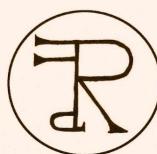


POCKET-SIZE FANTASY



BY RICHARD SEMBERA



FURIOUS RABBIT PRODUCTIONS

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POCKET-SIZE FANTASY

OVERVIEW

POCKET-SIZE FANTASY is an implementation of the 3F's principle of game design: it is *Fast*, *Fun*, and *Flexible* (hopefully, at any rate!). The adjectival phrase “pocket-size” refers both to the compactness of the rules set and to the paperback format in which classics of the emulated genre are usually published; the noun “fantasy” refers of course to the genre itself.

Here's how it works:

Every character in **POCKET-SIZE FANTASY** is defined by four *active abilities*: Talent (TL), Strength (ST), Power (PW), and Health (HT).

Talent represents a combination of dexterity, training, and luck; *Strength* represents physical prowess, sheer brawn, and proficiency in combat; *Power* represents the ability to use magic; and *Health* represents stamina, endurance, and well-being.

From the four active abilities, four *passive abilities* are derived: Competence (COM) = TL + 7; Defence (DEF) = ST + 7; Resistance (RES) = PW + 7; and Hit Points (HPT) = HT + a species-based modifier.

Competence represents the ability to outdo someone else when challenged to a test of skill; *Defence* represents the ability to avoid damage in combat; *Resistance* represents the ability to shrug off the effects of magic; and *Hit Points* are an abstract representation of how much physical punishment you can endure before succumbing.

Active abilities indicate a character's chance of success when getting something done. Passive abilities indicate a character's chance of successfully resisting something.

The basic game mechanic in **POCKET-SIZE FANTASY** is the *ability test*, of which there are two forms: *unopposed ability tests* and *opposed ability tests*. *Unopposed* ability tests are used when the outcome depends on you alone, i.e. the attempted action is not being opposed by another character. *Opposed* ability tests are used (unsurprisingly) when success depends on overcoming someone else's opposition.

All ability tests, whether opposed or unopposed, involve rolling 2 six-sided dice (polyhedral dice are not used in **POCKET-SIZE FANTASY**), and all 6's rolled are treated as *expanding*. Whenever a 6 is rolled, replace that die with the result of two more dice (i.e. don't count the original 6, only the result of the two replacement dice). Continue this procedure until no 6's are rolled, then add up the total of all the dice. When this works in your favour, you can say that it represents “heroic effort”; when it works against you, you can say it represents the “hand of fate.”

In the case of an unopposed ability test, 2 dice are rolled, any 6's are expanded, and the total is compared to an active ability score. If the result of

the dice is *less than or equal to* the ability score in question, success is indicated. The tested ability depends on the action; for example: test Talent to dodge a falling object; test Strength to bash open a locked door or treasure chest; a Magic-User would test Power to detect magic or identify a common magic item; and test Health to avoid or mitigate injury through poison, sickness, or disease.

The referee or *Fantasy Master* (FM) might apply modifiers to unopposed ability tests depending on the circumstances, e.g. -2 in the case of dodging a particularly large falling object. This means that you would treat your Talent as being 2 points less than it actually is for the purposes of that particular test.

In the case of an opposed ability test, 2 dice are rolled, any 6's are expanded, the total is added to one of the challenging opponent's active ability scores, and the result is compared with the resisting opponent's corresponding passive ability score. If the former *equals or exceeds* the latter, success is indicated.

The most common opposed ability tests involve an attacker's Strength versus a defender's Defence (to hit in combat) and a Magic-User's Power versus a defender's Resistance (to hit with a spell). Opposed Talent tests versus Competence are also frequently used, e.g. to see whether a character succeeds in picking a prospective mark's pocket.

Each newly-created character begins as a member of a certain *species*: Human, Dwarf, Halfling, Elf, or Half-Elf. Species has an influence on the numerical value of the character's active and passive abilities, initial skills (see below), and financial status.

Each character also begins with 2 advantages, or 3 advantages and one randomly determined disadvantage. An *advantage* is a special power that works in your favour; a *disadvantage* is a complication that makes your life harder. This helps to round off character concepts and to make characters more unique.

Finally, the **POCKET-SIZE FANTASY** rules set includes three types of skills: regular skills, combat skills, and magic skills. *Regular skills* increase your Talent when making both opposed and unopposed Talent tests; *combat skills* increase your Strength when attacking with particular types of ranged or melee weapons; and *magic skills* increase your Power when making unopposed and opposed Power tests to determine the success of a spell.

That's all you really need to know to play. The rest is just frosting on the cake. Enjoy!



ABILITY SCORE GENERATION

Character creation begins with the four active abilities. Choose one of the following sets of numbers:

INITIAL ABILITY SCORES

Set Ability Scores*

1	5, 5, 5, 5
2	6, 5, 5, 4
3	6, 6, 4, 4
4	6, 6, 5, 3
5	6, 6, 6, 2

* These scores are generated by distributing 20 points along the 4 abilities as desired, with the constraint that no ability can be greater than 6.

Take the four numbers and assign each of them as you please to Talent, Strength, Power, and Health.

At the FM's discretion, some limited randomness may be introduced into the process: roll 1 die (re-roll any 6's); the result indicates the set of scores at the player's disposal.

SPECIES DESCRIPTIONS

Five species are described in the core rules set of **POCKET-SIZE FANTASY**. Their active ability score adjustments as well as their starting Wealth scores (WLT) are summarized in the following table.

SPECIES SUMMARY

Species	TL	ST	PW	HT	HPT	WLT
Human	+1	+1	+1	-	+6	5
Dwarf	-	+2	-	+1	+6	4
Halfling	+2	-	-	+2	+5	3
Elf	+2	-	+2	-	+5	5
Half-Elf	+2	+1	-	-	+6	4

Humans are humans as we currently know them from our own experience. They are well-rounded and relatively unrestricted in their choice of initial advantages. Humans begin with +1 in any 4 of the following regular skills: Boat, Drive, Game, Ride, Sail, Swim, and Trade.

Dwarves are squat and thickly-muscled, tending to be about 12" shorter and 20 lbs. heavier than humans on average. Typical lifespans range from 100–150 years. They are experts in engineering and are able to perceive slopes, traps, hidden mechanisms, and unusual constructions underground if they

succeed in an unopposed Talent test. They must take Heat Vision as one of their initial advantages. Dwarves begin with +1 in each of the following regular skills: Appraise, Break, Mend, and Work.

Halflings resemble short, heavyset humans, averaging around 4' in height and about 120 lbs. in weight. They live from about 100–120 years. In the outdoors, they can vanish into the greenery by succeeding in an unopposed Talent test. To use this power, they cannot be in plain view and must remain stationary. They must take Night Vision as one of their initial advantages. Halflings begin with +1 in each of the following regular skills: Hide, Hear, Peer, and Sneak.

Elves tend to be thin and slender, and are shorter and lighter than the human average (5', 120 lbs.). They live longer than humans, about 150–200 years. They are intellectual and cultured, with a natural interest in other species and an affinity for magic. Because of these traits, if they succeed in an unopposed Talent test, they can understand unfamiliar cultures, i.e. intuitively understand their customs and mores, but not speak and understand their languages. They must take Night Vision as one of their initial advantages. Elves begin with +1 in each of the following regular skills: Know, Chant, Speak, and Talk.

Half-Elves result from mixed unions between Humans and Elves. They are roughly human-sized, but have the more refined features of Elves. They live for about 80–90 years on average. They tend to be outsiders and wanderers, and as a result develop a great interest in and knowledge of other cultures. They are able to understand and make themselves understood by speakers of unfamiliar languages if they succeed in an unopposed Talent test. Like Elves, they must take Night Vision as one of their initial advantages. Half-Elves begin with +1 in each of the following regular skills: Climb, Find, Seek, and Walk.

ADVANTAGES AND DISADVANTAGES

Every newly-created character starts with 2 advantages, or 3 advantages and one *randomly determined* disadvantage. Note the restrictions identified in the species descriptions above; also note that humans cannot select the Night Vision or Heat Vision advantages.

For random determination of disadvantages, use the following procedure: roll 1 die; if the result is even, count 0; if odd, count 12. Roll another die: if the result is even, add 0; if odd, add 6 to the result of the previous roll. Finally, roll 1 die and add to the previous two results. The total will be a number from 1–24 with equal probabilities of each.

If the result of the random die roll indicates a disadvantage that is the opposite of an advantage (see the list of disadvantages below), you should reroll for a different disadvantage.

It is possible to acquire most advantages later in the game; you can also buy off (eliminate) most disadvantages, making their effects disappear. Buying a new advantage or buying off a disadvantage later in the game costs 5 *experience points* (XP); see EXPERIENCE AND TREASURE below.

Advantages that can only be acquired during the character creation process are marked with a * in the list. As well, disadvantages that can never be bought off with XP are also marked with a *.

ADVANTAGES

- 1. Archer.** You have a bonus of +2 to damage when using ranged weapons.
- 2. Charismatic.** You have a bonus of +2 to reaction checks (see the EN-COUNTERS section for more details).
- 3. Druid.** You have an affinity with nature. If you pass a successful unopposed Talent test, you can grasp the meaning and significance of natural phenomena, predict weather for up to 3 days in advance, and you can understand the natural speech of animals and plants well enough to gain useful information from them. You also have a bonus of +2 to reaction checks when interacting with animals. You must remain vegetarian or else lose this ability for 1–6 weeks for each infraction.
- 4. Engineer.** You have a +2 bonus to Talent when making ability tests to resolve indoor situations that involve opening locks, finding and disarming traps, detecting unusual feats of engineering (e.g. secret doors, sloping passages), and determining the nature and use of indoor constructions.
- 5. Exorcist.** You have religious training that permits you to keep Undead creatures at bay. If you pass an opposed Power test, the creature is immobilized. You can only try once per Undead creature per encounter. The effect is immediately cancelled if you or your allies corner or attack the immobilized creature. The effect wears off in 24 hours.
- 6. Favoured.** You are favoured by a particular deity and can call upon it for divine intervention once per game session. The exact effects are up to the FM, who may require that you pass an unopposed Talent or Power test, depending on the nature of the deity. This advantage typically requires adherence to some code of conduct; breaches of this code may be punished by temporary or permanent loss of this power, cursing (i.e. the gaining of a disadvantage), or worse, depending on the nature of the deity and the severity of the transgression.
- 7. Fighter.** You have a bonus of +2 to damage when using melee weapons.
- 8. Healer.** If you succeed in an unopposed Talent test, you can restore 1 die's worth of Hit Points to a wounded character. You can try once per character after every battle or after every incident that results in a loss of Hit Points.
- 9. Healthy.** You have a bonus of +2 to your Health score when making tests to avoid or mitigate injury through poison, sickness, or disease; you also have a bonus of +2 when making survival tests (see the COMBAT section below).

10. Heat Vision.* You can see heat sources up to a distance of 60', allowing you to see indoors in complete darkness. Any source of artificial light prevents the use of this ability. This advantage is only available to species other than humans.

11. Learned.* You have a bonus of +4 to your initial XP for purposes of gaining initial combat, regular, and magic skills.

12. Lucky.* You automatically succeed when you roll double 5's or 6's on any unopposed ability test and when you roll double 1's or 2's on any opposed ability test.

13. Magic Resistant.* You have a bonus of +2 to your Resistance score.

14. Magic-User. Permits you to learn magic skills. You can also detect magic within a range of 60' and identify and operate common magic items by passing an unopposed Power test. However, you cannot cast spells unless your hands are free (i.e. not while carrying a shield), and you are restricted to leather armour, or magical armour that isn't heavier than 1 item.

15. Night Vision.* You can see in the ultra-violet spectrum up to a distance of 60', allowing you to see outdoors despite complete darkness. Any source of artificial light prevents the use of this ability. This advantage is only available to species other than humans.

16. Nimble. You have a bonus of +2 to your Competence score.

17. Quick. You have a bonus of +1 to your Defence score as well as a +1 bonus to Talent on any test that involves agility or manual dexterity.

18. Ranger. You have a +2 bonus to Talent when making ability tests to resolve outdoor situations that involve tracking, hiding, climbing, foraging, and similar feats of woodcraft.

19. Resilient. You have a bonus of +4 to your hit points.

20. Rich.* You have a bonus of +2 to your initial Wealth score. You also have a +2 bonus to reaction checks in situations where personal fortune and social status are factors.

21. Sailor. When on a waterborne vessel, you have a +1 to hit and damage when in combat; you also have a +2 bonus to Talent when making ability tests to resolve situations that involve climbing, navigating, steering, and similar feats of the sailor's trade.

22. Second Wind. At any time, you can restore your Hit Points to their maximum numerical value; but each time you do so, you must apply a -1 penalty (cumulative) to your Talent and your Competence scores. This penalty lasts until you can get a good night's sleep.

23. Sorcerer.* You begin the game knowing 3 magic skills of your choice at no cost (i.e. you don't need to spend initial XP to acquire them); however, you cannot learn other magic skills unless you also have the Magic-User advantage.

24. Thief. You have a bonus of +2 to Talent when making ability tests to resolve situations that involve climbing, opening locks, finding and disarming traps, picking pockets, moving silently, hiding, and gambling.



DISADVANTAGES

- 1. Agoraphobic.** You have a -1 to hit and damage when fighting outdoors; you also have a -2 penalty to Talent when making ability tests outdoors. (Opposite of Ranger)
- 2. Alcoholic.** Whenever alcohol is available and in any situation short of immediate threat to life and limb, you must have at least one drink. Resisting this impulse requires you to pass an unopposed Talent test at a -1 penalty. Apply a -1 penalty (cumulative) to *all* ability tests for every 2 drinks you have until you dry out.
- 3. Awkward.** You have a -2 penalty to your Proficiency score. (Opposite of Nimble)
- 4. Claustrophobic.** You have a -1 to hit and damage when fighting indoors; you also have a -2 penalty to Talent when making ability tests indoors. (Opposite of Engineer)
- 5. Clumsy.** You have a -1 penalty to Defence as well as a -1 penalty to any Talent test that involves agility or manual dexterity. (Opposite of Quick)
- 6. Deaf.*** You have a -2 penalty to any ability test that involves or is affected by hearing, including anything that involves speaking, hearing, or listening.
- 7. Frail.** You begin the game with a penalty of -4 to your Hit Points. (Opposite of Resilient)
- 8. Gluttonous.** Whenever food is available and in any situation short of immediate threat to life and limb, you must have at least one meal. Resisting this impulse requires you to pass an unopposed Talent test at a -1 penalty.
- 9. Illiterate.** You are completely unable to read.
- 10. Impeded.** You have incurred the wrath of a particular deity. Once per game session, at the FM's discretion, one major action you undertake will go terribly wrong. (Opposite of Favoured)
- 11. Magic Susceptible.*** You have a -2 penalty to your Resistance score. (Opposite of Magic Resistant)
- 12. Misandrist.** You detest men and males. You have a penalty of -2 to reaction checks when dealing with them, and have a penalty of -2 to any Talent rolls you make involving them in situations of conflict. The FM may also require you to pass unopposed Talent tests to maintain your composure in stressful situations. You can be a misandrist even if you are male.

13. Misogynist. You detest women and females. You have a penalty of -2 to reaction checks when dealing with them, and have a penalty of -2 to any Talent rolls you make involving them in situations of conflict. The FM may also require you to pass unopposed Talent tests to maintain your composure in stressful situations. You can be a misogynist even if you are female.

14. Mute.* You are completely unable to speak or make intelligible noises.

15. Nearsighted.* You have a -1 penalty to any ability test that involves or is affected by eyesight, including melee combat (-1 to hit and damage). You have a -2 penalty to hit and damage when using ranged weapons. This can be corrected by custom eyeglasses, but procuring (or replacing) them costs 1 Wealth point.

16. Nervous. Whenever an encounter begins or you are surprised or startled, you must make an unopposed Talent test at -2. If you fail, you drop whatever you are holding. It takes 1 combat round to regain a dropped weapon.

17. Pacifist. You cannot initiate combat and will actively seek to prevent your companions from doing so unless your life is directly threatened. In combat, you cannot attack until your opponents have caused you to lose hit points.

18. Phobic. You are irrationally afraid of one particular class of thing, animal, or object. When you encounter it, you must succeed in an unopposed Talent test at -2 or else you must make every effort to flee it and can take no other coherent action until the feared thing is out of your presence. Typical phobias might include specific animals or insects, particular colours or numbers, heights, stairs, elevators, etc.

19. Poor.* Your initial Wealth score is 2. You can still increase your Wealth through the usual process. (Opposite of Rich)

20. Squeamish. You cannot stand the sight of blood. In combat, you must make an unopposed Talent test after the first time you successfully hit an opponent. If you fail, you can take no action for 1–3 combat rounds. You only need to make this test once per fight.

21. Uneducated.* You have a -2 penalty to XP to determine your initial skills. (Opposite of Learned)

22. Unlikeable. You have a -2 penalty to all reaction checks. (Opposite of Charismatic)

23. Unlucky. You automatically fail when you roll double 1's or 2's on any unopposed ability test and when you roll double 5's or 6's on any opposed ability test. (Opposite of Lucky)

24. Unskilled.* In addition to your species and initial skills, you must choose a further 3 skills whose rating is -1. It takes 1 XP to raise the rating of a skill from -1 to 0; but this must be done with XP earned through adventure, not with initial XP.

INITIAL SKILLS

When your character is first created, in addition to your species skills, you initially have XP equal to the numerical value of your Talent score to invest in regular, combat, and magic skills, subject to the following restrictions:

- If you have a skill at +1 due to your choice of species, then you can increase that skill to +2 by spending 2 XP. Otherwise, you can only increase initial skills to a rating of +1 at a cost of 1 XP.
- You can only learn magic skills if you have the “Magic-User” advantage. If so, you can learn them at a rating of +1 at a cost of 1 XP each.

You can find the list of combat, magic, and regular skills in the corresponding sections below. You might want to equip your character before choosing your regular and combat skills, just to make sure you can actually afford the equipment and weapons you plan to be skilled in using!

EQUIPPING THE CHARACTER

POCKET-SIZE FANTASY firmly believes that accounting should be left in the real world where it belongs. In order to eliminate bookkeeping and to prevent the FM from having to become a fantasy economist in order to deal with the massive amounts of treasure that characters typically earn, **POCKET-SIZE FANTASY** opts for an entirely abstract system of wealth management. The details of this system are explained below.

Wealth. The financial resources of each character are described by the character’s *Wealth* (WLT) score. At the beginning of the game, Wealth is simply a function of species (unless modified by the Rich advantage or the Poor disadvantage; see above). Wealth scores have a numerical range from 0 to 12. Corresponding to this, the cost and difficulty of acquiring a particular item of equipment is reflected by its *Value* (VAL). At the beginning of each game session, characters can equip themselves with any items, weapons, and armour from the listings below whose Value is less than or equal to their Wealth, subject to the Encumbrance rules (see below).

When equipping themselves through this method, characters cannot pass items of equipment on to other party members. However, they can pass on and trade items found during the adventure if they wish. Items with a Value greater than a character’s Wealth can only be acquired if the character manage to find them during game play. Otherwise the character has to wait for an increase in Wealth.

Domiciles. Each character begins the game with a modest domicile that can store up to 24 items between adventures. This is typically a small apartment, but can also be conceived of as rented storage space or as a secret hiding spot, at the player’s discretion.

At the end of an adventure, characters can choose to retain any items they found by storing them in their domiciles (assuming that the domiciles are

reachable). This equipment can be collected at a later point during play whenever they are in a position to return to their place of residence. Any items characters do not retain disappear from the game.

Characters may expand their domiciles by spending money on upgrades. Each point of Wealth a character deducts produces storage space for 12 more items in the domicile.

ENCUMBRANCE

Each character can carry a maximum of 12 items. If you can't put it in a pocket or wear it, but it's still small enough to carry, it counts as an item. Armour counts as a number of items equal to its Defence bonus. You can equip as many bolts, arrows, or slingshot bullets as you like as long as you can afford the corresponding weapon; but every 10 units of ammunition counts as 1 item for purposes of encumbrance.

Regardless of their Wealth, characters can be assumed to start with a plain set of clothes and shoes; these can be ignored for purposes of encumbrance.

Containers. A large backpack counts as 1 item, but has space inside for 6 items, which are not counted for purposes of encumbrance so long as they remain within the backpack. A small backpack has room for 4 items. A sack has room for 4, and a bag for 2.

- A character with a sack cannot also carry bags or a backpack. A character can carry a maximum of 2 bags, with or without a backpack.
- A pouch can be used to hold another small item (e.g. 10 slingshot bullets). Both together count as 1 item.
- A quiver can be used to hold arrows or bolts. Both together count as 1 item. A quiver can hold 20 units of ammunition.
- A utility belt can be used with lockpicks, a first aid kit, or a small tool set. When fitted into the utility belt, both count as 1 item.

ADVENTURING GEAR

The following tables list standard items available to adventurers during the character creation process. Obviously, they are not intended to be comprehensive listings; they offer suggestions regarding what sort of items might be available and what their approximate Value might be.

Note that items listed together on the same line, e.g. “oil & cloth” (used for cleaning weapons and other metal implements and protecting them from rust) together count as one item.

Also note that for obvious reasons, the party mapper must be in possession of a notebook and writing set!

EQUIPMENT

Item	Value	Item	Value
Backpack, Large	4	Lute	5
Backpack, Small	3	Mallet	3
Bag	2	Mirror	4
Bauble, Fancy	6	Net	5
Bauble, Plain	5	Notebook	3
Book, Mystic	5	Oil & Cloth	2
Boots, Plain	3	Pennant	5
Boots, Walking	4	Pick	5
Chain, 10'	4	Pole, 10'	4
Compass	5	Pouch	2
Crampons	5	Quiver	3
Dictionary	5	Ring, Jeweled	6
Ear Trumpet	4	Ring, Plain	4
First Aid Kit	5	Rope, 50'	4
Flint & Tinder	4	Sack	2
Gloves, Plain	3	Shovel	4
Gloves, Supple	5	Spike, Iron	3
Grappling Hook	5	Stake, Wooden	2
Hammer	3	Symbol, Mystic	3
Hat	2	Tinderbox	4
Lantern & Oil	4	Tool Set, Small	5
Lens, Hand	5	Torch	3
Lifejacket	5	Yardstick	4
Lockpicks	5	Utility Belt	5
Lodestone	6	Writing Set	3



PROVISIONS & RELATED ITEMS

Item	Value	Item	Value
Beer, Domestic	3	Mandrake Root	8
Beer, Imported	4	Percolator	3
Biscuits	3	Rations	3
Canteen	4	Rum	3
Cake	3	Sandwich	2
Coffee	3	Tea, Black	2
Cooking Gear	4	Tea, Green	3
Crackers, Soda	2	Waybread	7
Garlic	2	Whiskey, Bottle	5
Ginseng root	6	Wine, Domestic	3
Kettle	3	Wine, Imported	5



COMBAT GEAR

The table on the next page lists the weapons commonly available to newly-created adventurers. Weapon damage is determined by taking the result of 1 die and adjusting it by the weapon's damage modifier and by the rating of your combat skill. Expanding 6's are *not* normally used for weapon damage rolls.

WEAPONS

Weapon	Skill	Damage	Value
Arbalest ^{1,2}	Fire	+3	6
Axe	Chop	-	4
Axe, Battle ²	Chop	+2	6
Axe, Throwing	Hurl	-	4
Blackjack	Club	-2	2
Boomerang	Hurl	+1	5
Bow, Composite	Shoot	+1	5
Bow, Long	Shoot	-	4
Bow, Short	Shoot	-1	3
Club	Club	-1	2
Crossbow	Fire	+1	5
Cutlass	Slash	-	4
Dagger	Stab	-	4
Dart	Hurl	-1	3
Hammer	Crush	-	4
Hammer, War ²	Crush	+2	6
Knife	Stab	-1	3
Knife, Throwing	Hurl	-	4
Mace	Crush	-	4
Mace, Heavy ²	Crush	+2	6
Machete	Slash	-1	3
Morningstar	Crush	+1	5
Pistol, Crossbow	Fire	-	4
Pole Arm ^{2,3}	Stab	+2	6
Quarterstaff	Club	-	4
Rapier	Stab	-	4
Scimitar	Chop	+1	5
Slingshot	Hurl	-2	2
Spear	Stab/Hurl	-	4
Staff	Club	-1	3
Sword, 2-Handed ²	Slash	+2	6
Sword, Broad	Slash	+1	5
Sword, Long	Slash	-	4
Sword, Short	Stab	-1	3
Trident	Stab	+1	5
Whip	Slash	-2	2

1. The rate of fire of an arbalest is 1/2 rounds; every second round must be spent reloading.
2. Note that all weapons with a Damage modifier of +2 or higher require two-handed use. Characters cannot carry anything else in their hands (e.g. shield, torch) while using these weapons.
3. Pole arms can be used from the back line to make a melee attack on anyone in the opposing side's front line. They cannot be used in the front line.

Recovery of ammunition. Thrown spears and knives can be recovered when combat ends. The same is true of arrows, bolts, and bullets, but for every 6 full units expended roll 1 die; the result is the number that are ruined and cannot be reused. Boomerangs return on a die roll of 1–4; otherwise they must be recovered when combat ends.

ARMOUR

Armour	Defence	Weight	Value
Gloves	-	1	2
Helmet	-	1	3
Shield	+1	1	4
Leather	+1	1	5
Chain Mail	+3	3	7
Plate Mail	+5	5	9

Magic armour. Magic armour has bonuses typically ranging from +1 to +5; add the bonus to its Defence modifier and subtract it from its weight. Thus +1 chain mail has a Defence modifier of +4 and a Weight of 2 items.

PASSIVE ABILITIES

Competence, Defence, Resistance, and Hit Points are determined as indicated in the table below. It's worth keeping in mind that you may have to modify some of these further depending on your particular selection of advantages and disadvantages.

PASSIVE ABILITY SCORES

Passive Ability	Formula
COM	TL + 7
DEF	ST + 7 + armour mod.
RES	PW + 7
HPT	HT + species mod.

Hit points. This passive ability is a little different from the others since it is not normally used in opposed skill tests. It is meant to be an abstract indication of your character's ability to avoid a telling blow in combat and to avoid serious injury. It is still classified as a passive ability because, like the others, it is derived from an active ability score.

Hit points should be seen as a combination of luck, endurance, and physical toughness. Losing hit points doesn't necessarily mean that your character has been injured; rather, it is becoming increasingly likely that your character will suffer serious injury in risky situations.

Hit points are normally restored to their full numerical value after a good night's rest.



REGULAR SKILLS

Regular skills are deliberately defined in a broad way in order to cover as many situations as possible. Ultimately, whether or not a particular skill is applicable to a particular situation depends upon the FM. The FM should always use common sense when adjudicating the use of skills, e.g. if a character is wearing armour, it is perfectly reasonable to apply a penalty equal to the armour's Defence modifier to skills such as Leap or Climb.

- 1. Appraise.** Allows you to estimate the Value of items. If you pass an unopposed Talent test, you are able to guess the Value of treasure within 1 point. The FM will secretly roll a die and tell you the appraised Value; if the result is 1–2, you underestimate Value by 1 point; if 3–4, you estimate correctly; if 5–6, you overestimate by 1 point. If you fail, you get no information. You can try once per treasure.
- 2. Boat.** Manage and pilot a small boat, rowboat, or sailboat.
- 3. Break.** This skill allows the character to disable a mechanical device such as a clock, disarm a trap, etc.
- 4. Chant.** Sing a song, recite a poem, improvise epic verse, preach to a group of followers, address a group in an emotionally influential manner, intone an incantation. Chant is only applicable to situations involving your native language; when using another language, Speak is appropriate.
- 5. Charm.** Evoke a friendly, sympathetic, pleased, or interested response to you on the part of other people. If the FM calls for a reaction check, success gives you a bonus of +2.
- 6. Climb.** Climb a wall or other sheer surface; climb a rope, tree, awkward ladder, and so on.
- 7. Drive.** Drive a mechanical vehicle such as a cart, coach, or car.

8. Find. Find a hidden or concealed object. This skill is applicable to locating traps and secret doors.

9. Game. Win at games of chance involving some element of skill, e.g. cards, roulette, betting.

10. Heal. Diagnose and effectively treat disease, injury, or illness; recognize plants and other natural agents with healing properties. Use of this skill can end the ongoing effects of disease, injury, and illness, but does not restore lost hit points, which must be regained by other means. You can also use this skill on an unconscious ally; success confers a bonus of +2 to the ally's survival test (see the COMBAT section below).

11. Hear. Hear and understand the meaning of a noise (listen through a wall, hear a whisper at night).

12. Hide. Conceal yourself in shadows or behind cover and remain undetected.

13. Know. Confers knowledge of general areas of expertise pertinent to your character's background and profession.

14. Leap. Successfully jump and land safely; jump over a chasm, from parapet to parapet, jump high enough to grab a high branch, etc.

15. Mend. Repair a broken mechanical device or other similar object.

16. Peer. Spot a concealed or otherwise hard to see object, identify objects at a distance, and notice interesting things happening around you.

17. Pilot. Drive or navigate a larger mechanical vehicle requiring advanced training (other than boats and vessels).

18. Play. Play instruments pertinent to your character's background and profession with enough ability to entertain an average audience. Note that Chant is required to sing along.

19. Pry. Force open a stuck or locked object; pick a lock, etc.

20. Ride. Comfortably ride on and control a medium-sized domestic animal such as a horse or camel.

21. Sail. Captain and navigate a large vessel with crew.

22. Seek. Locate and follow the trail of a person or animal.

23. Snatch. Grab and remove a small object without anyone noticing. Used for picking pockets, cheating at cards, pilfering coins, shoplifting, etc.

24. Sneak. Move to a location undetected by hiding in shadows, underbrush, or cover and making little noise in the process.

25. Speak. Speak and read foreign languages relevant to your character's background and profession. Your language proficiency in situations involving your native tongue is reflected by Chant and Talk.

26. Swim. Remain afloat and move about in water. Keep from drowning in storms, heavy currents, whirlpools, etc.

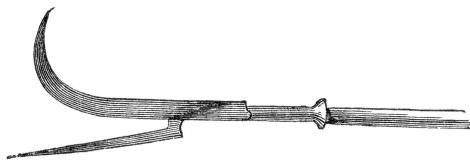
27. Swing. Hold on to a rope, vine, or chain, swing through the air, and land unharmed on your feet. Also used to reduce falling damage by 1–6 hit points.

28. Talk. Persuade an individual or group using genuine or specious reasoning. This skill covers serious political speeches, philosophical arguments, confidence tricks, and the like. Talk is only applicable to situations involving your native language; when using another language, use Speak instead.

29. Trade. This skill is applicable to situations involving commercial exchanges, including barter and haggling. Can also be used to procure hard to find items.

30. Walk. Walk is appropriate when traversing difficult or slippery terrain, including crossing tightropes, moving along narrow ledges, the edges of walls, narrow ridges, etc.

31. Work. This is a catch-all skill for actions requiring manual dexterity of whatever sort, including carving, tinkering, assembling, carpentering, etc.



COMBAT SKILLS

The following lists all the combat skills used in **POCKET-SIZE FANTASY** along with a brief explanation of the weapon types they cover. You can still use a weapon if you don't have the corresponding skill; your attack roll is then just modified by your Strength (see the COMBAT section for details).

1. Chop. This skill applies to weapons which cause damage by striking the opponent with a sharp edge, such as axes, but not by slashing or stabbing.

2. Club. This skill allows your character to wield blunt instruments to deadly effect.

3. Crush. Allows the skillful use of weapons that strike your opponent with a large blunt or predominantly blunt surface, such as maces, morningstars, and hammers.

4. Dual Wield. Allows you to use one long and one short weapon, or two short weapons, in melee combat. You can make two attacks when it is your turn to act; you can attack the same or different opponents, but must roll separately for each attack. You must have the appropriate skill for each weapon; but you use the rating of your Dual Wield skill for the attack roll. Additionally, damage for the first attack is at a penalty of -2 and damage for the second at -4.

5. Fire. Appropriate for hand-held ranged weapons that are not dependent on your character's physical strength to function, such as crossbows and crossbow pistols.

- 6. Grapple.** This skill allows you to grab hold of an opponent with the intent of bringing the fight to the ground. See the COMBAT section for details.
- 7. Hurl.** Applies to missiles propelled by your character alone or with minor assistance, including rocks, throwing knives, and slingshots.
- 8. Punch.** Attack with a fist. Damage from a fist has a modifier of -3. There is a -2 penalty to your opposed Strength roll if you try to hit someone armed with a melee weapon. See the COMBAT section for further details.
- 9. Shield Smash.** This skill allows you to strike an opponent with your shield. If the attack is successful, the opponent takes damage as usual (damage modifier 0) and is knocked to the end of the back line.
- 10. Shoot.** This skill applies to portable ranged weapons that are dependent on your character's physical strength to function, such as bows.
- 11. Slash.** Covers weapons with a slashing edge such as swords.
- 12. Stab.** Applies to weapons with a sharp point used to impale or stab your opponent, such as rapiers and tridents.

MAGIC SKILLS

Unlike many other games, **POCKET-SIZE FANTASY** doesn't use a "spell point" or "spell slot" system. If you've learned a magic skill, then you know how to cast a particular spell, and you can in principle cast it as many times as you like. The only 2 restrictions are: 1) you must *always* pass a Power test to successfully cast a spell: if your spell is directed at someone who doesn't want it to take effect, then you have to pass an opposed Power test (versus the target's Resistance), and otherwise an unopposed Power test (the rating of your skill is applicable in both cases); 2) if you ever *fail* the Power test, you can't try to cast that spell again until you've had 8 hours of restful sleep.

Having to pass a Power test (whether opposed or unopposed) whenever you cast a spell reflects another fact about magic in the world of **POCKET-SIZE FANTASY**: casting spells is *hard*. Your hands have to be free to make a complicated series of very obvious gestures, so you can't hold any weapons, shields, or anything else in your hands while casting a spell. For the same reason, wearing any armour heavier than leather will prevent you from casting any spells while you have it on. You also have to remain relatively stationary, so any moving or shoving will ruin the spell (see "Spoiled Aim" in the COMBAT section below). The good news is that if your aim is spoiled, you can try again to cast the spell, but not in the same turn or combat round.

Spell damage. Like combat skills, you can add the rating of a magic skill to any damage done by the spell; spells also have their own damage modifiers, just like weapons. However, one important difference is that if you don't have the corresponding combat skill, you can still use a weapon, just without any skill modifier; but if you don't have a magic skill, then you can't cast the spell at all.



Spell duration. You can only have 1 spell in effect at any given time. Outside of combat, spell duration is equal to your skill rating in *turns* unless otherwise stated in the spell description; during combat, duration is your skill rating in *rounds*. If a spell has a randomly determined duration, then the roll should be made by the FM and kept secret. You can normally end a spell's effects sooner than its full duration if you wish.

Spells (along with other effects and conditions), have a duration measured in a number of turns or rounds. The turn or round in which the effect or condition begins should be counted as 1. For example, if on round 3 of combat a character is affected by the *Scare* technique and the duration is 4 rounds, the effect will be in operation on rounds 3, 4, 5, and 6. If the duration had been 1 round, the effect will only be in operation for the rest of round 3 following the caster's successful opposed Power test.

Spell research. Subject to the discretion of the FM, it is possible for characters with the Magic-User advantage to formulate their own spells. Doing so requires the player to write up a detailed description of the proposed spell and obtain the GM's approval. It is not uncommon for the FM to require the player to locate lost tomes, rare herbs, unusual ingredients, and the like prior to undertaking spell research.

The actual research costs anywhere from 1–3 Wealth points and takes anywhere from 1–3 game months, depending on the complexity of the spell. Final success requires the Magic-User to pass an unopposed Talent roll; if the test is failed, both the time and Wealth points were wasted. If the test succeeds, the Magic-User can learn the new magic skill; doing so follows the rules given in the EXPERIENCE AND TREASURE section below.

- 1. Adaptation.** Completely nullifies damage from exposure to hostile environments and toxic substances such as gas, acid, heat, cold, immersion, and the like; but has no effect on damage from weapons or spells.
- 2. Alter Lighting.** Changes the lighting in a 60' radius to a maximum darkness equal to a moonless night or to a maximum brightness equal to noon sunshine on a summer's day.
- 3. Alter Size.** Shrink to a minimum height of 6" or grow by a maximum of 6'. Mass increases or decreases correspondingly. Melee attacks do +1 damage and Strength is increased by 1 point per 2' growth. Clothes shrink or grow along with you, but equipment, armour, and weapons do not.
- 4. Alter Temperature.** Changes the temperature in a 60' radius to a maximum low of 4°C/40°F or a maximum high of 40°C/104°F. The process of alteration takes 1 turn.
- 5. Beguile.** Makes the target see you as a dear, trusted friend; +2 to reaction checks (see the ENCOUNTERS section). The effect ceases immediately if you do something grossly incompatible with the target's perception of you as a friend.
- 6. Bind Animal.** Creates a special magical link between you and a tame mundane animal of human size and weight or less. The animal becomes intelligent and able to speak in your native language. Your consciousness can also be shifted into the animal's body; under normal circumstances, this is automatically successful and requires 1 turn. During this time your body is comatose and exhibits all the signs of death except actual decay. You are able to use your magic skills while in the animal's body, but use the animal's ability scores for other situations. If your body is killed while your consciousness inhabits the animal, it is trapped there. If the animal is ever killed, you must pass an unopposed Health test or else take 2-12 hit points damage from shock. The bond is permanent but requires 1-6 hours of complete concentration to establish. Only one animal can be bound at any given time.
- 7. Block Magic.** This technique prevents the operation of any one specific spell within a radius of 60'. You must direct the block against a specific effect, or against something that is suspected of being an effect; it cannot simply be used over a blanket area. Effects caused by techniques that are no longer in operation cannot be undone, e.g. the damage done by a Powerbolt cannot be restored, but a current attempt at Remote Viewing can be stopped.
- 8. Camouflage.** Alters the appearance of one human-sized or smaller object so that it blends in perfectly with its surroundings. The object can only be found if it is looked for (pass an unopposed Talent test at -2) or stumbled over. If the target moves or is moved, it becomes instantly visible.
- 9. Cloak Thoughts.** Immediately nullifies any attempt to read your mind, including the Read Minds and Probe Thoughts techniques.
- 10. Command.** The target must obey one specific, non-suicidal, non-treacherous command given by you, e.g. "forget you ever saw me," "give me a drink,"

“go away,” etc. If the command violates the target’s basic convictions, it will automatically fail. The command must be capable of being carried out within a period of 5 minutes. Only sentient beings who can understand commands can be affected; this includes e.g. a well-trained guard dog.

11. Control Animals. Allows control over the actions of 1–6 animate beings of animal sentience and nature. If the opposed Power roll is failed, then the animals, if hostile, will immediately attack.

12. Deflect. Stops a single ranged weapon of any sort. The intent to use the spell must be declared after a successful hit but before any damage is rolled. This spell doesn’t have to be cast on your turn to act in combat. You have 2 choices: 1) take no damage, but lose your action for the round, if you have yet to act; 2) take damage, but your aim is not spoiled (see the COMBAT section for details), and you can still cast a spell when it is your turn to act.

13. Dehydrate. Alters the physical structure of unliving matter, producing a small crystal from which the original item or items can be reconstituted by dissolving the crystal in water. The equivalent of up to 10 items of equipment or 10 cubic feet of wall, dirt, or earth can be dehydrated into a crystal that counts as 1 item. The crystal has the texture of hard glass and will not be unintentionally shattered under normal circumstances, but will dissolve instantly in water. If the crystal is damaged, the original items are completely ruined. Reconstitution of the original items is relatively slow and takes one turn. Crystals cannot be brought within 10’ of each other or else both are destroyed by the sympathetic resonance this creates.

14. Dodge. As Deflect, but stops a single successful melee attack.

15. Empathetic Link. Allows full access to another being’s deepest memories, thoughts, and motivations, even beings of a radically different nature. You are required to physically touch the being throughout the duration of the effect. At its conclusion, you must pass an unopposed Power test; if this is failed, your normal character and personality are temporarily forgotten and replaced by that of the other being. Duration of this side effect: 1–6 turns.

16. Endurance. Work continually without resting, eating, drinking, or sleeping for 1–6 days, but following this, an equal number of days must be spent in complete rest. No hit points are regained until the end of the rest period.

17. Fireball. Produces a burst of fire that affects an area with a radius of 30’. In combat, the Fireball affects all characters on 1 line, front or back, to a maximum of 6. The caster only needs to pass an unopposed Power test for the spell to take effect. Damage modifier -2.

18. Fists of Steel. You can make a melee attack with bare fists with no penalty to hit that has a damage modifier of +4 if the attack roll succeeds. The blow is so powerful that it will cause normal armour to buckle, destroying a shield or, if the opponent is not using a shield, reducing the armour’s Defence modifier by 1. Magic armour is not affected. You can make these melee attacks as long as the spell lasts. Outside of melee this technique can also be

used to punch through wooden walls and doors up to 6" thick, stone slabs up to 3" thick, and metal sheets up to 2" thick.

19. Fold. With this technique any one inanimate object weighing as much as 1 item or less can be folded into a small, palm-sized paper-thin square. The folded object can fit into a large pocket and weighs virtually nothing (doesn't count as an item). Anyone can restore the original object simply by unfolding the square. Refolding the object requires another use of the technique. Folding and unfolding each take 1 turn to complete. Folded items are indistinguishable and cannot be marked or otherwise told apart. If several are kept in the same storage space, they become jumbled, and when one is withdrawn, a random determination of the actual object in hand must be made.

20. Freeze. Produces a cone of cold that affects up to 2 adjacent characters on the same line, front or back. Only an unopposed Power roll is required. Damage modifier 0. Outside of combat the maximum range of the spell is 60', and the maximum width of the cone is 20'.

21. Fumigate. Creates a cloud of poisonous gas that affects all characters on 1 line, front or back, to a maximum of 6 characters. Each must pass an unopposed Power test each round (on your turn to act) or take damage (damage modifier 0). Lasts a number of rounds equal to the rating of your skill. You only need to pass an initial unopposed Power test to cast the spell; but maintaining it for each following round consumes your action for the round. Outside of combat this creates a cloud that covers an area up to 60' square; you can shape the cloud as you please. The gas is heavier than air and will roll downhill, down apertures in the floor, and will move with the wind.

22. Fuse Surfaces. This technique fuses two surfaces together permanently. It will work on any non-living material including metal, glass, stone, and wood. The fusion is physical and can only be undone by breaking the items or structures apart. The maximum area of effect is a 10' x 10' area of contact. The fusion requires 1 turn to complete.

23. Hibernate. You fall into a deathlike state characterized by immunity to the effects of heat and cold, to oxygen deprivation, and to drowning, suffocation, or gas. The state lasts a number of turns equal to 2 dice and cannot be ended by normal means; nor can you awaken yourself, though the Block Magic spell will awaken you immediately. During hibernation you are completely vulnerable to physical weapons and can be killed instantly by armed foes. When the effect ends and you awaken, you must pass an unopposed Health test; if this is failed, your character takes 2-12 hit points damage from shock.

24. Hypnosis. Alters the mind of the target so that something false is believed to be true. This can range from believing that a friend is an enemy to full-blown hallucinations. Requires the target to be at close range and to understand what you are saying. Casting the spell requires 1 turn.

25. Id Exteriorization. Materializes a monster from your Id. The beast is under control so long as you maintain concentration and take no other action.

If under stress (e.g. you lose hit points), you must pass an unopposed Power test (modified by your skill rating) or lose control of the Id Beast, at which point it attacks everything within reach. See the MONSTERS section below for the Id Beast's statistics. The Id Beast is immune to mind-affecting techniques, heat, cold, gas, poison, and oxygen deprivation.

26. Ignite. Produces a burst of flame that can start a small fire. You must touch the object to be ignited. Cannot be used on a living thing or on worn clothing.

27. Improve Armour. By boosting your reflexes, this technique increases your Defence score by 2 and confers a +2 bonus on all Talent tests involving an element of agility, dexterity, or quickness.

28. Intuit Answer. Gives you a vague sense of an answer to a single yes or no question. The unopposed Power test to cast the spell should be made by the FM; if it is failed, the question is still answered, but untruthfully.

29. Invisibility. Within a 60' radius, erases you from others' perceptions. You only need to pass an unopposed Power test for the spell to take effect. Everyone who sees you acts as though you were in fact invisible and undetectable; you have a bonus of +3 to your Defence score. Only sentient beings whose psychology is reasonably similar to yours can be affected by this technique (humans, humanoids, and most animals and intelligent beings). If opponents suspect your presence, they can attempt to shake off the effects of the spell by individually passing an opposed Power test.

30. Jump. Allows you to jump 10' vertically or horizontally and land safely. An attempt can be made in combat to strike an opponent in the other side's front line upon landing provided that there is room in your front line for an extra character. If you succeed in your opposed Power roll, you strike the target for damage (damage modifier +3) and your character moves to the end of your front line. The target is also knocked prone (-3 to Defence and to attack rolls; getting up takes 1 round).



31. Levitate. Permits controlled flight at a speed of 120' per turn. If the effect ends while you are in the air, corresponding falling damage ensues.

32. Locate Object. Produces a general sense of how to find a specific object or type of object, e.g. what to do specifically in the next 3 turns to get closer to the object, or what to do generally to find the object. Only 1 attempt can be made per object. The FM should roll the unopposed Power test in secret; if it is failed, incorrect information is given.

33. Megabolt. Creates a bolt of energy that strikes for damage. Range outside of combat is 60'. Affects one character. Damage modifier 0, but expand 6's on the damage roll.

34. Paralyze. If the spell takes effect, the target is paralyzed and cannot move. An unopposed Power test can be made each round to nullify the effect. Range 60'. Affects up to 2 adjacent figures on the same line.

35. Possession. Allows you to take over the body of another creature of roughly the same size and mentality. If you succeed, the creature's body is occupied by your consciousness. You can then use all the creature's physical powers and abilities and have access to its memories, but cannot speak its language or use its magic skills. During the possession, your own body is to all appearances in a catatonic stupor. The possession takes 1 turn to accomplish. If your own body is destroyed during the duration of the spell, you can continue to exist in the possessed body, but the possessed creature can attempt to eject you by passing an opposed Power test when you are under stress, and in any event not less than once per day. If the creature succeeds, your consciousness is displaced and ceases to exist.

36. Powerbolt. Creates a bolt of energy that strikes for damage. Range outside of combat is 60'. Affects one character. Damage modifier +2.

37. Probe Thoughts. Similar to Read Minds, but allows detailed knowledge of even deeply hidden motivations and desires. If you fail the opposed Power test to cast the spell, you take 1–6 hit points damage from the psychic backlash.

38. Psychic Assault. Causes a state of overwhelming confusion in the target. The target must pass an unopposed Power test each round or be unable to act coherently, moving in random directions and generally bungling things. If the target succeeds in an attack roll but fails the Power test, apply the damage to the target instead of the target's opponent. Range 30'.

39. Psychokinesis. Move 1 very large object of up to 1,000 lbs. in weight and 10 cubic feet in size a maximum distance of 100'. Movement is very slow (30' per turn), making it almost impossible to harm someone with the technique.

40. Pull. Move a friendly or hostile character from the back line to the end of the front line (if there is space). Outside of combat this can be used to move an object up to 300 lbs. towards you. The range of the spell and total distance the object can travel are 10' for every point of your skill rating. The total movement is accomplished in a turn.

41. Push. Move a character from the front line to the end of the back line. Outside of combat this can be used to move an object up to 300 lbs. away from you. The range of the spell and total distance the object can travel are 10' for every point of your skill rating. The total movement is accomplished in a turn.

42. Read Minds. Allows you to discover the surface thoughts and motivations of one character within a range of 60'. If the character is unwilling, you need to pass an opposed Power test. Regardless of success or failure, the target immediately becomes aware of the attempt.

43. Remote Viewing. Allows you to see (but not hear) in a 30' radius up to 100' away. If the location has not been previously visited, you must specify a direction and distance for the centre of the area being viewed. The interposition of solid matter between the area and you does not normally interfere with remote viewing. The area of effect must remain stationary, though the point of view can be changed within the area as if you were physically present to view the scene. Magic-Users present at the location will automatically know they are being viewed. If the target location is dark, objects will be seen as if dimly illuminated. When the effect ends, you must pass an unopposed Health test; if this is failed, you take 1–6 hit points damage from shock.

44. Reveal Hidden. Discloses the existence of hidden or concealed items or doors as well as invisible or otherwise hard to see objects. The normal area of effect is your immediate location (10' radius). One attempt can be made per location. The unopposed Power test should be secretly rolled by the FM; if it is failed, nothing is discovered even if something is present.

45. Scare. You fill your opponent with blind, unreasoning terror. The opponent must be close enough for you to make close visual contact (not more than 10' away). Your opponent can do nothing but move away from you as fast as possible using the most direct route. If your opponent is cornered or prevented from fleeing, the effect immediately ends. Cannot be used in combat.

46. Send Fetch. Creates a simulacrum of the caster (a “fetch”) that can be sent to a distant place. The place must have been visited previously, or else you must specify a direction and distance. The maximum range is 1 mile per numerical value of the skill. The Fetch is a copy of you as you are as currently outfitted. All possessions except for magic items will be successfully duplicated and function correctly. The Fetch can fight and employ magic skills just as you can. When its hit points are reduced to 0, it simply dissipates, with none of its injuries passed on to you. While seeing, hearing, and acting through the Fetch, your actual body remains locked in meditation and completely unaware of its surroundings; it can be killed instantly by hostiles.

47. Sense Traps. You become aware of any traps within a 60' radius, including a knowledge of how they are triggered and a general sense of the likely results. Only 1 attempt can be made per location. The unopposed Power roll to determine success should be made in secret by the FM; if it is failed, then you sense nothing regardless of whether any traps are actually present.

48. Shatter. Causes 1 common and unexceptional object no larger than 1 item within a range of 60' to shatter into many pieces, becoming completely unusable. Has no effect on magic items. If the item is being held or carried, passing an opposed Power test is necessary for success.

49. Shift Phase. Turns your body, worn clothing, and carried items insubstantial without altering their appearance. You can move through solid objects, but are unable to grasp or move them, or to be harmed by them. You can still use stairs and will not sink through floors unless an effort is made to do so. If the effect ends while you are wholly or partially within a solid

object, corresponding injuries (including death) will result. When the effect ends and you revert to type, you must pass an unopposed Health test; if this is failed, your character takes 1–6 hit points damage from shock.

50. Speak Languages. Allows understanding of and communication in an unfamiliar language, but not the ability to read or write it. Can be used on others as well as oneself.

51. Sting. Creates a number of magical darts that can be fired at 1 or several opponents. Range outside of combat is 60'. You can make a number of attacks equal to the rating of your skill; each attack requires you to pass an opposed Power test to hit. Damage modifier -2.

52. Summon Assistance. Sends a telepathic call for assistance that will be received by the person most likely to respond within a radius of 1 mile per numerical value of the skill. The recipient of the call will have a general sense of who is calling, why, and from where. The intention of the call is known clearly enough to prevent deception. The recipient cannot be chosen.



53. Telekinesis. Can move 1 object of up to 10 lbs. a maximum distance of 100'. Any object hurled at an opponent is treated as an improvised ranged weapon (-2 damage modifier, -2 to hit). You can manipulate a number of objects equal to your skill rating simultaneously, and can make the same number of attacks on up to the same number of different targets.

54. Telepathy. Opens a two-way channel for mental communication to a selected person. The channel is tenuous by nature and there is a 3 in 6 chance of any communication arriving in a garbled or incomplete form. This chance is reduced by 1 for every 2 points of your skill rating but cannot be less than 1 in 6.

55. Teleport. You dematerialize and rematerialize in another location within a 100' radius. If the location has not been previously visited, you must

specify a direction and distance. Materializing wholly or partially within a solid object will produce corresponding injuries, including death.

56. Thunderbolt. Unleashes a powerful bolt of electricity that makes a ferocious noise and is very deadly. Damage modifier +4, but if you fail the opposed Power test to hit your opponent, there is a 3 in 6 chance that the Thunderbolt bounces back and strikes you instead. This is reduced by 1 for every 2 points of your skill rating but can never be less than 1 in 6. Range outside of combat is 60'; in such cases the FM will have to judge the possibility of rebound. The Thunderbolt will reflect off walls and other solid objects until its full length of 60' is reached.

57. Transformation. Turn one common object into another. The change consists purely in physical rearrangement, so no there can be no change in material or value. If something is transformed into a mechanism, it has to be one that you understand well enough to build. Magic items are not affected. The Transformation takes 1 turn.

58. Transmutation. Allows you to take on the form of a creature of roughly human size and shape or smaller. You can use all of the natural abilities of the creature (claws, teeth, poison, etc.), but none of its magical abilities. The effect lasts for a number of turns equal to 2 dice, or until voluntarily ended. When the effect ends and you revert to type, you must pass an unopposed Health test; if this is failed, your character takes $1d6 + 3$ hit points damage from shock.

59. Trip. Knocks an opponent to the ground. The target is prone (-3 to attack rolls and to Defence; rising takes 1 round). The target must be roughly human-sized and human-shaped (i.e. capable of being tripped) for the technique to work. Range: 60'.

60. Understand Animals. Communicate with and understand the speech of one specific type of animal. The nature of the communication will depend upon the intelligence and interests of the animals in question.

EXPERIENCE AND TREASURE

It is recommended that the FM typically give out something on the order of 6–12 XP per gaming session, at the end of the session. XP can be used immediately for character advancement as follows:

- Gaining or improving a regular, combat, or magic skill costs its new rating in XP (thus an increase from +2 to +4 will cost a total of 7 XP);
- Increasing Talent, Strength, Power, or Health costs a number of XP equal to its new score;
- Acquiring/getting rid of an advantage/disadvantage costs 5 XP;
- Gaining 2 additional hit points costs 5 XP.

Note that increasing your Health score will also increase hit points by the same amount, e.g. if you increase your Health from 6 to 7, you should add 1 to your total maximum hit points.

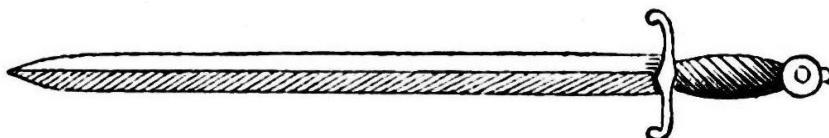
Increasing Wealth. In **POCKET-SIZE FANTASY**, treasure exists in discrete units: a pile of coins, a sack of gems, a treasure chest, and so on. Each unit of treasure is assigned a Value. The FM normally keeps a treasure's Value secret until the end of the adventure. At the end of the adventure, when you have brought the treasure safely home and you and your friends have decided who keeps which treasure, the FM discloses the Values of the treasures you have.

If the Value of a treasure is *less than or equal* to your Wealth score, your Wealth stays the same and the treasure disappears from the game (has been converted into disposable income, but has not increased your buying power or social status in any significant way). If the treasure's Value is *greater than* your Wealth, roll 2 dice (expand any 6's). If the result is *greater than* your Wealth score, your Wealth increases by 1 point and the treasure disappears from the game (has been converted to disposable income that increases your buying power and social status). Otherwise, your Wealth score stays the same and the treasure disappears from the game. This test is repeated once for every piece of treasure in your possession whose Value exceeds your Wealth.

Only items specifically designated as treasure by the FM can be used to increase Wealth. You can still accumulate pocket change in the course of game play, but it has no effect on your Wealth score unless it is found in sufficient quantities for the FM to designate it as actual treasure.

Wealth points can't be exchanged from character to character. If your friends want to help you increase your Wealth for the purposes of spell research (for example), they should let you keep more treasure.

Training. At the FM's discretion, it may be possible for characters to gain experience through training. You first need to link up with an appropriate institution for the kind of desired improvement; this could be a gymnasium, fighting school, magical academy, thieves' guild, or the like. Completing a training program typically takes 1–6 months of game time. At the end of this period, your character loses 1 Wealth point but gains an additional $(1-6) + 4$ XP that can be spent on the desired character improvement.



ABILITY TESTS

As described in the OVERVIEW section, in **POCKET-SIZED FANTASY** the core game mechanic is the ability test. In principle, all 4 active abilities have

both opposed and unopposed tests, although the vast majority of Strength tests will be opposed (and modified by combat skills) and the majority of Talent tests will be unopposed (and modified by regular skills). Opposed Power tests are used for spell resistance, and unopposed Power tests are used to determine the success of spells that do not directly affect other characters. Both are modified by magic skills. The vast majority of Health tests will be unopposed.

Passive ability scores. These (other than hit points) are calculated by adding a base of 7 to the corresponding active ability score because the average result of rolling 2 dice is 7. This way every opposed ability test can be resolved by having just the challenger roll dice, which is a quicker, easier, and more elegant solution than having both the challenger and opponent make separate die rolls and then comparing the results.

Expanding 6's. Due to the corresponding probability distribution, most RPGs that are based on rolling 2 dice have fairly predictable outcomes. In order to introduce some variability and make gaming less predictable and therefore more interesting, **POCKET-SIZED FANTASY** uses the “expanding 6's” mechanic. Since the average result from 2 dice is 7, replacing each 6 with 2 dice (and replacing every 6 rolled on those 2 dice with another 2 dice, and so on until there are no 6's left) tends to give you a higher result, making it possible for a weaker opponent to hit even a vastly superior opponent, for example. This also means that in the case of unopposed ability tests, no matter how high your ability score or skill rating, there is always some chance of failing spectacularly. On the other hand, the expanding 6's rule also gives you a chance of passing an unopposed ability test that you otherwise would have failed; for example, if you need to roll 9 or less and you roll a 4 and a 6, and then expand the 6 into a roll of 3 and 1, your result is $4 + 3 + 1 = 8$, meaning that you passed the test.

By and large, higher ability scores and skill ratings will still carry the day, making for safe and reliable planning, but the expanding 6's rule allows for the occasional totally unexpected outcome, which makes the game a lot more fun!

Finally, keep in mind that the expanding 6's rule is most commonly used with ability tests; 6's are not normally expanded when making weapon and spell damage rolls, for example. There are only a few very specific circumstances other than ability tests where 6's are expanded, e.g. falling damage as described below. In the absence of instructions to the contrary, it is safest to assume that 6's should not be expanded.

Monster ability tests. Monsters and minor non-player characters (NPCs) just have a Talent score that is applicable to whatever the FM judges that they might reasonably know. Only major NPCs should have a fleshed-out list of regular, combat, and magic skills, and only when absolutely necessary. You don't need to follow the character creation rules for NPCs; just decide what you want them to be able to do and at what level. Keep it simple!



COMMON SITUATIONS

The following are some suggestions regarding how the FM can use the ability test mechanic to resolve common situations that arise in the course of play. When in doubt, pick the most suitable active ability, decide whether the test is opposed or unopposed, decide on any applicable skills, apply any modifiers you deem necessary, and go ahead and roll!

Saving throws. An unopposed Talent test would typically be used in situations where other game systems would require “saving throws,” “testing luck,” and so on. This would include avoiding falling or hurled objects, keeping from slipping, dodging a spear trap, etc. the FM should allow skills applicable to the situation to be used.

Immunity and resistance. For resistance to disease, sickness, and poison use an unopposed Health test, again with modifiers to reflect particular virulence and toxicity. Keep in mind the effects of the Healthy advantage!

Skill contests. An opposed Talent test (against the target’s Competence) would be used in any case where a character’s abilities are pitted against someone else’s, e.g. in the case of picking someone’s pocket. Applicable skills might be Snatch (to pick the pocket) and Peer (to notice what’s happening). The Thief advantage would also be applicable to both.

Pursuit. Resolve pursuit using an opposed Talent test; compare the pursuer with the highest Talent score against the pursued with the lowest Competence score. Apply armour Defence bonus as a penalty to both.

Breaking things. For bashing doors, treasure chests, breaking rusty chains or manacles, etc. just use an unopposed Strength test (with appropriate modifiers in the case of particularly fragile or sturdy objects).

Falling. Falling damage is 1–6 hit points per 10’ fallen, but with *expanding 1’s*: for each 1 rolled, substitute the result of rolling 2 dice and add it to the total. Reroll any subsequent 1’s until a final total is reached. A successful use of the Swing skill (only) reduces falling damage by 1–6 hit points *with* expanding 6’s. Falling is not fun!

Drowning. Swimming is impossible in any armour heavier than leather; characters so attired will sink like stones. Even swimming in leather armour requires you to pass an unopposed Talent test at -2; if you fail, you begin to drown. A successful Talent test allows the character to discard the armour. Damage from drowning is 1–6 hit points per round.

Suffocating. Exposure to heavy smoke or other similar noxious substances requires you to pass an unopposed Talent test for each round of exposure. A failure indicates 1–6 hit points of damage. Characters exposed to a full vacuum will take 2–12 hit points damage each round with no ability test to mitigate the effects.

Perception tests. At times the FM might need to check whether the player characters notice things, e.g. hear a faint noise, spot a small pushbutton, realize that a statue has a concealed lever, etc. These are all basically Talent tests; let the players know they need to make one, ask for pertinent skills and advantages (usually Hear, Peer, and some professional advantages—for which see below), apply any situational modifiers, and make the roll in secret. Don’t roll for everyone; just roll once for the character with the highest chance of success. If someone is actively trying to remain hidden, this will be an opposed Talent test, with the hider’s Competence modified by the rating of the Hide or Sneak skills, depending on the situation.

Of course, asking players to make a perception test at all tips them off, so the wise FM confounds this by asking for perception tests at random intervals, even when there is nothing to be perceived!

Bonuses and penalties. Note that unless stated otherwise, any bonuses or penalties that affect an active ability score will also affect the corresponding passive ability score!

Damage to items. As a general rule, if a character is subjected to stressful events that might result in damage to equipment, if the character passes a corresponding ability test, equipment will also survive unscathed. In other circumstances, the base chance of damage occurring is 3 in 6 for mundane items and 1 in 6 for magic items. This can be modified according to circumstance, e.g. the chance of parchment being damaged in a fire is 5 in 6.

Professional advantages. There are a number of advantages that are meant to reflect membership in a particular profession; these are Druid, Engineer, Exorcist, Healer, Magic-User, Ranger, Sailor, and Thief. They are also meant as a broad reflection of the “classes” used in other games. Any bonuses specifically mentioned in the description of these advantages are cumulative with bonuses due to applicable skills. As well, subject to the FM’s judgement, they should offer bonuses to Talent tests that fall within the purview of the profession in question. Thus a Druid should be able to identify different types of plants and different species of trees, a Ranger should be able to identify animals by their tracks, etc.

Catch-all skills. A number of regular skills are intended as “catch-all skills”; these are Chant, Know, Play, Talk, Speak, and Work. These skills allow bonuses to Talent tests regarding actions that are in some way connected to the character’s background, subject to the FM’s judgement. Thus, to keep things simple, rather than have you develop skills in separate instruments or learn distinct languages, the Play and Speak skills can be used for any instruments and languages that your character would normally be familiar with. Similarly, the Know skill would be applicable to anything you could normally be expected to know based on your species, profession, etc. This keeps things simple and means that you can start playing without the FM having to flesh out an entire world in detail for the sake of defining which character can learn which skills.

Settlements. In the course of play, the FM may choose to classify every town, village, or city as a small, medium, or large settlement. In small settlements, items with a Value ranging from 2–5 are available. In medium settlements items with a Value of 2–9 are available. In large settlements items of Value 2–12 are available.

If the FM ever decides that a particular item may be difficult to obtain in the given circumstances, characters may be required to pass a Talent test in order to equip that item; the Trade skill is applicable. Otherwise, the item cannot be found and the character cannot try to equip that item again in that particular settlement.

OUTDOOR EXPLORATION

The following should be considered the default features of outdoor exploration. Wherever the specific description of the outdoor area in question does not state anything to the contrary, the following should be assumed to be the case.

Marching order. Outdoors, the party's marching order should always be established and clearly recorded, as this will be crucial to the combat situation should an encounter with monsters take place (see the COMBAT section below for details).

Scale, time, and movement. Outdoors, use hex paper to map the area, and let 1 hex = 5 miles, or 1" on a layout or grid. Movement rates are solely dependent on mode of transport: 3 hexes on foot, 6 on a mount, boat, or ship. The basic unit of time is the *outdoor turn*, which is equal to one game day.

The FM can create variant time and distance scales along with movement rates more or less as convenience dictates; the sole requirement is to use a system that makes sense for the type of exploration in question (village, town, city; valley, plain, province; etc.) and that allows for movement across the terrain at more or less believable speeds with the passage of a corresponding amount of time.

Sequence of events. In one outdoor game turn, events take place and are resolved in the following order:

- 1) The FM rolls to see if an encounter will take place this turn.
 - a) If not, the FM proceeds through the remaining steps.
 - b) If so, then the encounter occurs immediately. If monsters are indicated, see the ENCOUNTERS section below for further details.
- 2) The FM checks to see whether the party will be lost this turn.
- 3) The party declares intended movement (or other actions) for the turn.
- 4) The FM resolves the movement by describing the contents of the areas through which the party moves (or describes the consequences of other actions taken). If the party is lost, the FM describes the resulting movement accordingly (see below for details).
- 5) The turn ends. The FM makes a note of the passage of time (1 game day), makes a note of any results that will affect the following turn (e.g. need to rest, healing of wounds, etc.) and returns to step 1) above.

Resolving movement. The FM should read out the contents of each hex on the map as the party enters it. The players initially begin with a blank map that is filled in hex by hex by the party mapper. Some hexes may contain preplanned encounters.

Terrain effects. Some types of terrain (mud, swamps, snow fields) may result in penalties to total movement permitted if the party does not have the

proper equipment. For example, heavy snowfall may result in a -1 hex penalty to ground-based movement.

Encounters. The default chance of an outdoor encounter is 1 in 6. This can be modified to reflect different types of terrain. As a general rule, if a random encounter occurs, roll 1 die. If the result is 1–3, there is an encounter with monsters; if the result is 4–6, there is a weather event. Simple random tables of monsters and weather events should be prepared in advance to suit the particular locale.

Getting lost. The default chance of getting lost is 1 in 6; this can be greater or lesser depending on the type of terrain. The party can, however, only get lost when exploring new territory for the first time. If the party is following a watercourse, road, or other similar landmark, or has a reliable map or guide, then there is no default chance of getting lost.



The following approach is suggested for the sake of simplicity. If the party gets lost under normal circumstances, actual movement will deviate from the intended first direction of movement as follows. Roll 1 die; 1 = 2

hex faces to the left; 2–3 = 1 hex face to the left; 4–5 = 1 hex face to the right; 6 = 2 hex faces to the right. The FM should read out the contents of the corresponding actual hexes, resulting in the incorrect mapping of several hexes by the unsuspecting players.

A party ceases being lost when 1) it moves into a previously explored hex; or 2) the die roll for the turn indicates that the party is not lost. At that point the FM should reveal the actual direction of travel to the players, leading to much entertaining forehead-slapping, erasing, and cursing!

Resting. Every 6th outdoor turn must be spent resting. An encounter roll is made as usual this turn. After combat or any other similarly strenuous activity, 1 turn must be spent in rest.

Forced marches. Characters may move up to double their daily movement rate in 1 turn by performing a “forced march,” i.e. sacrificing sleep for the sake of distance (it is called this even if a vehicle is involved). The whole of the next turn following the forced march must, however, be spent resting.

Foraging. As a default rule for most terrain types, passing a successful unopposed Talent test (the Druid and Ranger advantages are applicable) will result in the discovery of sufficient food for 1–6 characters for 1 day. The FM should allow 1 roll by the character with the highest chance of success.

INDOOR EXPLORATION

The following should be considered the default features of indoor exploration. Indoor exploration includes areas such as buildings, burrows, dungeons, mines, tunnels, caverns, and temples. Wherever the specific description of the indoor area in question does not state anything to the contrary, the following should be assumed to be the case.

Marching order. Indoors, the party's marching order should always be established and clearly recorded, as this will be crucial to the combat situation should an encounter with monsters take place (see the COMBAT section below for details).

Scale, time, and movement. Indoors, the basic unit of distance is 10' and is represented by 1 square on normal graph paper, or by 1" on a layout or grid. The basic unit of time is the *indoor turn*, which equals 10 game minutes. Assume that each discrete game-significant area (room, visible hallway, etc.) takes 1 turn to explore. This exploration activity includes moving carefully, mapping, subjecting the area to a basic examination for hidden features, and so on.

In flight or pursuit the movement rate is doubled (so the party can move through 2 discrete and game-significant areas in a turn: 2 rooms, 2 hallways, etc.), but no mapping is possible.

Sequence of events. In one game turn, events take place and are resolved in the following order:

- 1) The FM rolls to see if an encounter with wandering monsters (see below) will take place this turn.
 - a) If not, the FM proceeds through the remaining steps.
 - b) If so, then the monsters arrive immediately. The FM will have to work in their arrival in some way that makes sense, e.g. they enter a room where the party had been searching for secret doors during the last turn; or they come round the nearest corner of a corridor down which the party proceeded last turn, etc. See the ENCOUNTERS section below for rules on handling encounters.
- 2) The party makes a statement of intent: to proceed down a corridor, to search for secret doors, to listen for noises, to use magic or other skills, etc.
- 3) The FM determines the duration of the party actions (whether they take a whole turn, or part of a turn), decides how much takes place (e.g. how far the party moves), and describes the results to the players.
- 4) The FM has to parse the sequence of party actions and keep track of the unfolding of the turn in a way that makes sense (see "Scale, time, and movement" above).
- 5) As the party moves to new locations, the FM consults the prepared hidden map of the indoor location and determines whether monsters

are encountered or any other pre-planned events, obstacles, traps, items, and so on are discovered.

- 6) If an encounter with monsters takes place, see the ENCOUNTERS section below for specifics.
- 7) The turn ends. The FM makes a note of the passage of time (10 game minutes), makes a note of any results that will affect the following turn (e.g. need to rest, characters' remaining hit points, checking encumbrance, noting spell duration, recording new or lost equipment, etc.), and returns to step 1) above.

Encounters and time. If an encounter occurs, consider that it ends the current turn and lasts the whole of the next.

Resting. Every 6th turn of regular play must be spent resting. After combat or any other similarly strenuous activity, 1 turn must be spent in rest. Wandering monster checks (see below) occur as usual during turns of rest.

Corridors. As a general rule, 3 characters or human-sized monsters can stand abreast in a standard 10' wide indoor corridor.

Doors. As a general rule, doors are typically locked or stuck. Attempting to bash open a door (see "Breaking things" in the COMMON SITUATIONS section above) takes 1 turn and generates a lot of noise, so that if the attempt is failed, it is impossible to surprise whatever is on the other side. The noise may also attract wandering monsters. Up to 3 characters can attempt to open a door (the advantage being that 3 rolls to open the door are possible in the same turn), but this makes it possible for whatever is on the other side to automatically surprise them.

Miscellaneous actions. The FM will determine how long miscellaneous actions such as looting, listening, hiding, inspecting, etc. take. As a rule, using magic takes 1 turn (unless otherwise stated in the spell description), as does searching a 10' section of wall thoroughly for secret doors. Most actions that require any degree of focus, concentration, or effort and that have game-significant consequences should take a full turn as a rule.

Light. Some source of light, or failing that, heat vision or magical illumination, must be used indoors in order to see. Light sources such as lanterns or torches will make it impossible to surprise monsters unless they are happened upon while they are coming through a door. Monsters inhabiting any perpetually dark place are assumed to have heat vision or some equivalent that allows them to function in their surroundings. Torches will last for 6 turns; lanterns for 12. All ability tests that require sight are at -4 in darkness.

Wandering monsters. These are also known as *random encounters*, as they occur at random intervals based on the roll of a die. They are called "wandering" because one common method of introducing the encounter is to describe the monsters as wandering about the indoor location and happening upon the party by chance. The basic chance of encountering wandering monsters is 1 in 6 per turn. The FM determines what kind and how many appear, usually by rolling on a predetermined wandering monster table.

ENCOUNTERS

Whenever an encounter between players and monsters takes place, the following should be assumed to be the case unless indicated otherwise in the description of the specific area in question. These rules can be used for both indoor and outdoor encounters.

Time. The unit of time used for both encounters and combat is the *round*, which is equal to 1 game minute.

Sequence of events. When an encounter is indicated, the time scale shifts to the 1-minute round. Events take place and are resolved in the following order:

- 1) The FM rolls 1 die for each group to check for surprise (see below), if surprise is possible.
- 2) If there is surprise, a “surprise round” follows during which the unsurprised party can act and the surprised group cannot. Action then proceeds according to step 3 below.
- 3) Groups declare their intended actions for the round.
- 4) Initiative is determined (see below).
- 5) The group with initiative acts first.
- 6) The next group acts, following which the round ends.
- 7) Repeat steps 4-7 until the encounter is resolved. If combat is initiated at any point, go to the COMBAT section below.

Surprise. Under certain conditions, surprise is possible at the beginning of an encounter. For example, if the players enter a room with a shut door and monsters are on the other side, the FM may judge that either the party or the monsters or both may be taken unawares. If the possibility of surprise exists, the FM rolls a die for each side. A result of 1-2 indicates surprise. If neither group is surprised, then proceed to step 3 in the “Sequence of events” above. If one group is surprised and the other not, then the unsurprised group acts, and the other can take no action. During this “surprise round,” actions can be taken that are equivalent to those permissible in one combat round; see the COMBAT section below. If both groups are surprised, then neither can act, and action proceeds to the next round.

Initiative. At the beginning of each round, each group declares its intended actions for the round. The FM should determine the monsters’ actions secretly and independently of the players’ declaration of intent. The players roll 1 die; if the result is even, they have the initiative; if the result is odd, the monsters have the initiative.

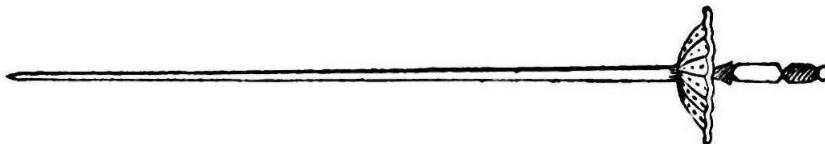
The FM should use common sense to modify the outcomes depending on how the action unfolds. For example, if the monsters intend to parley but the players choose to flee and win the initiative, the players will move away while the monsters shout after them. Similarly, if the monsters win the initiative

and invite the players to parley, the players should be allowed to change their intent and stay to talk if they so wish.

Reaction checks. Unless otherwise specified, monsters will react randomly according to the result of rolling 2 dice cross-referenced with the REACTION CHECK RESULTS table below. Modifiers can be applied to this roll if bribes are offered, if the two parties have drastically opposed ideologies, if the players succeed in intimidating the monsters, etc. In situations where monsters and non-player characters may be influenced by money or social status, characters with a Wealth score of 7–9 get a bonus of +1 to reaction checks; characters with a Wealth score of 10–12 get a bonus of +2.

REACTION CHECK RESULTS

Die Roll	Result
2	Violently hostile
3-5	Hostile
6-8	Uncertain
9-11	Friendly
12	Enthusiastic



Evasion. An encounter can be broken off at any time by mutual agreement between the two sides. Otherwise, see “Pursuit” in the COMMON SITUATIONS section above. If the attempt at evasion is successful, then the encounter ends; indoors in particular the FM may need to interpret the final position of the players in a way that makes sense, e.g. they may have retreated around the last corner and waited until the monsters passed by. The FM may also opt to have the party turn their map face down and describe the route by which they are attempting to flee, and the result of the pursuit roll then indicates whether the monsters succeeded in catching up.

After evasion, 2 indoor turns or 1 outdoor turn must be spent resting. A wandering monster check is made as usual during each turn of rest.

Adventurers can use various tricks to prevent pursuit; burning oil will discourage many monsters completely. As a general rule, dropping food gives the party a bonus of +1 when pursued by intelligent monsters and +2 in the case of semi-intelligent monsters, and +3 in the case of non-intelligent monsters. Dropping treasure (in sufficient quantities) gives a bonus of +1 to the chance of evading non-intelligent monsters, +2 in the case of semi-intelligent monsters, and +3 in the case of intelligent monsters. The FM should always use common sense when applying these bonuses!



COMBAT

In **POCKET-SIZE FANTASY**, an abstract system called *lineup combat* is used to determine the outcome of fights. It is strongly suggested that the FM use actual lineups of miniatures or other similar counters or tokens, all referred to hereafter as “figures.”

Forming the lines. Combat is organized into two sides: the player characters face off against a party of monsters controlled by the FM. Each side is divided into two lines: the *front line* and the *back line*. The front line must be occupied by a minimum of 1 figure and a maximum of 6. In the first round, the side with initiative (see “Order of actions” below) begins the process of forming the lines. Assign figures to the front line in order from your own left to right until the maximum of 6 figures is reached or until you decide to form the back line. Players have to assign figures following the party’s marching order; the FM can use any method. The remaining figures (if any) are assigned to the back line from left to right; players again must follow marching order. When the second front line is formed, figures must initially be placed immediately opposite those on the enemy front line. This is unnecessary for the back lines. The number of figures in the two front lines may differ so long as the aforementioned rules are followed.

Order of actions. Initiative is rolled at the beginning of each combat round: the players roll one die; if the result is odd, the monsters act first, if even, then the players. Figures act in order from left to right, based on their position at the beginning of the line’s turn to act, starting with the front line of the side that has gained initiative for the round, then the front line of the side that lost initiative, followed by the back line of the side with initiative, and then the remaining back line. Once all figures on both sides have acted, the round ends.

Allowable actions. Figures can undertake one action per combat round subject to the following rules. 1) All figures, whether in the front or back line, can draw or change weapons when it is their turn to act; this happens instantaneously, but only once, at the *beginning* of their turn to act. This does not count as their action for that combat round. 2) Figures in the front line can attack an opponent in the other side’s front line with a melee weapon, subject to the rules for engaging (see below). The only other allowable actions are switching with a figure in the back line and attempting to escape (both as described below), and using a Deflect or Dodge spell. Opting not to act is impossible in the front line (*Zugzwang*); you *must* take one of the allowable actions. 3) Figures in the back line can attack anyone on the other side, front or back line, with a ranged weapon, spell, or other form of ranged attack. They can also cast other spells or undertake a general action such as drinking a potion, using a potion on someone else, using a magic item, reading a scroll, shouting out an offer to pay treasure to end the fight, escaping, etc.

Figures in the back line wielding a pole arm can make a melee attack on any figure in the opposing side’s front line; this does not result in the figures becoming engaged.

Engaging. When a figure in a front line attacks a figure in the opposing front line, they become *engaged* in melee combat. An engaged figure can only attack a figure with which it is already engaged. A maximum of 3 figures can engage a single opponent; the single figure can attack any of the others, but the others can only attack the single figure. When engaging, the attacking

figure is moved directly opposite the defending figure and placed with bases touching. If a single allied figure on the attacker's own front line is already opposite the defending figure, it is displaced towards the *left*, but does not alter its position relative to figures farther left of itself (adjust spacing as required), and its engagement status is unchanged. If two allied figures are already engaged with the same opponent, they are both displaced to the left, maintaining their order, remaining engaged with the opponent, and not altering their position relative to figures farther left of themselves.

"Peeling off". If one of several enemy figures engaged with the same single opponent is attacked by a disengaged character, they both become engaged (i.e. the engaged figure is "peeled off" from the former single opponent and must engage the new one). The remaining engaged figures are moved to the attacker's *left* as required, skipping over intervening figures, until no "lines" of engagement "cross" each other (i.e. until figures remaining engaged with the same opposing figure are all grouped together with no figure engaged with a different opponent separating them). The leftmost figure is placed opposite the engaged opponent.

Movement between lines. 1) If there are less than 6 figures in the front line, figures in the back line can use their action for the round to move to the front line and engage an opposing figure. 2) Figures can also switch places with each other between the front and back lines, but this requires the willing participation of both figures. Switching is initiated by the figure in the front line; the figure from the back line immediately becomes engaged with the opponent(s) with which the figure from the front line was formerly engaged (if any). The figure from the back line must take an allowable front line action (other than switching) immediately the switching has taken place. The figure from the front line can act in the same round on its turn in the back line. 3) If all figures in the front line have been subjected to game "death," figures from the back line are immediately pushed up to their front line, maintaining their order, and are placed opposite the unengaged enemy figures there until their numbers are equal or the back line is empty. 4) If any figures on the front line are unengaged and all enemies in the opposing front line are engaged by the maximum 3 figures, those unengaged figures are immediately pushed to the end of their back line, preserving their order.

Spell attacks. Roll 2 dice, add Power, and add the rating of the applicable magic skill, expanding any 6's. If the result is greater than or equal to the opponent's Resistance score (which is Power +7), the opponent is affected by the spell. Keep in mind that unlike combat skills, if you don't have the applicable magic skill, then you don't know the spell and can't use it at all.

Melee and ranged weapon attacks. Roll 2 dice, add Strength, and add the rating of the applicable combat skill, expanding any 6's. If the result is greater than or equal to the opponent's Defence score (which is Strength +7 + any armour modifier), the opponent takes damage.

- If you don't have the applicable combat skill you can still attack with a melee or ranged weapon, but then the attack roll is simply 2 dice plus the numerical value of your Strength.
- Most missile weapons can be reloaded and fired the same round; the arbalest is an exception. Reloading an arbalest takes an entire combat round.
- Make sure that you track all expended ammunition!

Multiple attacks. Figures with multiple attacks (see e.g. the Dual Wield combat skill) repeat the process described above until all their attacks have been taken.

Spoiled aim. Figures in the back line who took damage earlier in the combat round (or were affected by a Push or Pull spell) before their turn to act cannot attack with ranged weapons or spells in that same combat round. Other move-related actions are permissible. (This rule introduces variety by encouraging combatants with ranged weapons and spells to aim at the back line when they win initiative rather than just firing away at the opposing front line).

Effects of damage. Damage from weapons or spells is determined by rolling one die and adding the appropriate damage modifier and the rating of the corresponding skill (if any); damage rolls do not normally have expanding 6's. Weapons, spells, and monsters have their own damage modifiers. A successful hit always does at least 1 point damage regardless of any modifiers.

When monster hit points are reduced to 0 or less, the monster quietly and conveniently vanishes from the game. When player character hit points are reduced to 0 or less, the character is *unconscious* and can take no action. Immediately push the character to the end of the back line; the character cannot be attacked by the other side. On the character's next turn to act, if hit points are still 0 or less, a *survival test* must be passed: this is simply an unopposed Health test. If the test is failed, game "death" ensues; otherwise, the character is removed from combat, regains 1 hit point per *turn*, and wakes up when hit points reach a positive numerical value of 1.

When one of multiple figures engaged with the same enemy "dies," the remaining figures should be pushed to the enemy's left until there are no gaps and the leftmost figure is directly opposite the enemy.

Morale. A morale check should be made when the monsters' side suffers its first loss in combat; when half of the monsters have been defeated; and whenever the GM judges that the monsters have been subjected to unusual and demoralizing circumstances. A morale check is simply an unopposed Strength test. If the test is passed, the monster holds its course; if it is failed, the monster will attempt to escape combat or otherwise disengage from the situation (e.g. by calling for a truce). Monsters that pass a morale test twice will fight to the death. As a rule, if there is a clear and dominant leader, use the leader's morale check result for the entire group.

Escaping. 1) Combat can be broken off at any time by mutual agreement between the two sides. 2) Any figure in the back line can escape automatically. 3) Unengaged figures in the front line can escape automatically. In the case of engaged figures, each opponent with which that figure is engaged can make an immediate “free” attack, i.e. one that does not count as the character’s action for the round, with a +2 bonus to hit and damage. If the figure survives, it escapes. 4) If there are 2 or more figures on the back line, as their action for the round they can opt to provide *covering fire*. This has no effect other than that if the back line unanimously does so, the entire front line can immediately escape; the back line then becomes the new front line.

If an entire side manages to escape and there are no combatants left, combat ends. The remaining side can make *one* attempt at pursuit (see the COMMON SITUATIONS section above). If this fails, the pursued have gotten cleanly away; if it succeeds, combat recommences and no further escape attempts are possible by either side.

Special situations. The FM can modify the basic approach outlined above to represent special situations. For example, if combat takes place in an enclosed space, e.g. a long indoor corridor, the FM might rule that a maximum of 3 characters can be in front line.

Outdoor combat. The following optional system is suggested. Outdoors, there can be up to 9 combatants in the front line. When the encounter begins, the distance separating the parties will be from 1–3 units (determine randomly). As long as there is distance separating the parties, attacks can only be made from the back line; the front line can take no action (thus no *Zugzwang*). In any given round, the side with initiative can initiate the closing process; combat is fought at a distance until the parties come into contact. Each unit of distance indicates 1 round required to close (count the round in which closing is initiated as round 1 of closing). The side initiating the closing process can still act that round. Once initiated, closing cannot be aborted and continues inexorably until the sides come into contact; escape attempts are not possible during this time.

- If even one figure on the side with initiative opts to *charge*, the remaining distance is closed instantly; during that same round, only melee attacks can be made by the charging side, which are at +2 to hit and damage.
- The charged side can attack as usual during the round, making both melee, ranged, and spell attacks.

Mass melee. If there are more than 12 combatants on each side, or if the combat situation degenerates into a disorganized free-for-all, the following mass melee system is suggested as an alternative to lineup combat. Each combatant chooses 1 weapon (melee or ranged) or 1 spell. Add up all of the applicable skill modifiers for the entire side; to this add the weapon and spell damage modifiers as well as all armour-based Defence modifiers. The result is the *attack modifier* for that side. Roll 1 die per combatant and apply the attack modifier; do not expand 6’s. The result is the side’s *attack strength* for

that combat round. Compare the attack strengths of both sides; if they are identical, then the combat round is a tie. Otherwise, subtract the lesser attack strength from the greater; the result is the number of hit points damage that must be absorbed by the losing side (the side with the lower attack strength). Damage can be divided among the members of the losing side as desired.

Unarmed combat. There are 3 forms of unarmed combat. 1) *Striking*. Hit someone with a fist. The Punch skill is applicable. Damage from a fist has a modifier of -3. There is a -2 penalty to your opposed Strength roll if you try to hit someone armed with a melee weapon. 2) *Boxing*. Only possible when both combatants are unarmed and both agree to box (i.e. are not trying to cause game “death”). The Punch skill is applicable. Damage is 1–2 hit points of unarmed damage; unconsciousness for 1–3 turns, not “death,” ensues at 0 hit points. Whenever damage is dealt, there is a chance of being knocked out. To remain conscious, the character must pass an unopposed Health test. If the test is failed, the character passes out and the fight is over. 3) *Grappling*. Both opponents must be unarmed and agree to grapple. The Grapple skill is applicable. Ignore the initiative result; all attacks are simultaneous. Each combatant rolls to hit; each combatant who succeeds rolls 1 die for each point of their skill rating. If the rolls are equal, the round is a tie and nothing changes. Otherwise, the highest total wins: if the winner is pinned, he or she is now free; if both combatants are free, the loser is pinned; if the loser is already pinned, he is choked out and the fight is over. Each successful hit does 1–2 hit points unarmed damage as per boxing above.

In the case of both boxing and grappling, unconscious characters do not need to pass a survival test; they automatically wake up in 1–3 turns with 1–3 hit points.

Subduing. When attacking with melee weapons *only* (not missile weapons or spells!) it is possible to strike to subdue: conduct combat as usual, but apply a damage modifier of -1. At 0 hit points, unconsciousness ensues rather than game “death;” no survival roll is required. The subdued figure is removed from combat and wakes up in 1–3 turns with 1–3 hit points.

Game “death”. It’s important to keep in mind that without the possibility of loss there can be no reward. Without an element of risk, the game wouldn’t be any fun. For this reason role-playing games always include the possibility of character “death,” i.e. a rule that if your character’s hit points ever fall below a certain number, you’re supposed to stop playing that character. Even “losing” a character in this sense isn’t at all the same as losing at other games, because it makes for a better story, and serves the purpose of keeping the game challenging and fun.

Because in **POCKET-SIZE FANTASY** hit points are (deliberately!) hard to come by, in order to maximize their chances of survival, players should have their characters wear the heaviest armour and carry the deadliest weapons they can possibly get their hands on, acquire the Healer advantage, and sleep a lot (hit points are completely recovered after a good night’s rest).

On the FM's side, monsters should usually be inferior to the players in terms of abilities and equipment, and should run a lot (don't forget to apply the Morale rules!). Being generous with healing potions doesn't hurt either.

If all else fails, players only need to create a new character with the same total XP as the old minus a 10% penalty and jump back in at the earliest opportunity!

MONSTERS

Monsters are defined by the following attributes: Talent (TL); Strength (ST), Power (PW); Health (HT); Competence (COM); Defence (DEF); Resistance (RES); Hit Points (HPT); number of attacks (NAT); and damage modifier (DMG).

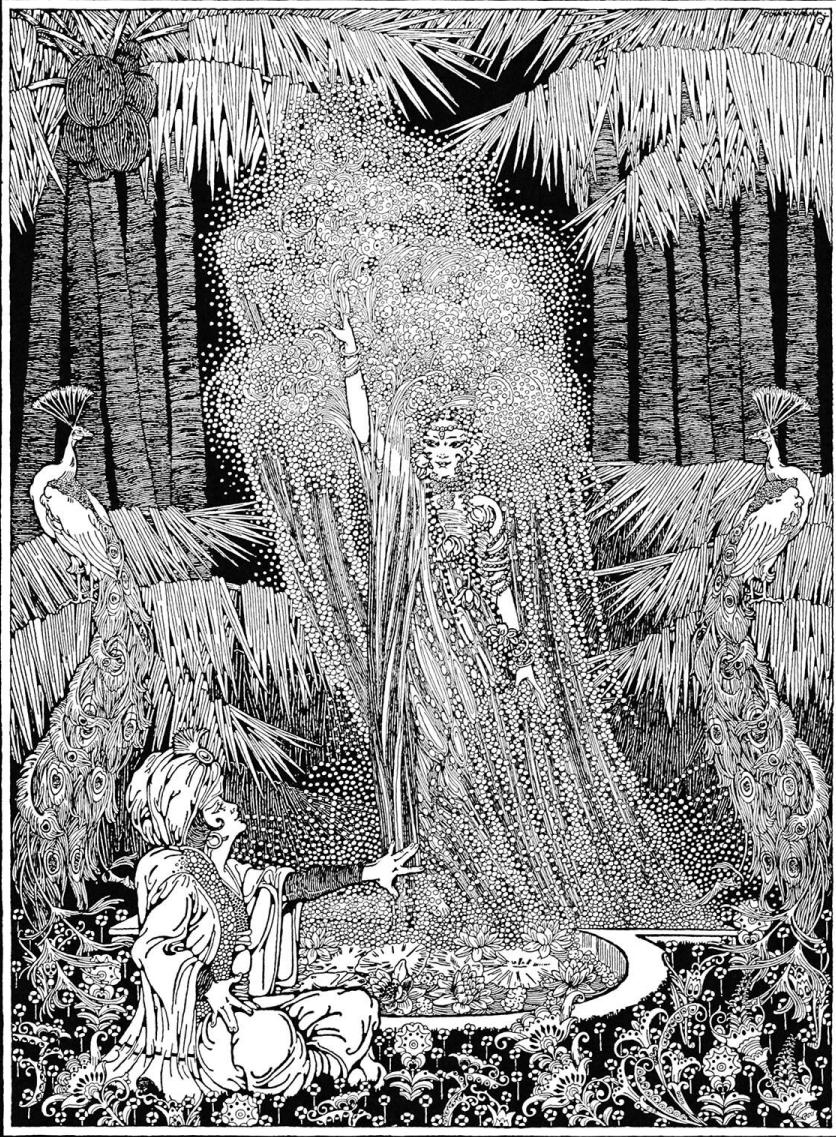
If a monster has multiple attacks, they must all be directed towards the same target unless the monster description specifies otherwise. As well, unless the monster description states otherwise, assume that a monster's attacks are all melee attacks. Humanoid monsters may be equipped with ranged weapons at the FM's discretion.

In the case of humanoid monsters, a damage modifier of "W" indicates that the creature may be armed with different types of weapon and that the weapon damage modifier should be used. If there is a numerical damage modifier, then it reflects the monster's natural weapons, e.g. in the case of Ailuroi, the -2 damage modifier reflects their claws. If the damage modifier is "-" then simply roll 1 die for the damage caused by the monster's natural weapons.

In the case of humanoid monsters, the Defence score reflects the armour with which the monster would typically be outfitted; this can be extrapolated at need, e.g. an Ork of the porcine subtype has a +2 bonus to Defence and would therefore normally wear leather armour and carry a shield. Otherwise, the Defence score reflects the monster's natural armour (hide, chitin, scales, shell, etc.).

Also note that when a monster weapon is specified as an attack with fists, unless otherwise stated, do *not* apply any penalty to the opposed Strength roll to hit, and treat the damage modifier as nil (compare the rules for normal humanoid fist attacks under "Unarmed combat" in the COMBAT section above).





MONSTER TABLE

Name	TL	ST	PW	HT	COM	DEF	RES	HPT	NAT	DMG
Ailuros	3	3	3	4	10	11	10	5	2	-2
Avian	6	4	5	5	13	11	12	7	1	-
Colossus*	3	9	5	12	10	21	12	24	2	+3
Curcurbite*	3	11	5	10	10	22	12	22	2	-
Demon	10	12	10	10	17	24	17	26	1	+3
Dragon*	12	12	12	12	19	24	19	30	3	+3
Fairy	11	5	12	6	18	12	19	8	1	W
Florizon	5	4	6	6	12	13	13	7	1	W
Giant*	6	10	5	10	13	20	12	20	1	+2
Gobelin	4	4	3	3	11	11	10	5	1	W
Homarus*	5	8	6	8	12	18	13	10	2	+1
Id Beast	5	10	7	7	12	17	14	18	3	-
Jubjub Bird*	8	4	6	5	15	14	13	8	3	-1
Kyothanaton	5	8	7	8	12	15	15	14	3	+1
Lubrican	8	4	11	6	15	11	18	8	1	W
Mumia	4	8	10	9	11	15	17	13	1	W
Nargul	5	7	6	6	12	16	13	15	2	W
Nykteris*	7	7	8	8	14	16	15	12	1	+2
Octopocephalus	9	6	6	9	16	15	13	13	1	-
Ogo*	5	9	6	10	12	18	13	17	4	-2
Ophidian	4	6	4	6	11	15	11	12	1	W
Ork										
<i>Porcine subtype</i>	5	5	5	5	12	16	12	9	1	W
<i>Simian subtype</i>	4	4	4	4	11	13	11	6	1	W
Osseus	5	5	4	5	12	16	11	10	1	W
Paraffin Man*	5	5	6	4	12	12	13	6	1	W
Pontikos	6	3	5	4	13	11	12	4	1	W
Putrescence*	-	-	4	4	-	-	11	6	-	-
Pykyssy	6	9	6	6	13	20	13	16	1	+2
Reiver	9	11	10	9	16	23	16	16	2	W
Templar	9	10	12	9	16	23	19	16	2	W
Unicorn	10	6	9	10	17	13	16	15	3	+2
Xok*	5	6	5	7	12	17	12	12	2	W
Zombi	3	3	3	3	10	10	10	4	1	-1

* Monster has a special attack in addition to the one specified in the chart; consult the description for details.

ALPHABETICAL LIST OF MONSTERS

Ailuros. The Ailuroi (sing. *Ailuros*) are a humanoid species of distinctly feline appearance; they are approximately 4' tall on average, are covered in fur, and have short pointy ears, tails, and fangs. They are savage and hate everything that lives. Eager students of torture, they are cannibalistic and see other species as sources of food and cruel amusement. Their language consists of yowlings and caterwaulings; the main product of their society is bloodshed; and their chief preoccupations are killing, eating, and reproducing. Ailuroi are completely untrustworthy and will lie, cheat, and steal at every conceivable opportunity; treachery is second nature to them; they are foul and filthy, and despised by most sentient species. They have a natural cunning that approximates human intelligence. Their principal foes are the Pontikoi (see below), with whom they are locked in a war of mutual extermination. Ailuroi typically wear leather armour and attack twice with claws.



Avian. Avians are a humanoid species of distinctly birdlike appearance. They are typically friendly and playful, but with minimal attention spans. They can fly at a speed of 240' per turn, and in combat are able to swoop down on enemies, which allows them to make melee attacks on anyone on the opposing side from their own back line.

Colossus. Colossi are huge, magically animated stone statues. They attack twice per round with their fists. In addition, any time a colossus successfully hits an opponent, there is a 2 in 6 chance that the opponent will be knocked to the end of the back line.

Curcurbite. The curcurbite is an artificial life form created by pouring a magical hell-brew into a hardened glass vessel, creating what is in effect a living test tube. Although typically of human size and shape, they can be made in any form. They are semi-intelligent and usually employed as servants and guards by powerful Magic-Users. They can attack twice per round with their heavy glass fists, and every third round they can also spew acid on an opponent in the front line (damage modifier of +3; but short range only, i.e. can't be used from the back line). The target can pass an unopposed Talent test for half damage; however, if the test is failed, any armour the target is wearing will be corroded: if using a shield, the shield will be destroyed; otherwise, the armour's Defence modifier will be reduced by 1–3 points.

Demon. Demons come in many different sizes and shapes, but their overall appearance is generally reptilian, with leathery skin, horned heads, long prehensile pointed tails, and sharp fangs and claws. They are typically armed with magical +3 spears.

Dragon. Dragons are just about the most formidable opponents that pocket-size heroes can possibly face. They are huge, reptilian quadruped beasts with thick scaly hides, long, dagger-like teeth, snakelike tails, and a thoroughly corrupt and evil nature. There is a 4 in 6 chance that they will attack 3 times

per round with their claws and teeth; otherwise, they will breathe fire. The fiery breath (damage modifier +4) automatically strikes everyone on one line, front or back; affected combatants who pass an unopposed Talent test will take half damage (round down).



Fairy. Fairies, or elementals, are solid, humanoid creatures that dwell in one of the 4 natural elements: fire, water, air, and earth. Thus fire fairies will be found in volcanic regions and deserts; water fairies in pools, streams, and rivers; air fairies on high mountain peaks; and earth fairies in trees, caves, and mines. While not evil, they care little for the affairs of other humanoids, and are quite selfish. Fairies are highly magical and typically know the Beguile, Command, Control Animals, and Hypnosis spells. Fairies typically prefer to avoid combat and rely instead on spellcraft and trickery. They may try to abduct a particularly attractive party member; if this is successful, the character will reappear in 1–6 game months with only dim and fragmentary memories of the time spent away.

Florizon. Florizons are humanoids with a distinctive life cycle; they all begin life as female and remain so up until the approximate age of 30, at which point they change sex, becoming and remaining male for the rest of their lives. The females secrete a peculiar pheromone with a powerful effect: all humanoid males exposed to it must pass an unopposed Power test or else be affected as per the Beguile spell.

Giant. Giants are oversized humanoids from 10' to 12' tall and with corresponding increases in size and strength. They are typically armed with heavy spiked clubs (damage modifier +2) and with 1–6 boulders that they can hurl at their opponents (damage modifier +2). They are typically malevolent and cunning, but lacking in intelligence.

Goblin. Gobelins are vile, semi-reptilian creatures of limited strength and intelligence, often being driven by Orks before their own ranks and used as front-line troops. They are typically poorly equipped, being armed with machetes or knives and short bows and wearing little or no armour.

Homarus. Homaruses are super-humanly intelligent giant lobsters. They consider humanoids, and humans in particular, to be a delicacy, and seek to capture them and boil them alive in order to make their world-renowned humanary stew. They are highly law-abiding and ethical, and if challenged, will happily explain to captives that primitive humanoid nervous systems cannot possibly feel pain. They can attack twice per round with claws, or bite once per round (damage modifier nil). If the bite is successful, the victim must pass an unopposed Health test or fall unconscious for 1–6 turns.

Id Beast. An Id Beast is an exteriorized manifestation of a troubled person's unconscious aggression and hatred that occurs through use of latent magical

ability. Id Beasts typically appear as large, monstrous beings with massive claws and teeth, made up of a crackling red energy field instead of flesh. They are immune to mind-affecting spells, heat, cold, gas, poison, and oxygen deprivation. Id Beasts conjured up by Magic-Users by means of an Id Exteriorization spell have a score of 5 in each of their primary abilities; add 1 to each ability score for each point of the Magic-User's skill rating. The secondary abilities including hit points are calculated by adding 7 to each of the primary abilities.

Jubjub Bird. Jubjub birds are pterodactyl-like creatures with purple skin and orange spots growing to approximately 4' in length. They attack by swooping down on their enemies and attacking with beak and claws; in combat whenever they attack or are attacked in melee, there is a 3 in 6 chance they will swoop away and so remain disengaged. As long as they remain disengaged, whether they are in the front or back line of their own side, they can attack anyone on the other side, whether in the front or back line.

Kyothanaton. Kyothanatons have the appearance of large, completely black dogs with three heads and red, evilly glowing eyes. They can bite 3 times per round with their slavering yellow fangs. They are native to the lower planes of Hell and rarely encountered in the mundane world unless summoned by daring and powerful Magic-Users.



Lubrican. Lubricans are small humanoids from 3' to 4' tall. They are typically irascible and very clever; they are miserly and accumulate small hoards of great value. If caught, they must reveal the location of their treasure to their captors in exchange for their release. They know the Camouflage, Invisibility, and Teleport spells and will not hesitate to use them, making their capture a difficult and doubtful enterprise. Even when caught, they will use every trick at their disposal to escape.

Mumia. Mumiae are embalmed animated corpses produced by sinister magic. They are slow but powerful, and have a strong affinity with magic. 2 in 6 have the Sorcerer advantage, and 1 in 6 is a Magic-User knowing 1-6 spells. Due to their desiccated tissues and the flammable resin used in their creation, they take double damage from any fire-based attack.

Nargul. Narguls are squat, humanoid creatures with hairless, rubbery orange skin, spherical bodies, and corrugated limbs similar to vacuum hoses. They have 2 heads, each with 3 eyes, and large, fanged mouths. The purple brain-case of the skull is particularly prominent; the heavily veined structure of the brain is apparent. Because of their dual-brain nervous systems, they can attack twice per round (weapon type permitting).

Nykteris. Nykterides are horrible quasi-demonic creatures with ugly human heads, fanged mouths, bat-like bodies and wings, and long barbed tails. In combat they can attack in melee by biting with their fanged mouths, or they can swoop from the back line and attack anyone on the other side with their

barbed tails (treat as a regular ranged attack). Damage modifier for tails is nil.

Octopocephalus. Octopocephali, as the name suggests, are octopus-headed humanoids. They typically attack with their stinging tentacles and attempt to grab hold of their opponent. If an octopocephalus hits in melee and passes an opposed Talent test, the opponent is *held*; the octopocephalus can automatically inflict damage from constriction each round. The victim can break the hold by passing an opposed Talent test (both combatants will still be engaged). If another combatant hits the octopocephalus for damage (whether missile or melee) while it is constricting a victim, then the octopocephalus automatically lets go of the victim.

Ogo. The Ogos are humanoid creatures of near-giant stature (8' tall on average) with an overall crustacean appearance and body structure, including a tough outer carapace. They have clam-shaped heads with fanged mouths that open side-to-side like a Venus flytrap; two small eyes are set on stalks that jut out from either side of the head. The arms split into two forearm-like protuberances at the elbow, each terminating in a huge crab-like claw. They are omnivorous and insatiable and will devour practically anything given the opportunity. They can attack 4 times per round with claws, or bite once (damage modifier +3).

Ophidian. Ophidians are humanoid in size and shape, but have a thick, scaly hide and fanged mouths reminiscent of large snakes; they also have serpentine forked tongues. Despite their humanoid appearance, they are only semi-intelligent; they are able to use an extremely primitive language that is more reminiscent of the dance of bees than normal humanoid communication. They are able to make and use simple weapons and armour, most often wearing leather armour and carrying a short sword and shield. They are omnivorous and will pursue humanoids as food sources if others are lacking.

Ork. Orks are hostile, vile, bestial humanoids. There are two main subspecies: the simian type is smaller, about 4' tall, hairy and fanged; the porcine type is larger, about human size, and has a bulky and muscular frame. The simian subtype is nocturnal and has difficulty coping in bright sunlight; they have a penalty of -2 on all ability tests when subjected to these conditions. The porcine subtype dislikes sunlight but is able to function at no penalty. The simian subtype is usually armed with leather armour, a shield, and a short sword, while the porcine subtype typically has chain mail, a shield, and a spear. Orks are often allied with the Ailuroi, whom they tend to use as shock troops and expendable vanguard units.



Osseus. An osseus (pl. *ossei*) is a form of Undead appearing as an animate skeleton; its intelligence approaches the normal human level. They often serve as captains to squads of Zombi (see below). They typically wear chain armour and carry shields, and are armed with long swords or spears.

Paraffin Man. Paraffin men are semi-intelligent beings made of wax and animated by magic; they are roughly human-sized and shaped, but instead of heads they have large wicks that feed a huge burning flame. They can attack with weapons or else make a ranged attack by shooting a stream of fire from their head-flames (damage modifier nil). When paraffin men fall in combat, place them at the end of the back line; another paraffin man in the back line can use its action for the turn to incorporate the substance of a fallen paraffin man into itself, curing all damage and restoring its hit points to their maximum value.

Pontikos. The Pontikoi (*sing. Pontikos*) are a highly intelligent, vegetarian, and essentially peace-loving race of humanoids with distinctly murine features. They are 3' tall on average, are covered in fur, and have long thin tails, short rounded ears, and protruding whiskered muzzles. Their language consists of a series of musical chirpings and chitterings. They are strongly devoted to the cause of Law. They are bitter foes of the Ailuroi (see above). While they are less physically imposing and less courageous warriors than the Ailuroi as a rule, their technological and tactical superiority makes them a force to be reckoned with. They value justice, order, and scientific and artistic achievement. They typically wear leather armour and fight with knives.

Putrescence. A putrescence is a peculiar plant-like organism that grows in caves, tunnels, and abandoned structures; it is a dark grey-green in colour, and like a thick, heavy slime in texture. It tends to cling to walls and ceilings, and is difficult to see unless specifically looked for. It grows by slowly consuming both organic and inorganic substances. It can consume wood at the rate of 1" per hour, and eats through metal at the rate of 1" per round. Putrescences are sensitive to vibration and will drop down from walls and ceilings onto passing creatures. They can eat through clothing and plate or other metal armour in 1 round, and will eat through other types of armour in 3 rounds. Once in contact with flesh, the putrescence will begin to convert it into its own organic substance. A normal-sized character will be completely converted to slime in 1–6 rounds. The putrescence cannot be damaged by cutting or bludgeoning, but is vulnerable to fire, cold, and acids; if these are used, the character being devoured will take the same amount of damage as the putrescence. It can also be scraped off, but the instrument used is then rendered useless.

Pykyssy. Pykyssy are amphibious creatures with the appearance of a huge, writhing mass of indigo tentacles crowned by the shell of a giant clam. They are extremely aggressive and voraciously carnivorous and will readily break off combat to feast upon a fallen opponent. There is a 1 in 6 chance that the clamshell of a Pykyssy will contain a giant pearl with a Value of (1–6) + 3.

Reiver. Reivers (or Anti-Templars) are fearsome warrior priests who serve the cause of Chaos. Reivers normally work alone and through treachery; more rarely, by means of the domination of a group of followers. Reivers typically have a skill rating of +4 in Fists of Steel, Powerbolt, Scare, and Telekinesis as well as in 1–6 other spells. Notably, they are able to wear any armour

and still cast spells. They typically wear black plate mail; the wearing of unique elaborate and frightening masks is common. They possess the Magic-User, Favoured, and Exorcist advantages, though this latter allows them to control and command Undead beings instead of repelling them. They typically carry black 2-handed swords with a magical bonus of +2 to +4. Their awe-inspiring martial training allows them to take 2 actions per melee round.

Templar. Templars are the antitheses of Reivers; they are warrior priests who serve the cause of Law. Most Templars encountered by player characters will be on some sort of quest and accompanied by 2–12 retainers. Like Reivers, they can cast spells while wearing armour, and typically have a skill rating of +4 in Beguile, Command, Deflect, and Jump as well as in 1–6 other spells. They possess the Magic-User, Favoured, and Healer advantages, and typically carry shields and fight with long swords with a magical bonus of +2 to +4. They can take 2 actions per melee round.



Unicorn. Unicorns resemble large horses with a single curved horn in the centre of their foreheads. They are typically either snow white or jet black, though legend speaks of rarer specimens that come in all the colours of the rainbow. They generally shun humanity and tend to be aggressive when encountered, though they are extremely intelligent and will typically not fight to the death unless it is absolutely necessary. Legend further suggests that they have a soft spot for maidens, though the truth of the matter is uncertain.

Xok. Xoks are large, burly humanoids with grey-white skin; they have hairless heads with pointed noses, small black eyes, and huge mouths with thick rows of heavy, dripping teeth. In melee combat they can attack once with a weapon and also bite for (1–6) + 3 hit points damage. They are typically armed with scimitars and shields or pole arms, and wear chain mail. They are voraciously carnivorous and can smell fresh blood at a distance of 60'; if any opponents are wounded (i.e. bleeding) they have a +2 on morale checks. They are also able to breathe underwater. They are cunning and wicked, but have a primitive sense of honour, and are frequently find employment as shock troops.

Zombi. Zombis are the lowest class of Undead; they are animated corpses with extremely primitive intelligence. They move slowly with a shambling gait and attack with claws. To make up for their relative weakness, they usually attack in large groups; they are often led by one or more ossei (see above). When a Zombi is defeated in combat, move its remains to the end of the back line. A wounded Zombi in the back line can repair itself from these remains, restoring 1–3 hit points; this entirely consumes the remains, which then disappear from the game.

MAGIC ITEMS

Magic items are a staple of fantasy role-playing games, and **POCKET-SIZE FANTASY** is no exception. Magic items are, however, their own reward and can't be used to increase Wealth. If they aren't retained by characters, they disappear from the game. They also typically can't be bought, only found. You must choose between leisure and treasure!

Most magical items (with the exception of potions, cursed items, defective scrolls, harmful items, and unusual items) can be identified by any Magic-User through examination if an unopposed Talent test is passed. Each attempt typically requires 1–6 turns. There may be exceptions at the FM's discretion. Items that cannot be identified in the usual fashion may be identified through the consultation of sages; this requires the Magic-User to deduct 1 Wealth point and spend 1–6 game months in research. If an unopposed Talent test is passed, the Magic-User succeeds in identifying the item.

WEAPONS & ARMOUR

Magic weapons and armour function as a rule just as regular weapons and armour do, but better. This is reflected by various bonuses, as explained below. Some exceptional magic weapons and armour have additional abilities; see the listing below for possibilities.

Magic weapons. Magic weapons have bonuses typically ranging from +1 to +5; apply this bonus both to the opposed Strength roll to hit, and to the damage roll (the bonus is over and above the Damage modifier by weapon type).

Magic armour. Magic armour has bonuses typically ranging from +1 to +5; add the bonus to its Defence modifier and subtract it from its weight. Thus +1 chain mail has a Defence modifier of +4 and a Weight of 2 items. Note that the Weight of magic armour can never be less than 1 regardless of the value of its bonus.

Cursed items. These are as detailed above, but have penalties instead of bonuses. In the case of armour, these are *subtracted* from the armour's Defence modifier and *added* to its weight. Cursed items are semi-sentient, and automatically control their wielders such that the wielders cannot voluntarily relinquish their grip on the weapon, and will fight even close friends and associates who attempt to take the weapon away. The wielder may attempt to shrug off the influence of the cursed item by passing an opposed Power test (versus the weapon's Dominance score; see below) but no more than once per game day.

Sentient weapons. Some magic weapons, typically swords, are intelligent; this is reflected by their possession of *Ego* and *Dominance* ability scores. The Ego score is typically 6 plus the weapon's bonus; the weapon's Dominance score is the passive ability, and as a rule it is simply Ego + 7. Sentient weapons have their own motivations and agenda, e.g. never retreating from a

fight, destroying all monsters of a certain type, and so on, and may attempt to *control* their wielder in order to carry out these objectives. In such a case the weapon must pass an opposed Ego test versus the character's Resistance score. If this is successful, the character is compelled to carry out the will of the weapon.

Berserker Blade. The moment this magical broadsword is used in battle it attempts to control its wielder; if it succeeds, the wielder is forced to shed all armour (takes 1 round), but may retain a shield. It then functions as a +4 weapon. If it fails and the wielder continues to wear armour, it confers no bonus. The wielder may attempt to force it to do so by winning an opposed Power test versus the blade's Dominance score.

Blade of Life Drinking. A long sword with the property that the wielder regains 6 hit points whenever a 6 is rolled for damage (before modifiers).

Bracelets of Defence. There are three types: gold, silver, and bronze, each of which respectively confers a bonus of +1, +3, and +5 to the wearer's Defence score. This bonus, however, is *not* cumulative with any other armour that may be worn: only apply the highest bonus, either from armour, or from wearing the Bracelets.

Vorpal Sword. This is like a long sword in all respects but one: any 6's on the damage roll are expanded.

SCROLLS

Scrolls can only be used by Magic-Users; they contain magical writing that enables the reader to cast a spell once successfully *without* having to pass a Talent test (whether opposed or unopposed), even if the Magic-User does not know the spell. The writing is unintelligible to anyone but a Magic-User and disappears once the spell is cast.

- There is a 3 in 6 chance that any given scroll will contain 1 spell, a 2 in 6 chance of 2 spells, and a 1 in 6 chance of 3 spells.
- Additionally, 1 in 6 scrolls is defective; a defective scroll either crumbles to nothing the first time it is used, or else backfires in some way that causes harmful results.

Making scrolls. Player Magic-Users can manufacture scrolls; this takes 1 month of game time and requires the expenditure of 1 Wealth point per spell. The chance of the scroll being defective is always 1 in 6. Success is typically automatic (i.e. does not require an ability test).

Scrolls and Spell Acquisition. As an option, the FM may decide that in order to gain a new magic skill, Magic-Users must first locate a scroll that contains the corresponding spell. Only after having located the scroll can the Magic-User expend XP to gain the new magic skill. The scroll is destroyed in the process. Subsequent improvements of an already known magic skill do not require possession of a scroll.

WANDS, RODS, & STAVES

Wands, Rods, and Staves can only be used by characters with the Magic-User advantage. The use of some is obvious and requires only the passing of a successful unopposed Power test to figure out; others are complicated and obscure, and may require research or the discovery of instructions to operate.

Charges. Wands, Rods, and Staves typically have (1–6) + 2 charges. Magic-Users can recharge a spent device; this requires the expenditure of 1 Wealth point and 1 month's full-time work. If the Magic-User passes an unopposed Power test, 1–6 charges are restored to the item. Failure indicates that the Wealth point and time are lost and the device regains no charges.

As far as **POCKET-SIZE FANTASY** is concerned, Wands are up to 12" long, Rods are between 1' and 2' in length, and Staves are from 4' to 6' long.

Rod of Recollection. As outlined in the MAGIC SKILLS section above, when a Power roll to cast a spell is failed, you can't attempt to cast that spell again until you've had 8 hours of restful sleep. However, a Rod of Recollection allows a Magic-User to attempt to cast a previously failed spell despite not having slept. Each attempt uses 1 charge from the Rod of Recollection; it will typically have from 1–6 charges, all of which are replenished overnight.

Staff of Resurrection. Use of this Staff brings a dead character back to life. If the Magic-User passes an unopposed Power test, the character is revived with 1 hit point; if the test is failed, 1 charge is expended with no effect. Apply a penalty to the test of -1 for each full day the character has been deceased. The Staff of Resurrection does not cure poison or disease, nor will it restore severed limbs, so a newly-resurrected character may well immediately die from the same ailment that did the character in to begin with!

Wand of Weariness. Shoots a bolt of force that causes intense lethargy in the target. The Magic-User must pass an opposed Power test; if this is failed, 1 charge is expended with no effect. If it succeeds, whenever the target wishes to act, it must succeed in an unopposed Power test or else remain motionless. The effects of the Wand of Weariness last 1–6 turns (or rounds in combat).

POTIONS

Potions are usable by all organic beings with a digestive tract (or equivalent) and a humanoid or animal metabolism. At the FM's discretion, all formulas of a certain type might have the same colour and appearance, making identification easier. Otherwise, they can only be identified by tasting, i.e. taking a tiny sip. Sipped potions typically have an effect that lasts for a few second or minutes; the exceptions are Potions of Nausea, Poison, and Regurgitation. Unless otherwise stated in the potion's description, the duration of a potion is 1–6 turns (or 1–6 rounds in combat).

Imbibing a second potion while a first is still in effect results in the nullification of both and creates a toxic mixture; the character must pass an unopposed Health test or else take 1–6 hit points damage.

Aquatic Respiration. Allows the imbiber to breathe underwater for 12 full turns. Removes the ability to breathe air.

Cold Resistance. Produces immunity to the effects of cold.

Farsightedness. Confers a bonus of +2 to hit with ranged weapons, but -2 with melee weapons. The imbiber also cannot read or operate devices that need to be seen to be operated due to the weakening of near vision.

Healing. There are two varieties; a *lesser* healing potion restores 1–6 hit points immediately it is drunk; a *greater*, (1–6) + 6.

Heat Resistance. Produces immunity to the effects of heat.

Magnetism. Causes the imbiber to attract small metal objects (up to 1 item point) from all directions up to a range of 20'. The attraction is not sufficient to pull a weapon out of a combatant's hand or to cause any difficulty in combat. Drinking this potion is particularly inconvenient in armouries, however.

Oxygenation. Provides oxygen directly to tissues, permitting the imbiber to survive without breathing.

Poison. There are two types of Poison Potion: *strong* and *weak*. Strong poison produces instant death if an unopposed Health test is failed; if it is passed, there is no effect. Weak poison causes damage, typically (1–6) + 3 hit points. Passing an unopposed Health test halves the damage taken.

Regurgitation. Causes 1–6 turns of nausea and vomiting, following which the imbiber is left weak and shaking for another 1–6 turns. During this period a penalty of -2 to all active and passive abilities is applied.

Sleeping. Produces a state of unconsciousness. The sleeper cannot be woken until the formula wears off.

Stimulation. Confers a bonus of +2 to hit and damage as well as to all *active* (but not *passive*!) abilities.

AMULETS, TALISMANS, AND MEDALLIONS

Amulets, Talismans, and Medallions must be worn about the neck to be effective. They can be used by any humanoid character. Only 1 can be worn at any given time; putting on a second causes an explosion that does (1–6) + 3 hit points damage and destroys both items. There is no limit to the number that can be carried, so long as they are not worn.

As far as **POCKET-SIZE FANTASY** is concerned, Amulets are triangular or conical; Medallions are round or spherical, and Talismans are square/rectangular or cubical/cuboid.

Amulet of Embalming. Appears to be a plain, nondescript gold pendant on a chain, but causes the wearer to permanently lose 1 Health point per turn that it is worn. At 0 Health, the character experiences game “death,” leaving only a mummified corpse. Removing the amulet requires the character to pass a successful unopposed Power test at a penalty of -2.

Medallion of Betrayal. The only hint that the magic of this item is malevolent is its unsettling, eerie violet glow. When worn, it doubles the chance of an encounter, confers a penalty of -2 to reaction checks, and gives monsters a bonus of +1 to Morale checks. Removing the amulet requires the character to pass a successful unopposed Power test at a penalty of -2; only 1 attempt can be made per game day.

Talisman of Warning. When applied to a magical item, the Talisman of Warning gives off an eerie purple glow if the item is intrinsically harmful, and a warm orange glow if it is intrinsically helpful. If the item is neither, then it gives off a green glow; but if the item is not magical at all, it gives off a soft red glow. The *Talisman* will work $(1-6) + 6$ times before winking out forever.

RINGS

Rings must be placed upon a finger (and not any other bodily protrusion) and worn to be effective. Only 2 can be worn at any given time, 1 on each hand. Any attempt to put on more than 2 rings causes an explosion that does $(1-6) + 3$ hit points damage and destroys all the rings. There is no limit to the number that can be carried, so long as they are not actually worn.

Ring of Bodily Integrity. Immediately adds 10 hit points, even exceeding the character's normal maximum. These are treated just as regular hit points, but must immediately be subtracted when the ring is removed. This may result in death if hit points are lowered to 0 or less.

Ring of Chiming. Causes a loud bell-like tone to sound from any point up to 30' distant. Under normal conditions the chime is audible within a 30' radius of the chosen point of emanation.

Ring of Restoration. Regenerate 1 hit point per full turn.

Ring of Navigation. This is a plain ring that unfolds into a combination astrolabe and ephemeris that greatly facilitates navigation. If the wearer is lost outdoors, there is 3 in 6 chance of finding the way before the party begins its movement for the turn.

MISCELLANEOUS MAGIC ITEMS

Earring of Fascination. This is a small, pretty earring with an intriguing glow. When worn, it confers a bonus of +2 to reaction checks.

Eternal Flame. This is a thin metal staff tipped with a magical cylinder that produces a perpetually shining light. It is capable of producing illumination in a 30' radius, but is not actually a flame, and so produces no heat. It will shine underwater as well. The Eternal Flame cannot be extinguished, but can be hidden by slipping a special light-tight cover over the bright end.

Fuchsia Flower. A large, fuchsia-coloured blossom that, when sniffed, alters the character's personality in such a way that it confers a +2 bonus to

reaction checks while at the same time reducing Talent and Competence by 2. The effect lasts 1–6 turns. Each fuchsia flower contains enough scent for 1–3 sniffs.

Manual of Self-Improvement. There are four of these: the Manual of Talent, of Strength, of Power, and of Health. Each details a regimen of exercises, mnemonic shortcuts, and dietetic adjustments that allow the character to gain 1 point in the corresponding active ability score. The process takes from 1–3 months. Characters can only benefit once in their lifetimes from any single type of Manual. The Manuals contain complex questionnaires, tables, and records that must be filled in, making them usable only one single time.

Microline. A small device with the dimensions of a large coin, equipped with a crank, an anchor, and a hook. Inside is a spool of 100' of magical thread that is able to support up to 500 lbs. of weight. The hook can be fitted to a handle or harness; the anchor, with the press of a button on the device, fuses seamlessly into any firm material, and disengages with another press of the button. The crank enables ascent or descent upon the thread with minimal effort. Throwing the anchor into firm material from a distance is possible with careful timing of the button press; success requires the character to pass an unopposed Talent test, modified as the GM sees fit.

Multiform. A small palm-sized cloth patch that responds to mental images and reshapes itself into any desired style of clothing. Its function is merely decorative; it can copy any type of normal clothing including heavy coats, but cannot protect against extreme environments and cannot provide any combat or utility value, e.g. cannot be shaped into weapons or armour of any sort.

Pocket Myriad. This is a small tool similar to a pocketknife but with many more functions; it contains a screwdriver, hammer, wrench, knife, drill, cutter, and an assortment of probes and awls. The use of a pocket myriad confers a +1 bonus to any Talent test where any of these tools would be helpful.

Sandals of Archimedes. When worn on otherwise bare feet, these produce a distinct tingling sensation whenever the wearer hears someone telling a lie (i.e. making a statement that the speaker knows to be untrue).

Shell of Vain Hopes. This appears to be an ordinary, if large, seashell; but when placed to the ear, the listener appears to hear a far-off, barely distinguishable voice. If listened to for an entire turn, a faint whisper will be made out that always says what the listener most wishes to hear, regardless of its truth or falsity.

Sideroxylon. A sideroxylon is a small black box that weighs about 1 lb. and is roughly palm-sized. It is able to convert any 1 concrete physical property of a physical object no bigger than 1 item into its opposite. Note that the property must actually *have* an opposite; for example, a sideroxylon could make a light object heavy, or a hard object soft, or a sharp object blunt (or vice versa); but it could not change the colour of an object, since individual colours do not have opposites. It could, however, make a coloured object colourless (but not invisible), or an opaque object transparent. The sideroxylon

must actually touch the object to effect the change. Each use of the sideroxylon consumes 1 of its (1–6) + 2 charges and takes 1 round.

Tears of Dust. This is a magical powder in a small bag that induces hysterical crying and lamentation in those exposed to it. It affects an area 60' in diameter, or up to 6 characters on one of the opposing lines in combat. It can be hurled and, if it hits, each character must pass an unopposed Power test or be incapacitated for 1–6 combat rounds (or 1–6 turns, outside of combat).

ARTIFACTS AND RELICS

Pipes of Morpheus. These appear to be a normal set of reed pipes, but when a tune is played on them, everyone within 20' who hears the music—including the character playing the Pipes!—immediately falls asleep for 1–6 turns (in combat: 1–6 rounds). Playing a tune on the Pipes requires a successful Talent test (the Play skill is applicable). There is no way of resisting the effect of the Pipes, but mundane earplugs or cotton batten will suffice to prevent one from hearing them. Once characters have heard the sound of the Pipes and been lulled to sleep by them, when they awaken, they are forever afterwards immune to their effect.

The Unseen Blade of Solomon Kruhl. This fabled two-handed sword is completely invisible; as well, it confers a bonus of +5, and all 1's on damage rolls are expanded. The Blade is highly sentient and has an Ego score of 11 and a Dominance score of 18; it is insidious and constantly urges its wielder towards greater violence and bloodshed, so that when used in combat, the wielder must pass an opposed Power test versus the Blade's Dominance in order to stop fighting. If this test is failed, the wielder will attack the nearest target, including allies and friends. A new test can be attempted each round the wielder is not engaged in melee.

STRONGHOLDS

Although the simplified treasure mechanics in **POCKET-SIZE FANTASY** greatly simplify accounting and bookkeeping, there is still the question of what characters can do with all their accumulated Wealth. Items with a Value greater than 6 are left to the FM's inspiration, but are likely to include transportation such as mounts (ponies, donkeys, horses), carts (wagons), and boats (rafts, dinghies, sailboats, vessels, and ships). Luxury and rare items should also become more accessible as Wealth increases; however, there should be some difficulty involved in procuring expensive items, typically 1–6 weeks in the case of items whose Value is close to the character's Wealth. In some circumstances, the FM may also require a *Wealth test* to obtain expensive or rare items; this follows the same procedure as an unopposed ability test, but using the character's Wealth score. If the test is failed, not only does the character not obtain the item, but 1 Wealth point is also lost!

Luxury should, however, not be the primary ambition of characters; this should be to acquire their own strongholds and found their own dominion! In this way they become powerful non-player characters for future player characters to interact with, and take the place of the powerful lords and ladies to whom they were subjects for so long. The following paragraphs outline the general steps in this process.

Clearing the area. A character should choose a hex on the map as a potential location for a dominion. The territory will need to be cleared out for a distance of at least 20 miles (4 hexes). This is done by having the party move to the hex; if an encounter occurs, they must defeat the monsters (see the OUTDOOR EXPLORATION section above for more details). If the monsters are defeated, the hex becomes clear.

Cost of construction. Investing in a dominion requires characters to expend Wealth points. The cost of construction for different types of structures is given in the table below. A structure of any given type may be made majestic by expending 1 extra Wealth point. Also note that châteaux and palaces are opulent, but lack the defensive fortifications of forts and castles.

Player characters can pool Wealth points to begin construction of a shared structure; but a contract and shared deed should be written out! An adventurer can also begin construction by paying out at least half of the Cost; but must pay the rest by the time the building is complete. Note that it is not possible to “put aside” Wealth points; they are deducted at the time construction begins, and no earlier.



CONSTRUCTION COSTS

Building Type	Cost
House or cottage	2
Dungeon	2*
Manor or monastery	4
Steading or low tower	6
High tower or pyramid	8
Fort or château	10
Castle or palace	12
Fortress	14

* Dungeon excavation costs 2 Wealth points per 6 room underground level. This includes a very basic assortment of tricks and traps.

Time for construction. Construction time is equal to the structure’s Cost in months plus another $(1-6) \times 4$ months. Spending 1 extra Wealth point reduces the multiplier to 2.

Followers. Building any of these structures will attract a number of vassals and retainers sufficient to generate enough income through taxation to maintain, but not increase, the character's Wealth score following the building expenditure. Regaining the lost Wealth points requires more adventure!

Domain events. There is a basic 1 in 6 chance per game year that a significant event will occur in the domain. These events are left largely to the imagination and discretion of the FM, but they may include economic booms and crashes (resulting in modifications to the ruler's Wealth score), changes in popular support, plagues, diseases, famines, raids, invasions, popular unrest, rebellions, bountiful harvests, the proliferation of new religions and cults, natural disasters, infiltration by spies, etc. The FM can prepare random tables including these and other similarly "interesting" events to trouble the old age of successful characters, so that they need the help of new, younger characters to resolve their problems—and so it ends as it begins!



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Pocket-Size Fantasy *CHARACTER RECORD SHEET*

TL _____
ST _____
PW _____
HT _____

COM _____
DEF _____
RES _____
HPT _____
WLT

Name _____
Species _____
XP _____
Total XP

Advantages

Disadvantages

Regular Skills

Weapons & Armour

Combat Skills

Magic Skills

Equipment & Magic Items

Treasure
