Gods & Monsters

by Jerry Stratton
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Charlotte Kordé

Charisma:	17	Species:	Half-Elven
Intelligence:	12	Moral Code:	Good
Wisdom:	15	Age:	36
Endurance:	10	Height:	5' 1"
Strength:	9	Weight:	93 lbs
Agility:	8	Archetype:	Monk
		Level:	1
		Survival Potential:	6 (11)
		Silver:	25

Saving Rolls		Occupational Skills
Health:	4	Ancient History (int)
Fortitude:	4	Ancient ... +1 (int)
Willpower:	8	Animal ...re: +1 (int)
Evasion:	3	Fortune-telling: +1 (cha)
Learning:	5	Create Stories: +1 (cha)
Perception:	10	Demagoguery: +1 (cha)
		Equestrianism: +1 (wis)

Special Abilities Pan Pipes: +1 (agi)

Mental Saves: +1 (Monk)
Sleep/Charm Saves: +1 (Half-Elf)
Mental Fatigue: 7
Psychic Aptitude: 12
Telepathic: (+3) Empath
Psychokinetic: (+4) Telekinesis
Weapon Skills (3): Long sword, Dagger, Sling

1/1/2007

Contents

What is this game?

Journey deep into abandoned castles, solve intricate puzzles, fight strange creatures, and wield arcane power. Adventure with a group of intrepid companions in the tradition of "The Three Musketeers" or "The Lord of the Rings."

Like the adventurers of old in Egypt, you will delve into long forgotten tombs, but in your adventures magic will fuel danger and creatures of myth will stalk the darkness. You will search uncharted wilderness for lost knowledge and hidden treasure.

Where the hand-scrawled sign warns "beyond here lie dragons," your stories begin.

In "Gods & Monsters", the players take the roles of fantasy heroes and meet, outsmart, or fight fantastic creatures and perhaps even representatives of the gods themselves.

Most of the action in Gods & Monsters takes place within the minds of the players. The Guide describes, in words, what the characters see, and the players describe, in words, what their characters do in response. At various times in "Gods & Monsters", the players will roll dice to determine how successful their characters' actions are.

What do I Need?

Besides this rulebook, you'll want a notebook for writing your character's information in and for remembering details about your character's adventures. You'll want a pencil so that you can write things down and easily change them and a pencil sharpener to keep your pencil sharp.

You will also need a set of dice. Look for a 10-die set: it will include one each of all the dice, plus an extra ten-sided die (for rolling d100) and three extra six-sided dice (for rolling abilities). You can also buy your dice separately. You'll want four six-sided dice, one eight-sided die, one ten-sided die, one ten-sided die with tens on it, and one twenty-sided die. If you're a completist, a sorceror, or an Adventure Guide, you'll also want a four-sided die and a twelve-sided die. Any game store will have them.

Players and Guides

One of the players will be the Adventure Guide. The Adventure Guide will present the adventure to the rest of the players, who will take the role of heroes in this fantasy world.

If the characters enter a town, the people living in that town are the Guide's responsibility. If the characters open a trapped chest, the Guide not only knows what the trap is, but also what treasures or horrors are inside the chest. The Guide may choose to use treasures, horrors, towns, or complete adventures that were written by someone else. But the effectiveness and tenor of the adventure remain the Guide's responsibility.

This is not to say that players cannot offer input to the Guide, nor that the Guide may not request such input. Both are recommended. But in the end, the Guide is the world that the characters interact with.

Players and Characters

You as a player will play your character in the game. Characters in Gods & Monsters advance through a series of adventures. You will begin the game by assigning abilities, skills, and other capabilities to your character. Throughout your character's first adventure you will add further capabilities. For the rest of the game your character will use those capabilities to defeat opponents, solve problems, and complete further adventures.

Your character will (if they survive their adventures) advance through a series of experience levels. At each new level, you will have the opportunity to assign new capabilities to your character's repertoire. Each new level is a new chapter or book in your character's story.

As you play the game, you will describe to the other players what your character is doing. During a game session, Sandy, playing the sorceror Gralen Noslen, might tell the group that "Gralen casts a spell of dazed enchantment on the Orcs". Gralen is the one casting the spell. Sandy is probably just rolling dice. Each player will very likely end up playing multiple characters over time, as one character retires, dies, or temporarily goes off in another direction from the rest of the group. But when Sandy says that she's going off into the kitchen to get a soda, that's Sandy saying that, not Gralen.

There is also a difference between "player characters" and "non-player characters". "Player characters" hold a special place in Gods & Monsters. They are the heroes and anti-heroes of the story. The game really does revolve around them. This doesn't mean that the game is necessarily going to give them any special breaks—sometimes it will, sometimes it won't. But the game does exist for their players' amusement. If the players go somewhere else, the game ceases to exist.

Because the game, like a movie camera, focuses on the player characters, it gives them extra chances of survival in the form of survival potential, mojo, and saving rolls.

Here are some sample characters. I'll be referring back to these characters as examples throughout the rules.

Player:	Sandy Thompson	Sarah Dent	John Greeley	Tony Barlow
Character:	Gralen Noslen	Sam Stevens	Charlotte Kordé	Toromeen
Species:	Human	Human	Half-Elven	Dwarven
Moral Code:	Ordered Good	Good	Good	Chaotic Good
Archetype:	Sorceror	Thief/Warrior	Monk	Warrior/Prophet
Charisma:	12	14	17	8
Intelligence:	15	11	12	12
Wisdom:	9	10	15	15
Endurance:	12	14	10	15
Agility:	12	14	8	10
Strength:	11	11	9	18

When thinking about the character you want to play, you should also be talking with the other players about what they want to play.

Rolling Dice

The most common dice you'll be using in "Gods & Monsters" are the "d20" and the "d6". You'll use the "d20" on its own. This is a die with twenty sides, ranging from "1" to "20".

You'll usually use more than one "d6" and add them together. If you see the term "3d6", this means to roll three six-sided dice. Unless the rules say otherwise, you'll add those three dice together. If you roll a "3", a "6", and a "5", this is a "14".

You will also use four-sided dice ("d4"), eight-sided dice ("d8"), ten-sided dice ("d10"), and twelve-sided dice ("d12"), usually for things like survival potential and weapon damage. You might see "2d4" for rolling two four-sided dice and adding them together, or "1d8" for rolling one eight-sided die. For all dice except d4, you read the *top* number (just as you do on a d6). The d4 doesn't have a top number, so you read the bottom number, which is usually printed along the sides.
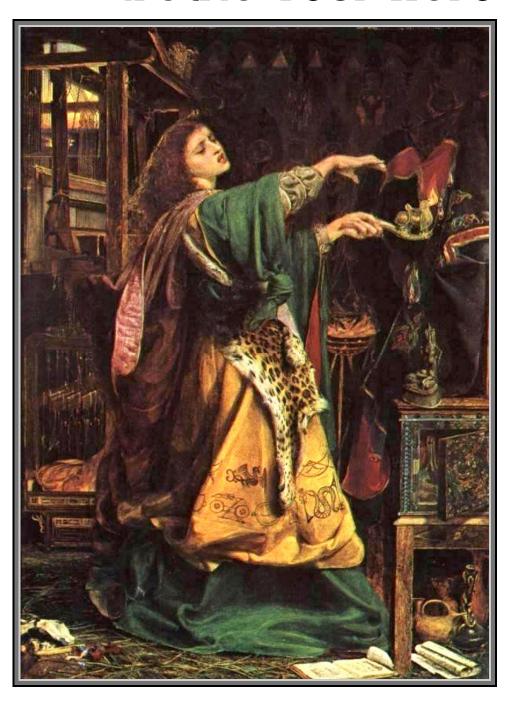
Adventure Guides will sometimes use a "d100". It is unlikely that you have a hundred-sided die. You'll generate a number from 1 to 100 by rolling two ten-sided dice of different colors or sizes. One of the dice will be the "tens" die, and the other will be the "ones" die. If you roll a "1" and a "9", this is "19". If you roll a "4" and a "2", this is "42". If you roll two zeroes, this is "100". Most of the time when you are rolling d100, you are checking a percentage. So if something happens 65% of the time and you roll less than or equal to 65, this something has happened. If you roll 66 or greater, this something has not happened.

Create Your Hero

What do I need to do?

Your Gods & Monsters character will be one of five heroic archetypes: a Warrior, Thief, Sorceror, Prophet, or Monk. You will embellish that archetype using Specialties and Skills.

When you create your character, think about what kind of a hero you wish to play. Some things about your character you'll choose. Others, you'll roll randomly using dice.

1. As a group, decide on goals for the game and choose one to three goals for your character.
2. Choose a moral code for your character.
3. Choose an archetype: a warrior, thief, sorceror, prophet, or monk. You might also choose a specialty now, but you don't have to. A specialty is some special ability that your character has, such as having a familiar or being an Elf.
4. You must roll dice to determine your character's six abilities (strength, agility, endurance, wisdom, intelligence, charisma).
5. The checklist for your character's archetype will help with the next few items:
6. Write down your character's survival potential.
7. Choose your character's weapon familiarities, those weapons your character knows how to use.
8. Choose your character's fields and skills, special areas of knowledge such as riding horses, brewing beer, or riddling.
9. Apply your character's specialty, writing down any special abilities or restrictions it gives your character.
10. Roll your character's starting money and "purchase" those items that your character owns.
11. Describe your character: what does your character look like, what is their background, why are they adventuring, which other characters does your character know, and why?

If you haven't done so yet, you may wish to read *The Order of the Astronomers* for one idea of the kinds of things that can happen in a Gods & Monsters game.

Why are we playing this game?

The first thing you'll want to do is talk with your friends and decide what the game will be about. You don't need to get into details—your Adventure Guide will handle the details—but you'll need to all be on the same page. For example, you might decide that this game will be about the quest for knowledge, or about saving the world, or about military squabbling among nations.

There are three things you'll want to talk about as a group, and choose as a group: your goals, your moral codes, and your archetypes.

Goals

Take a sheet of paper. At the top, write "goals".

Goals help to ensure that all players are on the same page, and they guide you as you create your character. You should choose one to three simple goals for your character.

Goals can be an abstract idea or a specific object. These are the things that your character strives to own, possess, or somehow have. Your character's goal might, for example, be one or more of knowledge, power, wealth, contentment, family, revenge, war, glory, peace, fulfillment, love, solace, or adventure.

At least one goal should be a goal that drives the character to adventure with the other characters. That goal might be as simple as "adventure" but it might also be something more specific, such as "knowledge" or "glory", that reflects the kinds of adventures the group wants.

Often, the group (or the Adventure Guide) will set one goal that every character should have. If so, you'll write that goal down for your character and then choose one or two other goals as well.

For a moderately more interesting game, the group might decide that all characters should either have a specific goal (such as *knowledge*) or a goal that ties them to a character who does have that goal, such as *loyalty* or *friendship*.

Abstract goals should almost always be one word. You'll expand upon that word in your character's backstory.

One of your goals might also be a specific, named thing, such as a lost heirloom, a kidnapped friend, or a place. In this case, write down that thing's name, even if it takes more than one word.

You may find it easiest to arrange your character's goals in order from most important to least important. If your group specifies a goal that each character has, that goal should be first or second.

Your character's goals can change as you play the game. For example, some goals are achievable and once achieved are no longer goals. If your character finds the lost family heirloom, that might no longer be an important goal for your character.

Depending how important the goal is, how it was achieved, and what other goals the character has, the character may become temporarily "lost" when that goal is acquired. What this means and how it affects your character is up to you: goals have no affect on the game's rules.

If the group decides on a group goal that all characters should have, that goal shouldn't change unless the entire group decides it should change. Or unless you want that character to ride off into the sunset and be replaced with a new character that shares the group's goal.

Adventure Guide

If you haven't yet done so, you'll need to choose one member of the group to be the Adventure Guide. The Adventure Guide will not create a hero of their own. The Guide will act the part of most of the non-player characters, and the fortunes and fates that the characters meet. They will represent the world in which the heroes find adventure. The player chosen as the Guide should read the Adventure Guide's Handbook for more information about being an Adventure Guide.

Moral Codes

There is a lot more about moral code later in the book; it has its own section, and you'll want to read it. A character's moral code is the morality of a person in the Gods & Monsters fantasy world. Good characters are honest, Evil characters are selfish, Chaotic characters value personal freedom, and Ordered characters value community well-being.

Players characters should almost always be Good. They be *only* good, or they can be Chaotic Good or Ordered Good. As a group, you may wish to decide whether you want Chaotic or Ordered characters, or a mix. This will depend on the goals of the game.

Archetypes and Specialties

It's always a good idea to talk about the archetypes you're going to want in your group. Otherwise, you might end up with all sorcerors, or all warriors, or all thieves. It's a lot more fun to have a mix of archetypes.

In general, a group of three players will want one warrior character, one thief character, and one of the major paranormal archetypes of the world: sorceror, prophet, or monk. If there are four players, it is usually best that the fourth be a warrior. If there are five players, it is often good to have another warrior, or one of the secondary paranormal archetypes of the world.

Some archetypes won't be available in your game's world. The physical archetypes, warrior and thief, will almost always be available to play. But of the mental archetypes, often only one or two will be available for play. You'll want to discuss this as a group: what kind of magic do you want to encounter?

Sometimes the world will dictate the kind of magic available. If you're adventuring in a Burroughsian world, you'll probably need Monks available so as to have psychic powers in the game. If you're adventuring in a world similar to ancient Greece, you'll want prophets, and perhaps sorcerors.

In some fantasy worlds, only one of the "magical archetypes" will be available. In others, two or three will be available, but some will be extremely rare. It's up to you as a group what kind of world your characters will live in.

You'll also want to discuss what kind of specialties you'll want in your group. Will there be Elves, Dwarves, and other non-human species? That's a specialty. Exemplars can also make for different games. Weapon specialists usually mean that there are affiliations being brought into the game: special organizations that teach these weapon skills.

It's a good idea to discuss the specialties you want for your character at the same time as you discuss the archetype you want. You won't know for certain what specialty you'll have until you roll your character's abilities.

Numbers

Throughout this game you will have "scores" and "levels" and other numbers that describe your character's prowess and competence. The higher these numbers are, the better your character is at whatever the number describes.

The reason that higher numbers are better is that whenever your character does something at which there is a chance of failure, you will roll dice (usually a d20) and compare the number on that die to one of those scores. If the die comes up lower than the score or equal to the score, your character succeeds at the task.

For example, you might decide that your character is going to climb a rope thirty feet into a tower. The Adventure Guide tells you that this requires a Strength roll. You'll roll d20 and if the die comes up less than or equal to your character's Strength, your character successfully climbed the rope. If your character has a 13 Strength and you roll 11, you've succeeded by 2. If you roll 18, you've failed by five.

Sometimes there will be modifiers. For example, if the rope is slippery the Adventure Guide may say that this is a difficult task and give you a penalty to your strength. If you have a skill for climbing, that skill might give you a bonus for climbing the rope.

When circumstances, such as that the rope is slippery, affect your character's chance of success, you won't always know what that penalty (or bonus) is. Sometimes it will become obvious once you attempt the action. Other times it will take some time to get a rough estimate of how difficult the task truly is.

Ability Scores

On your sheet of paper, make a space for your Charisma, Intelligence, Wisdom, Endurance, Agility, and Strength. These are your six ability scores. Each score ranges from 3 to 18.

Roll 4d6 six times, throwing out the lowest die in each case, to generate six numbers from 3 to 18. For example, rolling 2, 6, 4, and 3 will result in 13: we throw out the lowest number, the 'two'. Six, four, and three added together give us thirteen.

Once you've rolled your six numbers, assign the numbers as desired to each ability.

At least one ability score must be nine or higher in order to choose an archetype. If a player does not roll a nine or higher in at least one of the six rolls, the player may choose to either (a) make six more rolls, choosing the best of the twelve, or (b) switch the lowest of their six rolls to an eighteen.

Mental Abilities

Charisma

Charisma measures leadership and interpersonal skills (noticing how to act and react to others). Charisma is not physical appearance. For a character with a high charisma, physical oddments that would cause ugliness in less charismatic individuals may add 'character' to the charismatic individual.

Charisma is not popularity. It is a measure of a character's facility in interacting with others. A character with a high charisma is better able to perceive social constructs and the intricacies of interpersonal situations, and can, but does not have to, use this to be liked better. A character with a high charisma doesn't have to be popular. It's their choice, or at least more their choice than if they have a low charisma. Any character can try to be popular, hated, respected, or feared. A character with high charisma will be more successful at the attempt. A character with a low charisma who does lots of popular things might very well be liked by most people—even though the character would prefer to "strike fear in the hearts of men". And this popularity will be fickle.

Like the other abilities, charisma has a lot bundled up with it, and leadership is the next biggest chunk of charisma. A character with a high charisma is not only better able to get their commands obeyed, they are more competent at being in command. Some may command through fear, others through respect, but the best commanders in the field have been highly charismatic, even to the point that some are not just respected but loved by the enemy population.

Intelligence

Intelligence is a character's learning ability and ability to assimilate knowledge and remember facts. Characters with a high intelligence will tend to know more and learn new things faster. They will take all the facts at hand and rationally sift through them to find a course of action that they believe is best. A character with high intelligence is likely to be more curious than a character of low intelligence.

Wisdom

Wisdom is the ability to make moral decisions ('tell good from evil'). Wisdom is also the courage of one's convictions. It not only helps your character determine the right thing to do, it also gives your character the courage to perform the right act—however your character defines it.

Wisdom is also common sense, especially where common sense conflicts with learned knowledge. Wisdom might also be considered "intuition". A character with a high wisdom can make good decisions without necessarily thinking logically through all the facts at hand. The wise decision will be the right thing to do, but not necessarily the most efficient or advantageous.

Physical Abilities

Endurance

Endurance is sort of a character's "long term strength". It is the ability to keep going, physically, as everyone else drops out of the race. It is the ability to stand against harm, disease, and discomfort. Characters with high endurance will tend to endure adversity longer and get sick less often, and will be able to withstand the rigors of battle for longer periods of time.

Agility

Agility is the character's manual dexterity and overall speed. Running, acrobatics, and musical instruments all demand high agility. The agile character can move quickly and surely.

Strength

Strength is the character's ability to lift, to bend, and to break things. The higher their strength, the more they than can lift. Characters with higher strength will be more powerful in battle, able to defeat their foes more quickly.

Ability Modifiers

Often, a roll or score will use abilities to modify the number associated with the roll or score. The ability can be a "major" contributor to the number or a "minor" contributor to the number. The following table shows how the ability modifies the roll:

Ability	Major	Minor	Special
1	-5	-3	0
2	-4	-2	0
3	-3	-2	0
4-5	-2	-1	1
6	-1	0	1
7-8	-1	0	2
9-10	0	0	2
11	0	0	3
12-13	+1	0	3
14	+1	0	4
15-16	+2	+1	4
17	+3	+2	4
18	+4	+2	5
19	+5	+2	5
20	+6	+3	5
21	+7	+3	6
22	+8	+3	6
+1	+1	+1/3	Score/3.5

The 'dash' is a penalty to the action: it must always hinder. The '+' is a bonus to the action: it must always help. So, if Tony, playing Toromeen, needs to make a roll less than or equal to 6, modified by endurance (major) and by charisma (minor), this will be 6 with a bonus of 2 (endurance) and a penalty of 0 (charisma). So Tony needs to roll 8 or less for Toromeen to succeed at this particular task.

The "Special" column is used mostly for other species, some of which get bonuses based merely on the existence of an ability.

Character Archetype

An archetype is the character's role in the story. It is not the character's profession or vocation. The character might well have been a smith, miner, or scholar before becoming involved in the adventure. Their community will probably still consider them a smith, miner, or scholar. But their role in the story is warrior, thief, sorceror, prophet, or monk.

Archetypes only apply to the adventurers and other major characters in the story. Most other people are just their jobs, with no archetype at all.

There are five archetypes, each associated with one of the six ability scores.

Character Archetype	Archetypal Ability	Archetypal Saving Roll	Survival Potential	Attack Bonus	Skills	Weapons	Starting Money
Warrior:	Strength	Fortitude	10	1	3	4	4d6x10
Thief:	Agility	Evasion	6	0	5	2	2d6x10
Sorceror:	Intelligence	Learning	4	0	5	1	d6x10
Prophet:	Wisdom	Willpower	6	0	4	1	2d6x10
Monk:	Charisma	Perception	6	0	4	1	d6x10+10

The character must have an ability score of at least 9 in their archetypal ability to become that archetype. If the character has an ability score of 16 or greater in their archetypal ability, they start the game with a 200 point bonus to experience. That is, they start the game with 200 experience points instead of zero.

Survival potential is modified by endurance as a major contributor. Charisma is a minor contributor to initial weapon familiarities. Intelligence is a major contributor to initial skills. Wisdom and charisma are each minor contributors to initial skills. Starting coins are multiplied by ten and then modified by intelligence, wisdom, and charisma as major contributors.

Warrior

Warriors fight and make war. Their *goals* may be to avoid fights and make peace, but the skills they use to do this are their fighting skills and battlefield prowess.

Create Your First Level Warrior

A Warrior must have a strength of at least 9. Your Warrior begins the game with ten survival points, modified by endurance as a major contributor.

Your Warrior knows how to use four weapons, modified by charisma as a minor contributor. Your Warrior knows three skills, modified by intelligence as a major contributor and by charisma and wisdom as minor contributors.

Chose one specialty. Choose a moral code. Choose one to three goals for your character.

Roll 4d6 and multiply by ten for your character's starting money. Modify by intelligence, wisdom, and charisma as major contributors. Remember to purchase any weapons, armor, or other equipment that you want your character to have.

Determine any other statistics that you need to know about your character, such as saving rolls, surprise, advantage, defense, age, height, weight, movement, and carry.

If you have not already done so, create a backstory for your character.

Warrior Combat Bonus

Warriors may use their attack bonuses for more than just increasing their attack roll. They can also use it to avoid being hit, to hit first, or to hit more than one target at a time. A warrior may convert up to twice level attack bonuses into more general combat bonuses. A third level warrior could convert all three of their warrior attack bonuses into combat bonus points, as well as up to three other attack bonuses (such as attacking from higher ground or attacking an unaware opponent).

The allocation of combat bonuses is performed after the advantage roll and before any announcements.

Combat Bonus Use	Cost
(+1 to attack)	(1)
+1 to damage	1
+1 to defense	1
+1 to advantage	1
+1 to throw off surprise	1
+1 to combat movement	1
+1 to quickdraw	1
1 additional attack	4

Warriors may "save up" points across rounds, as long as the total combat points saved and converted in one round never exceed twice their level (if it does, the extras are lost). A second level warrior might save their two points due to level in order to have four points every other round and gain an extra attack every other round. Saved points are lost when combat ends.

Combat bonus points are allocated on a per-round basis, and apply to all attacks that round. If a ninth level warrior applies four points to gain an additional attack, two points to increase damage, and leaves an attack bonus of three, the additional damage and bonus to the attack roll apply to *both* attacks that round.

The bonus to throw off surprise does not apply to the original surprise roll, since there was no opportunity to convert combat bonus points before being surprised.

Combat bonus points applied to damage with unarmed combat styles (such as simple unarmed combat or martial arts combat) do not directly increase damage. They increase the size of the die used for damage. For each damage bonus, the die is increased along the damage progression chart, starting from d2 or d3 to d4, from d4 to d6, d6 to d8, d8 to d10, or d10 to d12. Beyond d12, damage bonuses are applied as normal: modifiers to the damage rolled on the dice.

Weapon Familiarities

Warriors may become familiar with a wider variety of weapons than other archetypes. They may also use weapons they are unfamiliar with at a penalty of only two to attack.

Thief

Thieves are masters of stealth, pilfering, and misdirection. Some thieves may specialize in one area or another, but all rely on their agility and cunning. As an archetype, thieves do not have to be criminals: the archetype might just as well be called "scout" or "spy". (Likewise, not all characters that steal are the Thief archetype: some might just be warriors who beat their victims into submission, for example.)

Create Your First Level Thief

A Thief must have an agility of at least 9. Your Thief begins the game with six survival points, modified by endurance as a major contributor.

Your Thief knows how to use two basic or simple weapons, modified by charisma as a minor contributor. Your Thief knows five skills, modified by intelligence as a major contributor and by charisma and wisdom as minor contributors.

Choose one specialty. Choose a moral code. Choose one to three goals for your character.

Allocate twelve points to the various thieving skills.

Roll 2d6 and multiply by ten for your character's starting money. Modify by intelligence, wisdom, and charisma as major contributors. Remember to purchase any weapons, armor, tools, or other equipment that you want your character to have.

Determine any other statistics that you need to know about your character, such as saving rolls, surprise, advantage, defense, age, height, weight, movement, and carry.

If you have not already done so, make up a backstory for your character.

Thieving Skills

There are a number of special thieving skills that the thief may use. Most thieves will specialize in four to six of these skills.

Skill	Ability	Base	Major Contributor	Time
Backstab	Agility	-6	Intelligence	1 action
Climb Walls	Agility	-3	Strength	1/3 move
Cram	Intelligence	-3	Charisma	1/2 day
Disguise	Charisma	-6	Wisdom	special
Hide	Agility	-8	Charisma	1 round
Forgery	Wisdom	-5	Agility	special
Move Silently	Agility	-7	Charisma	Move-2
Locks & Traps	Intelligence	-7	Agility	1 round
Pick Pockets	Agility	-6	Charisma	1 round
Understand Languages	Intelligence	-9	Charisma	special
Search	Agility	-6	Intelligence	5 minutes
Tightrope	Agility	-5	Strength	1/2 Move

The player must roll less than or equal to the ability score in question, with modifications, for the act to be successful. The "Time" given is the usual action time or movement modifier, and may vary according to conditions. Some abilities, such as backstab and pick pockets, will also require that the character take time getting into position. If the "Time" is a movement modifier, then the ability roll must be made every *movement*. That is, if the character's movement is twelve yards per round, and the modifier is one third, one roll is required for twelve yards or less, and another roll will be required after the first twelve yards (three rounds later).

Unless otherwise notec, characters can take more time to gain the standard bonus for a *careful attempt*.

Starting thief characters have twelve points which may be distributed towards increasing the bonus for any of the skills.

There is a penalty to all agility-based thieving skills while armored. See the "Armor Penalties" in the "Armor" section. These penalties are halved for other thieving skills.

Thieves may combine thieving skills into a single action. Use the worst skill score and subtract the number of extra things the character is doing. For example, if Sam Stevens, with a 9 in Hide and an 11 in Move Silently attempts to "Move Silently" and "Hide" at the same time, Sarah will need to roll 8 or less to succeed. This is better, however, than having to roll a nine or better and then having to roll an 11 or better.

Some thieving skills, such as opening a lock or understanding a language, are a function of the character's current knowledge. If they can't do it the first time, they probably don't know how. Characters can keep trying in the hopes that they just missed something important, but each successive attempt brings with it the standard penalty for multiple attempts. The penalties accumulate as normal.

Backstab: If the thief can attack an opponent with the opponent remaining unaware of the attack, the thief can carefully choose their method so as to kill or incapacitate their opponent. While called 'backstab', it does not require coming up from behind. If the thief can somehow manage to come up from the front without being detected, a *backstab* may be performed in place of a normal attack. On a successful backstab, the thief does damage as normal for their weapon. Up to the number of points equal to a third of their

backstab points (round down) will be directly applied to the target's injury points. (The rest go to survival points as normal.) The target's armor or other defenses apply, and situational bonuses also apply, to the thief's backstab roll as normal for an attack roll. A thief is more vulnerable after a backstab attempt: during the next round, attacks against the thief are at a bonus of 2. Note that victims may be surprised by the backstab attack or attempt, and if they gained injury points the surprise roll will be at a penalty.

Climb Walls: The character can scale walls fairly easily, usually to gain access to walled-in courtyards or to buildings. The character can climb normal, relatively smooth, stone walls almost as easily (and as quietly) as if they were walking, though at a lower movement. Some special surfaces, such as glass or obsidian, will present penalties to the "Climb Walls" roll, as well as reduce the character's movement rate. Easier walls, such as log walls with many handholds, will present bonuses.

Cram: The character can temporarily learn a new skill. After *cramming*, the character may use the skill for the next full day before forgetting it. If the character wishes to retain the skill on subsequent days, the player must make a successful *cram* roll each day. For each skill the character currently has retained there is a penalty of one on concurrent attempts to cram or retain.

Disguise: The character is a master of disguise and mimicry. The thief may mimic a human or humanoid creature of either gender, within a height of three inches shorter or five inches taller than the character. For every inch beyond that, there is a penalty of one to the disguise roll. When attempting to perpetrate a disguise on a non-player group of one or more people, the group's leader can make a perception roll, with a penalty equal to half the amount the thief made their *disguise* roll by. There is a bonus of one each if the thief is mimicking another archetype, species, or gender. Player characters may take their own Perception roll to penetrate a disguise, if they request one, and circumstances may afford additional opportunities for "victims" to penetrate the disguise. It takes ten minutes to an hour to create a disguise, depending on the materials available, and often much longer to research a disguise.

Forgery: The character can duplicate another person's handwriting. It requires studying that person's handwriting. Someone familiar with the person's handwriting is allowed a Perception roll, with a penalty equal to half the amount by which the forger succeeded. Forgery time varies according to the research material available and the amount of copy being forged. It will usually take about a day to study a victim's handwriting, and then four times the time it would normally take to write the item.

Hide: The character may hide using shadows, corners, and other means as the opportunity presents itself. Obviously, the thief will have more trouble hiding in well lit areas with no cover than in dark areas with lots of large pieces of junk. In the former case, there will be a penalty to the roll. In the latter case, a bonus. Characters or creatures looking for the hidden thief will have a penalty on their perception roll of half the amount the thief succeeded by on the "Hide" roll.

Move Silently: The character may move on normal surfaces extremely quietly. The character may move at normal walking speed minus two while remaining silent. Characters or creatures listening for the silent thief will have a penalty on their perception roll of half the amount the thief succeeded by on the "Move Silently" roll.

Locks & Traps: The character may find, disable, or open locks and traps. Finding, picking, and disabling each require a separate roll. A character may be able to find a lock without being able to pick it, for example. In some cases three rolls may be required, as a hidden lock might also be trapped. The player might roll to find the trap, to disable the trap, and to open the lock. If the character wishes a greater chance of success, they may spend extra time on a *careful attempt.*

Pick Pockets: One of the more dangerous thieving skills, as failure often means detection and it is impossible to pick a pocket without being in sword reach! Victims are allowed a Perception roll to detect a successful or unsuccessful "pick pockets" attempt. The thief may make a more conservative attempt, reducing the chance of success but also reducing the chance of being caught: for each penalty point the thief takes on the "pick pockets" roll, the victim has the same penalty on their perception roll.

Understand Languages: Thieves run across all sorts of strange things and people, and can often pick up bits and pieces of foreign languages. A successful use of "Understand Languages" does not confer exact understanding of the document or conversation, but only a general understanding. Take the amount the roll was successful by, and multiply by five, for the percentage of specifics the character can glean from the document or conversation. Even at 100%, this means only that the thief understands all of what the document or person is trying to say, not that the thief knows what all of the words in the document specifically mean. This skill generally only works for "modern" languages currently in use somewhere by nations or groups within the thief's sphere of travel or contacts. It usually takes the character about two to four times as long to understand such an unknown language as it would for the character to understand a known language.

Search: The character may search for hidden items or listen for faint conversation, such as beyond doors. It takes about five minutes for a normal search of a 3 by 3 yard area. Characters may increase the search time for a *careful attempt.*

Tightrope: The character may attempt to cross thin wires, lines, or walls. Anywhere that extreme balance is required, the "tightrope" skill may be used. There is a bonus of 2 to the roll if the thin line the character is attempting to cross is firm (such as a wall). If the line the character is attempting to cross is two inches or wider, there is a bonus of 1 to the roll; if four inches or wider, a bonus of 2; if six inches or wider, a bonus of 3, etc. High winds might give penalties to the roll. A player might be required to roll again if, for example, their character is hit by a called shot from an arrow or other missile attack.
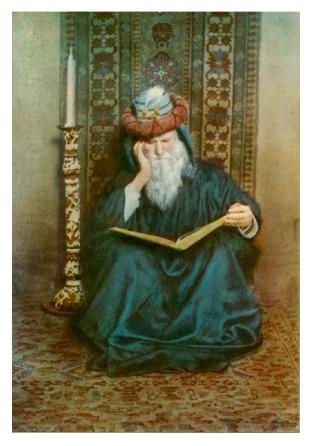
Thieves' Cant

In many campaigns there may be a "patter", "lingo", or "thieves' cant" that allows thieves to discuss capers in less than private conditions. The lingo is based on the thieves' native language, if spoken (and often otherwise) but will use similar words or odd rhyming techniques to discuss loot, easy pickings, and the tricks of the trade. The thieves' cant may also include drawings or markings (such as the "hobo signs" in the United States) that warn fellow thieves away from liquor-free areas and armed husbands.

Non-verbal thieves' cants often transcend national boundaries. The extent of the cant's usefulness, verbal or non-verbal, will depend on the world that the Guide has created.

Most non-thieves will not recognize the patter for what it is, unless they are suspicious and make a perception roll. They are still unlikely to understand what is being discussed.

If there is a thieves' cant, starting characters will usually know that skill at no cost, as part of their *native culture* field.

Sorceror

The Sorceror is a student of the arcane arts. Whether through intense study, bargain with strange powers, or natural aptitude, the sorceror can control magical energies and shape these energies to the sorceror's will. The sorceror's spells can create, control, and change the natural world. The sorceror is always seeking out new spells to advance their knowledge and power.

Create Your First Level Sorceror

A Sorceror must have an intelligence of at least 9. Your Sorceror begins the game with four survival points, modified by endurance as a major contributor.

Your Sorceror knows how to use one simple weapon, modified by charisma as a minor contributor. Your Sorceror knows five skills, modified by intelligence as a major contributor and by charisma and wisdom as minor contributors.

Choose one specialty. Choose a moral code. Choose one to three goals for your character.

Choose mnemonic or classical magic. (Classical Sorcerors gain 5 points of mental fatigue, modified by wisdom as a major contributor and endurance as a minor contributor.)

Roll d6 and multiply by ten for your character's starting money. Modify by intelligence, wisdom, and charisma as major contributors. Remember to purchase any weapon, spell ingredients, or other equipment that you want your character to have.

Determine any other statistics that you need to know about your character, such as saving rolls, surprise, advantage, defense, age, height, weight, movement, and carry.

If you have not already done so, make up a backstory for your character.

Choose the spells that your Sorceror already knows. Your Adventure Guide may limit, suggest, or require certain spells. Mnemonic Sorcerors begin the game with 1d4 spells, modified by intelligence as a major contributor and charisma as a minor contributor. Classical Sorcerors begin the game with one spell, modified by intelligence as a major contributor. In addition to their other spells, Mnemonic Sorcerors always have *Inscription* in their spellbook.

Number of Memorized Spells

Sorcerors must *memorize* spells before they can use them. The sorceror starts at level one with one spell slot. At each level advancement, they gain a number of slots equal to their new level. A second level sorceror will have three slots (one plus two), a third level sorceror will have six slots (one, plus two, plus three).

Each spell "costs" level slots. A first level sorceror may memorize one first level spell. A second level sorceror could memorize three first level spells (three spell slots), or one second level spell and one first level spell.

The Sorceror may memorize no more spells of any particular level than their own level minus the spell's level, plus one. First level sorcerors may memorize at most one first level spell. Second level sorcerors may memorize at most two first level spells and one second level spell. Third level sorcerors may memorize up to three first level spells, two second level spells, and one third level spell. Sorcerors may only memorize spells of level equal to or less than their own level.

The sorceror gains a bonus to their total spell slots according to their intelligence as a major contributor. The sorceror gains a bonus to their maximum spells per level according to their intelligence as a minor contributor.

Sorcerors may not memorize spells that are higher level than the sorceror.

A first level sorceror with a 17 intelligence gains a bonus of three to their total spell slots, for a total of four spell slots. They gain a bonus of two to their maximum spells per level. The may memorize at most three first level spells. Since they can *only* memorize first level spells, that extra slot is wasted until the sorceror reaches second level. At second level, a sorceror with a 17 intelligence will have six spell slots, and will be able to memorize up to four first level spells and up to three second level spells.

The player must choose one of two kinds of sorcery, based on how the character will memorize spells: mnemonic magic, or classical magic.

Mnemonic Magic

Mnemonic sorcerors memorize spells by *impressing* the spell formulas into their mind. Once an *impressed* spell is used, it is gone and cannot be used again until it is impressed again. However, a Mnemonic sorceror may *understand* any number of spells. There is no limit, other than having to make a Learning roll. Mnemonic casters are limited only in the number of spells they may *impress* at one time.

It takes three minutes times the level of the spell to impress the spell into the sorceror's mind. The mnemonic sorceror must prepare for memorizing spells by first meditating for ten minutes. For example, a sorceror memorizing two first level spells and one third level spell will require twenty-five minutes total (ten minutes preparation, and five times three minutes for the number of spell levels). The sorceror must be well-rested in order to "impress" spells. If the sorceror is not well-rested, the preparation time increases to half as many hours as the sorceror has been awake.

Mnemonic sorcerors will usually start the game with d4 spells, with intelligence as a major contributor and charisma as a minor contributor. Further spells must be acquired in

some way and "inscribed" in the character's spell repository (usually a spellbook) using the "inscription" spell. All mnemonic sorcerors know "inscription" in addition to their other spells.

Classical Magic

Classical sorcerors memorize spells by learning them. Once a classical sorceror learns a spell, they may cast it any number of times. They don't have quite the range of spells that are open to a Mnemonic caster, but they also don't have to "impress" their spells on their mind. Once a spell is learned, the spell is kept forever. While they never forget their spells once learned, Classical sorcerors are limited to learning only as many spells as they can memorize.

Classical sorcerors will usually start the game knowing the maximum number of first-level spells that they can memorize.

Classical sorcerors have a penalty of 2 to advantage when casting spells, above and beyond any other modifiers.

Mental Fatigue

Classical sorcerors gain d10 mental fatigue points per level, with wisdom as a major contributor and endurance as a minor contributor. At first level, a player may choose to give their character a die roll of 5 instead of rolling.

Classical sorcerors must use mental fatigue points to cast spells. The fatigue cost of a spell is the spell's level plus the effect level it is cast at. For example, a seventh level classical sorceror, casting *Great Ball of Fire* at the sixth level of effect: the spell's level is five. The caster is casting it as a sixth level sorceror (at seventh level, the only options would be fifth, sixth, or seventh, since a sorceror needs to be at least fifth level before casting a fifth level spell). The fatigue cost for the spell will be eleven—five plus six is eleven. If the sorceror were to have cast it at the maximum level of effect, seven, the cost would have been twelve: five for the level and seven for the effect.

Prophet

The prophet is one favored or chosen by a god, demigod, or pantheon. Their patron's favor comes in the form of spiritual aid. These spirits can be used to heal, aid, and protect worshippers, conquer unbelievers, and sometimes even to convince unbelievers to become believers.

Create Your First Level Prophet

A Prophet must have a wisdom of at least 9. Your Prophet begins the game with six survival points, modified by endurance as a major contributor.

Your Prophet knows how to use one simple weapon, modified by charisma as a minor contributor. Your Prophet knows four skills, modified by intelligence as a major contributor and by charisma and wisdom as minor contributors.

Choose one specialty. Choose a moral code. Choose one to three goals for your character.

Choose the pantheon, deity, or power that has favored your Prophet, and determine the spirit types this allows your Prophet to call.

Roll 2d6 and multiply by ten for your character's starting money. Modify by intelligence, wisdom, and charisma as major contributors. Remember to purchase any weapons, armor, holy items, spiritual foci, or other equipment that you want your character to have.

Determine any other statistics that you need to know about your character, such as saving rolls, surprise, advantage, defense, age, height, weight, movement, and carry.

If you have not already done so, make up a backstory for your character.

Spirits

The prophet may call upon the spirits of their Gods to exercise spell-like ability. They may call these spirits and hold them in waiting for immediate use, or they may wait until the spirits are needed and then call on them. It takes two minutes per level of the spirit to call on a spirit. Each spirit may manifest itself in a single form. At any one time, priests can 'hold' a limited number of spirits of each level. This limit is dependent on the Prophet's level.

The prophet must spend twenty minutes in prayer before calling any spirits, and the prophet must have their holy symbol.

The prophet may call a number of spirits according to the spirit's calling cost and the caster's level. Each spirit's calling cost is the spirit's level. The prophet begins at first level with one calling point. At each level advancement, the prophet gains a number of calling points equal to their new level. A second level prophet will have three calling points, a third level prophet will have six.

A prophet cannot call any spirit of higher level than the prophet's own level, nor of higher level than the prophet's wisdom.

Once called, a spirit may not be dismissed without using the spirit, except on special dispensation.

Prophets gain a bonus to "spirit calling points" according to wisdom as a minor contributor.

Spirit Types

Each deity and pantheon has a specific sphere of influence. Prophets of Poseidon might call on the spirits of wind and sea. Prophets of Ares the spirits of war, and so on. Spirits have "levels" that denote their power. A prophet may call on spirits of level equal to the prophet's own level or less.

Within their sphere of influence, a spirit can manifest numerous powers. A first level Charm spirit, for example, could manifest the powers of Command, Animal Companion, Remove Fear, and any other first level charm manifestations. A second level Charm spirit could manifest those powers, as well as Enthrall, Hold Person, and any other second level charm manifestations. Where a spirit's manifestations vary with level, the variation is by the *spirit's* level, not the prophet's.

Restrictions

Prophets may be limited in armor usage or weapon usage, depending on the requirements of their religion or order. Some prophets might also have special restrictions placed on them at ordination or at their calling, or at other important points in their service to their deity or deities.

Religious Symbols

Most, if not all, religions invoke symbols, special objects that symbolize the power or cause of their god or gods. Often, there will be one symbol which is most commonly carried. For Christians, there is the cross, symbolic of Christ's sacrifice. Some Christians also carry the rosary, to remember and invoke the mother of their god. For ancient Egyptians, it might have been the ankh. For Druids, the mistletoe or holly. Prophets of Thor might carry a hammer, prophets of Ra a sun-like disc. The prophet will use this holy symbol to perform the important rites of their sect. And, where a spirit manifestation mentions a focus but does not describe this focus, it is the prophet's holy symbol.

Symbols for such use are always blessed, and there are often more symbols that are less commonly carried but also have special purposes. The bread that is the body of Christ is an example of such a blessed symbol that must be carefully guarded, and many good religions will use blessed (or "holy") water; water is the symbol of life.

Relics are similar to symbols, and are blessed by virtue of their existence. They are generally individual items that cannot be reproduced. The shroud of Turin is an example of a relic, created from the sweat of a dying avatar and the compassion of one of his most devoted followers. Often the bones or prized belongings of avatars or prophets will be considered relics to a religion. Some relics may have special powers, although they do not have to.

Monk

The Monk is a master of the powers of the mind. Monks are deeply in tune with their own mental and intellectual abilities. Monks train in psychic powers much as sorcerors train in spell casting. Examples of Monks in modern fiction include Marvel Comics' Professor X. In the World of Highland, the Sentar Sentasi of the Kilir are Monks.

Create Your First Level Monk

A Monk must have a charisma of at least 9. Your Monk begins the game with six survival points, modified by endurance as a major contributor.

Your Monk begins the game with 5 points of mental fatigue, modified by charisma as a major contributor and endurance as a minor contributor.

Your Monk knows how to use one simple weapon, modified by charisma as a minor contributor. Your Monk knows four skills, modified by intelligence as a major contributor and by charisma and wisdom as minor contributors.

Your character begins with 6+d6 points of psychic aptitude, modified by charisma as a major contributor. Choose psychic power types and psychic powers using those aptitude points.

Choose one specialty. Choose a moral code.

Roll d6, add 1, and multiply by ten for your character's starting money. Modify by intelligence, wisdom, and charisma as major contributors. Remember to purchase any weapons, armor, or other equipment that you want your character to have.

Determine any other statistics that you need to know about your character, such as saving rolls, surprise, advantage, defense, age, height, weight, movement, and carry.

If you have not already done so, make up a backstory for your character.

Mental Fatigue

The monk gains d10 mental fatigue points per level, with charisma as a major contributor and endurance as a minor contributor. At first level, a player may choose to give their character a die roll of 5 instead of rolling.

Using Psychic Powers

There are five psychic power types, each with a variety of powers.

Psychic Power Type	Ability Roll	Powers
Telepathic	Charisma	Catalyst, Domination, Empathy, Illusion, Telepathy
Psychokinetic	Wisdom	Pyrokinesis, Telekinesis
Spiritual	Charisma	Spirit Host, Spirit Summons, Spirit Travel
Corporeal	Charisma	Healing, Self-Control, Morphinesis
Dimensional	Intelligence	Sensitive, Dimensional Shift, Temporal Shift

To use a psychic power, the player must make an ability roll, with a penalty equal to the number of effects used, and a bonus equal to the character's monk level. When using a power, the player divides up level points among the various effects. If the character is level six with "telepathy", for example, the player might place three levels in 'range', one level in 'targets', and two levels in 'reduce save' to attempt to read the mind of a single opponent up to 40 yards away. The target will have a penalty of 2 to any saving rolls against having their mind read.

Gaining Psychic Power

The monk gains d6 psychic aptitude points per level, with charisma as a major contributor, and an additional 6 for starting characters. The monk's psychic aptitude determines how may psychic powers the monk may use. The player can choose from the list of psychic powers. Each power costs a number of aptitude points according to the base fatigue cost. It also costs 1 aptitude point to gain a power type. So, a player who wanted their Monk to have telepathy, spirit travel, and spirit host would need 10 psychic aptitude points: one each for "telepathic" and "spiritual" power types, and 2 for telepathy, 3 for spirit travel, and 3 for spirit host.

The player may also use psychic aptitude points to increase the character's level with a power type. Normally, a character's level with a power is equal to their monk level. Each psychic aptitude point can be used to increase the character's level with a specific power type by 1. So if the character above were a fourth level monk, and the player applied four aptitude points to "spiritual" level, the character would use telepathy as level 4, but spirit host and spirit travel as level 8.

Moral Code

You can choose to have your character follow a specific moral code. You do not *have* to do so, although moral codes are required for certain specialties. The basic archetypes can be characters of any or no moral code. Characters can choose to follow a moral code, or they can remain "unaligned" or "unaware".

There are two parts to a moral code: Order vs. Chaos, and Good vs. Evil. There are eight moral codes: Ordered Good, Ordered, Ordered Evil, Chaotic Good, Chaotic, Chaotic Evil, Good, and Evil.

The character may choose between Order and Chaos, or remain neutral to that part of the code, and the character may choose between Good and Evil, or remain neutral to that part of the code.

A character may remain unaligned to each part of the moral codes. A character who cares for neither order nor personal freedom may remain unaligned towards the order and chaos part of the code, but still be "good" or "evil", for example.

Order vs. Chaos

Order vs. Chaos is the choice of following order or anarchy. Order is concerned with order, law, and community. Ordered characters promote hierarchy. Chaotic is concerned with individuality, personal responsibility, and rights. Chaotic characters eschew hierarchy.

The Chaotic character believes that the individual is paramount. The Ordered character believes that society is paramount. An Ordered character will be willing to sacrifice individuals to save the group; a Chaotic character would be more willing to put the group in danger in order to save an individual. Ordered individuals believe that the common good is more important than any individual's well-being.

To an Ordered individual, authority is its own justification. Once authority is established, authority can create other authorities. To the Chaotic individual, authority must be earned, on an individual basis and according to the situation: the most appropriate person is looked to for counsel and guidance according to the needs of the situation. To an Ordered person, it may look like a Chaotic person "does not follow orders". But give them an order worth following, and they will follow it.

Ordered individuals will say that when there are clear rules to be followed and a clear hierarchy, problems stand out. They are easy to see, and easier to fix than they otherwise would be.

As an example from American history, the Constitution is Order. The Bill of Rights is Chaos. The American Constitution sets down the order of the society. The Bill of Rights says that none of that order may override individual rights. Chaotics are not against freely arisen order. They are against imposed order. In true anarchy, some order will develop, but it will develop freely from the individual. Many of the teachings of Lao-Tzu in the Tao-Te-Ching are chaotic, where Confucianism is often on the extreme end of order. It is

hard to find a better description of the beliefs of the Chaotic moral code than "The more regulations, the poorer the people will become. The greater the government's power, the more unruly the nation will become. The more laws, the more frequently evil deeds will occur."

Good vs. Evil

Good vs. Evil is the choice between caring for the well-being of others for their own sake, and of pure self-interest, of caring only for one's self or a close circle of friends, whose friendship may well only last as long as it is useful. A "good" character is likely to keep their word to others, and value others' friendships and lives. An "evil" character is likely to keep their word only if there's something in it for them or they feel like it, and will value others only insofar as others are useful to them. Good is generous. Evil is selfish.

Good characters might be willing to die for the lives of others. Evil characters are very unlikely to do so. Evil is manipulative. Evil characters see others as tools for their own advancement. Evil characters will see their actions as "pragmatic", but their pragmatism is generally a short-term pragmatism.

Players should only choose an evil moral code for their character with the consent of the other players.

Combined Moral Codes

Ordered Good is concerned with the use of order, law, and community to enhance the well-being of the community.

Ordered Evil is concerned with the use of order, law, and community to enhance one's own well-being, standing, power, and wealth.

Chaotic Good is concerned with the promotion of personal responsibility and civil rights to enhance the freedom and well-being of all individuals.

Chaotic Evil is concerned with the self-centered manipulation of others in order to fulfill the character's own immediate desires.

Examples of Moral Codes

"Order" and "Good" are usually easier to understand than "Chaos" and "Evil". A good example of "Chaotic Good" in fiction is Alan Moore's hero "V" in "V for Vendetta", a character who believes that anarchy is the best thing for the well-being of others. Such a character might well hold, with Rousseau, that people are inherently good but become corrupted by civilization.

Good examples of evil moral codes may be found in Eddison's "The Worm Ouroboros". Lord Corund of Witchland is Ordered Evil. He works strictly within the confines of Order, and will not deviate from that order. He has a sense of hierarchy that he will not break merely to win battles against a hated enemy, even when his most trusted advisor

recommends doing so. When he is assigned a lesser overlordship in Pixyland because the government believes him most suited to govern the newly-vanquished country, he accepts. He does not jockey for the overlordship of more desired lands as others within the court of Witchland do.

Lord Gro, his most trusted advisor, is an example of Chaotic Evil. He cares only for what will bring him and his close circle of friends greater reward. When Corund calls the lords of Demonland to parley, Gro recommends ambushing them; when Corund refuses because one does not do that to royalty, Gro encourages a lesser warrior to do so.

The Kingdoms of Witchland and Demonland are Ordered Evil and Chaotic (possibly Good), respectively. Witchland fosters a strict hierarchy within which advancement is possible. Personal power is gained only insofar as the individual advances the cause of the state, and only insofar as that individual's promotion also advances the cause of the state.

Demonland fosters a state wherein individual glory rules. Individuals who perform well on their own will gain power, regardless of whether such is good for Demonland and its peoples as a whole.

The classic example of an Ordered character is the bureaucrat who cares nothing for whether their actions are good or evil, but merely whether the paperwork is filled out and the trains run on time. However, a good example of a person devoted solely to Order, regardless of Good or Evil is d'Artagnan in "The Man in the Iron Mask" by Alexander Dumas. In that book, d'Artagnan is devoted to the preservation of the monarchy, and much of the book is about the conflict between that devotion and d'Artagnan's own friends. In that book, Athos would tend towards Ordered Good and Aramis towards Ordered Evil. Both promote Order, but Athos for a greater good and Aramis for personal gain. Athos is an honorable man. Aramis will do anything to establish an Ordered society—with himself in control. He is always trying to twist his words so that listeners hear something other than what he is saying, and is willing to outright lie if it will further the cause of Order. Porthos is neither Ordered nor Chaotic, but simply Good. He tries to keep his word, and he tries to do the right thing, regardless of royalty or personal freedoms.

Conflicting Codes

Occasionally the two moral sides will conflict. An Ordered Good character might have to make the choice between something that is more Order or more Good. Different characters will come to different decisions. Different characters will have different commitments to their moral codes and to each part of their moral code.

A character may align themselves to a moral code, but fail to live up to the ideals of that code. The Guide will decide the implications of that failure (and the implications of success) in following a moral code. In some games, a moral code will be purely a personal choice. In other games, Order and Chaos, Good and Evil will be part of the unseen structure—or lack thereof—of reality. Your first level character is likely to be completely unaware of this when you make your choice to follow or not to follow a moral code.

Persons of opposing moral codes may have trouble "getting along" under some circumstances. Those following "Order" and those following "Chaos" are more likely to be able to put their philosophical differences aside than those following "Good" vs. those following "Evil". Organizational enmities, however, are more likely to be built across the abyss of Order and Chaos. Even in the early days of the United States, with its "multiple-personality" constitution, the followers of Order and the followers of Chaos fought bitterly in public. The Chaotics called the Ordered "monarchists" and the Ordered called the Chaotics "guillotinists".

Sometimes, people with the same moral code will also find themselves in conflict. People do not wear signs on their chest proclaiming their moral code. Lower-level characters will not even know that their choice means anything more than basic morals (and in some games, this may well be all that it is). In general, characters who are good will find it difficult to battle other characters who are good, without significant moral quandaries. This also applies to war. Evil characters and unaligned characters will generally not care about the morality of who they make war with.

Skills and Specialties

Specialties

The basic fantasy archetypes can be modified and enhanced through "specialties". A specialty can turn a Thief into an assassin, or a Sorceror into a wu jen. Some specialties have requirements: the character must have a minimum ability score, or must follow a specific moral code, or must *not* follow a specific moral code. Some specialties also have prerequisites: an earlier specialty must be taken first.

At first level, the character starts with one specialty.

Weapon Familiarity

Anyone can attack with their hands for d3 points damage (d2 for Halflings, Goblins, and Gnomes). Most adventurers will prefer using a weapon, however.

Warriors may become familiar with any weapon. Thieves may become familiar with basic and simple weapons. Prophets, Monks, and Sorcerors may become familiar with simple weapons. Simple weapons are small hand-held weapons such as the dagger, knife, or sling. Basic weapons are weapons such as spears, short swords, crossbows, and martial arts. Exactly what constitutes a "basic" weapon or a "simple" weapon will depend on the game world, but suggestions are given on the weapons table. Prophets may have other restrictions according to their religion or sect.

The character starts with a number of weapon familiarities according to their archetype, modified by charisma as a minor contributor.

There is a penalty of four for using a weapon with which the character is unfamiliar.

Skills

Your characters can do a lot of things because they are heroes in a Dumasian world. Some characters, however, will have special skills that enhance their already heroic capability.

Skills grant characters bonuses to actions involving that skill. Characters have a certain number of skills at the start of the game, according to their archetype and their mental ability. Take the "Skills" number listed for the archetype, and modify by intelligence (as a major contributor) and charisma and wisdom (as minor contributors). Each skill costs one point if it is within the archetype listing for the character, or two points if it is in another archetype's listing. A player can choose *one* skill that is in another archetype's listing, to cost a single point.

A player can choose a skill more than once for a bonus of 1 to skill rolls beyond the bonus for having the skill.

There are a number of skills that are "general" skills, and cost one point for any archetype. The *Arcane Lore* Lorebook contains listings for each archetype as well as for general skills.

A Few Good Numbers

Survival Potential

Survival potential is the ability of your character to survive damaging events. Getting hit by a sword, falling from a large height, getting punched in the face, all reduce your character's survival points. If your character's survival drops to zero or below, your character risks unconsciousness and possibly death.

Survival Potential is based on the character's Archetype. The character starts with one die worth of Survival Potential.

Survival Potential is modified by endurance as a major contributor.

At first level, player characters gain the maximum amount rollable on their survival potential die.

Saving Rolls

Saving Roll	Major Ability	Minor Ability	Arche-type	Spell Type	Psychic Power	Uses
Health	Endurance	Strength	None	Summoning	Corporeal	Health dangers, poisons, long-term endurance
Fortitude	Strength	Endurance	Warriors	Transmutation	Psychokinetic	Wide-effect attacks, standing firm
Willpower	Wisdom	Charisma	Prophets	Mental	Spiritual	Mind control, temptations, faith
Evasion	Agility	Intelligence	Thieves	Conjuration	Dimensional	Dodging or avoiding individual attacks
Learning	Intelligence	Agility	Sorcerors	Metamagic		Recalling events, learning new things
Perception	Charisma	Wisdom	Monks	Divination	Telepathic	Seeing hidden things, seeing beyond the surface

Saving rolls start at 4, modified by the character's ability score in the major and minor contributors. For saving rolls other than their archetypal saving roll, the character gains a bonus of 1 to each saving roll for each "even" level in any archetype: 2, 4, 6, 8, etc. For their archetypal saving roll, the character gains a bonus of level to the saving roll.

Here, for example, are Sam Stevens' saving rolls, both as a first level thief, and as a multi-typed second level thief/third level warrior:

Roll	Thief 1	Thief 2 Warrior 3
Health	5	7
Fortitude	4	8
Willpower	4	6
Evasion	6	8
Learning	4	6
Perception	5	7

Surprise, Advantage, Defense, and Attack

These tend to vary over time and over situations, however, the surprise roll is generally Perception modified by agility as a minor contributor. Advantage is generally modified by agility as a major contributor and charisma as a minor contributor. Defense is the character's agility as a major contributor.

Close Combat Attack is the character's strength as a minor contributor. Damage bonus is strength as a major contributor.

Thrown Weapons Attack is the character's agility as a minor contributor. Damage bonus is the character's strength as a minor contributor. Thrown weapon range penalties are reduced by the character's strength as a minor contributor.

Propelled Weapons Attack is the character's agility as a minor contributor. There is no damage bonus.

Age, Height, and Weight

Most physical characteristics of the character can be determined by player and Guide fiat. But they may also be rolled for if the player desires it.

Age

The character's starting age may be rolled as 15 plus 1d6. Older characters will receive a greater number of skills.

Older Than:	20	30	50	80	120	170	230	300
Bonus	1	2	3	4	5	6	7	8

Height and Weight

Characters have a base height of 54 inches and a base weight of 48 pounds. Vary the height and weight by rolling 5d6.

For height, add endurance as a minor contributor and strength as a major contributor, to the total. Add this, as inches, to the character's height.

For weight, modify the dice by endurance as a major contributor and strength as a minor contributor. Multiply by seven and add this to the character's base weight.

Movement and Carry

These are not optional in the sense that the player can choose them, but they are optional in the sense that some Guides will choose to use these statistics, and others will choose to wing them.

The character's Movement rating is 10, with agility as a major contributor and strength as a minor contributor. A character's Carry and Lift ratings are based on their own weight. Check their strength on the following chart, and multiply their weight by the appropriate number for what they can Lift, and for what they can carry over the long term (Carry).

Strength	Lift Multiplier	Carry Multiplier
1	.01	.003
2	.04	.013
3	.09	.03
4	.16	.053
5	.25	.083
6	.36	.12
7	.49	.16
8	.64	.21
9	.81	.27
10	1	.33
11	1.21	.40
12	1.44	.48
13	1.69	.56
14	1.96	.65
15	2.25	.75
16	2.56	.85
17	2.89	.96
18	3.24	1.08
19	3.61	1.2
20	4	1.33
21	4.41	1.47
22	4.84	1.61

To the carry, add endurance, as a major contributor, times 10.

Both Movement and Carry are compromise statistics. An item's Bulk is vaguely like weight in pounds, but it also covers the difficulty of carrying something. A bulky, light item may have the same Bulk as a compact, heavy item. An item meant for swinging (such as a weapon) will almost certainly have a greater Bulk than a similarly-shaped item meant solely for carrying. Items meant for wear will have a far greater Bulk carried than worn. An item's Bulk will rarely, if ever, be less than its weight, but it can often be more than its weight.

Look in the "Special Situations" section for more information about how Movement translates into running, walking, long-distance running or walking, and combat movement.

Money and Equipment

Each character starts the game with a certain amount of money and equipment. "Starting money" is how much money the character has to spend on equipment at the start of the game, in tens of monetary units. In some campaigns, this will be gold pieces, in others it will be silver pieces or even conch shells. The final total is modified by wisdom, intelligence, and charisma as major contributors.

The player goes through the items that beginning characters can purchase, and "spends" their starting money on those items. In most cases whatever is left over is how much money the character has at the start of the game. However, in some worlds, all characters or specific characters may not be allowed to keep money, either because money doesn't exist, or because the character's background doesn't allow them to keep it.

The equipment that the character "purchases" does not have to have been *actually* purchased by the character. It might have been inherited, given as a gift, or found in the ruins of a destroyed farmhouse in the midst of the woods. "Starting money" is a measure of how much money and equipment the character starts with; it is not necessarily how much actual money the character has to purchase things. Because of this, characters can often start the game with items that are not for sale in their home town, as long as it is for sale somewhere where they or some member of their family might travel.

General Equipment

Characters will wish to equip themselves with many odd or normal items: lanterns, rope, walking staves, blankets, horses, horse equipment, and more. Prices for such equipment will vary depending on the area, the time period, and the time of year, but the following monetary unit costs may be used as a guideline or in a pinch.

Some items, such as torches, have an "activation" time. If the character attempting to activate the item is in combat, an Evasion roll is required to successfully activate the item.

Some items, such as the pick, might also double as weapons. Such items are not designed for combat and will have a penalty to attack of from 1 to 3.

Characters are not limited to the items listed on these tables, nor are items on these tables guaranteed to be available. It will be up to the adventure guide to gauge the availability and cost of all items. In some games, for example, gunpowder and firearms will be unavailable.

Food & Lodging

Item	Cost	Bulk	Notes
Beer, pint	.2	3	
Beer, three gallons	3	26	Three gallons is 24 pints; this is a small keg's worth of beer
Room, common	.4		
Room, private	1		Cost is usually increased by .5 to 1 per extra person
Dry food	5	10	lasts 1 week eaten carefully
Meal, simple	.3	2	A meal does not last more than a day without spoiling
Meal, fancy	2	2	A meal does not last more than a day without spoiling
Wine, pint	.5	3	
Wine, three gallons	8	26	Three gallons is 24 pints; this is a small keg's worth of wine

More than other equipment, food and lodging costs will vary widely according to quality and scarcity. Liquid pint bulks assume an open container. Closed containers are easier to carry. Liquids weigh approximately one pound per pint or eight pounds per gallon.

Animals & Containers

Item	Cost	Bulk	Notes
Backpack	2	2	Difficult to get into quickly; requires one round to 'activate'
Donkey	7		Movement 9 carrying 225 bulk
Flint, steel, tinderbox	.5	1	2 rounds to activate tinder
Horse bit & bridle	1.5	3	
Horse saddle	10	35	
Horse saddle bags	3	5	
Horse saddle blanket	.3	4	
Horse shoe	.4	2	Horses and donkeys already have shoes when purchased
Horse, pack	30		Movement 10 carrying 200 bulk
Horse, riding	75		Movement 14 carrying 250 bulk
Horse, war	200		Movement 14 carrying 300 bulk
Keg, small	3	6	Will hold three gallons of beer
Mule	20		Movement 10 carrying 400 bulk
Ox	12		Movement 5 carrying 400 bulk
Pony	30		Movement 12 carrying 180 bulk
Pouch, belt	.5	.5	
Pouch, shoulder	1	1	
Sack	.2	.5	
Scroll case	.8	.5	
Trunk, Wooden	8	25	Cost and bulk can vary widely according to ornamentation
Wineskin/Waterskin	1.5	1	A skin holds four pints of liquid

To assist them in carrying their equipment, characters will want to purchase sacks, backpacks, quivers, and pouches. Containers specifically designed for carrying food or ammunition will be listed under the appropriate section.

A well-designed backpack, quiver, or pouch will reduce the Bulk of items inside the pack by half. Sacks do not significantly reduce Bulk but do make it easy to lay down and quickly pick up *en masse* the items carried inside them.

For animals, the bulk carry listed assumes that the animal's load has been packed reasonably, using saddle bags and saddles or other standard pack devices. Generally, reduce an animal's movement by 1 for each 10% increase in bulk carried. Horses, ponies, mules, and donkeys may jog, run, and sprint at twice the speed of a person.

Miscellaneous

Item	Cost	Bulk	Notes
Animal part, common	.3	.3	small animal parts such as the beak of a crow
Animal part, uncommon	1.5	.3	small animal parts such as the claw of a wolf
Animal part, rare	4	.3	small animal parts such as the feather of an eagle
Axe	4	8	d6 points as hand weapon, -1 to attack
Blanket	.2	5	
Candle	.01	1	
Canvas	.25	.5	per square yard
Carving, simple	.5	.1	small wooden carvings, such as tiny arrows
Carving, complex	2	.5	small wooden carvings, such as faces or intricate designs
Chain, large	1	3	made from iron links, cost is per yard
Chain, small	2	1	made from iron links, cost is per yard
Flint, steel, tinderbox	.5	1	2 rounds to activate tinder
Herb, common	.1	.1	
Herb uncommon	.5	.1	
Herb, rare	1	.1	rare herbs often have bulk .3 to keep them extra safe
Ink	8	.5	
Lantern	8	3	20 yard radius, 6 hours per flask, 1 round activation
Lock	8	1	Better locks can cost double, quadruple, or more
Mirror	10	.1	
Oil	.05	1	Cost is per flask
Parchment	1	.01	per square foot
Pick	5	10	d8 points damage as hand weapon
Pole	.02		3 yards long, wooden
Quill	.2	.05	
Rope	.2	3	Usually made from hemp, cost is per 3 yards
Rope, light	2	1	Usually made from silk, cost is per 3 yards
Shovel	5	9	d6 points damage as a hand weapon
Spike (iron)	.3	1.5	about seven inches long
Tent	20	40	3 by 3 yard area
Thieves' Picks	5	1	Required for picking locks (-3 without them) and checking for traps (-1 without them)
Torch	.01	1	10 yard radius, 3 hour duration, 2 rounds activation

Bone and metal carvings cost twice as much as wood. Stone carvings cost four times as much, and have four times the bulk. The material can raise the cost of carvings. Bone and stone don't generally cost anything extra, though they can if they are from specific animals or are specific kinds of stone. Metal "carvings" (usually worked metal) will

generally cost at least an extra shilling regardless of how cheap the metal is, and can cost more depending on how expensive it is.

Extremely rare animal parts (such as the parts of Fantastic creatures) will usually be much more expensive due both to their rarity and to the difficulty of acquiring them.

Weapons

Weapon	Damage	Fire Actions	Range	Hands	Bulk	Cost	Usage
Arquebus (Matchlock)	d8	3	10	2	15	55	Basic
Battleaxe	d10	2	2	2	20	7	
Bow	d6	1	20	2	8	25	
Brass Knuckles	d3	--	--	1	1	1	Basic
Club	d4	2	2	1	6	0.1	Simple
Crossbow	d6	2	15	2	14	35	Basic
Dagger	d4	1	3	1	2	2	Simple
Dart	d3	1	4	1	2	.4	Simple
Great sword	2d6	2	2	2	24	40	
Hand Axe	d6	1	3	1	10	2	Basic
Hand Gun	d6	4	8	2	10	45	Simple
Heavy Crossbow	d8	3	25	2	20	75	
Javelin	d4	1	5	1	4	0.6	
Knife	d3	1	3	1	2	1	Simple
Longbow	d6	1	25	2	12	50	
Long sword	d8	2	3	1	8	20	
Mace	d6	2	1	1	12	3	
Matchlock Pistol	d6	3	5	2	10	50	Basic
Metal Glove	d4	--	--	1	1	4	Basic
Quarterstaff	d6	2	1	2	8	0.5	Simple
Rapier	d6	2	3	1	7	20	
Scimitar	d8	2	2	1	8	15	
Short sword	d6	2	2	1	6	8	Basic
Sling	d4	1	10	2	4	2	Simple
Spear	d6	1	6	1	8	0.8	Basic
War hammer	d8	2	4	1	16	5	
Wheel Lock	d8	2	10	2	15	150	Simple
Wheel Lock Pistol	d6	2	5	2	10	100	Simple

"Damage" is the amount of survival points lost by the target of an attack with the specified weapon.

"Range" is in yards. Within "range" yards, there is no penalty to attack. There is a penalty of 1 after that, and another penalty of 1 for every "range" yards beyond. For example, an attempt to throw a spear at a target thirteen yards away will be at a penalty of 2: a penalty of one for being greater than six yards, and another penalty of one for being greater than 12 yards. A sling at thirteen yards would only have a penalty of 1, and a bow would have no penalty at all.

"Hands" is how many hands are required to use the weapon. Most weapons are one-handed, which means that they can be used with a shield (or, with the right specialties,

another weapon). A two-handed weapon requires two hands and leaves no free hand for a shield or other item.

"Bulk" is related to the weight and bulkiness of the weapon: it is how difficult it is to carry and use the weapon. It counts as weight Carried. (If the character is never going to use the weapon, the Guide may allow it to count for half the listed Bulk.)

"Fire Actions" is the number of actions required to throw or "fire" the weapon *if it is thrown or is a missile weapon*. Some missile weapons require loading, lighting, or other preparatory actions. Weapons used to beat on opponents directly require but one action.

Ammunition

Item	Cost	Bulk	Notes
Arrow	.05	.2	d3 damage as a hand weapon, -2 to attack
Crossbow Bolt	.1	.2	1 point damage as a hand weapon, -2 to attack
Crossbow Bolt, heavy	.2	.3	d2 damage as a hand weapon, -2 to attack
Gunpowder	.3	.05	Gunpowder must be kept dry
Powder bag	1	.2	
Powder horn	4	.5	
Quiver	1	1	Holds 20 arrows or crossbow bolts
Sling Bullets	.01	.05	

All ammunition costs and bulk are for single "pieces" of ammunition. Gunpowder is enough for one use, for example. Sellers will usually only sell in larger quantities, such as ten, twelve, sixteen, or twenty.

Armor

Armor makes it harder to hit the character in a manner that hurts the character—that takes away "Survival Points". The character may wear one type of armor at a time, and may also wear a full helmet. If the character is using a one-handed weapon, the character may also carry a shield in the other hand.

Warriors may learn to use any armor: that's part of their archetype. Thieves, Prophets, and Monks may learn to use basic armor: shield, leather armor, banded leather armor, or magically light chain mail. Sorcerors may learn to use no armor.

Some armors are harder to use than others, and the character must attain a level in at least one archetype that is high enough to use that armor.

Armor	Defense Bonus	Cost	Bulk	Warrior Level	Other Level	Skill Penalty
Cloth	1	3	8	0	0	0
Leather	2	8	5	1	1	1
Banded Leather	3	15	8	1	1	3
Scale Mail	4	45	15	1	-	6
Chain Mail	5	80	15	1	2	4
Splint Mail	6	70	20	2	-	6
Plate Mail	7	300	25	3	-	6
Full Plate	8	1000	30	4	-	7
Ceremonial Plate	9	2000	40	5	-	8
Shield	1	5	8	1	2	1
Large Shield	2	15	18	2	-	2
Small Shield	1 vs. one	5	2	3	-	0
Full Helmet	1	10 or 10%	2 or 20%	1	2	1

Many things that characters do are harder to do if the character is wearing armor. Just about all agility-based skills have a penalty while wearing leather armor or better. Whether the penalties apply to any particular skill is up to the Guide's discretion.

The Bulk given is the Bulk while worn. If carried, the Bulk should be doubled for cloth, leather, or chain mail, and tripled for metal armor. (Shield Bulk remains the same.)

Small shields may only be used against a single opponent in any round. The warrior will need to choose which opponent at the beginning of the round. By default it will be the opponent they last chose, or the opponent they are attacking first in the current round, whichever makes more sense.

While wearing a full helmet, perception rolls and attack rolls are at a penalty of one due to lack of visibility. Full helmets cost a minimum of 10 monetary units, or 10% of the cost of the other armor the character is wearing, whichever is greater. Full helmets have a bulk of 2, or 20% of the main armor's bulk, whichever is greater.

Equipment for Different-Sized Creatures

For each increase of one in size, item bulk is multiplied by two. For each decrease of one in size, item bulk is halved.

For every *difference* in size, the cost of the item is doubled. Costs for smaller-sized weapons are normal in the culture where they would be useful. For example, a "tiny" Pixie sword would cost 20 in a Pixie culture.

Costs for larger weapons will still increase, because of the greater materials cost. Because of this, a "Huge" culture making "Medium" items will end up charging significantly more than the "Medium" culture would. A "Huge" sword would cost 80 monetary units. (Though only 20 "Huge" monetary units if the "Huge" culture has its own Huge coinage.) So a "Medium" sword in a "Huge" culture would cost 320 monetary units.

Weapons

Weapons designed for a non-medium creature size will do different damage.

Weapon *range* is increased by half or decreased by a third for one difference in size, doubled or halved for two differences in size.

The damage progression is:

1	1d2	1d4	1d6	1d8	1d10	1d12	2d8	3d6	+1d6

A "Large" creature using a "Large" long-sword will do 1d10 points instead of 1d8. The weapon will have a bulk of 16, a range (should they decide to throw it) of 4.5, and a cost of 30. Here are other sizes of long-swords as an example:

Size	Damage	Range	Bulk	Cost
Fine	1d2	1	1	160
Tiny	1d4	1	2	80
Small	1d6	2	4	40
Medium	1d8	3	8	20
Large	1d10	4.5	16	40
Huge	1d12	6	32	80
Gigantic	2d8	7.5	64	160
Titanic	3d6	9	128	320

Creatures using a weapon designed for a size different from theirs have a penalty of one to attack and to damage for each difference in size. The weapon was designed and balanced for a different-sized creature.

Backstory

You might have gone into separate corners to choose your Fields and buy your initial equipment. Now it's time to bring everyone together and create a backstory that will drive your characters towards adventure.

Your character's backstory should be one to three paragraphs. It should include a sentence about the character's home, a sentence about the character's family, and a sentence about the character's community or culture.

You don't need to use names yet. Your Adventure Guide can help you with that later. But you should know the kind of places and persons you're describing.

As you answer these questions, think about your character's goals, archetype, specialty, and skills. Interpret your character's goals in a manner that will drive your character to adventure. What in your character's backstory will drive them to choose the unknown?

Who raised you?

What kind of a person or persons raised your character? A farmer? A scholar? A rich merchant or evil landlord? A thief or an ex-con? Or even wolves if it's that kind of game.

Was your character's home nearby or far away? What kind of a place was it? Was it rural? A village? A city? A port city? A lawless frontier town? A religious community?

How do you know the other characters?

How does your character know the other characters? Unless the group has decided to bring the characters together in some other way, your character's backstory should include at least one other player character, and preferably two or more.

Your character must know each of the other characters enough so that they would hang with you and you with them.

How did you get here?

Where is your character starting the game, and how did your character get there? The Adventure Guide may tell you where your character is, depending on the first adventure. Or your group can choose a place to start.

You may already know where your character started from based on your answer to the first two questions. How did your character get here from there, and why? What happened on the journey? What does your character hope to accomplish by being here?

Tony Barlow creates Toromeen

Goals

We'll follow Tony through the creation of his character, Toromeen. Tony and the rest the group get together and decide that all characters must have the goal *adventure* or something that leads them to adventure. Tony chooses the latter. He'll leave that to his backstory, but there's some goal he wants to achieve that will lead him to adventure. For now he just calls it *adventure hook*. He also chooses *faith* as a goal and *building* as a goal.

Moral Code

The characters must also all be *good*, though they might be Chaotic or Ordered Good, or simply Good. Tony sees himself playing a character with the moral code "Chaotic Good". His character will be very individualistic and value personal freedom and the rights of others highly.

Archetype and Specialty

Tony offers to play a Dwarven Warrior who might become a prophet. This determines his archetype (Warrior) and his Specialty (Species).

Ability Scores

Tony rolls four six sided dice for each ability, and adds the three highest dice together.

Roll 1	Roll 2	Roll 3	Roll 4	Total
2	5	3	6	14
1	1	4	5	10
6	5	2	4	15
2	1	5	2	9
6	3	6	6	18
4	5	3	3	12

Tony decides that since he wants his character to be a Warrior and a Prophet, he should have high scores in wisdom, endurance, and strength. He decides on:

Original	Ability	Final (as Dwarf)
9	Charisma	8
12	Intelligence	12
15	Wisdom	15
14	Endurance	15
10	Agility	10
18	Strength	18

From the "Species" specialty he chooses Dwarf. This gives him a bonus of one to endurance, and a penalty of one to charisma. He calls his Dwarf "Toromeen". He chooses "Warrior" as his character's archetype (he'll choose "Prophet" at second level).

Weapon Familiarities

Toromeen begins the game with four weapon familiarities. Tony decides that Toromeen is familiar with battleaxe, long sword, sling, and crossbow.

Skills

Toromeen begins with three skills as a warrior, plus one for his intelligence, and another one for his wisdom, for a total of five skills. Tony chooses weaponsmithing, blacksmithing, the local human language, and brewing.

Tony is allowed to choose one skill from another archetype's list if he wishes. He chooses engineering from the Sorceror list. For the rest of the game, Tony can treat engineering as if it were an archetypal skill.

Toromeen automatically receives spelunking as a Dwarf.

Survival Potential

His survival potential is 10 (the maximum on a ten-sided die) plus 2 (his endurance of 15 is a major contributor to survival potential) for a total of 12.

Saving Rolls

At first level, Toromeen's saving rolls will be:

Saving Roll	Base	Major Contributor	Minor Contributor	Special	Total
Health	4	Endurance (+2)	Strength (+2)	Dwarf (+2)	10
Fortitude	4	Strength (+4)	Endurance (+1)	Warrior (+1)	10
Willpower	4	Wisdom (+2)	Charisma (0)		6
Evasion	4	Agility (0)	Intelligence (0)		4
Learning	4	Intelligence (1)	Agility (0)		5
Perception	4	Charisma (-1)	Wisdom (+1)		4

Toromeen also has a bonus of four (as a Dwarf with a 15 endurance) on any saves vs. magical attacks or effects.

Surprise, Advantage, Defense, and Attack

Toromeen's Surprise will be Perception; his agility is average and does not give him a benefit to Surprise.

Toromeen's Advantage is 0; neither his agility nor his charisma are far enough from average to modify it.

Toromeen's Defense is also 0.

Toromeen's Close Combat Attack is 2. His Damage bonus in close combat is 4.

Toromeen's Thrown Weapons Attack is 0. His Damage bonus in thrown combat is 2. His range penalties will be reduced by up to 2.

Toromeen's Propelled Weapons Attack is 0.

Age, Height, and Weight

Dwarves are 8 times as old as humans. This makes his base age 120. Tony rolls 31 on eight six-siders for Toromeen's age, so Toromeen is 120 plus 31, or one hundred and fifty-one years old. This gives Toromeen an extra five skills. Tony decides Toromeen also knows armorer, mountaineering, and war lore. He chooses war lore one more time, and engineering one more time, so that they are at +1.

As a Dwarf, Toromeen has a base height of 41 inches and 2d6 height dice, plus 5 for his endurance and strength. He rolls 10 on 2d6 and is 56 inches: 4 feet, 8 inches tall.

As a Dwarf, Toromeen has a base weight of 80 pounds. His weight will be modified by ten times the ten he rolled for height plus four for his endurance and strength. Eighty plus 140 is 220 pounds.

Movement and Carry

Toromeen's movement is 8 (as a dwarf), plus 2 (for his 18 strength), or 10.

With an 18 strength, Toromeen's Lift is 3.24 times 220, or 713 pounds. His Carry is 1.08 times 220, or 238 pounds.

Money and Equipment

Toromeen starts with 4d6 times ten monetary units. Tony rolls 6, 3, 3, and 1. This is 13, for a total of 130 monetary units. His charisma (-1), intelligence (+1), and wisdom (+2) bring this to 132 monetary units. In Highland, monetary units are measured in shillings. Toromeen has 132 shillings worth of money and equipment.

Tony decides that Toromeen has one of each weapon he's familiar with. He prefers the short sword and shield, but also carries his grandfather's traditional battleax.

Weapon	Cost	Bulk	
Battleax:	7	10	d8 damage, 1 range
Long Sword:	20	4	d6 damage, 2 range
Sling:	2	2	d2 damage, 7 range
Crossbow:	35	7	d4 damage, 10 range
Sling bullets (40):	.4	2	
Crossbow bolts (20)	2	2	
Banded Leather:	15	4	3 defense
Shield:	5	4	1 defense
Total:	**86.4**	**35**	

This "costs" him 86.4 monetary units, leaving him with 45.6 monetary units, or 45 shillings, 7 pennies. When he's carrying everything, he's carrying a bulk of 35.

The banded leather and shield will give him a defense bonus of 4.

Since Toromeen is Small, his items use less bulk, but his weapons also cause less damage and have shorter ranges.

Backstory

Toromeen was born in the southern mountains, where his people must continually fight goblins, orcs, and trolls for the best parts of the mountains and forests. His grandfather, whom he knew briefly, died in battle far from home.

The southern Dwarves trade with the humans in the towns north of the Leather Road and east of the High Divide. He is an engineer, and builds devices for castles. He worked with Charlotte Kordé near High Town on a castle overlooking the River Valley.

Toromeen is returning to Biblyon to offer routine maintenance on some work they did in Illustrious Castle. He also wishes to visit a Dwarven Shrine in the northern mountains where, hundreds of years ago, Dwarves and Giants fought a great battle. His grandfather

and many of his people are buried there. Toromeen wishes to visit this shrine for guidance from his ancestors.

The Adventure Guide tells Tony that there is a battlefield in the mountains of the Celtic Lands that fits this description, called *Fomhor Achadh*. Tony changes *adventure hook* on his list of goals to *Fomhor Achadh*. This is the goal that will lead Toromeen to adventure.

Sample Characters

Charlotte Kordé

Abilities

Charisma:	17 (+2/+3)	**Level:**	1	**Species:**	Half-Elf
Intelligence:	12 (0/+1)	**Experience:**	200	**Height:**	5' 1"
Wisdom:	15 (+1/+2)	**Moral Code:**	Good	**Weight:**	93 lbs
Strength:	9	**Archetype:**	Monk	**Age:**	36
Agility:	8 (0/-1)			**Home:**	Crosspoint
Endurance:	10				
		Movement:	9	**Advantage:**	+1
		Carry:	2 (25 max)	**Surprise:**	0
		Lift:	75 max	**Defense:**	-1
		Money:	22.5	**Survival Points:**	6

Skills

Etiquette	Charisma
Languages (Frankish)	Intelligence
Acting	Charisma
Demagoguery	Charisma
Engineering	Intelligence
Lore	Intelligence
Mediation	Charisma
Read/Write	Intelligence
Religion	Wisdom
Clockworks	Intelligence

Saving Rolls

Health:	4
Evasion:	3
Fortitude:	4
Learning:	5
Willpower:	8
Perception:	10

Specialties

Species (Half-Elf): Night vision.

Weapons

	Damage	Fire Actions	Range	Bulk
Dagger	d4	1	5	2
Quarterstaff	d6	2	1	8
Sling	d4	1	10	4+bullets

While Charlotte is familiar with the staff and the sling, she doesn't generally carry them with her: carrying a quarterstaff, a sling, and some sling bullets would add over 12 to the bulk she's carrying, and her maximum bulk is only 25.

Monk Abilities

Mental Fatigue: 5
Psychic Aptitude: 15

Psychic Powers

General Effects

Targets (1); Range (3 yards); Fatigue (per 2 rounds); Penalize Save (1/+1)

Psychokinetic (6 aptitude, wisdom/fortitude)

Level Bonus: 3

Telekinesis (2): Mass (1 pound); Motion (1 yard per round)

Telepathic (9 aptitude, charisma/willpower)

Level Bonus: 4

General Effects: Area of Effect (1 yard)

Illusion (3): Sense Count (1/+1); Damage Potential (1); Independent Items (1)

Goals

Adventure, Elves, Skill

Background

Charlotte was born in the mountains to the southeast of Crosspoint to a human mother. She has never met her father, and has only recently begun to realize what her ancestry really means to her—at 36 years of age, she is the youngest-looking of all her friends.

Charlotte currently believes that her psychic powers are from her father's side, that all Elves are psychic. She has received little training in their use. What training she has undergone is all self-performed. Charlotte has been a mentor to Sam Stevens since Sam left the thieves' ring that she'd been a part of in Crosspoint.

Gralen Noslen

Abilities

Charisma:	12 (+1)	**Level:**	1	**Species:**	Human
Intelligence:	15 (+2/+1)	**Experience:**	0	**Height:**	6' 6"
Wisdom:	9	**Moral Code:**	Ordered Good	**Weight:**	217 lbs
Strength:	11	**Archetype:**	Sorceror	**Age:**	16
Agility:	12 (+1)			**Home:**	Crosspoint
Endurance:	12 (+1)				
		Movement:	11	**Advantage:**	+1
		Carry:	8 (97 max)	**Surprise:**	+0
		Lift:	263 max	**Defense:**	1
		Money:	53	**Survival Points:**	5

Skills

Ancient History	Intelligence
Languages, Latin	Intelligence
Languages, Frankish	Intelligence
Etiquette	Charisma
Literature	Intelligence
Memory	Intelligence
Read/Write	Intelligence

Saving Rolls

Health:	5
Evasion:	6
Fortitude:	4
Learning:	7
Willpower:	4
Perception:	5

Specialties

Familiar (Raven) : 5 survival points, 4 int, 4 chr, 4 wis.

Weapons

	Damage	Fire Actions	Range	Bulk
Quarterstaff	d6	2	1	8

Sorceror Abilities

Mnemonic sorcery
 3 spell slots (1 for level, 2 for intelligence).
 Maximum first level spells: 2 (1 for level, 1 for intelligence)

Spellbook

First Level Spells

Spell	Range	Formula	Duration	Cast	Effect Area	Save
Farseeing	Touch	WG	10 min	1 rnd	1 creature	None
Mage Bolt	20+10 yrd/lvl	WGI (arrow)	1 rnd/lvl	1	3 yrd radius	None
Light/Darkness	20 yrd/lvl	WGI (spark)	1 hr+10 min/lvl	1	10+lvl yrds	Evasion
Understand Languages	Touch	WGI (mandrake)	5 min/lvl	1 rnd	1 creature or item	Willpower

Currently Gralen has Mage Bolt and Light/Darkness memorized.

Goals

Adventure, Knowledge

Background

Gralen knew he would become a sorceror from a young age. "Poe", his raven familiar, has been his friend and confidant since he turned eight. Gralen is self-taught, having left home at twelve to study at Illustrious Library just across the mountains from Crosspoint on the way to Black Stag. He stumbled, almost literally, across the magical research of a spellcaster who once lived in the now abandoned Illustrious Castle outside of town.

Gralen believes that there is more magic in the castle, which has a tainted history and is avoided by townsfolk. He hopes to enter the castle soon for exploration. He's been trying to convince (and goad) Will Stratford into accompanying him.

Sam Stevens

Abilities

Charisma:	14 (+1)	**Level:**	1	**Species:**	Human
Intelligence:	11	**Experience:**	0	**Height:**	5' 9"
Wisdom:	10	**Moral Code:**	Good	**Weight:**	154 lbs
Strength:	11	**Archetype:**	Thief	**Age:**	20
Agility:	14 (+1)		Warrior	**Home:**	Crosspoint
Endurance:	14 (+1)				
		Movement:	11	**Advantage:**	+1
		Carry:	20 (72 max)	**Surprise:**	+0
		Lift:	186 max	**Defense:**	1
		Money:	8	**Survival Points:**	7

Skills

Contacts	Charisma
Endurance	Endurance
Running	Endurance
Seduction	Charisma
Tactics	Charisma

Saving Rolls

Health:	5
Evasion:	6
Fortitude:	4
Learning:	4
Willpower:	4
Perception:	5

Specialties

Multiple Archetype

Weapons

	Damage	Fire Actions	Range	Bulk
Short Sword	d6	2	2	6
Crossbow	d6	2	15	14

Thief Abilities

Skill	Roll	Contributor	Training	Final Score
Backstab	Agility	Intelligence		14
Climb Walls	Agility-3	Strength	2	13
Cram	Intelligence	Charisma		12
Hide	Agility-8	Intelligence	3	9
Move Silently	Agility-7	Charisma	2	10
Locks & Traps	Intelligence-7	Agility	5	10
Pick Pockets	Agility-6	Charisma		9
Disguise	Charisma-6	Wisdom		8
Forgery	Wisdom-5	Agility		6
Read Languages	Intelligence-9	Charisma		3
Search	Agility-6	Intelligence		11
Tightrope	Agility-5	Strength		9

Warrior Abilities

Attack Bonus: 0
Combat Bonus Limit: 2
Use unknown weapons at -2

Goals

Adventure, Escape, Self-defense

Background

Sam was born on the waterfront in Crosspoint and lived on the streets until she was taken "under the wing" of a burglary and child-fighting ring run by the infamous Will Riley (hanged two years ago for the murder of Crosspoint councilmember James Myers). Since leaving the ring she has worked sporadically as a guard for travelers from Crosspoint to other areas of East Highland. She also spends much of her time avoiding Crosspoint's obsessive thieves' guild. She met Will Stratford on a couple of them through Will's father, who owned a guard company. She's also known and looked up to Charlotte Kordé for a long time. It was Charlotte who vouched for her as a caravan guard.

Toromeen

Abilities

Charisma:	8 (-1)	**Level:**	1	**Species:**	Dwarf
Intelligence:	12 (+1)	**Experience:**	200	**Height:**	4' 8"
Wisdom:	15 (+2/+1)	**Moral Code:**	Chaotic Good	**Weight:**	220 lbs
Strength:	18 (+4/+2)	**Archetype:**	Warrior	**Age:**	151
Agility:	10			**Home:**	Feltarn
Endurance:	15 (+2/+1)				
		Movement:	10	**Advantage:**	+0
		Carry:	35 (257 max)	**Surprise:**	+0
		Lift:	713	**Defense:**	4
		Money:	80 shillings 7 pennies	**Survival Points:**	12

Skills

Engineering+1	Intelligence
Languages, Anglish	Intelligence
Brewing	Intelligence
Blacksmithing	Strength
Weaponsmithing	Intelligence
Spelunking	Agility
Armorer	Intelligence
Mountaineering	Endurance
War Lore+1	Intelligence

Saving Rolls

Health:	10
Evasion:	4
Fortitude:	10
Learning:	5
Willpower:	6
Perception:	4

Specialties

Species (Dwarf): Underground vision (-2), +4 saves vs. magical attacks or effects.

Weapons

	Damage	Fire Actions	Range	Bulk
Battleaxe	d8	2	1	10
Long Sword	d6	2	2	4
Sling	d2	1	7	2
Crossbow	d4	2	10	7

Warrior Abilities

Attack Bonus: 1
Combat Bonus Limit: 2
Use unknown weapons at -2

Equipment

Banded Leather (bulk 4, defense 3)

Shield (bulk 4, defense 1)

Sling Bullets: 40 (bulk 2)

Crossbow Bolts: 20 (bulk 2)

Goals

Faith, Building, Fomhor Achadh

Backstory

Toromeen was born in the High Divide, in the Dwarven city of Feltarn south of the leather road. His people continually fight goblins, orcs, ogres, and trolls for the best parts of the mountains and lower forests.

This is Toromeen's first journey outside of his clan's home in Feltarn. He is a very religious person, and is on a "vision quest" to determine if he has a calling to serve the Dwarven gods. He hopes to find this vision at the great Dwarven battlefield Fomhor Achadh in the far north. He has traveled to High Town with a Dwarven trading band, but will not return to Feltarn with them.

Toromeen was born in the southern mountains, where his people must continually fight goblins, orcs, and trolls for the best parts of the mountains and forests. His grandfather, whom he knew briefly, died in battle far from home.

The southern Dwarves trade with the humans in the towns north of the Leather Road and east of the High Divide. He is an engineer, and builds devices for castles. He worked with Charlotte Kordé near High Town on a castle overlooking the River Valley.

Toromeen is returning to Biblyon to offer routine maintenance on some work they did in Illustrious Castle. He also wishes to visit a Dwarven Shrine in the northern mountains where, hundreds of years ago, Dwarves and Giants fought a great battle. His grandfather and many of his people are buried there. Toromeen wishes to visit this shrine for guidance from his ancestors.

Will Stratford

Abilities

Charisma:	9	**Level:**	1	**Species:**	Human
Intelligence:	10	**Experience:**	0	**Height:**	6' 1"
Wisdom:	11	**Moral Code:**	Good	**Weight:**	169 lbs
Strength:	15 (+2/+1)	**Archetype:**	Warrior	**Age:**	21
Agility:	14 (+1)			**Home:**	Hightown
Endurance:	14 (+1)				

Movement:	12	**Advantage:**	+1
Carry:	52 (137 max)	**Surprise:**	+0
Lift:	380	**Defense:**	1
Money:	25	**Survival Points:**	11

Skills

Survival	Intelligence
Reading/Writing	Intelligence
Equestrianism	Wisdom
Team Combat	Charisma

Saving Rolls

Health:	6
Evasion:	5
Fortitude:	7
Learning:	4
Willpower:	4
Perception:	4

Specialties

Weaponsmaster, Slashing (+1 attack).

Weapons

	Damage	Fire Actions	Range	Bulk
Longsword	d8	2	3	20
Crossbow	d6	2	15	14
Short sword	d6	2	2	6
Longbow	d6	1	30	12

Warrior Abilities

Attack Bonus: 1
Combat Bonus Limit: 2
Use unknown weapons at -2

Goals

Friendship, Respect, Family

Background

Will's father is the owner of a security company, and Will works as a guard with his father on the leather road, guiding caravans from Crosspoint, across the mountains, and to Black Stag. Will longs for more than the back and forth between Crosspoint and Black Stag. Will is a good friend of Gralen Noslen, whom he met while researching the low roads at the library in Biblyon.

Valono (NPC)

Abilities

Charisma:	14 (+1)	**Level:**	1	**Species:**	Human
Intelligence:	10	**Experience:**	200	**Height:**	5' 7"
Wisdom:	16 (+2/+1)	**Moral Code:**	Ordered Evil	**Weight:**	126 lbs
Strength:	15 (+2/+1)	**Archetype:**	Prophet	**Age:**	18
Agility:	12 (+1)			**Home:**	Papau
Endurance:	11				
		Movement:	12	**Advantage:**	+1
		Carry:	8 (95 max)	**Surprise:**	+0
		Lift:	284	**Defense:**	1
		Money:	59.2	**Survival Points:**	6

Skills

Navigation	Intelligence
Rope Use	Agility
Poison	Intelligence
Fishing	Wisdom
Swimming	Strength

Saving Rolls

Health:	5
Evasion:	5
Fortitude:	6
Learning:	4
Willpower:	7
Perception:	6

Specialties

Understand Basic Weapons

Weapons

	Damage	Fire Actions	Range	Bulk
Spear	d6	1	6	8

Prophet Abilities

May call up to 2 points of spirits (1 for level, 1 for wisdom). Tawhiri will send prophet spirits, water spirits, weather spirits, animal spirits, and death spirits. At first level, Valono may call forth first level spirits, which will cost 1 point each. He tends to prefer one animal spirit and one death spirit.

Background

Valono has been called by the god Tawhiri to return the world to order. To Tawhiri, "order" means stagnation and decay. In Valono's tongue, he is a *tohunga*, or priest.

Valono is not meant as an example of a player character, but as an example of a (possibly recurring) villain. If Valono acts alone, the Guide might wish to increase Valono to second or third level. If used as a recurring villain, Valono's level might track that of the player characters (that is, their levels or two to three levels higher).

If you choose to use Valono as a villain, watch his intelligence: it is average. Where he excels is in wisdom and charisma. His plots will tend towards simplicity. He will almost always attempt to build a power base of worshippers with which to further his plans.

Play the Game

Level Advancement

As the character gains experience, the character will increase in ability, competence, and power. Characters start at first level, and can advance up to any level.

Character Archetype	Archetypal Ability	Archetypal Saving Roll	Survival Potential	Attack Bonus
Warrior:	Strength	Fortitude	d10	1
Thief:	Agility	Evasion	d6	1/2
Sorceror:	Intelligence	Learning	d4	1/3
Prophet:	Wisdom	Willpower	d6	1/2
Monk:	Charisma	Perception	d6	1/2

It takes 1,000 experience points to go from first level to second level, and another 2,000 (total 3,000) to go from second level to third level. The requirement to increase in level is always the current level times 1,000 experience points.

What does advancement mean?

When characters advance in level, they can do more things, and some of the things they used to be able to do, they can now do better. What does this mean? In some cases, it means that they have learned something new that they didn't know before. In other cases, it can mean that the character could always have done these things, they just didn't. Only now have they become relevant. It may mean that the character has gained new knowledge, or that knowledge once secret has been made public.

Survival Potential

At each level advancement, the character gains another die in Survival Potential, modified by endurance as a major contributor.

Attack Bonus

Characters gain their attack bonus every level, rounded down. So Warriors gain a bonus of 1 at first level and every level thereafter. Thieves, Prophets, and Monks gain a bonus of 1 at second level, and every two levels thereafter. Sorcerors gain a bonus of 1 at third level and every three levels thereafter.

Saving Rolls

Characters receive a bonus of level to their Archetypal Saving Roll. Thus, their Archetypal Saving Roll increases by 1 each level. In other Saving Rolls there is a bonus of 1 each even level.

Specialties

The character gains one new specialty at third level and every odd level thereafter.

Mojo

For everything else, the character gains or can acquire *mojo*. Mojo may be applied to learning skills, researching spells, increasing abilities, or gaining new weapon skills. Multiple characters can join to apply mojo to the same project as long as each character has applicable mojo. In this way, several sorcerors can pool their mojo to research a spell. If different characters in the group have different mojo costs for the task, the most expensive mojo cost is used.

At each new level, the character gains ten plus level mojo. At second level, a character gains twelve mojo, for example.

Players whose characters have more than one archetype must maintain separate mojo totals for each archetype. Mojo may be shared between the character's archetypes in the same way as for multiple characters.

Archetype Advancement

Thieves

Enhancing Thief Skills

At each level after first, the thief gains six points, similar to the twelve points they gained on creating their character, which can be used to add to the bonus for a thieving skill, or divided up amongst the various thieving skills.

Sorcerors

Researching Spells

Sorcerors may research unknown spells for four mojo points, plus two mojo per spell level, modified by Intelligence as a minor contributor. The mojo cost is reduced by two if the spell is commonly known in the area. Spell research requires twelve times the basic spell components on hand for experimentation, or half this for commonly-known spells.

Sorcerors who research their own spell gain a bonus of three on the compatibility roll.

Spell Compatibility

Before impressing or learning any new spell formula, the sorceror must make a successful Learning roll to "understand" the spell. This roll is at a bonus of six, and a penalty equal to the level of the spell.

If the Learning roll succeeds, that spell is compatible with the sorceror and the roll need not be made ever again. If the Learning roll fails, the spell is not compatible with the sorceror and the sorceror cannot impress that spell. The player may try again on increasing their character's Sorceror level.

Acquiring Mnemonic Spells

Normally, mnemonic sorcerors acquire spells by trading formulas or by researching and creating formulas. Whether by trading or by research, once the formula is acquired the spell must be "inscribed" into the sorceror's spell repository using the *inscription* spell.

Learning Classical Spells

Classical sorcerors may learn new spells, if they have the necessary information, at the cost of three mojo plus one mojo per spell level, modified by Intelligence as a minor contributor. If the classical sorceror is incompatible with the spell, they may attempt to relearn it, at later levels, for two mojo. Classical sorcerors must have three times the basic spell components on hand for experimentation while attempting to learn or relearn spells.

If the only information they have about the spell is a readable mnemonic formula, the mojo cost is increased by two mojo.

Time

Game Time and Playing Time

In role-playing games, there is a difference between "game time" and "playing time" analogous to the difference between "players" and "characters". As your character "Gralen" retires to bed in an inn, you might say "Gralen sets an 'alarm' spell and goes to sleep." Your Guide then says, "Gralen wakes up the next morning. Nothing seems to have happened." In playing time, this may have taken about a minute. But in the game, it probably took about six to eight hours. Your character has spent an entire night in the inn, but you covered that part of the game in one minute. Game rules almost always cover game time. When the rules say that a "round" is "approximately ten seconds", this means that a "round" is ten seconds *in the game*. Determining what happened in that round might take anywhere from a few seconds to a few minutes of playing time.

Rounds

In game terms, a "round" is approximately ten seconds and is used mostly for conflicts. Over the course of one round, each character gets their chance to attack, defend, do something else, or do nothing. There are six rounds in a minute.

Sessions, Adventures, and Campaigns

Where rounds, minutes, hours, days, and so on are relatively specific units of time, there are other units of time that have no specific duration. A game "session" lasts one evening or afternoon, depending on when you play. A game adventure may last multiple sessions, until the adventure is completed. And a campaign is usually a story arc that consists of multiple adventures.

Your game sessions will usually end when someone has to leave. Often, you'll have a specific time that the game session will end, such as 11 PM or 1 AM. Game sessions can easily stop in the middle of an adventure or even in the middle of a conflict.

Adventures usually have a specific short-term goal, such as searching some ruins or solving some mystery. Finishing that adventure means reaching that goal. Often, that goal will move the characters along towards solving some greater mystery or reaching some greater goal. When your character finishes one adventure, they'll soon find themselves embroiled in another adventure.

Not all games have campaigns, but when they do the adventures will lead, perhaps with some side-treks, towards the fulfillment of the greater goal of that campaign. When the goal is reached, the campaign ends. Often, your character's adventures will end when the campaign ends. You'll put that character away and create a new one, or make a new character in a completely different role-playing game. Other times, your group may decide to take these characters on to further and greater adventures.

Survival

Regaining Survival Points and Injury Points

When a character gets hit by a weapon or otherwise "takes damage", they lose survival points and possibly gain injury points. They may restore these points, up to their normal amount, by resting. Each night (eight hours) of rest restores level survival points or removes one injury point if a Health roll is successful. If the roll is unsuccessful, only one survival point is regained. Each full day of rest restores level survival points or removes one injury point with no save necessary. When the option is available, the player may choose whether survival points are regained or injury points are reduced.

For example, Toromeen, the second level Dwarven warrior, is fighting an Orc. The Orc is using a short sword, which does d6 damage on a successful hit. Toromeen has a survival potential of 18. In the first round, the Orc successfully hits Toromeen and the Guide rolls 4 on d6 for the damage. Toromeen loses 4 survival points, and is at 14. The next round, the Orc misses. Toromeen loses no survival. In the third round, the Orc again hits Toromeen. The Guide rolls 3 points. Toromeen is now at 11 survival. In the fourth round, Toromeen kills the Orc. Toromeen ends the encounter with 11 survival points. He will have 11 survival points in any future encounters that day. If he rests in the evening, Tony will roll vs. Toromeen's health. If the roll is successful, Toromeen's survival will increase by two, to 13. Toromeen might also receive healing aid through magical, divine, or psychic means. No matter how much Toromeen rests, or how much healing aid he receives, his survival point total will not increase above his survival potential of 18.

Injury Points (Zero Survival Points)

Once survival points reach zero, any further damage adds to the character's *injury points*. There are also times when a character will take injury points before survival points reach zero. Whenever a character gains injury points, the character runs the risk of unconsciousness and death.

When a character has injury points, those points are a penalty on any attack rolls, advantage rolls, saving rolls, and ability rolls.

Large or larger creatures need only worry about unconsciousness or death if their Injury Point total is two or more (for large creatures), four or more (for huge creatures), eight or more (for gigantic creatures) and sixteen or more (for titanic creatures).

Unconsciousness

The character must make an immediate fortitude roll at a penalty of the character's current injury total (as normal).

If failed, the character goes unconscious in a number of seconds equal to 10 minus the amount the roll was missed. If successful, the character may continue acting as normal, with their injury point penalty. If the character does not immediately go unconscious, the

character may also act normally (with their injury point penalty) up until they do go unconscious.

A character with injury points may at any time choose to go unconscious.

An unconscious character may awaken or be awoken as normal, except that any rolls to awaken a character that has injuries are at a penalty of the character's injury point total.

A player whose character is stricken unconscious in this manner may choose to spend one mojo to bring their character to *semi-consciousness*.

Death

Whenever a character gains injury points and their injury point total is greater than their *current* survival points, the character runs the risk of death. They have been exposed to the immediate ailment "death" and must make a health roll to see if it is contracted. If contracted, death has an action time of one hour (one minute if active, six hours if unconscious) with a strength equal to the character's injury point total. The effect of death is to die. Warriors gain a bonus of their level on the roll to "contract" death.

Death rolls while unconscious are at a bonus of two. Characters that go immediately unconscious gain that bonus for the roll to contract death.

Death may be "thrown off" if done so before death takes effect. However, any injury points gained remain as normal. The character no longer runs the risk of dying directly from those injuries, but the injuries remain to increase the chance of death if the character is further injured.

If the character's injury point total drops to zero, death is "thrown off" automatically.

Simple first aid (binding wounds, stopping bleeding) grants a bonus of 2 to the health rolls. Caregivers with skill in medicine, herbalism, or similar skills can also (on a successful skill roll) grant their skill level as a bonus to the health rolls.

Example

Toromeen, after fighting the Orc and a few of the Orc's friends, has four survival points. One more sword-thrust from the remaining Orc does six points damage to Toromeen. Toromeen is now at zero survival points and he has two injury points. Toromeen has to make an immediate fortitude roll to stay conscious.

Toromeen is a second level warrior. His fortitude is 11 and his health is 10. Tony (his player) must roll 9 or less (fortitude 11, -2 for injury points) to stay conscious. Tony rolls 6, and Toromeen is still conscious. He has, however, a penalty of two to his attack rolls (and most other rolls).

Toromeen also might die: two (his injury points) is greater than zero (his current survival points). Tony makes a health roll to see if Toromeen is dying. Toromeen's health is 10, he is a second level warrior, and he is at 2 injury points, so Tony needs to roll 10 or less (health 10, +2 for level, -2 for injury points). Tony chooses to keep Toromeen conscious, so Toromeen does not have the benefit of unconsciousness on his death roll. Tony rolls 20; Toromeen is dying.

Death is an immediate ailment, so Tony now rolls to see if Toromeen is dead. Toromeen's health is 10, minus Toromeen's two injury points makes 8. Tony must roll 8 or less for Toromeen to survive. Tony rolls 7; Toromeen is not immediately dead. Since Toromeen is active, the next roll against death will be in one minute.

Fortunately, Toromeen successfully hits and kills the Orc on his next action. He crawls underneath a tree and goes unconscious. While he is still dying, the action time for his death now drops to every six hours. After the first six hours, Tony must roll again (against 8) to see if Toromeen dies; If Toromeen does not die after six hours, then after the second six hours, Tony may roll, first, to see if Toromeen "throws off" the death, and (if Toromeen does not), again to see if Toromeen dies. This continues until Toromeen either dies or throws off the death.

Regaining Mental Fatigue

Characters can regain fatigue points at the rate of character level points every two hours when sleeping, every three hours when resting or meditating, and every four hours casually walking or riding.

Temporary Bonus Pools

Some spells and spirits can grant their targets a *temporary bonus pool* of survival points. This temporary pool is separate from the character's normal survival points. Eligible damage taken is removed from the temporary pool first; only when the pool is exhausted (or the spell or spirit's effect ends) does the character begin to lose damage from their real survival points.

For example, Gralen casts *Fighting Prowess* on Toromeen, and Toromeen gains a temporary bonus pool of seven survival points. Six rounds later, Toromeen enters combat. In the next round, a goblin hits Toromeen for three points of damage; the temporary bonus pool is reduced to four. In the eighth and ninth rounds, the goblin misses. In the tenth round, the goblin hits for three points again. The bonus pool is reduced to one. At the end of the tenth round, the spell's duration ends, and the bonus pool disappears. Toromeen has taken no "real" damage; if the goblin(s) had done more than seven points over those ten rounds, he would have taken real damage.

Contests

For most non-combat activities, players will use simple die rolls to determine the success of the action. Characters either fail or succeed.

Using Abilities, Saving Rolls, and Skills

When a character attempts to do something, or when the world attempts to do something to a character, that character's player will often have to make an ability roll or a saving roll. In each case, the player must roll d20 less than or equal to that number. For example, if goblins are sneaking up on Toromeen, Tony Barlow will have to roll d20 less than or equal to Toromeen's Perception. Since Toromeen's Perception is 4, Tony will have to roll less than or equal to 4 on d20.

Situations will often call for modifiers to these rolls. For example, if the goblins were being especially noisy, the Guide might give Toromeen a bonus to the roll, making it more likely that Toromeen will notice the goblins before they surprise him.

Each action is a single roll

No matter how long an obstacle is, overcoming it is a single roll. Whether a player's thief scales a 20-foot wall or a 200-foot wall, only one roll is required to complete the climb, as long as completing the climb is one action. If, for example, the character climbs a hundred feet, has an encounter, and then climbs another hundred feet, there will be two climbing rolls.

The size of the obstacle may affect the difficulty of the roll. Climbing a 200-foot wall will have more penalties than climbing a 20-foot wall, for example.

Difficulty Adjustments

Obstacle Size

If an obstacle's size will affect the difficulty of an action, apply larger penalties for larger obstacles. Usually, penalties will increase as obstacle size doubles.

Size:	1	2	4	8	16	32	64	128	256	512	1024
Penalty:	0	1	2	3	4	5	6	7	8	9	10

Sizes will be multiples of a reasonable no-penalty size. Distances will often be based on 10 foot sizes, for example Climbing a 20-foot wall means a penalty of 1. Climbing a 40-foot wall means a penalty of 2. If the wall is at least 80 feet, the penalty is 3, and so on.

Similarly, searches of a 20 by 20 foot area or 20-foot diameter circle will incur a penalty of 1 on the Perception roll. Searching a 40 foot area will incur a penalty of 2.

Players can choose to divide their actions into smaller actions.

Difficulty Levels

Often it will be easiest to consider difficulties using an common-sense term such as "easy" or "difficult".

Difficulty	Bonus	Difficulty	Penalty
Difficult	0	Difficult	0
Easy	2	Very Difficult	2
Very Easy	4	Extremely Difficult	4
A Snap	8	Nearly Impossible	8
Incredibly Easy	16	Practically Impossible	16

Skills

Skills may modify ability rolls and saving rolls, if the skill distinctly applies to the action being attempted. For example, the Guide might decide that knowing some bit of historical trivia requires a *Learning* roll. If your character has one point of *History*, you gain a bonus of 1 to the roll. Most often, rolls that skills apply to will be based off of one of the six abilities.

If the use of a skill is a specialized use that generally could only be performed by a specialist, the ability score is halved before rolling unless the character has that skill. For example, performing surgery is a specialized action. Someone without the surgeon skill will roll against half their charisma to perform a successful surgery (with further modifiers based on difficulty level). A character with the surgeon skill will roll against their full charisma score, with modifiers for their surgeon skill and modifiers based on difficulty level.

Simple first aid, on the other hand, is not a specialized skill. Anyone can do that on a successful roll against their full charisma whether they have a related medical skill or not. Any extra skill will, of course, assist.

Multiple Attempts

If a character fails at an attempt, they will generally have penalties to trying again: a penalty of two, cumulative, for every successive failure. If the task is archetype-related, these penalties will reset to zero when the character reaches a new level.

Careful Attempts

Normally, attempts are assumed to be made over the course of one round or some other normal, but quick, time period. If a character chooses to spend more time—one minute instead of a round, ten minutes instead of a minute, or one hour instead of ten minutes—they can gain a bonus of 1. If they spend even longer—ten minutes, an hour, or a day—carefully setting up their attempt, they can gain a bonus of 2. It is up to the Adventure Guide whether or not any particular action can benefit from *careful attempts* and what the base time period is.

Contested Actions

In some cases, two or more characters will be attempting to do the same thing, or attempting to use the same skill to do something/keep the other from doing something. In such a case, each player makes a roll vs. the ability, skill, or save in question.

If both fail, both fail to achieve the goal. If both succeed, they also both fail (although in a more graceful manner). If one succeeds and the others fail, that's the winner.

If both sides in a contested action cannot fail, double each participant's final numbers (before any mojo are applied) and increase the time period to the next level.

Player characters can request a doubling of both final numbers if their opponent cannot fail. This also increases the time period to the next level.

Note that the penalties for multiple attempts also apply to contested actions, should the contestants keep trying.

Conflicts

Combat takes place during ten-second "rounds" that give each character a chance to do something, whether it be attack with a weapon, run away, cast a spell, use a spirit, or use some other ability.

Surprise

A character may be surprised if they were unaware of an impending attack. If their characters were unaware of the attack, the players must make a Perception roll with agility as a minor contributor. If the characters were aware of their attackers, there is a bonus of four to this roll. If the characters were sleeping, there is a penalty of six to this roll.

Surprised characters are, during the first round of surprise, at a penalty of two to defense, six to attack, and 10 to advantage. In subsequent rounds, they are at a penalty of one to defense, three to attack, and five to advantage.

While surprised, characters may not initiate complex actions such as casting spells, calling spirits, using psychic powers, or any of the special conflict maneuvers.

Surprised combatants must make either a Willpower or Fortitude roll to 'snap out' of surprise. This roll is made at the beginning of each round, and applies to that round.

Characters may also be surprised during a conflict if something totally mind-boggling happens. If the characters were aware that something mind-boggling was about to happen but aren't sure what, there is a bonus of three to the surprise roll.

If surprised combatants are removed from the conflict for two or more rounds, they are no longer surprised.

Advantage

Characters with a better advantage roll have the advantage over characters with worse advantage rolls. Advantage is rolled on d20, with agility as a major contributor and charisma as a minor contributor.

Any movement and visible actions are announced from the highest (worst) advantage roll to the lowest (best). Characters may choose to attack any opponent that either is *currently* in range or that has announced movement that will put it in range over the course of the round.

After movement is announced, modifiers to advantage because of actions such as for spells and spirits are applied. Movement is performed and actions occur starting from the character with the lowest advantage on up to the character with the highest advantage.

Spellcasting and spirit manifestations usually involve a penalty to advantage. If the casting time is listed as a single number (without "round" or "minutes" after it, for example), this is the penalty to the character's advantage. If a caster is successfully

attacked before their "turn", they must make an Evasion roll or their spell is lost. Mnemonic casters lose the spell; classical casters lose the mental fatigue points it would have cost (they may make a Perception roll to only lose half those points).

Characters not in a conflict have a bonus of 4 to advantage if they are doing something where advantage matters.

Hitting

Each round, every conscious character gets a chance to attempt one action. Often this action is hitting an opponent with a weapon.

The attack roll is made against an 11: the roll must be 11 or less on d20 to successfully attack. The attacker's attack bonus increases and the target's defense reduces the number needed. The target's agility modifies defense as a major contributor.

Visibility also affects defense. If an attacker is aware of but unable to see the defender, the attacker has an attack penalty of 3 in close combat, and an attack penalty of 6 for ranged combat.

Close Combat and Ranged Combat

Characters fighting within hand or extended weapon reach of their opponents are in *close combat*. If characters must fire or throw missiles to attack their opponents, they are in *ranged combat*.

Damage

Each weapon "does" a different amount of damage. Damage is subtracted from the target's survival potential.

Close Combat

For hand-to-hand combat, strength is a minor contributor to the attack roll and a major contributor to the damage roll.

Thrown Weapons

For thrown weapons, strength negates ranged penalties as a minor contributor. A character with a strength minor contributor of two can throw an object up to two ranges away without a penalty to attack.

Strength gives a bonus to damage as a minor contributor.

Agility modifies the attack roll for thrown weapons as a minor contributor.

Propelled Weapons

The strength bonus to attack and damage do not apply to propelled weapons such as bows. Specially constructed versions of such weapons may, at the Guide's discretion, be able to take advantage of higher strengths. Such weapons will usually cost twice as much, three times as much, four times as much, or more, depending on how many damage bonuses must be "built in" to the weapon. Damage can be increased by up to the

character's strength as a minor contributor. Range can be increased by up to the character's strength as a major contributor.

Agility modifies the attack roll for propelled weapons as a minor contributor.

Firing Into Close Combat

Firing into close combat is as if the target had strong cover if there are two to four combatants, and full cover if there are five or more combatants, including the target.

If the attack hits, and the target is in close combat with an individual or individuals, and if the attack would have hit one or more of those individuals, those individuals it would have hit must make an Evasion roll or take the same amount of damage the target did. The attacker may choose to make a called shot to avoid this. On a successful called shot, only the target takes damage.

On a miss, a random adjacent combatant must make an Evasion roll, with their Defense as a bonus, to avoid being hit. If there are five or more combatants, and the first random target saves, one more random adjacent combatant must make a similar roll to avoid being hit.

Number of attacks

Some weapons or attack forms require multiple actions in order to be used. Some creatures and archetypes may attack more than once per round.

When an attack requires multiple actions, such as loading, arming, and firing an arquebus (three actions), the attack will normally require that many rounds to use. The actions need not be done immediately following each other, however: a character might load their arquebus at the beginning of the day, fill the pan with powder when combat is imminent, and then only require one action to actually use the weapon the first time. In later rounds, the character might load the weapon, use their sword to fight off a monster, and then later load the pan with powder and fire.

Attacks which require more than one action to perform gain one "free" action per *use* when outside of close combat. The arquebus above would require only two actions to use if the character using it were not engaged in close combat. Most of the time, if the character has no need to worry about being attacked or hit, the character is not engaged in close combat.

When a combatant attacks more than once per round, each attack must be rolled for. The first attack goes in order of advantage. Subsequent attacks go five later in advantage order.

Special Conflict Maneuvers

Some of these special conflict situations will apply only to one opponent. If so, then any bonuses which the maneuver or situation gives to the attacker must be applied only to that opponent.

Called Shot

A "called shot" can be made to a specific location on a target, with an attack penalty of 3. The target's defense includes armor, even if the armor is not worn on the specific location. Called shots do damage as normal, and, like normal attacks, do standard "survival point damage". A successful called shot does not necessarily mean that the target is wounded at the called location, it merely means that this was the location that needed to be protected. In certain circumstances, the target may be required to make a saving roll vs. Evasion or Fortitude to avoid special effects. For example, if the target is carrying a potion, and a called shot to the hand is successful, the target will be required to make an Evasion roll or drop the potion. Evasion is called for if the target is trying to avoid the effect by dodging, Fortitude if the target is trying to avoid the effect simply by being big and strong.

A successful called shot also increases the chance that "carried" attacks, such as poisons, will take effect. Most such carried attacks require a called shot. Evasion rolls against those carried attacks that do not are at a penalty of 1 if the called shot is successful.

Cover

In ranged combat, combatants will often try to hide behind obstacles to avoid being hit by their opponents' missiles. Cover can be weak, strong, and full. Weak cover covers a significant portion of the character, about 50%, but also leaves a significant portion open to attack. Strong cover covers 85% or more of the character, and full cover blocks all of the character from attack. Behind full cover, a non-combatant can usually hide with no possibility of getting hit, but if a character is trying to attack (especially with missile weapons of their own), or trying to move in a way that brings them partially in the open, then even being behind full cover will afford opponents the possibility of hitting.

Cover	Warriors	Non-Warriors
Weak Cover	+1 Defense	No bonus
Strong Cover	+2 Defense	+1 Defense
Full Cover	+3 Defense	+2 Defense

Warriors are better at making use of cover than non-warriors. However, if a warrior does not themselves engage in the conflict, but instead "leads" their comrades, they may grant the warrior cover bonus to up to level companions. Successfully granting this bonus requires a Perception roll by the warrior's player.

Covered

If one combatant can take aim at another combatant, and both combatants are not moving, the first combatant is said to have the second combatant "covered". The first combatant can get a free attack against the second combatant at a bonus of four to attack and one to damage. If the "covered" combatant attacks before the "covering" combatant chooses to use their free attack, the covering combatant will still gain the bonuses, but must make a perception roll for that attack to be free. If not free, the attack is handled with normal advantage rules. "Covered" cannot combine with similar bonuses such as against immobile targets or unaware targets.

Defensive Action

Characters may attempt defensive action to the exclusion of any attack. If the character chooses not to attack in a round and focuses completely on avoiding attack, they will gain a bonus of 2 to defense that round.

High Ground

If a character is attacking from the higher end of a reasonable slope or while mounted on a horse-like animal (and fighting medium-sized opponents), or while attacking from above, the player may choose a bonus of 1 to attack or a bonus of 1 to defense.

Immobilized Targets

There is an attack bonus of 10 against immobile targets: sleeping opponents, bound victims, or subdued targets. Unconscious targets may not use their agility bonus to defense, although they do gain the benefit of any armor, toughness of skin, or magical protection.

If the attacker makes a called shot to kill, the target takes half the damage (round up) as injury points; the rest go to survival points as normal.

This bonus does not combine with similar bonuses such as for covered targets or against unaware targets.

Off-Hand

If, for whatever reason, the character is fighting with their off-hand, there is a penalty of two (for Warriors) or three (for everyone else) to attack.

Quickdraw

Normally, it takes one action to draw a weapon. A character can attempt to draw and use an available weapon in the same round. An Evasion roll is required to do so successfully. On a successful roll, the character attacks as normal. On an unsuccessful roll, the character acts as if *surprised*, which must be thrown off as normal.

Size

If creatures of varying sizes engage in combat, the smaller creature will gain a bonus according to the difference in size if the smaller creature is not fighting. (This bonus is halved, round down, if the smaller creature chooses to attack back.) The sizes are Fine, Tiny, Small, Medium, Large, Huge, Gigantic, and Titanic. A Small creature trying to escape a Large creature will gain a bonus of 2 to defense. A Small creature attacking a Huge creature will gain a bonus of 1 to defense.

Subdual

Sometimes, characters will want to subdue an opponent without killing them. Sometimes their opponents will want to capture the characters alive. There are two basic ways to subdue an opponent: knocking them unconscious, or immobilizing them.

Knockout blow

Only unaware, surprised, or immobilized opponents may be subject to a knockout blow.

The attacker must make a called shot to the head. The target is allowed an Evasion roll. If the target is wearing any sort of head protection, there is a bonus of one to this saving roll. If the head protection provides a bonus to the target's defense (magical or non-magical), this bonus also applies to the saving roll. Creatures whose defense is from tough skin will usually gain this bonus to their saving roll.

If the saving roll is successful, the target takes no damage.

If the saving roll is unsuccessful, there is a chance of a knockout blow. If the damage done is greater than the attacker's attack roll, the attack was a knockout blow: one point of the damage rolled goes to the target's injury point total and the rest to the target's survival points. The character runs the risk of unconsciousness and death as normal for gaining injury points. If the attack roll does not indicate a knockout blow, all damage goes to survival points.

Warriors may allot two combat bonus points to the knockout blow, which will mean that up to two points of the damage rolled will go to the victim's injury points.

Immobilization

Immobilizing an opponent involves grabbing their arms and/or legs. The combatant trying to immobilize their opponent has a penalty of two to their defense against that opponent during the attempt.

A called shot is required to immobilize an opponent, and the opponent is allowed an Evasion roll to avoid immobilization. This roll has a bonus of two for every general size level larger they are than the character trying to immobilize them. A Large target would gain a bonus of 4 to the Evasion roll if a small character is trying to immobilize it, for example.

If the Evasion roll is failed, the character may attempt to hold the target immobile. Both the character and the target make Fortitude rolls, once per round. The larger of the two gains a bonus of 4 to this roll for every general size difference. If both succeed or both fail, neither may do anything. If the target succeeds but the immobilizer fails, the target has broken the hold, and does an automatically successful attack on their opponent. If the target fails and the immobilizer succeeds, the target is immobilized and may not attack with the immobilized limbs; further Fortitude rolls to break the hold are at a penalty of three.

Allies of the immobilizer may tie up an immobilized target. The immobilizer may also attack, as attacking an immobilized target (although this removes the penalty of three for breaking the hold if the attack is with a weapon).

Attempts to break free are made on the defender's actions.

Unaware and Non-defending Opponents

Opponents who are unaware of the attack are easier to hit. There is an attack bonus of four against any defender who is unaware of the attacker's location or is simply not defending against the attacker. This may be because the attacker is invisible, or it may be because the defender is attempting to move past the attacker at higher than normal combat speeds (greater than Movement in feet).

Remember that only warriors can convert attack bonuses to general combat bonuses, so if a non-warrior has already used their attack for that round, they might not be able to take advantage of this bonus. Warriors might or might not, depending on whether or not they've reached their combat bonus limit for the round.

If the attacker has *not* yet used their attack, or if they have combat bonus points remaining, they may re-allocate their attack or points to an unaware/non-defending opponent. The target must be in easy reach of the attacker's weapon to make use of this bonus. For hand-held weapons, this will usually mean that the target must be as close to the attacker as the attacker is tall.

If the defender is aware of the attacker's basic location but is still unable to see the attacker, and is attempting to defend, the attacker's attack bonus is halved (round down).

This bonus does not combine with similar bonuses, such as against immobile targets or having a target covered.

Combat Example

Sam Stevens, a first level Thief, first level Warrior, played by Sarah Dent. Sam is wearing leather armor and bears a long sword and a shield.

Survival	Perception	Willpower	Fortitude	Advantage	Combat	Attack	Defense
18	5	4	5	+1	+1	0	+4

Charlotte Kordé, a second level monk, played by John Greeley. Charlotte is wearing leather armor and bears a dagger and a staff.

Survival	Perception	Willpower	Fortitude	Advantage	Combat	Attack	Defense
8	10	9	5	+1	+1	0	+1

Toromeen, a second level Warrior with eighteen survival points, played by Tony Barlow. Toromeen wears chain mail and bears a battle axe.

Survival	Perception	Willpower	Fortitude	Advantage	Combat	Attack	Defense
18	5	7	11	0	+2	+2	+5

A Yeti surprises them in the snowy mountains outside Hightown in West Highland.

Survival	Perception	Willpower	Fortitude	Advantage	Combat	Attack	Defense
20	6	6	6	0	+4	0	+3

Surprise!

Each player rolls surprise for their character (d20). Surprise is a Perception roll with agility as a minor contributor. Sarah rolls 2. Sam Stevens' Perception is 5, so Sam is not surprised. John rolls 18. Charlotte Kordé's Perception is 10. Charlotte is surprised. Tony rolls 4. Toromeen's Perception is 5, so Toromeen is not surprised. (None of their agilities are high or low enough to make a difference.)

The Yeti knowingly initiated combat. The Yeti is not surprised.

Round 1

Each player rolls advantage (d20) for their characters, and the Guide rolls advantage for the Yeti. Charlotte Kordé has a penalty of 10 to advantage because she is surprised. Sarah rolls 2, for an advantage of 1 (she has a bonus of 1 due to agility). John rolls 5, for a 14 advantage (penalty of ten for surprise, bonus of 1 for charisma). Tony rolls 2 for advantage. All of the players rolled well. The Guide rolls 7 for the Yeti. The order of action is Sam Stevens (1), Toromeen (2), the Yeti (7), the Yeti (12, because it has two attacks), and Charlotte Kordé (14).

Sam Stevens goes first. The Yeti has a defense of +3 and Sam Stevens' attack bonus is 1, so she needs a 9 or lower on d20 to hit. Sarah rolls 4. Sam is fighting with a long sword, which does d8 points of damage. Sarah rolls seven, a massive blow against the small hairy creature. The Yeti now only has 13 survival points.

Toromeen has a combined combat and attack bonus of 4. He needs an 12 or less to hit the Yeti (11 minus 3 plus 4). Tony rolls 17 on d20, a pitiful score. He has no chance this round to sink his battle axe into the Yeti.

The Yeti, pained by Sam Stevens' attack, roars and claws at the human. The Yeti has an attack bonus of 4, and Sam Stevens has a defense of 4 due to her leather armor, shield, and agility. If the Guide rolls 11 or less on d20, the Yeti successfully hits Sam. The Guide rolls 9. The Yeti's claws do d6 points damage and the Guide rolls 1. The Yeti roars and claws Sam Stevens but she mostly rolls with the blow. Sam now has 17 survival points. The Yeti claws a second time (because Yeti get two attacks), and this time the Guide rolls 5 to attack. The Yeti claws at Sam Stevens again, this time for 6 points. Sam felt that one, and now has only 11 survival points.

Charlotte has a +1 attack bonus, but because she is surprised she is at a penalty of 6 to attack. She would need a 3 or less to successfully hit the Yeti. John has Charlotte stand back and let the others handle things this round.

Round 2

Everybody rolls for advantage. Charlotte might still be surprised. She needs to make a Fortitude or Willpower roll to shake off the surprise completely. John rolls 6. This is lower than Charlotte's Willpower of 9. She is no longer surprised.

Sarah rolls 3 for Sam Stevens. Sam's advantage is 2. John rolls 11 for Charlotte Kordé. Charlotte's advantage is 10. Tony rolls 1 for Toromeen. The Guide rolls 8 for the Yeti's advantage. The order of actions is Toromeen (1), Sam Stevens (2), the Yeti (8), Charlotte Kordé (10), and then the Yeti again (13).

Tony rolls 13 on d20. Toromeen just barely fails to hit the Yeti.

Sarah rolls 14 on d20. Sam Stevens also fails to hit the Yeti.

The Guide rolls an 18 on d20. Sam Stevens successfully avoids the Yeti's claws.

John rolls 3 on d20. Charlotte Kordé needs a nine or lower, so Charlotte has successfully hit the Yeti with her dagger. Daggers do d4 points of damage. John rolls a 1. Charlotte Kordé pokes at the Yeti, and it now has 12 survival points.

The Guide gives the Yeti a fifty-fifty chance of attacking Charlotte Kordé with its second attack. The roll indicates that it continues to attack Sam Stevens. The Guide rolls a 20 on d20 for the Yeti's attack. It fails to successfully attack again.

Round 3

The Yeti is being attacked by three creatures. The Guide decides that the Yeti will continue to attack, but it will probably leave the next round if things don't go its way. The Yeti is a strong and fierce creature, but it is not stupid. It is a better fighter than any of the player characters individually, but three against one mitigate that advantage (in 'real life', the Guide might not actually let all three characters engage a small creature in combat, especially when one of the characters is using a battle axe).

Everyone rolls for advantage.

Sarah rolls 20. Sam Stevens' advantage is 19. John rolls 19. Charlotte Kordé's advantage is 18. Tony rolls 14. Toromeen's advantage is 14. The Guide rolls 9 for the Yeti. The order of actions is the Yeti (9), Toromeen and the Yeti (14), Charlotte Kordé (18), and Sam Stevens (19).

The Yeti roars at Sam Stevens and the Guide rolls 11. That's exactly what the Yeti needs to hit Sam. The Guide rolls 4 on d6, so the Yeti claws Sam Stevens for 4 points. Sam now has 7 survival points. She could be hurting soon.

Tony rolls 16 on d20, and curses his dice. Toromeen fails to find an opening to hit the Yeti.

The Guide rolls 14 for the Yeti's second attack. The second claw attack misses Sam Stevens as she deflects it with her shield.

John rolls 10. Charlotte barely misses her opportunity to hurt the evil creature.

Sarah rolls 17 for Sam Stevens' attack. Sam also fails to hit.

Round 4

The Yeti did good last round and its opponents seem unable to hit it. It decides to push the attack forward. Sam Stevens is tempted to withdraw from combat, but doesn't want to leave Toromeen fighting the creature alone (Sam doesn't have much faith in Charlotte Kordé's fighting skills), so Sam remains in combat one more round.

Everyone rolls for advantage.

Sarah rolls 12. Sam Stevens' advantage is 11. John rolls 8. Charlotte Kordé's advantage is 7. Tony rolls 3. Toromeen's advantage is 3. The Guide rolls 14 for the Yeti. The order of actions is Toromeen (3), Charlotte Kordé (7), Sam Stevens (11), the Yeti (14), and the Yeti again (19).

Tony rolls 6 for Toromeen's attack. His battle axe does d8 points damage, and Tony rolls 8. The dwarf's 18 strength gives a bonus of 4, for a total of 12 points damage. The dwarf's battle axe sinks deep into the Yeti's side. The Yeti only has 12 survival left. It must immediately make a Health roll to remain conscious. The Yeti's Fortitude is 6, its Health is 8, and its level is 4. The Guide must roll 6 or lower for the Yeti to remain

conscious. The Guide rolls 3. The Yeti is conscious and decides to run away. The Guide will also need to determine whether the Yeti dies or survives.

Mojo

Using Mojo

Any use of mojo during play must be justified from the character's backstory, or from what the character has been doing. Players should generally plan ahead if there is a specific skill or weapon specialization that they want and work this into their character's actions.

Abilities

Increasing an ability by one point costs twelve mojo plus twice the current ability score. Increasing the character's archetypal ability costs only two plus twice the current ability score.

Skills

New skills cost 11 mojo for an archetypal skill, 12 for a general skill, and 15 for any other skill.

Enhancing a skill costs eight mojo, plus the current bonus.

Weapons

Weapon familiarities cost 7 mojo each for warriors, 8 mojo each for thieves, and 10 mojo each for other archetypes.

Rolls

After the failure of any d20 roll involving any of the character's archetypal rolls is announced, a player may choose to bid a specific number of mojo to change the outcome of the roll. If that amount as a bonus would make the roll successful, the necessary mojo is lost (excess mojo is kept by the player) and the outcome is reversed. If the bonus would not alter the success of the roll, no mojo is lost.

When mojo is used in this manner during the course of an adventure, the character gains experience points: 25 experience points per mojo used. A character who uses five mojo in this manner will gain 125 experience points. These experience points are gained immediately. If the character gains enough of this experience to go up a level, the level change occurs immediately. The benefits of the level change occur immediately only if the player has pre-planned them. If the player needs to ask for advice or assistance, the benefits are gained only after the current action completes.

Archetypal rolls are rolls against the archetypal ability, the archetypal saving roll, a roll involving an archetypal skill, a roll involving a specialty, or a roll involving an archetype's special ability: combat for warriors, picking pockets for thieves, casting spells for sorcerors, etc. Rolls to avoid Death are archetypal rolls for all archetypes. Rolls to avoid unconsciousness due to injury points are archetypal rolls for warriors.

Mojo use to affect rolls is always *useful*. If a player successfully affects a roll using mojo, the results of that roll must be useful. It must matter to the character's success in the

adventure. For example, if a Monk uses mojo to affect a surprise (Perception) roll, they will receive more information than simply "you hear a noise". They will receive some information about the nature of the danger.

If the action that the character is taking is simply not useful to the adventure, and the player uses mojo to be successful at the action, the Adventure Guide will say so and the player will have the opportunity to withdraw that bid. This is the only time that a player can withdraw a successful mojo bid.

Practical Mojo

Characters can practice to gain and enhance skills, learn spells, and research spells. Non-archetypal non-player characters will gain all of their skills through practice. Characters study, train, or practice to acquire mojo that works the same as the mojo they receive for advancing in level. However, practical mojo is specific: it must be dedicated to a specific skill or spell during the learning process. If the character has a specialty that uses mojo, practical mojo may be dedicated to that purpose as well.

Characters with multiple archetypes must designate which archetype they are studying or practicing as. Practical mojo may only be used for skills, spells, and specialties. It may not be used for other purposes, such as increasing ability scores, weapon familiarities, or weapon specialization.

Normal study

Characters may practice or study in order to gain one mojo per week. Mojo points cost one monetary unit each for study or exercise materials and instruction. Training in this manner precludes adventuring or any sort of regular, full-time job.

Free-time study

Characters may also gain one mojo for every month of free-time study. Training in this manner precludes excessive travel, such as adventuring, but does not preclude any sort of a normal job that allows for free time of at least two hours almost every day in the same place. Mojo points gained in this manner cost two monetary units per mojo gained.

Characters may use free-time study for up to three things at once, although this will leave no free time for other things.

Breaks

Days, weeks, and months of study may not be saved up. Only mojo may be saved. Characters may take a total amount of time off of one day (for normal study), half a day (for intensive study), or six days (for free-time study) per mojo.

Mojo Resources

Resources such as books, libraries, instructors, and schools can provide bonuses to practical mojo. Resources are rated by their mojo rating and the field or fields that the rating covers. This is the maximum number of mojo that a resource can provide to any

one character. A really good magical library might have a mojo rating of 140 for researching magic. A highly-regarded and detailed book on Roman etiquette might have a mojo rating of 10.

Only one book, library, tutor, or school may be used at a time, although different kinds of mojo resources may be combined.

Mojo resource	Mojo rating
General (skill) book	1-7
Specialized (skill) book	1-12
General library	30-100 (100-15,000 books)
Specialized library	50-150 (100-5,000 books)
Tutor	level or bonus difference, times ten
School	30-150

Mojo resources may be "mined" for mojo at a rate that increases according to the mojo resource's rating. A mojo resource of rating 10, for example, will grant 1 mojo per week of normal study, or per month of free-time study.

If the character is using multiple resources, add all ratings together.

Mojo rating total	Mojo bonus
1	1 per 4 time periods
2	1 per 3 time periods
4	1 per 2 time periods
8	1 per time period
16	2 per time period
32	3 per time period
64	4 per time period
128	5 per time period
256	6 per time period
512	7 per time period

For example, a character using a Mojo rating 60 (intelligence skills) library to assist in their study of philosophy will gain three mojo per week or month of study. If they are also studying under a tutor whose philosophy score is two higher than theirs, that will add twenty to the total, for a mojo rating of 80. This will give them four mojo per week or month of study.

Mojo resources will often have usage fees. Library may require payments for the use of their books, and tutors may require payment for their teaching services. Such payments will generally vary from zero to ten monetary units per mojo bonus that the resource would grant on its own.

When a character gains mojo from a limited resource, such as a book, the resource loses that mojo *for that character*. Players whose characters make use of such mojo resources will need to record how much mojo remains in that resource for them.

Active resources, such as libraries, tutors, and schools, that are continually acquiring new books, do not lose mojo.

Intelligence

A character's intelligence, as a major contributor, shifts the Mojo bonus up or down on the Mojo bonus chart when the character is using at least one mojo resource. A character with an intelligence of 15, for example, studying from a book with a mojo rating of 5, will be able to mine that book at 3 mojo per time period rather than 1 mojo per time period.

Below "1 per 4 time periods" are "1 per 5 time periods", "1 per 6 time periods", etc.

Intensive Study

Characters may gain zero mojo for every two days of intensive study. A mojo resource of some kind is required for intensive study. Mojo points gained in this manner cost three monetary units per mojo gained. Characters may not engage in intensive study for more than half Wisdom days at a time. After intensive study, the character may not engage in intensive study for at least the same period.

Intensive study allows for absolutely no free time. Mojo points gained from intensive study must be used within Intelligence days or they are lost.

Actions and Consequences

Most of the time, you'll use contests and conflict to resolve what the characters attempt to do. Especially when the characters are involved in a contest of some kind you'll want to avoid real-world numbers because they'll bog down the game. If a character chases a monsters, the appropriate resolution will be an Agility contest (as described under Chases) rather than a calculation based on the varying Movement rates of the characters involved.

Aging

In a long-term campaign, characters might start getting old. Some players might choose to play an older character as well.

At age 45, and every five years afterwards, a character will lose one point of endurance. The player must also make an endurance roll or lose one point of strength, and another endurance roll or lose one point of agility.

If any of the physical abilities drop to zero, the character will die from old age.

Ailments: Sickness, Disease, and Poison

There are three types of ailments: infectious, non-infectious, and poisonous. Infectious ailments can be spread by the character as soon as the character contracts the ailment, even before the ailment actually takes effect. Ailments work in two steps: first, they must be "contracted". Somehow the ailment must make its way into the character's system. Second, the ailment must overcome the character's defenses to take effect. At each step, the player is allowed a saving roll to save their character from the ailment.

Each ailment lists a strength, which is the modifier to the character's saving rolls to contract the ailment and be affected by the ailment. A strength of one is a penalty of one to saving rolls; a strength of three is a penalty of three to saving rolls.

Contracting an ailment

If the character definitely imbibes or injects or otherwise takes the ailment inside, there is a penalty of four to the saving roll to contract the ailment, and the saving roll is vs. Health. Otherwise, the saving roll is vs. Perception (if the character is the one doing it to themselves, such as drinking poisoned wine) or vs. Evasion (if someone else is attempting to do it to an unwilling victim, such as with a poisoned sword).

Taking effect

If an ailment is contracted, it may or may not take effect. Each ailment has an "action time", which is the amount of time it takes the ailment to take effect. At the end of the action time, the player must make a Health roll or the ailment takes effect on the character. The player must continue making this save until the ailment takes effect or the ailment leaves the character's system. When the ailment takes effect, the effects are

immediately applied. If an ailment has continuing effects, then once it takes effect, it will continue to take effect every action time after that, with no saving roll.

Throwing off an ailment

Most ailments also fade and begin to lose their effect on and after the second action time. On the second action time, and every action time thereafter, the character is allowed a saving roll to throw the ailment off. There is a bonus of 1 for each successive roll to "throw off" the ailment. If successful, the character throws off the ailment and is no longer affected by it.

The roll to "throw it off" is made before the roll to take effect. It is possible for characters to avoid the effects of ailments by throwing them off before they take effect.

"Permanent" ailments, which do not fade, may still be saved against every time the character increases in level.

Inescapable and cumulative ailments

Some ailments are *inescapable*. An inescapable ailment is one which cannot be thrown off because there is no permanent defense against it and the character is continually in contact with it. Examples of inescapable ailments are suffocation, or being in an area that has poisonous gas. Until the victim somehow gains access to new air (to avoid suffocation) or leaves the area that has poisonous gas, they are not allowed rolls to "throw off" the inescapable ailment once contracted.

When affected by an inescapable ailment, there is a penalty of 1 to rolls to avoid contracting it, each action time, cumulative. This penalty also comes into play if the character is repeatedly exposed to the same ailment during the ailment's action time or before throwing off the ailment. Poisons, for example, can have such a cumulative effect. There is a penalty of 1 to the roll to contract and the roll to take effect for every other time the character has definitely imbibed or contracted the poison.

Immediate ailments

Most ailments take time to take effect: after contracting them, the first roll to see if takes effect is *after* the ailment's action time. Some ailments are *immediate*. The first roll to see if it takes effect is the same moment the ailment is contracted. Unless otherwise specified, an ailment is not immediate.

Sample ailments

Ailment	Type	Strength	Action Time	Effects
Alcohol	Poison	-1	20 min	-1 charisma, -1 wisdom, -1 agility, -1 skills, -1 saves, concentration-1
Common Cold	Infectious	1	12 hours	-d4 strength, concentration+3
Food Poisoning	Non infectious	3	1 hour	-1 survival per hour, concentration
Giant Spider	Poison	3	1 round	-d4 survival per round
Huge Spider	Poison	2	1 round	-d3 survival per round
Large Spider	Poison	1	1 round	-d2 survival per round
Black Widow	Poison	0	30 min	-d2 survival per hour
Shadow Spider	Poison	1	2 rounds	-d6 survival per round

The "effects" of the ailment are what the ailment does to the character. The effects of poisons are cumulative if the character gets the poison more than once.

When the effect lists "concentration" as an effect, this means that the ailment disrupts the character's concentration. It may be from the pain, or from a cough or a sneeze, but a Fortitude roll is required whenever doing anything important, with a bonus or penalty as indicated.

If an effect is to reduce one of the six abilities, and the ability drops to zero or lower, there is a chance of injury or death as for low survival points. Unless the ability loss is permanent, ability points restore (after the poison is gone) in the same manner as injury points.

Ailment example

Charlotte Kordé, a third level monk, is fighting a huge spider, and the spider makes a successful attack. Huge spider poison has a strength of 2, so that saving against it is at a penalty of two. John must first make an Evasion roll with a penalty of 2 to see if Charlotte gets the poison. Charlotte's evasion is 4. If John rolls 2 or lower, Charlotte avoided the poison. John rolls 14. Since the action time of huge spider poison is one round, at the end of the round the poison might take effect. John must make a saving roll vs. Charlotte's health at a penalty of 2. Her health is 5. John must roll 3 or lower to keep the poison from taking effect that round. He rolls 2, succeeding. Charlotte fights off the poison for one round.

At the end of the second round, he rolls to "throw off" the poison. He must roll 3 or lower to throw it off. He rolls 12, so Charlotte fails to throw off the poison. John must then roll to see if it takes effect. If he rolls 3 or lower, it does not take effect. He rolls 7, a failure. The poison has taken effect, and Charlotte takes d3 points damage. The Guide rolls 3 points.

At the end of the third round, John rolls again to throw off the poison—this time at a penalty of only 1, since he has already made one roll to throw off the poison. If he rolls 4

or lower, Charlotte throws it off. He rolls 6. Charlotte takes another d3 damage, and the Guide rolls 1. Charlotte has taken four points of damage from the poison so far.

At the end of the fourth round, John rolls again to throw off the poison. This time, there is no penalty: the penalty of 2 for effectiveness is matched by the bonus of 2 for the number of times he has attempted to throw it off. Now, John must roll 5 or lower. He rolls 18, and Charlotte takes 2 more points damage.

The next round, John only need roll 6 or lower, and he rolls 4. Charlotte has thrown off the poison. She has lost six survival points from the spider's poison (and may have taken more damage from the spider's bite or other effects as well).

Chases

When one character attempts to chase or escape another character, this becomes an opposed action. The characters will generally make an *agility* roll, with appropriate skills modifying the roll. A success by one character and a failure by the other means that the chase has concluded: the escaping character has escaped, or the pursuer has caught up with their quarry.

If one character has a significantly higher movement than the other character, that player gains a bonus to their roll of one for every difference of three in their movements.

Groups chasing an individual will often use the *group effort* rules.

Concentration

Some spells, spirits, and psychic powers require *concentration*. While engaged in such an activity, a character may move at no more than half movement, and may not attack or initiate other actions (such as other spells) while concentrating. Their defense is at a penalty of 1.

Anyone engaged in an activity which requires concentration, such as a sorceror, monk, or prophet, may break concentration if they are attacked. If successfully attacked, they must make an Evasion roll or their concentration is broken.

Falling

Under normal circumstances, characters take d6 survival points damage for the first ten feet fallen, another d6 for the next twenty feet, another d6 for the next thirty feet, another d6 for the next forty feet, and so on. In normal circumstances, there is a maximum of 9d6 damage for falling 450 feet or more. The character takes 1 second to fall the first 5 yards, another second to fall the next fifteen yards, one more second to fall the next twenty-five yards, and so on. Under normal circumstances, the character will be falling an even fifty yards per second after 450 feet (150 yards, or 5 seconds). The Guide may well end up changing these numbers for the campaign world.

Under ten feet, a successful Evasion roll will negate the damage. Under twenty feet, a successful Evasion roll will half the damage. Under five feet, and there is a bonus of four

to the roll, and characters will only take damage in any case if they were surprised at falling.

When falling more than thirty feet, an Evasion roll is required; if failed, half of the survival point loss goes directly to Injury Points.

Illusions

Illusions cause no damage unless there is a phantasmal component to the illusion. Mere light shows will not result in victims losing survival points. The illusion must dig into the victims' mind and coerce it into damaging its own body.

While phantasmal damage is not real, it is real enough to the victim. Phantasmal damage has all of the effects of real damage until the victim makes a successful saving roll to know that the damage is illusory, or until the victim falls unconscious. Unconsciousness occurs as normal, but bleeding will never occur after unconsciousness. On falling unconscious or on determining that the damage is illusory, the character will "regain" all but one tenth of the phantasmal damage (round the one tenth up, so that there is a minimum of one point lost). It takes one full round to regain the lost survival points.

Despite the increased survival points, unconscious characters will not immediately regain consciousness; while their body is no longer actively hurting itself, it has still switched to a "healing" sleep, a normal deep sleep.

While phantasmal damage rarely kills, a character that fails a saving roll that would normally result in death if the phantasmal damage were real will be in shock. Their unconsciousness is more severe, and cannot be "cured" except with a full night's rest or magical healing.

"Invisible" damage, such as poison, will almost never take effect. The character's saving roll vs. such effects (if they understand that the effect is in fact possible) are at a bonus of 10. If the character has no way of knowing that such an effect is possible, there is no chance of them taking damage from it.

Players will often want their characters to "disbelieve" things that they think might be illusions. There are two ways of doing this. The normal way is through a Perception roll. The character is actively looking for things that indicate the "thing" is not real, but an illusion. The character is looking for errors in the illusion's creation. This is often not successful, because it is the character's mind that is creating part of the illusion. More powerful phantasmal spells will provide penalties to this saving roll for this reason. Characters may not attack or concentrate on any other action while disbelieving in this way, but they may defend as normal, and are allowed any saving rolls vs. possible effects. It takes one round to disbelieve an illusion in this manner.

The second way of "disbelieving" a possible illusion is through a Willpower roll. The character is so certain of the illusion that they are willing to stand and accept the illusion's effects—because they believe there won't be any. This is dangerous, because if the effect is not illusory, the character not only will take damage, but will *accept* the damage. The character is foregoing any saving rolls to ameliorate the effects of the possible illusion, and is foregoing any attempts at dodging it. If it is an illusion, however,

and the Willpower roll is successful, the character not only disbelieves the illusion, but also grants a bonus of 2 to other characters' attempts to disbelieve using their Perception.

The penalties to disbelieving are usually halved for a Willpower roll.

In some cases, a poorly designed illusion will allow an immediate Perception roll to disbelieve. Most of the time, however, players must request a saving roll of either kind to be allowed one. Their characters may receive a bonus to the saving roll if circumstances make it obvious that this is an illusion.

Item Saving Rolls

Under normal circumstances, items do not have to worry about saving rolls. If the character survives the attack, items that the character carries are also assumed to have survived, except possibly in cases of called attacks.

If items are not carried, are carried by an unconscious individual, or are carried by an individual who gains injury points as a result of the attack in question, and the attack might well affect the item (for example, a *Great Ball of Fire*, or a fall from a great height), then the player or Guide must make a saving roll for important items. The saving roll is generally a fortitude roll, against four, with bonuses or penalties depending on the material and the attack form. If the saving roll is failed, the item takes damage as normal.

Material	Fire	Bludgeon	Acid	Bonus
Glass	+8	0	+16	quarter inch
Ice	0	0	+8	half inch
Metal	+6	+5	0	quarter inch
Paper	-2	+6	+8	half inch
Stone	+8	0	+10	inch
Wood	0	+3	+5	inch

Items also gain a bonus depending on their thickness at the point of impact. Beyond the bonus thickness, they gain a bonus of one; for each doubling, another bonus is gained. So, glass will gain a bonus of one at a quarter inch, a bonus of two at a half inch, a bonus of three at an inch, a bonus of four at two inches thick, etc.

Items generally have a number of survival points equal to their weight in pounds, though characters and attacks can focus on specific points of an item so as not to have to destroy all survival points in order to, for example, break an item in half or punch a hole through an item.

Jumping

Characters can normally jump as high or as far as half their height. If they wish to jump further, an agility roll, with strength as a major contributor, and a penalty of the extra desired feet (for a long jump) or twice the extra desired feet (for a high jump) is required. Failure means that the jump falls short; the character jumps only as far as normal.

Characters who have a running start can jump further (but not higher). If a character has a running start of at least three times the distance they wish to jump, they may normally jump as far as their height. They can jump further as above, with a penalty of the number of extra yards desired.

Movement

Characters can move according to their Movement rating. In combat, a character can move this many feet along with attacking. A character can also *dash* up to this many yards during a combat, in place of attacking or performing any other special combat maneuver. *Dashing* characters have a penalty of 1 on any saving rolls, and attackers in range at any point during the dash gain a bonus of 4 to attack them.

Inside of combat, characters may only move at combat speed or at a dash. Outside of combat (if there are no combatants within reach) characters may explore, walk, jog, run, or sprint. There are bonuses to attack such characters.

Speed	yards per minute	feet per round	time base	save	attack
Semi	movement	half movement	endurance rounds	-	-
Combat	twice movement	movement	endurance minutes	0	0
Explore	4 times movement	twice movement	endurance times 10 min	0	4
Dash	6 times movement	3 times movement	endurance minutes	-1	4
Walk	10 times movement	5 times movement	endurance times 10 min	-3	7
Jog	20 times movement	10 times movement	endurance minutes	-8	8
Run	30 times movement	15 times movement	endurance rounds	-13	9
Sprint	50 times movement	25 times movement	endurance seconds	-23	10

The "save" listed above is the penalty the character has to saving rolls while moving at that speed. The "attack" listed is the bonus that opponents have on their attack rolls when attacking the character moving at that speed.

At normal 'exploration' speed, such as in a dank cave or moving through an abandoned castle, characters will walk very slowly, observing their surroundings carefully for concealed, hidden, or secret things, as well as performing simple mapping. Characters who move at normal walking speeds or faster will generally not receive saving rolls to avoid traps or find hidden items, or may receive penalties to those rolls according to the "Saves" column. Those saving roll penalties also apply to most any saving roll.

"Semi" is a special movement for characters who are semi-conscious.

Speeding up and slowing down

It takes one round to switch from one movement rate to another, if the character is currently moving at *jog* or higher or is switching to a movement of *jog* or higher. This round counts towards the time base of the higher movement rate.

If slowing down, the character will continue to move at the higher rate during that round unless the player makes an Agility roll, in which case the character will move at the next lowest movement rate. The difficulty level of this roll is increased by one level for each movement rate the character is going to skip over, with all speeds of *walk* or lower counting as *walk*.

If speeding up, the character will continue moving at their starting speed for that round, or *walk* speed, whichever is fastest. If the player makes an agility roll, replace *walk* with *jog* as the minimum speed. While speeding up counts towards the higher speeds time base, the player need not make a roll for that round.

For example, a character speeding from Explore to Jog will take one round to go at jogging speed. The character will move at *walk* speed during that round if the player fails their agility roll, or *jog* speed if they make their agility roll, but that round will count towards the "endurance minutes" that the character can jog in either case.

A character *sprinting* who wants to come to a stop will continue to move at *sprint* speed for one round, unless the player makes an agility roll at a difficulty level increased by two (for skipping over *run* and *jog*). If that roll is successful, the character will move at *run* speed for that round.

Contests

These movement rates are used only for tactical movement (such as characters maneuvering for position in combat) or for uncontested distances . In any case where one character is trying to chase or capture another character, ability rolls or saving rolls are more appropriate.

Rest

Characters will usually want to rest for ten minutes following the appropriate time base for their movement speed. If they wish to force themselves to continue moving with no rest, the player must make a Health roll. There is a bonus of two on this roll for each reduction of Movement by 1. There is a penalty of two on this roll for each previous movement saving roll since last resting. The saving roll may also be penalized for not drinking enough water or salt, by up to four. (At jogging speeds, the character should be drinking about two quarts of water per hour.)

If the saving roll is failed, the character must stop and rest for a period of minutes equal to the amount the roll was missed by, plus ten. Movement is halved until the character rests, and attempts to fight and defend, as well as any saving rolls, are at a penalty of three. These penalties are cumulative: movement can continually be halved until it drops below one and the character can no longer move at all.

For reference, walking speed is approximately a third of Movement miles per hour, and characters should rest for ten minutes following endurance divided by 6 hours.

If a character fails a *rest* roll *and* fails their roll to slow down, they'll fall over towards the end of their slow-down round.

Moving Carefully

If characters decide to move more slowly, the save penalty with regards to searching, seeing hidden things, etc., is reduced by one for every two that they drop the movement multiplier by, to a minimum of a zero penalty.

Daily Movement

Under perfect circumstances, a character will be able to walk twice their Movement in miles per day. Forests and hills can easily halve that (to Movement in miles per day), and bogs and thick undergrowth slow it to a quarter of that (half Movement in miles per day). Characters should rest for a half day following half endurance days of such walking, but may push themselves forward as above. A failure means that the character must rest for half a day plus a number of half days equal to the amount the roll was missed by, before Movement returns to normal.

Searching

Searching is generally a matter of making a perception roll, with penalties appropriate to the difficulty of finding the hidden item. Searching often takes time, probably about two minutes for every 3 by 3 yard area. Depending on circumstances, characters may be able to do better if they take longer, and can certainly do worse if they hurry.

Semi-consciousness

A semi-conscious character is vaguely aware of their surroundings. They may not use any agility bonus to defend against attacks (agility penalties apply as normal) but are not at any bonus to be hit as unconscious characters are. They move and think very slowly.

A semi-conscious character may not initiate any action except movement. If directed to do something, the semi-conscious character may choose to follow that direction; if asked a question, they may choose to answer. In either case, the player must make a Willpower roll or take 1d4 rounds to react or reply.

Semi-conscious counts as unconscious for Death rolls.

Suffocation

Characters without an air supply may *suffocate*. Suffocation is an ailment with an action time of two rounds, whose effects are unconsciousness and the loss of 1d4 survival points.

If the character is prepared (is able to take a deep breath) they have a suffocation buffer of six rounds, modified by Endurance as a major contributor. Otherwise, they have a suffocation buffer of 1d4 rounds, modified by Endurance as a minor contributor. For characters with low endurance, it is possible to have no buffer.

During the buffer period, the character may act as normal.

Tracking

Tracking is much like searching, but it takes place over a space of time and distance. There is a penalty of one to the Perception roll for every day that has passed since the

creature or creatures passed, and a standard bonus according to the size of the group that is being tracked. The successful tracker will generally also know incidentals such as how long ago the creatures passed.

Characters may also attempt to cover their own tracks. This is also a Perception roll. Successfully covering their own tracks gives a penalty to the Perception rolls of those trying to track them, of the amount the player made their Perception roll by.

Upkeep and Living Expenses

General, basic living expenses can be covered by a single monetary unit every day. Poorer living expenses can be covered by as little as a monetary unit every week, but this is not how adventurers normally prefer to live.

More extravagant living expenses can run ten or even a hundred monetary units per day.

Weapons and armor must be maintained in good condition. Maintenance on weapons will usually be 10% of the weapon's cost every year. Maintenance on armor will usually be 5% of the armor's cost every month.

Animals have upkeep as well. Riding animals will have an upkeep of 10% of their cost every month.

Spells and Spirit Manifestations

What is the difference?

Spells tend to be flashier than spirits. Spirits are often either subtle or devastating. Where a spell will let a sorceror cast lightning bolts, a spirit of nature would call lightning bolts from the skies. A spell could cast a ball of fire around a few opponents; a spirit of retribution would destroy an entire village.

What is the purpose of spirit manifestations?

Spirits manifestations are grants of divine power to a prophet. There are three basic reasons that spirit manifestations are used: to further a plot or plan of a god, to aid the worshippers of a god, and to increase the number of worshippers for a god or pantheon.

Increasing the number of worshippers can be done in two ways: conversion of non-worshippers, and the spread of current worshippers. Sometimes the two will be combined, as when the worshippers of one pantheon defeat the city or state of another pantheon's worshippers. Often, to complete the victory, the winner will tell the loser that their god or gods are really just (a) lesser deities of the winner's pantheon, or (b) different forms of a similar deity in the winner's pantheon. And then some of the losers will believe it and "convert" without it being called conversion.

Spell Types

There are six different spell types. Most spells are one of those types. A few will be more than one type.

Mental (Mentalist)

Mental magic controls and shapes a creature's mental reactions. Mental magic can make friends, influence decisions, create illusions, and link minds.

Summoning (Summoner)

Summoning magic calls on extra-normal forces to do the sorceror's bidding. The summoner can call on the spirits of the dead or of their corpses, can summon creatures and forces from other planes or places, and can ward creatures from entering a protected area or attacking a protected creature or thing.

Divination (Diviner)

Divination magic seeks out information, detects information, and discovers hidden truths and concealed secrets.

Transmutation (Transmuter)

Transmutation magic alters existing things. It can change shapes, change materials from one type to another, can even change a creature from one kind to another. It can alter a creature's abilities or change physical aspects.

Metamagic (Metamagician)

Metamagic works with and alters other magics. The metamagician can control the effects of spells, work with and modify spell impressions, and even take advantage of another sorceror's spells.

Conjuration (Conjuror)

Conjuration magic creates physical things from fire, earth, water, and air, the combination of elements that permeate the world. It can make objects or energy, though often its creations are transitory at best.

Psychic Conflict

Only those who are psychically aware, such as those with the Monk archetype, may engage in or be engaged in psychic conflict.

Attacks are made as normal on a d20, with charisma as a minor contributor. For defense, Monks may use intelligence as a major contributor. Each combatant in psychic combat generally has two actions in each round of combat. Advantage is rolled as for normal conflicts, but with intelligence as the major contributor and agility as a minor contributor. The actions occur as normal for multiple actions.

Initiating psychic conflict costs two fatigue points and gives a penalty of two to the first advantage roll. During the first round of psychic conflict, each combatant gains only one action (engaging in conflict took the first action). If a target does not wish to engage in psychic conflict, they are allowed a Willpower roll, with charisma as a minor contributor, to refuse.

If a combatant chooses to attempt to use a psychic power or to exit the conflict, this choice must be made at the beginning of a round, and no other actions may be performed that round.

Engaging in psychic conflict uses up mental fatigue. On any action, the character may use up to *Monk* level points of mental fatigue for Defense or Attack. If a combatant chooses to *Defend* on their first action, they may choose to leave this defense in place on their next action at no extra fatigue cost.

Action	Fatigue Cost	Notes
Attack	1+	d4 damage, with charisma as a major contributor, plus one per extra fatigue
Defend	1+	+2 psychic defense per fatigue
Use a Power	Special	Special
Exit Conflict	0	Make a Learning roll, with charisma as a minor contributor, to successfully disengage from conflict.
Enter Conflict	2	Target allowed Willpower roll, with charisma as a minor contributor to avoid engagement.

Psychic combatants are somewhat aware of their surroundings; defense and perception rolls for things going on in the "real world" are at a penalty of 4 while in psychic conflict. Movement is one quarter normal. Combatants may speak simply or move at one-half only at a penalty of 3 to psychic defense and attack.

Psychic damage normally comes from mental fatigue, but if mental fatigue is gone, it comes from survival points. The defender may also choose to take psychic damage from survival points instead of from mental fatigue. However, any psychic damage that goes to survival points also *stuns* the victim. They lose all further actions that round and gain the damage done as a penalty to the next round's advantage.

Group Effort

Characters with similar abilities can join together to focus their efforts on a single task.

The only addition to the rules for Group Effort over individual efforts is a *morale check* to ensure that the group stays together. The morale check occurs at the end of every set of actions that the group takes: the end of every round in conflict, or the end of every roll-requiring action for contests.

When engaging in group effort, the group is treated as an individual, and has full access to the rules for individuals.

Group Effort Bonuses

Groups gain a bonus to the skill or ability that they are trying to use together. Group effort bonuses can apply to abilities, abilities with skills, attack bonuses, and damage bonuses.

Count:	1	2	4	8	16	32	64	128	256	512	1024
Bonus:	0	1	2	3	4	5	6	7	8	9	10

If individuals have differing abilities, attack bonuses, and/or damage bonuses, the modal bonus is used (modal means taking the "middle" bonus: if there are five individuals, each with a bonus of -1, 0, 1, 3, 29, the "modal" bonus is 1).

The bonus to abilities, attack, and damage is found by looking up the size of the group on the Group Effort Bonuses chart.

Group Effort Turn

The group's turn is generally longer than an individual's round, although only one round's worth of actions may be performed during it. The combined total of all group members (in all groups if there is more than one group involved) is looked up on the "Group Effort Bonuses" chart for the number of rounds that make up a turn. Anyone involved in the group effort may only perform one rounds' worth of actions during the turn.

Those who are completely outside of the group and who have no allies in the group to worry about may work with their own personal round or turn, squaring off against individuals within the larger unit. But they run the risk of being drawn into the larger effort. A Perception roll, each round of action, is required by the individual or by the group's leader (if this is a smaller group attempting to avoid being drawn into a larger group) to avoid being drawn into the larger effort and having to abide by the longer group effort turn.

Characters who wish to engage the unit as a whole must abide by the longer turn.

Morale

Confused groups may disintegrate. Beleaguered military units may panic and retreat. Individuals within the group may attempt to leave the unit if they decide it is in their best interest. If something egregious happens to the group that might cause it to break apart, the group must make a Perception roll. (If all members are player characters, morale checks will be unnecessary, as the players will determine if their characters remain in the group or attempt to leave.) If a group fails its morale, some or all of its members will attempt to leave.

Groups will always make a morale check if they gain injury points, or if they lose 20% or more of their number in a single turn (which will often happen on a failed morale check, causing morale checks to cascade), or if their leader is killed or captured.

Ten percent of the unit will attempt to leave for every one point that the morale check is failed by, on the Group Effort Bonuses chart. (If failed by only one point, then 5% of the unit attempts to leave.) When a portion of a unit attempts to leave, this will affect the unit's size and effectiveness (attack bonus, damage bonus, and survival points) if the unit's size on the Group Effort Bonuses chart moves to a lower level.

The Guide may apply bonuses or penalties to morale according to circumstances and treatment of the combatants. Other things being equal, volunteers will have a bonus to morale (perhaps 1 to 5) and slaves will have a penalty to morale (perhaps 3 to 6). Normal conscripts will have no change to morale, or perhaps a penalty of 1 or 2. Home politics can also make a difference to morale.

There is a penalty of three for not having any leader.

Morale checks are always made on the turn *following* the event that required them.

Leaving the Group

Individuals as part of the group have little control over their actions unless they choose to leave their group. Individuals may leave the group at any point that their group has an action if they make a successful Evasion or Fortitude roll (player's choice), at a penalty depending on the size of the group (see the Group Effort Bonuses chart).

Others who are not part of a group, including enemies, can also pull an individual out of a group; the other must make a Perception roll, at a penalty depending on the size of the person being extracted's group. If successful, the person may choose to leave their group to engage that enemy or to accompany that friend.

Individuals may choose to leave the group effort entirely; the penalty is dependent on the total number of individuals engaged in the effort instead of just on the number within their own group.

Leaders

If the effort is an archetypal effort for the group's leader, the group's leader may affect the effectiveness of their group in one of two ways. They can choose to join their group

and act within it, and automatically use their charisma as a major contributor to the group's morale roll. Or, they can separate themselves from the group and direct it from outside. If they make a successful Perception roll, they contribute their own personal bonus, which may be allocated as desired:

- Ability, as a major contributor
- Skill bonus
- Attack bonus

A leader may divide their bonus to assist up to level adjacent groups.

The group's leader may make this choice each turn. Once the Perception roll is made one turn, there is a bonus of ten on the roll for each successive turn.

Mass Conflict

One common use of group effort will be mass conflict . Mass conflict works pretty much just like normal conflict. Any group of individuals with the same weapon/attack form can join together to fight as a unit. Attack rolls, damage, advantage, and any other aspect of conflict is all handled as if the unit were a single combatant.

Any individuals that are not known characters can generally be assumed to have an average number of survival points, average attack bonuses, etc.

Order of Actions in Mass Conflict

1. Each unit rolls for advantage.
2. Each unit rolls attacks and damage in order.
3. Each unit rolls morale.
4. Each leader attempts to give orders.
5. Return to 1.

Survival Potential

The unit has additional survival points equal to the average survival points multiplied by the unit's size on the Group Effort Bonuses chart. A unit of twelve goblins, with 5 survival points average, has a total of 5 survival points, plus 5 times 3 survival points (12 is three on the Group Effort Bonuses chart), or 20 survival points.

Individuals retain their normal survival potential for any survival they personally lose.

Fortitude

The unit will gain a bonus to Fortitude rolls according to the size of the unit on the Group Effort Bonuses chart.

Taking Damage

Damage is done to the unit as a whole. While it can be assumed that individuals within the unit are dying or falling unconscious during battle, the effectiveness of the unit does not change until the battle is over, the unit gains injury points, or the unit loses members due to desertion.

If a unit "falls unconscious" due to gaining injury points, they are in a very vulnerable position. How ever much they failed the Fortitude roll by, that times 10% of the unit has been possibly captured: the opposing army may choose to devote some of their unit to handling the captured troops (possibly reducing their own effectiveness) or to ignore the capture (in which case the troops are not captured and remain in the larger group). The capturing unit must devote a number of troops equal to one fifth of the captured number.

For example, a fifty-unit army fighting a 75-unit army "captures" 30 troops. If the fifty-unit army wishes to complete the capture, they must devote 6 of their number (one fifth of 30 is 6) to handle the capture. This will reduce them from fifty to forty-four (and reduce their opponent from 75 to 45). If they choose not to accept the capture, they remain at 50 and their enemy remains at 75.

Other Actions

A unit is basically an individual as far as the rules are concerned, and may perform any conflict action that an individual could perform, including special conflict maneuvers. Any complex maneuver requiring concerted action, however, will require that the unit make a Learning roll to execute it successfully. If the Learning roll fails, the unit loses that action. The leader's charisma will modify the Learning roll as a major contributor.

Aftermath

After the conflict, some of the unit might be wounded. The unit must make a Health roll with a penalty equal to the number of survival points lost, on the Group Effort Bonuses chart. If failed, ten percent of the unit times the number the roll was failed by are injured: they lose a number of survival points equal to half the survival points that the unit as a whole lost, divided by the unit's survival point multiplier.

Some of the unit might be dying. The unit must make a Health roll. If failed, then one percent of the unit times the number the roll was failed by are dead, or practically so: they are at a negative survival equal to the amount the roll was failed by.

If the unit has already failed their Health roll due to gaining injury points and are "dead", then the number dead will be two percent times the number the roll was failed by.

Player and Non-Player Characters

When a portion of the unit is captured, injured, or dying, and there are player characters or special non-player characters within the unit, each has a chance of being one of the captured, injured, or dying: whatever the percentage was, each special character has that chance of being among the injured, and being among the dying.

In some special circumstances, a special character may be impossible to hurt; in this case, they will not be injured or dying even if the dice so indicate.

The presence of some characters among the captured may also influence the opposing unit's decision to accept or decline the capture.

Leaders

If the leader fights within their unit, they run the risk of capture, injury, and death, the same as any "special" character.

Example of Mass Conflict

Two armies meet, each consisting of 100 untrained men. Each army is treated as a single individual with a bonus of 6 to attack and 6 to damage. They have an average of 3.5 survival points each so the units as a whole each have 23 survival points. They wear no armor and so have a defense of 0. The "west" side uses spears (d6 damage); the "east" side uses long swords (d8 damage). West leader is a third level warrior with a perception of 5. East leader is a sixth level warrior with a perception of 9. The units' perceptions are 4.

Turn 1

The two armies meet on the field of battle. Each leader tries to add their attack bonus to their unit's attack bonus. West leader rolls an 11, failing his perception roll. East leader rolls an 11, failing *his* perception roll. Neither leader gets to add their warrior attack bonus to their army's effectiveness. East requires a 17 or less to hit (11+6), and West also requires a 17 or less to hit.

West gets an 18 advantage. East gets a 7 advantage. East goes first, and rolls 17, which hits. East then rolls 6 on d8 for the damage, resulting in 12 points damage to West. This takes West down to 11 points.

West rolls 6 to attack, which hits. West rolls 5 on d6, plus 6 is 11. This takes East down to 12 points.

Turn 2

West leader rolls a 15 for his perception roll, failing. East leader rolls a 12, also failing. Neither leader gets to add their warrior attack bonus to their army's effectiveness.

West gets a 13 advantage. East rolls a 2. East wins the advantage again.

East rolls 5 to attack, which hits. East rolls 1 on d8 for damage, for 7 points. West now has 4 survival points.

West rolls 14 to attack, which hits. West rolls 2 on d6 for damage, for 8 points. This brings East down to 4 survival points.

Turn 3

West leader rolls a19 for his perception roll, failing. East leader rolls a 20, also failing. Neither leader gets to add their warrior attack bonus to their army's effectiveness.

West gets a 1 advantage. East gets a 14. West wins the advantage.

West rolls 1 to attack, which hits. West rolls six points of damage, for a total of 12 points. This brings East down to negative 8 points. East must make a Fortitude roll or "go unconscious". East's Fortitude is 3, with a bonus of 6 due to size of the unit, for 9. East rolls 17, failing by 8 points. A full 80% of East's soldiers have been captured; this is 80 of them. West chooses to accept the capture, devoting 16 soldiers to handle the 80 captives. West is reduced to an 84-strong fighting force. This does not change their effectiveness.

East rolls 16 to attack, with a penalty of 4 due to having injury points, and misses. With only twenty members remaining, East had needed an 11 or lower to hit West (11+4-4).

Turn 4

East gained injury points last turn. Even if East's leader wants his remaining soldiers to stay in battle, they still have to make a morale check. East leader does not attempt to influence his unit's combat ability, but instead joins them and exhorts them to retreat in an orderly manner. His charisma bonus is 2; his unit's perception is 4. The unit has to roll 6 or better to make their morale check. They roll a six. East leader holds his tattered unit together for now.

West leader rolls a 3 on his perception roll, succeeding. As a third level warrior he has an attack bonus of 3. He converts this to a general combat bonus and applies it to their advantage.

West rolls a 4 advantage, plus 3 for west leader's combat bonus, for a 1 advantage. East rolls an 18, with a penalty of 4 for having 8 injury survival points, for a 22. West goes first.

West rolls 9 to attack, succeeding. West rolls six points of damage, for a total of 12, bringing East down to negative 20. East must make a Fortitude roll again or "go unconscious". East needs 3, plus only 4 this time due to size, for 6. East rolls 17, failing by 11. The rest of East's troops are captured before they have a chance to escape.

Aftermath

There are seven rounds in a turn, and there were four turns, so this battle took 28 rounds, or about four and a half minutes.

East's 20-unit group is at negative twenty survival points; its 80-unit group that was captured first is at negative 8 survival points.

Making the Health roll for the injured among the 80-unit group first, the roll is 19, with a penalty of 4, and another penalty of 4 for being down by 31 points, is 27. Their Health was 4, so they failed by 23. All of them are "injured"; they are down by 15 points, divided by 7, or 2 points.

Making the Health roll for the dying among the 80-unit group, the roll is 10, with the penalty of four for having injuries bringing it to 14. This fails by 10; 10% of them are likely dead. This will be 8 of them, at negative 10 survival points, which for all practical purposes is dead.

Making the Health roll for the injured among the 20-unit group, the roll is 8, with a penalty of ten and another penalty of 5 for being down by 43 points, for 23. They failed by over 10, so all of them are at least injured: down by 43, halved is 21, and a seventh of that is 3. Half are likely to be at 0 (because they started with 3 points) and half at one (because they started with 4).

Making the Health roll for the dying among the 20-unit group, the roll is 11, with the penalty of 10 bringing it to 21, failing by 17. This means that 17% of them are likely

dead, or three of them; they are at negative 17 points, which for all practical purposes is completely dead.

West's 100-unit group is at 4 survival points. For their Health roll to determine injuries, they roll 5. They have a penalty of four for being down by 19, making this a nine; they needed four, so this fails by five. Fifty percent have lost 9 divided by 7 survival points, or 1 survival point.

For West's Health roll to determine dying, they roll 18. They needed four, so this fails by 14, meaning that 14% of their number, or 14, are down to negative 14 survival points. West lost more people, but won the battle.

In a "real" battle, East or West or both would probably have pulled out of battle to avoid the prospect of "going unconscious" and losing their troops. Both East and West would probably have retreated once they reached four survival points (or sooner); the risks of fighting on are too high, as we saw here.

Before the battle started, they might also have maneuvered to gain certain advantages, such as attacking from higher terrain or from surprise.

Appendix

Why "Gods & Monsters"?

I wrote "Gods & Monsters" because I wanted a very simple role-playing game that nevertheless provided for great complexity as game play progresses. Basically, I was longing for what I had perceived incorrectly as the games of my youth.

Any particular campaign is likely to add their own specialties, skills, spells, and creatures.

Compatibility with Other Games

"Gods & Monsters" is a mostly compatible with Wizards of the Coast's "Advanced Dungeons and Dragons" role-playing game, at least their first and second editions. You can use most any first or second edition adventure or game aid with "Gods & Monsters".

The original version of this document is available at http://www.godsmonsters.com/.

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My hope is that open source makes it easy for every gaming group to play a game that is designed specifically for them, because it was made by them.

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