

# RuinQuest v1.9b

Basic Role-Playing rules for a fantasy adventure game of swords & sorcery. Players become warriors, wizards and other heroes who quest into mysterious ruins, gathering treasures and magical power... Welcome to *RuinQuest!*

## I. THE BASIC SYSTEM

### SKILLS : HOW TO SUCCEED IN LIFE

Your character has skills, which they can use to be successful in life. When using a skill, roll d100 and score your skill percentage or less to succeed (rolling over the skill% is a failure). *Easy!*

### TRAITS : ROLE-PLAY YOUR PERSONALITY

You also have traits, which can give you an extra chance to succeed. If acting in the manner of one of your traits (Generous, Brave, etc), then you may *re-roll* a skill in hope of achieving a better result.

### EXPERIENCE : IMPROVE YOUR CHARACTER

As in real life, to improve skills you have to use and practice them. When your character succeeds, mark the skill with a 'tick' (just one).

Later, when there is a pause in the game, you and the other players can try an *Increase Roll* for each ticked skill, to see if they improve. Roll d100 once for each ticked skill: scoring *over* the skill gains an increase for it - roll a d6 and add the result to that skill's value.

NB: Any roll over *Experience Maximum* (100 – 2 x INT) gains an increase, even if the skill is higher. This allows skills beyond 100%.

### HEROIC DEFENCE : HOW TO BE A HERO

*Defence* is your ability to dodge misfortunes and so be truly heroic. Unlike an ordinary skill, it can only increase by *good role-playing*. The game-master (GM) awards 'experience points', each worth +1%. Normally you can get 1 per game session, but might earn up to 3 for excellent ideas, characterization, heroism - *anything that adds fun!*

### CRITICALS, SPECIALS & FUMBLES

Much better or worse rolls than normal give better or worse results. *Critical success* occurs when 1/20th skill% or less is rolled, or 01; *Special success* occurs when 1/5th skill% or less is rolled; A roll of 96-00 always fails, and 01-05 always succeeds for common skills (but not for certain specialist-only skills). *Fumbles* occur when 96+critical% or more is rolled, or 00. The results differ from normal. Generally: Special is twice as good; Critical three times as good; and a Fumble is amusingly disastrous.

### CHARACTERISTIC ROLLS

Sometimes the GM may ask for a *Characteristic Roll* instead of a skill roll, usually when no skill applies (also known as a 'resistance roll', 'stat roll', 'STR/DEX/INT/etc roll' or 'saving throw'). The target will be a relevant characteristic multiple, e.g. CON x 5. (The GM will tell you which characteristic and *maybe* the multiple). Roll d100 to see if you make it (or find the multiple you *do* make).

These rolls will often be against unfortunate events, e.g. to avoid falling into a pit, to resist effects of a spell, or to survive poisoning. Bonuses or penalties may apply to the roll (e.g. if you hold a blessed holy item, or the spell or poison is stronger than usual). These cases give a modifier which alters the characteristic value for that roll.

If characteristics directly conflict (e.g. STRvSTR in arm-wrestling), one side rolls their STAT x 5 modified by (10 – the opposed STAT).

SKILL	Critical	Special	Fumble	SKILL	Critical	Special	Fumble
01+	01	-	96+	105+	05	21	00
05+	01	01	96+	110+	05	22	00
10+	01	02	96+	115+	05	23	00
15+	01	03	96+	120+	06	24	00
20+	01	04	97+	125+	06	25	00
25+	01	05	97+	130+	06	26	00
30+	01	06	97+	135+	06	27	00
35+	01	07	97+	140+	07	28	00
40+	02	08	98+	145+	07	29	00
45+	02	09	98+	150+	07	30	00
50+	02	10	98+	155+	07	31	00
55+	02	11	98+	160+	08	32	00
60+	03	12	99+	165+	08	33	00
65+	03	13	99+	170+	08	34	00
70+	03	14	99+	175+	08	35	00
75+	03	15	99+	180+	09	36	00
80+	04	16	00	185+	09	37	00
85+	04	17	00	190+	09	38	00
90+	04	18	00	195+	09	39	00
95+	04	19	00	200+	10	40	00
100+	05	20	00	<i>etc</i>	<i>etc</i>	<i>etc</i>	<i>etc</i>

To tell quickly if you rolled a Special or Critical, multiply your roll by 5 or 20: if that's still under or equal to your skill, you've done it!

### TRICKY SITUATIONS

Some situations are specially *Hard* – this disadvantage *halves* skills. Other situations may be *Easy* giving the advantage of *doubled* skills. (Some may even be *Very Easy/Hard*, putting skills at x10 or /10).

*Hard (x1/2):* Attack while Prone/Held; v Mounted; Med.Range.  
*Very Hard (x1/10):* Target invisible (also parry); Long Range.  
*Easy (x2):* Attack from Rear; v Prone/Held, etc; Point-blank Range.  
*Very Easy (x10):* Attack v Incapacitated, Asleep or Helpless; etc.

### DAMAGE, INJURY & DEATH

Adventures being dangerous, characters frequently risk getting hurt. Suffering damage reduces your *Hit Points (HP)* by a given amount. While you still have a positive number of HP, you are relatively OK. If damaged to 0 HP or less, you are more significantly injured: the body-part bearing the brunt of it is incapacitated - roll *Hit Location*:

D20	Hit Location
19, 20	HEAD
13 - 18	(odd: L) ARM (even: R)
10 - 12	CHEST
7 - 9	ABDOMEN
1 - 6	(odd: L) LEG (even: R)

If damaged to -4 HP or less, you are *seriously injured* (likely with bones broken in the hit location); if damaged to -7 HP or less, you are *grievously injured* (hit location probably maimed or severed); but if damaged to -10 HP or below then your character is *dead*.

## II. BASIC COMBAT

### COMBAT RESOLUTION

Combat is resolved as a series of *melee rounds*, each of 12 seconds.

**Initiative:** Roll *d12 + DEX bonus* for your character, and likewise for each participant – the highest goes first, and each acts in turn. (This order is usually kept during an entire combat, for simplicity).

**Actions:** You can normally *Move* and *Attack* once each round, and may also perform certain *Free* actions (parry, dodge, speak briefly).

**Move:** You can normally move up to MOV squares each round (5ft squares); but if you move only MOV/2 or less, you may also attack.

Opponents within reach get a *Free Attack* at you if you cast a spell, or shoot/hurl a missile, or incautiously move past/away from them.

Most activities are equivalent to an action, e.g. readying weapons. Casting a spell usually takes one action. Some take longer, e.g. a full round – in which case the spell-effect does not occur until the next round (and the spell-caster is subject to free attacks until then). To *Withdraw* from combat without provoking a free attack, you may only make a half-move and cannot perform any other actions. If a combatant withdraws, shifts or dodges back, their opponent may immediately step into the space vacated without provoking attacks.

**Attack:** Attempt to hit any opponent within reach, or within range of missile weapons. Roll *d100* for your weapon skill: **Success** hits, normally dealing damage according to the weapon, plus any bonus. **Specials** double damage dice; **Criticals** ditto *and* bypass armour.

Hits doing 10+ damage also have extra effects, by weapon type:  
**Impale:** Weapon sticks in and if hurt, can't move/heal until removed;  
**Crush:** CONx5 or location stunned and can't be used for one round;  
**Slash:** if hurt, CONx5 or bleed and lose 1hp per round until aided. All require a *SIZx5* roll to avoid knock-back - **The Golfball Effect!** of 1ft per point (then if 5ft+ *DEXx5* v falling prone) and cause 1hp damage to any parrying weapon/shield or armour location struck.

**Parry:** You can normally parry as a free action once per round, with shield/weapon skill. Success reduces damage by your shield/weapon Armour Points (**Specials** block 2 x AP; **Criticals** block all damage). If this doesn't stop all the damage, your shield/weapon loses 1AP and the remainder will still hurt you, unless you avoid it otherwise...

**Dodge:** *Heroic Defence* is your last chance to evade damage of any kind, through sheer luck. Roll *d100*: Success reduces damage by 10 (**Specials** reduce damage by 20; **Criticals** negate all damage). Using *Defence* in combat requires stepping back, or falling prone. If unable to move, or you are prone or unaware, your chance is *halved*.

**Armour:** Your armour reduces weapon damage by its AP (except criticals) but doesn't affect many other types of damage, so beware!

### HEALING & RECOVERY

Successful use of First Aid skill repairs *d3* hit points (**Special** 2d3; **Critical** 3d3) but only works before other healing. Magical healing may be available, but natural healing restores only *d3* HP per week. Serious/Grievous injuries take a very long time to recover, if at all.

### DAMAGE BONUS WITH MISSILE WEAPONS

Missile weapons get only half damage bonus due to Strength (round down). Bows must be of special construction to give this bonus.

### TWO-WEAPON FIGHTING

If fighting with one weapon in each hand only one attack per round is permitted, as usual, under normal circumstances. (Multiple attacks are only possible in exceptional cases, such as: expertise, backstab, magical haste, berserking, extra natural physical weaponry, etc).

### SHOOTING INTO COMBAT

Shots into a melee will hit a random target (due to the combatants' rapid movements and manoeuvres). *Aiming* for a specific target (in this case an individual) makes the shot *hard* (half skill) and any miss (which would have been a hit at full skill) strikes randomly.

### OFF-HANDED SKILLS

Weapons used in the off-hand (usually left) are at half normal skill.

### SHIELDS

Shields are for parrying, but attacking with one is *Hard* (i.e. x1/2).

### YOU FACE MANY DANGERS (and various 'Spot Rules')

**Fall:** Damage *d6/10ft* (Armour and Defence apply. Light-armoured characters can make *DEXx5* or Jump/Acrobatics to reduce it by *d6*).

**Poisons:** CONx10 even if armour not penetrated (x5 v snakes etc).

**Fire:** Damage normally 1hp/torch-contact, or *d6/round* of burning.

**Drowning:** CONx10,9,8,etc/rnd; then -*d3* CON/rnd after one fails.

**Aiming (target):** Specify target/location, and attack is *Hard* (x1/2).

**Aiming (take time):** Spend 1 round taking aim, and attack is *Easy*.

**Surprise:** Successful Hide/Sneak gives one extra round of actions.

**Long Weapons:** Can attack first in first round, or hold 'at bay' (the opponent closing in suffers an extra *Easy* free attack against them).

**Darkness:** Semi: Attack/Parry *Hard*; Total/Invisible: *Very Hard*.

**Flee Melee:** Enemies get a free *Easy* attack which cannot be parried.

**Missile Ranges:** 2xNormal x1/2; 3xNormal x1/4; *DEXft* or less x2.

**Target Size:** Huge (*giant*) x2; Small (*dog*) x1/2; Tiny (*rat*) x1/10.

**Cover:** Projectiles can't be parried, but cover/shields block a %age.

**Inferior Position:** Melee from prone, v mounted etc is *Hard* (x1/2).

**Mounted Combat:** Skills are limited to *Ride* skill% when mounted.

**Charge/Set:** Mount damage bonus; Add *SIZ* for knock-back.

**Grapple:** (*Free Attack*) Parry but not Dodge; STRvSTR to hold.

**Overbear:** (*FA*) Natural leap attack STR+SIZ v STR to knock down.

**Knock-back:** (*FA*) Suitable attack STR v STR to knock as *Golfball*.

**Knockout:** Suitable attack to head does non-lethal damage only.

### SIMILAR WEAPONS

Some weapon skills include the use of various similar weapon types:  
**SWORD:** Longsword, Broadsword, Shortsword, Rapier, Scimitar.

**2-HANDED SWORD:** Greatsword, Bastard Sword (used 2-handed).

**DAGGER:** Dagger, Main Gauche, Knife.

**AXE:** Hand Axe, Battle Axe, Thrown Hand Axe.

**2-H.AXE:** Great Axe, Battleaxe (used 2-handed), Wood Axe.

**CLUB:** Club, Heavy Club (2h), Torch.

**SPEAR:** Spear (1h or 2h), Lance. **2-H.SPEAR:** Longspear, Lance.

**POLEARM:** Halberd, Billhook/Guisarme, Pike, Trident, Naginata.

**CROSSBOW:** Any sort (Light, Medium, Heavy, Arbalest, Hand).

**JAVELIN:** Javelin, Thrown Spear, Thrown Longspear.

**THROW skill:** Rock, Club, Knife, Shuriken.

Some weapons are fairly similar to other types and usable with the related weapon skill at half-chance (i.e. *Hard*):

Spear 2h & Polearm; Mace, Hammer & Club; Staff & Club; Javelin, Dart & Throw; 1h & 2h Sword; 1h & 2h Axe; 1h & 2h Spear.

### III. BASIC MAGIC

Two standard types of Magic are commonly available in *RuinQuest*: magical *spells* cast by mages and divine *miracles* invoked by clerics.

#### POWER

Characters capable of magic gain a characteristic: *Power* (POW). (POW initially derives from WIS, in a manner dependent upon the type of magic the character uses, but the value can vary thereafter). Producing magical effects costs a number of Power points but these return with time (in a manner also dependent on the type of magic).

#### CASTING SPELLS

Mages cast spells using Magic skill. Magic spells must be learnt and memorized beforehand. Casting normally costs 1 Power per level, but mages can spend more to intensify its effects further if desired. Mages can cast spells of up to 1 level per 10% Magic skill and may intensify spells up to that power level, as specified before casting. Casting requires a Magic skill roll - the results and costs vary:

<b>NORMAL SUCCESS</b>	Normal spell effect; Power cost 1 per intensity/power level.
<b>FAIL</b>	Normal spell effect; Double normal power cost.
<b>SPECIAL</b>	Normal spell effect; No power cost.
<b>CRITICAL</b>	Double one spell effect (or max. damage); No power cost.
<b>FUMBLE</b>	Roll on Magic Fumble Table (spell fails & lost from mind).

*Improving Magic Skill* is difficult and gains only +1% per increase.

*Learning Spells*: A mage can learn a new spell by studying a spell-book (*grimoire*) holding its case-histories and mystical formulae. Chance to Learn = (Magic skill - (10 x Spell Level)) x Days spent. Wizards/Libraries charge for this, £20/day or £500/month *per level*.

*Memorizing Spells*: Mages can memorize 1 spell per point of INT, as can their familiar, and also store as many in their staff, if any.

*Armour/Weapons* interfere with spell-casting, or are subconsciously feared to do so - so mages normally avoid them. Armour or weapons of metal over 1lb mean spells fail completely on failed spell-rolls.

#### INVOKING MIRACLES

Clerics invoke miracles from their gods. They can call any miracle available to their religion, of up to their maximum permitted level. Maximum level is 1 per full 20% in each of 5 cult skills, but less one skill per cult trait they possess. Invocation requires a successful WISx5 roll, and costs 1 Power per miracle power level. Miracles take effect at the cleric's maximum permitted power level.

*E.g.: Brother Hubald, Acolyte of the Sun, is proficient in most skills his cult favours: Mace (41%), Shield (40%), First Aid (65%) and Oratory (43%) but, as a commoner, does not Ride well (13%). He is known to be Merciful, and more Honest than most. Sadly, mercy is not a virtue his faith values. However, his honesty is - and so means he only requires four cult skills at 20% per level. Since he has four such skills at 40% or more, he is therefore entitled to call upon The Shining One for miracles of up to the 2nd level of power:*

#### WILL POWER

To take effect, many spells require the caster to overcome the will of their target. Such contests pit the WIS of each against the other in a characteristic roll: WISx5 modified by 10-WIS of the opposition. (Players should roll, whether they are casting or resisting).

*E.g.: Adolphus the Magus has WIS 15, so his WISx5 is 75%. This is the normal chance for his enchantments to affect others, and for him to resist similar spells cast upon him by enemies. When he casts a*

*Sleep spell upon three goblins, each of only WIS 9, their weak minds are easier to overcome (10-9 = +1, for +5%), so Adolphus' player need only roll 80% or less for each.*

*When an ogre shaman unleashes a frightful spirit (of WIS 18), it's psyche is very hard for Adolphus to resist (10-18 = -8, for -40%), so he must roll 75-40 = 35%, or the ghost will send him fleeing!*

#### RECOVERING POWER

Mages regain power points at midnight, as does their staff/familiar. Clerics regain spent power points once per day when they pray at a holy service. The time of day this is held depends upon the religion. Powered holy symbols do not recharge automatically, but regain 1 power per worshiper at a holy service where the cleric presides.

#### INCREASING POWER

A mage, cleric or anyone of magical ability can increase their Power by overcoming/resisting an opponent's willpower (*as previously*). This earns a 'tick' for Power, giving them potential for *Power Gain*. Later, when attempting Increase Rolls, a roll of *over* POWx5 means their POW increases by 1 point. Mages/Clerics can redirect any gain into their staff, familiar or holy symbol to make future gains easier.

#### DIVINE INTERVENTION

Characters in dire straits may call directly upon the gods for aid. Roll d100 (Paladins d10): score POW or less and a 'D.I.' is granted, but POW equal to the number rolled is also lost. (Non-cleric/paladin characters must roll their Defence/10 or less). Divine Intervention may restore a character to life and health, teleport a group to safety, or similar according to the deity concerned. Only one call per day is permitted (subsequent calls will automatically fail). If successful, the beneficiaries are indebted to the god and must perform a Quest.

#### BARBARIAN MAGIC

Some hill barbarians and plains nomad tribes use 'Spirit magic'. This is quite weak but available to virtually everyone in the tribes. Their priests call up spirits from which worshippers of the barbarian gods can learn various spells. Lay members are limited to spells specific to their cult, and typically have only limited Power (about WIS/4); Initiates may learn spells of their own or associated cults, and have developed more spiritual Power (about WIS/2); Lords & Priests can also gain 'Rune magic' spells direct from their gods by permanently sacrificing personal Power (developed to about WIS or more, and must be 15+ for Rune-Lords or 18+ for Rune-Priests). Casting Spirit spells requires a successful WISx5 roll, and cost some Power (temporary). Rune spells are cast instantly, at will (as Paladin miracles) but do not cost Power (though they are normally one-use).

#### PSYCHIC/SPIRIT COMBAT

Spirits and other such creatures may attack characters souls directly. This is resolved in melee rounds, in which each side can attack the other via a WISvWIS roll: each success temporarily reduces target WIS by 1 (*Special 2; Critical 3*). Anyone reduced to WIS 0 is bereft of will and can be possessed or bound (though spirits usually flee). Temporarily lost WIS recovers at 1/hr. Those with magical/clerical ability can replace lost WIS with POW 1-for-1 (personal Power can transfer at will, but takes a full round from a staff, holy symbol, etc). Shamans, priests & mages can thus be very powerful against spirits.

## IV. INJURIES & FUMBLES

### SERIOUS & GRIEVOUS INJURIES

A character falling to -4HP or less suffers a *Serious Injury (S)*, or a *Grievous Injury (G)* if they fall to -7HP or less. Consult this table:

HEAD	SERIOUS & GRIEVOUS INJURIES
1. Chin	S: Jaw broken [level 5]: lose/break d20 teeth, -1 CHA. G: <i>Spurt! Spurt! Spurt!</i> Carotid artery slashed: bleed 1hp/sec (light).
2. Nose	S: Nose broken [level 2]: lose 1 CHA. G: Nose broken and brain damaged: lose 3 lots of d6 INT/WIS/DEX.
3. Skull	S: Skull fractured [level 4]: concussion (amnesia, fainting, etc). G: Skull broken [level 10]: coma until 'Rest' period complete.
4. Ear (L/R)	S: Ear sliced/ripped off: deafened on that side. G: ...and skull broken (see above).
5. Eye (L/R)	S: Eye blinded. G: Eye destroyed (50% for other eye, too) and skull fractured (above).
6. Neck	S: <i>It's a bleeder!</i> Jugular vein pierced: bleed 1hp/rnd (light). G: Neck severed/broken: bleed/choke 1hp/sec until dead (critical!).
<b>CHEST</b>	
1. Liver	S: Ribs broken (d6): see below. G: Liver failure [level 3]: bleed 1hp/hour (serious). Survivors lose d3 CON.
2. Lungs	S: Ribs broken (d6): see below. G: Lung punctured [level 3]: bleed 1hp/turn (light). Survivors lose 1 CON.
3,4. Ribs	S: Ribs broken (d6): movement painful (half walking speed, max.) [level 2]. G: Ribcage smashed [level 8]: never mends.
5. Shoulder	S: Collarbone broken [level 2]. G: Arm severed at shoulder: bleed 1hp/rnd for 10mins (R serious/L critical).
6. Heart	S: Ribs broken (d6): see below. G: Heart punctured [level 4]: bleed 1hp/sec (critical). Survivors lose d6 CON.
<b>ABDOMEN</b>	
1. Groin	S: <i>"Ouch!"</i> Genitals damaged: bleed 1hp/min for 3 mins. G: <i>"What a rip off!"</i> Genitals lost: bleed 1hp/min for 6 mins [level 4].
2. Hip (L/R)	S: Hip broken [level 9]: permanent limp, move reduced by 1". G: Pelvis shattered [level 10]: crippled permanently.
3,4. Guts	S: Intestinal damage: bleed 1hp/min for 10 mins [level 4]. G: Eviscerated: bleed 1hp/turn [level 6]. Lose d3 STR & CON.
5. Stomach	S: Stomach punctured: bleed 1hp/hour [level 4]. G: Stomach ruptured: bleed 1hp/turn [level 6].
6. Kidneys	S: Kidney damage: bleed 1hp/min for 10 mins [level 4]. G: Kidney failure - bleed 1hp/turn (serious). Lose d3 CON.
<b>ARM</b>	
1. Hand	S: Fingers sliced/ripped off (d4). G: Fingers lost and hand smashed [level 6] - permanently useless.
2. Wrist	S: Wrist broken [level 4]. G: Hand severed at wrist - bleed 1hp/min for 1 min* (light).
3,4. Forearm	S: Forearm broken [level 4]. G: Forearm severed - bleed 1hp/min for 3 min* (light).
5. Elbow	S: Elbow broken [level 5]. G: Arm severed at elbow - bleed 1hp/min for 3 mins* (light).
6. Upper Arm	S: <i>"How humerus!"</i> Upper arm broken [level 5]. G: Upper arm severed: bleed 1hp/min for 6 mins* (light).
<b>LEG</b>	
1. Foot	S: Toes (d6) torn off: permanent limp, move reduced by 1". G: Foot shattered [level 5]: crippled permanently, move halved.
2. Ankle	S: Ankle broken [level 3]. G: Foot severed -bleed 1hp/min for 3 mins* (light), move halved.
3,4. Shin	S: Shinbone broken [level 6]. G: Lower leg severed: bleed 1hp/min for 6 mins* (light), move halved.
5. Knee	S: Knee broken [level 7]. G: Leg severed at the knee: bleed 1hp/min for 6 mins* (light), move halved.
6. Thigh	S: Thighbone broken [level 8]. G: Upper leg severed: bleed 1hp/min for 10 mins* (light), move halved.

Breaks: Rest for d3xLevel days (Move: CONx5 or 1hp) & Recover for Level weeks.

\* Crushed limbs bleed until amputated, or given the indicated level of healing.

d100	Combat Fumbles [M: Missile weapons; N: Natural weapons]
01-05	Lose next parry [N: lose next dodge]
06-10	Lose next attack
11-15	Lose next attack and parry [N: lose next attack and dodge]
16-20	Lose next attack, parry and dodge [N: lose next attack-sequence and dodge]
21-25	Lose next d3 attacks
26-30	Lose next d3 attacks and parries [N: lose next d3 attacks and dodges]
31-35	Shield falls off [M: or bowstring breaks; N: Strain muscle - dodge halved]
36-40	Shield falls off & lose next attack [M/N: as above, and lose next attack]
41-45	Armour location falls off [N: Strain muscle - dodge halved for duration]
46-50	Armour location falls off & lose next attack and parry [N: as above, and lose next attack-sequence]
51-55	Fall: lose parry and dodge this round [N: lose all attacks/dodges this round]
56-60	Twist ankle: movement halved (until end of combat)
61-63	Twist ankle and Fall (apply both of the above two results)
64-67	Vision hindered: Attack x1/2 (d3 rounds unengaged to fix)
68-70	Vision impaired: Attack and Parry x1/2 (d6 rounds unengaged to fix)
71-72	Vision blocked: Lose Attack and Parry (d6 rounds unengaged to fix)
73-74	Distracted: Foes attack at x2 next round
75-78	Weapon dropped [N: Strain muscle - lose one attack/rnd until combat ends]
79-82	Weapon knocked away (d6 yards, d8 for direction) [N: as above]
83-86	Weapon damaged (save v. crushing blow or lose 4AP) [N: as above]
87-89	Weapon shattered (save v. crushing blow or destroyed) [N: as above]
90-91	Hit Friend or self if no friend near (may dodge)
92-93	Hit Friend for special damage (may dodge)
94-95	Wide Open: Foe hits (may dodge) [M: Hit friend nearest target]
96-97	Foe scores special hit (may dodge) [M: Special hit on friend nearest target]
98	Foe scores critical hit (may dodge) [M: Critical hit on friend nearest target]
99	You've blown it - roll twice more
00	You've blown it badly - roll thrice more

d100	Magic Fumbles
01-10	Simple spell failure - spell is forgotten but no Power points are lost
11-20	Spell failure - spell is forgotten and Power is lost
21-30	Dazed - cannot perform actions except dodge, for 1 rnd per Pow expended
31-40	Stunned - cannot perform actions except dodge, for 1 min per Pow expended
41-50	Fatigued - suffer d6 subdual damage per Pow expended
51-60	Confused - mindlessly wander/act randomly for 1 round per Pow expended
61-70	Headache - cast chance halved for 1 hour per Pow expended
71-75	Deafened - caster suffers total deafness for 1 hour per Pow expended
76-80	Blinded - caster is struck blind for 1 hour per Pow expended
81-85	Altered Range - alters to max/min (furthest from intended, or 20ft/Pow if none) and targets nearest to there
86-89	Altered Direction - alters randomly and affects target nearest to specified range (or 20ft/Pow if none)
90-91	Alternate Spell - an alternative spell known to the caster, randomly selected, of the same level (else lower)
92-93	Random - spell targets a random creature in the vicinity, anyone but the intended recipient
94-95	Reversed - spell effect is approximately the reverse of that intended, in some unpredictable way (GM whim)
96-97	Runaway Power Drain - all caster's remaining Power is sucked into the spell, intensifying it accordingly, and the caster immediately suffers subdual damage identical to the total power expended
98	<i>"How unfortunate! This is simply not your day."</i> Roll twice more
99	<i>"How shameful! Magic may not be your calling."</i> Roll thrice more
00	<i>"How tragic! Head explodes - killed instantly."</i> Take d6 damage per level of intensity, to the head (skull). Or... Roll d10: (1) Deafened 1-10 weeks; (2) Blinded 1-10 weeks; (3) Mute 1-10 weeks; (4) Insomnia and Nightmares 1-10 months [only regain d6 Power nightly]; (5) Virulent Skin Disease [painful and hideous until magically cured, -10 Cha, -3 Con.]; (6) Muscle Spasms [random attacks cause limpness and exhaustion, cast chance halved, -1 Con & Str per month]; (7) Intense Migraines [-2 Con, cast chance halved]; (8) Arthritic and Enfeebled [Str, Dex, Con halved]; (9) Creeping Senility [Int -1 per month]; (0) Discovery! [new spell-variant found, one level higher than original, with effects enhanced accordingly. INTx5 to transcribe.]





# VI. CHARACTER CREATION

## CREATE A CHARACTER – BECOME A HERO!

Every player needs a character. Roll 3d6 for each of the six basic characteristics, re-rolling one die of each if desired:

- Strength (STR):** Raw muscle-power to lift, carry and hit hard.
- Intelligence (INT):** Wits, learning ability, memory and perception.
- Wisdom (WIS):** Will, mental strength, spirit and magical aptitude.
- Dexterity (DEX):** Reflexes, agility, co-ordination and balance.
- Constitution (CON):** Health to survive injury, disease, poison etc.
- Charisma (CHA):** Physical attractiveness, leadership and charm.

**Size (SIZ):** Normal human males roll 2d6+6 (females 2d6+3).  
**Height:** 50 + SIZ + STR/2, in inches (divide by 12 for feet (ft)).  
**Weight:** SIZ, in stones (multiply by 14 for pounds (lb)).

**Hit Points (HP):** SIZ / 2 (round up) + (CON – 10) / 2 (round down)  
*This is the damage that can be taken before significant harm results. Characters remain alive until they fall below -10hp. However: Zero or less incapacitates body location hit; -4 means serious injury (e.g. broken bones), -7 means grievous injury (e.g. severed limbs).*

**Heroic Defence (Dodge):** 20 – SIZ + (DEX – 10) / 2 (round down)  
*This ability enables characters to avoid getting hurt, if they're lucky! Success reduces damage by 10 (Specials by 20, Criticals to 0). Defence is most important, and increases only by good role-playing.*

**Damage Bonus:** (STR – 10) / 2 (round down)  
*Damage bonus modifies melee weapon damage (half for missiles).*

**Initiative Bonus:** (DEX – 10) / 2 (round down)  
*Initiative bonus modifies initiative rolls (d12) when combat starts.*

**Experience Cap:** 100 – (INT x 2)  
*When increasing skills, a roll over this value always means the skill will improve, no matter how high the skill percentage.*

**Movement Rate (MOV):** 12 'steps' (i.e. 5ft squares) per round.  
*A normal rate for humans not encumbered by armour or equipment.*

**Languages:** Speak = INTx5%; Literacy = (INT– 8) x 10%  
*Characters know two languages, normally the Common tongue and that of their homeland/race if different, plus one per 2 INT over 10, with the associated scripts. The less familiar may be rolled at x1/2.*

**Basic Description** Choose or roll d6 for each of these features:

D6	Skin Colour	Skin Tone	Eyes	Hair Colour	Hair Texture
1	Black	Very Dark	Dark Brown	Black	Bald
2	Brown	Dark	Light Brown	Dark Brown	Frizzy
3	Yellow	Dusky	Hazel	Light Brown	Shaggy
4	Ruddy	Medium	Grey	Auburn	Curly
5	Olive	Pale	Green	Red	Wavy
6	White	Very Pale	Blue	Blond/e	Straight

**Personality:** Choose 2 personality traits for your character. You can gain others in play later (up to the limit of CHA/4, rounded down). These are the standard traits (with opposites) and example passions:  
 1.Brave/Cowardly; 2.Prudent/Reckless; 3.Chaste/Lustful;  
 4.Energetic/Lazy; 5.Forgiving/Vengeful; 6.Generous/Selfish;  
 7.Honest/Deceitful; 8.Just/Arbitrary; 9.Merciful/Cruel;  
 10.Modest/Proud; 11.Spiritual/Worldly; 12.Temperate/Indulgent;  
 13.Trusting/Suspicious; 14. Other Trait; or a Passion (Love/Hate);  
 15.Family/Liege; 16.Tribe/Nation; 17.Race; 18.Monster Type;  
 19.Deity; 20.Other. (See later rules for more details).

**SKILLS:** These are given as a percentage chance to succeed. Each skill has an initial base chance derived from a related characteristic:

### MELEE WEAPON SKILLS (STR)

Melee Weapons = STR %  
 Melee Weapons = STR x 3% (if trained)

### MISSILE WEAPON SKILLS (DEX)

Missile Weapons = DEX %  
 Missile Weapons = DEX x 3% (if trained)

### MANIPULATION SKILLS (STR)

Craft, heavy (specific) = STR % (e.g. Smithing)  
 Brawl/Grapple = STR x 2% (fist, etc)  
 Simple Melee Weapons\* = STR x 2%  
 (\* Club, Dagger, Hammer, Mace, Staff)

### KNOWLEDGE/PERCEPTION SKILLS (INT)

Spot = INT %  
 Listen = INT %  
 Magic = 0 % (INT if trained)

### WILL/INSIGHT SKILLS (WIS)

First Aid = WIS %  
 Evaluate = WIS %  
 Insight = WIS %  
 Lore (specific) = 0% (WIS if trained)  
 Survival = 0% (WIS if trained)  
 Streetwise = 0% (WIS if trained)  
 Strategy = 0% (WIS if trained)

### AGILITY SKILLS (DEX)

Throw = DEX x 2%  
 Climb = DEX x 2%  
 Play (instrument) = DEX %  
 Craft, light (specific) = DEX % (e.g. Pottery)  
 Sleight-of-Hand = 0 % (DEX if trained)  
 Pick Locks = 0 % (DEX if trained)  
 Jump/Acrobatics = 0 % (DEX if trained)

### STEALTH SKILLS (Inverse SIZ)

Hide = (20 – SIZ) %  
 Sneak = (20 – SIZ) %

### ATHLETICS/STAMINA SKILLS (CON)

Ride = CON %  
 Swim = CON %

### COMMUNICATION SKILLS (CHA)

Oratory = CHA %  
 Singing = CHA %  
 Bargaining = CHA %  
 Fast Talk = 0 % (CHA if trained)  
 Command = 0 % (CHA if trained)

**Initial Age:** 14 + d6 years. (Previous experience will add years.)

Experience and training can improve skills and some characteristics. See later for Background, Talents/Flaws, Features, Non-humans, etc.

You start out with clothing suitable to your status, any gear from your profession, an adventurer's pack and 3d6x10 silver pieces.

Note down all such details carefully on your *Character Sheet*.  
**Now make up a name – and set out to WIN a name for yourself!**

## VII. BASIC PROFESSIONS

### PREVIOUS EXPERIENCE

Bumpkins straight off the farm have only basic skills listed before. Adventurers usually have more skills gained in *previous experience*.

Choose one profession from those below. Then select up to **twelve** skills/abilities from those listed for your profession/heritage/race, or the common skills of *Swim, Ride, Evaluate, Throw, First Aid*.

The selected skills increase to **STAT x 3%** normally (or as noted). Skills underlined are mandatory and any [bracketed] are gained free.

### MAGE - The Guild of Arcane Lore

This organization pervades all of Pandaria, and practically all mages are members of the Guild. The Guild controls libraries of the spell-books which mages need to study in order to practice their craft. The Guild forbids anti-social uses of magic, at least in civilized areas.

*Required:* INT 13+, WIS 6+, DEX 6+. *Age:* +3d6 yrs.  
*Benefits:* Power; Magic skill; Basic Spells\*; Extra Spells\*; Magic Staff; Familiar; Languages; Literacy; Arcane Skills\*(INTx1% per choice spent: *Alchemy, Enchanting, Linguistics, Lore mastery, Sensitivity, Sorcery/Ceremony, Spellcraft, Wizardry/Metamagic*).  
*Gear:* Magician's robes & hat; Spell components; Staff; Dagger.

\* **Magic:** The skill of casting spells. Initially INTx1%. NB: Wearing armour interferes with spell-casting, so mages are not trained in it.  
**Power:** Energy to cast spells. Initial **POW** = **WIS** / 3 + **INT bonus**.  
**Basic Spells:** 2xINT bonus 1st power-level, and 3xINT bonus 0th.  
**Arcane skills** start at INTx1 or more; one arcane ability per 20%.

### CLERIC - The Temple Priesthoods

The many religions of Pandaria each have their own hierarchies of clergy, with different skills, traits and magics which please their god. They vary widely (see earlier page) but many follow the militaristic pattern shown here - the Ammonite "Order of the Shield of Light":

*Required:* WIS 9+, Holy Traits\*. *Age:* +4 years.  
*Benefits:* Power, Mace\*; Shield\*; [Heavy armour skill]; First Aid\*; Oratory\*; Ride\*; Other blunt weapons\*; Holy Language\*; Literacy; Insight; Sing, Lores.  
*Gear:* Ring Mail, Light Mace\*; Small Shield\*; Holy Symbol.

\***Holy Traits/Skills:** A typical cult promotes the skills noted above and members who are *Brave, Just & Honest*. Other religions favour different skills/traits/weapons/etc (see elsewhere for details of cults).  
**Miraculous Power:** Clerics are spiritually linked to their gods, who allow them the Power to invoke miracles. Initial **POW** = **WIS** / 3. Clerics may invoke miracles of up to one level per 20% in five cult skills or traits. (Each cult trait means one less skill is required).

### THIEF - Thieves Guilds and Robber Gangs

Criminal gangs like to pretend to a higher status by cultivating skills more sophisticated than mere thuggery. Members are likely to have been implicated in all sorts of nefarious activities.

*Required:* DEX 9+, INT 6+. *Age:* +3 years.  
*Benefits:* Hide; Sneak; Sleight\*; [Light armour skill]; Spot; Listen; Climb (DEXx5); Pick-locks; Small weapons; Fast Talk; Bargain; Insight; Streetwise; Thieves Argot.

*Gear:* Leather armour; Weapons chosen; Pick-locks (if chosen).

**Sleight** (-of-hand) can be used to pick-pockets, and also allows one extra back-stabbing attack per 20% skill versus unaware opponents.

### WARRIOR - Mercenary Companies and Regiments

The conflicts in Pandaria create a constant demand for regiments of trained warriors. National armies are often augmented by the many mercenary companies who serve various factions across the region. Their soldiers learn martial skills and special combat techniques.

*Required:* STR 9+, CON 7+. *Age:* +3 years.  
*Benefits:* 3 Weapon/Shield skills, [Heavy armour skill], Other weapons, Expertise\*(STATx1) (max 3 wpns), Survival, Languages.  
*Gear:* Ring Mail; Weapons chosen; Riding Horse (if Ride chosen).

**Expertise** allows an extra attack when an attack roll of the related weapon is also an Expertise success. It starts at STATx1%, increases at +1%, and gives 1 special martial arts technique ('feat') per 10%.

### PALADIN

*Rqd:* Str12+; Int,Con 9+; Wis 13+; Cha 15+. *Age:* +4 yrs.  
Plus at least two Holy Traits\* (e.g. *Brave, Just, Honest*).  
*Benefits:* Power\*; Longsword\*, Spear\*, Shield\*, [Heavy armour skill]; Expertise (STATx1)(max 2); First Aid\*; Oratory\*; Ride\*; Holy Language\*; Weapons; Literacy; Insight; Singing.  
*Gear:* Holy Symbol, Weapons chosen, Ring Mail, Mount.

\***Holy:** Other religions favour different skills/traits/weapons/etc.

\*\***Power:** Paladins are spiritually linked to their gods, who allow them the Power to receive miracles at will. Initial **POW** = **CHA** / 3 .

#### Questing for Miraculous Powers

Paladins receive miracles directly from their gods. They are granted at will, instantly, without need for casting or invocation, at the usual cost of 1 Power per level. To gain access to a chosen spell they must perform a Holy Quest suitable to that miracle and then permanently sacrifice 1 POW per miracle level. Paladins may gain miracles of up to one level per 20% they have in five cult skills (They must have at least 2 cult traits, but each extra means one less skill is required). Paladins often initially quest for 'Detect Evil'.

### MONK

*Rqd:* Str,Wis,Dex 15+, Con 11+; 'Law' traits. *Age:* +5 years.  
*Benefits:* Open Hand (STRx3), 3xExpertise(O.H.)(DEXx3), 2x Kata Weapons, Psi Power, Hide, Sneak, Spot, Listen, Climb(DEXx5).  
*Gear:* Simple robe, begging bowl, staff (and no money).

(**Open Hand** allows d6 actual damage, 6ap parry, counts as armed, must be unarmoured to use it. Expertise also for Kata weapons).

(**Kata Weapons** are those compatible with monk 'patterns of attack': Staff, spear, polearm; Club, hammer, mace; Dagger, sword, axe; Shuriken, thrown missiles; Bow, crossbow; Flail, improvised, other).  
(**Expertise** gives these 2 martial arts: Two-Weapon Attack & Parry).

OR ? (**Expertise** grants these martial arts: Unarmed Strike, Dodging Feat, Two-Weapon-Attack, Two-Weapon-Parry & 1 freely chosen).

(**Psi Power:** Discipline can be selected. Initial **POW** = **WIS** / 3 ).

#### Psionic Powers

Rare 'psi' powers derive from mental discipline (or disturbance...). Psionic combat is like spirit combat but costs Power and has extra effects (though most only affect psychically-sensitive individuals). Psionic abilities are like spells but each requires it's own skill to use.

## VIII. FURTHER PROFESSIONS

Characters may alternatively join one of these specialist professions:

### RANGER

*Rqd:* Str,Int 13+, Wis,Con 14+; 'Good' traits. *Age:* +4 yrs.

*Benefits:* 3 Weapon/Shield skills, Righteous Fury (v chosen race), Track, Herb Lore. [Heavy armour trained], Expertise (*STATx1*) (max 2), Ride, Survival, First Aid, Spot, Listen, Weapons, Languages.  
*Gear:* Leather armour; Weapons; Cavalry Horse; Snares; Herbs\*.  
(\***Herb Lore:** Skill at finding, preserving and applying herbs and similar substances with marvelous effects. Start with 2d3 batches).

### FORESTER

*Rqd:* Int, Con 12+; Must be from a Rural background. *Age:* +3.

*Benefits:* Track, Herb Lore, Spot, Listen, Hide, Sneak, Camouflage, Set Snares, Survival, Throw, Bow, Spear, Dagger, Handaxe.  
*Gear:* Weapons chosen, snares, 2d3 herb batches (if skill chosen).

### BARD

*Rqd:* Str,Wis,Dex,Cha 15+, Int 12+, Con 10+; Druidic. *Age:* +3

*Benefits:* 3 Weapon/Shield skills, Bardic Voice\*, Bardic Lore\*\*, Hide, Sneak, Sleight, Sing, Play instrument, [Medium armour trained], Expertise (*STATx1*) (max 2 wpns), Spot, Listen, Climb (*DEXx5*), Pick-lock, Bargain, Fast Talk, Oratory, Insight, Streetwise, Acting, Dancing, Weapons, Languages.  
*Gear:* Leather armour, Weapons & Instrument chosen, Riding Horse (if Ride chosen), Lockpicks (if Pick-lock skill chosen).  
(\*\* **Bardic Lore** gives the chance to know obscure legendary facts).

#### Bardic Voice

Bardic Voice is used with Singing/Playing music. If successful, it can affect the emotions of listeners (up to 1 target per 10% skill):  
**Calmness:** Counters sonic effects (e.g. siren, banshee, shrieker, etc).  
**Ferocity:** Allies inspired to increased morale (+1) and damage (+1).  
**Fascination:** Enemies make WISx5 or be enthralled, for 1 min/10%. (Special allows a magical *Suggestion*; Critical works like a *Charm*).

### PLAYER/MINSTREL

*Rqd:* Dex 9+, Cha 9+. *Age:* +3.

*Benefits:* Sing, Play <instrument>, Oratory, Fast Talk, Acting, Dancing; Hide; Sneak; Sleight; [Light armour skill]; Spot; Listen; Climb (*DEXx5*); Pick-locks; Bargain; Insight; Disguise.  
*Gear:* Instrument chosen; lockpicks if chosen; make-up kit.

### ASSASSIN

*Rqd:* Str,Dex 12+, Int 11+; 'Evil' traits. *Age:* +3.

*Benefits:* Hide, Sneak, Sleight, Poisoning, Disguise, [Light armour skill], Spot, Listen, Climb (*DEXx5*), Pick-locks, Medium weapons, Shield, Fast Talk, Insight, Streetwise, Thieves Argot.  
*Gear:* Leather armour; Weapons/shield/lockpicks chosen; Poison.  
(**Sleight** for picking-pockets and back-stabbing, as Thieves).  
(**Poisoning** starts at WISx3 [*WISxX* base]).  
(**Disguise** starts at CHAx3 [*CHAx0* base]).

### Alchemists Guild

*Rqd:* Human/Dwarf; Secrecy Oath; Int,Wis 13+, Dex 12+. *Age:* +5.

*Benefits:* Alchemy\*(x2), Enchanting\*, Herb Lore, Mineral Lore\*.  
(\* **Alchemists** know some skills normally limited to Mages, which

allow them to brew healing-, power- and spell-potions, antidotes, poisons, venoms, acids, hellfire oil and make other semi-magical items, such as smoke-sticks. See *Arcane Skills* in Chapter VII).

*Gear:* 2d6 items their skills can make, 2d3 herbs (if skill known).

### The Sage Brotherhood (Sage/Loreist)

*Rqd:* Int 13+, Wis 9+, Literacy. *Age:* +10.

*Benefits:* Loremastery\*, Linguistics\*, Languages (modern/ancient, e.g. Bacchile, Cabbandari); Cartography; Appraise; Any Lore.  
(\* See *Arcane Skills* in Chapter VII).

*Gear:* Musty books & scrolls, parchments and inks, quills etc.

### Maritime Brotherhood

*Rqd:* Human/Half-Elf/Half-Orc; Str or Dex or Cha 12+. *Age:* +3.

*Benefits:* Swim, Seamanship, Rowing, Climb, Spot, Meteorology, Cartography, Navigation, Fishing, Rope Use, Dagger, Cutlass, Buckler, Club (cudgel), Fist, Brawling.

*Gear:* Cutlass, dagger, cudgel, gold earring (worth d6x100sp).

### The Guild of Armourers

*Rqd:* Str 12+. *Age:* +3.

*Benefits:* Blacksmithing, Armouring, Weaponcrafting, Hammer, Bowery/Fletching, Leatherwork, Other Weapons.

*Gear:* Hammer, weapons chosen, hard leather armour (apron), the best armour you made (probably scale mail).

### The Horse-Masters

*Rqd:* Wis 12+, Con 9+. *Age:* +3.

*Benefits:* Ride, Horse Training/Breeding, Animal Husbandry, Blacksmithing, Acrobatics, Driving, Chirurgery, Whip, Sword, Spear, Lance (2h Spear), Insight.

*Gear:* Weapons chosen, hard leather armour, Two favourite animals.

### Mercantylers Guild (Merchant)

*Rqd:* Int 9+, Cha 9+. *Age:* +3.

*Benefits:* Appraisal, Bargaining, Fast Talk, Oratory, Streetwise, Literacy, Languages, Insight, Staff, Dagger, Simple weapons.

*Gear:* Chosen weapons, Mule or stall, 3d6x100gp in Trade goods.

### MULTIPLE PROFESSIONS ('Multi-Class')

Characters can take previous experience in more than one profession but are still limited to the usual twelve skills/abilities and must select all those that are mandatory (underlined) from every chosen career. Initial age increases by the total amounts indicated for every career (so this is normally done only by longer-lived non-human races).

# IX. COMBAT FEATS

In addition to extra attacks, *Expertise* with weapons conveys special combat-related abilities, sometimes known as *martial arts*.

## Combat Feats

For each full 10% *Expertise* gained in any weapon, a character gains one special ability from this list (note that many have prerequisites):

**Blind-Fight:** (Rqd:-) Combat skill-rolls at x1/2 when fighting unseen opponents (in dark/invisibility etc). [Normal: x1/10th]

**Combat Parries:** (Rqd: Int 13+) Forego 1/2 next attack chance to gain an extra parry. (Also allows multiple open hand/kata weapon parries to stack against one attack). Aka Combat Expertise. [Normal: Forego next attack entirely].

**Trip Feat:** (Rqd: Combat Parries) No Free Attack provoked when trying to Trip. Aka Improved Trip

**Disarm Feat:** (Rqd: Combat Parries) No Free Attack provoked when trying to Disarm. Aka Improved Disarm.

**Feint Feat:** (Rqd: Combat Parries) No Free Attack provoked when trying to Feint. Aka Improved Feint.

**Whirlwind Attack:** (Rqd: Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, Open Hand Expertise) As a full attack action, give up other attacks to gain one attack versus each opponent within reach.

**Combat Reflexes:** (Rqd:-) Can make extra Free Attacks per round equal to Dex bonus [Normal: One Free Attack per round].

**Dodging Feat:** (Rqd: Dex 13+) Dodge at least 1hp of damage from one designated opponent per round, whenever dodging is possible. Those fighting like Monks (i.e. only if unarmoured, unarmed/kata weapons, unslowed by equipment) also disadvantage that opponent (attack x1/2). Aka Dodge (3.x), Butterfly Effect.

**Mobility:** (Rqd: Dodging Feat) Free Attacks against you when moving through threatened areas are at a disadvantage (x1/2).

**Spring Attack:** (Rqd: Mobility, Open Hand Expertise) May perform melee attacks part-way through movement. Aka Flying Feet.

**Endurance:** (Rqd:-) Gain extra save (CONx5) against Fatigue; and also avoid Fatigue from sleeping in Light/Medium armour (as 3.0). [Normal: Sleeping in armour causes Fatigue, automatically if Medium/Heavy, CONx5 allowed if Light.]

**Die-Hard:** (Rqd: Endurance) Until below -9hp you can opt to remain conscious and do not bleed unless you perform a standard/strenuous action. (Hit locations, except head, will still be disabled).

**Lightning Reactions:** (Rqd:-) Initiative bonus +4. Aka Imp. Initiative, Quickness.

**Shield Bash:** (Rqd:-) Attack with shield at full skill. [Normal: x1/2].

**Unarmed Strike:** (Rqd:-) Unarmed (Fist/Brawl/Open Hand) attacks count as armed, i.e. provoke no Free Attack. Monks 'Open Hand' attacks also do more damage (d6) and can parry effectively (6AP). [Normal: d3, 0ap, and provoke Free Attack when attacking armed opponent]. Aka Improved Unarmed Strike, Flying Fists.

**Grapple Feat:** (Rqd: Dex 13+, Unarmed Strike) Grapple attacks count as armed, i.e. provoke no Free Attack. [Normal: Provoke Free Attack when attacking armed opponent]. Aka Improved Grapple.

**Deflect Arrows:** (Rqd: Dex 13+, Unarmed Strike) Can attempt to parry missile weapons with Fist/Open Hand (or Kata weapon). (Normal limits on parries per round still apply). [Normal: Thrown missiles can normally only be parried with a shield, and Projected missiles cannot be parried at all (but shields give some cover).]

**Snatch Arrows:** (Rqd: Dex 15+, Deflect Arrows) As Deflect Arrows but missile is caught, and may be thrown back immediately.

**Stunning Fist:** (Rqd: Dex 13+, Wis 13+, Unarmed Strike, Open Hand Expertise) Knockout attack effects ignore armour. Target must save (CONx5 @+/-1 per rolled damage above/below 10) or be stunned for 1 round (no actions except Defence). [Normal: Knockout depends on damage which gets through armour.]

**Leadership:** (Rqd:-) Attracts a loyal cohort and/or followers. The cohort will be a henchman/companion, initially of level no more than half the Level + Cha Bonus of the leader character (and must be of lower level in any event); they can be of any race/profession the character seeks, but special creatures/types may require special effort to obtain. Followers will normally be of 0th/1st level (any rising higher than half the leader's level will leave his/her employ, unless CHAx5 made), and up to twice the Level + Cha Bonus of their leader in number (or half that if of a different race). They can normally be attracted automatically, with no special effort or expense, and will arrive with their own equipment (minimal and mundane). A cohort will normally expect at least a half-share of any treasures gained, plus living expenses; followers will expect pay and upkeep of equipment, in addition to food & board.

**Mounted Combat:** (Rqd: Ride 30%+) Use melee skills fully while mounted. [Normal: Limited to Ride skill%]. Aka Horsemanship. ???

**Mounted Archery:** (Rqd: Mounted Combat) Use missile skills fully while mounted. [Normal: Limited to Ride skill%]. ???

**Ride-by Attack:** (Rqd: Mounted Combat) May perform melee attacks part-way through move when performing a mounted charge.

**Spirited Charge:** (Rqd: Ride-by Attack) Double damage with any melee weapon when performing a mounted charge (or triple with lance). [Normal: Only lance damage is doubled when charging.]

**Trample:** Mounted overrun may not be optionally avoided by the target [Normal: Target can opt to move aside automatically.] (Rqd: Mounted Combat)

**Crack Shot:** (Rqd:-) Shoot into melee without hitting friends. [Normal: Shots hit random target]. Aka Precise Shot.

**Point-Blank Shot:** (Rqd:-) Damage +1 with ranged weapons within 30ft.

**Far Shot:** (Rqd: Point-blank Shot) Projectile ranges +50%, Thrown +100%.

**Rapid Shot:** (Rqd: Dex 13+, Point-blank Shot) Extra shot per round with any ranged weapon. Aka Quick Shot.

**Running Shot:** (Rqd: Mobility, Point-blank Shot, Missile Expertise) May perform missile attacks part-way through movement. Aka Shot on the Run.

**Marksmanship:** (Rqd: Dex 19+, Point Blank Shot, Crack Shot, Missile Expertise) Ignore less than total cover/concealment. Aka Improved Precise Shot.

**Multi-Shot:** (Rqd: Dex 17+, Point Blank Shot, Rapid Shot, Missile Expertise) Shoot 2+ arrows at once (other trick shots, at GM discretion). Aka Manyshot, Trick Shot.

**Power Attack:** (Rqd: Str 13+) Melee attack at x1/2 for +1 damage per full 10% lost.

**Cleave:** (Rqd: Power Attack) Extra attack if opponent felled, on another target within reach, up to once per round.

**Great Cleave:** (Rqd: Cleave) Extra attack if opponent felled, on another target within reach, any number of times per round.

**Bull Rush Feat:** (Rqd: Power Attack) No Free Attack provoked when trying to Knockback. [Normal: Provoke Free Attack; STR\*vSIZ or target knocked-back 1ft per STR\* over SIZ. (\*STR+SIZ if charging)]. Aka Improved Bull Rush, Knockback, Overbear.

**Overrun Feat:** (Rqd: Power Attack) No Free Attack provoked when trying to Overrun (charge past/through opponent). [Normal: Must charge; Provokes Free Attack; Target may step aside, else STR+SIZ v STR+SIZ or loser is knocked down (Ride roll avoids fall if mounted).] Aka Improved Overrun.

**Sunder Feat:** (Rqd: Power Attack) No Free Attack provoked when trying to Sunder (break opponents weapon). [Normal: Attack with Slash/Crush weapon; Provokes Free Attack; Target can dodge (Defence or DEXx1) but not parry, else damage is done to their weapon.] Aka Improved Sunder.

**Quick Draw:** (Rqd:-) Draw weapon as a Free action. [Normal: Draw as a Move action, but combinable with a normal Move if weapon skill 30%+]. Aka Fast Draw.

**Rapid Reload:** (Rqd:-) Reloading specified type of crossbow is faster (Hand/Light/Medium: 1 standard action; Heavy: 1 round; Repeater: 1 standard action per bolt or 3 rounds fully). [Normal: Hand/Light/Medium: 1 round; Heavy: 2 rounds; Repeater: 1 round per bolt or 5 rounds fully.]

**Running Feat:** (Rqd:-) Can run at Move x5 (instead of the normal x4). Aka Run.

**Toughness:** (Rqd:-) Gain +1 Hit Point. (This feat can be gained multiple times).

**Two-Weapon Fighting:** (Rqd: Dex 15+) Gain an extra attack with a secondary weapon (light/traditional secondary weapons only) at x1/2 skill (or full skill if open hand/fist or ambidextrous). [Normal: One attack per round only.] Aka 2W-Fighting.

**Two-Weapon Defence:** (Rqd: Two-weapon Fighting) Gain an extra parry with a secondary weapon (light/traditional secondary weapons only), at full skill. [Normal: Only one parry per round is possible.]

**Improved 2-Weapon Fighting:** (Rqd: Dex 17+ or Str 15+, Two-weapon Fighting, Melee Expertise) Can attack at full skill with secondary weapon if light/traditional, or attack with a medium-sized secondary weapon at skill x1/2.

**Greater 2-Weapon Fighting:** (Rqd: Str 17+, Improved Two-weapon Fighting) Can attack at full skill with even a medium-sized secondary weapon.

**Weapon Finesse:** (Rqd:-) Can use Dex bonus instead of Str bonus as damage modifier with any light weapons in melee.

**Weapon Focus:** (Rqd:-) Damage bonus +1 with specified weapon type (e.g. '2hAxe').

**Greater Weapon Focus:** (Rqd: Weapon Focus) Damage bonus +2 with specified weapon type (e.g. 'Sword' or 'Axe(2h)'). (NB: Does not stack with Weapon Focus bonus, +2 damage is the total).

**Berserk Rage:** (Rqd: Melee Expertise, Int & Wis 12 or less) Can go berserk at any provocation: gain extra melee attack per round but cannot parry. Attack nearest enemy until rage ends (or any other target if no enemy). Rage ends when no enemy remain and Int or Wis x5 roll succeeds (check each round). Berserker becomes Fatigued when rage ends.

**Righteous Fury:** (Rqd: Melee Expertise or Ranger/Dwarf) Damage bonus +1 versus a chosen enemy race (e.g. goblin, giant). (This may be selected multiple times, for other races or increased damage).

**True Grit:** (Rqd:-) Injured hit locations not disabled until -5hp or less.

**Seize Initiative:** (Rqd:-) When facing one opponent, delay your first strike until they attack, then make WISvWIS and your attack is Advantaged and theirs Disadvantaged. (Only once per combat, on an opponent initially in eye contact).

**Either-handed:** (Rqd:-) Use either hand equally well. Change 'handedness' once/rnd.

**Ambidextrous:** (Rqd: Dex 15+/Either-handed) Use both hands equally well and simultaneously. No disadvantage to off-hand.

**Fast Ride:** (Rqd: Ride 30%+) Can gallop at Move x5 (instead of the normal x4).

**Dwarven Evasion:** (Rqd: Melee Expertise, Dodge; or Dwarf/Gnome) Twice-taller attackers automatically suffer disadvantage (x1/2).

**Sense Ambush:** (Rqd:-) Surprised for one less 'round' than usual. Aka Alertness.

**Counteraction:** (Rqd:-) Can use Defence at full chance against surprise/backstab attacks automatically. [Normal: Defence is halved in such situations, unless a Listen/Sense x1/2 roll succeeds].

**Heroic Leap:** (Rqd: Running Feat) Can leap and strike for double weapon damage. Requires a Full action and provokes Free Attack.

## X. ARCANE SKILLS & ARTS

Mages can learn these special arcane skills (at INTx1 or more %). Each full 20% of a skill allows them to choose one related ability:

**ALCHEMY** Identify substances/potions and preserve herbs etc.

**Acid** Flasks of acid can be hurled (range base 20ft, d6 damage, splash 1hp, cost 10gp).

**Antitoxin** Gives an extra saving throw or bonus (typically +5) versus poisons for 1 hour.

**Hellfire Oil** Aka Alchemist's Fire (range base 20ft, 2d6 damage, splash d3hp, cost 20gp).

**Smokestick** Alchemically-treated wooden stick, creates thick smoke if ignited (10ft cube).

**Sunrod** Foot-long iron rod with a gold tip (illuminates 30ft radius if struck, lasts 6 hours).

**Tanglefoot Bag** of sticky goo, can be hurled to immobilize target (range base 20ft, Str 27, lasts 1 turn).

**Thunderstone** Explodes deafeningly when hurled (range base 40ft, all in 10ft save (CONx5) or deafened).

**Tindertwig** Small stick, ignites instantly if struck on rough surface.

**ENCHANTING** Scribe magic scrolls (base price 50gp x Level squared), and recharge some items. Create magic items\*\*.

**Potion** Enchant magic potions. Base price 100gp x Level squared. Up to 3rd level spells. (Rqd: Enchanting 10%)

**Amulet** Enchant magic amulets, to protect against evocations/spell. Base price 1000gp x Bonus/Level. (Rqd: Enchanting 20%)

**Talisman** Enchant magic talismans, to cast a spell, even by non-mage. Base price 200gp x Level squared. (Rqd: Enchanting 20%)

**Wonder** Enchant wondrous miscellaneous magic items. Base price 1000gp x Level squared. (Rqd: Enchanting 30%)

**Wand** Enchant magic wands, which can cast spells (up to 4th level). Base price 1000gp x Level squared. (Rqd: Enchanting 50%)

**Rod** Enchant magic rods, with various unusual effects (of any level). Base price 1500gp x Level squared. (Rqd: Enchanting 90%)

**Staff** Enchant magic staves, which cast multiple spells (of any level). Base price 1500gp x Level squared. (Rqd: Enchanting 120%)

**Ring** Enchant magic rings, with continuous/permanent effects. Base price 3000gp x Level squared. (Rqd: Enchanting 120%)

**Arms/Armour** ????

**LINGUISTICS** Translate ancient/arcane languages (difficult x1/2). (Each 20% allows automatic knowledge of one??? such language).

**LOREMASTERY** General knowledge of any subject (specific Lores give more detail).

**World Lore** Geography/Cartography, Meteorology, Mathematics, Engineering, Navigation.

**Human Lore** History; Mythology/Folklore; Anthropology; Genealogy; Law; Theology/Demonology.

**Plant Lore** Herbology, Treat Poison, Treat Disease, Chirurgery, Healing (First Aid).

**Animal Lore** Animal Husbandry, Understand Beasts (Animal Empathy), Zoology, Healing (First Aid).

**Mineral Lore** Geology, Prospecting, Potion-making, Perfumery, Taste Analysis, Transmute Base Metals.

**Specialist Lores** Extremely detailed knowledge of one very specific chosen field.

**SENSITIVITY** Detect magic by touch (as a standard action).

**Sense Magic** As *Detect Magic* spell, including at range (once per day per 10% Sensitivity).

**Identify Magic** As *Identify* spell (once per day per 10% Sensitivity).

**Sense Scrying** Sense when under magical observation, if roll succeeds (unlimited uses).

**Scrying** (Rqd: *Sense Scrying*) As *Clairvoyance/Clairaudience* spell (once per day per 30% Sensitivity).

**Foretelling** See good/bad omens, if roll succeeds (once per day). Critical: gain re-roll; Fumble: next crit. Fumbles.

**Mind-reading** (Rqd: *Foretelling*) As *E.S.P.* spell (once per day per 20% Sensitivity).

**SORCERY** (aka *Ceremony*) Doubles Magic skill and Power limit for one use, each attempt requiring 1 hour.

**Conjunction:** Add the Magic skill and Power of another mage to your own for casting one spell, if Sorcery ceremony successful.

**Permanence Ritual:** Prolong magic effects for weeks, months or years by expending POW, if Sorcery ceremony successful.

**Familiar Bonding:** Create a master-familiar bond between a mage and one specific creature, if Sorcery ceremony successful.

**Diagramming:** Draw protective diagrams, magic circles, etc (as *Abjurations*, up to 1 level per 10% skill).

**Binding:** Bind more powerful creatures (intelligent/magical/non-summoned) into service.

**Summon (creature):** Fetch creatures of a chosen generic type to serve, up to 1HD per 10%, if roll succeeds.

**SPELLCRAFT** Can cast spell despite distractions (e.g. damage) if skill-roll succeeds (a.k.a. Concentration or Combat Casting).

**Improved Counterspell:** Can counter-spell using any spell of the same school, if powered to at least 1 intensity level higher.

**Natural Spell:** (Rqd: *Wis 13+*) Can cast spells when in non-humanoid form (e.g. when shape-changed), automatically.

**Focus:** Your spells of a chosen school are harder to resist (-2 on saves). [Also **Greater Focus:** -4]

**Penetration:** Your spells can overcome Magic Resistance more easily (MR/2). [Also **Greater Penetration:** MR/4]

**Mastery:** Specified spells can be recalled to memory without a spell-book, even after fumbled. (Number = Int bonus)

**WIZARDRY** (aka *Metamagic*) Alter appearance of spells cast, if roll succeeds (special abilities allow altering significant properties).

**Still:** Cast spells without having to make any movements.

**Silent:** Cast spells without having to speak.

**Eschew Materials:** Cast spells without normal material components.

**Quicken:** Cast spells faster (as *Move* action) if cast roll under skill.

**Enlarge** Double range of spells, for 1 extra Power.

**Extend** Double duration of spells, for 1 extra Power.

**Heighten** Double effective area/volume of spells, for 2 extra Power.

**Empower** Random-variable spell effects at +50%, for 2 extra Power.

**Maximize** (Rqd: *Empower*) R-V effects at max., for 3 extra Power.

[NECROMANCY???

[WITCHCRAFT???

[SHAMANISM????]

# XI. RELIGIOUS CULTS

Here are minimal details for some of the religious cults of Pandaria. Clerics and paladins must develop the listed skills and traits in order to progress within the cult ranks and so access the given miracles. (More details are given in the sister publication: *Cults of Pandaria*).

## **Ammon-Ra, the Sun God – Warrior Sect (Chivalrous Nobles)**

**Skills:** Cult Weapon/Shield, First Aid, Oratory, Ride, Command.

**Traits:** Brave, Just, Honest (LG).

**Weapons:** Any armour/shield (preferably golden); Priests - Blunt only (maces, flails, hammers, club, staff); Paladins - Any (but only sword, spear & lance are cult).

**Spells:** (1st) Bless, Command, Cure Light Wounds, Detect Evil, Light, Protection from Evil, Remove Fear, Resist Cold, Sanctuary, Turn Undead\*; (2nd) Chant, Continual Light, Find Traps, Hold Person, Resist Fire, Silence, Slow Poison, Speak with Animals; (3rd) Cure Disease, Cure Serious Wounds (C4), Dispel Magic, Glyph of Warding, Prayer, Remove Curse, Speak with the Dead, Sunburst\*.

## **Ammon-Ra, the Sun God – Healer Sect (Pacifists)**

**Skills:** First Aid, Treat Disease, Herb Lore, Oratory, Insight.

**Traits:** Merciful, Forgiving, Chaste (LG).

**Weapons:** No armour/shield permitted (have permanent *Sanctuary*). Quarterstaff allowed for personal protection, parrying only - but may attack undead creatures.

**Spells:** (1st) Bless, Cure Light Wounds, Light, Protection from Evil, Purify Food, Remove Fear, Resist Cold, Sanctuary, Slow Poison, Turn Undead\*; (2nd) Continual Light, Cure Blindness, Cure Disease, Cure Serious Wounds, Find Traps, Remove Curse, Resist Fire, Speak with Animals; (3rd) Create Food, Cure Critical Wounds, Dispel Magic, Exorcise, Locate Object, Neutralize Poison, Speak with the Dead.

## **The Lords of Law (Arkyn, Shalod, Donblas, etc)**

**Skills:** One Blunt Weapon, Strategy, Tracking, Spot, Insight.

**Traits:** Just, Honest, Vengeful (LN).

**Spells:** (1st) Bless, Command, Comprehend Languages, Cure Light Wounds, Detect Chaos\*, Detect Magic, Light, Protection from Chaos\*, Sanctuary, Turn Undead\*; (2nd) Chant, Find Traps, Hold Person, Know Alignment, Slow Poison, Spiritual Hammer + Swear Oath\* or Uncontrollable Laughter\* or Augury; (3rd) Continual Light, Cure Serious Wounds, Dispel Magic, Glyph of Warding, Prayer, Remove Curse, Bestow Curse + Strength or Dexterity\* or Clairvoyance. [Sub-cults vary]

## **The Lords of Chaos (Mabelode, Xiombarg, Arioch, et al.)**

**Skills:** Sword, Any Weapon, Oratory, Fast Talk, Some Other Skill.

**Traits:** Reckless, Arbitrary, Cruel (CE).

**Spells:** (1st) Bless, Cure/Cause Light Wounds, Detect Law\*, Light, Remove/Cause Fear, Protection from Law\*, Resist Cold, Turn Undead\*; (2nd) Augury, Find Traps, Hold Person, Resist Fire, Silence, Slow Poison, Speak with Animals, Spiritual Sword\*; (3rd) Continual Light, Cure/Cause Disease, Dispel Magic, Glyph of Warding, Remove/Bestow Curse, Confusion\*. [Invoke at -10%, 00 gives random]

## **Druidism, Faith of the Pagans**

**Skills:** Animal Lore, Plant Lore, Track, Oratory, Cult Weapon (club,

dagger, dart, hammer, scimitar, scythe, sickle, sling, spear, staff);

**Traits:** Prudent, Proud, Lustful.

**Spells:** (1st) Animal Friendship, Cure Light Wounds, Detect Magic, Detect Snares & Pits, Faerie Fire, Locate Animals, Pass Without Trace, Predict Weather, Shillelagh, Speak With Animals; (2nd) Barkskin, Charm Person or Mammal, Create Water, Entangle, Fire Trap, Heat Metal, Locate Plants, Produce Flame; (3rd) Cure Disease, Cause Disease, Neutralize Poison, Plant Growth, Protection From Fire, Summon Insects, Tree, Water Breathing.

## **Hecate, Goddess of Magic & The Moon**

**Skills:** Astrology, 2 Arcane Lores, Ancient Lang., Insight, One Cult Weapon (Dagger, Dart, Staff, Scimitar).

**Traits:** Prudent, Suspicious, Deceitful (NE).

**Spells:** (1st) Bless, Cure/Cause Light Wounds, Detect Magic, Identify, Light/Dark, Magic Missile, Protection from Evil/Good, Sanctuary, Shield, Sleep; (2nd) Augury, Charm Person, Find Traps, Hold Person, Lune-Skin\*, Silence, Slow Poison, Speak with Animals; (3rd) Animate Dead, Cont. Light/Dark, Cure/Cause Disease, Dispel Magic, Glyph of Warding, Lune-Steed\*, Speak with Dead, Remove/Bestow Curse.

## **Melkor, The Lord of Darkness**

**Skills:** Any Cult Weapon (flail, whip, hammer, crossbow), Oratory, Black Speech, Command/Strategy, Any Craft/Lore;

**Traits:** Proud, Deceitful, Vengeful (CE).

**Spells:** (1st) Bless, Command, Cure/Cause Light Wounds, Dark Sense\*, Detect Magic, Light/Darkness, Remove/Cause Fear; (2nd) Affect Fires, Augury, Chant, Command Undead\*, Find Traps, Fire Bolt\*, Hold Person, Spiritual Hammer; (3rd) Animate Dead, Continual Darkness, Cause Disease, Dispel Magic, Glyph of Warding, Prayer, Remove/Bestow Curse.

## **The Valar – The Powers of Arda (Elven 'Gods')**

**Skills:** Herb Lore, Bow, Spot/Listen, Hide/Sneak, Sing/Dance;

**Traits:** No Traits or Passions (-).

**Spells:** [Only 3 selected pairs per level + common] (1st) Predict Weather & Light, Find Traps & Entangle, Detect Snares/Pits & Animal Friendship, Detect Evil & Detect Magic, Barkskin & Hypnotism, Dream Message\* & Sleep, Create Water Remove Fear + Bless & Cure Light Wounds; (2nd) Gust of Wind & Silence, Heat Metal & Plant Growth, Speak w. Animals & Charm Person/M, Know Alignment & Identify, Strength & Slow Poison, Augury & Cure Disease, Water Breathing & Forget + Chant; (3rd) Call Lightning & Continual Light, Stone Shape & Create Food, Snare & Invisibility to Animals, Speak with Dead & Locate Object, Dexterity\* & Hypnotic Pattern, E.S.P. & Cure Serious Ws, Water Walking\* & Remove Curse + Prayer.

## **Mahal the Maker – God of the Dwarves (Aulë of the Valar)**

**Skills:** Dwarven Weapon (tool/axe), Dwarven Craft (stonemasonry, smithing, jewelcraft, armouring), Appraise, First Aid, Bargaining.

**Traits:** Prudent, Energetic, Suspicious (LN).

**Spells:** (1st) Bless, Command, Cure Light Wounds, Detect Evil, Detect Magic, Find Traps, Light, Protection from Evil, Resist Cold, Resist Fire; (2nd) Augury, Chant, Heat Metal, Hold Person, Know Alignment, Slow Poison, Spiritual Hammer, Strength; (3rd) Continual Light, Create Food, Cure Disease, Cure Serious Wounds, Glyph of Warding, Locate Object, Prayer, Stone Shape.

## XII. TALENTS & FLAWS

For each Advantage rolled you must also roll for a *Disadvantage*:

### d100 Advantage Details (*Disadvantage Details*)

- 01 Divine: The character has divine blood.  
(*Accursed: The character has divine blood.*)
- 02 Divine Favour: Double chance for Divine Intervention.  
(*Divine Scorn: No chance for Divine Intervention.*)
- 03 Mutant: Character has an extra/special body part - roll locn.  
(*Crippled: Character has a deformed body part - roll locn.*)
- 04 Supernatural: Good supernatural creature in disguise, e.g. sylph. (*Monstrous: Evil monster in disguise, e.g. were-wolf.*)
- 05 Rapid Healer: Natural healing occurs at double the normal rate. (*Slow Healer: Natural healing at half the normal rate.*)
- 06 Mastery of a Skill: One weapon/craft skill starts at 90%.  
(*Disastrous Skill: -90% penalty with one random skill.*)
- 07 Flair for a Skill: One weapon/craft skill gains double increase.  
(*Blocked Skill: Never increase with one random skill.*)
- 08 Cunning Linguist: Double number of languages/scripts known.  
(*Tongue-Tied: Can only understand native language/script.*)
- 09 Arcane Aptitude: +5% bonus learning spells.  
(*Arcane Ineptitude: -5% penalty learning any magical spells.*)
- 10 Arcane Specialism: +10% bonus learning spells of one school.  
(*Arcane Aversion: -10% learning spells of one school.*)
- 11 Arcane Sensitivity: Sensitivity skill at d3x10% plus INT-10.  
(*Arcane Insensitivity: Can never have arcane Sensitivity.*)
- 12 Eidetic Memory: Character has perfect recall. (*Unreliable Memory: Character forgets even important things, GM whim.*)
- 13 Psionics: Character has psionic abilities - see Psionics.  
(*+ Insanity: Character has a form of insanity - see Psionics.*)
- 14 Animal Empathy: Get on well with all animals; rolls +30%.  
(*Animal Antipathy: Animals dislike you; rolls -30%*)
- 15 Animal Friends: Empathy/communication with animal type.  
(*Animal Enemies: Antipathy and hatred of one animal type.*)
- 16 Racial Friend: Recognized as a friend of one humanoid race.  
(*Racial Enemy: Recognized as enemy of one humanoid race.*)
- 17 Monster Friend: Seen as a special friend by one monster type.  
(*Monster Enemy: Seen as special enemy by one monster type.*)
- 18 Were-Friend: A special friend/relative of a specific were-type.  
(*Were-Enemy: Especially hated by all were-creatures.*)
- 19 Apparent Sincerity: Oratory, Fast Talk, Bargain etc Easy, x2.  
(*Appears Insincere: Oratory, Fast Talk, etc Difficult, x1/2.*)
- 20 Spell Resistance: Bonus of +d6 v mental attack spells.  
(*Spell Vulnerability: Penalty of -d6 v mental attack spells.*)
- 21,22 Resist Poison: Rolls to resist poison are Easy, x2.  
(*Poison Susceptibility: Rolls to resist poison Difficult, x1/2.*)
- 23,24 Resist Petrification: Rolls to resist turning to stone Easy, x2.  
(*Petrification Susceptibility: Resistance rolls Difficult, x1/2.*)
- 25,26 Resist Undead: Can resist undead draining effects by CONx5.  
(*Undead Susceptibility: Double effect from undead draining.*)
- 27,28 Resist Disease: Rolls to resist any disease are Easy, x2.  
(*Diseased: Character has serious chronic disease, eg leprosy.*)
- 29,30 Drug Resistant: Rolls to resist effects of drugs are Easy, x2.  
(*Addiction: You are addicted to some drug.*)
- 31,32 Able Drinker: Rolls to resist alcohol are Easy, x2.  
(*Lush: Rolls to resistance alcohol are Difficult, x1/2*)
- 33,34 Square-Jawed: Rolls to resist knock-outs are Easy, x2.  
(*Glass-Jawed: Rolls to resist knock-outs are Difficult, x1/2*)
- 35,36 Good Judge of Character: Insight skill at base INT-5 +20%.  
(*Poor Judge of Character: Cannot gain Insight skill.*)
- 37,38 Good Judge of Value: Appraisal of mundane items is Easy, x2.  
(*Poor Judge of Value: Appraisal rolls are Difficult, x1/2*)
- 39,40 Sense of Direction: Can tell compass direction, 90% accuracy.  
(*No Sense of Direction: Gets lost easily, at GM whim.*)
- 41,42 Sense of Time: Can judge passage of time, 99% accuracy.  
(*No Sense of Time: Usually too late/early, at GM whim.*)
- 43,44 Sense of Distance: Can judge ranges/distances traveled, 99% accuracy.  
(*No Sense of Distance: Hopeless at ranges etc.*)
- 45,46 Sense of Numbers: Can do arithmetical calculations quickly, 100% accurately. (*Can't Count: ...beyond their INT.*)
- 47,48 Eat Like a Bird: Only needs to eat half the usual amount of food.  
(*Eat Like a Gannet: requires double the normal food intake.*)
- 49,50 Ultra-vision: Can see well in almost total darkness.  
(*Blindness, d6: 1 Total; 2,3 Long-sight\*; 4-6 Short-sight\* [\*x1/2 </> 10ft].*)
- 51,52 Infra-vision: Can see sources of heat even in total darkness.  
(*Colour-blindness, d6: 1 Total; 2,3 Blue/yellow; 4-6 Red/green.*)
- 53,54 Good Eyesight, d6: 1-3 Spot +10%; 4,5 +20%; 6 +30%.  
(*Poor Eyesight, d6: 1 Spot -30% (myopic); 2, 3 -20%; 4-6 -10%.*)
- 55,56 Good Hearing, d6: 1-3 Listen +10%; 4,5 +20%; 6 +30%.  
(*Poor Hearing, d6: 1 Listen -30% (deaf); 2,3 -20%; 4-6 -10%.*)
- 57,58 Sensitive Touch: Picking Locks/Pockets etc is Easy, x2.  
(*Poor Sensation: Picking Locks/Pockets etc is Difficult, x1/2.*)
- 59,60 Keen Smell: Scent/taste-related skill rolls are Easy, x2.  
(*Nose is Dead: No sense of smell; taste-related rolls are Difficult, x1/2.*)
- 61,62 Born Leader: Command/Leadership skill at base CHA-5 +20%.  
(*Born Follower: Cannot gain Command/Leadership skill.*)
- 63 Honoured: Regarded as a hero in your home area.  
(*Outlawed: Wanted for crimes in your home area, perhaps unjustly.*)
- 64 Inheritance: Someone important has named you their heir.  
(*Dispossessed: Someone has taken your family lands/wealth.*)
- 65 Fleet-Footed: Run 1/3 quicker than normal for your race.  
(*Club-Footed: Run 1/3 slower than normal for your race.*)
- 66 Never Fear: No fear of some chosen thing.  
(*Phobia: Fear of some random thing; all rolls halved when nearby.*)
- 67 Lender: You loaned someone d6x1000sp and they have vanished.  
(*Debtor: You owe a debt of 10 times starting cash.*)
- 68 Loved: An important person has fallen in love with you.  
(*Hated: An important person wants to cause you harm.*)
- 69 Alliance: You have befriended an important person.  
(*Vendetta: You hate an important person beyond all reason.*)
- 70 Casanova: Seduction skill +50%, and a reputation to match!  
(*Betrothed: Your marriage has been arranged, against your will.*)
- 71 Master: You have a slave/servant who sees to your every need.  
(*Slave: You are an escaped Slave/Serf/Bondsman on the run.*)
- 72 Light Sleeper: Ready for action the round you are woken.  
(*Heavy Sleeper: Take 3 rounds to be woken.*)
- 73 Sure Footed: Any rolls reqd to stay standing are Easy, x2.  
(*Bad Balance: Any rolls reqd to stay standing are Difficult, x1/2.*)
- 74 Firm Grip: Any rolls reqd to hold onto things are Easy, x2.  
(*Weak Grip: Any rolls to hold onto things are Difficult, x1/2.*)
- 75 Strong-Will: Rolls v mind attack/influence/fear are Easy, x2.  
(*Weak-Will: Rolls v mind attack/fear/etc are Difficult, x1/2.*)
- 76 Brush-up Well: +3 CHA if in expensive clothing, jewellery, make-up, etc.  
(*Mutton as Lamb: -3 CHA if not similarly made-up.*)
- 77 Dwarfism: STR +d6 and SIZ -d6.  
(*Maimed: Has had a body part severed - roll location & sub-location.*)
- 78 Gigantism: STR and SIZ +2d6.  
(*Maimed: Has had a body part crushed - roll location & sub-location.*)
- 79,80 Special Eyes: Each eye is a different colour.  
(*Blind Since Birth/Youth: Bio-compensation - other sense rolls Easy, x2.*)
- 81-85 Weapon Skill: Begin with a +10% x d6 bonus to a random weapon skill.  
(*Inept with a Weapon: -10% x d6 penalty*)
- 86-90 Craft Skill: Begin with a +10% x d6 bonus to a random craft skill.  
(*Inept at a Craft: -10% x d6 penalty*)
- 91-95 Underweight: By d6x10% (*Overweight: By d6x10%; extra weight affects encumbrance; Serfs/Barbarians treat as underweight.*)
- 96-98 Nothing Special: No skill of measurable worth.
- 99 REROLL TWICE
- 00 REROLL THRICE

### XIII. PERSONALITY TRAITS

Traits are listed in pairs, each with their opposite (*and negative or alternative terms*). Characters can only have one of any pair, if sane:

#### Traits

1. **Brave/Cowardly** (*Foolhardy/Cautious*): Face danger at need, valorous, courageous / Will not face danger, despite duty or need.
2. **Prudent/Reckless** (*'Cowardly'/'Brave'*): Avoid unnecessary danger, precise planner, neat / Rush into danger regardless, sloppy.
3. **Chaste/Lustful** (*Repressed/Lusty*): Faithful in physical relations and mores, virtuous / Immoral desire and activity, even depravity.
4. **Energetic/Lazy** (*Manic/Relaxed*): Hard-working, diligent, applies to the task at hand, active / Slothful, avoids work, prefers inactivity.
5. **Forgiving/Vengeful** (*Apologist/Forceful*): Ignore insults, injuries and bad comments / Seek revenge for any slights, egotistical.
6. **Generous/Selfish** (*Wastrel/Conservative*): Sharing, gives gifts, kind, open-handed / Desires material wealth, mean and miserly.
7. **Honest/Deceitful** (*Boring/Cunning*): Reliable, dependable and truthful despite consequences / Liar, distorts truth to own advantage.
8. **Just/Arbitrary** (*Judgmental/Intuitive*): Tells right from wrong, judging impartially / Makes decisions by emotion and irrelevancies.
9. **Merciful/Cruel** (*Soft/Ruthless*): Willing to help the weak, poor and even enemies, nice / Uncaring, ignores others' feelings or pain.
10. **Modest/Proud** (*Meek/Vain*): Seeks no glory or recognition for their deeds, humble / Boastful, self-satisfied, arrogant, haughty.
11. **Spiritual/Worldly** (*Sanctimonious/Blasphemous*): Cares about spiritual implications, pious / Cares only for the mundane, impious.
12. **Temperate/Indulgent** (*Abstemious/Greedy*): Takes food and drink in moderation / Enjoys excess food, drink and similar delights.
13. **Trusting/Suspicious** (*Gullible/Skeptical*): Friendly and willing to believe what others say / Unfriendly and distrustful of others.
14. **Some Other Trait** - Choose another trait, or perhaps roll d10:
  - a) **Talkative/Taciturn** (*Verbose/Brusque*);
  - b) **Precise/Dynamic** (*Fussy/Careless*);
  - c) **Cheerful/Earnest** (*Frivolous/Gloomy*);
  - d) **Optimistic/Pessimistic** (*Overconfident/Hopeless*);
  - e) **Inquisitive/Reserved** (*Prurient/Uncaring*);
  - f) **Courteous/Candid** (*Unctuous/Rude*);
  - g) **Emotional/Calm** (*Unstable/Uncaring*);
  - h) **Leader/Follower** (*Arrogant/Subservient*);
  - i) Or *Aggressive/Passive, Innovative/Traditional, Physical/Mental, Stubborn/Receptive or Witty/Dull.*

*Passions* - LOVE or HATE of something (used similarly to traits)

15. **Family/Liege** - Your own family or lord/master or other leader.
16. **Tribe/Nation** - Own/Neighbouring/Other. d10: 1.All Pandaria; 2.Melderyn; 3.Kaldor; 4.New Tharda; 5.Thardic Republic; 6.Zishi (Orbaal); 7.Peran (Barbarian Land); 8.Kurland (Dark Empire); 9.Rethem (North/South/Both); 10.Other.
17. **Race** - d10: 1.Elves; 2.Dwarves; 3.Gnomes; 4.Halflings; 5.Half-Elves; 6.Half-Orcs; 7.Goblinoids; 8.Kobolds; 9.Humans; 10.Other.
18. **Monster Type** - d10: 1.Chaotics; 2.Chimerics; 3.Dinosaurs; 4.Dragons; 5.Giants; 6.Insectoids; 7.Lycanthropes; 8.Sylvanians (esp. Pixies); 9.Undead; 10.Other.
19. **Religion** - d10: 1.Ammon; 2.Druidic; 3.Law; 4.Chaos; 5.Halea; 6.Valar (and/or Mahal); 7.Melkor; 8.Hecate; 9.Loviatar; 10.Other.
20. **Other** - Choose some specific individual, or roll d10: (i).**Magic**; (ii).**Art/Music**; (iii).**Nature**; (iv).**Animal Type**; (v).**Pranks/Jokes**; (vi).**Gambling/Drinking**; (vii).**Profession** (D10: 1.Bards; 2.Fighters; 3.Paladins; 4.Rangers; 5.Clerics; 6.Monks; 7.Thieves; 8.Assassins; 9.Magic-users; 10. Some mundane occupation). (viii). **Collecting** (D10: 1.Arcana; 2.Books; 3.Weapons; 4.Coins; 5.Gems; 6.Trophies; 7.Pressed Flowers; 8.Stuffed Animals; 9.Glass/Ceramic Ornaments; 10.Other). (ix). **A Hobby** (D10: 1.Animal Husbandry; 2.Athletics; 3.Cooking; 4.Fishing; 5.Folklore;

6.Hunting; 7.Gaming; 8.Gardening; 9.Knitting; 10.Other). (x). Some Other Passion (or choose/roll again).

If you determine your character's birth date and/or nationality (or are of a non-human race) then the 'Reputed Traits' may help you choose:

#### STAR-SIGNS REPUTED TRAITS (*inc. Normal/Sidereal dates*)

- ♈ **Aries**, *The Ram*, Mar 21 – Apr 19 (Apr 15 – May 15): Reckless, Honest, Energetic, Lustful
- ♉ **Taurus**, *The Bull*, Apr 20 – May 20 (May 16 – Jun 15): Proud, Lustful, Selfish, Indulgent
- ♊ **Gemini**, *The Twins*, May 21 – Jun 20 (Jun 16 – Jul 15): Forgiving, Arbitrary, Generous, Reckless
- ♋ **Cancer**, *The Crab*, Jun 21 – Jul 22 (Jul 16 – Aug 15): Vengeful, Merciful, Chaste, Love(Family)
- ♌ **Leo**, *The Lion*, Jul 22 – Aug 23 (Aug 16 – Sep 15): Proud, Generous, Forgiving, Loyal(something)
- ♍ **Virgo**, *The Maiden*, Aug 23 – Sep 22 (Sep 16 – Oct 15): Prudent, Modest, Suspicious, Worldly
- ♎ **Libra**, *The Scales*, Sep 23 – Oct 22 (Oct 16 – Nov 15): Just, Prudent, Trusting, Lazy
- ♏ **Scorpius**, *The Scorpion*, Oct 23 – Nov 21 (Nov 16 – Dec 15): Suspicious, Deceitful, Vengeful, Brave
- ♐ **Sagittarius**, *The Archer*, Nov 22 – Dec 21 (Dec 16 – Jan 14): Energetic, Honest, Spiritual, Indulgent
- ♑ **Capricornus**, *The Sea Goat*, Dec 22 – Jan 19 (Jan 15 – Feb 14): Prudent, Proud, Temperate, Cruel
- ♒ **Aquarius**, *The Water Carrier*, Jan 20 – Feb 18 (Feb 15–Mar 14): Merciful, Trusting, Just, Worldly
- ♓ **Pisces**, *The Fish*, Feb 19 – Mar 20 (Mar 15 – Apr 14): Spiritual, Selfish, Forgiving, Cowardly

#### NATIONS/RACES REPUTED TRAITS (in Pandaria)

- Melderyn**: Proud, Prudent, Worldly, Just
- Elorinar**: Proud, Just, Temperate, Loyal(Melderyn)
- Chyvisa**: Reckless, Vengeful, Worldly, Loyal(Tribe)
- Barbarian**: Reckless, Vengeful, Spiritual, Loyal(Tribe)
- Kaldor**: Proud, Honest, Valorous, Loyal(Kaldor)
- Kanday**: Just/Arbitrary, Honest/Deceitful, Hate(Orbaal)
- Orbaal**: Proud, Arbitrary, Lustful, Indulgent
- Rethem**: Reckless, Suspicious, Selfish, Cruel
- Tharda**: Spiritual/Worldly, Energetic, Deceitful, Loyal(Tharda)
- DWARF(Mtn)**: Proud, Suspicious, Vengeful, Hate(Goblins)
- DWARF(Hill)**: Deceitful, Modest, Forgiving, Hate(Kobolds)
- ELF**: Proud, Reckless, Arbitrary, Spiritual
- HALF-ELF**: Modest, Reckless, Arbitrary, Suspicious
- HALFLING**: Prudent, Chaste, Lazy, Indulgent
- HALF-ORC**: Cruel, Deceitful, Spiritual, Hate(Elf/Dwarf/Orc)

#### CALCULATION OF ALIGNMENT

Personality traits determine Alignment. Most are rated as Good/Evil or Lawful/Chaotic. Add these factors, and the result is the character's alignment (Good/Evil cancel each other out, as do Lawful/Chaotic). However, low CHA (8-) lessens one Good (or Law) factor, and high CHA (13+) lessens one Evil (or Chaos) factor, to a mere 'tendency'.

LAWFUL = Prudent, Chaste, Just, Temperate, Honest + Loyalty(x\*)  
CHAOTIC = Reckless, Lustful, Arbitrary, Indulgent, Deceitful  
(\* Loyalty to something Good/Evil also counts as Good/Evil)

GOOD = Brave, Forgiving, Generous, Merciful, Honest + Love(x\*)  
EVIL = Cowardly, Vengeful, Selfish, Cruel, Deceitful + Hate(x\*)  
(\* Love/Hate of something Evil counts as Evil/Good instead)

E.g. Brother Hubald is Merciful (G) & Honest (LG): Lawful Good.

## XIV. PHYSICAL FEATURES

**Optionally, roll d100 for one or two of these distinctive features (or your GM may let you choose, or just make up some of your own):**

**0x - Face:** 1 White teeth; 2 Large/broken nose; 3 Broken/missing tooth; 4 Large/wide eyes; 5 Pale; 6 Pockmarked; 7 Scarred; 8 Tattoo; 9 Prominent Wart; 0 Other ([23:] Birthmark; Black eyes; Buck teeth; Double chin; Earrings; Enormous chin; Eye patch; Fleshy lips; Hairy ears; High cheekbones; Hooked nose; Long eyelashes; Jagged teeth; Jug-ears; Nose ring; Pointed/Weak chin; Pointed teeth; Pug nose; Round face; Sensuous lips; Stained teeth; Thin lips; Tiny ears; Turned-up Nose; Wide-eyed).

**1x - Hair:** 1 Balding/thinning; 2 Cropped/shaven; 3 Lousy; 4 Dirty; 5 Greying; 6 Shock-white; 7 Dyed; 8 Long; 9 Very Long; 0 Other ([14:] Bald (completely); Braided; Fine; Glossy; Lush; Lustrous; Matted; Oily; Perfumed; Receding; Spiky; Tonsured; Thick; Wig).

**2x - Beard/Other Hair:** 1 Braided; 2 Bushy; 3 Curled; 4 Styled/Goatee; 5 Immature/Poorly-cut; 6 Very Long; 7 Straggly; 8 Prominent/slight moustache; 9 Thick eyebrows; 0 Other ([7:] Arched eyebrows; Eyebrows meet; No eyebrows; Perfumed; Sideburns; Strange designs cut in close-trimmed beard; Very Hirsute).

**3x - Speech:** 1 Accented; 2 Deep; 3 Drawling; 4 Faint; 5 Loud; 6 Low/High-pitched; 7 Lispering; 8 Nasal; 9 Shrill; 0 Other ([19:] Affected; Aggressive; Demanding; Hesitant; Imperious; Musical; Mumbling; Raspy; Sharp; Sensual; Slow; Smooth; Soft-spoken; Stammer/Stutter; Strong; Throaty; Unintelligible; Whining).

**4x - Expression:** 1 Bright-eyed; 2 Curious; 3 Squinting; 4 Friendly; 5 Haughty; 6 Leering; 7 Mischievous; 8 Pleasant; 9 Sneering; 0 Other ([16:] Adoring; Alluring; Arrogant; Bemused; Cringing; Dour; Drunk; Guarded; Lecherous; Meek; Naive; Outgoing; Piercing; Proud; Seductive; Sneaky).

**5x - Clothing:** 1 Ancient/Ragged; 2 Barefoot; 3 Fashionable; 4 Ill-fitting; 5 Old-fashioned; 6 Partly nude; 7 Figure-hugging/skintight; 8 Highly-ornamented; 9 Utilitarian; 0 Other ([22:] Armoured hat; Athletic/Sporty; Too hot/cold; Not weatherproof; Wide/Conical hat; Embroidered emblem; Fine boots; Cross-dressed; Garish; Gaudy; Lots of cheap jewellery; New; Nightclothes; Peaked hat; Prim; Rich/Expensive; Sandals; Satiny; Sexy; Subdued; Uniform; Vulgar).

**6x - Bearing:** 1 Clumsy; 1 Confident; 3 Graceful; 4 Jaunty; 5 Slouching; 6 Sprightly; 7 Stiff; 8 Swaggering; 9 Wary; 0 Other ([15:] Angry; Casual; Ethereal; Fearful; Humble; Languid; Military; Nimble; Plodding; Pushy; Reserved; Sensual; Swaying; Weary; Yielding).

**7x - Torso:** 1 Birthmark; 2 Broad shoulders; 3 Many scars; 4 Muscular; 5 Pot-bellied; 6 Prominent scar; 7 Slender; 8 Tattooed; 9 Very hairy; 0 Other ([26:] Barrel-like; Belly ring; Bony; Fat; Very Fat; Curvaceous; Flat-chested; Flat stomach; Hairless; High waist; Lean; Long-bodied; Narrow; No navel; Missing nipple; Extra nipple; Short-bodied; Sunken chest; Sinewy; Sleek; Slim-hips; Svelte; Thick-bodied; Thin; Tanned; Willowy).

**8x - Arms/Hands:** 1 Muscular; 2 Calloused hands; 3 Smooth-skinned; 4 Long fingernails; 5 Short fingernails; 6 Long arm/s; 7 Missing finger; 8 Scarred; 9 Tattooed; 0 Other ([12:] Birthmark; Bracelets/armbands/rings; Bulging biceps; Hairless; Hairy; Large knuckles; Extra finger; Pointed/Knobbly elbows; Pointed fingernails; Powerful arms/hands; Slender arms/hands; Very pale (12)).

**9x - Legs/Feet:** 1 Calloused feet; 2 Hairy; 3 Knobbly knees; 4 Limping; 5 Muscular; 6 Missing toe; 7 Very long legs; 8 Very large feet; 9 Very short legs; 0 Other/Choice ([13:] Birthmark; Bulging thighs/calves; Deeply tanned; Hairless; Many scars; Extra toe; Prominent scar; Burn scars; Smooth; Tattooed; Toe ring; Very hairy; Very small feet).

### CHARACTERISTIC DESCRIPTIONS (adapted from C&S)

Standard descriptions for characters, based on their statistic values:

**Strength:** 1,2 Disabled; 3,4 Feeble; 5,6 Puny; 7,8 Weak; 9-12 -; 13 Muscular; 14 Strong; 15 Powerful; 16 Mighty; 17 Puissant; 18 Lordly; 19 Herculean; 20 Superhuman.

**Intelligence:** 1,2 Disabled; 3 Idiot; 4 Cretin; 5 Moron; 6 Half-wit; 7 Lack-wit; 8 Dim-wit; 9-12 -; 13 Smart; 14 Bright; 15 Very bright; 16 Scholarly; 17 Brilliant; 18 Genius; 19 Supragenius; 20 Godlike.

**Wisdom:** 1,2 Mindless; 3 Witless; 4 Simple; 5,6 Foolish; 7 Naive; 8

Unwise; 9-12 -; 13,14 Discerning; 15 Penetrating; 16 Astute; 17 Wise; 18 Inspired; 19 Profound; 20 Visionary.

**Dexterity:** 1,2 Spasmodic; 3,4 Fumbling; 5,6 Clumsy; 7,8 Awkward; 9-12 -; 13 Deft; 14 Nimble; 15 Quick; 16 Agile; 17 Adroit; 18 Dexterous; 19 Skillful; 20 Masterful.

**Constitution:** 1,2 Crippled; 3,4 Unhealthy; 5,6 Scrawny; 7,8 Unfit; 9-12 -; 13 Fit; 14 Healthy; 15 Sturdy; 16 Hardy; 17 Robust; 18 Vigorous; 19 Vital; 20 Weatherproof.

**Charisma:** 1,2 Hideous; 3,4 Ugly; 5,6 Unattractive; 7,8 Plain; 9-12 -; 13 Fair; 14 Comely; 15 Pretty/Goodly; 16 Attractive; 17 Beautiful/Handsome; 18 Stunningly Beautiful/Handsome; 19 Gorgeous; 20 Irresistible.

# XV. HERITAGE

Roll d100's for Nationality, for Social Class\*, Family Occupation/Status and more for your Relationship To and Standing With Clanhead. (\*The Social Class percentages represent the entire population. Adventurers may not come from this at random, but higher and/or lower. To reflect the more 'interesting' backgrounds heroes usually arise from, the GM should allow players the better of 2 rolls, or even more).

Nationality:	01-20	21-39	40-52	53-64	65-74	75-86	87-99	00 = Special'
Social Class	Melderyn	Chybis	Barbarian	Kaldor	Kan day	Orb aal	Ret hem	Tha rda
Nobility	01	01-02	01-02*	01	01	01	01	01* (*Chief; **Patrician)
Priestly	02-03*	03	03**	02	02	02	02	02-03 (*50% Mage; **Shaman)
Military, Urban	04-05	04	-	03-04	03-04	03-07*	03	04-06 (*Clansman)
Military, Rural	06-11	05-10	-	05-08	05-10	08-17*	06	07 (*Clansman)
Guildsman, Urban	12-16	11-12	-	09-13	11-15	-	07-10	08-12
Guildsman, Rural	17	13	-	14	16	-	11	13
Freeman, Urban	18-26	14-16	-	15-22	17-24	18-20	12-20	14-21
Freeman, Rural	27-40	17-28	-	23-30	25-35	21-27	21-25	22-25
Serf	41-00	29-98	04-90*	31-00	36-00	28-95	26-85	26-83 (*Tribesman)
Slave	-	99-00	91-00	-	-	96-00*	86-00	84-00 (*Thrall)

## Class/Race Family Occupation/Status

**Nobility** *d100*: 01 Title Holder; 02-05 Sheriff/Count/Earl; 06-20 Baron/Lord; 21-55 Knight (enfeoffed); 56-00 Knight-bachelor

**Patrician** *d100*: 01 Office Holder; 02-05 Senator; 06-20 Patrician (rich); 21-55 Patrician (average); 56-00 Patrician (poor)

**Chief** Most tribes are compelled to employ themselves in securing food. Treat as Reeve (Chief Serf, but without a lord).

**Priestly** GM discretion for sect (Barbarian: Shaman; Melderyn: 50% Mage; Other Pandarian: 25% Mage)

**Military, Urban** *d100*: 01-10 Adventurer; 11-50 Mercenary; 51-00 Thardic Republic: Legionaire; Elsewhere: Town Militia.

**Military, Rural** 01-85 Yeoman; 86-00 Mercenary. (Includes Clansman)

**Guilded, Urban** 01-02 Apothecary; 03-04 Chandler; 05-09 Clothier; 10 Courtesan; 11 Embalmer; 12 Glazier; 13-16 Harper; 17 Herald; 18-21 Tanner; 22-24 Innkeeper; 25 Jeweller; 26 Lexigrapher; 27 Thief; 28-29 Litigant; 30 Locksmith; 31-32 Mason; 33-38 Mercantyle; 39-51 Metalsmith; 52-61 Miller; 62-65 Ostler; 66-69 Perfumer; 70 Physician; 71 Pilot; 72-76 Potter; 77 Salter; 78-80 Seaman; 81 Wright (cart/ship); 82 Tentmaker; 83 Thespian; 84-85 Weaponcrafter; 86-00 Woodcrafter.

**Guilded, Rural** 01-03 Charcoaler; 04-05 Innkeeper; 06-42 Metalsmith; 43-78 Miller; 79-81 Miner; 82-83 Ostler; 84-85 Salter; 86-93 Timberwright; 94-95 Weaponcrafter; 96-00 Woodcrafter.

Free, Urban 01 Swordmaster; 02-05 Beggar; 06 Cartographer; 07-10 Cook; 11 Executioner; 12-14 Fisherman; 15 Gaoler; 16 Iceman; 17 Tutor; 18-69 Labourer; 70-73 Longshoreman; 74-75 Porter; 76-80 Prostitute; 81-82 Ratter; 83-85 Scribe; 86-92 Servant; 93 Animal Trainer; 94-96 Teamster; 97-98 Thatcher; 99 Toymaker; 00 Jester/Fool.

Free, Rural 01-65 Tenant Farmer; 66 Animal/Bird Trainer/Breeder; 67 Beggar/Fool/Idiot; 68-74 Farm Labourer (small landholder); 75 Fisherman; 76 Iceman; 77-83 Hunter/Trapper/(Poacher); 84 Thatcher (maybe part-time); 85-00 Re-roll twice.

Serf/Tribesman 01-80 Farmer, tied to the land (Barbarian: Hunter); 81-85 Herdsman; 86-95 Unguided occupation + Farming; 96-97 Dairyworker; 98-99 Domestic Servant (in manor, etc); 00 Reeve (Chief Serf).

Slave/Thrall Slaves may practice any unguided usual menial occupation - roll as 'Freeman, Rural'.

**Relationship To Clanhead - Nobility (inc. Patrician/Chieftain) use EX (Extended family), others use UN (Unextended).**

**01-01** - Spouse: If applicable, else treat this result as Offspring.

**10** - *Offspring*: Roll twice more, for Sibling Rank and of how many Siblings:  
 01-30 Eldest; 31-60 2nd eldest; 61-80 3rd eldest; 81-90 4th eldest; 91-95 5th eldest; 96-00 Re-roll, +5 ranks.  
 01-30 Of #eldest; 31-60 Of #eldest+1; 61-80 Of #eldest+2; 81-90 Of #eldest+3; 91-95 Of #eldest+4; 96-00 Re-roll, +5 ranks.

**61-65** *Acknowledged Bastard*: Roll again for actual relation to clanhead

**66-70** *Unacknowledged Bastard*: Roll again for actual relation to clanhead

**71-75** *Adopted*: (50% chance that character will not know the identity of real parents, or even that he is adopted...). Re-roll for actual birth status and consider present operation to apply to adoptive parents.

**76-80** *Orphan*: Clanhead is deceased. Roll again to determine former relationship (character may be the clanhead).

**81-87** *Grandchild*: Roll on this table for father's and own sibling rank.

**88** - *Nephew/Niece*: Roll again as necessary.

**92-95** - *Grandnephew/Grandniece*: Roll again as necessary.

**96-00** *Distant Relation*: GM discretion - a more distant relation than any above (but subtract 20 when rolling for Estrangement).

**d100 Standing With Clanhead - Estrangement**

01-05 Favourite: Apple of the clanhead's eye, receives special attention, even over older siblings - perhaps causing jealousy...

06-40 Popular: Gets on well with most relatives, may receive favours/privileges but should not push his luck.

41-60 Average: No particular advantages or disadvantages; character may live at home, but few will be heart-broken if he

does not.

61-90 Unpopular: Clanhead will not talk to him, although other family members may (probably mother, at least). The character will receive no favours and will be discouraged from living at home. Birthright will be given grudgingly, if at all.

91-00 Outcast: Ignored or perhaps even attacked when encountered by other family members.

## BIRTHPLACES (Humans)

**Melderyn:** 01-10 Cherafir\*; 11-20 Chyrefal\*\*; 21 Cosyuh; 22 Cundras; 23-26 Cupeth; 27 Fosumo; 28 Glenoth; 29 Gosus; 30-32 Gythrun; 33-37 Harden; 38-41 Huvos; 42-44 Jetust; 45-46 Jothet; 47-51 Karveth; 52-53 Laket; 54-55 Lyf; 56-57 Menio; 58-59 Moque; 60-64 Nurisel; 65-67 Ontur; 68-69 Parios; 70-72 Parnam; 73 Racyn; 74-76 Ramere; 77-80 Shenap; 81-93 Thay\*\*\*; 94-96 Wharo; 97-98 Yael; 99-00 Zuilos. [*\* Cherafir = The 'Mages City', capital of the Ancient Kingdom of Melderyn (pop. 10,000!). \*\* Chyrefal = Ducal seat of the Grand-Duke of Elorinar. \*\*\* Thay = Provincial capital of Elorinar - occupied by Tharda.*]

**Chybis:** 01-40 Burzyn tribe; 41-60 Geda tribe; 61-75 Lerenil tribe; 76-00 Onden tribe.

**Barbarian:** 01-05 Adaenum tribe\*1; 06-09 Anoa tribe\*2; 10-12 Bujoc tribe; 13-16 Chelni tribe; 17 Chymak tribe; 18-23 Equani tribe\*3; 24-27 Gozyda tribe; 28-43 Hodiri tribe; 44-45 Kamaki tribe\*4; 46-47 Kath tribe; 48-55 Kubora tribe\*7; 56-68 Pagaelin tribe; 69-70 Solori tribe; 71-82 Taelda tribe; 83-91 Tulwyn tribe; 92-98 Urdu tribe\*5; 99-00 Ymodi tribe\*6. [*\*1-5 Plains Nomads with tribal totem animals: 1 Antelope (sable); 2 Impala; 3 Zebra; 4 Tapir/Human; 5 Bison; 6 Llama. \*7 Remnants of the people from the lost Kingdom of Koss*]

**Kaldor:** 01-02 Athelren; 03-04 Baseta; 05-06 Bidow; 07-09 Esenor; 10-11 Fisen; 12-17 Gardiren; 18 Getha; 19-20 Heru; 21-22 Hutop; 23 Jedes; 24-31 Kiban; 32-33 Kobing; 34-36 Kolorn; 37-38 Kyg; 39-46 Minarsas; 47-48 Nenda; 49-50 Nubeth; 51-56 Olokand; 57-58 Pendeth; 59-62 Qualdris; 63-67 Querina; 68-70 Semeth; 71-72 Setrew; 73-75 Shebra; 76-77 Sirendel; 78-88 Tashal\*; 89-91 Ternua; 92-93 Tonot; 94-96 Uldien; 97-98 Yeged; 99-00 Zoben. [*\* Tashal: 'Jewel in the Crown of Kaldor', capital city of the principality (pop. 11,000)]*]

**Kanday:** 01-16 Aleath\*; 17-18 Avertu; 19-20 Chison; 21-22 Cuton; 23 Dunir; 24-31 Dyrisa; 32-33 Edino; 34-38 Ewen; 39-40 Findumon; 41 Gimon; 42 Hebon; 43-46 Heroth; 47 Ibonost; 48-51 Imiden; 52-57 Kedis; 58-62 Menekod; 63 Minilaous; 64-66 Ohetis; 67-68 Pinde; 69-72 Quivum; 73-78 Sarkum; 79-85 Selvos; 86-91 Sepire; 92-97 Sumon; 98 Torthan; 99-00 Zerien\*\*. [*\* Aleath: Capital city of Kanday/Corsh Confederacy (pop. 8,000). \*\* Ruins*].

**Orbaal/Zishi:** 01-02 Aaldem; 03-04 Antir; 05-07 Arathel; 08-09 Arone; 10-11 Asax; 12-13 Daasen; 14-15 Ebein; 16-17 Fjaga; 18-23 Geldeheim\*; 24-25 Gwaeryn; 26-27 Gyfyn; 28-29 Hjael; 30-33 Keiren; 34-35 Kjen; 36-39 Leriell; 40-44 Lorkin; 45-49 Marby; 50-51 Mul; 52-53 Pethwys; 54-55 Pjagel; 56-58 Pled; 59-60 Pyberg; 61-62 Quiam; 63-64 Quimen; 65-67 Sherwyn; 68-69 Shese; 70-71 Shien; 72-75 Tandir; 76-77 Tawheim; 78-79 Teryff; 80-81 Thoen; 82-83 Thrand; 84-85 Thursa; 86-87 Utera; 88-91 Vaagel; 92-93 Vold; 94-95 Wethom; 96-98 Zuden; 99-00 Zynholm. [*\* Geldeheim: Fortress-harbour, capital city of the New Orbaalese Empire*].

**Rethem:** 01-02 Arketh; 03-04 Bedenes; 05-07 Bekar; 08-12 Chakta; 13-15 Dasen; 16-22 Golotha\*; 23-24 Henwe; 25-27 Hyen; 28-31 Ithiko; 32-35 Ithus; 36-40 Menekai; 41-45 Norienar; 46-49 Omnis; 50-54 Phira; 55-58 Quiso; 59-61 Quсте; 62-67 Senun; 68-72

Shostim; 73-79 Techen; 80-85 Themeson; 86-89 Thiri; 90-92 Tormau; 93-94 Weseda; 95-98 Winen; 99-00 Zaza. [*\* Golotha: Free city, ruled by Hexarchal Council of Evil Churches*].

**Tharda:** 01-03 Bythe; 04-06 Cestor; 07-12 Chenat\*; 13-15 Claburg(Clayborough); 16-22 Coranan\*\*; 23-24 Derten; 25 Dumon; 26-30 Eidru; 31-33 Esuron; 34-36 Firis; 37-38 Floten; 39-42 Fobin; 43-44 Geminost; 45-46 Geshtei; 47-51 Grefod(Greatford); 52-54 Hediro; 55-58 Hibus; 59-61 Imrium; 62-66 Kuseme\*\*\*; 67-68 Lilfod(Littleford); 69 Marfeld(Marshfield); 70-72 Moleryn; 73-76 Noru; 77-78 Ostenor; 79-84 Parnan; 85-86 Peden; 87-92 Shiran\*\*\*\*; 93-94 Stimos; 95-96 Sutton; 97-98 Telen; 99-00 Wem(Waymeet). [*\* Chenat: New capital city of the Thardic Republic (previously named Sparnford). \*\* Coranan: Ex-capital city, now overrun by warring rebel gangs; Corani provincial capital. \*\*\* Kuseme: Eidel provincial capital. \*\*\*\* Shiran: The 'City of Sins', Shira provincial capital*].

**Special:** 01-90 Haber Keep\*; 91-95 Noron; 96-00 Trobridge. [*\*Haber Keep: Occupied by the Dark Empire*].

(Human characters of a 'Rural' class will be from a village near the indicated town: generate a village name from the Village Names table).

## Village Name Generation - Roll 3 d20's

**PREFIX** - 1: Wes-; 2: Stan-; 3: Bar-; 4: Stock-; 5: Sun-; 6: Scun-; 7: Ash-; 8: Red-; 9: Cor-; 10: Che-; 11: Crad-; 12: Dar-; 13: Wor(k)-; 14: Dew(s)-; 15: Ham-; 16: Lon-; 17: Mac-; 18: Man-; 19: Mil-; 20: *Re-roll twice.*

**SUFFIX** - 1: -ton; 2: -by; 3: -ley; 4: -don; 5: -land; 6: -caister; 7: -thorp; 8: -ing; 9: -dale; 10: -bury; 11: -(s)field; 12: -bry; 13: -ford; 14: -wick; 15: -wich; 16: -ham; 17: -worth; 18: -port; 19: -kirk; 20: *Re-roll twice.*

**EXTRA** - 1-10: *None*; 11: Heath; 12: Bridge/Haven; 13: Cross; 14: Manor; 15: On/By/Under (*Add name of local feature*); 16: Saint. *X* (*d6: Cuthbert/Michael/John/Peter/Tionery/Bemonte*); 17: (*Description, d8:*) New/Old/High/Low/Great/Middle/Little/Dry; 18: (*Direction, d4:*) North/South/East/West; 19: (*Title, d4:*) Kings/Royal/Bishops/Wizards; 20: *Re-roll twice.*

## XVI. NON-HUMANS

Players can opt for characters of a non-human race, if they so desire.  
Underlined skills/abilities are obligatory, but *[bracketed]* are free:

**Dwarf** Stats: Str, Con +1; Dex, Cha -1.  
Age: x5. Height: -25%.

Benefits: Infravision; Righteous Fury v Goblins; Dwarven Evasion;  
[Dwarven as 2<sup>nd</sup> Language]; Mining; Masonry; Evaluate.

**Petty(hill)-dwarf (Gnome)** Stats: Con +1; Cha -1; SIZ -10%.  
Age: x5. Height: -25%.

Benefits: Infravision; Righteous Fury v Kobolds; Dwarven Evasion;  
Animal Lore; Mining; Masonry; Evaluate. (*aka Gnomes*)

**Elf** Stats: Str, Con -1; Dex, Cha +1; SIZ -25%.

Age: +2d6x20. Height: - (High Elf +10%).

Benefits: Ultravision; Resist Sleep/Charm (+10); Spot; Listen; Hide;  
Sneak; Bow (*twice possible*), Longsword (*twice possible*).

**Half-Elf** Stats: Con -1; Cha +1; SIZ -10%.

Age: x2. Height: +5%.

Benefits: Ultravision; Resist Sleep/Charm (+10); Spot; Listen.

**Halfling** Stats: Str -2; Dex, Con +1. SIZ x1/2.

Age: x2; Height -30%.

Benefits: Infravision; Hide; Sneak; Spot; Listen.

**Half-Orc** Stats: Str, Con +1; Int, Wis -1; Cha -2.

Age: x1. Ht: -5%

Benefits: Infravision; Sense (Smell). ????

**Orc** Stats: Str, Con +2; Int, Wis -2; Cha -4.

Age: x1. Ht: -10%

Benefits: Infravision; Sense (Smell). ????

[MORE RACES???? "Troll"]

### BIRTHPLACES OF NON-HUMAN CHARACTERS

**Dwarf:** 01-40 Khuzan (central); 41-50 West Khuzan; 51-55 Ironholm; 56-65 Azadmere; 66-75 Haber Keep; 76-85 White Mountains; 86-90 Silver Hills (Dinaria); 91-00 Human Lands\*.

**Gnome:** 01-70 Silver Hills (Dinaria); 71-90 Stumblehole Leigh; 91-95 Cragside; 91-00 Human Lands\*.

**Elf:** 01-70 Quendor (ElvenWood); 71-80 High Forest; 81-95 Greenheart Forest; 96-00 Human Lands\*.

**Half-Elf:** 01-05 Haber Keep; 06-15 Silver Hills (Dinaria); 16-40 Quendor (ElvenWood); 41-50 High Forest; 51-55 Greenheart Forest; 56-00 Human Lands\*.

**Halfling:** 01-05 Haber Keep; 06-10 Silver Hills (Dinaria); 11-80 Shires of Kaldor; 81-00 Human Lands\*.

\* Re-roll on the main (Human) Nation/Birthplace tables

**Dwarf** 01-08 Armourer; 09-10 Baker; 11-15 Brewer; 16-17 Butcher; 18 Cook; 19-21 Cooper; 22-25 Jeweller; 26-35 Mason; 36-55 Miner; 56-59 Potter; 60-63 Blacksmith; 64-65 Tailor; 66-72 Weaponsmith; 73-80 Merchant; 81-82 Thief; 83-97 Soldier; 98-99 Priest; 00 Noble.

**Gnome** 01-03 Armourer; 04-05 Baker; 06-10 Brewer; 11-12 Butcher; 13 Cook; 14-16 Cooper; 17-18 Entertainer; 19-33 Farmer; 34-48 Herder ; 49-54 Jeweller; 55-58 Mason; 59-

60 Miller; 61-65 Miner; 66-69 Potter; 70-73 Blacksmith; 74-75 Tailor; 76-78 Weaponsmith; 79-80 Woodworker; 81-88 Merchant; 89-92 Thief; 93-97 Soldier; 98 Priest; 99 Magician; 00 Noble.

*Elf* 01-05 Cook; 06-20 Entertainer; 21-40 Gardener; 41-50 Herbalist; 51-55 Leatherworker; 56-60 Smith (red); 61-70 Weaver; 71-80 Woodworker; 81-95 Warrior; 96 Priest; 97-99 Magician; 00 Noble.

*Halfling* 01-03 Baker; 04-05 Brewer; 06 Butcher; 07 Cook; 08 Cooper; 09-69 Farmer; 69-78 Herder; 79-80 Miller; 81-82 Potter; 83 Smith (black); 84 Tailor; 85-88 Weaver; 89 Woodworker; 90-95 Merchant; 96-99 Reeve; 00 Mayor.

## XVII. INTRODUCTION

### WHAT IS A FANTASY ROLE-PLAYING GAME?

A role-playing game is a game of character development, simulating the process of personal development commonly called "life". The players act roles in a fantasy world, just as they might act in a play. It is performed with pencil and paper and the players' imagination, or with metal/plastic miniature figures on a tabletop. However it is played, the primary purpose is to *have fun*.

### WHAT IS RUINQUEST ?

RuinQuest is an RPG similar to Chaosium's RuneQuest and BRP. These rules have been updated, simplified and extended to include classic fantasy settings such as this author's own *World of Pandaria*. However RuinQuest is not limited to Pandaria: the systems it has for skills, experience, combat, magic, training etc can be adapted to fit any time or place without difficulty. I hope you will find this system exciting, realistic and easy to play, wherever adventure takes you.

### HOW TO USE THESE RULES

Get together with friends and play. Roll up characters and see how the rules apply. Invent some simple scenarios with no surprises for anyone and play them through until you know how the rules work. Then your imagination is the only limit!

These rules give enough for a satisfyingly detailed game system, but don't have all the answers. Further additions will expand on how the game fits into Pandaria and how it can be extended to other worlds.

### PURPOSE OF THE GAME

The title of the game, RuinQuest, describes it's main activity. Players create characters, known as adventurers, and act as these characters in various scenarios designed by the Referee or Game Master (GM). They use combat, magic and other skills, often exploring ruins on quests to defeat monsters and win treasures. Surviving adventurers gain experience in skills and maybe money to advance further. Successful adventurers gain status within their guilds, religious cults and/or ruling hierarchy, becoming the Wizards, High Priests and Lords of their world. Perhaps they will even step up into the ranks of the immortals, becoming a *Hero*! While having amazing adventures, the characters develop personalities - and the players *have fun*.

### THE WORLD OF PANDARIA

Once upon a time Pandaria was our world, our Earth - but no longer. Without warning, our planet was transformed by *The Conjunction*: a mystical alignment of the infinite planes of existence. Worlds of a myriad universes passed through each other, and tremendous forces weakened the psychic veils dividing the dimensions: some dissolved utterly and worlds *coalesced*, their histories and existences merged.

The physical, spiritual, *magical* laws of Earth changed. The peoples - and gods - of uncounted different worlds suddenly came together in just one. Ages of cataclysmic conflict followed - *The Gods War*.

### TECHNOLOGY & SOCIETY

Pandaria is a Dark Age world, but with nations and cultures which differ widely in their level of social and technical development. Iron-working is known to civilized nations - particularly the canny Dwarves - but some barbarians regard it as 'magic'. Such tribes use bronze instead (as tough as iron but easier to forge, though harder to find), or even merely flint. The Elves normally choose to use bronze, believing that cruel iron hurts their own magic.

Societies also vary widely in the world of Pandaria. Primitive tribes

with strange taboos dwell alongside sophisticated urbanized nations using magic, mechanics or both. Traditional feudal kingdoms abound, but there are elected constitutional monarchies, theocracies and even the odd democratic republic. Allegiances lie with nations, religions, tribes and individual heroes before abstract concepts such as Law, Chaos, Good or Evil.

### MONETARY SYSTEM

Silver coins are the commonest form of money in Pandaria. Silver *Nobles* (denoted £), the usual denomination, will buy a pint of ale or a cheap meal, and five Nobles being fair pay for a full day's labour. (Such coins are referred to as *Denarii* within the Thardic Republic).

Copper coins, called *pennies* or just *coppers*, are also common. One would buy half a loaf or a tallow candle or a beggar's false thanks.

Gold coins, called *Sovereigns* or *Crowns* (*Talents* in the Republic), are also in fairly wide usage. One would pay a labourer for a week or hire a mercenary for half a week, if also given food and board.

Less common are coins of electrum (a gold/silver amalgam) called *Ducats* (or *bastids* by the low-class). Rarer yet are *Imperials*, coins of platinum minted amongst others by the Corani people in their era of conquest, and later to evoke their empire's past glories.

Established exchange rates between these coins are:

1sp (*noble/denarius*) = 10cp (*coppers/pennies*) = 1 ale or poor meal  
1gp (*sovereign/crown/talent*) = 20sp (*nobles*) = 1 rich meal  
1ep (*ducat/bastid*) = 10sp (*nobles*)  
1pp (*imperial*) = 100sp (*nobles*)

### HEROES OF PANDARIA

*Freda the Renegade* - Masked Warrior, Defiler of the Holiest Holy.  
*Kalan Foley* - Necromancer, Auror & Ruling Steward of Melderyn.  
*Tomas Karraway Jr.* - Ammonite Priest, agent of Thay Resistance.  
*Lord Ogre of Ursus Keep* - Master of the Berserkers of the Bear.  
*High Priest Chas Torran* - Keeper of the relics of St Bemonte.  
*Grand-Admiral Zinnian*, Reaver of Corshe, Emperor of New Orbaal.  
*Blind King Leon Leonidaes of Leonia*, Bastion against the Darkness.

### THE PANDARIA WARS

Eight thousand years have passed since the Gods War ended - but now is the era of *The Pandaria Wars*. Millennia of merely mortal battles erupt into conflicts across the whole of the known world. The glory of these struggles inspires many brave adventurers from all over the new world, and others, creating the greatest collection of Wizards, Heroes and Superheroes ever known. Perhaps the end of times for all the myriad worlds finally draws near...

This is the game of those times. Now *you* can become a Hero!

## XVIII. WORLD OF PANDARIA

Pandaria, first world of *RuinQuest*, was once part of our own Earth - but no longer. Ravaged by the Gods War, the only areas now known are shown on the map (????). Even its status as a planet is unsure, indeterminable until the victors impose their will upon the cosmos. The mystic veils between realms are also thin: world edges blur and shift - travelers may find themselves suddenly in other worlds...

Central Pandaria is a wide fertile region, criss-crossed with many rivers, a green and pleasant land bounded by hills and mountains. The Protectorate of Pandaria, a centuries-old alliance of nations, has made this region a bastion for humanity - until now. Wise Vizirs of ancient Melderyn give magical aid and guidance for the king; brave knights and rangers of Kaldor defend the principality's borders from evils beyond; legions of the Thardic Republic provide formidable military might; the twin-duchies of Rethem and province of Elorinar supporting the alliance with their differing degrees of fervour.

Further afield, the Theocracy insidiously expands its dark empire ever further, through coercion and seduction; swarthy Zishi raiders plunder the seas and coasts in their dragon-ships; diabolic legions march across the barbarian plains enslaving and despoiling; while the bleak hills teem with mis-shapen orc savages and monsters.

Further north, reaver-traders of the Mercanian coast ply the Icy Sea, beyond which lies the Kingdom of Wyrd - an old province of Woe, preserved since the fall of the empire; thereafter all is frozen. Further south is now nothing but the rocky deserts of Arikah, though some tell of a realm of fire or steaming trackless jungles beyond. East, the Endless Forest continues to lands of the gods, traversed by the legendary Wilderness Road, reputedly leading to Limbo itself. South East lurks the vast but insouciant Gazgar Empire, civilization of cruel goblins, whence evil hordes periodically invade. South Western lands are warped by Chaos, fortunately the vile monstrosities wandering from there are disorganized and the Algandarve Kings hold them at bay. West, the Straight Road leads back across the ocean to the elves' Blest Realm, deadly to all others; the Curved Road to other lost lands of Earth may be found by heroes, but few risk the journey. Down below lurks a dim underworld of twisting tunnels disputed by dark elves, dwarves, trolls and creatures of vile slime, though they lead to nowhere but fiery Hells and elemental earth beyond. Above, the Sun, Moon and Stars cross the firmament out of mortal reach; any who pass beyond the clouds and sky-castles either cross into the elemental air or simply die, then fall...

Now the old alliance, the Protectorate of Pandaria, has broken: torn apart by political rivalries and cursed by ancient horrors awakening.

*Can peace be restored? Or does the Doom of the Earth draw near? Will events re-ignite the Gods War and bring final armageddon...?*

### TIMELINE FOR THE WORLD OF PANDARIA

**Before Time** - The Conjunction. World is formed. The Gods War.  
**-7000 (BT)** - (c. 8000 yrs ago) Battle of Pesh, last of the Gods War. The Golden Age & Green Age follow, Elven & Dwarven kings rule the continent. The few humans live in small, primitive tribes.  
**-1100** - The Innumerable Tears: Elven forests razed by invading Gazgar hordes. The Fury of Ammon seals holy Sheba for 500 years.  
**-1000** - Desperate elves teach magic to Men. Wizards arise and lead human barbarians in the Great War to drive out the goblin invaders.  
**-330** - Vast tracts of the Gazgar Empire conquered, briefly, by Lord-General Iskander of Emphidor, the first civilized human nation.

**-264** - Wizard-shaman Vecna gains power among tribes of Kymeria, eventually uniting all the western islands into his Empire of Woe.

**1 (TR)** - Erebir Pendragon founds first human kingdom in Pandaria, protecting his tribe of Kymerian exiles from local 'Swamp Lords'.

**51** - Venerable Hero-King Erebir slays the blasphemous Frog God but is himself killed, along with his allies the elf & dwarf kings.

**96** - God-Emperor Vecna the lich assassinated; Empire of Woe falls.

**106** - High Wizard-Priest Yagrax declares a Second Empire of Woe, regaining some continental territories; Kingdom of Wyrd separates.

**121** - Kymerian barbarians, fleeing Yagrax's purges, cross into Pandaria and overrun the last stronghold of the Foulspawner.

**172** - The Cataclysm: Yagrax's damned Codex destroys him and his Empire, as Kymeria sinks and coastal provinces are inundated.

**301** - Corani tribe expands over much of Pandaria and beyond, enslaving goblins/giants to build the Giants Causeway.

**558** - Prophet Balsha martyred: Dark Jihad engulfs Corani Empire.

**589** - Lord Kand founds Kingdom of Kanday with a magic arsenal.

**635** - Conquering barbarian warlord creates kingdom of Rethem.

**674** - Assassination of Autarch Auglir: Thardic Republic founded.

**697** - Holy War of Chaos ends when demons eat their own army, and Rethem is permanently divided in civil war by two rival kings.

**724** - Vermian Crusade: Sun-Paladins vs. diabolic Dragon Warriors.

**761** - THE INVOKED DEVASTATION: Dragons awaken and slay!

**762** - "Protectorate of Pandaria" created by Melderyn and Kaldor.

**800** - City of Mund annexes neighbours, forming Mundian Empire.

**802** - Emperor Gorom-Gorom retires, and his Empire becomes the "Theocratic Imperium of the Dark Flame", which wages terrible war against Elves and turns north Dinaria to a haunted, ashen wasteland.

**854** - Despot King John (Kand XIII) provokes civil war in Kanday.

**860** - War between Khuzani Dwarves and Vampire-Lord Varmok.

**890** - Plagues of locusts and demons blight all southern lands.

**905** - Warlike General Luek-o usurps Megabarony of Lum the Mad.

**922** - Gashian devil-warriors again invade Dinaria: New Vermian Crusades are declared and finally defeat them at Iron Gate, in 942.

**925** - Prince Edram Pendeus of Melderyn marries Crown Princess Vulcura Elendsa of Kaldor, to politically unite their allied nations.

**950** - Giant attacks make the Grey Hills impassable for traders.

**963** - Duke Teffas of Dappar slays a black dragon outside Tashal.

**964** - Giant Wars: Raids on Pandaria defeated by Lord Arathram.

**966** - Queen Vulcura resurrected by her sons, Chunel II King of Melderyn and Teffas of Kaldor, declared Crown Prince.

**970** - Giants again raid Pandaria: heroes force a final peace treaty.

**972** - Goblin tribes struggle for supremacy in the Grey Hills.

**975** - The PANDARIA WARS begin...

- The Eye Tyrant's goblins and daemons invade peaceful Elorinar.

- Melderyni army fighting the goblins at Gythrun is betrayed by Thardic legions and defeated; the Pandarian alliance collapses.

- Draheha Giantbane, Hero of Pandaria, Champion of Chaos, leads an attack of mutant monsters and demonic dragons against Tharda.

- Many Pandarian folk turn to moon-goddess Hecate for salvation!

- Elven wizard-lord Raedil of Quendor is acclaimed warlord of the wood-elves, who take nearby human lands into their protection.

- Devil Warrior Legions of Gash seize control of south Dinaria.

- Zishi pirates decisively defeat Kandayan armies, conquer most cities along the coast of Corshe, and form a New Orbaalese Empire.

- Venerable Herodious seizes Cherafir and the throne of Melderyn, making himself Arch-Mage. King Chunel escapes but is lost at sea.

- Draheha marries the Usurper, becoming Queen of All Pandaria.

- Thardic legions invade Melderyn, capturing the western port of Thay, and in the east besiege Cherafir, the Mage's City itself.

- Steward Kalan Foley returns with Railhin Darkbrand as Arch-Mage. Siege of Cherafir lifted.

- Queen Draheha's Chaos Legion destroyed routing the Thardans.

**986** - Great Heroes arise and lead the world to its destiny!

# XIX. COMBAT MANOEUVRES

## [DRAFT RULES – NOT YET IMPLEMENTED]

### Combat Manoeuvres

Characters with Expertise can perform special combat manoeuvres with the relevant weapons. More advanced manoeuvres are possible only for those with greater expertise (in bands of 10%, as listed):

Pierce – Hold Off??

Slash – Damage Weapon (or flexible armour)??

Crush – Damage Weapon (or hard armour)??

Knock - Knockback

Tangle – Entangle ??

Unarmed – Grab Opponent??

## [HMM – THIS BIT SHOULD GO WITH NORMAL COMBAT!!]

Critical Hit – Bypass Armour + as Special Hit

Special Hit – Maximum Damage (or Double Damage roll?)

Critical Parry – Block All Damage (& no damage to weapon)

Special Parry – Block Double AP of Parrying Weapon

GOLFBALL – Knockback + Damage Armour/Weapon ???

Say, 3 Attack manoeuvres and 3 Parry - at 10%, 30% & 50% levels respectively.

Attack:

10% = FEINT - WISx5 or waste parry before the real attack. (?)

30% = DISARM - DEXx5 or lose weapon (affects victims of up to attacker STRx2). (Anyone can try this? If skill-related...)

50% = BYPASS PARRY - Parrying weapon is less effective (half AP blocked).

BLEED/CUT or STUN??

Parry:

10% = REDIRECT BLOW - Take hit on location of your choice.

30% = RIPOSTE - Make an extra attack immediately.

50% = CATCH WEAPON - Opponent must make STRvSTR to regain use of weapon (each attempt is an attack-action).

OVEREXTEND

IMPALE?

They seem good 'uns, don't they? Leaving these to anyone:

Attacks:

BYPASS ARMOUR [Crit only] - Ignore armour. (Default for Crits)

MAX DAMAGE [Spec only] - Do maximum damage. (Default for Specials & Crits)

BASH [Knockback weapons only] - 1ft per 2 damage (max STRx2 affected).

BLEED [Cutting weapons only] - CONx5 or Nasty Cut: then CONx5/rnd or bleed 1hp (until first aided or healed).

ENTANGLE [Entangling weapons only] - ? (As specified for Nets/Whips/etc)

HOLD OFF [Thrusting weapons only] - Held at Long Melee range (as partial Change Range?)

STUN LOCn [Bludgeoning weapons only] - CONx5 or struck location numbed & useless (for 1 round?)

GRIP [Unarmed only (or free hand?)] - Grabbed, preventing disengaging.

IMPALE [Special & Piercing weapon only] - Double damage dice & sticks in.

DAMAGE ARMOUR - Apply half damage: excess reduces AP of struck location.

CHOOSE LOCATION - Choose location struck.

Attack/Parry:

BLIND [Special only] - Throw sand etc, opponent INTx5 or cannot see this & next round.

DAMAGE WEAPON [Weapon only] - Do damage to opponents weapon (breaks if reduced to 0AP).

REGAIN FOOTING - Counter effect of Trip, or rise from prone.

SLIP FREE - Counter effect of Grip/Entangle/Catch Weapon.

STAND FAST - Counter effect of knockback.

RECOVER - From some fumble effect (e.g. vision impaired).

CHANGE RANGE - Alter melee range (Close/Medium/Long) without penalty.

TRIP - DEXx5 or fall prone.

Parry:

WEAPON UNDAMAGED [Crit] - Parrying weapon suffers no damage. (Default for Crits)

ENHANCE PARRY [Spec] - Parry double normal AP. (Default for Specials & Crits)

OVEREXTEND - Opponent cannot attack again this round (despite Expertise or other abilities).

How's that? One thing, hardly any seem to be suitable for missile weapons - so is this just a melee mechanic? If so, what do missile weapon experts get at 10/30/50%?

BYPASS COVER??

IMPALE??

BYPASS PARRY – NB they get this anyway (projectiles)

## XX. SKILL DESCRIPTIONS

Available skills are listed here, with base chances and organizations generally willing to teach them (for a price). Only unusual in-game effects are described – the general use is obvious.

### Appraise (aka Evaluate)

When found, valuable items have a *base value* which they will fetch if sold. When characters successfully appraise an item's worth, they see it's true price – up to double the base value. Special/critical successes discover qualities that double/treble the appraised value. *Appraised Value = Base Value + d100% (Special x2, Critical x3).*

### Bargain CHA (Mercantylers)

This skill is used when trading, to get a discount on goods when buying or a higher price for goods when selling. Success sells for 10% over the standard price (base/appraised value) or buys for 10% under asking price (Special +/-25%, Critical +/-50%, Fumble +/-100%); Failure has no effect. Note that the other party may also bargain, and that traders/merchants typically have Bargain 50%+ !

### Command CHA (?)

Inspires troops you are leading so that their attacks are Easy (x2) for the first round of combat. (Special 2 rnds, Critical 3 rnds, Fumble Hard (x1/2) for 1 rnd). Up to CHAx2 subordinates are affected.

### Strategy WIS (?)

Devises a stratagem making enemy attacks on your troops Hard (x1/2) for the first round of combat. (Special 2 rnds, Critical 3 rnds, Fumble Easy (x2) for 1 rnd).

### Acrobatics (Jumping)

Jumping normally requires a simple DEXx5 roll (or other multiple). Acrobatics (aka Jump skill) gives an extra chance of success in such jumps, and can also be used to perform unusual leaping manoeuvres.

### Fast Talk

Use of this skill requires just a minute or two of talking. It can be used against one or a few individuals. If successful, the victim will be confused into agreeing with whatever the fast-talker says and do as they reasonably suggest – but the effect lasts only 5-10 minutes.

### Oratory

Oratory (aka Persuade) may require hours of talking. It can be used upon one or many individuals. If successful, the listeners will be swayed emotionally into agreeing with particular points of the orator's speech and act accordingly. The effect lasts indefinitely.

### Expertise (with Weapon Type) STR/DEX

Expertise skills with weapons are martial arts and only available to characters through years-long specialized training. Each Expertise skill is with a particular type of weapon, e.g. Sword Expertise. Weapon Expertise usually allows an extra attack when an attack roll with that weapon is also an Expertise skill success. Extra parries can be gained likewise, so Shield Expertise is useful. Expertise skills start at STATx1%, increase at +1%, and each full 10% grants one special martial arts technique (see 'Combat Feats', chapter IX). A character with Expertise can, if needed, gain an additional parry by forfeiting their next attack. No more can be 'borrowed' until it is 'paid back' by losing an attack. (However, the borrowed parry itself may make Expertise and thus earn an extra parry, in which case this extra parry can be forfeited in place of the owed attack). Weapon Speed Factor limits the extra attacks which can be made in a round to 12 / SF (as they must all notionally fit in a 12-sec round).

Herb Lore

????

Hide

Sneak

Spot

Listen

Sleight/Pick Pockets

Climb

[HERBS???

[POISONS & PROCEDURE]

*Other skill bases: Bargain CHA; Oratory CHA; Play Instrument; DEX; Survival WIS; Sing CHA; Weapon STR/DEX (melee/missile); Sleight DEXx0; Pick-lock DEXx0; Track INTx0; Fast Talk CHAx0; Insight WISx0; Literacy INTxX; Streetwise WISxX; Crafts DEXx0; Lore WISxX. ('x0': untrained 5% succeeds; 'xX': untrained 0%).*

<i>Bargain</i>	<i>CHA</i>	Mercantylers
<i>Oratory</i>	<i>CHA</i>	Players/Minstrels
<i>Play (instrument)</i>	<i>DEX</i>	Players/Minstrels
<i>Survival</i>	<i>WIS</i>	Rangers, Foresters
<i>Sing</i>	<i>CHA</i>	Priesthoods, Players/Minstrels
<i>Melee Weapon</i>	<i>STR</i>	Mercenaries, Herald
<i>Missile Weapon</i>	<i>DEX</i>	Mercenaries, Foresters
<i>Sleight</i>	<i>DEXx0</i>	Thieves (Initial Only)
<i>Pick Lock</i>	<i>DEXx0</i>	Thieves Guild
<i>Track</i>	<i>INTx0</i>	Rangers, Foresters
<i>Fast Talk</i>	<i>CHAx0</i>	Players/Minstrels
<i>Insight</i>	<i>WISx0</i>	Priesthoods
<i>Literacy</i>	<i>INTxX</i>	Priesthoods, Sages
<i>Streetwise</i>	<i>WISxX</i>	Thieves
<i>Craft (?)</i>	<i>DEXx0</i>	Crafters
<i>Lore (?)</i>	<i>WISxX</i>	Sages

# XXI. SPELLS & MIRACLES

## MAGICAL SPELLS & CLERICAL MIRACLES

Spells/miracles/etc can be converted/interpreted from other games. As they greatly affect a campaign, the GameMaster (GM) decides.

*E.g.: The Pandaria Campaign uses modified AD&D (1<sup>st</sup> ed) spells:*

**Magic Missile:** 1 missile/level, d3/missile, Defence applies v each.

**Sleep:** Affects d4 creatures per level; WISvWIS or SIZ saves apply.

**Charm Person:** 2nd Level (not 1st); Duration only 1hour/level.

**Suggestion:** 1st Level (not 3rd).

**Enlarge/Reduce:** +/-20% per level, for both creatures and objects.

**Light:** Range Touch (*Continual:* 1 week, renewable at holy service).

**Silence:** Does not prevent casting of spells with verbal components.

**Chaos:** Non-standard saving throw applies: (20 - INT) x 5 halved.

*Some additional spells are also permitted:*

**Cantrips:** M0; Std; R:10ft; A:5ft.sq; D:1turn; Petty magical effects.

**Mage Armour:** M1; Std; R:0; A:Caster; D:1hr/lvl; Protection 4AP.

**Turn Undead:** C1; Std; R:0; A:30ft r; D:1turn; Undead save or flee.

*Other spells are converted according to standard rules (see later).*

The magical spells and clerical miracles available affect a campaign setting greatly, so must be clearly defined. The Pandaria Campaign uses 1<sup>st</sup>-edn AD&D spells for civilized magic and RuneQuest2 'battle magic' for barbarians. Here are the definitions of some favourite spells:

**Cantrips** Level 0 (All Schools); Cast: 1 action (VS); Range: 10ft; Area: 5ft radius; Duration: 1 minute; Save: WIS v WIS.

A simple spell which produces one of many petty magical effects: colour, clean, dirty, dry or dampen objects; a puff of smoke; create an odour/flavour; cause a cough/sneeze/belch/etc if victim fails a save; produce an item hidden about the caster's person, or likewise cause an item to vanish; freshen flowers/food; or cause chill/warm.

**Magic Missile** Level 1 (Evocation); Cast: 1 action (VS); Range: 60ft + 10ft per level; Area: 5ft radius; Duration: Instant; Save: None (Defence applies).

One magical missile per level darts forth from the caster's fingertips and strikes any specified target creature in the area, for d3 damage.

**Sleep** Level 1 (Enchantment); Cast: 1 action (VSM); Range: 30ft + 10ft per level; Area: 15ft radius; Duration: 1 minute per level; Save: WIS v WIS (or SIZ, if greater). All creatures in the area of effect must save or fall into a comatose slumber for the duration of the spell. Noise will not awaken them.

**Suggestion** Level 1 (Enchantment); Cast: 1 action (VM); Range: 30ft; Area: One creature; Duration: 1hr + 1hr per level; Save: WIS v WIS.

An affected creature will follow any reasonable, non-self-destructive course of action suggested by the caster during the spell-casting.

**Charm Person** Level 2 (Enchantment); Cast: 1 action (VS); Range: 120ft; Area: One person; Duration: 1 hour per level; Save: WIS v WIS.

An affected creature will regard the caster as a trusted friend to be protected and heeded, as far as reasonable. They do not follow any obviously harmful instructions, and such allow them an extra save.

**Enlarge/Reduce** Level 1 (Alteration); Cast: 1 action (VSM); Range: 5ft per level; Area: 1 creature/object; Duration: 1 turn per level; Save: WIS v WIS/SIZ.

Changes the mass of 1 creature or object by roughly 50lbs per level. Each increment alters SIZ by 4 (about 6 ins of height) and STR by 2, therefore also changing Hit Points & Damage Bonus +/-1 per level. (Reduction below 5 SIZ/STR is only 1 per level, to minimum of 1). Targets up to SIZ 10 (10st, 140lbs) per level can be affected, and any

equipment/contents of the creature/object are included.

**Mage Armour** Level 1 (Conjuration); Cast: 1 action (VSM); Range: 0; Area: Caster; Duration: 1 hour per level; Save: N/A.

Surrounds the caster with a field of force which provides armour protection of 4AP. It does not interfere with spell-casting.

**Light** Level 1 (Alteration); Cast: 1 action (VS); Range: Touch; Area: 20ft radius; Duration: 1 hour per level; Save: N/A.

Causes one object touched to glow with light equivalent to a torch, thus illuminating an area of 20ft radius.

**Continual Light** Level 3 (Alteration); Cast: 1 action (VS); Range: Touch; Area: 60ft radius; Duration: 1 week per level; Save: N/A.

Causes one object touched to glow with bright light equivalent to sunlight, thus illuminating an area of 60ft radius. (Clerical versions can be renewed by presence at an appropriate religious ceremony).

**Silence** Level 2 (Alteration); Cast: 1 action (VS); Range: 120ft; Area: 15ft radius; Duration: 2 minutes per level; Save: WIS v WIS (if creature is target).

Stops almost all sound within the area (or from passing through it). It makes conversation very difficult, but helps moving silently and does not prevent the casting of spells with a verbal component.

**Fireball** Level 3 (Evocation); Cast: 1 action (VSM); Range: 100ft + 10ft per level; Area: 10ft radius; Duration: Instant; Save: DEXx5 halves (Defence applies).

A fiery streak projects from the caster's pointing finger and, if it does not impact on anything sooner, explodes at the desired range. The resultant fireball inflicts d6 damage per level on all in the area.

**Confusion** Level 4 (Enchantment); Cast: 1 action (VSM); Range: 120ft; Area: 60x60ft; Duration: 2 rounds + 1 round per level; Save: WIS v WIS.

Affects up to 2d8 creatures in the area (weakest first). Each must save or act randomly, rolling on the following list each round (d10): 1 Wander Away (1 turn); 2-6 Stand Confused; 7-8 Attack Nearest Creature; 9-0 Attack Caster/Associates. (NB: Attacks are physical).

**Chaos** Level 5 (Enchantment); Cast: 1 action (VSM); Range: 10ft per level; Area: 40x40ft; Duration: 1 round per level; Save: Special - WIS v (20 - INT)/2.

Bizarre and difficult-to-resist variation of *Confusion* (see above).

**Turn Undead** Level 1 (Necromancy); Cast: 1 action (VSM); Range: 0; Area: 30ft radius hemisphere in front of caster; Duration: 1 turn; Save: WIS v WIS.

All undead in the area must save or flee for the duration.

Other spells can be converted using the following rules-of-thumb:

## CONVERSION OF SPELLS FROM OTHER SYSTEMS

### From AD&D (1<sup>st</sup> Edition)

Range/Area: 1" = 10ft. Duration: Seg = Round; Round = Minute.

Casting Time: Under 1 segment = Free!; 1-9 segments = 1 Action.

Caster Level - for Range/Duration/Damage: Power Level (intensity)

Caster Level - for Area/Other: Power Level x2.

Saving Throws: WISvWIS if mental, DEXx5 if physical, etc.

Other factors to consider in conversion:

To Hit Bonus = Damage bonus; AC factor = AP; Move 12" = Mov 10 (etc); HD = HP/5 or Defence/10 if greater; HP = HP or Defence if greater; Combat Skill = 20% +10% per HD or Fighter Level.

### From Basic Role-Playing, RuneQuest and Call of Cthulhu

These systems are compatible with *RuinQuest* and can be used with only minor modifications. The spells can be used virtually as given.

## XXII. SPELL EVASION

### COUNTERING SPELLS

Casters can react to spells aimed at them (or their vicinity). With an INTx5 roll they recognize the attacking spell fast enough to cast a counter-spell, if they have a suitable spell available. Counter-spells must usually be the same spell, or *Dispel Magic* (which may not work), but some spells can be countered by similar/opposite spells, and the *Improved Counterspell* feat allows any of the same school.

**Counter Spells:** Intensity (POW) must be decided when cast - before the caster knows the intensity of the attacking spell (which is discovered the moment the spells interact). The caster of the higher-intensity spell (if they were unequal) can direct the spell (or counter) at the other caster, with intensity equal to the *difference*.

**Psychic Duels:** However when a spell is countered, either caster may opt to engage the other in a psychic ('spirit') combat. This is fought over a series of rounds, directly pitting their WIS/POW against each other's. The winner can direct the spell (or counter) at the loser, with the *full intensity the winner cast* (whether they cast the spell or the counter-spell).

### OTHER WAYS OF EVADING SPELLS

Spell-effects can commonly be avoided/reduced by these means:

SAVE x1/2 spells mean a DEXx5 roll applies (if target dives back/down/aside)

AMULETS apply against all Evocations (Note: some similar effects are NOT Evocations)

SHIELDS often give cover (roll % to see if it applies); or a hard Parry (x1/2) may be used.

ARMOUR normally applies (some exceptions, eg. Lightning, Insects, Heat/Chill Metal)

DEFENCE normally applies (n.b. Only if defensive, i.e. not going forward, e.g. advancing through Wall of Fire/Ice, etc)

Shield Cover/Parry applies only against appropriate directions. If Armour does not count in a situation, nor does it's magic bonus.

Small SIZ characters get more shield cover, and Large SIZ less: Cover : +10% per SIZ below 10 and -10% per SIZ over 18.

RuinQuest interpretation of AD&D spell descriptions:

HD/HP-related spells: SIZx5 Save normally applies; Effect/Affect 1HD = 5 HP (or 10 SIZ)

Spells affecting numbers of HD/HP but with 'No Save' can be reduced in effect by Defence.

### SPELL-DAMAGE TO ITEMS

Magical blasts of 10+ damage can affect items that block them:

SHIELDS: Lose 1ap per HP damage over 10 (more than they suffer from weapons, as they are not designed for this sort of damage).

ARMOUR: Lose 1ap per HP damage over 10 from one hit location (if the first hit location destroyed, then nearby location is damaged). [Lightning: Half damage to metals; Cold: Half damage to any]

AMULETS: If points over 10 exceed max capacity, they are reduced by 1 factor.

### REFERENCE: WHAT PROTECTIONS APPLY?

[Save; Amulet; Cover/Parry; Armour; Defence + Any special notes]

**Burning Hands** (3E: d4/lvl, Cant: d10 +1/lvl)

= No Save; No Amulet (Alt); Cover; Armour; Defence. [-]

Can be cast w/o giving a Free Attack. Clothes/cloaks etc ignite if touched (ie. armour hit) for d6 extra damage next round.

**Magic Missile** No Save; Amulet (v total); No Cover/Parry; No Armour; Defence (v total). [Counter: Shield]

**Shocking Grasp** No Save; No Amulet (Alt); Parry (x1/2 if metal item, doesn't discharge); Armour (non-metal only); Defence. [-]

**Sleep** (M1, Ench, 15ftR, 1min/lvl, Sleep, 2d4HD\*, No Save) \* 2d4x5 HP, lowest hp affected first.

= No Save; No Amulet (Ench); No Cover/Parry; No Armour; Defence\* [-]

\* (Defence can give effective +10/20 etc HPs so creature may be affected later or escape)

**Explosive Runes** No Save in contact, else DEXx5 halves; No Amulet (Alt); Cover; Armour; Defence. [Counter: Erase]

**Fireball** (M3, Evo, d6/lvl, 20ftR, Save x1/2, expands to volume) = Save DEXx5 half; Amulet; Cover; Armour; Defence. [-]

**Flame Arrow** (M3, Conj, +1 extra & combustion, 1 arrow/lvl) (3E: Fiery bolts, 4d6)

= No Save; No Amulet (Conj); Cover\*; Armour\*; Defence. [-] \*As normal for combat v missiles

Duration: 1rnd/level; Max 1 arrow/sec (12/rnd)

**Lightning Bolt** (M3, Evo, d6/lvl, 5x80ft or 10x40ft, rebounds, Save x1/2)

= Save DEXx5; Amulet; Cover\*; Armour\*; Defence. [-] \* Non-metal Shield/Armour only.

**Fire Trap** (M4, Evo, d4+1 /lvl, 5ftR, Save x1/2, item unharmed) = Save (DEXx5 for half); Amulet; Cover; Armour; Defence. [-]

**Ice Storm** (M4, Evo, 3d10, 20ftR, No Save) = No Save; Amulet; Cover; Armour; Defence. [-]

**Wall of Fire** (M4, Evo, 2d6 (+1/lvl), No Save) = No Save; Amulet; Cover (not passing through); Armour; Defence (retreat only). [-]

**Wall of Ice** (M4, Evo, 2hp/lvl to push through, +/-1 OR as Ice Storm but 10ft Sq/lvl)

= No Save; Amulet; No Cover/Parry; Armour; No Defence (unless somehow defensive). [-]

**Cloudkill** (M5, Evo, 40x20x20ft, 1rnd/lvl, Kill HD<4, <=+1 Sv-4, <=6 Sv.)

= Save x1/2 (better of SIZ/CONx3); Amulet (once/spell); No Cover/Parry; No Armour; Defence (once/spell) [-]

Effect: d10 poison damage/round (whatever HD)

**CONE OF COLD** (M5, Evo, (d4+1)/lvl, 5ft/lvl cone, Save x1/2) = Save (DEXx5); Amulet; Cover\*; Armour\*; Defence [-] (\*Metal items x1/2, round up).

**DEATH SPELL** (M6, Con, 5ft sq/lvl, Kill HD<2 4d20, <=4 3d10, <=6+3 2d4, <=8+3 d4)

= No Save; No Amulet; No Cover/Parry; No Armour; Defence\* [Prot.f.Evil +?]

Affects 2d20x5 HP. (\*Defence effectively gives extra 10/20/etc HP, as Sleep.

**D.B.F.** (M7, Evo, (d6+1)/lvl, 20ftR, Save x1/2)

= [as Fireball] = Save DEXx5 half; Amulet; Cover; Armour; Defence. [-]

**B.CLENCHED FIST** (M7, Evo, 1-4x d6, 1rnd/lvl, No Save) = Amulet (once/spell); Parry; Armour; Defence. [-]

**INCENDIARY CLOUD** (M8, Alt-Evo, 20x20x10ft+, Lvl/2+Lvl+Lvl/2, Save x1/2)

= Save (DEXx5 half); Amulet\*; No Cover/Parry; Armour\*; Defence\*. [-] (\*Only once/spell)

**SYMBOL of DEATH** (M8, Conj, Kills 1+ creatures, total 80hps, No Save)

= No Save; No Amulet; No Cover/Parry; No Armour; Defence\*. [Prot.Evil +?]

Defence saves and counts as extra 10/etc HP towards the total affected.

B.CRUSHING HAND (M9, Evo, d10+2d10+4d10, No Save, HP=MU's Defence)  
= No Save; Amulet\*; Parry(item grabbed/crushed); Armour(soft x1/2 round down)\*; Defence\*. [-] (\*Only once/spell.)  
METEOR SWARM (M9, Evo, 10d4 x4, Save x1/2)  
= Save (DEXx5); Amulet; Cover; Armour; Defence. [-]  
POWER WORD KILL (M9, Conj, Kill 1 up to 60hp or 2+ up to 10hp & 120hp total, No Save)  
= No Save; No Amulet; No Cover; No Armour; Defence (success saves). [Counter: any Abjuration, e.g. Prot.f.Evil]

#### ILLUSIONIST:

COLOUR SPRAY (I1, Alt, 5x20x20ft cone; d6 creatures, HD-related effects, Save special)  
= Save (WIS/SIZx5 reduces effect one stage); No Amulet; No Cover; No Armour; No Defence. [-]  
Affects up to d6 creatures, max 1 per Intensity(POW)-Level, closest affected first. Up to POWx5HP Unconscious 2d4 rnds (& lesser effects follow); Up to 10 more HP Blind d4 rnds; More HP Stun 1 rnd.  
PRISMATIC SPRAY (I7, Alt-Conj, 10/20/40hp/Poison/Petrify/Insane/Shift, Save special)  
& PRISMATIC WALL/SPHERE (I7/M9, Alt-Conj, 10/20/40hp/etc, Save special)  
= Save special\*; No Amulet; Cover\*; Armour\*; Defence. [Counters: any for specific colour-ray/effect, or Gaze Reflection]  
\*Red 10hp Fire: No Save, Cover, Armour, Defence(evade only) [Counter: Cone of Cold]  
Orange 20hp Acid: No Save, Cover\*, Armour\*, Defence(evade only) [Counter: Gust of Wind] (\*item takes acid damage)  
Yellow 40hp Electricity: No Save, Cover\*, Armour\*, Defence(evade only) [Counter: Disintegrate] (\*non-metal items only)  
Green Poison: Save CONx5(half:Die/20hp), No Cover, No Armour, No Defence [Counter: Passwall]  
Blue Petrification: Save CONx5(neg), No Cover, No Armour, No Defence [Counter: Magic Missile]  
Indigo Insanity: Save WISx5(neg), No Cover, No Armour, No Defence [Counter: Cont.Light]  
Violet Plane Shift: Save WISx5(neg), No Cover, No Armour, No Defence [Counter: Dispel Magic]

#### Cleric:

CAUSE X WOUNDS (C1-5, Nec, d8/2d8/3d8/4d8, touch rqd, No Save)  
= No Save; No Amulet; Parry (doesn't discharge); No Armour; Defence. [Counter: Cure X Wounds]  
GLYPH OF WARDING (C3, Abj-Evo, 2hp/lvl, Save x1/2)  
As suited to type, typically: = Save; Amulet; Cover; Armour; Defence. [-]  
FLAME STRIKE (C5, Evo, 6d8, Save x1/2)  
= Save; Amulet; Cover; Armour; Defence. [-]  
INSECT PLAGUE (C5, Conj, 1hp/rnd, No Save)  
= No Save; No Amulet; No Cover; No Armour; Defence (retreat/leave area only). [-]  
SLAY LIVING (C5, Nec, Death, 30ft Range, Save -> As Cause Serious[3d8])  
= Save reduce effect; No Amulet; No Cover; No Armour; Defence (only v reduced effect (damage)). [Counter: Raise Dead]  
BLADE BARRIER (C6, Evo, 8d8, No Save)  
= No Save; Amulet; Cover; Armour; Defence (retreat only). [-]  
HARM (C6, Nec, "All HP but d4" + Disease, Touch rqd, No Save)  
= No Save; No Amulet; Parry (doesn't discharge); No Armour; Defence\*. [Counter: Heal]  
Target reduced to near-dead, i.e. -10hp +d4 hp (and as Cause Disease). \*Defence increases hp by 10/etc but does not prevent the disease.

UN/HOLY WORD (C7, Conj, 30ftR, HD: <4 Kill; <8 Para; <12 Stun; 12+ Deaf, No Save)  
= Save (WISx3 reduces\*); No Amulet; No Cover; No Armour; Defence\*. [Prot.f.Good/Evil +?]  
Base effect depends on HP of target: Up to 20hp Kill; 40hp Paralyze; 60hp Stun; More HP Deafen. \*Save/Defence(levels of success): Each reduce effect one step.

#### Druid:

HEAT/CHILL METAL (D2, Alt, d4+2d4x3+d4 / d2+2d2x3+d2, No Save)  
= No Save; No Amulet; No Cover; Armour (padding only); Defence (once only, v total). [-]  
CALL LIGHTNING (D3, Alt, 2d8(+d8/lvl), 1 bolt/turn, 1 turn/lvl, Save x1/2)  
= Save (DEXx5); No Amulet (!); Cover (non-metal); Armour (non-metal); Defence. [-]  
SUMMON INSECTS (D3, Conj, 2hp/rnd, 1rnd/lvl, No Save)  
= No Save; No Amulet; No Cover; No Armour; Defence (once/spell, retreat only). [-]  
PRODUCE FIRE(D4, Alt, d4, 12x12ft area, No Save)  
= No Save; No Amulet; No Cover; Armour; Defence. [-]  
WALL OF FIRE (D5, Evo, d4/2d4, No Save)  
= No Save; Amulet; Cover (not if passing through); Armour; Defence (retreat only). [-]  
FIRE SEEDS (D6, Conj, Seed x4: 2d8 10ftR 40ft OR Berry x8: d8 5ftR 60ft, Save x1/2)  
= Save (DEXx5); No Amulet; Cover/Parry; Armour; Defence. [-]  
WALL OF THORNS (D6, Conj, 8+AC if pushed throughDamage 18, No Save)  
= No Save; No Amulet; No Cover; Armour(counts double); No Defence. [-]  
CHARIOT OF S. (D7, Evo, as Wall of Fire)  
= No Save; Amulet; Cover; Armour; Defence (retreat only). [-] (as Wall of Fire)  
CREEPING DOOM (D7, Conj, 500-1000hp total, 20x20ft, 10ft/rnd, 4rnds/lvl, No Save)  
= No Save; No Amulet; No Cover; No Armour; Defence (once/spell, retreat only). [-]  
Targets in area take 2xSIZ damage per round.  
FINGER OF DEATH (D7, Enc, Kills 1 Creature, Save Neg)  
= Save (WIS\*x5); No Amulet; No Cover; No Armour; No Defence. [-] (\*Modified by caster's WIS)  
FIRE STORM (D7, Evo, 20ft cube/lvl, 2d8+Level, Save x1/2)  
= Save (DEXx5); Amulet; Cover outside, No Cover inside; Armour; Defence. [-]  
  
3E SPELLS:  
RAY OF FROST (M0, Conj, Ray, Hit Rqd(DEXx5), else 25ft +5ft/2lvls, d3, No save)  
= No Save; No Amulet; Cover; Armour; Defence (ray continues). [-]  
DISRUPT UNDEAD (M0, Nec, Ray, Hit Rqd(DEXx5), else 25ft +5ft/2lvls, d6 v undead, No Save) aka "Ray of Sunshine"  
= No Save; No Amulet; Cover; Armour; Defence (ray continues). [-]  
CHILL TOUCH (M1, Nec, Touch x1/lvl, d6 + CON Save or -1 STR, No Save v damage)  
= No Save(damage)/CONx5(STR-loss); No Amulet; Parry(doesn't discharge); Armour(half, round up); Defence(not v STR-loss). [-]  
M.ACID ARROW (M2, Conj, Ranged Hit rqd, 2d4/rnd, 1rnd +1/lvl, No Save)  
= No Save; No Amulet; Cover\*; Armour\*; Defence. [-] (\*As normal combat, items take acid damage).  
FLAMING SPHERE (M2, Evo, 2d6/rnd, 1rnd/lvl, Save DEX for x0)  
= Save (DEXx5 Negates); Amulet; No Cover/Parry; Armour; Defence (once/immersion). [-]

## XXIII. MASS COMBAT

### MASS-ish COMBAT RULES

Treat units of troops like individuals, but with this 'template' applied:

Hit Points = x Scale (i.e. total HPs for all individuals in the unit).  
Attacks = Extra attacks v any lesser-scale units within base-width.  
Parries = Extra parry v any lesser-scale units, even if to flank/rear.  
Damage = Square-Root of Scale / 2 (rounded up).  
Time Factor = x Scale / 2 (use largest scale present in the combat).  
Base Size = As reasonable for troops size, weapon space, formation.  
Area-Effect Vulnerability = Multiply area-effects by the number of individuals within the unit that would be covered.

Typical Scales:	10	20	50	100
Damage Multiplier:	x2	x3	x4	x5
Time per Round:	1 min	2 mins	5 mins	10 mins
Normal Base Size:	10ft.sq	15ft.sq	20ft.sq	30ft.sq

### MORALE

Check morale with 2d6 and score 7+ to pass.  
Roll for Unit morale whenever it goes through a 25% HP threshold.  
Likewise, every unit when the side crosses a 25% loss threshold.  
Penalties apply to units with significant losses: 50% -1, 75% -2.

Units which fail morale check must RECOIL.  
But if a unit is also engaged from the side(s) then it must FLEE.  
And if a unit is also engaged from the rear then it is DESTROYED.

RECOIL: Move back 6"; Can't move/attack until after next turn.  
FLEE: Turn face and move 12"; Can't move/attack until after next turn, and then keep retreating unless rallied by a leader.  
DESTROYED: Scatter, surrender, get overpowered or just die.

RALLY: If Leader contacts unit and a Morale Check then succeeds.

### CASUALTIES

After battle, determine the casualties and the fate of individuals.

First, calculate the average damage to the individuals in a unit.  
Then roll the multiplier which applies to specific individuals, d100:  
01-20 x0; 21-40 x1/4; 41-60 x1/2; 61-80 x1; 81-90 x2; 91-100 x4.

Typical casualty figures can also be calculated from this:  
20% = Av x0 = Unscathed (or insignificant scratches)  
20% = Av x1/4 = Slight wounds (probably not a problem)  
20% = Av x1/2 = ditto  
20% = Ax x1 = ditto  
10% = Av x2 = Significant if Unit HPs were reduced to half or less.  
10% = Av x4 = Significant injuries are likely in this category.  
Comparing the resulting damage with HPs then shows whether they are just slightly wounded, seriously or critically injured, or dead.

Units which Flee off the battlefield will suffer d6\* x10% desertions (\* modified by morale modifier reversed); least wounded lost first.

Units which are Destroyed suffer casualties according to the precise manner of their destruction, determined by the roll of d6:

- 1) Scattered: Casualties as standard, plus desertions as for Fleeing.
- 2, 3) Surrendered: Casualties as standard (but now prisoners).
- 4,5) Overpowered: Casualties as standard plus half Avg HP damage.
- 6) Massacred: Casualties as standard plus full Avg HP damage.

### EXAMPLE TROOPS

DWARF: HP7, AP5 (chainmail), Battleaxe 45% d8+1, M.Shld 45% AP15 (50% cover), Heavy Crossbow 45% 2d6, Move 9", Morale +2

Unit of 10: HP 70, Damage 2x(d8+1), Base 15ft sq. (else same)  
Unit of 100: HP 700, Dam 5x(d8+1), Base 40ft sq. (else same)

GOBLIN: HP4, AP2 (leather), Spear 35% d6, S.W.Shield 30% AP10 (45% cover), Move 6", Morale -1 (-2 in light)

Unit of 10: HP 40, Damage 2x d6, Base 10ft.sq. (else same)  
Unit of 100: HP 400, Damage 5x d6, Base 30ft sq.(else same)

## XXIV. EQUIPMENT LISTS

### EQUIPMENT ETCETERA

The weapons, armour and equipment listed here are often sought but not necessarily available everywhere, particularly the special items.

WEAPONS	Dmg	AP	Special	Weight	Cost	Notes
Brawl	(d3)	-	Crush	-	-	<i>Fist/Kick/Grapple</i>
Longsword	d8	8	Slash	3.5 lb	£300	<i>Or Impale</i>
Broadsword	d8	10	Slash	4.5 lb	£200	
Shortsword	d6	10	Impale	2.5 lb	£160	
Great Sword	2d6	9	Slash	8.0 lb	£600	
Dagger	d4	6	Impale	1.0 lb	£40	
Battle Axe	d8	8	Slash	2.5 lb	£100	
Great Axe	2d6	8	Slash	4.5 lb	£200	
Mace	d6	10	Crush	2.5 lb	£80	
Warhammer	d8	10	Crush	4.5 lb	£140	
Quarterstaff	d6	8	Crush	3.5 lb	-	
Club	d6	8	Crush	2.5 lb	-	
Spear	d6	8	Impale	4.5 lb	£20	
Long Spear	d8	8	Impale	6.0 lb	£100	
Small Shield	-	12	Knock	7.0 lb	£200	<i>Gives 25% cover</i>
Medium Shield	-	15	Knock	9.0 lb	£250	<i>Gives 50% cover</i>
Large Shield	-	18	Knock	11.0 lb	£300	<i>Gives 75% cover</i>

(Melee Weapons: Basic skill STR%; add full STR bonus to damage).

MISSILES	Dmg	AP	Special	Weight	Cost	Range Increment
Bow (short)	d6	3	Impale	1.5 lb	£300	<i>240ft</i>
Crossbow (md)	2d4	7	Impale	11.0 lb	£300	<i>150ft</i>
Dagger	d4	10	Impale	1.0 lb	£40	<i>20ft</i>
Sling	d4	10	Crush	0.2 lb	-	<i>240ft</i>
Spear	d6	9	Impale	4.5 lb	£20	<i>45ft</i>

(Missile Weapons: Basic skill DEX%; add half STR bonus to damage, round down).

ARMOUR	Type	AP	Mov	PF	Weight	Cost	Description
Cloth	-	1	-	-	6.0 lb	£120	<i>Hvy clothing/jacket</i>
Leather	L	2	-1	-	9.0 lb	£200	<i>Leather hauberk</i>
Ring mail	M	3	-2	/2	14.0 lb	£700	<i>Ringmail hauberk</i>
Cuirboilli	M	3	-2	/2	12.0 lb	£900	<i>Leather cuirass etc.</i>
Chain mail	M	5	-2	/2	30.0 lb	£2000	<i>Chainmail hauberk</i>
Plate-and-mail	H	7	-3	/10	45.0 lb	£10,000	<i>Plate cuirass etc.</i>

(PF: Penalty Factor that applies to DEX-based and Magic skills if armour worn).

CHANDLERY	Weight	Cost	Notes
Adventurer's Pack (with useful items)	40.0 lb	£200	<i>Inc. items marked *</i>
Backpack	2.0 lb	£40	*
Rope (hemp, 50ft)	20.0 lb	£20	*
Iron Rations (1 week)	7.5 lb	£100	*
Bedroll	3.0 lb	£10	*
Waterskin	5.0 lb	£15	*
Torch	1.0 lb	0.1	<i>*(2)</i>
Tinderbox (with flint & steel)	0.2 lb	£20	*
Pole (10ft)	10.0 lb	0.3	
Silk Rope (50ft)	8.0 lb	£200	
Standard Rations (1 week)	20.0 lb	£20	
Lantern	6.0 lb	£240	
Lamp grease (per pot)	1.0 lb	0.6	
Boots	3.0 lb	£8	
Lockpicks	-	£600	
<b>INN or TAVERN:</b>			
Ale (per pint)	-	£1	
Meal	-	£1	

Good Meal	-	£5	
Fine Meal	-	£20	
Inn Floor (night)	-	£1-10	
Inn Room (night)	-	£20+	
<b>OSTLERY:</b>			
Riding Horse	-	£500	
Cavalry Horse	-	£1000	
War Horse	-	£5000	
Mule	-	£400	
Hunting Dog	-	£340	
Saddle	-	£200	
<b>SPECIAL ITEMS &amp; SERVICES:</b>			
Flaming Oil (per flask)	2.0 lb	£200	<i>d6/rnd for 3 rounds</i>
Holy Water (per vial)	0.5 lb	£500	<i>2d6 v undead</i>
Potion of Curing	0.5 lb	£1000	<i>D8 healing (light)</i>
Lucky Amulet (+1)	0.1 lb	£2000+	<i>-1d6 magic damage</i>
Identification of Magical Item	-	£500	
Library access to Wizard's Spell Book	-	£500	<i>x Level, per Month</i>
Magic Scroll (1st Power spell)	0.5 lb	£1000	
Skill Training (one month)	-	£1000	
Characteristic Training (two months)	-	£5000	
Magic Dagger (+1)	1.0 lb	£400	<i>+1 damage</i>
Magic Sword (longsword, +1)	3.5 lb	£3000	<i>+1 damage</i>

### [EXPANDED EQUIPMENT LISTS]

## XXV. DEREK'S SAGA

### THE SAGA OF DEREK THE DAUNTLESS

As examples of character generation, development and play, the story of a typical character and their comrades will be provided. Our hero will be a lad called Derek (but name etcetera can usually be decided later). Firstly, let's roll up the basic characteristics...

STR (rolls: 6,5,4,3) = 15. Great start! A reasonably strong lad.  
INT (2,5,3,3) = 11. Average. Not too stupid, but not too bright.  
WIS (4,1,1,6) = 11. Again, only average. Not much magic power.  
DEX (1,3,3,3) = 9. Oops! He is perhaps just a little bit clumsy...  
CON (5,2,4,4) = 13. Quite good health that will help him survive.  
CHA (4,6,2,1) = 12. High-average leadership, looks and charm!

Why don't you roll up a character for yourself now, too?

### DEREK'S POTENTIAL

With Strength higher than anything else, he'd make a fine warrior. He's not really clever enough to use magic and lacks will-power to be a good priest. Verging on clumsy, he'd best avoid thievery – but who knows what the circumstances of his life might force him into? Quite unremarkable, he's not suited to any specialist career either.

### DEREK'S SAGA

We've decided he's a human male, so roll 2d6 and add 6 for Size getting (5 & 6 +6) = 17. This makes him a very big lad - weight 238lbs, height 77" - that is, seventeen stone and six-foot-five! Therefore, he has  $17 / 2 = 9$  Hit Points (HP). Pretty tough.

### DEREK'S SAGA

The following bonuses apply in some circumstances, due to Derek's characteristics: Str +2; Int +0, Wis +0, Dex -1, Con +1, Cha +1. The +2 Str bonus applies to damage he does in melee – very handy for a warrior. But, oh dear, the -1 Dex penalty applies to Initiative (explained later) so he will be slower to react than most people.

### DEREK'S SAGA

Our would-be hero's tendency towards clumsiness hurts him again here – initially his Defence is only 9%. But hopefully it'll improve.

### DEREK'S SAGA

Derek's stats give him the following skill percentages initially: Spot 11%, Listen 11%, First Aid 11%, Evaluate 11%, Jump 9%, Throw 9%, Climb 18%, Ride 13%, Swim 13% - rather unheroic - but his high Strength gives him Brawl, Club etc at 30% (other less simple combat weapons will be just 15%, and missiles only 9%). He's an average talker (Speak 55%) but can barely read or write (Literacy 10%) and knows only his native language (0 Int bonus).

### DEREK'S SAGA

He sets out for a life of adventure aged just 16 (14+d6, rolled 2).

### DEREK'S SAGA

One fine day, young Derek was out riding on his family estates. Even his limited Ride skill is enough to guide the horse – but then he bravely (or recklessly?) decides to jump his mount over a ditch. This requires a test of his Ride skill. Rolling d100, Derek's player scores 62, which is over his skill (13%) and is therefore a failure. Not disastrous, though, so the GM decrees his horse just balks. Derek can have another try...71, failure... and another, 90... and another, 36... and another...07. Finally, at the 5th attempt, success!

### DEREK'S SAGA

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### DEREK'S SAGA

Young Derek's honesty serves him well. For both Good and Law aspects he scores 6 (Honest/2). Thus his alignment is "Neutral" (but with leanings to Lawful and Good). But this may change...

### DEREK'S SAGA

Rolling 4, 4, 1, 4 & 3, we find that Derek has ruddy skin of medium tone, dark brown eyes and shaggy auburn hair. Is this a sign of barbarian ancestry, or simply weather-beaten peasant upbringing?

### DEREK'S SAGA

Characteristics: From his 15 Strength and 13 Constitution, Derek can be described as "physically powerful and fit". Sadly, his other characteristics are too average to be worthy of mention.  
Distinctive Features: We find Derek has (35) a very loud voice and (59) likes to wear highly ornamented clothes. What a show-off!  
Talents/Faults: Derek has (39) an uncanny sense of direction, but also (44) hopeless inability to judge ranges or distances travelled.

### DEREK'S SAGA – Heritage: Heir to the Earldom of Ithius!

Rolls for Heritage give Derek: Nation (86) Rethem; Class (53,01) Noble!; Family Status (03) Earl!; Relationship (08) (GM overrules Spouse) Offspring: (41) 2nd (51) of 3 Children (others both girls). All very good indeed, but... Standing (91) means he is an Outcast! Birthplace (35) Ithius: the GM says this town is just inside Istrar; the northern half of Rethem – which is occupied by Elven armies! How does ex-Lord Derek feel about that? And what side did he support in the invasion? Does his father, the Earl of Ithius, favour some opposing faction? Or is it something else that divides them?

???????

### DEREK'S SAGA

Lying at the bottom of a ditch, Derek tries to tend his injured leg. However, his player claims that Derek's pride (Proud 12%) would help here, to avoid the ignominy of crawling out crippled. The GM, perhaps sorry for earlier cruelty, kindly agrees – and so the player makes a roll to compare with both First Aid 11% and Proud 12%.

He scores 04. This is a success for First Aid and, since it is also under his Proud trait percentage, it is improved into a 'Special'!

The player rolls 2d3 for the Special First Aid and scores 2+1= 3. So Derek regains 3 HPs – and he can walk again!

#### **DEREK'S SAGA**

Now mobile, but still at the bottom of a ditch, Derek tries to climb out. His Climb skill is 18% and he rolls 92 – nowhere near enough. However the GM says that, since it's only a ditch, he can clamber out automatically – but needs a CONx5 roll to avoid aggravating his injured leg. Derek needs 13x5=65% and rolls 34. No problem.

#### **DEREK'S SAGA**

At home, Derek's father the Earl demands to hear how his son lost a horse and gained an injury. Derek's pride overcomes his honesty, and he says a malicious elf scared his mount (elves get the blame for many things in Rethem: stealing babies and so on). His father accepts his story (but the GM awards Derek an Honesty *anti*-tick).

And now it is time to see if Derek has learned from his experiences, as he practices techniques and reflects over the next week or so.

Each skill/trait successfully used is ticked, and Derek's player rolls d100 for them again now but this time trying to roll **over** the skill:

For Ride (13%) he scores exactly 13, so gains nothing.

For First Aid (11%) he scores 98, gaining an increase – rolling d6, he scores 6! Derek's First Aid skill becomes 11+6 = 17%. (Note this roll would have won an increase even for a skill of 100%+).

For the Proud trait (12%) he scores 13, just enough for a gain. The d6 roll is 3, and Derek's Proud rating increases to 12+3= 15%.

Also that outstanding anti-tick automatically decreases his Honesty (12%). The d6 roll is 5, so Derek's Honesty goes down to just 7%.

#### **DEREK'S SAGA**

Derek, we found, has a 30% chance to hit someone with a club. (No doubt he had some experience with it when controlling unruly serfs in his family lands). This is also his chance to parry with one. If Derek used a sword, he would have just a 15% skill (STRx1).

Derek and his guard Horris are sparring with longswords. Horris swings and his roll is 01, a critical hit! Derek however rolls 03 to parry with his sword. Horris rolls d8 for damage (see charts) and scores an 8. Since it is a critical hit, this is doubled to 16, and then 2 added for his Strength bonus (Horris has Str 14), making 18.

Derek parried, so his sword blocks some of the damage. Normally a longsword would stop only 8 points, but Derek's 03 roll was a special (1/5th his 15% skill) and so it stops double, i.e. 16 points. The blow did more than that, so Derek's sword is damaged by 1hp in addition to the 1hp for parrying a crushing blow (down to 6AP).

But Derek is also hurt. He is wearing some armour – quilted cloth padding, worth 1AP, which would normally reduce damage by 1hp. However, Horris's hit was a critical and therefore struck a gap in the armour: so both the 2 remaining points of damage get through (incidentally meaning the armour escapes damage). Derek tries to dodge, rolling for his Defence (9%) but scores 47 and gets hit.

The 'elf attack' was just 2 weeks ago, so Derek has only recovered 2d3 (1,3) hit points and has 7 of his normal 9. The 2 new damage reduces him to 5 HP and, incidentally, gives him a cut on... (a d20 roll for location is 2) ...that right leg again! He must also make a CONx5 since it was a 'crushing blow' (or in this case, slashing): he does, rolling 51, and avoids serious bleeding. But he calls a halt to the practice session anyway.

#### **DEREK'S SAGA – ELVEN INVASION**

Soon after, news comes an elfish army has emerged from Quendor woods to seize control of all North Rethem for their inhuman king. The Earl rides away to the war with knights, yeomanry and levies. Despite his pleas, Derek is left behind with the handful of guards.

Next new moon evening, a fine-clad elf appears at the castle gates, 'requesting' all humans within give fealty to the King-of-the-Wood.

Uras, an unlucky man-at-arms, aims his crossbow at it... only to be shot by several other elves which suddenly appear, as if by magic. They have Bow skill 60%, doubled to 120% for aiming while the man readied his crossbow. But the parapet gives Uras 50% cover, so the GM rules that 3 out of the 6 arrows strike the stonework. The other arrows score: 85, a hit; 21, a special; and 06, a critical.

Uras has 7 Hit Points, 12 Con, and Ring Mail of 4 armour points. The elves have bows whose arrows inflict d8 damage per hit.

The first shot (normal hit) rolls 5 damage. Uras's armour stops 3 points of this, so only 2 gets through, reducing him to 5 hp.

The second shot (special hit) rolls 4, doubled to 8 damage. Less 3 points for armour; 5 gets through, reducing Uras to 0 hp. Rolling d20 for location, a 16 means his right arm is hit and out-of-action.

The third shot (critical hit) rolls 7, doubled to 14 damage. Critical damage is not reduced by armour. So Uras is reduced to -14 hp and, this being less than minus his Con of 12, drops down dead.

(Incidentally, doing 10 or more damage, it is a potential 'Golfball' hit – but rolling Uras's SIZx5 (65%) gets 60, so he is not thrown back, just slumps. His armour is not damaged, as it was bypassed). Rolling d20 for location gets 8 (abdomen) but, since that area was covered by the parapet, the GM rules it hit him in the chest instead. A d6 roll for sub-location gets 6 – he was shot through the heart!

Bravely, Derek exits the postern gate alone and rides for help...

#### **DEREK'S SAGA**

If Derek had not parried Horris's tremendous 18-point blow, he'd have been reduced from 7 HP to -11. Not quite dead (13 Con) but Grievously injured. It hit his right leg and a d6 roll of 4 shows it was on the shin. Derek's lower leg would have been severed. Most likely, he'd also have bled to death very soon. Lucky he parried!

#### **DEREK'S SAGA – THE FIGHT IN LEFTY'S ALEHOUSE**

Derek rides straight towards town. A wayside inn resounds with rowdy merrymaking – surely here will be men of stout heart? Boldly he strides in, voice booming above the din: "Good men of Ithius! I am Derek, son of your liege Earl Clive! The inhuman foe invades and stands at our very gate! We must fight - follow me!"

A stunned silence falls. For this is Lefty's Alehouse, a dive well-known (to all but Derek) for its rebellious peasant clientele, run by a republican publican who lost his right arm years ago in a revolt

against his overlords. Then coarse laughter rings out all around! "Why fight the woodland folk? They've rid us o' that evil monster the Duke and his lackeys!", says one reveller. "aven't you 'eard? 'im an' 'is thugs 'ave run away to the South. We be celebratin'!"

"Treason!" exclaims Derek, "All men owe fealty to their master!". Confident in his superiority, he advances threateningly. But Derek faces Den Tyler, a known rabble-rouser, who rises to face him with two uglier comrades. Cudgels in hand, they dare to raise weapons against this scion of nobility! The dirty rebel taunts the naïve young noble - "We are the masters now... **Boy.**" - and grins nastily. Derek does not like that grin. But he becomes an involuntary target as the patrons make a circle around him and his three opponents.

Den and his two comrades each have STR 10, CON 11, DEX 13, SIZ 12 (hence 6 Hit Points). They wear no armour but are well-practiced with their cudgels, having Club skill 30%. The GM rolls d12 for their initiative and gets a 12, adding one for their Dexterity bonus making 13. Derek rolls 9, which is modified to 8 due to his -1 penalty. The rebels strike first. They score 12, 22 & 16 - three hits. Rolling d6, they do 6, 2 and 6 damage respectively. Derek has no weapon out yet and cannot parry, but his chainmail hauberk is worth 5 AP and so will stop 5 points of each blow. He can safely ignore the 2-point hit which glances off his armour. Attempting to dodge the others, he rolls 55 & 02. He evades one blow completely but the other hits, though for just 1 point of damage since his mail stops 5 of it's 6 points, reducing his 9 HP to 8. Having dodged, he now finds himself backed-up against the onlookers. He draws his sword (and wishes he knew how to handle it better than 15%).

Next round, the rebel thugs close in - but rolling 62, 82 & 35 all miss. Derek swings desperately at them - 05, a hit! Rolling d8 damage for his longsword and adding +2 for his Strength bonus gives just 1+2=3 damage. Den the ringleader is hit - he attempts to parry but fails (rolls 48) and to dodge (13% Defence, rolls 97) - and is hurt (reduced to 3HP). He scowls and curses foully. Derek advances to press his advantage.

Third round, the rebels score 89, 33, 56 - but the third steps behind Derek for an easy blow and therefore hits - for another 6 damage. Derek cannot parry a blow from behind. He could still dodge, but is surrounded and so would have to fall prone - he doesn't want to do that, and is confident of his mail armour, so just takes the hit (and 6-5=1 point of damage, leaving him on 7 HP). Then he tries to hit back, and rolls 99 - a fumble! Rolling on the Combat Fumble Table, he scores 53: "Fall - lose parry and dodge this round". Tripping over a bar-stool, he falls prone on the floor anyway. Cruel and raucous laughter erupts from the onlooking peasants.

Fourth round, the ignoble bullies press their advantage, striking him where he lies for easy attacks (x2, 60%). Scoring 87, 42, 90, two miss anyway and the one hit (roll d6, scores 1) only glances off his chainmail. Derek attempts to stand - but this allows each of his enemies another free attack - 19 hit, 44 hit, 78 miss. The hits roll 2 and 4 damage, which again are deflected by Derek's armour, leaving him unharmed. The GM calls for a DEXx5 roll (45%) to get up while being struck, and Derek fails with 88, so is still down.

Round 5, the thugs strike again - 05 special, 34 hit, 77 miss. The lesser hit scores 2, bouncing off his mail. But the lead rebel, Den, scored a special hit, for double damage - and rolls 6, making 12! Derek tries to parry (roll 47) but fails, and tries to squirm aside (dodge halved to 5% due to being prone, rolls 93) but also fails.

His armour stops only 5 of the 12 damage, so 7 gets through and reduces his HP to 0. Rolling d20 for hit location gives 4 - that right leg again! Derek now cannot rise, and is in trouble. Worse, Den's powerful strike is a Crushing Blow (10+ damage) so Derek may be 'golfballed' - he must roll SIZx5 (85%) to avoid this, and gets 89... our hero is knocked flying up to 12ft - but the GM rules he crashes into a nearby table taking more damage (d6 rolls 1, stopped by his armour). He must also make a CONx5 roll (65%) or be stunned - rolling 84, he fails and therefore cannot perform any attack or parry next round. Derek is in very deep trouble...

### **DEREK'S SAGA - BIG TROUBLE IN LEFTY'S**

Our hero is currently lying on the floor in a tangled heap, stunned and unable to attack or parry, surrounded by an unfriendly mob.

In Round 6, seeing Derek is nearly helpless, the brutal thugs opt to grapple him. Normally this would allow him an extra attack, but he is stunned. The GM rates their Brawl skill as 30% (improved above the base of STRx2), currently doubled to 60% since Derek is prone, and rolls 59, 62, 56 - two succeed and (rolling d20s for locations 11 & 18) grab him around the chest and right arm, which they must make STR v STR rolls to immobilize. The GM rules that, since Derek is prone, the thugs can use their weight (i.e. SIZ) in addition to strength.. Derek's STR 15 gives them a penalty of 5, so the total is 10+12-5 = 17, x5 = 85%. Rolling 94 and 26, one fails to pin Derek down but the other gets the lad's sword-arm in a lock.

In Round 7 the thug on Derek's chest tries again to immobilize him and scores 01! The GM rules this critical roll means two adjacent body locations are also held fast, his head and left arm. The other thug holding Derek's right arm forces him to drop his sword. The third tries again to get a hold of Derek. This prompts a free attack from our hero, now un-stunned, who attempts to kick him with his remaining good leg (the left one). Base chance STRx2=30%, but halved for being prone, makes 15% - a roll of 18 just misses. The thug (rolling 90) fails to grab him, though. Then Derek tries to break free. He can only attempt to break one hold at a time, so opts to try his right arm. That thug's STR+SIZ of 22 gives a penalty of -12 to Derek's 15 STR, making 3, so his STRx5 is 15%. He rolls 05! The thug is thrown off, and Derek's weapon-arm is free again!

However next round Den, holding Derek's chest, head and left arm, extends his grip (85%, rolls 22) and pins the right arm too. The others pitch in again. Derek kicks at one (roll 57) but misses. They grab him (60% chance, roll 24 & 34), seizing his (d20: 5 & 7) left leg and abdomen respectively, and immobilizing them (85%, rolls 77 & 27). Derek struggles, trying to throw off Den's hold on his right arm (15%, rolls 65) but fails miserably. Uh-oh!

Then more rebel bullies join in. One pulls off Derek's helm while another punches him in the face: Brawl skill 30%, halved to 15% for aiming but x10 because Derek is now helpless, making 150%. The roll is 12, a special hit, but the d3 damage roll is only 1, doubled to 2, reducing Derek's HPs to -2. Struck on the head, he falls unconscious. The baying mob strip him of valuables, dump his body on the midden outside and return to their drunken revelry.

### **DEREK'S SAGA**

Later, a menacing figure creeps through the dark towards Derek as he lies helpless, and draws a knife with murderous intent...

But from nearby, mystical words are spoken - a magic spell is cast! The caster has Magic skill of 17% and rolls 87. Although that is a

'fail', the spell has normal effect – but costs twice the usual Power. So this Sleep spell (Level 1, not intensified) costs not 1 point but 2.

However, for the spell to take effect, the caster must overcome the target's willpower with their own. They have WIS 15 for a basic chance of  $15 \times 5 = 75\%$ , but Den (for the would-be killer is he) has WIS 14, so a modifier of  $10 - 14 = -4$  applies, and  $(15 - 4) \times 5 = 55\%$ . The mysterious mage's player rolls 38, success! Den falls asleep where he stands and drops to the ground, snoring.

(Note that, if Den had been the player-character, his player could instead have attempted this roll to resist the spell. His base chance is  $14 \times 5 = 70\%$ , but modifying it by the caster's WIS 15 would give a penalty of  $10 - 15 = -5$ . Since  $(14 - 5) \times 5 = 45\%$ , we can see that the chance for the spell to take effect is the same no matter who rolls).

Derek is also in the Sleep spell's area of effect, so must also resist! His WIS is just 11 – but the Sleep spell is unusual in that SIZ can alternatively be used to resist its effects – and his SIZ is 17. So his player rolls his  $SIZ \times 5$  (at a penalty of 5 for the caster's high WIS) which is  $17 - 5 = 12$ ,  $\times 5 = 60\%$ , scoring 18. Derek is unaffected.

Mariella, an apprentice mage, was suspicious when Den slipped out of Lefty's and followed him. Seeing his evil purpose she used her magic to intervene and save the bold but foolish young noble. Mariella first aid, can't lift Derek, cleric happens by...??????

### **DEREK'S SAGA**

Derek seeks out a mercenary band and joins the Tyrant Cutters, a medium infantry company specializing in great-axe and sword. He sees action with them in far Koth, battling Gazgarian invaders.

His player chooses that during this time he acquires skills in First Aid ( $WIS \times 3 = 33\%$ ), Evaluate ( $WIS \times 3 = 33\%$ ), Ride ( $CON \times 3 = 39\%$ ), Survival ( $WIS \times 3 = 33\%$ ), Bow ( $DEX \times 3 = 27\%$ ) and local languages (Emphidian and Gazga). He learns to wield the Cutters' signature weapons, Great-axe and Sword (both  $STR \times 3 = 45\%$ ), and achieves Expertise with them ( $STR \times 1 = 15\%$  each) and Bow ( $DEX \times 1 = 9\%$ ), which means he gains various special martial skills (see later).

### **DEREK'S SAGA**

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## XXVI. Amendment History

1.7	11 Nov 2011	Falling – armour/DEXx5; Drowning -CON; Golfball fall only 5ft+; Pious – Spiritual; Spirit combat POW top-up; ...
1.8	20 Nov 2011	Strategy and Command skills added; Cult skills amended accordingly.
1.9	2 Feb 2012	HP CON bonus [p7]; Wounds/Death at -4/-7/-10 [p1, p4, p7]. Defence, Hide, Sneak based on inverse SIZ [p7]; Max 1 re-roll per trait [p5]; Extra Parry via Expertise [p5; p22]; Spot Rules de-duplicated [p2]; SIZ/Ht mods in % [p20].
1.9a	8 Feb 2012	Base Height 50+SIZ+STR/2; Non-human height mods tweaks.
1.9b	29 Feb 2012	Spell Evasion, Counter-spells, Psychic Duels, Item Spell Damage [p3,11,24+]; Mass-ish Combat System [p26+].