell magicks to travel between and behind the stars.

They arrived in this place in ancient days and lay claim to our steaming seas and heaving continents. The old ones raised great monuments of stone to pierce the heavens, and dug great mines to plumb the depths. They pulled from the gasping muck terrible beasts, each one the image of their creator writ horrid and massive. They used the blood of their slaves to give these great beasts life.

Aeons ago, wizards amongst the old ones had pierced the veil and discovered the great thirst that dwelled in the strange voids beyond. These wizards discovered the great powers on offer if that unkind thirst was slaked with sentient blood. Unwilling to offer their own lives, the old ones crafted their slave race, whose name in their own language is lost, but who I call the young ones.

The young ones were servants, toys, food, and power for their masters. The old ones used them, bred them, ate them, and bled them until the slaves' wailings rent the heavens with grief.

The old ones had learned not the lessons of their motherland's downfall and grew only more indolent and ever more cruel. Their slaves wept, cowered, hid, and learned.

After a long and terrible age had passed, the young ones finally rose up. They overthrew their masters and cast a ritual powered by the deaths of untold hosts of their own kind to banish the old ones forever into the strange voids beyond all ken.

A new epoch dawned.

Alas, the horror of their creation had left horror in the hearts of the young ones. Their use of magic opened their souls to the great thirst, and the thirst was not slaked with the ritual of banishing. The old ones studied books of eldritch geometry and plundered the secrets of their masters' mines.

The new interpretations of the old spells were weaker, but still of a power to make the heavens wince. Where the old ones shifted mountains and oceans, the young ones could only shift hills and rivers. Where the old ones had created dragons of every shape from salty ocean mud, the young ones could only call forth the beasts with wards of controlling. Still, they used these magics to craft an empire, raise their own monuments to mock their originators, and in time, they forgot the truth of their own legends.

Aeons passed. The young ones grew indolent. They thirsted for power but resented spilling their own blood to fund its manufacture. They looked to their legends. They studied their execrable texts.

For it was not God who created us. No! Forgive me my blasphemy, but I plead you read on!

God did not create us. It was those young ones. As the old ones had created them, so did the young ones create men. As the old ones had cruelly used them, so did the young ones cruelly use men. They used us,

they bred us, they ate us, they bled us.

We built their great temples. We dug their close-aired mines. Our blood fed their sorceries. The awful cycle began anew.

But the cycle would end for the young ones as it did for the old ones. We men waited, we watched, we learned. After scores of scores of generations, in the time before Rome, Greece, Egypt, or Babylon, the first shamans of men arose from barbarity and slavery. These shamans turned the fell wizardry against their creators and cast them out into the voids.

But this time, the voids were not empty. The old ones, twisted and insane with deathless hunger, awaited their fallen children in those unknowable infinities. The souls of the young ones were devoured.

The flensing of so many hapless souls broke the normal cycles of wind and sun, and a great calamity fell upon the Earth. Clouds hid the face of the sun. Ice swallowed the mountains. Men were scattered to the corners of the world and would not rise again for millennia.

Time turned. Ages passed. Our forefathers broke free of bondage in Babylon, in Egypt, in Rome. Rome fell. Our mother Church arose. We stand here today, and I write this to tell you, we men have forgotten our origins. Forgotten the truth of things.

But I tell you now, this is the truth.

The things we call dæmons are the old ones. Those that tear the voids and call upon their power we call witches. The dragons that lurk in the forests and seas are their last children, their flopping limbs and oozing flesh rife with the madness of the unknowable weight of years since their birthing from sticky sea mud.

You here have trod our lands. You have felt the earth groan and creak beneath the weight of stony ruins. Whence come these ruins? Take the castle on Greymauk Hill. All here, we learned men, know its history: built three or four hundred years ago, it stands upon the ruins of Rome. Those ruins incorporate stones laid by the Celts. But what about that old wall that all of us also know? The one that runs through the crease of the old hill? Why do none dare enter that cave at the end of that wall?

Some whisper of dæmons, of a dragon within. I tell you now, I have seen that dragon. I have spoken to the dæmon that rides its thorny back and moistens its thousand eyes. I have heard the truth! That truth I reveal today!

We cannot break free! The cycle will begin again. Our God is an imagination! I am not a heretic, for there is no heresy. No God, no heresy. Only the curse of our origins! You must understand me! You must read my words!

**Excerpt from the testament of the lunatic Roland,
as submitted to his heresy trial Anno Domini MCXI,
St. Simeon's monastery, Northumberland**



Outcast Silver Raiders

OUTCAST SILVER RAIDERS is a roleplaying game inspired by old out-of-print editions of *Dungeons & Dragons*. The ruleset is intentionally simple, a distilling of many sources, including but not limited to *Lamentations of the Flame Princess*, *The Black Hack*, *Swordfish Islands*, and *Stars Without Number*. This book takes bits from those and other gaming publications, combines them, and adds in some new ideas. The resulting mechanics are fast, simple, and dangerous. The game is ideal for running low-magic fantasy games in dark medieval settings.

There are many possible ways to play this game, but one is particularly recommended:

The game will be most rewarding when the referee acts impartially, **setting up interesting situations, keeping no planned endings in mind, and letting player actions and the dice alone decide the outcomes.** This maximizes player agency. The reward for the referee is seeing what players do with the situations they've created.

The players should have warning before their characters enter into a dangerous situation, they should have good reasons to enter into that danger, and they should make decision to enter it or not on their own.

Once danger is upon the players, **dice should be rolled in the open.** This way a player owns their victories. They were not gifted to them by a generous referee or stolen by a capricious one.

What's interesting about a simple game like this are not the mechanics that describe the characters, not a list of defined abilities they have, but the actions those characters take in the fictional world. The stories created by the best roleplaying games tend to follow their own path, wending and winding, with unclear beginnings, rolling (instead of rising) action, and very strange endings. They're not necessarily the best stories to tell to someone who wasn't there, but they are the best stories to experience playing an RPG with friends.

When played using the above philosophies,

Outcast Silver Raiders can create some great roleplaying game stories.

Content advisory

THIS BOOK CONTAINS graphic descriptions of a fictional system of magic involving self-harm, self-sacrifice, and trafficking with malevolent demonic entities.

Setting

THE *OUTCAST SILVER RAIDERS* RULESET is appropriate for most fantasy settings, but the assumed setting is a fantastical version of lawless medieval Europe some time around 900-1300 CE.

This age is ruled by petty warlords, even pettier monarchs, and a powerful and mysterious church.

Magic is real, but its practice is dangerous, demonic, and forbidden by secular and religious law. Witches, sea serpents, giants, trolls, dragons, and other strange beasts lurk beyond the smoky torchlight of civilization. The ruins dotting the landscape are old and deep, hiding barbarity, fear, and ancient treasure. The world is violent, small, and mysterious. It is a time ripe for heroism... or exploitation.

Materials

TO PLAY *OUTCAST SILVER RAIDERS*, you will need :

1. Four-sided, six-sided, eight-sided, ten-sided, twelve-sided, and twenty-sided dice.
2. Paper and writing utensils, preferably pencils.
3. This book.
4. At least one other person to play with, though the game works best with one referee and three or four outcast players.

To get started, print out some character sheets. You should use a hex map to track movement outdoors, and a square grid to keep track of action in battles. You should also have some poker chips, at least six, to track time but you may want more.



What is this?

·A roleplaying game·

OUTCAST SILVER RAIDERS IS A ROLEPLAYING GAME. There are tons of different roleplaying games (RPGs) out there. The basics are all the same. If you don't know what a roleplaying game is, maybe go watch *Stranger Things* or another movie or TV show where they play *Dungeons & Dragons*.

One of you will be the referee and will describe a fantastical world and all the people in that world. The rest of you will portray characters, called outcasts. You'll make decisions about what your outcasts do. Sometimes, the referee will decide that the thing you're trying to do is uncertain, difficult, or dangerous. If so, they may tell you to roll some dice. The results of the dice will tell you if your outcast succeeded or failed at what they were trying to do.

·Player responsibilities·

THERE'S ONLY ONE REFEREE at the table, and everyone else is a player. The referee has a lot of responsibilities. It's their job to describe the whole world, think on their feet, adjudicate the rules, and keep general order at the table. But this is a cooperative activity, and the players can pull their weight and take some of the pressure off the referee.

First and maybe most importantly: **stay engaged in the game.** Your engagement matters. If you're more engaged, the time spent at the table will be more valuable for everyone, yourself included.

One requirement to stay engaged is that you have to **put your phone away.** You may tell yourself that you can look at your phone every 10 or 30 seconds and still stay engaged in what's happening at the table, but you can't. Nobody can. This is proven science. Humans cannot multitask, we don't have brains that support parallel processing. We can context switch back and forth between different stimuli and store things in our short-term memory, but we can't actually multitask. Every time you look at your phone, you're reducing your own engagement,

and thus the enjoyment of the entire group. If you absolutely need to check your phone, talk to your referee and schedule some phone breaks, maybe once every hour or so, where you can swipe and tap and see if you got any notifications. Otherwise, keep the thing in your pocket, or better yet, in a phone jail area with all the other phones from all the other players (including the referee!).

This focus on the table means that we absolutely recommend using hardcopies of these rules and your character sheets, and not storing them digitally if at all possible. If you're playing a game online, make your game window full screen and stick to it.

Second, **share the spotlight.** You might be excited about what's happening in the game and if so, great. But make sure that you're monitoring all the other players, and that you're all working together to give everyone equal time to shine.

Third, **respect individual play styles.** Some people love RPGs for deep characterization. Others like combat. Others just like leveling up and getting engaged with a power fantasy. Your group is going to have a mix of play styles, and they're unlikely to all be exactly the same as yours. If someone else is having fun with something, don't harsh their vibe.

At the same time, **don't be annoying.** You might think a character trait is really funny or interesting, but try to be aware of what other players at the table are feeling. Maybe that loud laugh or that tendency towards in-game theft or that voice is really fun for you, but make sure it's not annoying anyone.

Lastly, **accept the referee's rulings.** We call the person who runs the game the referee for a bunch of reasons, but one of them is that just like in a sporting event, they have the final call when it comes to interpreting the rules. You may disagree, but in the interest of keeping the game moving for everyone, accept what they say and move on. If you have a real problem with something, consider bringing it up afterwards instead of during the session.

·Respect the group's limits·

PEOPLE HAVE FUN in all sorts of ways that thrill, excite, and frighten them. They watch horror movies. They listen to death metal. They ride roller coasters. A key element in all of these is that they are in control and have made a decision about their own limits within these thrills.

Roleplaying games can explore some dark, uncomfortable places; and this can be thrilling, exciting, and frightening in wonderful ways. Exploring limits in a safe play space can be edifying, enlightening, transformative, and even therapeutic. The key is that all the players (referee included) feel that they are in control and have some agency over their own limits in these situations.

But the same aspects of roleplaying games that can make them so transformative can also be the ones that can make them feel overwhelming. Roleplaying games are social, and players may feel social pressure to go along with a scene even when they have become uncomfortable. Roleplaying games involve inhabiting another character and players often feel certain experiences more intensely than they would when consuming them in passive media like books or film. Roleplaying games are powerful, and they deserve special consideration in light of that power.

Some groups use a tool at the table, like the X card (a card with an X on it that any player may tap, signaling that they need the current scene to end or change). Other groups rely on discussions before play, or before specific scenes that may test limits. The key is being open to different players having different limits, which requires providing a safe space where everyone feels comfortable discussing those limits.

THIS VOLUME contains content that may test limits of some players, in particular the things relating to blood magic and the self-harm inherent in the Sorcerer class. Players will need to use their own judgment as to what will be appropriate for their table, and the group should consider discussing anything that may test anyone's limits before play begins and the social pressure inherent in any roleplaying situation sets in.

·Advice from the old school·

MOST PEOPLE READING these books are probably familiar with roleplaying games. If not, welcome to a wonderful hobby. But even if you've played a ton of RPGs, you may not be as familiar with the old-school style of play.

If you've played *Dungeons & Dragons*, especially its later editions, there are going to be some differences here. Learning those differences on your own is part of the fun, but here's some advice that may make things more satisfying:

Don't feel bad about losing a level 1 character. Level 1 characters are weak and somewhat disposable. They die a lot. It happens. If it happens to you, just look at it as an opportunity to explore something new. Don't get attached to your level 1 characters, and don't feel bad when they die.

Use retainers. They can carry your stuff, test out dangers, do your fighting for you, and die for you. You don't want to risk them unnecessarily, and hopefully you'll actually become attached to them, but that will just make the drama more poignant.

Focus on the world, not the mechanics. In many RPGs, what your character can do may be primarily defined by the abilities written on their character sheet. That's not as true here. Your character sheet shows you a few things your outcast is really good (or really bad) at, but to be successful, you have to look beyond what's written there. What's in the room? How can you use that stuff? What about the people? Can you work with any of them?

Dice rolls are not your friends. Related to the above: if you're focused on your character sheet, you're going to be seeking out chances to roll dice. Generally, rolling dice in this game is pretty punishing, and you're likely to fail. You should play the game thinking about how you can mitigate the necessity of rolling the dice, not looking for ways to roll dice.

And finally, **combat is dangerous and thankless.** Other than surviving, you gain nothing in this game from engaging in combat. Combat will of course occur. The referee will put obstacles in your way, and sometimes those obstacles will want to fight you. But combat is harsh and deadly, and the more you fight, the more likely it is your character will die. Play smart, and stay out of fights.

Basic concepts

•Outcasts•

PLAYER CHARACTERS IN *OUTCAST SILVER RAIDERS* are outcasts from society. They don't make their living from farming, fishing, hunting, taking up a trade, or collecting rent from land leases. Instead, they go on adventures in search of silver. As they accumulate more wealth, they become more experienced at their chosen career of raiding silver, and their expertise in that career increases.

Outcasts are defined mechanically by their ability scores, their class, and some derived attributes. The details of their personalities, history, and appearance are left up to their players.

The three classes in *Outcast Silver Raiders* are the Rogue, the Sorcerer, and the Warrior. Unlike in many fantasy roleplaying games, all player characters are human. The rules assume that outcasts are extreme and rare. Outcasts are those who choose to reject society and carve a dangerous, difficult path.

Not every thief is an outcast Rogue. Thieves are bandits, burglars, and the like; as common or as rare as they are in our world. Rogues are something else. There are no Rogue's guilds.

Not every soldier is an outcast Warrior. Armies are made up of peasants, soldiers, and knights, not outcast Warriors.

There are absolutely no wizard guilds or markets for magic items. Magic is forbidden by the laws of man and the church, and is never practiced in the open. Witches, soothsayers, and others may exist, but, even then, they are not outcast Sorcerers.

•Checks•

CHECKS ARE MADE when the referee decides that the action a player wishes their outcast to take has a risk of failure. This is usually because the action is difficult or because failure would have interesting results.

When the referee asks a player to roll a check, that player rolls a six-sided die (1d6) and adds any relevant modifiers. The referee will say what those modifiers are, if any. Modifiers commonly come from Skills, Ability Scores, equipment, and the environment.

IF THE RESULT OF THE 1D6 ROLL PLUS THE MODIFIERS IS 6 OR MORE, THE CHECK IS SUCCESSFUL.

IF, BECAUSE OF MODIFIERS, it would be impossible for a character to succeed on a check, the player rolls two dice. If both dice show sixes, the character succeeds against the impossible odds.

If it would be impossible for a character to fail, the player rolls two dice. If both dice show ones, the character fails despite the amazing odds.

FULL RULES FOR CHECKS are on page 46.

•Saving throws•

SAVING THROWS ARE MADE when a character is trying to avoid an effect, such as being caught in a trap or succumbing to poison or magic. The referee decides when a saving throw is required.

The referee will always specify one of the six ability scores to accompany the saving throw. The player then rolls a ten-sided die (1d10) and adds the saving throw modifier associated with that ability score to the roll.

IF THE RESULT OF THE 1D10 ROLL PLUS MODIFIERS IS 10 OR MORE, THE SAVING THROW IS SUCCESSFUL.

IF THE PLAYER ROLLS A NATURAL 10 before any modifiers, the test is always a success. If the player rolls a natural 1 before any modifiers, the test is always a failure.

FULL RULES FOR SAVING THROWS are on page 47.

•Attack rolls•

TO ATTACK SOMETHING, a player rolls a twenty-sided die (1d20) and adds their outcast's attack bonus and any other relevant modifiers.

When making a melee attack, add the outcast's **STRENGTH** ability modifier and their base attack bonus to the attack roll.

When making a ranged attack, add the outcast's **DEXTERITY** ability modifier and their base attack bonus to the attack roll.

IF THE RESULT OF THE 1D20 ROLL PLUS MODIFIERS MEETS OR EXCEEDS THE TARGET'S ARMOR CLASS (AC), THE ATTACK IS SUCCESSFUL, AND THE PLAYER ROLLS DAMAGE.

FULL RULES FOR COMBAT are on page 48.

•Time•

OUTCAST SILVER RAIDERS MEASURES TIME in combat rounds, minutes, turns, hours, watches, and days.

There are ten seconds in a **COMBAT ROUND**, six combat rounds in a **MINUTE**, ten minutes to a **TURN**, six turns to an **HOURL**, four hours to a **WATCH**, and six watches to a **DAY**.

The referee decides how and when different units of time are tracked, but *watches should always be tracked*. It is recommended that watches be shown on the playing surface using poker chips, dice, or another physical tracking mechanism that is easy for all the players to keep track of.

FULL RULES FOR TRACKING TIME are on page 58.



Character creation

TO CREATE AN OUTCAST, roll ability scores, choose a class, follow the directions for that class, calculate derived attributes (saving throws, hit points, attack bonuses, initiative, armor class), and buy equipment.

Rolling ability scores

EACH OUTCAST HAS SIX ABILITY SCORES:

CHARISMA, CONSTITUTION, DEXTERITY, INTELLIGENCE, STRENGTH, and WISDOM.

AN OUTCAST'S SCORE in each of these categories describes the innate physical potential of the character, without necessarily informing their personality or dictating their class.

The first step in creating a new outcast is rolling dice to determine these ability scores. Roll 3d6 (three six-sided dice) six times, and assign them in the order rolled to each of the ability scores. Each score has a modifier associated with it:

3:	-3
4-5:	-2
6-8:	-1
9-12:	+0
13-15:	+1
16-17:	+2
18:	+3

AFTER ROLLING, add up all six ability score modifiers. If the total is less than 0, this set of ability scores represents **A SIBLING THAT DIES BEFORE REACHING ADULTHOOD**. Write down their name and how they died, then roll again. Repeat this as many times as necessary until a suitable outcast has been created.

An outcast with any dead siblings will have grown up haunted by the specter of someone who, by dint of their never having grown up, never failed their parents the way that the surviving outcast inevitably did and does.

After ability scores for a suitable outcast have been rolled, the player has the option of swapping any two of those ability scores.

TERRY IS CREATING a new outcast character, and the first step is to roll ability scores. She rolls three six-sided dice and adds up the totals. She does this six times in a row, with a result of 12, 12, 9, 7, 7, and 10.

She notes down the corresponding modifiers: +0, +0, -1, -1, +0. This outcast is not suitable because the sum of all these modifiers is -2, less than zero. Terry writes down the name "Russell" and that he died in a horrific drowning accident. Terry rolls again.

THIS TIME she rolls 8, 10, 14, 12, 12, 13. The corresponding modifiers are -1, +0, +1, +0, +0, +1. This outcast is more than suitable. The sum of all these modifiers is +1.

Terry assigns these scores to the ability scores in the order that they were rolled:

*Charisma: 8 (-1)
Constitution: 10 (+0)
Dexterity: 14 (+1)
Intelligence: 12 (+0)
Strength: 12 (+0)
Wisdom: 13 (+1)*

THESE SCORES LOOK GREAT, but Terry wanted to play a Warrior, for whom Strength is more important than Wisdom, so she swaps the two scores, leaving her with this final set of ability scores:

*Charisma: 8 (-1)
Constitution: 10 (+0)
Dexterity: 14 (+1)
Intelligence: 12 (+0)
Strength: 13 (+1)
Wisdom: 12 (+0)*

Character class

ANY OUTCAST MAY BE ANY CLASS, regardless of ability scores. The class descriptions are on the following pages. Each class section describes how to determine each class's base attack bonus, hit points, saving throw modifiers, skills, and class abilities.

Attack bonuses

TO DETERMINE **MELEE ATTACK BONUS**, add the character's base attack bonus and **STRENGTH** modifier.

TO DETERMINE **RANGED ATTACK BONUS**, add the character's base attack bonus and **DEXTERITY** modifier.

Hit points and skills

EACH OUTCAST CLASS determines hit points and skills differently. Follow the directions in the class description to determine these characteristics.

Saving throws

TO DETERMINE SAVING THROW modifiers, add the corresponding base ability score modifier to any class-specific saving throw bonuses as detailed in the class description. If a bonus is not mentioned in the class description for an ability score, just copy over the base ability score modifier to the saving throw modifier column.

Languages

OUTCASTS CAN SPEAK AND UNDERSTAND a number of languages equal to 1 + their **INTELLIGENCE** modifier (minimum of 1). These can be any languages the referee deems appropriate for their setting.

Initiative

AT FIRST LEVEL, a character's initiative modifier is equal to their **DEXTERITY** modifier.

Note that higher level Warriors will have additional bonuses to initiative as described on page 30.

Starting equipment

OUTCASTS CAN CARRY a number of items equal to their **STRENGTH** before becoming encumbered (see p. 36 for rules on encumbrance).

All outcasts start with common clothes, a backpack, a coin pouch, a pilgrim's case, a bedroll, rations, and a waterskin.

All outcasts also start with 1d6 gold pieces (each worth 50 silver pieces) which they may spend on any items the referee deems appropriate from the equipment list (p. 38). Outcasts may **not** pool their wealth when purchasing starting gear.

In addition to this gear, each class provides additional pieces of equipment specific to that class:

ROGUES ALSO START with leather armor, a short sword, a shortbow, and a quiver of arrows.

SORCERERS ALSO START with a unique ritual dagger and a staff.

WARRIORS ALSO START with leather armor, a shortbow, a quiver of arrows, and their choice of either a mace or a sword.

Armor class

ALL CHARACTERS START with an armor class (AC) of 12. After all equipment is purchased, add the character's **DEXTERITY** modifier and any modifiers for shields, armor, and any other equipment they are using to determine the character's final armor class.

Breath of life

GIVE THE OUTCAST A NAME, write down a few notes about their appearance, give them a background story, decide why they are an outcast, and figure out how they know the other party members.

If playing a game set in the occult medieval milieu, it will be useful to decide what the outcast's relationship with the Church is like, and what social class they were part of before becoming an outcast.

YOUR OUTCAST IS READY FOR ADVENTURE!

The character sheet.

THE DEFAULT CHARACTER SHEET has spaces for players to record all the vital information needed when playing *Outcast Silver Raiders*.

This character sheet is available at osr-rpg.com. It is designed to be printed on two sides of one sheet of letter paper and folded in half, creating a booklet with stats on the front, equipment on the back, and notes and retainer information on the inside.

In the example, Terry is recording her Warrior character, whom she names Mary Marsden.

1. ROLL ABILITY SCORES, RECORDING ANY DEAD SIBLINGS*
2. DETERMINE ABILITY SCORE MODIFIERS
3. PICK CLASS THEN RECORD CLASS FEATURES
4. CALCULATE ATTACK BONUSES
5. PICK OR ROLL SKILLS
6. ROLL HIT POINTS
7. RECORD SAVING THROWS
8. PICK LANGUAGE(S)*
9. RECORD INITIATIVE
10. ROLL FOR COINAGE AND PICK STARTING GEAR
 - A. RECORD ALL EQUIPMENT
 - B. RECORD ANY REMAINING COINAGE
 - C. CALCULATE ARMOR CLASS
 - D. COPY WEAPONS FROM EQUIPMENT LIST
11. PICK A NAME
12. RECORD LEVEL AND STARTING EXPERIENCE

Name **MARY MARSDEN** 11
 Class **WARRIOR** 3

Level **1** 12
 XP **0**

Ability Scores

	SCORE	MOD	SAVE
cha	8	-1	-1
con	10	+0	+1
dex	14	+1	+1
int	12	+0	+0
str	13	+1	+2
wis	12	+0	+0

Skills

ARCANA	
CLIMBING	
FIRST AID	+1
LITERACY	
SEAMANSHIP	
SEARCH	
SLEIGHT OF HAND	+2
STEALTH	
SURVIVAL	
TINKERING	

Class Features

3 **Combat Reflexes**
 Roll initiative 2x and use the best result.

Battle Intuition
 Usable once per watch at level 1, twice at level 3, three times at level 7.

Pick one of these two effects each use:
MIGHTY BLOW - One of your attacks auto hits and deals + level damage
MIRACULOUS ESCAPE - One attack auto misses you, after it is rolled, before damage is rolled.

Combat

Initiative	Armor Class	Hit Points	Attack Bonus
1d10 + 1	15	TOTAL 8 CURR 6	BASE +2 MELEE +3 RANGED +3

Weapon	Damage	Notes
SWORD	1d8+1	
SHORTBOW	1d6+1	60' range (12 squares)
DAGGER	1d4+1	can be thrown 15' (3 squares)
CROWBAR	1d6+1	-4 to hit (-2 total for me)

Armor	Modifier	Notes
LEATHER	+2	

Basic Rules

Check	1d6 + mod, 6+ succeeds	Save	1d10 + save mod, 10+ succeeds
Attack	1d20 + attack bonus, meet or exceed target's Armor Class to succeed		

Variant character sheets that have the class features pre-filled in are available to download from osr-rpg.com.

Note that players record weapons and armor both on the Equipment list on the rear of the sheet and in the Combat section on the front, where they are repeated for fast reference in combat scenes.

New players may miss that their weapons and armor still add to the load they are carrying!

ON THE EQUIPMENT LIST it is recommended that you draw a thick line below the number equal to your character's **STRENGTH**, to show the number of items they can carry before becoming encumbered (p. 36).

If your character chooses to carry a backpack, this can be written in the last slot, extending the number of available slots, as shown in the example below:

Equipment

Item	Scarcity	Die
1 SWORD (1d8 damage)		
2 SHORTBOW (60' range, 1d6 damage)		
3 QUIVER OF ARROWS	rd8	
4 DAGGER (1d4 damage, can be thrown 15')		
5 CROWBAR (-4 to hit in combat, 1d6 damage)		
6 LANTERN (lights 60' circle)		
7 LANTERN OIL	rd8	
8 ROPE (50')		
9 COIN POUCH		
10 PILGRIM'S CASE		
11 LEATHER ARMOR		
12		
13 BACKPACK		
14 BEDROLL		
15 RATIONS	rd4	
16 PRESERVED RATIONS	rd8	
17 WATERSKIN	rd8	
18		
19		
20		
21		

Non-encumbering items

NORMAL CLOTHES

Wealth and treasure 100 COINS FIT IN EACH POUCH

IN COIN POUCH:
20sp

The interior pages.

* THE INSIDE OF THE CHARACTER SHEET booklet has space to record vital information on up to 4 retainers, a summary of the available actions in combat, overland movement rates, space to record languages, space to record dead siblings, and a large space for other character notes. For now, Terry can record her dead siblings and languages there, leaving the rest blank.

Character advancement

OUTCASTS GAIN 1 EXPERIENCE POINT (XP) FOR EACH SILVER PIECE WORTH OF TREASURE THEY GAIN FROM GOING ON ADVENTURES.

THIS IS A VERY SPECIFIC DEFINITION. Profits made on trading do not count. Robbing citizens does not count. Profits made from acting as a landlord or merchant do not count.

Payment for completing dangerous tasks and missions usually counts as treasure, and the referee should make clear to players when it will and when it will not, before they agree to take on a mission.

Talking to merchants in a city is not usually an adventure. Exploring a dungeon is almost always an adventure. Taking on a quest from the local lord is usually an adventure and the payment gained from completing the quest would be counted as such. Taking a shift with the city guard is probably not an adventure and payment from that shift would not result in gaining experience. A city sewer system might contain an adventure, depending on how dangerous it is and what lurks there. Traveling the wilderness between settlements is probably an adventure. A lonely farmstead in that wilderness may or may not be, depending on who lives there. The referee is the final arbiter of what counts as “treasure gained from going on adventures” in their campaign.

Most treasure will be gained in the form of coins and precious objects.

Equipment items found on the equipment lists, or anything similar, does *not* count as treasure.

THE PLAYERS SHOULD ALWAYS KNOW WHEN OBJECTS THEY FIND COUNT AS TREASURE, AND HOW VALUABLE THEY ARE.

OUTCASTS GAIN NO EXPERIENCE from fighting or killing, no matter how large or terrifying their foe.

There is one way to gain experience and one way only, and that is gaining treasure from adventures.

EXPERIENCE POINTS GAINED from coins are awarded at the end of each game session. Experience points gained from precious objects are awarded when the objects are sold (see Selling goods, p. 37).

An outcast gains a level when they have accrued the necessary amount of experience points and have returned to their maximum hit points. An outcast may only gain one level per game session.

LEVEL	EXPERIENCE POINTS (XP) REQUIRED
1	0
2	1,000
3	2,000
4	4,000
5	8,000
6	16,000
7	32,000
8	64,000
9	128,000
10	256,000



The Rogue

•Base attack bonus•

ROGUES START with a +1 base attack bonus.

•Hit points•

AT FIRST LEVEL, Rogues have hit points equal to 1d6 + their **CONSTITUTION** modifier.

If this total is less than 4, then the Rogue starts with 4 hit points.

•Saving throws•

ROGUES START with a +1 bonus on **DEXTERITY** and **INTELLIGENCE** saving throws.

•Skills•

ROGUES START WITH +1 in **STEALTH**. In addition, starting Rogues may allocate 6 points to any skills they wish.

Increasing a skill costs a number of points equal to its new total, so raising a skill from +0 to +1 costs 1 point, from +1 to +2 costs 2 points, from +2 to +3 costs 3 points, etcetera. Raising a skill from +0 to +3 points for example would cost a total of 6 points (1 + 2 + 3).

Skill list

1. Arcana
2. Climbing
3. First aid
4. Literacy
5. Seamanship
6. Search
7. Sleight of hand
8. Stealth
9. Survival
10. Tinkering

•Rogue's luck•

A ROGUE RECEIVES A POOL of **LUCK POINTS** at the beginning of each session. A Rogue may spend one **LUCK POINT** to re-roll any failed check or saving throw (but not attack roll). A Rogue may even spend multiple **LUCK POINTS** to re-roll the same check or saving throw multiple times. Once spent, the **LUCK POINT** is gone for the session. Any unused **LUCK POINTS** are lost at the end of each session.

First level Rogues roll 1d4 at the beginning of each session to determine how many **LUCK POINTS** they have for that session.

•Sneak attack•

A ROGUE ATTACKING AN UNAWARE TARGET adds twice their Stealth modifier to their first attack roll made against that target. On a successful hit, the damage of this attack is multiplied by 1 + the Rogue's level (after rolling damage and applying any modifiers).

AVA THE THIRD LEVEL ROGUE is sneak attacking a guard with her dagger. Ava has been stealthily darting through the shadows cast by the smoky torches and moldering tapestries. Ava's Stealth modifier is +3, her attack bonus is +1, and her Strength modifier is +1.

Ava's player rolls 1d20 and gets a 9. Normally she would only add +1 from her attack bonus and +1 from her Strength modifier. The total would be 11, and this wouldn't penetrate the guard's armor (AC 14). Because it is a sneak attack, Ava's player also adds twice her Stealth modifier (+6), for a total of 17, so the attack is a success.

Ava's dagger deals 1d4 damage. Her player rolls and gets a 2. Her player adds in Ava's +1 Strength modifier increasing the damage to 3. Because it is a sneak attack, Ava's player then multiplies the damage by 4 (1 + Ava's level of 3), for a total of 12 damage. The referee rolls for the guard's hit points (1d8) and gets a 5. Ava dispatches the guard from the shadows with no difficulty, quietly dragging his throat-slit body behind the tapestry where she had been hiding.

Rogues are lucky. They get by on their special training and by strizing from the shadows.



“Skulking, stabbing, stealing, from the underbelly of society were the rogues. They of wit and tricks, they who made a home of the shadows...”

Rogue advancement

•Ability scores•

AT LEVELS 2, 4, 6, 8, and 10, Rogues may add +1 to **ANY** one of their ability scores. If this causes the ability modifier to change, any derived attributes should also be adjusted.

•Base attack bonus•

A ROGUE ADDS +1 to their base attack bonus at levels 4 and 8.

•Hit points•

WHEN A ROGUE gains a level, they roll a number of six-sided dice equal to their new level, adding their **CONSTITUTION** modifier to each one. If the total is greater than their current hit point total, they take this new total. Otherwise, they simply gain 1 additional hit point.

•Saving throws•

A ROGUE ADDS A +1 bonus to **ALL** saving throws at levels 2, 4, 6, 8, and 10.

•Skills•

WHEN A ROGUE gains a level, they gain 4 points to increase their skills. No skill may ever be higher than +5.

Increasing a skill costs a number of points equal to its new total, so raising a skill from +0 to +1 costs 1 point, from +1 to +2 costs 2 points, from +2 to +3 costs 3 points, etcetera. Raising a skill from +0 to +3 points for example would cost a total of 6 points (1 + 2 + 3).

Unspent points may be saved for future levels, but can only be spent when leveling up.

•Rogue's luck•

AT LEVELS 2, 4, 6, 8, and 10, A Rogue receives +1 **LUCK POINT** at the beginning of each game session.

•Sneak attack•

A ROGUE'S **SNEAK ATTACK** damage multiplier is increased by 1 each time they gain a level.

LEVEL	ABILITY SCORES	BASE ATTACK	SAVING THROWS	SKILLS	LUCK POINTS	SNEAK ATTACK
1		+1	+1 to DEXTERITY +1 to INTELLIGENCE	+1 to STEALTH +6 skill points	1d4	x2
2	+1 to ANY		+1 to ALL	+4 skill points	1d4 + 1	x3
3				+4 skill points		x4
4	+1 to ANY	+2	+1 to ALL	+4 skill points	1d4 + 2	x5
5				+4 skill points		x6
6	+1 to ANY		+1 to ALL	+4 skill points	1d4 + 3	x7
7				+4 skill points		x8
8	+1 to ANY	+3	+1 to ALL	+4 skill points	1d4 + 4	x9
9				+4 skill points		x10
10	+1 to ANY		+1 to ALL	+4 skill points	1d4 + 5	x11



The Sorcerer

•Base attack bonus•

A SORCERER STARTS with a +1 base attack bonus.

•Hit points•

AT FIRST LEVEL, a Sorcerer has hit points equal to 1d4 + their **CONSTITUTION** modifier.

If this total is less than 3, then the Sorcerer starts with 3 hit points.

•Saving throws•

A SORCERER STARTS with a +1 bonus on **CHARISMA** and **WISDOM** saving throws.

•Skills•

A SORCERER STARTS WITH +1 in **LITERACY**. A sorcerer may choose to roll for additional skills, or may pick skills.

If a Sorcerer picks their skills, they may assign 1 point to two different skills of their choice.

If a Sorcerer rolls for their skills, they roll 1d10 twice on the list of skills. The first skill has +1, the second skill has +2. If they roll the same number twice, the corresponding skill gets +3.

Skill list

1. Arcana
2. Climbing
3. First aid
4. Literacy
5. Seamanship
6. Search
7. Sleight of hand
8. Stealth
9. Survival
10. Tinkering

•Blood magic•

A SORCERER MANIFESTS forbidden and unholy blood magics by rending their own body with their ritual dagger while uttering occult words. The Sorcerer must use their own specially prepared ritual dagger, and must be able to clearly intone the occult words. While speaking, eldritch lights form strange geometric shapes at the Sorcerer's eyes and mouth. Gagging a Sorcerer or depriving them of their dagger prevents them from using blood magic.

After using blood magic, a sorcerer can seal the wound they gave themselves with a wave of the blade of their ritual dagger over the new cut. It heals nearly instantly, but always leaves a scar.

At first level, a Sorcerer may use blood magic once per watch (a watch is four hours, p. 58).

The Sorcerer chooses how much damage they inflict upon themselves (the **POTENCY**). When using blood magic, a Sorcerer's maximum **POTENCY** is 3 + the Sorcerer's level.

If a Sorcerer chooses to reduce themselves to 0 hit points or fewer using blood magic, they pass out from blood loss, count as having failed their first death save (p. 51), and the referee rolls on the Ritual Mishaps table (*Referee's Compendium*, p. 74).

Each time a Sorcerer uses blood magic, they must choose whether to **MEND**, **AID**, or **REND** their target. They may only manifest one of these effects each time blood magic is used.

Mend

RESTORE **POTENCY** x d4 hit points to another living being being that the Sorcerer can see. Mending manifests itself as blood from the Sorcerer's wounds racing towards the target's wounds, which knit together quickly and somewhat painfully as the blood touches them. The target is left bloodsoaked, but healed. A sorcerer may not heal other Sorcerers using blood magic, as it would lead to squabbling between the dark entities they serve.

Sorcerers practice dark sacrificial blood magics in pursuit of forbidden demonic power.

Aid

GIVE A **+POTENCY** bonus on any check before that check is rolled. Aiding cannot be used on saving throws or attacks. The Sorcerer must decide which specific check they will aid, and the bonus may only be used on that roll. The Sorcerer may aid anyone they can see, including themselves. Only one Sorcerer may aid each check. Aiding manifests itself as a glowing light around the Sorcerer's hands, which then shoots out to embrace the target of the aiding.

Rend

DEAL **POTENCY** x d6 damage to any target the Sorcerer can see. This attack hits automatically. If they are targeted by a Sorcerer character, other outcasts may make a **CHARISMA** saving throw to halve this damage. Referee characters cannot usually halve this damage. Rending manifests itself as bloody scratches springing open across the target's body, and it might cause fright and panic in addition to the physical damage.

Examples

Mend: LAINA THE THIRD-LEVEL SORCERER is facing off against a gang of smugglers with her outcast adventuring party. Mordred the Warrior is grievously wounded after dueling with the notorious smuggler leader, Edward the Grey. Unfortunately, Edward's gang isn't cowed by the death of their leader, and two toughs are advancing towards the party. Laina knows that neither she nor Ava are as good in a scrap as Mordred, but Mordred only has 1 hit point left.

"Mordred! You need this more than I do!" Laina opens her scarred left arm with her ritual dagger, choosing to inflict 4 points of damage. Laina's player rolls 4d4 to see how much Mordred is healed, and gets a total of 10. The blood rises from the gash in Laina's arm, hovers in the air, then splashes onto Mordred. Mordred screams in agony as her flesh knits, but arises renewed, ready to face the toughs, her hit points raised from 1 to 11.

Aid: LAINA'S PARTY IS LOST in the Purple Desert. Ava compares the scribbles on the map to the few visible rocky outcroppings. The referee asks for a Survival check. Ava has a +1 in Survival, and the map gives her an additional +1, for a total of +2 on the check. To succeed, she would need to roll a 4 or better on a d6.

Before Ava's player rolls, Laina offers assistance: "I am weak, but we shall die if we don't find the way from these choking sands. Let my blood aid your intuition!"

Laina mutters the words of aiding and opens a small cut on her palm, inflicting 3 damage on herself. This will add a +3 modifier to Ava's check. The blood rises from her veins, coalesces as a glowing yellow mist around her hands, then flies out towards the map Ava is holding.

Ava's player makes the roll. The total on the Survival check is now +5. It would normally be impossible for Ava to fail, so her player rolls two dice and will only fail if she rolls two 1s. Her player rolls and gets a 3, for a total of 8, more than enough to let the party find safe passage through the desert.

Rend: LAINA PREPARES TO REND THE FLESH of a cannibal king who is threatening her party. Laina hopes to slay the king outright to impress his followers, and so while she speaks occult words, she draws out her ritual dagger and chooses to inflict 6 damage on herself, the maximum Potency her spirit can accommodate at level 3.

Laina's player rolls 6d6 to see how much damage she causes to the cannibal king, rolling a total of 20 damage. The referee rolls to see how many hit points the cannibal king has (4d8) and gets a total of 18. The blood magic will slay this gluttonous monarch...

Laina's eyes and mouth spark crimson fire, and wounds split open across the gibbering king's body, spouting small fountains of gore. The king collapses, pawing at the wounds and wailing as he dies, and his followers draw back with a collective gasp. Laina grins, her face pale but satisfied, and seals the horrible wound on her arm with a pass from the handle of her ritual knife. With only 2 hit points remaining, Laina will need rest and recuperation before attempting another stunt like that.

Sorcerer advancement

•Ability scores•

AT LEVELS 2, 4, 6, 8, and 10, a Sorcerer may add +1 to their **CHARISMA**, **INTELLIGENCE**, or **WISDOM**. If this causes the ability modifier to change, any derived attributes should also be adjusted.

•Base attack bonus•

A SORCERER ADDS +1 to their base attack bonus at level 4 and level 8.

•Hit points•

WHEN A SORCERER gains a level, they roll a number of four-sided dice equal to their new level, adding their **CONSTITUTION** modifier to each one. If the total is greater than their current hit point total, they take this new total. Otherwise, they simply gain 1 additional hit point.

•Saving throws•

A SORCERER ADDS A +1 bonus to **ALL** saving throws at levels 2, 4, 6, 8, and 10.

•Skills•

AT LEVELS 3, 6, and 9, Sorcerers may gain +1 to a skill of their choice, whether or not they previously had a bonus in that skill.

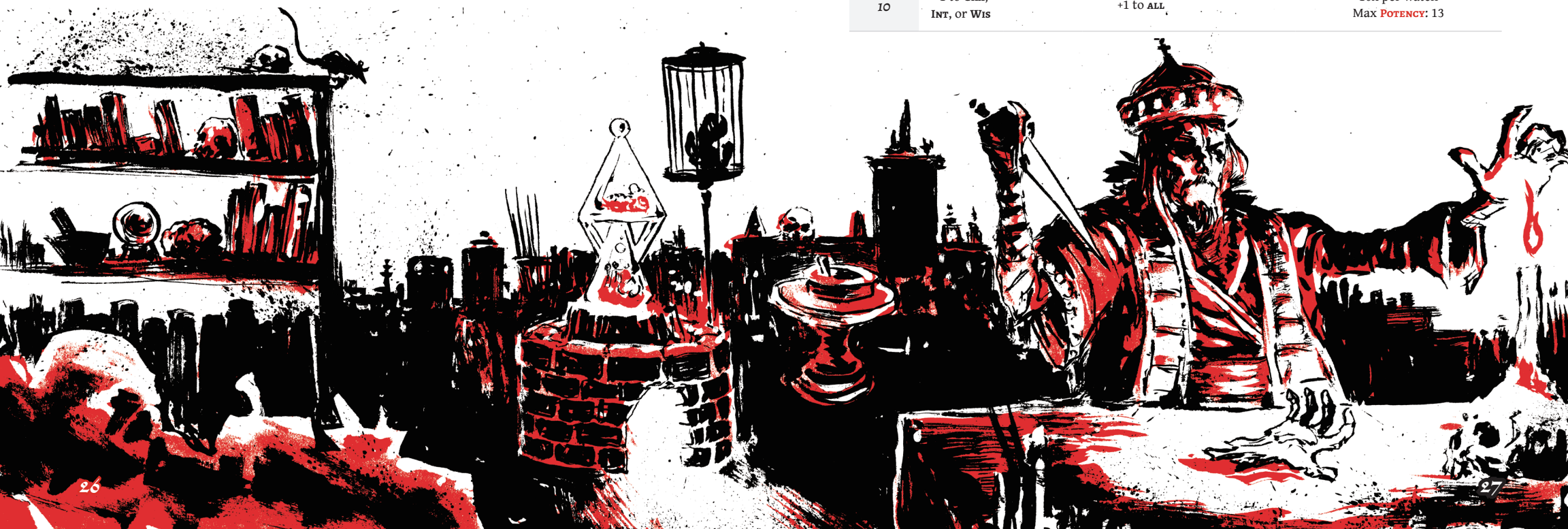
•Blood magic•

A SORCERER MAY USE BLOOD MAGIC a number of times equal to their level each watch (one time per watch at level 1, twice per watch at level 2, etc.).

The maximum **POTENCY** of the Sorcerer's blood magic is increased by 1 each time they gain a level.

At level 4, the Sorcerer no longer needs to use their ritual dagger and may rend their flesh through sheer force of will.

LEVEL	ABILITY SCORES	BASE ATTACK	SAVING THROWS	SKILLS	BLOOD MAGIC
1		+1	+1 to CHARISMA +1 to WISDOM	+1 LITERACY Roll or pick 2	1x per watch Max POTENCY : 4
2	+1 to CHA , INT , or WIS		+1 to ALL		2x per watch Max POTENCY : 5
3				+1 to any skill	3x per watch Max POTENCY : 6
4	+1 to CHA , INT , or WIS	+2	+1 to ALL		4x per watch, max POTENCY : 7 No longer need ritual dagger
5					5x per watch Max POTENCY : 8
6	+1 to CHA , INT , or WIS		+1 to ALL	+1 to any skill	6x per watch Max POTENCY : 9
7					7x per watch Max POTENCY : 10
8	+1 to CHA , INT , or WIS	+3	+1 to ALL		8x per watch Max POTENCY : 11
9				+1 to any skill	9x per watch Max POTENCY : 12
10	+1 to CHA , INT , or WIS		+1 to ALL		10x per watch Max POTENCY : 13



*"Cursed by their own lust for power
were the awful **sorcerers**.*



*Outcasts... shamans...
offering their blood freely in unholy
compact with wretched dæmons."*

The Warrior

•Base attack bonus•

A WARRIOR STARTS with a +2 base attack bonus.

•Hit points•

AT FIRST LEVEL, A Warrior has hit points equal to 1d8 + their **CONSTITUTION** modifier.

If this total is less than 8, then the Warrior starts with 8 hit points.

•Saving throws•

A WARRIOR STARTS with a +1 bonus on **CONSTITUTION** and **STRENGTH** saving throws.

•Skills•

A WARRIOR MAY CHOOSE to roll for skills, or they may choose to pick their skills.

If a Warrior picks their skills, they may assign 1 point to two different skills of their choice.

If a Warrior rolls for their skills, they roll 1d10 twice on the list of skills. The first skill has +1, the second skill has +2. If they roll the same number twice, the corresponding skill gets +3.

Skill list

1. Arcana
2. Climbing
3. First aid
4. Literacy
5. Seamanship
6. Search
7. Sleight of hand
8. Stealth
9. Survival
10. Tinkering

•Combat reflexes•

A WARRIOR ROLLS TWICE FOR INITIATIVE and takes the result of their choice. Warriors win all initiative ties. If using initiative cards (p. 48), A Warrior draws two additional cards instead of rolling twice.

A Warrior gains additional initiative bonuses starting at level 2 (see **Warrior advancement** on p. 32).



Warriors are tireless and peerless in battle, with fast reflexes and sharp combat intuition.

•Battle intuition•

ONCE EACH WATCH, a Warrior may call upon their battle intuition to either land a **MIGHTY BLOW**, or to perform a **MIRACULOUS ESCAPE**. Either ability can only be used against a single target.

Mighty blow

WHEN A WARRIOR USES their battle intuition to land a mighty blow on a single target, their attack automatically hits and deals additional damage equal to their level (on top of all other modifiers).

MORDRED THE THIRD-LEVEL WARRIOR threatens The Prophet: "you speak one more word and I will slay you where you stand!"

The Prophet's hooded face reveals nothing as the soft voice from within the hood mockingly intones "oh, will you?"

Mordred's player decides to initiate a combat scene, and draws out her battle axe. The referee calls for all participants to roll initiative. Mordred rolls 2d10, getting a 4 and a 7. Her player takes the 7 and adds Mordred's Dexterity modifier (+0) and her combat reflexes bonus (+1, because she is level 3, see **Warrior advancement**) for a total of 8. The referee rolls 1d10 for The Prophet, and gets a 6. Mordred will act first.

Wanting to follow through on her promise of death for The Prophet, Mordred chooses to use her battle intuition ability to land a mighty blow:

HER ATTACK HITS with no roll required. Mordred's player rolls 2d4 for damage, getting a total of 5. She adds Mordred's Strength bonus (+2) and mighty blow damage bonus (+3) to the roll, for a total of 10 damage. The referee rolls for the prophet's hit points (2d8), rolling a total of 9.

Mordred leaps forward, swinging her axe as the cursed priest speaks. His sentence is interrupted by the severing of his head from his body by the vengeful Mordred.

Miraculous escape

WHEN A WARRIOR USES their battle intuition for a miraculous escape, an attack that would have hit them instead misses. The player must declare they are using miraculous escape before any damage dice have been rolled.

MORDRED HAS DEALT several small wounds to the hulking northern soldier Olaf, but Olaf is still fighting strong. Olaf raises his two-handed great-axe above his horn-crowned head and bellows before swinging it down in a crushing arc.

The referee rolls an attack on Mordred, and gets a natural 20 on the die. This would be a critical hit and might end Mordred's adventuring career, but her player decides to use her battle intuition (which she'd been saving for just such an occasion) on a miraculous escape:

Mordred is able to see the axe coming and darts out of the way at the last moment. The giant soldier slams the axe into the cracked earth with a bellow, frustrated at his prey's escape.



Warrior advancement

•Ability scores•

AT LEVELS 2, 4, 6, 8, and 10, A Warrior may add +1 to their **CONSTITUTION**, **DEXTERITY**, or **STRENGTH**. If this causes the ability modifier to change, any derived attributes should also be adjusted.

•Base attack bonus•

A WARRIOR GAINS +1 to their base attack bonus **EACH** time they gain a level.

•Hit points•

WHEN A WARRIOR GAINS A LEVEL, they roll a number of eight-sided dice equal to their new level, adding their **CONSTITUTION** modifier to each one. If the total is greater than their current hit point total plus 2, they take this new total. Otherwise, they simply gain 2 additional hit points.

•Saving throws•

A WARRIOR ADDS A +1 bonus to **ALL** saving throws at levels 2, 4, 6, 8, and 10.

•Skills•

AT LEVELS 3, 6, and 9, a Warrior may gain +1 to a skill of their choice, whether or not they previously had a bonus in that skill.

•Battle intuition•

AT LEVEL 3, a Warrior can use their battle intuition twice each watch. At level 7 they can use it three times each watch.

•Combat reflexes•

AT LEVELS 2, 4, 6, 8, and 10, a Warrior gains +1 to their initiative modifier.

LEVEL	ABILITY SCORES	BASE ATTACK	SAVING THROWS	SKILLS	BATTLE INTUITION	COMBAT REFLEXES
1		+2	+1 to CONSTITUTION +1 to STRENGTH	Roll or pick 2	1x per watch	Roll 2x for INIT Win all INIT ties
2	+1 to CON , DEX , or STR	+3	+1 to ALL			+1 to INITIATIVE
3		+4		+1 to any skill	2x per watch	
4	+1 to CON , DEX , or STR	+5	+1 to ALL			+2 to INITIATIVE
5		+6				
6	+1 to CON , DEX , or STR	+7	+1 to ALL	+1 to any skill		+3 to INITIATIVE
7		+8			3x per watch	
8	+1 to CON , DEX , or STR	+9	+1 to ALL			+4 to INITIATIVE
9		+10		+1 to any skill		
10	+1 to CON , DEX , or STR	+11	+1 to ALL			+5 to INITIATIVE

*“And joining them in those days, come
down from the northern lands in their
hordes: **warriors.***



*Outcasts... survivors...
bearers of the brittle truths of struggle
and violence.”*

Equipment

•Encumbrance•

AN OUTCAST CAN COMFORTABLY carry items that occupy a number of item slots equal to their **STRENGTH**.

Most items occupy one slot. Other items are large, bulky or delicate and take up more than one slot, as noted. Armor and weapons occupy slots, even when worn or wielded, unless otherwise noted.

If the items an outcast carries take up a number of item slots greater than their **STRENGTH**, they are *encumbered* and have a -4 modifier to all rolls, move at half speed, and must consume double rations and double water that day.

An outcast can, at most, carry a load equal to double their **STRENGTH** in item slots.

•Coinage•

THE ECONOMY IN *OUTCAST SILVER RAIDERS* is based around silver coinage, and all prices are listed in silver pieces (abbreviated as “sp”).

Most merchants will also take payment in gold pieces (gp), and will freely exchange gold for silver and vice versa.

1 gold piece is equal to 50 silver pieces.

Up to 100 coins of any type stored in a pouch take up one item slot.

•Scarcity checks•

INSTEAD OF TRACKING INDIVIDUAL candles, rations, vials of oil, or ammunition, consumable items use scarcity checks. When such an item is used, its owner must make a scarcity check. The schedule at which scarcity checks must be made is indicated in the description of each item. Some items use a watch as their schedule, which is four hours (p. 58). Others use combat scenes, or another unit of time.

Items can be rated at 1d4, 1d6, 1d8, 1d10, or 1d12 scarcity.

TO MAKE A SCARCITY CHECK, roll the item's scarcity die. On a 1 or 2, reduce the size of the die by one step to represent some of the resource running out. If the item is on the lowest step (1d4) and a 1 or 2 is rolled, the item has run out.

AVA SITS DOWN for her evening meal. Her rations currently have a scarcity rating of 1d4, and her waterskin has a scarcity rating of 1d8. Ava's player rolls 1d4 for the rations and gets a 3. The rations will last another day! If she'd rolled a 1 or a 2, the rations would have run out, and been erased from Ava's character sheet.

Ava's player then rolls 1d8 for the waterskin, getting a 1. Too bad! Ava's player erases the “1d8” next to the waterskin on her character sheet and writes “1d6” in its place. Water is getting a bit scarce...

THERE MAY BE CIRCUMSTANCES in which an outcast splits a bundle of torches, a quiver of arrows, or any other item that uses a scarcity die. In this case, the outcast can reduce the die rating of the item by one step to add one step to the new item. No item can gain a scarcity die value higher than the value listed for it in the equipment tables.

MORDRED WANTS TO GIVE some of her arrows to Cecil. Her quiver is currently rated at 1d8. Mordred's player reduces the rating of her quiver to 1d6 and Cecil's player writes down a new item, “bundle of arrows” rated at 1d4.

IF AN OUTCAST WISHES to use a single candle, torch, arrow, or other item from a collection of those items being tracked with a scarcity die for a specific purpose, they reduce the die rating of the item by one step. If the item is retrieved and would still be usable, at the referee's discretion the die rating may be increased to its previous rating.

CECIL HAS A BUNDLE of torches currently rated at 1d6 scarcity. Cecil tosses a torch down into the stockyard below, and Cecil's player reduces the bundle's scarcity die to 1d4.

•Selling goods•

WHEN SELLING GOODS to merchants, players usually receive 50% of their listed value. At the referee's discretion, a player can make a single **CHARISMA** check to haggle. If this check is successful, the merchant will pay the usual 50%, plus an additional 2d10% of the item's value.

Note that for treasure raided for experience (p. 18), outcasts are always awarded a number of experience points equal to the full listed value of the treasure, regardless of the selling price.

Some referees may wish to put a limit on how much an individual merchant can afford to pay out. The following chart gives an example of how this could work:

SETTLEMENT SIZE	NUMBER OF MERCHANTS	AVAILABLE PAYOUT
Hamlet	1d2	1d10 x 1,000sp per merchant
Village	1d4	1d20 x 1,000sp per merchant
Town	2d4	2d12 x 1,000sp per merchant
City	No limit, as merchants in cities can borrow from banks and other merchants	



Animals

ANIMALS MUST BE FED (see Animal Feed, p. 40), housed, and looked after. Animals are assumed to be able to find their own water or get enough water through their feed, though in some conditions (traveling through deserts, for example) the referee may specify that animals also need water in addition to food.

NAME	COST (SP)	NOTES
Dog (trained)	50	AC 14, 1d6 hp, +3 to hit at 1d4 damage, morale 6 Can be ordered to attack, though referee may make a morale check
Horse	2,000	AC 12, 3d8 hp, +2 to hit at 1d10+2 damage, morale 6, move 30' [6 squares] Carried goods must be stored in saddlebags Base 48 miles per day with a rider and up to 2 saddlebags Base 24 miles per day with a rider and up to 4 saddlebags
Livestock	100	Cows, goats, sheep, etc. AC 6, 1d8 hp, -4 to hit at 1d4 damage, morale 3
Mule	500	AC 10, 3d8 hp, +0 to hit at 1d8+2 damage, morale 5, move 20' [4 squares] Carried goods must be stored in saddlebags Base 24 miles per day with a rider and up to 2 saddlebags Base 24 miles per day with no rider and up to 4 saddlebags Base 16 miles per day with no rider and up to 6 saddlebags



Vehicles

PASSENGERS, including their normal gear, take up 20 slots each. Wooden vehicles have an AC of 16 and a damage threshold of 8 (see Referee's Compendium, p. 39).

NAME	COST (SP)	NOTES
Cart	500	Base speed: 24 miles per day, requires a horse or mule 100 item slots; max 5 passengers 30 hit points
Wagon	2,000	Base speed: 24 miles per day, requires a horse or mule 100 item slots per horse or mule (max 6 animals); max 12 passengers 35 hit points
Rowboat	1,000	8 miles per day with two oarsmen, 12 miles per day with four oarsmen 200 item slots; max 8 total passengers (including crew) 30 hit points
Longboat	50,000	24 miles per day with 16 oarsmen, 32 miles per day with 30 oarsmen 2,000 item slots; max 40 total passengers (including crew) 40 hit points
Tiny sailing vessel	5,000	Base speed: 16 miles per day with 1 crew 200 item slots; max 4 total passengers (including crew) 35 hit points
Small sailing vessel	10,000	Base speed: 24 miles per day with 8 crew 800 item slots; max 12 total passengers (including crew) 50 hit points
Medium sailing vessel	100,000	Base speed: 32 miles per day with 40 crew 5,000 item slots; max 120 total passengers (including crew) 60 hit points
Large sailing vessel	200,000	Base speed: 40 miles per day with 80 crew 10,000 item slots; max 240 total passengers (including crew) 75 hit points

Containers

NAME	COST (SP)	SLOTS	NOTES
Backpack	30	1	Adds 4 item slots (each outcast may only carry one) -2 to any checks involving quiet or stealth while wearing
Barrel	70	*	Adds 10 item slots * A character carrying this is automatically encumbered
Chest	150	*	Adds 15 item slots Can be locked * A character carrying this is automatically encumbered
Pouch	10	1	Required for bundling coins, stones, etc. 100 coins fit in one pouch
Saddlebag	75	3	When carried by a mount, adds 10 slots and uses no slots Adds no slots when carried by a human

Food and lodging

RULES FOR STARVATION AND THIRST are on page 58.

NAME	COST (SP)	SLOTS	NOTES
Animal feed	20	1	1d6 scarcity check per day used
Night at inn, normal	5	n/a	
Night at inn, opulent	10	n/a	
Rations	10	1	1d4 scarcity check per day whether they are eaten or not
Rations, preserved	20	1	1d8 scarcity check per day used
Tavern drink	3	n/a	Each alcoholic drink reduces CON and WIS by 1 for one hour
Tavern meal	5	n/a	Fulfills hunger for one day for one person
Tavern opulent meal	15	n/a	Fulfills hunger for one day for one person
Waterskin	10	1	1d8 scarcity check per day used Filled back to 1d8 for free at a clean water source



Miscellaneous

NAME	COST (SP)	SLOTS	NOTES
Bedroll	20	1	Allows restful sleep outdoors (p. 56)
Candles (bundle)	5	1	Lights a 15' circle 1d6 scarcity check per watch used
Chain, per foot	10	*	* Can be bundled, up to 10 feet per slot
Clothing, elaborate	200	1 / 0	Takes up no item slots when worn
Clothing, normal	50	1 / 0	Takes up no item slots when worn
Clothing, rough	10	1 / 0	Takes up no item slots when worn
Climbing kit	100	1	Includes pitons, wedges, tar, grappling hook, etc. Gives +1 to Climbing checks 1d6 scarcity check per use
Crowbar	20	1	If used as a weapon, -4 to hit, 1d6 damage
Fishing gear	20	1	+1 to checks involving fishing, 1d8 scarcity per use
Lantern	50	1	Lights a 60' circle, but requires lantern oil
Lantern oil	10	1	1d8 scarcity check per watch used
Lock and key	100	1	Can be used to secure doors, chests, etc.
Mirror	300	1	Hand-sized
Miner's pick or shovel	50	1	If used as a weapon, -4 to hit, 1d6 damage
Musical instrument	75	1-2	Slots used depends on specific instrument
Paper, sheet	5	1*	* Up to 100 sheets may be bundled in a sheaf
Pilgrim's case	20	1	Includes tinder set, mug, plate, cutlery, small pot, fire grate Required to light flames and prepare rations
Riding gear	250	3 / 0	+1 to riding checks; uses 0 slots on a mount
Rope, 50'	30	1	
Tent, camping	150	2	Provides shelter for up to 4 people
Tent, pavilion	500	4	Provides shelter for up to 10 people
Tinkering kit	200	1	Includes picks, files, wire, clippers, etc. +1 to tinkering checks 1d8 scarcity check per use
Torches, bundle	10	1	Lights a 30' circle 1d6 scarcity check per watch used
Writing case	10	1	Contains pens, ink, nibs, a blotter, etc., 1d10 scarcity per use

·Armor·

AN UNARMED HUMAN'S armor class (AC) is 12 plus their **DEXTERITY** modifier. Characters may only wear one suit of armor at a time. Most armor looted from defeated foes will be damaged, ill-fitting, and offer poor protection. Merchants will only offer 25% of the listed value for looted armor (if they buy it at all).

NAME	COST (SP)	SLOTS	NOTES
Shield	500	1	+1 AC, cannot be held alongside two-handed weapons
Leather armor	250	1	+2 AC
Chainmail	750	2	+3 AC -1 to any checks requiring finesse Requires 1 turn (10 minutes) to don and remove
Half plate armor	2,000	2	+4 AC -2 to any checks requiring finesse Maximum effective DEXTERITY modifier to AC is +1 Requires 1 turn (10 minutes) to don and remove
Plate armor	4,000	3	+5 AC -3 to any checks requiring finesse Maximum effective DEXTERITY modifier to AC is +1 Requires 1 turn (10 minutes) to don and remove Plate armor takes 1d3 months for a smith to create for its wearer. Plate armor not fitted specifically to its wearer only provides +4 AC. Modifying a suit of plate armor to fit a new owner takes a smith 1d4 weeks of work and costs 3,000sp.

·Mount armor·

NAME	COST (SP)	SLOTS	NOTES
Barding, leather	500	4 / 1	+2 AC for mounts Uses 1 slot on a mount Requires 1 turn (10 minutes) to don and remove
Barding, chain	1,500	6 / 1	+3 AC for mounts Uses 1 slot on a mount Requires 1 turn (10 minutes) to don and remove
Barding, plate	6,000	10 / 2	+4 AC for mounts Uses 2 slots on a mount Requires 1 turn (10 minutes) to don and remove

·Melee weapons·

RULES FOR COMBAT are found on page 48.

NAME	COST (SP)	SLOTS	DAMAGE	NOTES
Battle axe	250	1	2d4	1 shock
Club	30	1	1d4	
Dagger	50	1	1d4	Can be thrown 15' (3 squares)
Great axe	400	2	1d12	2 shock; two-handed weapon
Great sword	300	2	1d10	Two-handed weapon
Mace	200	1	1d8	
Ritual dagger	5,000	1	1d4	-4 to hit; 1 shock when used by a Sorcerer
Polearm	350	2	1d10	5' (1 square) reach; two-handed weapon
Short sword	100	1	1d6	
Spear	150	1	1d6	Can be thrown 15' (3 squares)
Staff	50	1	1d6	Two-handed weapon
Sword	200	1	1d8	

·Missile weapons·

NAME	COST (SP)	SLOTS	DAMAGE	NOTES
Crossbow	400	2	1d10	60' (12 squares) range, requires quarrels Requires a combat action to reload
Dagger (thrown)	50	1	1d4	15' (3 squares) range
Longbow	450	2	1d8	120' (24 squares) range, requires arrows
Quiver of arrows	50	1	-	1d8 scarcity check per combat scene used
Quiver of quarrels	150	1	-	1d6 scarcity check per combat scene used
Shortbow	250	1	1d6	60' (12 squares) range, requires arrows
Sling	50	1	1d4	30' (6 squares) range, requires stones
Sling stone pouch	10	1	-	1d8 scarcity check per combat scene used, Can be refilled at no cost by spending an hour gathering stones

Retainers

RETAINERS ARE AN IMPORTANT PART of many outcast parties. They help carry loot, they pad out the party's selection of skills, and they soak up blows meant for party members.

An outcast may employ a number of retainers equal to 1 + their **CHARISMA** modifier (minimum 1).

Retainers are controlled by the referee, but will follow reasonable orders from their employers.

Each retainer is assumed to be carrying their own food, backpack, and basic supplies (which do not have to be paid for by their employer), and will carry five additional items on behalf of their employer.

If a retainer is slain, their employers may recover only these additional items from their corpses. Any other belongings are considered to be personal, likely low quality, and of no interest or use to their employers.

ALL RETAINERS HAVE THE FOLLOWING STATISTICS, EXCEPT WHERE NOTED:

All ability scores: 10 (+0)
Armor class: 12
Hit points: 1d8
Attack bonus: +0
All skills: +0

RETAINERS MAKE A MORALE CHECK (*Referee's Compendium*, p. 27) the first time they are ordered to attack in each combat, and each time they are attacked (note that an attack does not have to hit for them to make the check), unless noted.

•Laborers•

Wage: 50sp (1gp) per session
Base morale: 5

LABORERS MAY CARRY eight items for their employer, instead of the usual five items.

•Mercenaries•

Wage: 100sp (2gp) per session
Base morale: 7

MERCENARIES MUST ONLY make a morale check the first time they are wounded in each combat scene. There are two types of mercenaries: archers and infantry.

Archers

ARCHERS HAVE THEIR OWN shortbow (1d6 damage) and arrows, have +2 to hit with ranged weapons, and +1 to damage rolls made with ranged weapons.

Infantry

INFANTRY HAVE THEIR OWN leather armor (AC 14) and sword (1d8 damage), have a +2 to hit with melee weapons, and have +1 to damage rolls made with melee weapons. Infantry have 2d8 hp instead of 1d8.

•Craftspeople•

Wage: 150sp (3gp) per session
Base morale: 4

CRAFTSPEOPLE are hired for their expertise in skills.

Craftsperson type (2d6)

2. Artificer (+2 Tinkering)
3. Cunning folk (+2 Sleight of hand)
4. Scribe (Read and write 1d4 local languages)
5. Healer (+2 First aid)
6. Sailor (+2 Seamanship)
7. Guide (+2 Survival)
8. Mountaineer (+2 Climbing)
9. Softpad (+2 Stealth)
10. Savant (+2 Search)
11. Sage (+2 Arcana)
12. Tinkerer (+2 Tinkering)

•Hiring retainers•

RETAINERS MAY ONLY BE HIRED in settlements. There are a few steps when an outcast wishes to hire a new retainer.

First, have the referee check how many total retainers will be available in the settlement.

Hamlet	1d4 - 1 available retainers
Small town	2d4 available retainers
Large town	2d6 available retainers
City	All types available, no roll required

Once the number of retainers has been determined, an outcast may spend one watch (four hours, p. 58) to contact one of them. At the end of the watch, the referee rolls 2d6 on the table to determine the type of retainer who responded to the request:

Retainer type (2d6)

2. Craftsperson - Roll on the Craftsperson list
3. Craftsperson - Roll on the Craftsperson list
4. Mercenary - Archer
5. Mercenary - Infantry
6. Laborer
7. Laborer
8. Laborer
9. Mercenary - Infantry
10. Mercenary - Archer
11. Craftsperson - Roll on the Craftsperson list
12. Craftsperson - Roll on the Craftsperson list



WHEN HIRING A RETAINER, an outcast may check **CHARISMA** to see how inspired the retainer is by their leadership. If the check is successful, the retainer is hired with additional morale of + 1d4. The referee rolls this die and keeps the retainer's morale secret from the players.

AVA WISHES TO HIRE a retainer in the small town of Greenbrook. The referee rolls 2d4 to see how many retainers are looking for work, with a result of 4. There are only 4 people available to hire in Greenbrook. Ava spends a watch contacting one of them. The referee rolls on the retainer type table, getting a 7. The retainer Ava gets in touch with is a laborer.

Ava's player is looking for a mercenary, so Ava spends another watch contacting retainers. There are now only 3 other retainers available in Greenbrook. The referee rolls again on the table and gets another 7! Ava isn't pleased and grumbles about this backwater place. She's spent two whole watches putting the word out, and now has to eat and sleep before trying again.

The next morning, with only 2 retainers remaining in Greenbrook, Ava spends another watch contacting retainers. The referee rolls on the table a third time, and gets a 9. Satisfied, Ava decides to hire this infantry mercenary. The two laborers will be available to hire when Ava returns to Greenbrook if she wishes.

Ava then rolls a Charisma check at +1 and gets a 6. The retainer is inspired by Ava's leadership! The referee secretly rolls 1d4 for a result of 2 and adds it to the newly hired mercenary's morale, giving him a total morale of 9, which the referee records secretly. This mercenary won't soon flee at the sight of danger.

AT THE BEGINNING of each session, the outcast may raise their retainer's salary by 10% to perform another **CHARISMA** check. If they succeed on this check, that retainer's morale is increased by 1 for as long as the raise is maintained.

If an outcast ever reduces their retainer's wages after previously giving them a raise, that retainer's morale drops by 1 for every 10sp of salary removed.

If the retainer's salary ever drops below market rate, the retainer abandons the party.

Playing the game

THE PLAYER DECIDES what their outcast does in the game. The referee decides when they need to roll, and what modifiers might apply to the situation. The referee cannot tell a player that their outcast can't do something (unless it's something that would be physically impossible), and players cannot tell the referee that they want to use a specific skill or ability to accomplish an action.

In *Outcast Silver Raiders*, players aren't supposed to say things like "I'm going to use Charisma to convince the town's strong man to let me inside the old locked church." Instead, in that situation, the player would describe what their outcast says to the town's strong man, and the referee would decide whether a roll is necessary.

This is to the player's benefit because the player will fail many rolls in *Outcast Silver Raiders*. A referee can adjust the intensity of the game by increasing the number of rolls a player will have to make.

The player's main skill in *Outcast Silver Raiders* will be in describing actions that result in situations where their outcasts have in-game advantages.

The referee's main mechanical skill in *Outcast Silver Raiders* will be in correctly tuning the number of dice rolls to be tense and exciting. Not too hard, not too easy.

There are three common types of player rolls in *Outcast Silver Raiders*: **CHECKS**, **SAVING THROWS**, and **ATTACK ROLLS**.

Checks

WHEN THE REFEREE asks a player to roll a check, that player rolls 1d6 and adds any relevant modifiers (commonly skill, ability score, or situational modifiers). The referee will say what those modifiers are, if any.

IF THE RESULT OF THE ROLL PLUS THE MODIFIERS IS 6 OR MORE, THE CHECK IS SUCCESSFUL. If, because of modifiers, it would be impossible for a character to succeed, they roll 2d6. If both dice are 6s, the character succeeds on the check. Otherwise, they fail.

If, because of modifiers, it would be impossible for a character to fail, they roll 2d6. If both dice are 1s, the character fails the check. Otherwise, they succeed.

Usually, only one person in the party may attempt a check to complete a specific action per watch. If a check may be attempted more or less frequently, the referee will let the party know.

Assistance

AT THE REFEREE'S DISCRETION, other party members may assist an outcast with a check. Usually only one additional outcast may assist with each check.

An assistance roll must be made before the outcast taking the main action makes their roll. To assist with a check, the assisting player makes a check themselves. If after all modifiers, they roll a 6 or higher, the outcast they are assisting adds a +1 modifier to their roll. If they roll a natural 1 however, the outcast they were attempting to assist adds a -1 modifier to their roll.

If the referee allows multiple outcasts to assist, each assistance roll adds an additional +1 or -1.

Opposed checks

IF THE REFEREE asks for an opposed check, each character involved in the contest rolls the same check, using their own respective modifiers. The character who rolls higher wins the check.

Skills

THERE ARE TEN SKILLS commonly used for checks:

1. Arcana
2. Climbing
3. First aid
4. Literacy
5. Seamanship
6. Search
7. Sleight of hand
8. Stealth
9. Survival
10. Tinkering

ARCANA measures knowledge concerning obscure and eldritch facts, stories, and lore.

CLIMBING measures training in ascending vertical or near-vertical surfaces, with or without the use of equipment.

FIRST AID measures training in treating wounds, insect bites, and diseases. First aid can be used to stabilize a character hovering near death, but cannot usually be used to directly heal damage.

LITERACY measures training in reading and writing. For each point an outcast has in Literacy, they know how to read and write one common language.

SEAMANSHIP measures training in sailing, the operation of ships and boats, and survival on the water.

SEARCH measures training in noticing clues and details that might escape an untrained eye.

SLEIGHT OF HAND measures training in manual nimbleness and visual misdirection, most often employed by pickpockets.

STEALTH measures how quietly and cautiously an outcast can move without being noticed.

SURVIVAL measures training in safely finding food, water, shelter, and directions when traveling outside of civilization.

TINKERING measures knowledge of mechanical items such as clocks, locks, traps, and water wheels.



Saving throws

SAVING THROWS ARE MADE when a character is trying to avoid or prevent a negative effect, such as being caught in a trap, being poisoned, or being affected by harmful magic.

The referee will tell a player when to make a saving throw. Players never choose to make a saving throw on their own.

When the referee asks a player to make a saving throw, the referee will always specify one of the six ability scores to accompany the saving throw. The player then rolls a ten-sided die (d10) and adds their saving throw modifier associated with that ability score.

IF THE RESULT OF THE 1D10 ROLL PLUS MODIFIERS IS 10 OR MORE, THE SAVING THROW IS SUCCESSFUL. If the player rolls a natural 10 before any modifiers, the test always succeeds. If the player rolls a natural 1 before any modifiers, the test always fails. This means that every character always has at least a 10% chance of success and a 10% chance of failure on every saving throw.

PLAYERS MAY **NOT** ASSIST each other with saving throws unless the referee says otherwise.

Combat rules

COMBAT IN *OUTCAST SILVER RAIDERS* is swift and deadly. A first-level outcast can easily be felled by a single blow from an irate farmer, so combat should be entered into cautiously, if at all.

A combat scene begins whenever any character attacks another character, or declares their intention to attack. A combat scene is finished when no more participants are actively fighting. Combat scenes are measured in **ROUNDS** during which each participant takes one **TURN**.

• Surprise •

ANY PARTICIPANTS IN A COMBAT SCENE who might be surprised must make a **WISDOM** save. If they fail, they cannot act during the first combat round.

• Initiative •

EACH COMBAT ROUND lasts for about ten seconds. Participants are assumed to be acting nearly simultaneously, but some characters will react faster than others. Initiative keeps track of this.

At the beginning of each combat scene, every participant rolls 1d10 and adds their initiative modifier. Starting with the participant whose result is highest, each participant acts in order of their initiative number. In the case of a tie, the participant with the higher **DEXTERITY** goes first, though Warriors win all initiative ties, regardless of **DEXTERITY**.

The initiative order stays the same until the combat scene is finished, unless otherwise noted.

Initiative may optionally be tracked with **cards**. These can be any set of uniquely numbered cards, like regular playing cards. If doing so, the referee deals each player one initiative card, plus a number of cards equal to their character's initiative modifier. Characters with a positive modifier keep the highest card they are dealt. Characters with a negative modifier keep the lowest card they are dealt. Warriors are dealt two extra cards and always keep

the highest card. Non-player characters (NPCs) are dealt cards after players, and in scenes with many participants, the referee can reshuffle discarded cards if needed for NPCs.

• Combat turns •

ON THEIR TURN in each combat round, an outcast can take one **MOVEMENT ACTION** and one **COMBAT ACTION**. These may be taken in any order, though the movement action may not be interrupted by the combat action or vice versa, meaning you cannot move 5 feet, attack, then move an additional 10 feet.

Free actions

CHARACTERS MAY ALSO take free actions in combat at the referee's discretion. Free actions take only about a second, and can be reasonably accomplished while in the heat of battle. Examples might include shouting a few words, dropping an object, or slapping a horse on its flank.

Attacks of opportunity

WHEN A CHARACTER IS LOCKED in melee combat with a foe but attempts to take some other action besides concentrating on that foe, the foe gets to attack them. This is an attack of opportunity.. There is no limit to the number of attacks of opportunity a character can make or be subject to during a round.

Mounted combat

WHEN RIDING A MOUNT IN COMBAT, the mounted character's movement is replaced by the mount's movement. The mounted character is immune to attacks of opportunity while mounted (though their mount may suffer attacks of opportunity as usual).

The rider may choose to give up their mount's movement and use their attack action in a round of combat to direct an attack by their mount (with hooves, teeth, claws, etc.).

Movement actions

ALL MOVEMENT ACTIONS provoke attacks of opportunity if taken while engaged in melee combat.

Aim

WHEN USING A RANGED WEAPON, a character may use their movement action to aim that weapon at a specific target, gaining a +2 bonus on their next attack roll with that weapon against that target.

If shooting into a melee (p. 50), aiming may instead be used to get a single re-roll on the target randomization roll.

Drop prone

A CHARACTER MAY USE their movement action to drop prone on the ground. Attacks against a prone character are -2 to hit with ranged weapons and +2 to hit with melee weapons.

Hold action

A CHARACTER MAY USE their movement action to specify a triggering event and hold their combat action until that event occurs. If the trigger does not occur before their next turn, their combat action is lost.

Move

A CHARACTER MAY USE their movement action to, well, move. Outcasts and most humans move 15 feet per move action (or 3 squares, if using a 5 foot battle grid).

Stand up

A CHARACTER SITTING OR LYING DOWN may spend their movement action to stand up.

Combat actions

OTHER SIMPLE ACTIONS not listed here may be taken as combat actions at the referee's discretion.

Attack

MANY COMBAT ACTIONS will be used to attack a foe. Attacking is described in detail on page 50.

ATTACKING WITH A RANGED WEAPON while in melee combat provokes attacks of opportunity.

Blood magic

A SORCERER MAY USE their combat action to manifest blood magic. Using blood magic while in melee combat provokes attacks of opportunity.

Disengage

A CHARACTER MAY USE their combat action to disengage from melee combat without provoking any attacks of opportunity from foes they are engaged with. This is usually used before using a move action to move away from those foes.

Draw a weapon

A CHARACTER MAY USE their combat action to draw a weapon, provided it is stored in an easily accessible spot. This provokes no attacks of opportunity.

Run

IF A CHARACTER USED their movement action to move, they may use their combat action to run, allowing them to move again at their normal combat movement speed. Characters may only run if they first used their movement action to move. Running provokes attacks of opportunity, just like regular movement.

Pick up an object

A CHARACTER MAY USE their combat action to pick up a nearby object. This provokes attacks of opportunity.

Throw an object

A CHARACTER MAY USE their combat action to throw a nearby object.

An object can be thrown a number of feet equal to the character's **STRENGTH** multiplied by 5.

If attempting to throw accurately, the character must make a **DEXTERITY** check. On a successful check, the object hits their chosen mark. On an unsuccessful check, the object lands in a random direction from the target, a number of feet from the target equal to 1d4 multiplied by 5.

Throwing an object provokes attacks of opportunity, unless the target of the throw is the foe that the throwing character is engaged in melee combat with.

·Attacking·

TO ATTACK SOMETHING, a player rolls 1d20 and adds their outcast's base attack bonus and any relevant modifiers. When making a melee attack, add the outcast's **STRENGTH** ability modifier to the attack roll. When making a ranged attack, add the outcast's **DEXTERITY** ability modifier to the attack roll.

IF THE RESULT OF THIS ROLL MEETS OR EXCEEDS THE TARGET'S ARMOR CLASS (AC), THE ATTACK HITS, AND THE PLAYER ROLLS DAMAGE.

Ranged weapons

EACH RANGED WEAPON has a range, measured in feet, or squares if using a 5 foot battle grid. An attack on a target beyond that range is made at -4 to hit, up to double the weapon's range. At more than double the weapon's range, the attack automatically misses.

Making a ranged weapon attack while engaged in melee combat provokes attacks of opportunity.

Given the nature of melee combat, when making a ranged attack into a melee, a ranged attacker picks their target randomly from the melee participants, with an equal chance of attacking any of them.

Critical hits

WHEN A PLAYER ROLLS A NATURAL 20 (meaning the die reads 20 with no modifiers), the attack automatically hits and does maximum damage, plus any associated bonuses.

·Damage·

TO DETERMINE DAMAGE, a player rolls dice as indicated in the weapon's profile and adds any relevant modifiers. When rolling damage for a melee attack, add the outcast's **STRENGTH** modifier to the damage roll. When rolling damage for a ranged attack, add the outcast's **DEXTERITY** modifier to the damage roll. The damage for an unarmed attack is 1 plus the outcast's **STRENGTH** modifier.

Shock damage

SOME WEAPONS deal shock damage. This damage is dealt to the target when an attack with the weapon misses. Modifiers do not affect how much shock damage is dealt.

On a critical miss, no shock damage is dealt.

Critical misses

WHEN A PLAYER ROLLS A NATURAL 1, the attack misses no matter what, and the attacker moves to the bottom of the initiative order on subsequent turns.

Wielding two weapons

IF A CHARACTER IS WIELDING two weapons and chooses to attack with both of them in a turn, the attack with the weapon in their main hand is at -4 to hit, the attack with the weapon in their off hand is at -8 to hit, and attacks with the off hand weapon have a maximum total bonus to hit of +1..

MORDRED HAS BEEN AMBUSHED by two Bone Field savages. Mordred is holding two clubs and wants to attack both savages. Her base attack bonus is +4, and she has a +1 Strength modifier, for a total melee attack bonus of +5. Her first attack will be at +1 to hit and her second will be at -3.

Non-lethal damage

IF A PLAYER WISHES to knock a foe unconscious rather than kill them, they may make a **DEXTERITY** check after a successful attack roll but before the damage roll. If the check is successful and the damage roll would reduce their target below 0 hit points, they instead reduce them to exactly 0 hit points and knock them unconscious. If they fail the check or do not reduce them below 0 hit point, they do the full amount of damage rolled to their target.

·Death·

WHEN AN ATTACK reduces an outcast to 0 hit points and there is damage remaining, the outcast dies immediately if the amount of leftover damage is at least equal to their maximum total hit points.

LAINA HAS 12 MAXIMUM HIT POINTS and has 4 hit points remaining after a brutal battle with a blood daemon. The blood daemon attacks her with its pain lash and the referee rolls a 15: a hit! The pain lash deals 2d8 + 2 damage. The referee rolls the dice and gets a 7 and an 8, +2, for a total of 17 damage. The first 4 damage reduces Laina to 0 hit points. There are 13 points of damage left over, more than Laina's maximum hit point total, so Laina dies instantly as the pain lash rips her body in half.

OTHERWISE, when they are reduced to 0 hit points, an outcast falls unconscious and is **hovering near death**.

WHEN A NON-PLAYER CHARACTER is reduced to 0 hit points, they die instantly (unless they were dealt non-lethal damage, as described on the previous page). Referee characters do not get to make death saves.

Death saves

WHEN HOVERING NEAR DEATH, an outcast can take no actions on their turn. Instead, their player must make a **CONSTITUTION** check. This is called a death save.

AFTER ONE SUCCESSFUL DEATH SAVE, THE OUTCAST STABILIZES. A stabilized outcast remains unconscious at 1 hit point, but no longer has to make death saves. They will awaken after at least a watch of rest.

AFTER THREE UNSUCCESSFUL DEATH SAVES, THE OUTCAST BLEEDS OUT AND DIES.

WHILE AN OUTCAST is hovering near death, all ranged attacks against them are at +4 to hit. Any melee attacks automatically hit.

An outcast hovering near death immediately fails a death save if they take damage. If that damage equals 4 or more, they are killed instantly.

A successful First aid check from an ally stabilizes an outcast hovering near death. An unsuccessful First aid check does nothing. It does not cause the target of the check to fail a death save.



Replacing fallen characters

WHEN A CHARACTER DIES or is otherwise removed from play, their player might want to keep playing the game with a new character. They may either roll up a brand new character, or start playing as the fallen character's heir (if they had one). No matter which option they pick, the party may choose to boost the new character's starting xp with a glorious remembrance.

New characters

A PLAYER MAY CREATE a brand new character. New characters start at 0 xp unless the party pays for a glorious remembrance.

Glorious remembrance

THE PARTY MAY PAY for a remembrance for their fallen comrade. A remembrance could take the form of a lavish funeral, a monument, a burning longboat sent down a river, or something similar. It takes at least 1 day per level of the fallen character to arrange a remembrance. For every 1sp spent on the funeral, the replacement character gains 1 xp, up to 25% of the fallen character's xp total.

Both heirs and new characters may benefit from glorious remembrances.

THE OWL, a level 3 Sorcerer with 3,450 xp, dies. Their player, Jerome, wants to create a new character. Before he does, the party pools their resources and spends 850 silver (the maximum they can spend is 862 silver, 25% of 3,450) on commissioning a statue of the noble Owl. Jerome's new character will start with 850 xp, well on their way to level 2.

Heirs

A CHARACTER MAY SPECIFY one of their retainers as their heir.

When they do so, they roll ability scores for their heir as described in Character Creation and note them down. These ability scores replace the standard scores of 10 that all retainers otherwise have. The character then must permanently increase the wage of their heir by 50sp (or 1gp) per session.

A character may only have one heir at a time. A character may not switch heirs unless their current heir dies or leaves their employment.

If a character dies, their heir takes their place in the party immediately and inherits all of their equipment. If the heir is the same class as the fallen character, they start with 50% of the xp total of the fallen character (rounded down). If they are a different class from the fallen character, they start with 25% of the fallen character's xp total.

This xp is added to any xp gained from glorious remembrance (see above).

ANNA, A LEVEL 4 Warrior, decides it's time she had an heir. She picks Maxwell, a mercenary in her employ, to be her heir. Up to this point, all of Maxwell's ability scores were 10, but Anna's player rolls up new ability scores and writes them down. Anna also starts paying Maxwell 50sp more per month.

When Anna dies a few sessions later with 7,720 xp, her player has a decision to make: will they play Maxwell as a Warrior and start with 3,860 xp (50%) at level 3, or will they play Maxwell as another class and start with only 1,930 xp (25%).



Adventuring rules

Ability score loss

WHEN GAME EFFECTS cause outcasts to reduce their ability scores, the main mechanical effect is the reduction of the associated modifiers, which can affect hit points, attack rolls, and checks. Unless otherwise stated, reduction of ability scores is healed at a rate of 1 per day of quiet bed rest.

If any of an outcast's ability scores ever permanently drops below 3, they are considered a fallen character and must be replaced (p. 52).

Armor class

ALL OUTCASTS START with an armor class of 12 plus their **DEXTERITY** modifier.

Breathing

A CHARACTER CAN HOLD THEIR BREATH for a number of minutes equal to 1 plus their **CONSTITUTION** modifier, with a minimum of 30 seconds. After a character has run out of breath, they must make a **CONSTITUTION** save every ten seconds at a cumulative -1 or fall unconscious and begin making death saves.

Falling

A CHARACTER TAKES 1d4 damage for every 10 feet they fall, up to a maximum of 20d4 for falling 200 feet or more.

Fire

WHENEVER A CHARACTER or flammable object is exposed to fire, there is a 1 in 4 chance each turn of exposure that they will catch ablaze.

Characters and objects that are ablaze will take 1d6 damage per turn until the fire is put out (by rolling on the ground, with liquid, with sand, etc.).

Foraging

A CHARACTER MAY SPEND A WATCH foraging by making a Survival check. Checks may be modified by the character's current environment at the referee's discretion. Each successful check can either reveal a source of fresh water or provide enough food for one character to eat for one day.

Healing

A CHARACTER RECOVERS 1 lost hit point each time they get a good night's sleep in a bed, bedroll, hammock, or other piece of equipment designed for sleeping. Sleeping on the ground or similar rough terrain provides no healing. In bad weather, an outcast needs shelter to get a good night's sleep. Shelter can be a tent, a cave, a ruin, or something else. The referee has final say on whether a given structure provides shelter from the weather. Note that these rules apply to retainers as well.

If a character's sleep is interrupted by combat or other excitement, they do not recover hit points that night. Taking a shift on watch does not interrupt this rest unless something happens during their watch or they use their watch to explore.

A character recovers 3 hit points for each full day they spend in bed rest.

Mapping

PLAYERS ARE RESPONSIBLE for drawing maps of interior locations in *Outcast Silver Raiders*. Instead of drawing perfectly accurate maps, it is recommended that players draw conceptual maps of places they explore. These are faster to draw, faster for the referee to communicate, and easier to understand. A conceptual map does not usually include exact measurements, and instead shows area descriptions, along with exits, connecting passages, etc.

Movement

IF A CHARACTER IS ENCUMBERED (p. 36), all their movement is halved.

In combat (p. 48), most characters move 15' (3 squares) as a movement action, and may double that movement by using their combat action to run.

Distance traveled

A NORMAL CHARACTER has a base movement speed of 8 miles per watch. If using 2 mile hexes, this translates to 4 hexes in a watch. However, this base speed is the fastest a character can move. In difficult terrain, the characters, their animals, and vehicles may move much slower.

TERRAIN	MODIFIER	MILES PER WATCH	MILES PER DAY	HEXES PER WATCH	HEXES PER DAY
Maintained roads	Full speed	8	24	4	12
Wilderness trails, plains, etc.	¾ speed	6	18	3	9
Hills, forests, deserts, etc.	½ speed	4	12	2	6
Jungles, swamps, mountains, etc.	¼ speed	2	6	1	3

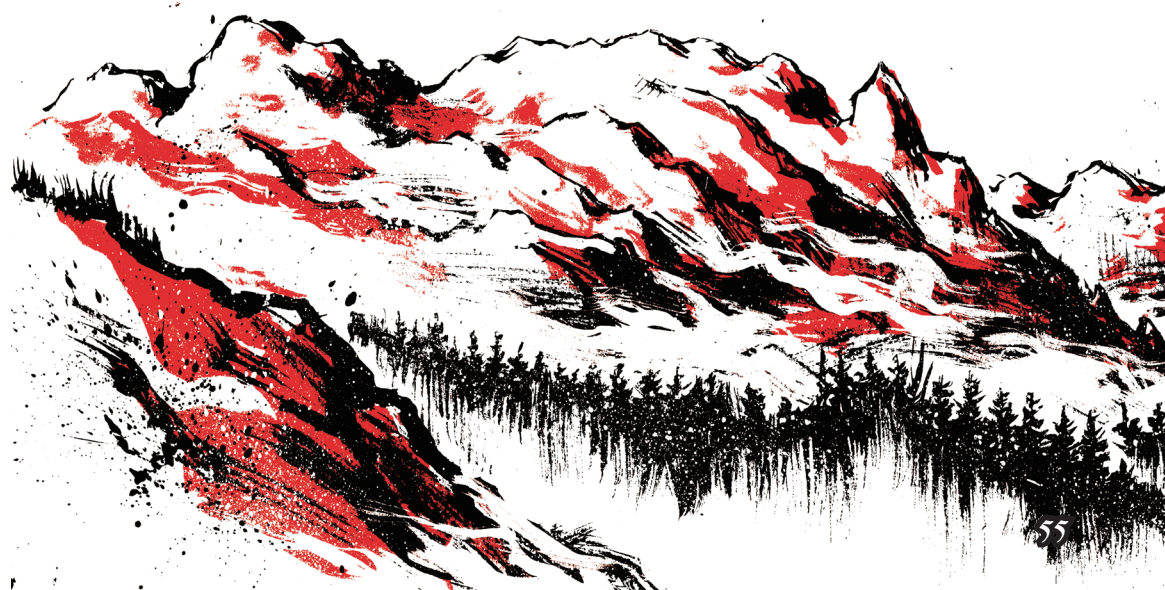
Exhaustion

A NORMAL CHARACTER can travel or explore for three watches in a day without getting exhausted.

If a character travels for more than three watches in a day, they must make a **CONSTITUTION** check. If they fail, they move at half speed for the fourth watch, and they must make two scarcity rolls the next time they eat and two scarcity rolls the next time they drink.

Running

A NORMAL CHARACTER can run at double their movement speed for a number of combat rounds equal to their **CONSTITUTION** score. After that, they must make a **CONSTITUTION** check to keep running. If they fail, they fall back to their regular movement speed.



·Navigation·

IF THERE IS A CHANCE that the party would get lost, the character guiding the party makes a Survival check. If the check is failed, the party is lost.

The exact effects of being lost are left to the referee, and likely vary with the terrain the players are traveling through. If the players are using a hex map, the suggested effect is that the players intend to travel to one hex, but travel to a different hex instead. This can be determined by assigning each connecting hex a number 1 through 6 (starting from the top and going clockwise), and rolling 1d6.

·Perceiving·

IN MOST SITUATIONS, the referee will make any checks on behalf of the characters for tasks involving perceiving, listening, and noticing things. This is to make it easier for the players to roleplay, as they would otherwise know that their characters *could* have noticed something if they hadn't failed the check.

If a character wants to proactively listen for something or notice something and it would not be covered by a Search check, they can make a **WISDOM** check at the referee's discretion. This will be quite rare, however, and players would do well not to constantly request these checks. Players can mostly rely on the referee to let them know if their characters notice things.

·Resting·

CHARACTERS MUST SLEEP an adequate amount in order to be at peak performance. Outcasts and their retainers must sleep at least eight hours per 24-hour day. If they do not get adequate sleep, they are at a -1 penalty to all rolls until they get a full 8 hours of sleep. This penalty is cumulative for each day in which a character does not get enough rest.

A character attempting to sleep without shelter in inclement weather or without a bed, bedroll, hammock, or other appropriate sleeping accommodations must make a **CONSTITUTION** saving throw. On a failure, they sleep poorly, and do not get adequate rest for the day.

·Riding·

UNLESS OTHERWISE NOTED, all outcasts know how to ride, and they do not need to make checks when riding a trained animal with a saddle. When riding an untrained animal, or a trained animal without a saddle, the referee may require a check or a saving throw to avoid being thrown each time the animal is mounted. The referee will decide whether retainers and other characters know how to ride, or if they will require checks to ride animals successfully.

The referee might require a check if a character attempts a difficult or dangerous riding maneuver such as jumping over an obstacle, riding quickly through driving rain, or pushing an animal to exhaustion in a race.

·Searching·

THE PARTY MAY SPEND A WATCH searching an area. The exact definition of an area is left up to the referee. In a dungeon this may be a single room or passage. In the wilderness this may be a clearing, or it may be an entire hex. The referee will let the players know based on what they are searching for.

If the players spend a watch searching, any obvious features of an area will be discovered without requiring a check.

If the party wishes to search the area faster or more thoroughly, one party member may use the Search skill, once per watch. The referee always makes this roll on behalf of the character so that the player does not know if the roll failed, or if there is just nothing to find. If searching a small area like a room or a clearing, using the Search skill only takes a few minutes. If searching a hex, the referee may decide that Searching takes an entire watch.

Regardless of how long it takes, when using the Search skill, a successful check will reveal any interesting or hidden features of the area.

The Search skill can only be used once per watch in an area. Once it has been used, the party must wait until the next watch before one of their number can search that area again. Different party members can, however, search different areas during a single watch provided there is enough time to do so.

·Seafaring·

SHIPS REQUIRE A CREW, a captain, and wind.

To calculate how far a boat travels in a day, take the base speed of the boat, multiply it by the current crew size multiplier, the multiplier from the Seamanship check result of the captain, and the sailing conditions.

Crew size

THE MINIMUM CREW on a boat is $\frac{1}{4}$ of its normal crew. With $\frac{1}{4}$ crew, a boat travels at $\frac{1}{4}$ speed. With $\frac{1}{2}$ crew it travels at $\frac{1}{2}$ speed, with $\frac{3}{4}$ crew it travels at $\frac{3}{4}$ speed, and with a full crew, it travels at full speed.

Captain

THE CAPTAIN OF A BOAT must make a Seamanship check each day of sailing. If they pass, the ship travels at full speed. If they fail, it travels at $\frac{1}{2}$ speed.

Sailing conditions (2d6)

EACH DAY, the referee rolls 2d6 to determine sailing conditions:

2	Dead wind	No movement
3	Low winds	$\frac{1}{4}$ speed
4	Calm winds	$\frac{1}{4}$ speed
5	Mild winds	$\frac{1}{4}$ speed
6 - 8	Normal winds	Normal speed
9	Favorable winds	1 $\frac{1}{2}$ speed
10	Strong winds	1 $\frac{1}{2}$ speed
11	Violent winds	2x speed (see note)
12	Dangerous winds	3x speed (see note)

SELENE IS CAPTAINING a medium sailing ship full of cargo bound for the Topaz Protectorate. The ship has only 30 sailors on board as its crew, meaning it is at $\frac{1}{4}$ crew complement. Selene's player rolls her Seamanship check and gets a 6, a passing roll. The referee rolls for wind and gets a 5, meaning mild winds, and $\frac{1}{4}$ speed today.

The ship's base speed is 32 miles per day. Multiplied by the under strength crew ($\frac{1}{4}$), Selene's strong captaining skills (1), and the mild winds ($\frac{1}{4}$), the ship only travels 18 miles this day.

Violent winds

IN VIOLENT WINDS, a captain can choose to tie up the lines and ride out the storm, or keep sailing. If the captain chooses to keep sailing, they must succeed on a Seamanship check each watch or their vessel suffers 1d4 x 5 damage.

Each watch, the referee rolls a die. On a 6, the weather changes, and the referee re-rolls on the sailing conditions table.

Dangerous winds

IN DANGEROUS WINDS, a captain can choose to tie up the lines and ride out the storm, or keep sailing. If the captain chooses to keep sailing, they must succeed on a Seamanship check each watch or their vessel suffers 1d6 x 5 damage.

Each watch, the referee rolls a die. On a 5 or 6, the weather changes, and the referee re-rolls on the sailing conditions table.

Taking damage

ALL DAMAGE TAKEN by a ship is reduced by its damage threshold (which is 8 for wooden vessels, see *Referee's Compendium* p. 39).

Each time a ship takes weather damage, at the referee's discretion, each person above decks must pass a saving throw (with the exact modifiers decided by the referee) or be thrown overboard.

A damaged ship has an additional $\frac{1}{2}$ multiplier to its speed.

When a ship has been reduced to 0 hit points, it begins to sink and will sink within 10 minutes.

Repairing damage

EACH CREW MEMBER spending a day repairing the ship restores 1 point of damage, as long as there are supplies available to do so. This is doubled if the ship is being repaired on dry land.

•Starvation•

A CHARACTER MUST CONSUME RATIONS once per day, or face starvation. A starving character temporarily loses 1 point of **CONSTITUTION** for each day they haven't eaten. Additionally, a starving character must pass a **CONSTITUTION** check each day. If they fail, they lose 2 hit points and all their rolls are at -1.

A starving character who is reduced to 2 **CONSTITUTION** can take no actions and will die in one day unless they are given food.

A starving character does not recover hit points from resting. If a character is reduced to 0 hit points, they face death (p. 51).

Once a starving character has access to food, their **CONSTITUTION** recovers at a rate of 1d3 per day of eating, they no longer have to make **CONSTITUTION** checks, and they can start recovering hit points through rest.

•Swimming•

CHARACTERS ARE ASSUMED to know how to swim, and move at half speed while doing so. If they are encumbered or are wearing metal armor, they must make a **STRENGTH** check every turn they swim. If they fail, they stop making any forward progress, sink, and begin drowning (see Breathing, p. 54).

•Thirst•

A CHARACTER MUST CONSUME WATER once per day or face dehydration. A dehydrated character temporarily loses 4 points of **CONSTITUTION** for each day they haven't drunk. Additionally, a dehydrated character must pass a **CONSTITUTION** check each day. If they fail they lose 3 hit points and all their rolls are at -3.

A dehydrated character who is reduced to 2 **CONSTITUTION** can take no actions and will die in one watch unless they are given water. A dehydrated character does not recover hit points from resting.

Once a dehydrated character has access to water, their **CONSTITUTION** recovers at a rate of 6 per day that they have access to water, they no longer have to make **CONSTITUTION** checks, and they can start recovering hit points through rest.

•Time•

OUTCAST SILVER RAIDERS MEASURES TIME in combat rounds, minutes, turns, hours, watches, and days.

There are ten seconds in a **COMBAT ROUND**, six combat rounds in a **MINUTE**, ten minutes to a **TURN**, six turns to an **HOURL**, four hours to a **WATCH**, and six watches to a **DAY**.

The referee decides how and when different units of time are tracked, but watches should always be tracked. It is recommended that watches be shown on the playing surface using poker chips, dice, or another similar physical tracking mechanism.

•Vision•

CHARACTERS REQUIRE LIGHT TO SEE. Candles cast light in a circle 15 feet in diameter. Torches cast light in a circle 30 feet in diameter. Lanterns cast light in a circle 60 feet in diameter. If the environment is otherwise dark, characters will not be able to see past the area illuminated by their light.

Navigating unknown terrain safely in utter darkness takes three times as long. In a combat turn this means that characters can move 5' safely. Moving faster will require saving throws to avoid tripping, falling over, and potentially becoming injured.

If navigating through previously mapped terrain in utter darkness, the referee should take away the map from the game table until light is restored. One character in the party may make an **INTELLIGENCE** check once every real-world fifteen minutes, or once per in-game watch (whichever is longer) to recall the terrain. If this check is successful, that character's player may look at the map for 5 seconds.

Fighting in utter darkness is nearly impossible, and characters fighting by sound and feel alone make attacks at -12 to hit. A natural 20 will still always be a hit, but will not automatically deal maximum damage.

It is up to the referee to judge how far a character can see in different types of terrain under normal conditions. With no hills, trees, obstacles, or weather, a character can make out the basics of terrain from up to two miles away. Light rain reduces that distance to one mile. Heavy rain or fog reduces that distance further.

Elevation increases the distance a character can see. From a high vantage point, such as the top of a tower or a mountain, a character can see up to around thirty miles on a clear day. Light rain reduces this distance to ten miles, heavy rain to two miles, and fog to 500 feet.

Note that the further away a character is, the less detail they will be able to make out. Beyond two miles, no matter how high up a character is, it is unlikely they will be able to make out more than basic features of the landscape.

CONDITIONS	NORMAL VISIBILITY	ELEVATED VISIBILITY
Clear	2 miles	30 miles
Light precipitation	1 mile	10 miles
Heavy precipitation	500 feet	2 miles
Fog	100 feet	500 feet

•Weather•

AT THE BEGINNING OF EACH DAY, the referee may roll 2d6 on the table below to check the weather.

On a result of 2-7, the weather is normal. There may be a light drizzle or clouds, but nothing that affects gameplay or inconveniences the outcasts.

On a result of 8 or higher, inclement weather that affects gameplay. Note that this may require the party to seek shelter to get a good night's rest (p. 56). It may also interact with sailing conditions (p. 57).

Weather (2d6)

2-7. No inclement weather.

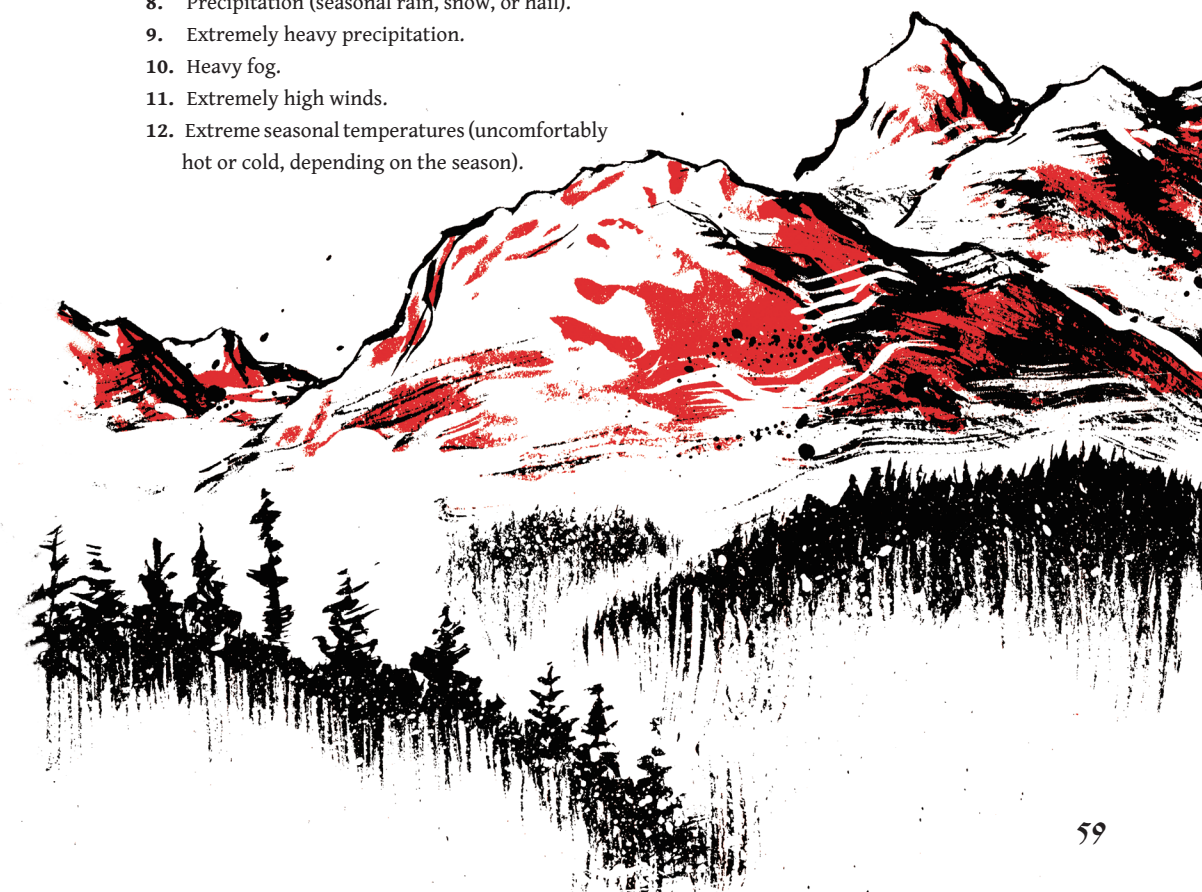
8. Precipitation (seasonal rain, snow, or hail).

9. Extremely heavy precipitation.

10. Heavy fog.

11. Extremely high winds.

12. Extreme seasonal temperatures (uncomfortably hot or cold, depending on the season).





Outcast Silver Raiders

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INSPIRATIONAL ACKNOWLEDGMENTS

Outcast Silver Raiders takes some mechanical inspiration from many roleplaying games. I've read and played so many great games over the years, it would be hard to pinpoint where all the different ideas came. That being said, there are some specific mechanics that I can map to a few specific works. They are, in alphabetical order:

- ♦ **The Black Hack** by David Black.
- ♦ **The Dark of Hot Springs Island** by Jacob Hurst, Gabriel Hernandez, Evan Peterson, and Donnie Garcia.
- ♦ **Lamentations of the Flame Princess** by James Edward Raggi IV.
- ♦ **Old School Essentials** by Gavin Norman.
- ♦ **Silent Titans** by Patrick Stuart.

These great games are worth your time and money. They inspired me, they've entertained me and my friends, and they will inspire you.

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thank you
Terry

for being the love of my life
for providing endless support
for believing in me

Animal	Cost (sp)	Notes
Dog (trained)	50	AC 14, 1d6 hp +3 to hit at 1d4 damage, Morale 6 Can be ordered to attack, though referee may make a morale check
Horse	2,000	AC 12, 3d8 hp, +2 to hit at 1d10+2 damage, Morale 6, Move 30' [6 squares] Carried goods must be stored in saddlebags Base 48 miles per day with a rider and up to 2 saddlebags Base 24 miles per day with a rider and up to 4 saddlebags
Livestock	100	Cows, goats, sheep, etc. AC 6, 1d8 hp, -4 to hit at 1d4 damage, Morale 3
Mule	500	AC 10, 3d8 hp, +0 to hit at 1d8+2 damage, Morale 5, Move 20' [4 squares] Carried goods must be stored in saddlebags Base 24 miles per day with a rider and up to 2 saddlebags Base 24 miles per day with no rider and up to 4 saddlebags Base 16 miles per day with no rider and up to 6 saddlebags

Vehicle	Cost (sp)	Notes
Cart	500	Base speed: 24 miles per day, requires a horse or mule 100 item slots Max 5 passengers
Wagon	2,000	Base speed: 24 miles per day, requires a horse or mule 100 item slots per horse or mule (max 6 animals) Max 12 passengers
Rowboat	1,000	8 miles per day with two oarsmen, 12 miles per day with 4 oarsmen 200 item slots Max 8 total passengers (including crew)
Longboat	50,000	24 miles per day with 16 oarsmen, 32 miles per day with 30 oarsmen 2,000 item slots Max 40 total passengers (including crew)
Tiny sailing vessel	5,000	Base speed: 16 miles per day with 1 crew 200 item slots Max 4 total passengers (including crew)
Small sailing vessel	10,000	Base speed: 24 miles per day with 8 crew 800 item slots Max 12 total passengers (including crew)
Medium sailing vessel	100,000	Base speed: 32 miles per day with 40 crew 5,000 item slots Max 120 total passengers (including crew)
Large sailing vessel	200,000	Base speed: 40 miles per day with 80 crew 10,000 item slots Max 240 total passengers (including crew)

Container	Cost (sp)	Slots	Notes
Backpack	30	1	Adds 4 item slots (may only hold one per outcast) -2 to any checks involving quiet or stealth while wearing
Barrel	70	*	Adds ~10 item slots (depending on items) * A character carrying this is automatically encumbered
Chest	150	*	Adds ~15 item slots (depending on items) Can be locked * A character carrying this is automatically encumbered
Pouch	10	1	Required for bundling coins, stones, etc. 100 coins fit in one pouch
Saddlebag	75	3	When carried by a mount, adds 10 slots and uses no slots Adds no slots when carried by a human

<i>Food or Lodging</i>	<i>Cost (sp)</i>	<i>Slots</i>	<i>Notes</i>
Animal feed	20	1	1d6 scarcity check per day
Night at inn, normal	5	n/a	
Night at inn, opulent	10	n/a	
Rations	10	1	1d4 scarcity check per day whether they are eaten or not
Rations, preserved	20	1	1d8 scarcity check per day
Tavern drink	3	n/a	Each alcoholic drink reduces CON and WIS by 1 for one hour
Tavern meal	5	n/a	Fulfills hunger for one day for one person
Tavern opulent meal	15	n/a	Fulfills hunger for one day for one person
Waterskin	10	1	1d8 scarcity check per day Filled back to 1d8 for free at a clean water source
<i>Item</i>	<i>Cost (sp)</i>	<i>Slots</i>	<i>Notes</i>
Bedroll	20	1	Allows restful sleep outdoors (see page 56)
Candles (bundle)	5	1	Lights a 15' circle 1d6 scarcity check per watch
Chain, per foot	10	*	* Can be bundled, up to 10 feet per slot
Clothing, elaborate	200	1 / 0	Takes up no item slots when worn
Clothing, normal	50	1 / 0	Takes up no item slots when worn
Clothing, rough	10	1 / 0	Takes up no item slots when worn
Climbing kit	100	1	Includes pitons, wedges, tar, grappling hook, etc. Gives +1 to Climbing checks 1d6 scarcity check per use
Crowbar	20	1	If used as a weapon, -4 to hit, 1d6 damage
Fishing gear	20	1	+1 to checks involving fishing, 1d8 scarcity check per use
Lantern	50	1	Lights a 60' circle, but requires lantern oil
Lantern oil	10	1	1d8 scarcity check per watch
Lock and key	100	1	Can be used to secure doors, chests, etc.
Mirror	300	1	Hand-sized
Miner's pick or shovel	50	1	If used as a weapon, -4 to hit, 1d6 damage
Musical instrument	75	1-2	Slots used depends on specific instrument
Paper, sheet	5	1*	* Up to 100 sheets may be bundled in a sheaf
Pilgrim's case	20	1	Includes tinder set, mug, plate, cutlery, small pot, fire grate Required to light flames and prepare rations
Riding gear	250	3 / 0	+1 to riding checks; uses 0 slots on a mount
Rope, 50'	30	1	
Tent, camping	150	2	Provides shelter for up to 4 people
Tent, pavilion	500	4	Provides shelter for up to 10 people
Tinkering kit	200	1	Includes picks, files, wire, clippers, etc. +1 to tinkering checks 1d8 scarcity check per use
Torches, bundle	10	1	Lights a 30' circle 1d6 scarcity check per watch
Writing case	10	1	Contains pens, ink, nibs, a blotter, etc. 1d10 scarcity check per use

Outcast Silver Raiders is a blood-drenched occult medieval roleplaying game in the old school tradition.

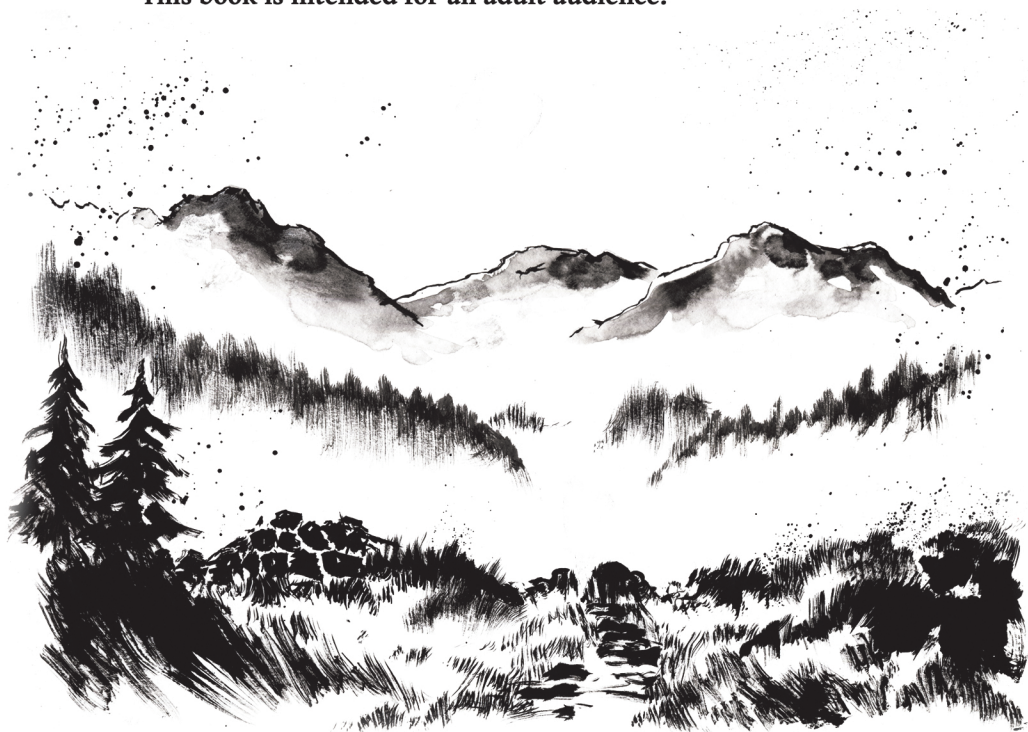
Players portray brutal warriors, clever rogues, and conniving sorcerers who reject the barbaric theocracy of medieval society to seek fortune and glory beyond the reach of lords or God.

Explore medieval Europe as seen through a dreadful mirror.

Perform forbidden rituals. Feed your blood to dæmons in exchange for eldritch power. Spill the guts of your foes over cracked altars, and howl loud to heaven for a forgiveness that will never be granted to your wretched, abominable soul.

This Player's Guide contains instructions for creating outcast characters, as well as all the basic rules of the game.

This book is intended for an adult audience.



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