Tales & Legends

Adventure Game

A Mini Fantasy RPG

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Tales & Legends

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To my family, friends and working colleagues for their encouragement and support.

Dedications:

To my wife and son, with love.

Contents

Introduction

TALES & LEGENDS ADVENTURE GAME is a system that will allow you and your friends to play various types of characters *(Halflings, Dwarves, Elves, and Humans)* of various professions *(Warrior, Mage, and Scout)* in any fantasy world. In general, *Tales and Legends* is a type of game called a Fantasy Role-playing Game (FRPG) and these rules can even be generalized to allow you to play adventurers in any quasi-Medieval world where magic and monsters might exist.

Like most other FRPGs, *Tales and Legends* uses dice to simulate the uncertainty that comes from attempting to perform tasks while under stress due to difficulty, time pressure, and/or danger. For the most part, *Tales and Legends* uses two six-sided dice (2D6) modified by one or more **bonuses** to the number rolled. Generally, these bonuses (and they can be either positive or negative) represent how good (or bad) your character may be at a specific task, plus any situational aids or hindrances. These tasks that a character can perform are referred to as Actions, and related Actions are associated together into Skill Groups. The greater the difficulty of the Action attempted, the higher the number you have to roll on 2D6 to accomplish it successfully. This is where high (positive) bonuses can make such a big difference in whether the Action can be accomplished or not. The list of Skill Groups, with the primary Actions under each, can be found on the next page.

For example, *The player character Adelstone attempts to climb a rough stone wall (Difficulty Number 9). Climbing is a skill specialization, which Adelstone don't have, within the General Skill, but Adelstone has a +2 General Bonus. Therefore, Adelstone's player would roll 2D6 and add two to the result. If the final result happens to be nine or greater, then Adelstone has succeeded in climbing the wall. (**GM guidance:** As the Gamemaster (**GM**), your job is not to kill off the player characters! It's to provide an environment that will challenge them and, therefore, the imagination of the players. In this example, if Adelstone happened to fail his attempt, you don't have to automatically assume that he fell and hurt himself (unless, maybe, the player*

rolled a natural "2" on the dice). You could just say he's having difficulty finding a foothold and either didn't start at all or is stuck part way up. Let the players try to come up with a creative solution to the problem. Then, based on what they come up with, allow new skill rolls.)

Different character types will, by training and/or talent, have different bonuses for each of the Skill Groups. The details of which bonuses each character may have and how they were derived, are in the Character Creation section near the back of these rules. Normally, if you are new to this game, your Gamemaster **(GM)** (the one who sets up and runs the adventure the other players will experience) will create several characters for you to choose from ahead of time, so you should not need to reference that section just to get started. Once you have played a game or two, and feel comfortable with the rules, you may wish to start a game with a character you designed yourself. At some point, you may even wish to be a GM yourself and invite friends to play in an adventure or related series of adventures (called a campaign) you are presenting.

Many GM's prefer to write their own adventures, but there are also complete adventures for other games available in bookstores and on the internet to use as is, convert and modify to your own tastes and/or give you ideas for writing your own.

Also, these rules are just guidelines, not set in stone. If your gaming group agrees to a modification or addition to these rules, feel free to use whatever makes sense to you and increases the enjoyment of the game. With that said, though, if the group cannot come to a consensus on a change or interpretation of the rules, the GM's word should be final.

Though many console and computer games, both stand-alone and online, claim to be FRPGs, in any type of computerized game the interactions are limited by the capabilities built into it by the game designers and by how much computer power is available to the game. In a true FRPG, interactions between the player characters (**PCs**) run by the players, and the non-player characters (**NPCs**) run by the GM, are limited only by the imaginations of the GM and players.

Chapter 1: The Basics

Character Statistics

THESE ARE THE NUMBERS that represent your character's abilities. They are represented as "bonuses" (either positive or negative) to an arbitrary norm of "0." There are **Base Stats** that represent physical characteristics and **Skills** that are keyed to them.

Base Stats:

Might: This is how strong your character is. It affects his Fighting and General skills, and the Encumbrance he can carry.

Nimbleness: This is how nimble and coordinated your character is. It affects Marksmanship and Subterfuge skills, and Defense.

Mind: This is how smart **and** educated your character is. It affects Perception and Magical skills.

Movement: This is how fast your character can move, short term.

Defense: The Defense score **(DEF)** represents how well your character avoids being harmed when in combat. DEF is equal to your Nimbleness score (plus armor and shield, if you are wearing any).

Endurance: This is how fit and tough your character is. It represents how much damage he can take, and affects travel distances.

Skills:

Fighting: This is your character's skill at fighting with various hand (melee) weapons.

Marksmanship: This is your character's skill with various missile weapons (bows, crossbows, slings, spears, etc.).

General: This is how good your character is at large-scale, common tasks often requiring strength.

Subterfuge: This is how good your character is at small-scale or sneaky tasks usually requiring agility.

Perception: This describes your character's ability to observe things around him and to persuade people to his thinking.

Magical: This represents your character's talent and training with things magical (spells, potions, items, beings, etc.), but unless your character's Magical bonus is +1 or higher you will only be able to attempt Read Runes/Script and Alchemy.

Skill Specialties

EACH OF THE SIX SKILL GROUPS have a subset of six or more separate specialties associated with them, in which your character may wish to train. Your character is allowed to learn 6 of these skill specializations at Character Creation (see p. 15). Your character can learn more of these specialties later, or even increase his overall Skill Group bonus, through Character Advancement (see p. 27). A skill specialization provides a +1 bonus when using that specialty for actions in the game. The specialties associated with each Skill are as follows:

1. **FIGHTING** - Unarmed Combat, Knives, Swords, Axe/Mace/Hammer, Spear/Polearm, Staff.
2. **MARKSMANSHIP** - Bows, Crossbow, Sling, Knives, Axe/Hammer, Spear, Pitch (stones, grapnels, etc.), Ranged Spell Attack.
3. **GENERAL** - Climbing, Riding, Swimming, Jumping, Cooking, First Aid/Herbal Healing, Trade/Craft.
4. **SUBTERFUGE** - Stealth, Pick Locks, Pick Pockets, Disarm/Set Traps, Forgery, Trickery, Art/Music.
5. **PERCEPTION** - Spot Traps/Hidden, Naturalism, Tracking, Persuasion, Detect Lies, Weather Sense, Navigation/Orienteering.
6. **MAGICAL** - Read Runes/Script, Cast Spells, Sense Magic Objects/Beings, Sense Magic Spells, Alchemy, Enchantment.

Untrained Skills

Each skill has a base score which is your Stat score plus the skill base score received from choosing a race and profession. If you don't have any additional points invested in a skill beyond the basic score, you are considered to be **Untrained** in that skill. You may not invest in any skill specialties for a skill that is considered to be Untrained. Furthermore, when performing an action with an Untrained skill, you get a −2 penalty for the action roll.

Action Difficulty Numbers

To perform a **Basic Action** (i.e., your character vs. the environment), the GM will determine which Stat or Skill applies. Then, after determining the Base Action Difficulty and applying any environmental, situational, or external factors, the GM will announce an overall **Difficulty Number (DN)** for the maneuver.

The player then decides whether or not to make the attempt. To determine the outcome, roll 2D6 and add any character skill bonuses that apply. If the result is equal to or higher than the assigned DN, your character is successful. The GM should not require a roll for things that are natural and routine for characters, but also not allow characters to attempt things that are obviously far beyond their capabilities. A natural "2" on the dice always fails (often with disastrous consequences) and a natural "12" always succeeds (often with an unexpected benefit beyond simple success).

Base Action Difficulty Numbers:

DIFFICULTY	DN
Routine	4
Simple	5
Very Easy	6
Easy	7
Medium	8
Hard	9
Very Hard	11
Extremely Hard	13
Folly	15
Absurd	17

Sample Basic Maneuver DNs:

ACTION	SKILL GROUP/DN
Climbing a tree	General/7
Climbing a rough stone wall (cottage or inn)	General/9
Climbing a rough stone wall in the rain	General/12
Climbing a smooth stone wall (castle)	General/15
Climbing (descending) a free-hanging rope	General/11(7)
Leaping a 6' ditch or jumping a 4' fence (for 6' char.)	General/8
Crossing a stream on stepping stones	General/5
Spotting a foe running across a meadow in daylight	Perception/5
Spotting a foe standing in the forest on a moonless night	Perception/13
Catching a dropped mug	Agility/9
Swatting a fly with your hand	Agility/9
Catching a fly with your hand	Agility/12
Breaking down a common locked door	Strength/9
Breaking an iron sword over your knee	Strength/12
Stealing a key from a sleeping guar	Subterfuge/8
Picking a standard lock (w/ lockpicks)	Subterfuge/8
Sensing the use of Magic (within 100' x Mana used)	Magical/9
Sensing an Undead creature within 50'	Magical/9
Sensing Enchantment on an item within 10'	Magical/13
Sensing Enchantment on an item you touch	Magical/9
Prepare an Herb to be used	General/7
Creating a Potion (minor: one day; major: three days)	Magical/9
Writing a one-use Spell scroll (30 mins./ Mana point)	Magical/9
Combat from horseback (War Horse only)	General/8

For tasks where it's not a simple case of whether you succeed or fail, but **how well you do**, the GM may set a base DN for the task, and then ask that you roll the dice and add the bonus from an appropriate Skill Group or Stat. The higher the final number, above the base success number, the better the result. For example, this is particularly useful in situations where the GM needs to determine how much a character knows about a certain subject (using Intelligence) or how well a character was able to express himself to the audience of a musical or artistic performance (using Subterfuge).

Resistance Rolls

Some game systems make use of Resistance Rolls (sometimes called Saving Throws) to counter the effects of Spells, Poisons, Diseases, etc. In order to keep combat quick and easy in *Tales & Legends*, most situations which would require a separate roll in other systems, are handled with a **single** die roll. For instance, in order to resist the effects of a spell cast on your character, the caster would make a single roll, add **his** applicable bonus (Magical in this case), and subtract **your** applicable bonus (Magical or Intelligence), and then see if the spell succeeds or not. In certain situations where your character's success at a particular maneuver depends on the success or failure of another character's maneuver, the GM may require a roll from each character (see **Contest of Skills** below).

Contest of Skills

If the GM needs to pit the maneuvers of one character against another, both characters must roll their applicable maneuvers (e.g., the *Spot Hidden (Perception)* of one vs. the *Stealth (Subterfuge)* of another) and the one with the highest score wins the **contest of skills**. Be sure to assess any environmental aids or hindrances only **once**. For example if it's dark, either adjust one character's Perception down or the other's Subterfuge up by the appropriate amount, but not both. (**GM guidance:** For contests that are PC vs. NPC, it's best to adjust the rolls of the non-player character for environmental conditions and just let players roll normally. This allows you to keep certain environmental conditions secret from the players until it's appropriate to reveal them.)

Increasing Stats and Skills

Unlike many other FRPG's, *Tales & Legends* is a non-leveled gaming system. You do not gain new skills and attributes by going up a level. Instead, you may spend your earned **Experience Points (XP)** to learn new maneuvers, increase attributes, etc. For example, by spending 4 XP you may increase one Skill Group Bonus of your choice by +1. For 12 XP, you may increase a Base Stat by +1. Spending 2 XP allows you to learn a new Spell, Skill Specialty, etc. (see **Advancement**, p. 27).

Movement & Travel

Short Term Movement

The **Movement** stat represents how fast you can move in a short amount of time. It is measured by how many feet you can cover in a 5-second interval (one Combat Round). Your normal movement rate depends on your choice of race and profession, see **Chapter 2: Character Creation** for more details. Dwarves and Halflings are generally slower than the other characters, due to their shorter legs (they have a negative adjustment).

Long Distance Travel

The **Endurance** stat, in addition to determining how much damage you can take before collapsing, also governs your long distance travel. Under ideal conditions (good level road, fair weather, proper gear, not over-encumbered and without foraging) characters may travel at a speed of (½ x **current** Endurance points) miles/day. Poor terrain will reduce this by ½. Bad weather will reduce this by ½ again. Foraging as you go will reduce this by at least ½ again. Finally, exceeding your Encumbrance limit (between 1 x and 2 x Encumbrance) will also slow you by another ½. These factors are cumulative and apply to pack animals and mounts as well.

Chapter 2: Characters

HERE YOU WILL FIND THE RULES for creating your own character. On this page are the five different Player Character Races and five Professions for you to choose from. Select a Race, add the stat modifications of the desired Profession and then record the results in the "Stat" column of the Character Sheet beginning on the next page. **Note:** *The skills already has the base stats included, along with racial modifiers, in their starting score, so you* **DO NOT** *add the base stats to the skills. The starting skill scores are written down in the box named STAT on your character sheet.*

Professions & Races

Halfling

Stats	Scout	Warrior	Mage
Might	-2	-1	-2
Nimbleness	+3	+3	+3
Mind	±0	-1	+2
Movement	20'	20'	15'
Defense	Nimbleness	Nimbleness	Nimbleness
Endurance	40	45	35
Fighting	-2	±0	-2
Marksmanship	+2	+1	+1
General	+1	+2	+1
Subterfuge	+2	±0	+1
Perception	+1	-1	+1
Magical	-2	-3	+2
Encumbrance:	35 + (Might x 5)	40 + (Might x 5)	30 + (Might x 5)

A Character Sheet can be downloaded at : https://darksagasrpg.wordpress.com

Dwarf

Stats	Scout	Warrior	Mage
Might	+1	+2	±0
Nimbleness	±0	±0	±0
Mind	+1	±0	+3
Movement	20'	25'	20'
Defense	Nimbleness	Nimbleness	Nimbleness
Endurance	55	60	50
Fighting	+1	+2	-1
Marksmanship	±0	±0	±0
General	+2	+2	+2
Subterfuge	±0	-2	±0
Perception	+1	-1	+1
Magical	-2	-3	+3
Encumbrance:	50 + (Might x 5)	55 + (Might x 5)	45 + (Might x 5)

Elf

Stats	Scout	Warrior	Mage
Might	-1	±0	-2
Nimbleness	+2	+2	+2
Mind	+1	±0	+3
Movement	25'	30'	25'
Defense	Nimbleness	Nimbleness	Nimbleness
Endurance	45	50	40
Fighting	-1	+1	-2
Marksmanship	+2	+1	+1
General	±0	±0	±0
Subterfuge	+1	-1	+1
Perception	+2	±0	+2
Magical	±0	-1	+3
Encumbrance:	40 + (Might x 5)	45 + (Might x 5)	35 + (Might x 5)

Human

Stats	Scout	Warrior	Mage
Might	+1	+2	±0
Nimbleness	+1	+1	+1
Mind	±0	-1	+2
Movement	25'	30'	25'
Defense	Nimbleness	Nimbleness	Nimbleness
Endurance	50	55	45
Fighting	±0	+2	−1
Marksmanship	+1	±0	±0
General	+1	+1	+1
Subterfuge	±0	-2	±0
Perception	+1	-1	+1
Magical	-1	-2	+2
Encumbrance:	45 + (Might x 5)	50 + (Might x 5)	40+ (Might x 5)
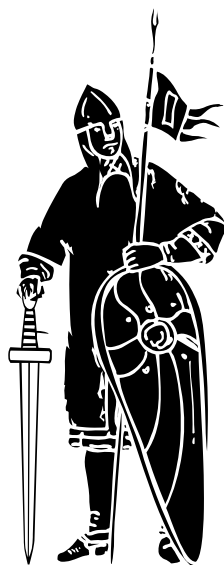
Creating a Character

1. Record starting Stat points

Select a character Race and add a Profession from the lists supplied (see **Player Character Races/Professions**, p. 15-18), and fill in the beginning stats and skills in the **Stat** column of a blank Character Sheet. Make sure you determine a Defense value for your character.

2. Assign Skill Bonus points

Starting characters get six Skill Bonus points that can be added to the **Skill** column of their Skills: *Fighting* , *Marksmanship*, *General*, *Subterfuge*, *Perception* and *Magical*. At character creation, no more than three points can be added to any given stat (this may be exceeded later through Character Advancement). If you do not assign at least one point to a stat, it receives a -2 Skill bonus.

Instead of increasing a Skill, you may spend one skill bonus point to learn any combination of **two** of the following: A Spell, an Alchemy Formula, a Skill specialty (#6 below), or a Language Rank (see **Languages,** p. 25). For example, for one Skill Bonus point, you may buy two Spells, or you may buy one Alchemy Formula and one Language Rank, or you may buy one Spell and one specialty, etc. Your character must have a Magical skill bonus of +1 or higher, **as part of character creation**, to Cast Spells.

3. Shift a Base Stat

In addition to the six skill bonus points you can apply to your character, you may also shift one (and only one) point from one Base Stat to another (Might, Nimbleness, Mind, Movement and Endurance).

A one-point increase or decrease in:

- **STRENGTH** also adjusts Melee and General bonuses up or down by one point.
- **AGILITY** also adjusts Ranged and Subterfuge bonuses up or down by one point.

- – **INTELLIGENCE** also adjusts Perception and Magical bonuses up or down by one point.

- When adjusting Endurance, one Base Stat point = 15 Endurance points.

- When adjusting Movement; one Base Stat point = 10 Movement points.

- Defense is not directly modifiable since it is equal to your character's Agility score.

4. Record Racial Traits

Each race has a specific **Special Ability** (below), which provides a specific Stat Bonus when used, and a balancing **Negative Character Trait**. See **Character Traits** (p. 21) for details and examples. Also, apply any **Gender Traits** (p. 25).

- **HALFLINGS** - All have a +3 Magical Resistance, plus an appropriate Negative Character Trait.

- **DWARVES** - All have a +3 Magical Resistance, Dark Sight, plus an appropriate Negative Character Trait and no additional special abilities, since Dark Sight is already picked as a special ability.

- **ELVES** - All have Elven Sight, plus an appropriate Negative Character Trait.

- **HUMANS (OTHER)** - The most adaptable Race. Humans have no set Racial Traits.
  - – **RESISTANCE:** A Magical *or* Intelligence bonus (whichever is higher), but only for resisting magic spells or enchantments.
  - – **ELVEN SIGHT: [ELVES ONLY]** +1 Perception, Melee AB and Ranged AB in daylight, +2 under starlight or moonlight.
  - – **DARK SIGHT: [DWARVES ONLY]** Ignores penalties from both partial and total darkness (see p. 36).

5. Choose Character Traits

Your character also receives **one each** of the following three Positive Character Traits (beyond any Racial Traits), and optionally a Negative Character Trait of your choice. See **Character Traits** (p. 21), for detailed examples.

Note: *You may give up one of your Positive Traits in order to forgo taking a Negative Trait, e.g. one from your Race.*

- **SPECIALIZATION:** An area of interest and/or training (e.g. Healer, Scribe, Merchant, Smith, Hunter, Tracker, Farmer, Bard, etc.). A current or former job perhaps. This may give an extra bonus, usually to a particular Action within a Skill Group or even a couple of Actions (but only in certain circumstances).

- **SPECIAL ABILITY:** A talent or birthright (e.g. dowsing, eidetic memory, noble birth, sense of direction, lost heir, sense evil, second sight, luck, night vision, etc.) that may give a bonus to a stat in some circumstances. **NOTE:** *Dwarves already have Dark Sight, so they do not get any additional Special Abilities.*

- **SPECIAL ITEM:** An object (heirloom, gift, treasure, credentials; magical or not) that may give a bonus when used. e.g. Mages often create their own Mage Staff as part of their training (extends "touch" range and also stores 10 Mana points); and other characters get an item with a +1 bonus on either one of their stats or a skill group.

- **NEGATIVE CHARACTER TRAIT:** This is some sort of setback (Cursed, Greedy, Impulsive, Lame, etc.) that your character must deal with. It usually involves a penalty to your character's stats, and you should roleplay this aspect of your character (or else the GM may award fewer experience points to your character). Taking a Negative Trait may be used to offset one Positive Trait to allow you to take a second one (with GM approval). Some of these Negative Traits are more prevalent among particular races, as is indicated in the Negative Character Traits list (p. 23), but you may choose most any Negative Trait from the list.

6. Choose Skill specializations

You are allowed to have **6 Skill Specializations** with which to choose from the list of skill specialties (see page 9). Note that you can also use one or more of these marks to "purchase" Magic Spells, Potion Formulae, or Language Ranks, instead of Specialties.

Each Skill Specialty gives you a +1 bonus on skill rolls related to that specialty.

Note: *Just like Skill bonus points, each Skill Specialty point being worth two "points" for the purpose of "purchasing" Magic Spells, Potion Formulae, or Language Ranks.*

7. Pick starting Equipment

Select basic equipment appropriate for your character and within your ability to carry. Some items may be limited by the GM. Each character also receives 50 silver coins (where 1 gold = 10 silver = 100 copper) for extra gear. Unlike in most other systems, you don't need to purchase your starting equipment. Just select the durable equipment that makes sense for your character to have with him (with GM approval) and use your starting cash to buy consumables for the adventure.

GM guidance: *Determine how the player characters are starting out, based on their relationship to the local NPCs, to decide how "wealthy" the PCs are. Use your best judgment to keep the PCs from starting out with more than what is normal for NPCs of a similar class in a similar situation. In general, either none or all should start with mounts. Also, none should start with Plate armor (unless taken as a Special Item) and only Dwarves should be able to start with Chain, unless the scenario is to begin with the PCs already armed and marching to war, and then other Warriors might also have Chain.*

8. Determine Physical Traits and Languages

Fill in your character's appearance attributes. The formula for determining your character's Weight and Encumbrance Limit are found on the **Player Character Types** section (p. 15-16). Choose your starting languages from the **Languages** section (p. 25). Your Native Language is always at Rank 2. For your Trade Languages, put an "X" in the number of boxes corresponding to the number of Ranks you have learned in that language (one or two).

Character Traits

Sample Specializations

Note: *Generally, you may choose to specialize in **any one** specific Maneuver for a +1 bonus, or in **two** for a conditional +1 in each.*

BARD: +1 to Art/Music (Subterfuge) and +1 to Persuasion (Perception), while performing.

BLACKSMITH: +1 to Trade/Craft Metalworking (General).

ENCHANTER: +2 to Enchantment (Magical). An Enchanter is a specialized Mage who focuses on creating Spell Scrolls.

FARMER: +1 to Naturalism (Perception) and +1 to Weather Sense (Perception), when applied to crops and livestock.

HEALER: +1 to First Aid/Herbal Healing (General), and +1 to Alchemy (Magical) (only for *healing* herbs and potions).

HUNTER: +1 to Spot Traps/Hidden (Perception) and +1 to Tracking (Perception), when in the wilderness.

MERCHANT: +1 to Persuasion (Perception) and +1 to Detect Lies (Perception), but only when negotiating about trade goods.

SCRIBE: +2 to Read Runes/Script (Magical). A literate character (not necessarily a Mage) that professionally transcribes documents or manuscripts. This gives him a bonus to deciphering and using Spell Scrolls.

SOLDIER: +1 to the Melee action of your choice.

TRACKER: +1 to Tracking (Perception), and +1 to Stealth (Subterfuge), when in the wilderness.

Sample Special Abilities

AUTHORITY: +1 or +2 social, legal, military or professional rank; may

BERSERK: +2 Strength, +2 Melee AB, -2 DEF, will not Parry and "U" results become just damage; once/day for one combat. Cannot stop fighting until all foes you can perceive

CONSTITUTION: Take ½ normal damage from [heat], [cold], or [poison/

DOWSING: Can "feel" the direction to a well-described item or per-

EIDETIC MEMORY: +3 Intelligence when performing a roll to remember

LOST HEIR: Unknown, hidden, taken or escaped heir to some posi-

LUCK: Once per game session, you may have any one adverse

NIGHT VISION: +2 Perception and Melee/Ranged AB whenever not in daylight; -1 Perception and Melee/Ranged AB in day-

REPUTATION: +1/-1 or +2/-2 with allies/enemies; may receive hospital-

SECOND SIGHT: See spirits (ghosts, etc.) as if they were living beings;

SENSE EVIL: You can feel if any evil creature is nearby (Perception x

SENSE OF DIRECTION: Always knows where North is and gets +2 Navigation/

Sample Negative Character Traits

Some of the Negative Character Traits are more prevalent in particular races. This is indicated by the race name in [brackets] below, but most are seen among all races to one degree or another.

COWARDLY: You shun combat. You are at -2 Melee/Ranged AB to the first attack you make vs. each opponent in any encounter.

CURSED: As per the Bind spell, you must (or must not) do something important or you start taking damage.

DISTRACTED: You do not notice things around you. You have a -3 Perception Bonus to "Passive" Perception rolls, i.e. rolls the GM may have you make to see if you notice something you are not actively searching for.

ENEMIES: You have a group, or powerful individual, (run by the GM) that is actively looking to do you harm.

GAMBLER: You take risks. Besides gambling at the local tavern, you take risks in combat (hoping for larger shares of the loot). You may have certain individuals or groups (run by the GM) after you to collect on old debts.

GREEDY: [DWARVES] You are always after the largest stake of the treasure. When buying goods, you always try to haggle. In combat, you always go after the wealthiest looking enemy. You are always the first to "loot the room."

IMPULSIVE: You are brash and headstrong, and prefer action over words. If your party lingers too long (coming up with a sound plan of action, etc.), you will lose your patience and jump into action. They may perform a Contest of Skills, Persuasion (Perception) at a (-4) penalty vs. your Intelligence, to persuade you differently.

JEALOUS: You react poorly to anyone who seems smarter or more popular than you. You will resist any plan presented by a "rival," and will hate it if someone else steals your limelight.

LAME: Permanent disability to one or both legs; -1 to Movement, and -10 to Endurance for long distance traveling.

NAÏVE: **[HOBBITS]** You are at -1 to Detect Lies (Perception). If you fail the check, you must act as if being told the truth. If friends try to persuade you differently, they must perform a Contest of Skills, Persuasion (Perception) vs. that of the other party (or else at -4 against *your* Intelligence), to get you to believe them.

NIGHT BLIND: **[NOT ELVES]** -2 Perception, Melee OB and Missile OB when not in daylight.

OATH-BOUND: You have vowed to do (or not do) something and you take it very seriously. Some examples: use no edgedweapons; never sleep indoors; own no more than your horse can carry; never refuse a request for aid; etc.

PROUD: **[ELVES]** You must be Lawful. You always act in a haughty fashion. You always avenge an insult. You alwaysengage in a fair fight, and never take advantage of an opponent.

PHOBIAS: Unnatural fear of some object, creature or situation; -1 Intelligence (and corresponding -1 Perception and -1 Magical Skill Bonuses) and -1 Agility (with -1 Ranged AB and -1 Subterfuge) when confronted.

SAMPLES:

— **MANAPHOBIA:** [Humans, Hobbits] Fear of Magic. Suffer Phobia penalties while in the presence of a hostile Mage or anopponent wielding a powerful magic item.

— **SPECTROPHOBIA:** **[DWARVES]** Fear of Spirits. Suffer Phobia penalties while in the presence of ghosts or other spectral Undead.

— **SPELEOPHOBIA:** **[ELVES]** Fear of Caves. Suffer Phobia penalties while underground (natural or worked).

STUBBORN: **[DWARVES]** You always want your own way. Others may have to perform a Contest of Skills, Persuasion (Perception) at a (-4) penalty vs. your Intelligence, for you to go along with reasonable plans, if not *yours*.

TRUTHFUL:	You are at -1 to Trickery (Subterfuge). You hate to tell a lie (or are just bad at it). To tell a lie (including lying by omission), you must make a Trickery (Subterfuge) action vs. your opponent's Detect Lies (Perception).
UNLUCKY:	Once per game session, the GM may "surprise" you with bad luck (make you miss a vital die roll, the enemy may show up at the worst possible time, etc.). If anything bad happens to the group, it happens at least to you.
WEAK WILLED:	You are easily persuaded, bullied, tempted, frightened, coerced, etc. You have a -2 to your Intelligence when resisting another's Persuasion (Perception) maneuver, or any Fear effect.
WEAKNESS:	Take 2x normal damage from [heat], [cold], or [poison/venom/disease] (decide at character creation).

Languages

THERE ARE TWO RANKS TO EACH LANGUAGE. The first affords only a basic speaking knowledge of that language. The second is equivalent to being able to speak the language fluently. Characters who are trained in the **Read Runes/Script (Magical)** maneuver also become literate in a language, if a written form exists, as they reach rank 2 in that language. Use an **Intelligence** roll to understand normal written works. Only use a roll against **Magical** when trying to understand arcane texts or magical runes.

At Character Creation, each character receives one Native language for free at skill rank 2. A character may buy one or two ranks in various other Trade languages, but a player character's Native language is always at rank 2. Additional language ranks can be acquired by spending Skill points (2 ranks per Skill point) at Character Creation (p. 15), spending Skill Specialty Points (one per two ranks, p.20) or by spending 2 experience points per rank as part of Character Advancement (p. 25) during play.

In the time frame of a role-playing game, no character will be able to learn a new language well enough to be considered a native speaker. A true native speaker will always be allowed a Perception roll to detect if a fluent speaker (Rank 2) tries to pass himself off as a native speaker by using Trickery (Subterfuge). Only two charac-

ters speaking the same language at rank 2 require no **Intelligence rolls** (adjusted by complexity of concepts) to see if they understand each other. A character can only learn a language from someone else who knows it, and then only to the rank that the teacher knows.

As for starting languages, dwarves speak Dwarven and Common, Elves and half-elves speak Elven and Common, halflings speak Common and one more language (they lack a language of their own, living mostly within human lands), and humans speak Common and their native language (or any other language if their native language is Common).

Alignment and Leaning

IN GENERAL, **Alignment** (Good, Neutral, Evil) represents how well a character obeys the divine laws on how the peoples of the world should behave (from empathetic altruism to sadistic selfishness). While **Leaning** (Lawful, Neutral, Chaotic) represents how well the character adheres to the letter of the law (and traditions) of the society to which he or she belongs (from model citizen to criminal). Each can be represented as a bonus, from +2 to -2, in each category. Whenever the concepts of Alignment and Leaning are applied, it is recommended that the GM adjust the experience points each character receives by how well (or poorly) the PC was able to accomplish his mission while staying "within character." If a PC completely steps out of character (e.g. a Very Good/Very Lawful (+2/+2) character murders a helpless innocent), then it is even justified to take away some experience points already awarded (as well as having the character deal with the in-game consequences of the action).

Advancement

TALES & LEGENDS is a non-leveled gaming system. You do not gain new skills or increase attributes by going up a level. Instead, you spend your earned **Experience Points (XP)** to buy new skills and attributes. Here are the available Character Advancements and their cost in XP:

XP Spent Buys this:

2 POINTS:
- **A new Spell (within your selected tradition)**
- **A new Alchemy Formula**
- **A new Maneuver within a Skill Group**
- **A new Language Rank**

3 POINTS:
- **A new Spell from outside your selected tradition**

4 POINTS:
- **A +1 bonus to a Skill**
- **+5 points added to the Endurance Stat**

6 POINTS:
- **+1 bonus to the Movement Stat (may affect Defense bonus)**

12 POINTS:
- **A +1 bonus to a Base Stat (Might, Nimbleness or Mind) and any Skills related to it.**

A ONE-POINT INCREASE IN:
- **Strength also increases Melee OB and General bonuses by one point.**
- **Agility also increases Missile OB and Subterfuge bonuses by one point (may affect Defense bonus).**
- **Intelligence also increases Perception and Magical bonuses by one point.**

Notes:

- **A character must find a suitable scroll, book, or teacher and receive the appropriate training before actually spending the XP on advancement.**
- **Skill Groups are easier to improve at Character Creation than with Experience Points. When improving a Skill Group (even one that received a -2 bonus at Character Creation) with Experience Points, 4 XP buys a straight +1 bonus and no more; i.e. a -2 becomes a -1, a -1 becomes a +0, a +0 becomes a +1, and so on.**
- **Since a character's Defensive Bonus is equal to Nimbleness, refigure DB after making any changes to Nimbleness.**

GM guidance: *XP should be awarded evenly between the party members for handling encounters or accomplishing missions/quests. This is to encourage them to act cooperatively as to their strengths, and not competitively. Bonus XP may be awarded to a particular character for extraordinary performance (great ideas, great role-play, etc.) but this should be relatively rare. Here is a rough guideline to use in determining how many XP to award to each character: 1 XP per simple Random Encounter. 2 XP for hitting a major milestone. 4 XP or so when the party completes a mission/quest/scenario.*

Chapter 3: Combat

Combat Formulas

Combat is governed by two formulas. One which gives the results of the combat encounter (whether the victim is damaged, rendered unconscious, or killed), and another which determines the total amount of damage inflicted.

1. **Combat Result = 2D6 + (Attacker's Combat Skill* - Defender's DEF)**

Attack Table ("U"=12+, "K"=15+)

DICE ROLL	COMBAT SKILL* (ATTACKER) minus DEF (DEFENDER)												
	+6	+5	+4	+3	+2	+1	±0	-1	-2	-3	-4	-5	-6
2	0	0	0	0	0	0	0	0	0	0	0	0	0
3	9	8	7	6	5	4	3	2	1	0	0	0	0
4	10	9	8	7	6	5	4	3	2	1	0	0	0
5	11	10	9	8	7	6	5	4	3	2	1	0	0
6	U	11	10	9	8	7	6	5	4	3	2	1	0
7	U	U	11	10	9	8	7	6	5	4	3	2	1
8	U	U	U	11	10	9	8	7	6	5	4	3	2
9	K	U	U	U	11	10	9	8	7	6	5	4	3
10	K	K	U	U	U	11	10	9	8	7	6	5	4
11	K	K	K	U	U	U	11	10	9	8	7	6	5
12	K	K	K	K	U	U	U	U	U	U	U	U	U

* Fighting for melee combat and Marksmanship for ranged combat.

A Result of 12 or higher is a "U" (Unconscious) result. Directly **set** the defender's Damage Taken total to **Endurance + Combat Result + Additional Damage** and the defender falls **unconscious**. Also, if Damage Taken ever exceeds a character's Endurance, the character falls unconscious. Unless attended to, a character will remain unconscious for one hour. Upon awakening, he will remain incapacitated (unable to attack, defend or move except at a crawl) until his Damage Taken is less than or equal to his Endurance. Healing can come from resting, medical care, and/or magical healing (see **Healing**, p. 39).

A Result of 15 or higher is a "K" (Kill) result. This **kills** the defender immediately. Also, if a defender's Damage Taken ever otherwise exceeds 150% of his Endurance, the defender dies of his wounds.

Notes:

- Any Combat Result of "0" or less is considered a miss and does no damage, regardless of any Additional Damage value.

- Any Combat Result of "1" or more is a hit and a negative Damage Modifier cannot reduce the Damage below "1".

- An Attack-Defense difference of less than -6 is treated as -6.

- An Attack-Defense difference of more than +6 is treated as +6 and the extra is added as a Damage Modifier (DM).

- A natural roll of "2" on the dice is always a miss and (on 1D6) the weapon is dropped (1), the user injures himself (2-3),or someone close by is injured (4-6). For injuries, Total Damage = [½ (2D6 + DM) – Armor DB], whether the attack was a melee weapon, missile weapon or direct damage spell. Close by injuries are targeted randomly (but not defender).

- A natural roll of "12" on the dice is always at least a "U" result (even if the Combat Result is not 12 or higher). Note that some creatures may be resistant, even proof, against "U" results (e.g. Undead).

- - If a defender is asleep, unconscious or simply does not know an attack is coming, he must rely on his Passive Defense (Total DEF = Armor DB - 4).

- Mounted Combat (riding a War Horse) requires a successful Riding (General) (base DL 8) roll before each Attack roll. Due to the added momentum, add the horse's Movement stat to the Additional Damage done by the weapon.

2.   DAMAGE TAKEN = COMBAT RESULT + DAMAGE MODIFIER (WEAPON)

Damage Modifier (DM) is determined mainly by the weapon used in the combat. It is a bonus that is added to the Combat Result, and can be either positive or negative. The heavier the weapon, the more damage it deals. A two-handed Greataxe has a DM of +3, whereas a Dagger has an DM of -1. See the Weapons list in **Chapter 4: Equipment** (p. 40) for more on weapon DM. Some direct damage spells (such as Firebolt and Ice Arrow) also utilize DM in their spell descriptions to determine how much total damage the spell deals to an opponent. See the **Chapter 5: Spells & Magic** (p. 48).

Sequence of Combat Actions

Initiative

Combat Actions take place in **Action Category** order based on **Initiative**. Each round, all characters roll for their Initiative:

[2D6 + Nimbleness + Weapon Initiative Bonus]. Then Actions take place, within each Category, from highest Initiative to lowest. See the section on **Weapons** (p. 41) for more on weapon initiative values. (**GM guidance:** Try one Initiative roll for all NPCs that round.)

Notes:

- The effects of Cover or Concealment (p. 37) apply to all Ranged attacks to the defender that round, regardless of Initiative.
- The effects of Parrying (p. 33-34) apply to all Melee attacks to the defender that round, regardless of Initiative.
- The effects of using a Shield apply to both Ranged and Melee attacks to the defender that round, regardless of Initiative.

Action Categories:

1. Casting a Spell
2. Missile Attack
3. Melee Attack or Parry
4. Movement
5. Other Actions

Combat Action Details

THIS PAGE DETAILS THE COMBAT ACTION categories and details for how to playing out the combat sequence. For starters, a **Combat Round** represents about five seconds of time and represents an abstract result of a few seconds of fighting and not just a single swing at a foe. Normally, characters can only perform **one Action per round** of combat. The Combat Actions take place in **Initiative** order within each category:

1. Casting a Spell

- A character performs a Cast Spells (Magical) maneuver at DN 6 to see if the spell works.
- A natural roll of "2" is always a failure ("U" on caster), a "12" is always a success (no Mana cost).
- If the spell is cast, the caster loses Mana and/or Endurance points as indicated for the spell.
- A missile spell will also need a Ranged Spell Attack (Ranged) roll to see if the target is hit.
- A character may not cast a spell (except Defensive spells) if engaged in Melee Combat.
- Cover or Concealment may limit spells (see Cover and Concealment, p. 9).

2. Missile Attack

- Using a missile weapon, a character may attack anyone that he can see and is within range.
- A character may not use a crossbow, bow or sling if engaged in Melee Combat.
- Cover or Concealment may limit missile attacks (see Cover and Concealment, p. 37).

3. Melee Attack or Parry

- A character armed with one weapon may either *Attack* or *Parry*.

- – *Attack:* A character may make a melee attack, Weapon (Melee AB), on any one foe within 5'.
- – *Parry:* Instead of attacking, a character may perform a Parry (Melee AB) maneuver with his primary weapon. This automatically adds his Parry (Melee) bonus to his Defense (DEF) for this round of combat, but not vs. missile attacks.

- If using two weapons, a character may Dual Attack, Attack and Parry, or Parry with both weapons.
  - – *Dual Attack:* A character may drop his active defenses, rely on his Passive Defenses (Total DEF = Armor DB - 4), and make two normal attacks this round, one with each weapon. If untrained in Dual Attack (Melee), then assess a -2 to both weapon attacks.
  - – *Attack and Parry:* The character makes a normal attack with one weapon, and parries with the other. The weapon used to parry automatically adds [½ x Parry (Melee)] (round down) to the character's DEF for this round, but not vs. missile attacks.
  - – *Parry with Both Weapons:* The character may parry with both weapons instead of attacking. Add [Parry (Melee)+1] to the character's DEF for this round, but not vs. missile attacks.

- *Note:* If a character attempts to Parry with an untrained weapon type, assess a -2 to Parry (Melee). If a character attempts to Attack with an untrained weapon type, assess a -2 to the Melee AB.

4. Movement

- A character's normal Movement Rate is 25' + (Movement modifier from race and profession).

a) MOVE AT A RUN

- If a character does nothing else this round, he may run flat out (in a straight line only).
- To determine success, Roll 2D6 + Nimbleness Bonus. A 5 or less means the character tripped and only moves 5' (a natural "2" is always a failure). Check to see if the character takes falling damage.
- On a 6+, the character is able to move up to 2X his normal movement rate this round.

b) MOVE & QUICK ATTACK

- A character may move up to ½ his normal Movement Rate and attack (Ranged or Melee; at -2).

- If someone is running past, you can stop him by moving to within 5' of him and attacking in melee.

c) MOVE AT A WALK

- A character may move up to his normal Movement Rate this round.

5. Other Maneuvers

- Attempt any other maneuver or activity the GM thinks can be accomplished in five seconds.

- Multiple rounds in a row may be needed to accomplish longer tasks.

- The attempted maneuver always fails if the character takes Damage during the round.

- A character may use this Action to try a Perception roll to see the whole tactical situation.

- A character may use this Action to read a Spell Scroll using Read Runes (Magical).

- A character may use this Action to aim a missile weapon for an additional +2 on the attack roll next round.

Notes:

- If not moving at a run, a character may "shift" one single item (sling a shield, draw a weapon, take out some herbs, etc.) while moving, but his distance moved will be reduced by 5' and only accessible items (not in a backpack) may be so "shifted." Generally, a character may have a one-hand weapon and a shield, two one-hand weapons, or a two-hand weapon accessible, plus one quiver/case/pouch of ammo for a missile weapon, and a dagger. Usually a missile weapon is carried in one hand to be considered accessible.

- Terrain may slow a moving character (going uphill, moving through brush or dense forest, crossing a stream, running through snow or deep sand, etc.). In these cases, decrease a character's movement by ½.

- Partial darkness (dark but with lantern, moonlight or nearby fire) will cut Movement by ½ and assess a -2 to Perception, Fighting and Marksmanship.

- Total darkness only allows for 5' of movement per round and assesses a -4 to Perception, Melee , and Ranged (you have to feel your way as you go).

- Falling is handled as a Melee attack against the character. Start with a Fighting score of [+0 – (DB of armor worn)] for a simple trip while running. Add +2 for every 5' the character falls. A successful Jump (General) maneuver will decrease the Melee attack of the fall by [effective General Bonus].

- A character may disengage from combat by allowing an opponent a free attack on him and then taking a Movement Action. If any opponent moves within 5' and attacks him, the character must stop and will be in combat again.

- After combat, characters can try to recover used missile weapons. The recovery chance depends on both finding the item and the likelihood that the item is broken. Roll the chance on 1D6 for each. Hand thrown 1-4, Arrows 1-3, Bolts 1-3, and Sling pellets 1. If the item is magical, improve the chances by two (+2). If in darkness, decrease the chances by two (-2).

Cover & Concealment

Cover

Cover is placing part of your body behind a solid object to afford protection (more DB) from Missile Combat, Missile Spells, or Perception Skills (Spot Hidden, etc.). You may attack from behind cover with missile weapons, but with limitations: Slings (and thrown weapons using **default** rules, p. 10) may only be used from behind **Light Cover (DEF +1)**; Bows (and regular thrown weapons) may be used from behind up to **Medium Cover (DEF +2)**; Crossbows and Spells work from behind up to **Heavy Cover (DEF +4)**.

Concealment

Concealment is hiding part of your body behind light materials (foliage, smoke, fog, fire, etc.) to make it difficult for opponents to Perceive you or target you with missile weapons, similar to **Cover** above. Concealment doesn't appreciably slow or block missiles if they do hit you, though. Therefore, whatever DEF benefit the concealment gives you is added back in as Additional Damage if you are hit. In this manner, you are harder to hit (bonus to DEF), but if hit you receive the **same** amount of damage (bonus to attacker's AD) as if you were hit without Concealment. Slings (and thrown weapons using **default** rules, p. 40) may only be used from behind **Light Concealment (DEF +1, DM +1)**; Bows (and standard thrown weapons) may be used from behind up to **Medium Concealment (DEF +2, DM +2)**; Crossbows and Spells may be used from behind up to **Heavy Concealment (DEF +4, DM +4)**.

   Light Cover/Concealment applies when roughly 30% of your body is obscured. **Medium** is roughly 60%. **Heavy** is roughly 90%.

Food & Water

WITHOUT FOOD and/or water, characters will begin to take Damage. Characters will take **[Endurance/20]** Damage points per day without food and **[Endurance/4]** Damage points per day without water. These points cannot be "healed" per se. The characters need to receive some form of nutrition and hydration, and then actually rest to recover from this type of Damage. For each 10 points taken due to thirst and/or starvation, **all** stats take a -1 bonus until that Damage is healed. Characters recover from this type of Damage at three times the rate they took it.

When faced with the situation of no food and/or water, characters in the wilderness may attempt to **Forage** for them. The GM will determine the effectiveness of gathering edible plants, hunting for meat and searching for water based on the character's skills and equipment, and upon the terrain and climate of the area. Foraging will reduce travel speeds by at least ½.

Healing

Physical Wounds

A character normally heals one Damage point per hour if resting or one Damage point every three hours if active. If a character is wounded by a sharp weapon (e.g. **not** from spell casting, falling, bare hands, staff, mace or sling), he will not heal and will instead lose one Damage point per hour until successful First Aid (General), Herbal (General) or Magical healing is applied to stop the bleeding. Successful First Aid or Herbal will also heal **[1 + General Bonus]** points (minimum of one point) when first applied to new damage (by treating for shock). A natural "2" rolled for First Aid or Herbal always fails and actually causes 1D3 additional Damage points.

Mana Points

Mages have a "Mana Pool" of points equal to (5 x Magic skill) to power their spells. If depleted, the Mage may then opt to use Endurance Points (i.e. take Damage). Mana Pool points replenish at three points per hour regardless of whether the Mage is resting or not. There are herbs and potions that can affect this. Endurance Points lost due to spellcasting heal the same as physical wounds.
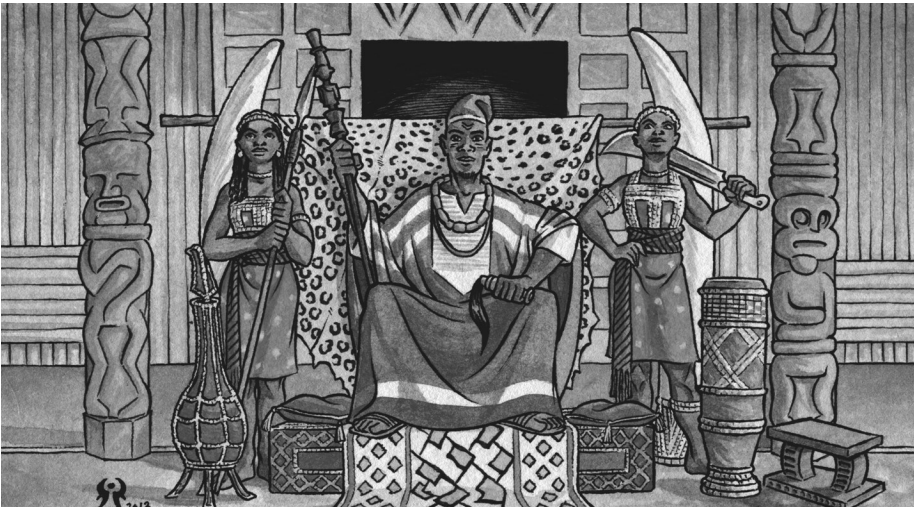
Chapter 4: Equipment

Coinage

The coinage system in *Tales & Legends* is based on gold, silver and copper metals, and a factor of 10: 1 Gold = 10 Silver = 100 Copper coins. 50 coins (of any value) = 1 Encumbrance unit.

While most merchants in the larger cities will gladly accept coins for their goods, barter is the preferred form of commerce in many rural areas of the Realm. Many traders you will find in small towns and rural areas have little use for coins, and will only accept coinage for their goods on a limited basis, if at all. In addition, coins minted in the different nations of the Realm might carry more or less value than others. For example, it might raise a few eyebrows if your party attempted to spend your recently plundered foreign currency at a shop in a small town and you may have difficulty finding a merchant willing to deal with you. As such, the prices listed below should only be used as a guide. If the item can't be bought, try to barter something of equivalent value for it instead.

As a general rule of thumb, when **selling** to a trader for coin, he will give you around 50% of the value of your used equipment. New items usually fetch 75% list price. When **bartering** with someone, you will generally get closer to 100% of the listed value for your goods (for 100% listed value of theirs), provided the other party is interested in what you have to offer and the item is in good repair.

Encumbrance

Item encumbrance is based on a combination of weight and bulk. One Encumbrance unit is roughly equivalent to one pound of weight, but bulkier items, which encumber a player more, may have a higher Encumbrance rating than what their weight alone would indicate. Each character has an Encumbrance Limit based on his Weight and Strength. The suit of armor, clothes and belt actually worn do not count against this total, but extras do. If a character exceeds this limit (up to 2x Encumbrance), his Movement Rate is only ½, and he may only defend himself while in combat (at DB -1). Exceeding the limit up to 3x, Movement Rate is only ¼ normal and allows defense only (at DB -2). Characters may briefly lift, but not move with, encumbrances between 3x and 5x their limit (on a Strength -3to -5 roll to succeed). When Climbing or Riding, figure a character's weight then add **all** items carried **and** worn.

Ranged Weapons

Item	Type	Init	AB	DM	ENC	Price	Notes
Dagger	1 h/Ranged	-1	-1	-1	1	1s	*Missile range 50'.*
Spear (1h)	1 h/Ranged	+1	-1	-1	3	2s	*Used in one hand; Missile range 50'.*
Axe/Hammer	1 h/Ranged	-1	-2	-2	3	3s	*Missile range 50' (/aka War Hammer).*
Bow	2 h/Ranged	+0	+0	+0	1	14s	*Missile range 200' (aka Short Bow).*
Longbow	2 h/Ranged	-1	+1	+1	2	10s	*Not from horseback; Missile range 300'.*
Crossbow	2 h/Ranged	+1	+2	+2	3	8s	*Range 300'; takes an extra round to reload.*
Sling	1 h/Ranged	-2	+0	+0	0	5c	*Missile range 100'; can be used w/ a Shield.*

Init= Initiative Bonus. AB= Attack Bonus. DM= Damage Modifier. ENC= Encumbrance.

Melee Weapons

Item	Type	Init	AB	DM	ENC	Price	Notes
Bare Hands	1 h/Melee	-2	-2	-3	0	0	*Take one damage pt./*
Dagger	1 h/Melee	-1	-1	-1	1	1s	*Missile range 50'.*
Staff	2 h/Melee	+1	+0	-2	2	5c	*auto +2 DB given when*
Spear (1h)	1 h/Melee	+1	+0	-1	3	2s	*Used in one hand; Mis-*
Spear (2h)	2 h/Melee	+2	+1	+1	3	2s	*Used with two hands*
Shortsword	1 h/Melee	+0	+0*	+1	2	4s	*+1 vs. No Armor or*
Sword	1 h/Melee	+1	+0*	+1	3	6s	*+1 vs. No Armor or*
Longsword (1h)	1 h/Melee	+2	+0	+2	4	8s	*Used in one hand (aka*
Longsword (2h)	2 h/Melee	+2	+1	+2	4	8s	*Used with two hands.*
Greatsword	2 h/Melee	+3	+2	+4	5	10s	*(aka Two-handed*
Mace	1 h/Melee	+0	+0*	+1	3	4s	*+1 vs. Chain or Plate*
Axe/Hammer	1 h/Melee	-1	+0	-2	3	3s	*Missile range 50' (/aka*
Battleaxe (1h)	1 h/Melee	+0	+0	+2	4	5s	*Used in one hand.*
Battleaxe (2h)	2 h/Melee	+0	+1	+2	4	5s	*Used with two hands.*
Greataxe	2 h/Melee	+1	+2	+3	5	7s	*(aka Two-handed Axe).*
Halberd	2 h/Melee	+4	+2	+3	6	10s	*Polearm; may attack*

Init= Initiative Bonus. AB= Attack Bonus. DM= Damage Modifier. ENC= Encumbrance.
Note: *ALL melee weapons may be thrown. If no missile range note is listed above, it has a default Ranged AB of -4 and a missile range of 25'.*

Armor

Item	DB	ENC	Price	Notes
Plate	+4	60*	200s	-4 Subterfuge, -10 Movement and -2 Magic
Banded	+3	50*	100s	-3 Subterfuge, -5 Movement and -2 Magic
Chain	+2	40*	30s	-2 Subterfuge, -5 Movement and -1 Magic
Leather	+1	20*	6s	-1 Subterfuge Bonus
Shield	+2	6	3s	-2 Subterfuge, -1 Magic; DB only vs. frontal and left-side attacks
Staff	+2	2	5c	Using a Staff automatically gives this DB (if trained), but not vs. missile attacks

The Encumbrance of the armor actually worn does not count as Encumbrance carried and increases warmth of clothes one level. (See Clothing in Miscellaneous Gear, p. 12, and Hypothermia & Overheating, p. 26).

Note: *The DB and Movement effects of Armor are applied after defining a character's DB.*

Herbs

Item	Healing	Prep†	Price	Notes
Ash Creep	1	+1	2c	Leathery leaves; also speeds healing by 2x for four hours
Ashen Grass	2	+1	2c	Feathery plumes
Bleeding Crown	3	+0	6c	Triangular seeds; also neutralizes any animal venom
Blisterwort	4	-1	1s	Thin petals; also speeds healing by 2x for eight hours
Briarheart	6*	-2	3s	Small cones; * restores Mana Points instead of Endurance
Heart Berries	6	-3	25c	Bitter berries; also speeds healing by 3x for eight hours
Snowbane	8	-2	8c	Fleshy leaves
Gemberry	12	-3	3s	Bright red berries; also neutralizes any plant poison
Dragonfoil	18	-4	5s	Cures any disease (natural or magical)

Item	Healing	Prep†	Price	Notes
Queensfan	NA	-5	20g	Gold leaves; one leaf sets Damage = ½ Endurance, even if dead (< one day)
Gleamblossom	NA	-2	6c	Small bulb; when eaten, one prepared bulb equals a full day's rations
Forest Rose	NA	-2	1s	Nectar; binding/amplifying agent used to make magic potions
River Betty	NA	-3	3s	Bitter leaf; tea gives +1 Strength (plus Me OB & General) Bonus for two hours
Goodwort	NA	-2	4c	Small seeds; tea gives +1 General bonus for 1D3 hours
Bright Eyes	NA	-2	1s	Blue petals; tincture gives +2 Perception Bonus in darkness for four hours
Deathbell	-10	-3	5c	Sap; on a sharp weapon it adds +10 Additional Damage to the attack (once/dose)
Jarrin Root	NA	-2	1s	Root extract; ingested it causes an "Attack" of 2D6+2 (no DB) each of 2D3 hours

†*Prep is the bonus to the Herbal Healing (General) maneuver to prepare/store the herb correctly; failure gives only ½ effect (points or duration). Prep can also be used as the bonus to Perception to find the herb in the wilderness or its availability when shopping.*

Note: *You can only have one dose of a specific herb or potion in effect at the same time. If the herb/potion only has an "instantaneous" effect, another dose may be taken right away.*

Potions

Potions can be found, or made using the proper ingredients (See **Creating Potions,** p. 15), that heal, poison, or modify the stats of the person who drinks them. Any of the herbs listed above can be turned into a potion. If found for sale at all, they cost about 5x (minor) or 15x (major) the normal cost of the base herb, plus the cost of ingredients. Every four potions carried take up one Encumbrance unit.

Miscellaneous Gear

Item	ENC	Price	Notes
Cloak	2	4s	Keeps clothes dry to help prevent hypothermia
Std. Clothing	3	1s	Protects from exposure from 85° to 55°F
Heavy Clothing	5	2s	Protects from exposure from 60° to 30°F
Winter Clothing	8	4s	Protects from exposure from 35° to 0°F; -1 Sub-
Arctic Clothing	14	8s	Protects from exposure from 5° to -40°F; -2 Sub-
Backpack	1	2s	Without a backpack, characters only have ½
Belt	1	5c	Required to hold one-handed weapons and
Quiver	1	1s	Holds up to 24 arrows ready for use
Case	1	1s	Holds up to 20 crossbow bolts ready for use
Pouch	0	2c	Holds up to 30 sling pellets, or three different
12 Arrows	1	5c	Maximum of one quiver ready at a time; Extra
10 Bolts	1	5c	Maximum of one case of bolts ready at a time;
15 Sling Pellets	1	1c	Maximum of one pouch of pellets ready at a
Food (one day)	1	3c	Wrapped trail rations; Extras may be carried
Water (one day)	4	4c	Skin holding one day's water, may be refilled in
Camping Basics	1	4c	Flint, steel, tinder, cup, knife, etc.; Allows prep-
Cooking Kit	3	1s	Pot, pan, utensils, herbs, salt, etc.; Allows prep-

Item	ENC	Price	Notes
Rope	5	5c	30' of strong rope that will hold up to 400 En-
Grapnel	3	5c	Attached to a rope, it's used to snag objects for
Lock Picks	1	1s*	Picking locks or disarming traps is at Subter-fuge-2 without proper tools (* not openly avail-
Bedroll	5	5s	Oiled ground cloth plus blankets; a bedroll (or
Tarpaulin	5	5c	Oilcloth tarp (with ropes and pegs); Keeps clothes and gear dry when sleeping in rain or
Healer's Kit	5	4s	Contains herbs, bandages, needles and thread,
Lantern	2	5c	Covered lantern; One pint of oil burns 12 hours;
Oil Flask	1	2c	One pint of oil of suitable quality to burn in a
Torch	10	1c	Bundle of 5 torches; Each torch burns one hour;
Scribe's Kit	1	1s	Ink, pens and nibs in a wooden box, plus a few
Pick	6	5c	Iron pick for digging
Shovel	5	5c	Iron shovel for digging
Pry Bar	3	6c	Steel bar for levering objects apart
Mallet	3	2c	Iron one-handed hammer for driving stakes
Sledgehammer	7	5c	Iron two-handed hammer for breaking stone or
Wooden Stakes	2	1c	12 hardwood stakes, useful for anchoring ropes

Item	ENC	Price	Notes
Iron Spikes	3	1c	3 iron spikes, useful for anchoring ropes to
Axe	5	5c	Woodsman's axe for felling trees, chopping
Wedge	3	5c	Steel wedge; Helps with breaking stone or
Pack Pony	(800)	5s	Mv(+2), DB(+1), End(55); Can carry 300 Encum-
Riding Pony	(800)	1g	Mv(+3), DB(+1), End(50); For Hobbits, Elves and Dwarves; Can carry 250 Encum. units
Draft Horse	(1800)	1g	Mv(+3), DB(+1), End(70); For drawing carts and wagons; Can carry 600 Encum. units
Riding Horse	(1200)	2g	Mv(+5), DB(+2), End(60); For Humans and Elves; Can carry 400 Encum. units
War Horse	(1200)	5g	Mv(+5), DB(+3), End(65); For Humans and Elves; Used to combat; Carries 450 Encum. units
Saddle and Tack	15	8s	Equipment necessary to ride or pack a horse
Fodder (pony)	5	1c	One day; Stretch to two days if grazed for three hrs/day; A pony needs 3x normal water than PC
Fodder (horse)	10	2c	One day; Stretch to two days if grazed for three hrs/day; A horse needs 4x normal water than PC
Cart (1 horse)	(500)	1g	Can carry up to 1500 ENC units, but movement
Wagon (2 horses)	(1500)	3g	Can carry up to 4000 ENC units, but move-
Alchemy Lab	75	4g	Sturdy bench with required glassware, brazi-

Chapter 5: Magic

THIS REPRESENTS the most commonly known (and taught) spells ib the world. While adventuring, the characters may come across lost, hidden, secret, etc. spells along the way. The list is separated into *Sorcery*, *Healer* and *Seer* spells, but that just represents tradition. Any Mage can learn any spell, if he has a willing teacher and/or detailed writings, but characters will start out with spells from only one tradition, and learning spells from another tradition cost additional experience points (see p. 27).

Spell Use

- Mages have a Mana Pool of points equal to (5 x Magic skill) to power their spells. Once these are gone, the caster can opt to spend Endurance points (i.e. take physical damage) to power additional spells.

- The number in brackets [ ] is the cost in Mana/Endurance points for the caster to use this spell.

- The caster must touch his target, unless otherwise noted.

- For spells that operate at range, the caster must be able to see the target (as well as be in range), unless noted.

- For non-instantaneous spells, the caster may choose to end the spell's effects at any time before the spell's duration expires.

- To determine if a spell is successfully cast, roll 2D6 + (Caster's Magic skill). A result of 6 or better and the spell succeeds. A natural roll of "2" always fails (with a "U" result on caster); a natural "12" always works (and costs no Mana). This can also be expressed as performing a Cast Spell (Magic) action with a Difficulty Number of 6.

- Spells cast on the caster himself, or on a willing target, just need to succeed. Spells cast on an unwilling target, but which don't cause direct damage, are resisted by the better of the target's Magical *or* Intelligence Bonus. Perform the same roll above, but subtract the Target's applicable bonus. Roll 2D6 + (Caster's Magic skill - Target's Magical or

Intelligence Bonus). A result of 6 or better and the spell succeeds. A natural roll of "2" always fails, a natural "12" always succeeds, as above.

- Spells that cause direct damage will also require a Ranged Spell Attack (Marksmanship) maneuver. Target's DB applies normally, unless noted. Each direct damage spell lists a Ranged Spell Attack (RSA) bonus to be added to the roll, as well as a bonus to DM. Roll 2D6 + (Caster's Ranged Spell Attack Bonus + Spell's RSA Bonus - Target's DB). A natural "2" or "12" is handled the same as with any normal missile attack. Damage Taken = (Ranged Spell Attack Result + Spell's DM).

Spell Lists

Sorcerer Spells

Analyze Item [3]

Cast on an item, it allows caster to know the special properties (if any) of the item. Caster must touch item. Item "resists" with the Magical Bonus of the person who made it (GM will assign a number). One attempt/item/day. If the caster sees some of the item's powers in action first, then detailed info can be obtained at a +3 to the caster's Magical bonus. The success roll should be made secretly by the GM. A failure may give misinformation.

Concentration [3]

Gives a +2 bonus to the Perception of the target character for 10 minutes.

Fire Bolt [5]

Missile Attack [RSA = (+1), DM = (2 x Magical Bonus), Range 100']. Affects physical Undead, but does not affect Spirits. This spell causes light, flammable materials to ignite (e.g. cloth, thin wood, parchment, dry grass and leaves, lamp oil, etc.).

Ice Arrow [6]

Missile Attack [RSA = (+2), DM = (2 x Magical Bonus), Range 100']. DM = (Magical Bonus) vs. physical Undead, but does not affect Spirits. **DM = (3 x Magical Bonus)** vs. creatures of a fiery nature.

Light [3]

Cast on an object, creates light equal to a moonlit night (-2 to Perception, instead of -4) for 2D6+3 hours. Radius of 25'.

Lightning [6]

Defensive spell / Missile Attack [RSA = Magical Bonus, DM = Magical Bonus]. All within 5' (Melee range) of the caster are affected. If spell damage is more than ¼ of the target's original Endurance points, the target is Stunned (cannot attack or move) for **[Magical Bonus]** rounds. Some foes (e.g. Undead) may be resistant to Stun.

Mage Lock [5]

Seals a door or gate and adds **[Magical Bonus]** to the difficulty level to break it down by force, for one hour.

Mage Shield [4]

On caster only, this spell doubles the caster's Magical Bonus for resisting hostile magic spells. This spell even adds the caster's normal Magical Bonus to his Defensive Bonus vs. spells that make a Missile Attack. Lasts for one day, or until one spell is successfully resisted/avoided.

Shield [4]

Defensive Spell. This will increase the Defensive Bonus (DB) of the target character by +2 for six rounds.

Healer Spells

Calm [4]

Target is any normal, living animal or humanoid being. If successful, the Calmed being will not attack the caster, or those within 25' of caster, unless attacked itself. This will last as long as the caster is within sight of the target and the target is not attacked. Spell range is 100'.

Charm Beast [5]

Cast on any normal animal (hostile or not), it will befriend the caster and can be sent to fight the caster's foes. The animal will remain with the caster until involved in one fight, then it will leave peacefully. The caster may only have one Charmed animal at a time. Range 50'.

Grace [3]

Increases the General and Subterfuge bonuses of the target character by +2 for five minutes.

Healing [4+X]

Spell heals 4+X points of Damage immediately, then allows the target to heal 6 points per hour as long as the target is resting. Spell ends when the target is either fully healed or stops resting.

Rage [4]

This increases the target's Melee OB by +2, but adjusts his Defense Bonus by -1, for six rounds.

Shapeshift [8]

Caster assumes the shape of the totem animal of his clan/god/race/sect. Duration is 1D3+3 hours. When in animal form, caster only has a +1 Intelligence above the norm for that animal and can only indicate yes/no answers to simple questions. Friends of the caster are friends of the animal, foes of the caster are foes of the animal. In animal form, caster may not cast spells or use weapons.

Sleep [6]

If target is unaware of any foes (including caster), then spell will cause target to fall soundly asleep for 2D6+3 minutes (unless awakened by a very loud noise, deliberate shaking and/or taking Damage). Spell range is 50'.

Speed [6]

Defensive Spell. The target character of this spell may perform two Actions per round for three rounds.

Steady Aim [4]

Increases the target character's Ranged skill by +2 for six rounds.

Sustenance [6]

This has the same health effects on the target as having eaten a full day's rations and a full day's water.

Seer Spells

Blessing [9]

Target character gets +1 to his Defense (DEF) until a "K" result occurs against him. Then the spell converts the result to a modified "U" result (just set Damage Taken = Endurance) and then ends. Caster cannot Bless himself.

Bind [16]

Binds oaths and curses. Person stating oath/curse and one(s) targeted (if any) must all be within 50' of the caster when spell is cast. Caster may be a party to the oath/curse. If a party to the oath/curse attempts to act contrary to oath/curse, he will suffer one Damage point per hour until he is back in line or falls unconscious. Oath/curse may not be structured as to immediately or directly damage or kill any party to it.

Ghost Spear [6]

Missile attack [RSA = (+1), DM = (2 x Magical Bonus), Range 100'] that affects any (and only) Undead and Spirits. Target gets no Defensive Bonus from armor or shield vs. this spell.

Intuition [5]

When confronted with two to five choices, and limited information, gives caster a feeling for which is the "best" choice (based on simple criteria stated by caster). Momentary spell (on caster only), it just gives a single flash of insight. The success roll should be secretly rolled by the GM.

Seek [2]

On caster only, this spell will give the direction to any one (possibly hidden) material, item, or person (within 300'). The caster must have a sample of the material, a similar item, or an object belonging to the person (respectively). The spell only lasts a moment, then ends. Subtract from the die roll if the (material/item/object) held by the caster is not an exact match for the target. The success roll should be secretly rolled by the GM.

Shadow Sight [2]

Allows caster (only) to see beyond this world and perceive the spirit world, invisible objects/beings, and the auras of all beings. Perception for seeing in the physical world is at -2, though. Duration is 1D3+2 minutes. An aura shows a being's health, emotional state, race and any special state (animal form, cursed, etc.). A separate Magical skill roll (rolled secretly by the GM) determines how much the caster learns from an aura.

Spirit Safe [4]

Defensive Spell. On caster only, but all within 10' of caster take only ½ normal Endurance drain from Ghosts, Specters, Barrow-wights, Wraiths, etc. and resist Fear effects at +3. Duration is 1D3+1 hours.

Types of Mages

There are three main traditions of Mages: *Sorcerers*, *Healers* and *Seers*. **Sorcerers** are those that focus on bending elemental forces to their will. **Healers** focus on manipulating the properties of living things. **Seers** focus on the realms of prophesy, insight and the spiritual. Any character can learn any spell during play, but all begin the game with spells from only a single tradition.

Scrolls & Enchantments

THE TIME AND EXPERTISE necessary for learning to enchant powerful weapons, armor, rings, etc. is usually outside the scope of a role-playing scenario. The one exception would be single-use Spell Scrolls. These contain the power to cast one "pre-cast" spell and when successfully read aloud (by someone attempting a **Read Runes (Magic)** roll at DN 7) the spell is cast. A Mage (only) may put in one Mana point every 30 minutes when writing a scroll. After the time is spent to write the entire spell, the Mage must attempt an **Enchantment (Magic)** roll (at DN 9) to complete it (adjusted by conditions).

To make a scroll, the Mage needs ink made with gems and/or precious metals, plus a good quality medium. The material component cost of the scroll is one silver coin (or the equivalent in gold or gemstones) per point of Mana required to cast the spell. The metal or gemstones must be filed or ground into a fine powder and added to the ink before use. Any Scribe's Kit, in addition to standard ink quills, and parchment paper, will contain scroll ink, a special thick ink suitable for retaining the precious metal filings or gemstone powder in suspension while the Spell Scroll is being written.

A good quality medium usually consists of sheets of parchment or vellum. But "scrolls" can even be written on wood, stone, metal, etc. if the runes are carved or etched into the surface first, and then filled with the proper ink. A Mage can cast a spell he doesn't know from a scroll and even learn the new spell by studying the scroll before using it. The ink of a Spell Scroll is consumed when cast, so only a carved "scroll" can be studied after use. Studying and learning a new spell requires the Mage to spend 2 to 3 XP per spell learned (see **Advancement**, p. 27).

Creating Potions

CHARACTERS CAN LEARN the various **Alchemy Formulae** necessary to turn any of the herbs listed in the **Equipment** section (p. 11) into either Minor or Major potions. Turning herbs into potions requires a successful **Alchemy (Magic)** maneuver, one dose of the herb and one dose of Forest Rose (to bind and amplify the effects of the base herb) to make one dose of potion. In general, a potion multiplies the effect (points of healing/damage, or duration for Stat bonuses) of the base herb (3x for minor, 9x for major), but is additionally (-1 for minor, -3 for major) more difficult to prepare than the base herb's **Prep** bonus (see p. 11). It takes an **Alchemy Lab** and one full day to prepare a minor potion, or three days to prepare a major potion, though up to eight doses can be made in the same batch (four potions = one Encumbrance unit). Learning Alchemy Formulae can be done at Character Creation (by spending Skill Bonus Points or assigning Skill Specialty Points, see p. 21) or through Character Advancement (2 XP per formula), see **Advancement**, p.27.

An **Alchemy Lab** is an assembly of glassware (flasks, vials, etc.), measuring equipment (scales, etc.), stoneware (mortar and pestle, etc.), heat sources (candles, braziers, etc.), storage chests, timing equipment (hour glass, etc.) and more, all on one or more sturdy benches set up in a place protected from the weather. The weight listed for a Lab (see Misc. Equipment, p. 12) can also be used for a Lab that has been packed up for moving (you won't normally pack up the bench itself, but all the delicate equipment will need to

be packed in sturdy boxes with plenty of padding, so it works out to be about the same). It takes about 4 hours to get an Alchemy Lab unpacked and ready to use once you have a suitable work area and furniture.

Detecting Magic

ALL CHARACTERS with a Magical Bonus of +1 or higher have two chances of detecting a **magical object**, one when it's first seen (at 10' or less) and the other when it's first touched. Also, **magical beings** may be detected when they first come within 50' and **magic spells** may be detected at (100' x Mana Points spent) when they are cast. These detections are done through the **Sense Magical Object/Being (Magic)** and the **Sense Magic Spells (Magic)** actions (see the Sample Basic Action table on p. 11). The GM should make these rolls unless the characters are deliberately out looking for these things in a likely location.
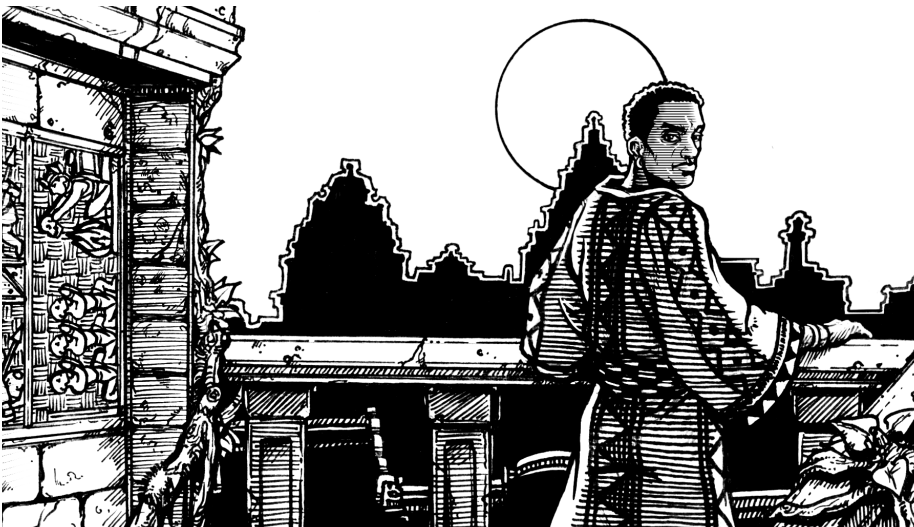
Chapter 6: Options

THIS SECTION PRESENTS OPTIONAL RULES that are not necessary to play the game, but can add additional depth to your role-playing.

Stunning Blows

IF A COMBATANT takes more than ¼ of his original Endurance points from a single attack, he is Stunned and loses his next Action (he may not Move or Attack, but can always Defend) whether it's this round or the next (depending on Initiatives).

Coup de Grace & the Law

IN THE HEAT OF BATTLE, the characters themselves do not know exactly when an opponent falls unconscious or dies (this is actually player knowledge from seeing the die rolls). Therefore, if a character gives a fallen opponent an extra hit during a heated melee ("just to make sure"), it is not looked down upon by the law. Taking a separate combat round to properly place a weapon for a killing strike against an unconscious opponent (handled as automatic death), though, is considered murder by nearly all societies.

Size & Scale

WITH PLAYER CHARACTERS (PCS) that can vary significantly in size from each other, there will occasionally be questions of scale when discussing weapons, armor and equipment worn on the body. Generally speaking, equipment for Elves, Dwarves and Humans all weigh about the same (Dwarves may be shorter, but have a broader build than other races). Equipment made for Hobbits will be approximately ½ the size and weight of equipment made for Humans and Elves. Equipment sized for Human or Elf children will often fit Hobbits reasonably well. Equipment designed for Dwarves

(except weapons and shields) will generally not fit any other PC race and vice versa. All races may use the weapons and shields of Dwarves without change. They will be somewhat small for Elves and Humans, and large for Hobbits, but not enough to worry about. For missile weapons, Hobbits and Dwarves may only use standard (Short) Bows, while Elves and Humans may also use Longbows (which are about six feet tall). Any race can use Crossbows, but if you want additional realism, state that Crossbows take (1 - Strength Bonus) extra rounds (minimum of one) to reload. Thus weaker PCs (with negative Strength bonuses) will be at a disadvantage using them.

The size of equipment from Orcs will vary a great deal, as Orcs range in height from 4' (for smaller breeds) to 6' (for Great Orcs). The GM will need to determine the relative size and usefulness of Orc equipment when the situation occurs. Equipment actually made for Trolls will be too big for any PC race to use, though Trolls occasionally "make do" with items made for other races (e.g. using a Human sword as a long knife, a Dwarf battle axe as a hatchet, etc.).

Hypothermia & Overheating

Depending on a character's clothing (see the equipment list) and the weather (cold and/or wet), the characters can take damage from hypothermia if they don't have shelter or a fire. Characters at a temperature one level colder than the rating of their clothes take five Damage per hour, double that rate for each level colder they are exposed to. Getting their clothes wet (rain or snow) effectively moves them one level colder. A cloak prevents the damp from penetrating. Wearing clothes too warm for the weather has the effect of two Damage per hour due to overheating, if active. Double this rate for each additional level of clothing. For each 10 points taken due to hypothermia or overheating, **all** stats take a -1 bonus until that damage is healed.

Chapter 7: Bestiary

WELCOME TO THE BESTIARY! This chapter shows information about the monsters available in this game that the player characters might meet. All the monsters are presented in a condensed table format with just the basic stats needed. There's no additional information on what the monster looks like or where it lives, it's up to the Game Master to provide with the specifics for each monster. This is easily done by googling the monsters on the internet.

After all, this is a minimalistic roleplaying game, providing you with just the basic tools to play!

Monster Format

The monsters are described in the following format:

- **NAME:** The name of the creature.
- **MOVE:** The creature's Movement rate.
- **DEF:** The Creature's Defense score.
- **END:** The Creature's Endurance score. Some of the creatures have a note (marked as *, **, † or ‡); this means that the creature is immune to being unconscious (U) and are resistant to Kill (K) results.
- **MELEE:** This is the creature's Fighting skill.
- **RANGED:** This is the creature's Marksmanship skill.
- **DM:** This is the Damage Modifier for the creature's attacks; there's one for Melee attacks and one for Ranged attacks.

Animals & Beasts

Name	Move	DEF	END	Melee	DM	Ranged	DM
Bat	30'	5	2	0	-3	-	-
Bat, Great	80'	5	30	3	0	-	-
Bear, Black	35'	3	75	3	0	-	-
Bear, Cave	40'	4	150**	6	6	-	-
Boar	45'	3	60	2	0	-	-
Cat, Cliff Lion	55'	2	70	4	0	-	-
Cat, Snow Leopard	60'	3	70	4	0	-	-
Crocodile, Marsh	20'	1	60	5	3	-	-
Crocodile, Sea	15'	4	122†	7	6	-	-
Dog, Domesticated	60'	3	32	2	0	-	-
Dog, Wild	65'	3	32	2	0	-	-
Eagle	70'	2	15	2	0	-	-
Eagle, Great	80'	10	150†	8	6	-	-
Elk	70'	3	50	2	2	-	-
Horse, Draft	55'	0	85	3	2	-	-
Horse, Pony	50'	1	50	1	0	-	-
Horse, Riding	70'	2	80	4	2	-	-
Horse, War	65'	3	90*	6	3	-	-
Moose	65'	1	120*	3	3	-	-
Raven	55'	4	10	1	-3	-	-
Reindeer	70'	4	36	1	0	-	-
Wild Goat	60'	1	30	2	0	-	-
Wolf, Common	60'	2	40	2	0	-	-
Wolf, Dire	65'	4	55*	4	3	-	-
Wolf, Warg	55'	6	90*	4	3	-	-
Owl	55'	4	10	1	-3	-	-

Monsters

Name	Move	DEF	END	Melee	DM	Ranged	DM
Elemental	65'	5	80*	8	3	-	-
Fell Beast	80'	6	120†	5	3	-	-
Kraken	25'	5	200‡	9	6	-	-
Monster Turtle	45'	6	125‡	8	6	-	-
Spider, Giant	30'	4	80*	3	0	-	-
Spider, Huge	55'	7	175†	7	3	-	-
Treant	20'	3	150†	6	6	-	-
Werewolf	70'	7	125†	6	0	-	-

Demons & Dragons

Name	Move	DEF	END	Melee	DM	Ranged	DM
Demon, Lord	55'	12	200‡	15	6	8	x2
Demon, Greater	50'	8	115†	9	4	6	x2
Demon, Lesser	45'	6	90**	6	2	4	x2
Dragon, Winged	85'	9	250‡	9	6	8	x3
Dragon, Worm	65'	7	150‡	6	5	6	3
Drake, Cold	70'	8	225‡	8	6	7	x2
Drake, Fire	70'	8	200‡	7	6	7	x2
Drake, Marsh	65'	6	100‡	5	4	6	2

Undead

Name	Move	DEF	END	Melee	DM	Ranged	DM
Barrow Wight	45'	6	82†	5	0	-	-
Barrow Wight, Lord	50'	7	96†	6	2	-	-
Ghoul	15'	1	12*	1	0	-	-
Ghast	20'	1	25*	2	0	-	-
Skeleton, Minor	10'	-1	12*	1	0	-	-

Name	Move	DEF	END	Melee	DM	Ranged	DM
Skeleton, Lesser	10'	0	27*	2	0	-	-
Skeleton, Greater	25'	2	50*	2	0	-	-
Skeleton, Lord	35'	6	67**	4	0	-	-
Spectre, Lesser	45'	6	75**	3	3	-	-
Spectre, Greater	50'	9	100†	5	3	-	-
Vampire	55'	7	105 †	7	0	-	-
Wight, Minor	30'	4	50*	5	3	-	-
Wight, Minor	35'	5	60*	6	3	-	-
Wight, Minor	45'	6	75*	8	3	-	-

Humanoids

Name	Move	DEF	END	Melee	DM	Ranged	DM
Bugbear	25'	3	65	5	2	2	0
Dwarf, Warrior	20'	4	55	5	1	2	0
Dwarf, Scout	20'	2	50	4	0	1	0
Elf, Warrior	30'	4	40	3	0	5	1
Elf, Scout	30'	3	35	2	0	4	1
Giant, Hill	65'	3	125†	5	3	-2	x2
Giant, Mountain	65'	4	135†	5	4	-2	x2
Goblin	20'	1	25	2	-1	2	0
Halfling, Sheriff	15'	3	20	2	-1	3	0
Halfling, Militia	15'	2	15	1	-1	2	-1
Half Troll	25'	2	70*	4	2	-	-
Hobgoblin	20'	1	30	3	0	2	0
Human, Knight	25'	3	55	4	1	3	0
Human, Soldier	25'	2	50	3	0	3	0
Human, Militia	25'	1	45	2	0	2	0

Name	Move	DEF	END	Melee	DM	Ranged	DM
Kobold	15'	1	15	1	-1	2	-1
Lizardman	20'	2	45	3	0	2	0
Ogre, Warrior	25'	2	75*	3	2	-	-
Ogre, Cheftain	25'	3	85*	4	3	-	-
Orc, Greater	20'	2	45	4	1	4	0
Orc, Regular	20'	1	40	4	0	3	0
Orc, Lesser	20'	1	35	3	0	2	0
Troll, Cave	30'	3	110	6	3	-2	6
Troll, Forest	40'	2	75**	4	3	3	0
Troll, Hill	30'	3	87†	5	3	-1	4
Troll, Mountain	50'	5	120†	6	3	0	5
Troll, Snow	35'	4	90†	6	3	-1	5
Troll, Stone	35'	2	75**	5	3	0	2
Troll, War	35'	6	125†	7	3	2	3

*The creature treat "U" results as "25 damage" and for "K" results roll one die; on a 3-6 the result is a "K", otherwise the result is "30 damage".

**The creature treat "U" results as "20 damage" and for "K" results roll one die; on a 4-6 the result is a "K", otherwise the result is "25 damage".

†The creature treat "U" results as "15 damage" and for "K" results roll one die; on a 5-6 the result is a "K", otherwise the result is "20 damage".

‡The creature treat "U" results as "10 damage" and for "K" results roll one die; on a 6 the result is a "K", otherwise the result is "15 damage".

Appendix: Skill Specialties

MELEE - *Fighting hand to hand with or without weapons*

- **UNARMED COMBAT-** all aspects of brawling without weapons (punch, kick, tackle, wrestle, grapple, bite, etc.).

- **KNIVES-** use small bladed weapons for stabbing, slashing and cutting.

- **SWORDS-** use long bladed weapons for thrusting and slashing.

- **AXE/MACE/HAMMER-** use top-heavy weapons that are usually swung for impact or chopping damage.

- **SPEAR/POLEARM-** use long-hafted weapons, usually for thrusting attacks.

- **STAFF (W/ AUTOMATIC PARRY)-** use a wooden pole to both strike opponents and block their attacks.

RANGED - *Throwing or launching things to accurately hit and damage opponents*

- **BOWS-** use various types of strung bows, drawn by hand, to shoot arrows with accuracy.

- **CROSSBOW-** use a bow, mounted on a stock and released by a catch, to shoot bolts with accuracy.

- **SLING-** use a leather or cloth sling, swung over the head, to hurl stones or pellets with accuracy.

- **KNIVES-** throw small bladed weapons with accuracy.

- **AXE/HAMMER-** throw top-heavy weapons with accuracy.

- **SPEAR-** throw balanced long-hafted weapons with accuracy.

- **PITCH (STONES, GRAPNELS, ETC.)-** throw rounded palm-sized objects, or lob larger objects, with accuracy.

- **RANGED SPELL ATTACK-** training in how to accurately direct missile attack spells at a target.

GENERAL - *Larger scale actions involved with various tasks of common life*

- **CLIMBING-** scaling surfaces and objects either with or without equipment.

- **RIDING-** packing, using, caring for and controlling various mounts.

- **SWIMMING-** training in how to avoid drowning and travel to an objective when in water.

- **JUMPING-** training to maximize height and distance, and also in landing to minimize injury from a fall.

- **COOKING-** training in proper use of cooking equipment and supplies to preserve and prepare food.

- **FIRST AID/HERBAL HEALING-** training in how to stop bleeding, set bones, dress wounds and use herbs to aid healing.

- **TRADES/CRAFTS-** training in an occupation by which a character can earn a living.

SUBTERFUGE - *Smaller scale, skilled actions used to do things without others knowing*

- **STEALTH-** moving or taking cover in a way to minimize anyone else noticing the character.

- **PICK LOCKS-** training on how to open locks without the key, without destroying the lock.

- **PICK POCKETS-** lifting objects from, or placing objects in, someone else's possession without their knowledge.

- **DISARM/SET TRAPS-** training in how to build, set, avoid, trip and unset various traps for both animals and people.

- **FORGERY-** training in creating authentic-looking, but false, versions of official documents to simple notes.

- **TRICKERY-** using lying, acting, disguise, misdirection, mimicry, etc. to fool someone.

- **ART/MUSIC-** using showmanship, as well as actual skill and talent, to create a pleasing artistic expression.

PERCEPTION - *Noticing, understanding and using knowledge gained from observation*

- **SPOT TRAPS/HIDDEN-** noticing and recognizing subtle clues to reveal things deliberately hidden.
- **NATURALISM-** knowledge gained by observing how plants, animals and their environment interact.
- **TRACKING-** following, and gaining information from, traces left by animals and people.
- **PERSUASION-** using voice, expression, body language, etc. to guide the actions and attitudes of others.
- **DETECT LIES-** observing voice, expression, body language, etc. to gauge the truthfulness of others.
- **WEATHER SENSE-** using observation and experience to predict the weather over the next several hours.
- **NAVIGATION/ORIENTEERING-** using the sky, water, landmarks, topology, growth of plants and travels of animals to find your way.

MAGICAL - *Scholarly studies into the arcane knowledge of this world and the next*

- **READ RUNES/SCRIPT-** literacy in both the common and formal written systems (if any) used by the languages you know.
- **CAST SPELLS-** talent and training in ways to bend the magical energy within and around you to your will.
- **SENSE MAGIC OBJECTS/BEINGS-** perceive the magical energies in nearby enchanted items and beings.
- **SENSE MAGIC SPELLS-** perceive the nearby use of magical energy to change the environment.
- **ALCHEMY-** knowledge of the innate magical properties of plants and how to concentrate them into potions.
- **ENCHANTMENT-** knowledge of how to imbue physical objects with structured magical energy.

Tales & Legends

Name: _____   *Race:* _____

Alignment: _____   *Height:* _____

Profession: _____   *Weight:* _____

STATS	Score			
Strength		**ENC. Limit**		
Agility		**Mana**		
Intelligence		**Total XP**		
Movement				
Defense		**Damage Taken**		
Endurance				

Career Specialization: _____

Special Abilities: _____

Special Items: _____

Negative Traits: _____

Skill Specializations: _____

SKILLS	Base		Skill		Total
Melee		+		+	
Ranged		+		+	
General		+		+	
Subterfuge		+		+	
Perception		+		+	
Magical		+		+	

Languages: _____

_____

_____

_____

Weapon	Init.	AB	DM	Range	Notes	Enc.
_____					_____	
_____					_____	
_____					_____	
_____					_____	

Armor	DB	Subt.	Move	Notes	Enc.
_____				_____	
_____				_____	

Equipment	Enc.	Spells	Mana Cost
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____		

Pottion Recipies

Equipment	Enc.
_____	____
_____	____
_____	____
_____	____

Total Encumbrance: ____

Gold coins   Silver coins   Copper coins