

# OED Book of War: Hero Specifications

This document provides detailed statistics for the Heroes appearing in the *Book of War* game; use these in case of "Special Combat" at the normal FRPG scale (BOW p. 14). Statistics have been constructed under terms of the OED House Rules. Text within boxed paragraphs below are indicated as Open Game Content; other text is not, and where Trademarks appear, no compatibility or co-adaptability is intended or implied (it is intended for scholarship and research only).

## Knights

**Knight Renown** (Human Ftr10): AC -2, MV 9" (12" on horse), hp 62, Atk 1 (+13), Dam 1d8+3; Str 16, Dex 16, Con 16.

*Gear:* Plate mail +1, shield +1, sword +1, lance, mace, helmet, heavy warhorse (barding), light riding horse.

*Feats:* Great Cleave, Mounted Combat.

**Knight Commander** (Human Ftr15): AC -4, MV 9" (12" on horse), hp 77, Atk 2 (+19), Dam 1d8+4; Str 18, Dex 18, Con 18.

*Gear:* Plate mail +2, shield +2, sword +2, lance, mace, helmet, heavy warhorse (barding), light riding horse.

*Feats:* Great Cleave, Mounted Combat, Rapid Strike.

**Knight Exemplar** (Human Ftr20): AC -7, MV 9" (12" on horse), hp 101, Atk 2 (+27), Dam 1d8+8; Str 20, Dex 20, Con 20.

*Gear:* Plate mail +3, shield +3, sword +3, lance, mace, helmet, heavy warhorse (barding), light riding horse.

*Feats:* Great Cleave, Mounted Combat, Rapid Strike, Weapon Specialization (sword), Iron Will.

## Barbarians

**Barbarian Lord** (Human Ftr12/Thf8): AC 0, MV 12", hp 68, Atk 2 (+16), Dam 1d8+5; Str 18, Dex 18, Con 18.

*Gear:* Chain mail +1, shield +1, sword +1, longbow +1, battle axe, dagger, helmet.

*Feats:* Weapon Specialization (sword), Rapid Strike, Great Fortitude.

**Barbarian King** (Human Ftr16/Thf12): AC -3, MV 12", hp 89, Atk 2 (+22), Dam 1d8+7; Str 20, Dex 20, Con 20.

*Gear:* Chain mail +2, shield +2, sword +2, longbow +2, battle axe +2, dagger, helmet.

*Feats:* Weapon Specialization (sword), Rapid Strike, Great Fortitude, Iron Will.

## Sources for Knights

Based on AD&D *Deities & Demigods*, Arthurian Legends entries (p. 17-21); specific examples shown below. Stats show physical abilities only (Str, Dex, Con). Movement above accounts for Strength and encumbrance. Note some conversions necessary.

### Knights Renown (Ftr10, AC 0, hp 62, Atk 3/2, stats 15)

1. Garlon (Ftr13): AC -3, hp 80, Atk 1, stats 15-17, invisible.
2. Pellinore (Ftr12): AC -2, hp 65, Atk 1, stats 18.
3. Miscellany (Ftr8-10): AC 3 to -2, hp 60+, Atk 3/2, stats avg 15.

### Knight Commanders (Ftr15, AC -2, hp 107, Atk 2, stats ~18)

1. Arthur (Pal14/Brd5): AC 0, hp 123, Atk 2, stats 16-18, +5 lawful good sword of sharpness.
2. Bernlad (Ftr14): AC spec., hp 99, Atk 2, stats 13-18, +3 axe, invul. armor.
3. Gareth (Ftr17): AC -2, hp 105, Atk 2, stats 18.
4. Gawaine (Ftr17): AC -2, hp 112, Atk 2, stats 18, Str varies 19-21, +2 sword.
5. Lamorak (Ftr15): AC -2, hp 99, Atk 1, stats 18.
6. Palomides (Ftr16/Mnk3/Brd3): AC 2, hp 93, Atk 2, stats 17-18, chain mail, composite bow.
7. Tristram (Ftr17): AC -3, hp 120, Atk 2, stats 18-19.

### Knights Exemplar (Pal20, AC -4, hp 130, Atk 3, stats 18+)

1. Galahad (Pal20): AC -4, hp 120, Atk 3, stats all 18(00).
2. Lancelot (Pal20): AC -3, hp 141, Atk 2, stats all 18-19.

## Sources for Barbarians

Based on AD&D Sorcerer's Scroll writeup of Conan (Dragon #36, April 1980, p. 10-11). Again, only statistics for physical abilities shown. Movement above still accounts for Strength and encumbrance; we assume chain & shield minimum in mass battle (see stories such as "Black Colossus" and "Gods of the North").

**Conan at Age 25** (Human Ftr12/Thf8): AC bonus +6, MV 21", hp 132, Atk 5/2, Dam bonus +6; Str 18/00, Dex 20, Con 18.

*Gear:* Armor varies; use any swords, axes, bows, dagger, spear.

*Feats:* Lots of special abilities.

**Conan at Age 30** (Human Ftr16/Thf12): AC bonus +5, MV 21", hp 143, Atk 3/1, Dam bonus +7; Str 19, Dex 19, Con 18.

*Gear:* Armor varies; use any swords, axes, bows, dagger, spear, javelin.

*Feats:* Lots of special abilities.

**Conan at Age 40** (Human Ftr24/Thf12): AC bonus +5, MV 18", hp 167, Atk 3/1, Dam bonus +6; Str 18/00, Dex 19, Con 18.

*Gear:* Armor varies; use any swords, axes, bows, dagger, spears, lance, etc.

*Feats:* Lots of special abilities.

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