

## The game with no name

This fantasy role-play game (FRPG) is a development of a system that has been tried and tested. It incorporates ideas from several well known FRPGs whilst incorporating its own elements. There are so many FRPGs out there that many players will not want to adopt a new system. In this case, this game may be a source of ideas; at least the creatures from the bestiary can be converted to other games once the basic rules of this game are understood. In the past, this game has carried various names, including Dragonlord, and various other names that are probably so clichéd that they probably already exist in some published format. Hence, this game is now presented without a name, though it has many. It is what it is.

## The Mystic Earth

Below is a map of the known regions of Midgard, the Mystic Earth.



Midgard (Midgarth or Middle Earth) was the name given to the real Earth of history, myth and legend by the Norse people. In this game it is the name given to a similar world that bears many similarities, but also has many differences.

## Creation Myth

In the beginning was the One. The voice of the One vibrated across the Waters of Creation, and Light was born from the waves. The Light entered into the Void and begot one son, the Red Dragon, Dios, and one daughter, the White Dragon, Nia. Nia and Dios came together and begot one son, the Blue Dragon, Voras, and one daughter, the Black Dragon, Reon. Pleased with their Father the Light, the four dragons decided to create other beings to which the light might be given, so that they too may honour their Father. They had a vision that their four voices combined would give birth to a Golden Dragon, whose splendour would outshine the Four Dragons. So they came together in a circle and the Red Dragon breathed forth a blast of fire, the Blue Dragon breathed forth a rushing hurricane, the White Dragon breathed forth a rushing wave of water and the Black Dragon breathed forth a torrent of mud.

Where the earth, water, air and fire met two fountains sprang forth. One fountain was of black water and gave rise to the Black Serpent, whilst the other fountain was of white water and gave rise to the White Serpent. The Black Serpent longed for a return to the peace of the Void and the still Dark Waters. The White Serpent, however, longed for the Light and wished to see the Light continue its journey across the Waters of the Void. So it is that the White Serpent and the Black Serpent entwined one about the other, crushing and biting one another. Together they twisted, locked in struggle. At length the Black Serpent managed to get its mouth closed around the head of the White Serpent and so it swallowed the White Serpent from head to tail, but as it did so its tail became white and from its tip sprang the head of the White Serpent. This time the White Serpent swallowed the head of the Black Serpent, but no matter how many times one serpent swallowed the other, neither could vanquish the other.

As the two serpents fought one another, so their blood was splashed and wherever a splash fell and mingled with the Waters of the Void, so another creature would spring up, like its parent in many ways, but smaller. The blood from the White Serpent gave rise to Spirits of the Light and the blood of the Black Serpent gave rise to Serpents of Darkness, and where their blood was mixed together, grey beings sprang forth. These siblings continued their struggle, one against the other.

Dismayed by the failure of their offspring, the four dragons flew as close as they could to the Source of All, the Cause of Causes, and asked for help to put right their wrong. They did not wish to take sides and help the White Serpent defeat the Black Serpent, in order to resolve the conflict, for both the serpents were their offspring and they wanted them both to live in peace and to work together. Despite the problem their innocence had created, the One saw also the wisdom of the Four Dragons in showing compassion to each child. How could they allow the White Serpent to continue his work which might one day create the Gold Dragon whilst the Black Serpent longed for nothing more to be created? The One fashioned for each of them a magic bow and a magic arrow of gold and told them to use the arrows to pierce the Black Serpent's heart, for the arrow was not a weapon of destruction, but an arrow of healing and reconciliation. Trusting the One, the four dragons took the bows and arrows and returned to the battle.

Reon was the first to fire her arrow, and being a magic arrow it flew true to its target and pierced the heart of the Black Serpent. In pain the Black Serpent roared and hissed defiantly at the dragons, then returned to her battle. Nia let loose her arrow next and it too pierced the heart of the Black Serpent. Again the serpent roared defiantly but could not leave the coils of the White Serpent that were tight about her. Voras fired his arrow and again the heart of the Black Serpent was pierced. This time the Black Serpent was so enraged that it managed to tear itself free of its white rival and hastened toward the dragons. Now the Red Dragon, Dios, fired the last arrow and it struck true, like the others before it. The Black Serpent did not roar this time, but became strangely calm and then overcome by weakness its eyes closed and it fell into the Waters of the Abyss.

Confused by what they had seen, the Four Dragons returned to the One and asked why the arrows had killed their created daughter. The One told them that the arrows were arrows of healing that would not kill. The One explained that this was no lie, for the Black Serpent was

not dead, but merely sleeping. She would stay asleep and dream of the silent Void and be content. Now the vision might be fulfilled, but the dragons still had more work to do, for they must fly down into the Abyss and find the sleeping serpent and keep her nourished in her sleep.

So the Four Dragons searched the dark Abyss and at length they came upon the Black Serpent lying there peacefully asleep. The White Dragon gave her water, to stop her body from drying, and the red Dragon gave her fire to keep her warm. The Blue Dragon gave her fresh air so that her dreams would be sweet and the Black Dragon covered her skin in mud, to cover her wounds and so that the dawning light above would not burn or dry her skin. So the World was born from the sleeping body of the Black Serpent. Her body formed the vast Dragon Isles. Smoke from her breath became the Angel Isles, whilst the flame that flickered from her mouth became Avalonia. The last of the blood that seeped from her wounds, before they were sealed became the frozen and dark southern lands of Lavinia. Now it came to pass that the Light animated the mud on the Black Serpent's back and humankind was created, but the mud was contaminated by the blood of the serpent...

## **Character Races**

### ***Races of Human Kin***

The character races listed here are mainly for a "Western Euro-centric" gaming world. If a game is set in another region of Middle Earth, then it will be appropriate to expand upon the human and otherworldly races present in this part of the world. For example, a setting in "Mediterranean Europe" may include most of the races below, as well as Greeks, Etruscans, Carthaginians, and other Germanic tribes, such as the Goths, Visigoths, Vandals, and Eastern Races like the Huns and Ottomans. The Dragon Isle would be suitable for an Asiatic or Oriental based campaign. An African-type game might include the Egyptian culture, and also other ancient civilisations that once existed in Africa (though European colonials tried to eradicate the archaeological evidence for such civilisations or attributed their works to European migrants without any basis to do so!).

Celtic (E.g. Britons, Gauls, Picts, Romano-Celts, Skots)

Germanic (E.g. Saxons, Norsemen, Normans)

Romans

Eastern (E.g. Mongols, Chinese)

African (E.g. Egyptians).

Note: Middle Earth is a transliteration of Midgard, the world in which we live according to Norse Mythology. In this game, a world that is akin to our mythological and historic Middle Earth is the setting, though the maps are somewhat different as this Middle earth evolved along its own course. Tolkien adopted Middle Earth as his mythology was intended as a Euro-centric mythical history of our own world and so is based upon Western myth, not just Germanic Saxon and Norse myth as some have suggested, but also on Celtic mythology. Similarly, our Middle Earth is in part based upon Western mythology, but much more loosely so.

### ***Otherworldly Races***

Fay

Elves

Dark elves

Elemental Races

Faeries were the original human-like inhabitants of The Magick Isles. Their proper name is Fay or Shee, since Faerie is really an adjective. In life, however, they were known as the Tuatha Dé Danaan (pronounced "Tu-a-ha dey danaan") or Children of Danu. They were said to comprise of gods, chieftains and gifted people. Contrary to popular myth, they resembled ordinary humans in outward appearance, but were generally of exceptional beauty. The Celtic tribes displaced them, however, and after losing the first battle against their invaders, these

people decided to peacefully withdraw, by means of their great magick, into Avalon. Some remain in the physical world to help the tribes of Middle Earth develop their spiritual awareness, so that one day all may live in peace. Others, of more negative alignment, use their magick to obtain power in the physical world, though their true motives may remain hidden. A minority is half mortal and half Otherworld, and remain in the physical world, until travelling to Avalon upon the death of their mortal bodies. The Fay were said to have arrived at the Magick Isles on a ship that sailed through the air. They came from the Otherworld, but who they were originally is unknown. Perhaps they once lived many lives as mortals before returning to the mortal realms by choice? It may be that they represent the spirits of the ancestors. Whilst in the Otherworld they learnt elemental magick. Some continued to dwell in spirit around the burial bounds, for example the Banshee or Women of the Sidhe (Sidhe is pronounced "Shee") whose cries upon mourning the death of a beloved hero were so terrible as to bring instant death to all those who heard them. The Celtic Druids claim that their knowledge is inherited from the Tuatha Dé danaan, and some claim to be direct descendents, though this is certainly not a requirement to join the Druid schools.

The (Light) Elves are primarily creatures of the astral and ethereal planes, and are of positive alignment. A number of them have incarnated on the physical plane and, although tending towards secrecy, they use their wisdom and magick to assist the spiritual development of Humankind, often acting as go-betweens for humans and gods of positive alignment. Elves are naturally inclined towards magick.

The Dark Elves, also referred to as Black Dwarves, Trolls, Kobolds or Goblins, are of evil alignment. They cannot tolerate direct sunlight, which turns them into stone. They are generally mischievous and try to oppose the work of the Light Elves and hamper Humankind's spiritual progress. According to Norse Mythology, Dark Elves were spontaneously generated from the worms and maggots that fed upon Ymir's corpse. They are of short stature (about 3'-4' tall).

A note for the curious: The Elves stem from Norse / Germanic legend but bear many resemblances to the Fay of Celtic legend, and Tolkien seemed to combine the two as a single race. The Fay were regarded as an actual flesh-and-blood race by contemporaries in historic Britain, though their identity is long since forgotten.

Of the four elemental races, Gnomes, Sylphs, Undines and Salamanders, Gnomes are particularly stable on the Plane of Matter, being creatures of the ethereal element of earth, and so are more often encountered as PCs than the other elemental races. They are very short in stature (about 3' tall), and quite slow and cumbersome, but they are immensely strong. They frequently dwell in subterranean abodes.

A note for the curious: the Dwarves or Trolls originate in Norse / Germanic legend and all Dwarves were black or at best mischievous toward humans. These creatures became the Orcs of Tolkien's legend, though Tolkien's Dwarves also resemble the Gnomes, who were earth elementals and therefore very compact but very strong. Indeed, the fact that Dwarves get turned to stone by sunlight in Norse mythology, alludes to their earth elemental nature. However, in modern traditions not all earth elementals, be they called Dwarves or Gnomes, are considered evil, though they perhaps resent the disrespectful ways of humankind to the natural order of things. This game will follow this more modern and spiritual viewpoint. In this game, those earth elementals called Dwarves or Gnomes, as opposed to Black Dwarves, are able to tolerate sunlight, even if they prefer the deep chasms of the Earth.

### ***Kingdoms of the Hidden Depths***

Lizardmen (E.g. Saurians, Crocodilians) are an ancient group of races, which once dominated Middle Earth, but, for some unknown reason, they went into decline millennia ago. They now live a barbarous existence; their tribes are found in inaccessible abodes, in the depths of ancient forests, in swamplands, or deep beneath the earth. Though not inherently evil, they are often aggressive to humans. Many of them venture forth into the human world to gain fortune as mercenaries.

Pisceans (Fish-men), Amphibians (Frogmen) and Coelenterates (Jellyfish-men) can not

venture far from water, but maybe used as PCs in water-based scenarios. Little is known of the mysterious Undersea Kingdoms. At times they have been at peace with humanity, and at other times have waged war against them for unknown reasons. It is thought that their kingdoms are ruled by a great sea dragon.

### **The Starry Kingdoms**

Some races encountered on Middle Earth are from other worlds on the Physical Plane, from planets around other stars. Most of these are rarely encountered, and include the Spinalanx. The Ankaragi feature heavily, however, as a degenerate surviving fragment of an insectoid race. In many ways, they constitute the number one 'bad-guy' alongside certain of the lizardmen, much as Orcs do in most FRP games.

### **Other Races**

There are many other races that inhabit Middle Earth, including Avians (Bird-men), Dragonmen, Leonians (Lion-men), Mermen, and Myriapods (Centipede-men), which can begin adventures as PCs or that may be acquired during campaigns. Which races a referee uses will depend on their own flavour preferences. Some prefer 'traditional' RPGs, which really means those based on Tolkien's mythology and so less directly based upon actual mythology. Others prefer a blend of sci-fi and fantasy, and others prefer the exotic, each to their own.

### **Character Abilities**

Each player begins the game with their certain characteristics or attributes, which are innate and, but enhanced by professional experience. These prime attributes are:

- Intelligence
- Will Power
- Wisdom
- Charisma
- Strength
- Stamina
- Dexterity
- Alignment
- Perception

Table: Racial modifiers of prime attributes

<b>Attribute</b>	<b>Human</b>	<b>Fay</b>	<b>Lizardmen</b>
Intelligence	+5	+5	
Will Power			+10
Wisdom		+10	
Charisma			
Strength			+30
Stamina			-5
Dexterity			
Alignment	-5		-20
Perception*		ESP +10	See -10, Smell +20, NV

<b>Attribute</b>	<b>Elf</b>	<b>Dark Elf</b>	<b>Gnome</b>
Intelligence	+10	+10	+5
Will Power			+10
Wisdom	+15	+15	
Charisma	+10	-20	
Strength	-10	-10	+40

Stamina	+5	+5	
Dexterity			-15
Alignment	+30	-40	
Perception*	ESP +20	ESP +20, NV	ESP +10

Attribute	Dragonmen	Avians	Leonians
Intelligence	+10	+5	-5
Will Power			+10
Wisdom			
Charisma		+10	+10
Strength	+20	+10	+25
Stamina		+10	
Dexterity	+10	+20	
Alignment		+20	
Perception*	See +10	See +20	

- \*Perception bonuses are relative to those for average human senses.

#### Table of Racial Relations: Leadership modifiers:

	Human	Faerie	Elf	Dark Elf	Gnome
Human	0	-10	-10	-20	0
Faerie	+10	0	+10	-15	+5
Elf	0	+5	+20	-40	+5
Dark Elf	-10	-10	-40	-10	-10
Gnome	0	0	+5	-30	+10

Leaders are in the left column, modifiers apply to leadership and hostility roles.

### Non-Player Characters (NPCs)

NPCs have the same attributes as player characters (PCs) but require additional statistics to track their psychological status. The most important are probably morale which may determine their loyalty. The morale of NPCs will be affected by the leadership and treatment they receive from their PC colleagues and also on their health (morale should be lowered if an NPC is badly wounded) and other psychological effects, such as the fear or terror that an encounter with undead monsters may instil. Many of the monsters have psychological effects as indicated in the bestiary and these will generally have a greater effect on NPCs whose loyalty to the PCs is based upon superficial bonds like financial gain. NPCs and monsters are also given an initial hostility rating which will in part determine their reaction when they encounter PCs for the first time. Such devices are intended only to guide the referee and maintain a degree of realism, for example by preventing PCs abusing NPCs unrealistically, though they are no substitute for well scripted characters.

### Character Professions

Most players will probably want to be warriors or wizards, and fair enough. There are other professions, however, which can be useful when played well, or may be incorporated as NPCs.

#### Warriors

Skill level	Norman	Celtic
1	Squire	Kern
2	Sergeant / Turcoples	Knave
3	Knight	Galloglas
4	Champion	Champion

5	Hero / Paladin	Hero
6	Warlord (marquis)	Warlord
7	Overlord	Overlord
8	Legend	Legend

#### Roman & Romano-Celt

#### Germanic

1	Legionarius	Squire
2	Optione	
3	Decurion/Centurion	Knecht
4	Champion	Thegn (Scottish: Thane)
5	Hero	
6	Warlord (Comes)	Eorl (Eorldorman)
7	Warlord (Dux)	Overlord
8	Legend	Legend

Notes. A *turcoples* was an officer who fought on foot. A decurion was a Roman cavalry officer (in charge of ten cavalymen or *equites*). (*Cataphractii* were heavy cavalry equipped with chain mail and two-handed lances). A Galloglas was originally a foreign soldier (prob. of Norse origin) who fought for the Celts; however, the word eventually stood for an elite Irish warrior. A sergeant was effectively a light cavalryman rated as equal to half a knight. The first three ranks are rather formal and a character who embarks upon adventures is likely to receive little formal training, for example, a Roman legionary adventurer will have probably left the Roman army (by choice or circumstance). In these cases the titles are only equivalent and not actual rankings. The Scandinavian equivalent to an eorl was the *jarl* (yarl), that of the thegn was the *sokeman*, and that of the knecht was the *drengr*. Pegn (thegn) in Old Norse means "servant", this could cause unpleasant confusion (!), however, the word "knight" also originally meant "servant", referring to the followers of the higher nobility. Of course, in a feudal society everybody serves someone and the overlord or sovereign serves the divine, at least in theory.

#### Nobility

Many, if not most, nobles were highly trained warriors (normally level three by the age of 18), however, it was rare for warriors to become nobles, though many did become landowners. All nobility ultimately descended from warrior classes. There were occasions, however, when a warrior was effectively admitted to lower nobility. Naturally, many warlords took crowns by force, or were effectively rulers or Overlords of a number of kingdoms. Many of 'King' Arthur's knights were crowned kings, while Arthur himself was probably never crowned. In Saxon society the king was elected, and other nobles were given titles depending more on land ownership rather than on inheritance. A level 8 Saxon warrior has a chance of being elected as a king. Professional Saxon warriors were generally nobles. Land was awarded in return for military service, and it was on the basis of land that rank was determined. Hence, Saxon warrior titles are analogous to titles of nobility. The higher ranks of tribune, *legatus* (in charge of a legion) and Imperator (commander in chief) could only be inherited, but these officers were nevertheless well trained. *Comites* were elite troops and a *Dux* was a military commander or general. These titles were hereditary in the Roman Empire, but in Romano-Celtic society it was possible to earn these titles. Incidentally, it was from these military titles that the noble ranks of Count and Duke were derived, as military commands became hereditary. In early Celtic societies, most cavalymen were nobles, particularly the heavy cavalry. Norman society was largely feudal and lordship depended largely upon power and wealth. Every man had his lord (the King's only lord was God) in a kind of pecking order. Many powerful knights, of ignoble birth, had their own castles, their own subjects and even their own knights and were certainly lords, though those of noble birth often resented them. In fact, it was possible for a knight of ignoble birth to become a baron.

The ranks of English nobility:

Baron  
Viscount  
Earl  
Marquis  
Duke  
Prince  
Sovereign

English nobility is derived from Anglo-Saxon (Germanic and Scandinavian) and Romanic continental titles. Duke was derived from the Roman Dux, meaning general, and Earl from the Saxon Eorl, Scandinavian Jarl or Yarl meaning of free birth, and is equivalent to the Romanic continental title of Count, which derived from the Roman comes for elite warrior. Marquis derived from the Norman phrase for a marcher-lord or frontier lord. On the continent, dukes were also princes.

Adventurers can be of noble birth. This does not pose problems of characters starting the game with hordes of land and riches, as most adventurers are paupers in search of wealth and fame. Simply, a character who is noble will have been dispossessed of their riches. The introduction of noble characters adds flavour and depth to the range of possible histories of a character, and is particularly apt to warriors. The GM can, therefore, introduce a probability that the character is noble or an ex-lord. The other character class in which nobility is relatively common is the priest. Many bishops were noble, those that were not still acquired massive power and military might. Although many priests and druids were not noble, when of high level they often command more power. In ancient Celtic society, druids were not rulers, kings were the rulers of the people, but even the King feared and respected their word, such that the druids generally held greatest power; cf. the Church in Norman times. Consider also the relationship of Merlin and Arthur.

Warriors can be of either sex. Note that in Celtic society female warriors were particularly common. In fact in ancient Ireland, a female warrior instructed every trainee male warrior, in the art of wielding arms.

#### **Weapon Skills** (and prime attribute requirements)

1-Handed Swords	dex
2-Handed Swords	str
Daggers	dex
1-Handed Hafted Weapons	dex + str
2-Handed Hafted Weapons	str
2-Handed Pole Weapons	str
Thrown Spears	dex
Other Thrown	dex
Bows	dex
Unarmed	dex or str
Improvised	dex or str

A warrior starts with 3 primary weapon skill fields, as listed above, one at +25, one at +20, and the other at +15, and a secondary field at +10. In addition all warriors have unarmed combat as a secondary field at +10, unless chosen as a primary skill. Experience in primary weapon skills is obtained at a rate of 1d10 per XP, secondary weapon skills at the rate of 1d8 per XP. Tertiary fields may be acquired at the rate of 1d6 per XP. The improvised weapon skill is generally for hunter-warriors, rangers and bandits, and includes both the manufacture and use of these weapons. Warriors also begin with 20 bonus points to distribute between their stamina, strength and dexterity as they see fit (usually related to the PCs weapon skills). Warriors gain +5 LDR for each level.

### **Additional Military Skills**

Siege-craft & Engineering  
Battle Strategy (mass combat)  
Battle tactics (commanding units in the field)  
Riding (half dex + 10)

Any noble warrior, or warrior who is literate and has access to the relevant information, can have the siege-craft skill. This includes the construction and firing of siege engines and other siege works/mines/sapping etc. Norman barons were often competent in siege-craft and engineering. On other occasions, monks, priests, wizards and druids are recruited to help with such matters. The Battle Strategy skill is used in mass-combat situations. Any warrior with experience at leading units of men into battle will have this skill (generally a level 3+ warrior). The riding skill includes the handling of war-horses in battle. Whether, or not, a PC possesses this skill will depend in large part upon his racial background and military tradition. Saxon warriors could ride horses, but did not use them in battle, unless trained by Norman Knights. Norman, Celtic, Pict and Romano-Celtic warriors would almost certainly possess this skill, unless perhaps if they were primarily archers. Romans have a less than 50% chance of possessing this skill.

### **Equipment**

The equipment a warrior PC begins with will depend upon race (and hence tradition) and circumstance. Obviously, at least one weapon must match the primary skill area. Norman knights will be equipped with chain mail, a long sword, dagger and shield, and also a lance if mounted. A level 1 or 2 Norman warrior will generally be equipped with leather or padded armour. Many Norman knights are equipped with plate or half-plate, but PCs should not start with such equipment, unless they are already of a high level. Romano-Celts will be equipped with Roman-style equipment; a short-sword, *pilum* (throwing-spear) if on foot or a cavalry spear (not lance) and a round shield. Level 3+ warriors may wear chain mail or other Roman-style armour. Saxon mercenaries may also have Roman-style equipment, but usually comprises a sax short-sword, a spear or javelin, round shield and a mail *byrnie* and four-piece *spangenhelm*. Brimmed war-hats are common helmets among Norsemen and short-swords similar to the sax or a war axe. Norse armour was similar to Saxon armour. (Saxons, Angles, Jutes and Vikings are closely related with some common ancestry, being descended from the Germanic tribes). Celts are generally armed with a long-sword, spear or feathered javelin (*gafeluc*) or slings, round-shield (usually wooden with a covering of animal hides), and with leather, quilted or chain armour. Pict weaponry is similar to Celtic weaponry, though usually more basic, consisting of a spear, javelin or sling, short-sword or long dagger and a round shield, and usually padded or no armour.

It is not worth being too strict about starting weaponry. All races trade openly and learn and adopt each other's military strategies. Foreign weapons can also be captured in battle, or bought while operating abroad as a mercenary. The above is only a rough guide intended to paint a picture of the more typical cases. Many Saxon mercenaries fighting for Rome, for example, carried Roman arms and equipment. Particularly heavily armoured PCs can begin with leg greaves and one or a pair of mail or leather gauntlets, in addition. The equipment listed is for the professional warrior, the peasants and ceorls that made up the bulk of Celtic and Saxon armies would be armed with spears or short-bows and shields, rarely helmets and no other armour.

### **Wizards**

The Magical Cosmos consists of various Planes of manifestation. Our own Plane, the Physical Plane or Middle Earth, is the innermost and densest plane. Extending behind and beyond the Physical Plane are the Ethereal, Astral, Elemental and Spiritual Planes. Beyond these lies the Divine Plane that is beyond description. The Ultimate Divinity created these Planes and the beings that dwell in them via a hierarchy decreasing from deity to spirit to physical being. Creative energy permeates down from the Divine Plane to the inner planes, crystallising into successively denser forms. The physical body exists on the Physical Plane,

but the soul and mind exist primarily on the Astral Planes, and the spirit on the Spiritual Planes. As everything physical has its counterpart on the higher planes, so everything that comes into existence on the higher planes has an affect upon the lower planes. The secret of Magic is to manipulate the more tenuous material of the Astral Plane by act of will, since the astral ether is less dense and more malleable than physical matter. This will then have a direct affect upon the Physical Plane.

There are two principle means of acquiring magic, by enhancing ones own abilities to perform magic, or by acquiring it from another being, essentially a deity. Either way, the end effect is the same and in fact the essence of spiritual or magical powers makes these two processes equivalent. Deities represent Cosmic principles, forces and powers and are as much a part of the Cosmos as they are individual beings. In fact on the higher planes normal physical boundaries become tenuous and all things begin to unite as they do so in the Supreme Divinity. Psychic energies from those that worship deities changes the ether, giving deities power as they feed upon and are shaped by these energies. Monks and Priests obviously obtain most of their magic from devotion to one or more of these deities. Wizards can acquire powers from deities by worship or by performing favours or by manipulating cosmic laws. For example, Druids utilise Nature and Elemental magic, they are both wizards and priests, manipulating elemental energies and working with deities to increase the power of both. Wizards, priests and especially monks may also have some military skills, as these often advise lords on military matters and often participate in warfare. High level priests, such as Bishops actively partake in war and may lead their own warriors, either in their own power games or in holy war. Many a Bishop was involved in power campaigns in history. However, if a priest begins with military skills, then he/she must forfeit some of their starting magical ability.

Magic is divided into the fields of Elemental, Enochian, Natural and miscellaneous magic. These fields are each divided into various spheres. Each sphere can be priestly or wizardly.

Each magician starts with one primary sphere and one secondary, from the following: Fire, Water, Earth, Air, Angelic, Demonic, Necromantic, Animal Lore, Plant Lore, Fungus Lore plus miscellaneous magic. Druids must have both spheres from the elemental or nature lore fields. If given the opportunity, to learn, all magicians can acquire new spheres. Experience may be acquired as follows:

Primary sphere	1d10
Secondary sphere	1d8
Acquired sphere	1d6

Miscellaneous magic is learned as if it were a primary sphere, as any magician can use it. It is important to note that use of magic is restricted by alignment, especially in priestly magic where a deity of a certain alignment may be worshipped. Magic-users begin with 3 primary sphere spells and one secondary.

New spheres can only be required from magic texts (which may be in secret code!) or from direct instruction from a School or school member. Magic schools guard their spells voraciously, and will only impart them to a student with certain requirements, with regards to alignment and proficiency. Spells from the magicians primary and secondary spheres can be learnt freely by normal application of experience points (either the magician has the essential knowledge required, or they have access to this knowledge from their own school or books or research). Restrictions can be placed as the GM sees fit. It should be very difficult, if not impossible, for a magician to learn any spell they choose!

Magic-users begin with +10 to their intelligence, +15 to their will power, and +20 to their wisdom (occult wisdom) and +15 LDR, +20 for a priest.

### ***Additional Magic-User Skills***

Magic-users begin with 2 major sage fields of study and 2 special knowledge categories in each field (they also have General Knowledge concerning matters outside their major fields).

They also have the Divining (initially one specialist method, but others can be learnt later) and Alchemical skills and the Consecration of Magical Artefact and Healing skills.

Divining (half of Occult Wisdom score + 10)  
Astrology  
Death by Elements (neutral or evil alignments only)  
Tarot  
Bone Dice  
Rune Stones  
Crystal Ball  
Augural Science  
Geomancy  
Alchemy (half of Occult Wisdom + 5)  
Brew potion / oil / gas etc.  
Identify potion / oil / gas etc.  
Invent new potion etc. (minimum level 3)

All potions, and such like, require a minimum level of magic-user to brew them, along with a minimum preparation time and essential ingredients; these factors are detailed under the potions list. When a potion is modified or invented, it can not be of a higher level of magic than the alchemist, the GM must decide what ideas are acceptable at each level of expertise. All magic-users may begin the adventure with a simple potion.

*Healing* (half of occult wisdom)

This skill refers to the natural means of healing by use of first aid and herbal remedies etc. The effects of herbal medicines are enhanced if brewed in conjunction with the alchemical skill. The effects of such medicines are limited. It includes the ability to stem 1d4 points of bleeding by first aid, 1d6 by herbal remedies and 1d8 by herbal/alchemical brews. By the use of herbs and alchemy it also accelerates normal healing by as many times as 1 + the level of the magic-user. More miraculous healing magic must be learnt as the healing spells in miscellaneous magic.

*Consecrate Magical Artefact*

The minimum level required to manufacture a magical artefact, the raw materials needed, construction times, and additional skilled workers required (e.g. sword-smiths) are detailed under each item.

*Invent Magical Artefact*

This requires a minimum of a level 3 magic-user to make simple talismans and amulets, or a level 5 wizard for more sophisticated items, such as rune weapons etc.

*Spell Research*

All level magic-users are able to modify existing spells, so long as the effects are realistic and not obviously above the magic-users own level. However, this can be a hazardous pastime. In order to create new spells, a magic-user must have at least 8 spells in the particular sphere under investigation.

***Bard, Poet***

The bard of the dark ages has no modern counterpart. He/she was neither a simple rogue, nor a mere entertainer, nor a con man. This was, in fact, a highly respected profession that required at least 12 years of intensive study to progress through the levels. Bards were held in the same esteem as druids by the ancient Celts, and probably were druids who imparted their lore and wisdom to others in the form of song. Thus, bards are treated as magic-users and bard magic is treated as another sphere of magic, often pertaining to the power of the word, including poems that worked as curses or blessings. Many of their poems were also

stories recording past events, and hence bards possessed great knowledge and wisdom. With their literacy, knowledge and wisdom all wizards, including bards, often functioned as judges and advisors to nobility, in much the same way as druids. The primary requirements to make a good bard are a good memory and a facility with language.

#### Bard Skill Levels

1	Initiate
2	Bard
3	Bard
4	Bard
5	Anruth
6	Eces (Doctor)
7	Fili (Master Poet)
8	Ollamh
9	Ard-Ollamh (Chief Poet)

Equipment. Bards from most schools carry a branch with bells upon it, to signify status. At levels 1-6, this is a bronze-branch; at levels 7-9 this is a silver branch, and at levels 10+ this is a gold-branch. This branch is analogous to the branch of the Otherworldly tree, which is ever fertile and hence related to the vitality of poetic creation. Many bards wear specific dress, symbolic of their school. Often this comprises a *tuigen* or bird-mantle. This is a feathered cloak made from the skins of birds.

#### Bard Skills:

- Beguile (half LDR + 1d20)
- Occult Wisdom (Wisdom + 10)
- Identify Language (3d20)
- General Knowledge
- Sage Spheres (2 major fields and 2 specialist categories)
- Bard Magic
- Entertain (half LDR + 1d20)
- Solve Riddle (half INT + 1d20)
- Divination (one method) (half Occult Wisdom)

#### Bard Spells

- Curse
- Bless
- Song of Drunkenness
- Song of War
- Charm Song
- Song of Fear
- Tongue-Tie
- Talk To Animals
- Song of Sleep
- Song of Dancing
- Song of Madness

Bards begin with 2 spells and gain experience at 1d10 per XP. Bards have +10 INT and +10 LDR.

Bards, due to the dangers of their travelling life-styles have one weapon skill at +10, which they learn as an out-of-profession skill at 1d4 per XP.

## Warrior-Monk

A warrior monk, or warrior priest, is a monk turned warrior, such as the Knights Templars or the Hospitallers. They take up arms to fight some religious cause, and do so fanatically. Thus, although their actions are highly restricted by their alignment and religion, they do combine priestly magic with warrior professionalism. In fact, they are highly trained warriors and have access to knowledge on siege-warfare and the such-like.

### Fighting Skills

Warrior-Monks start with 3 primary weapon-skill fields at + 15, + 10, and +10, and a secondary field at +10. They also have unarmed combat as a secondary field at +10. They have 15 bonus points to distribute between their strength, stamina and dexterity. They also start with the siege-craft skill (half INT).

### Magic Skills

Warrior-monks have +10 INT, and +15 Will Power. They have one primary sphere of priestly magic (1d8 per XP), and can acquire other priestly spheres (1d6 per XP). They begin with 2 primary sphere spells. They may be of any religion, but, as an example, certain of the Knights Templars allegedly worshiped the goat-headed deity Baphomet who was anti-Mohammedean, though this might be propaganda. Warrior-Monks hate worshippers of opponents to their god and will usually seek to destroy them. Warrior-Monks tend to be dirty and unconcerned for their appearance (unless their religion dictates contrary) and if their profession is unknown, for example if they are out of uniform, then they have -10 LDR. However, if their profession is known, then the fear they instil gives them +10 LDR at levels 1-4 of warrior skill and +20 LDR at levels 5+.

## Rogue, Thief, Bandit, Outlaw, Vagabond

### Skill Levels

- 1 Apprentice
- 2 Footpad
- 3 Robber
- 4 Cutpurse
- 5 Thief
- 6 Master Thief

### Primary Skills (1XP = 1d8)

- Pick Pockets (half DEX + 20)
- Open Locks (half DEX + 15)
- Find/Remove Traps (half PER +10 / half DEX + 10)
- Move Silently (half DEX + 10)
- Hide in Shadows (half DEX + 10)
- Detect Noise (+10 hear)
- Climb Walls (Half DEX + 20)
- Read Languages -10

### Secondary Skills (1XP = 1d8)

- 1 Light Weapon Skill (+10+1d10):  
daggers, daggers thrown, clubs etc.  
Unarmed + 5  
(Thieves may have an archery skill as their weapon skill).

Thieves have + 15 DEX. New weapon skills are acquired at 1d6 per XP. Thieves are often members of a Guild of Thieves. This makes recruitment of NPC thieves much easier, depending upon the PC level. It also gives them a special network of underground contacts if they need to find information on a particular NPC. This skill is at 15% per level (99 for a master thief) if in or near to a city. Thieves also have good knowledge about the location of likely treasure-troves and treasure-stocked dungeons, even if only from unsubstantiated gossip and legends. Often, a thief will be better able to deal with the lower social classes than PCs of other character professions, and may even be folk heroes. Thus thieves have +20 LDR when negotiating with the lower classes, while other classes have -10 on top of their normal LDR bonuses.

Equipment. Thieves begin with 1 light weapon, usually a dagger, and basically little else besides the clothes on their backs, though there is a 50% chance that the thief will start with 1d20 additional silver pieces from his/her last successful raid.

### **Assassin**

The name of this character class derives from those Moslems who were sent out by their Sheikh to murder Christian leaders. Hence, many, but not all, assassins are of eastern origin. In terms of their skills they are intermediate between warriors and thieves.

#### *Weapon Skills*

Assassins have 2 primary weapon skills (1d10 per XP) at + 15. New skills can be acquired at 1d6 per XP. They have the ability to make poison (half INT + 10). It requires whole days foraging to acquire or purchase the materials to make one phial of poison (1d4 wounds worth). Their weapon skill must be in a DEX oriented weapon skill, though the lighter two-handed swords may be allowed at the GMs discretion. Assassins have + 15 DEX.

#### *Other Primary Skills* (1d8 per XP)

- Move Silently (half DEX + 15)
- Hide in Shadows (half DEX + 15)
- Climb Walls (half DEX + 20)

#### *Secondary Skills* (1d6 per XP)

- Set Traps (half INT + 10)
- Find / Remove Traps (half PER + 10 / half DEX + 10)

*Equipment.* Assassins start with their preferred weapons and no armour or shield. They also start with one phial of poison (enough for 2d10 wounds, STR 2d6 for 5 rounds per wound above half damage, or HITS 1d4 for 5 rounds per wound above half damage, i.e. duration not strength of poison increases with multiple hits). The effectiveness of this poison, and the range of other poisons available, will increase with each level.

### **Ranger, Hunter, Trapper**

This character class includes all those who make a living from the wild lands, by hunting, foraging, selling furs etc. This class also includes hunter-warriors from primitive tribes. Hunters have +10 stamina, and +5 PER (except touch) and + 20 navigate.

#### *Primary Skills* (1XP = 1d8)

- Improvise Weapons
- Primary Weapon + 20
- : thrown spears, other thrown, bows, 2-H pole weapons
- Set Traps (half DEX + 20)
- Find/Remove Traps (half PER +10/half DEX +10)
- Track (half PER + 10)

Forage (half PER + 10)  
 Plant Lore (half INT +10)  
 Animal Lore (half INT + 10)  
 Divine For Water (half PER + 10)  
 Make Fire in half normal time  
 Swim (4d20)  
 Weather Forecast (half PER + 10)  
 Build Shelter (100%, availability of materials permitting)

The swim skill enables extra distance to be swam (score = % extra) and acts as an additional saving throw, in addition to normal saves, against drowning in hazardous waters.

*Equipment.* Equipment is very basic, consisting of one weapon plus a dagger (hunting knife) and 1d4 animal skins worth 1d10 BP each. They never begin with any kind of armour, other than that provided by animal skin clothing / soft leather.

## Building Castles

### Stone Castles

Wall rating	Thickness (m)	Tonnes Stone in 2m <sup>2</sup> wall section	SP
1	2	15	21-40
2	5	40	41-60
3	7	55	61-80
4	10	80	81-100
5	13	100	101-140

Notes: SP = structural points (d10 dice of hits required to breach a 2 m<sup>2</sup> section, equivalent to 5 Star frontier SP). Masses of stone are based upon limestone with an average density of ~2000 kg.m<sup>3</sup>.

Cost of limestone construction: 2 SP / tonne or 4 SP / m<sup>3</sup>.

Construction times: 10 tonnes / day or 5 m<sup>3</sup> / day. This may be increased by up to a maximum rate of 2.5 times, by increasing costs proportionately.

For simplicity costs include planning, labour costs, transport costs and the costs of tools required, etc. E.g. a square tower of 10 m base width and 10 m high and a wall rating of 2 requires ~4000 tonnes of limestone and costs about 800 GP.

Some typical costs are given below (wall ratings 2-3) as rough guidelines to avoid the need for exact calculations:

Iron door	50 GP
Castellation	10 GP / 5 m
Barbican	2000 GP
Bartizan (4 m <sup>2</sup> by 6 m high)	150 GP
Drawbridge (4 m by 6 m)	200 GP
Portcullis (3 m w, 5 m h)	250 GP
Stone Gatehouse	1000 GP
Stone Building	250 GP (wall rating 1)
Wood Building	100 GP
Wooden hoardings (4 m)	5 GP
Stone machicolation (4 m)	50 GP
Moat	100 GP

Extra costs

+ 10%-50%

Small amounts of stone may be obtained from local quarries at 50% of the above costs. Otherwise stone must be imported by river, canal or from the coastline. Magick, such as "Wall of Stone" can shorten construction times.

## Destroying Castles

### *Damage caused to stone walls*

Only heavy weapons, magick, fire, undermining and very large or very strong creatures (such as Dragons, Dryads and Greater Demons) can damage stone walls. Magickal attacks: cause 1 SP of damage for every d10 of hit points of damage caused. Giant creatures: cause 1 SP of damage for every d10 of hit points of damage caused by its primary attack, per hour. Siege engines can be used in direct assault against a castle's walls. The problem, however, is that siege engines lack the accuracy to pound the same wall section relentlessly and the crews will also face harassment and counter-fire from the castle defenders. Impact damage to stone walls also tends to be minimal as only the outer layers of stone are crushed on impact. Hence the 'effective' damage for determining a wall breach is as follows:

Small catapult	1 SP / day
Heavy catapult	2 SP / day
Trebuchet	4 SP / day
Ram	1 SP / day
Bore	2 SP / day

When a wall eventually gives way to bombardment, a section as large as 5 square metres may be breached, especially if trebuchets are used. If able to get close enough (under shelter of a siege-tower for example) small teams of men with pick-axes can damage castle walls at the maximum rate of 5 SP / day in siege conditions). If these values for the damage caused by siege-engines seem a little low, then bear in mind they are based in part upon historic sources. Even when pounded by multiple siege-engines, a castle was expected to last for weeks or months and very rarely fell quicker.

## CHARACTER SHEET

Character Name:

Player Name:

Profession:

Race:

	Base	Mod	Total	
Strength				
Stamina				
Dexterity				
Intelligence				
Charisma				
Alignment				
Perception				

See:

Hear:

Smell/taste:

Touch:

Navigate:

Hits:

Hit Locations

	%	Hit points	Criticals	AC
H	86-100			
LA	81-85			
RA	75-80			
T	19-74			
LL	10-18			
RL	01-09			

Weapon		Base AS	AS Mod	AS	Parry	Damage

Tactical Movement:

Strategic Movement:

Luck:

SKILLS:

Skill	Sphere	Base	Mod	XP mod	XP points	Score
Occult Wisdom (wizards only)						
Climb	Dex					
Swim	Sta					
Ride	Dex					
Detect Traps	Per					



## Combat

The party with the highest initiative attacks first. Initiative is determined by rolling 1d10 for each party and adding initiative bonuses to the score, the highest score gains initiative.

Initiative Bonus (IB):

Surprise/ambush: +4  
Charge: +3  
Leadership: +half leadership bonus  
Battle tactics: +level of battle tactics skill  
Fear: -2  
Terror: -4

## Melee

Combatants take turns attacking, parrying and counterattacking. The combatant on the side with the highest initiative strikes first. To strike a target an attacker must score less than or equal to their melee Attack Score (MAS or AS) on 1d100. The target can parry the blow if they score less than or equal to their Parry Score (PS) on 1d100. If fighting defensively then the target can add up to 20 points to their PS. These points are subtracted from the AS for their next offensive turn, however, the AS can not go below zero, a fighter with an AS of 15, for example, can add no more than 15 to their PS when fighting defensively. Likewise, in an all-out attack, up to 20 points may be added to the AS, these are subtracted from the PS of the attacker for their following defensive turn, should they be attacked. Subtracted points do not carry over should a defending combatant fail to make an attack or an all-out attacking combatant fail to be counter-attacked.

## Melee Attack Score Bonuses

Charging: +10  
Target prone: +10  
Attacking from higher ground: +5  
Flying attacker attacking a grounded defender: +5  
Grounded attacker against flying target: -5  
Mounted: +5 + mounted combat skill level  
Attacking from flank: +10  
Attacking from rear: +20  
Fear: -10  
Terror: -20  
Difficult terrain (swamps etc.): -10  
Fighting in a confined space: -10  
Morale critically low: -15  
Weapon bonus: depends on weapon type

## Parry Score Bonuses

Infantry in formation: +5  
Infantry in formation with spears or pole-arms: +10  
Outflanked: -10  
Attacked from rear: -20  
Panic: -10  
Counter-charge: +5  
Defender behind soft cover/fortification: +20  
Shield bonus: depends on shield type

Mounted warriors cannot charge in wood or forest.  
Multiple attacks: highly skilled warriors may attack or parry multiple targets according to the table below:

Fighter skill level	# attacks	# parries
1	1	1
2	1	1
3	1	2
4	1	2
5	2	2
6	2	2
7	2	3
8	2	3
9	2	3
10	3	3

### Unarmed Combat

UAS: unarmed attack score, base score = highest of STR/2 or DEX/2.

UDS: unarmed defence score, base score = highest of STR/2 or DEX/2.

Damage: roll on 1d10, score = damage, up to maximum damage as shown in the table below, higher scores mean that no damage was caused.

UAS	Damage
1-10	1
11-20	2
21-30	3
31-40	4
41-50	5
51-60	6
61-70	7
71-80	8
81-90	9
91-100	10

### Unarmed Combat Modifiers:

Criticals: C + 0, and unbalancing – UDS test.

Special unarmed combat modes:

Unbalancing attack: max. damage halved (rounded up), UAS –10.

Armed opponents parry on the highest of their unarmed or armed defence scores.

Disarming: UAS – 20, successful attack: maximum damage is halved (rounded up) and the target is disarmed of their primary weapon, parry on highest of armed or unarmed defence score.

Grapple: UAS –10: max. damage halved (rounded up) / turn, until hold broken by a successful parry.

### Ranged Attacks

A roll equal to or less than an attacker's Ranged Attack Score (RAS) is needed to score a hit. The following modifiers apply to the RAS:

Point-blank range: +20  
Short range: +10

Medium range: 0  
Long range: -10  
Extreme range: -30

Target moving very slow or stationary: +10  
Target moving slow: +5  
Target moving fast: -5  
Target moving very fast: -10

Target very small: -10  
Target small: -5  
Target large: +5  
Target giant: +10

Attacker moving fast: -5  
Attacker moving very fast: -10

Target weaving/dodging: -5  
Target prone: -5

Careful aim: +20

Target behind soft cover: -10  
Target behind hard cover: -20

Target above attacker (inc. flying): -5

## Effects of damage

Each hit causes hit points (HP) of damage depending on the weapon type and damage dice roll. For example, a broadsword may cause 3d10 damage plus the strength modifier of the wielder (equal to the attacker's strength divided by 20 and rounded up or: strength 1-20: + 1 damage, strength 21-40: + 2 damage, strength 41-60: + 3 damage, strength 61-80: + 4 damage, and strength 81-100: + 5 damage). Additional damage may be added at the referee's discretion, e.g. for an attacker charging on horseback the speed of the horse must be taken into account, for two horsemen charging together the relative speed is doubled! Two-handed weapons may have the strength modifier added twice (optional) and optionally an extra point of damage can be added for each level of warrior proficiency.

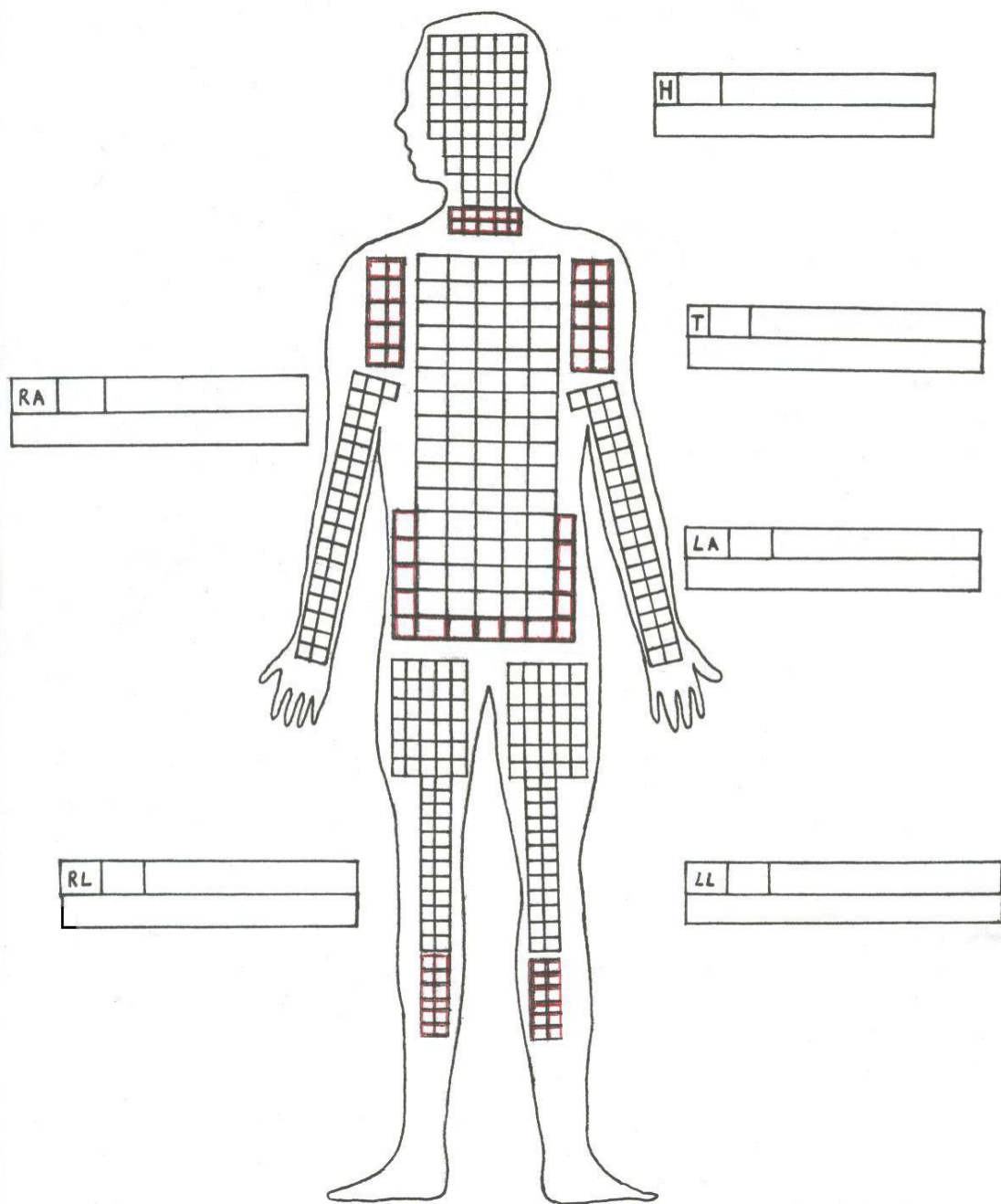
In the basic game (see below) damage is simply subtracted from a character's base hit points according to appropriate dice rolls.

In the advanced game there is the option of using hit locations and criticals. The advanced game hit location sheet (for a medium-sized humanoid) is shown below. The boxes represent the hit points available, with unused boxes being shaded out and lost hit points being crossed off, but this is optional, as the hits can also be recorded in the appropriate bars. The red boxes are critical points, with unused criticals being shaded out.

Critical points are deducted in two cases; one, when a major wound or series of wounds deduct all the hit points available for that body part in the white boxes, and then additional damage is removed from the critical points and, two, when a critical hit is sustained. In this latter case a 1d10 is thrown and the appropriate weapon modifier is added and then this total is looked up on the critical damage table to determine the number of critical points of damage.

The chance of scoring a critical hit is equal to 10% of the Attack Score + the level of the warrior. An attack dice roll on 1d100 of 01 will always cause a critical hit. The advanced game aims to recreate the highly variable damage that blows can cause. Someone may survive a sword blow to the head, but die slowly from blood loss from an arrow in the leg. Archaeology confirms this variability. I once attended a talk by an expert who examined the skeletons of

the fallen from a mediaeval battle, many of whom were archers who wore no or very little armour. Several suffered multiple fractures in their arms as they tried to shield their heads from sword blows. Several had survived previous sword blows to the head, which had taken chips out of their skulls, whilst in one case a sword broke someone's skull into two pieces (though soft tissue had held the two halves together, so that the sword did not split the head open like a pumpkin!). One message to come from this was that swords frequently broke bones rather than severed limbs. The reason is probably simply that blades would blunt very quickly in battle, when clashed against sword, armour, shield and bone, and frequently worked as edged clubs rather than slicing blades. Conversely, however, there are accounts of large axes and other weapons severing legs and heads. It is also difficult to deliver a precise strike against a moving target. The polearms probably caused the most horrific injuries, as their length gave them great leverage and force under gravity. There are accounts, however, of single blows smashing helm, coif and skull, especially perhaps when two horse-riders clashed at speed. It's all nasty stuff, but that was the nature of mediaeval warfare. Remember though that this is just a game, and although a certain amount of realism may be desirable, one does not need every gory detail!



For example, a player sustains a critical blow from a broadsword to the head / neck. The critical 1d10 roll gives a 5, adding the critical damage modifier which is +3 (this is usually equal to the number of d10 of damage that the weapon causes, e.g. 3d10 in this case) gives 8. According to the critical damage table this results in 4 points of critical damage. Thus, 4 points are deducted from the player's head/neck critical points (CP) total of 6, leaving 2 points. The sword also does 3d10+3 points of normal hit point damage, in this case 21 points, leaving our player with 9 points. Now we must test for stun or concussion, with 2 CP remaining there is only 20% chance of the player avoiding a stun, they roll 17 and so they are not stunned, but this is clearly a serious wound and the player who wore no helmet is losing blood and will lose 4 hit points per additional round of combat (half this, i.e. 2 points, if they retire from battle), or until first aid is administered. If they continue to fight, then they will probably last no more than 3 more rounds of combat. This rapid hit point loss due to bleeding is somewhat optional and at the referee's discretion, and usually applies to bladed or pointed weapons only (that cause slash (S) or piercing/puncture (P) wounds).

Hit points can also be lost at a much slower rate from all types of damage, for example a player who has been half-clubbed to death may lose one more hit per round or per hour if they do not obtain first-aid. This is a dimension of realism left to the referee's discretion, but can be used to encourage a badly wounded character to do the normal thing and try to get their wounds tended to, stitched or to rest for a day.

Armour will clearly reduce critical damage. For example, the same character who was hit above is now wearing chain mail armour and a great helm. This gives his head/neck region an armour class of 4. His armour save d100 roll is 72, so his armour absorbs three dice of the damage and only the +3 points of damage (from the 3d10+3) is incurred (had his armour absorbed 4 dice of damage then the blow would have had no effect). The armour also subtracts three points (number of points deducted equals the number of dice of damage absorbed) from the 4 points of critical damage, leaving just one point of critical damage. The armour has taken a critical hit equal to its armour class (4 in this case) and so is significantly damaged and its armour class is lowered by one class to class 3 (and a further 3 CP of damage would have lowered it to 2, a further 2 to 1 and one more point would have destroyed the helmet and coif altogether – thus, a single blow causing 11 or more critical points of damage would have wrecked the head armour completely). Since the armour is still effective, the blow will not have caused much external blood loss (it may cause internal bleeding, however,) and is a concussion effect. Our player is left with 5 CP and so has a 50% chance of saving against a stun, but rolls 61 and so is stunned, but not totally as they only failed by 11 percentile points, so the referee determines that the player must act at -10% (-10% multiplied by the number of CP lost) to all their action rolls (attacks, parries, riding score etc.) for 1d10 rounds. A more serious stun, e.g. had they failed by more than 30 points on their stun check (with a roll of over 80%) then they would probably have been knocked unconscious for 1d10 rounds and further stunned at -10% for 1d10 rounds.

Note that if a blow removes all the CP for a body part, then that part is destroyed, even if hit points remain, so a great sword that does 10 CP of damage to the neck may well sever the head; a club that does 10 CP damage to an arm will probably break it so badly that it can not be used until mended. If a body part loses all its HP but still has critical points then it may still function, but when HP and CP or CP alone are lost, the part is unusable if not destroyed or severed. HP loss due to blood loss will be deducted from the injured limb's HP, then from its CP and then from the HP of the torso. Loss of either the head's total HP and/or CP or the torso's total HP and/or CP results in death. (Unless magic or supernatural forces intervene, of course!).

What this game does not do is offer detailed effects of critical damage, after all, a lance in the abdomen would possibly damage more than one important bit! However, the referee is encouraged to elaborate as they desire, but what is most important is to describe the effects on the player – how stunned they are, how much weaker they are becoming, etc. since in the heat of battle a combatant may not fully realise what damage they have suffered exactly. It should also be remembered that a stun is much more likely when the target is surprised, since adrenalin sharpens the nervous system, increases its resilience and minimises or even eliminates the effects of pain altogether, whilst the action lasts. There are plenty of stories of warriors full of holes but not totally aware of it until they retire from the fight and are then overcome by stun, concussion and pain. By the same token, a single blow in the right (or wrong!) place can despatch a person very quickly, though unconsciousness seldom occurs in less than five seconds – it is very hard to stop someone finishing a blow with a sword they have started to deliver, whether you pierce their heart or not! Thus, a character that is despatched may still be able to complete their last attack, this is left to the referee's discretion.

### Damage Types

In addition to the effects of crushing, piercing and slashing, there are other damage types, such as burns caused by fire or acid and electricity. Electricity may cause some burns, but its major critical effect is to stun, possibly even causing heart stoppage. Burn wounds are particularly debilitating and after the action, once adrenalin levels drop, a player who has suffered more than 50% damage to a body part from burns, will be unable to use that body

part for anything much, simply because the pain will be too great. Of course, with the use of magic things can be put right!

Damage from falls is usually of the crushing type, unless the player lands on a spike! Poisons cause special types of damage, as described in the section on poisons. The damage types of a range of common attack modes are listed in the Attack Types table.

Note that it may be important to record how many points of damage are due to burn wounds, when determining the debilitating effects of burns.

### Fumble

The effects of a fumbled attack is given in the Fumble table. The chance of an attack fumbling is equal to 10% minus the warrior level, so an unskilled attacker will fumble on an attack roll of 91-00. A role of 00 should always be a fumble (although accumulated d100 dice rolls can be used for probabilities less than 1%, for example, a level ten warrior might only fumble on 00 followed by another roll of 91-00). The effects of a fumble are not exactly described, but can be elaborated by the referee, but include general effects such as loss of balance (save on coordination) or possible weapon breakage (save on the weapon's durability score, which is usually a score between 1-100 depending how well made or how old the weapon is or how magical it is) etc. Incidentally, there are situations when weapons are much more likely to break, a lance used in a charge is quite likely to break if it strikes a horseman's shield and fails to unhorse them.

### Keeping Things Moving

In the Advanced Game, rolling 1d100 for an attack and 1d100 for a parry, followed by 1d100 armour-save and damage dice and possibly 1d10 of critical damage can slow things down a bit too much. To get around this it may be deemed best to allocate dice by colour and roll them together. To help with this, an alternative armour save table has been constructed which uses a 1d20 instead of 1d100. The attacker can then roll 1d100 attack dice and 1d10 critical damage dice; *if* they score a critical hit then the d10 determines the critical damage roll. The defender can roll 1d100 parry dice and a 1d20 together; *if* the parry fails then the d20 determines their armour save roll. Also, if an unusual attack causes 20d10 of damage, then why not roll 1d20 and multiply the result by 10, or roll 2d10 and multiply by ten? This not only slows things down, but makes the outcome more variable, with 20 dice rolled together, the final score will rarely deviate much from the average (of 110 for 20d10). This is useful, especially when a monster is hit, a player may not appreciate the unpredictability of 1d20 x 10 (these rules perhaps should be stated before game play commences) though 2d10 x 10 is a bit more predictable (the probability of rolling a 20 on 1d20 is 1 in 20 or 5%, with 2d10 the probability of rolling two tens is only 1 in 100 or 1%, and incidentally, with 20d10 the odds of rolling 20 tens is astronomically unlikely!). Of course, there may be times when a player is in a tight spot and the game plays better when played more slowly, adding to the suspense!

### Basic Game: Effects of Damage

The advanced damage rules as outlined above do make the situation precarious, especially for un-armoured players who engage in sword play! They may survive multiple wounds or be despatched with a single blow. Some people like this type of realism, whilst others prefer a more predictable outcome. For this reason, the optional basic rules do not use criticals, except perhaps for stun effects only, and hits need not be allocated between the body parts. A character has both a hit base, say 60 hit points, and an allocation of this to each body part (50% or 30 points to the head/neck, 75% or 45 points to the torso, 35% or 21 points to each arm and 60% or 36 points to each leg). Clearly when the points are allocated, a blow to the head is more likely to be serious than a blow to the leg, however, in both systems the average outcome is the same (each system was tested hundreds of times with a computer program). In the basic game all hits come from the base, 60 hit points (HP) in this case, with no detailed breakdown between body parts. This simplifies and speeds up game play and makes damage more predictable, but has no average effect. The referee can use whichever system they prefer. Even in the advanced system, some creatures have no HP allocation, for example a

Greater Demon capable of polymorphism has no criticals and severing a limb is no problem if the being can change shape at will.

### Intermediate Game: Effects of Damage

It is possible to combine the advanced and basic game rules as one desires. For example, damage may not be allocated to individual body parts, but come from the base HP as in the Basic Game, but there could also be critical points allocated.

### A Safety Net

A player in one of my games once lost his wizard when a skeleton warrior pierced his shoulder with a spear, hitting a vital artery (probably the subclavian) and causing a rapid loss of consciousness. This did not ruin the game, as it was a real freak dice roll, but some players will take this better than others. I once lost one of my best Star Frontiers characters because, being the ship's captain, he was last to abandon ship and having no escape pod he simply dived overboard in his spacesuit and almost made it to safety before the ship exploded, but in the end he dies heroically. I enjoyed this event, I had another character and so I was not out of the game, and I played him true to his character, and there has to be an end. How many people cherished characters who played a couple of games and then faded into vague memory? Some players, however, insist upon being utterly victorious always. As a referee one has to strike a balance, the characters must have a chance of dying for the game to have suspense, but there may be times when the referee and players wished something had never happened! In this game each player has a luck or karma or charm score (call it what you will) which will be particularly high for wizards who can distort reality, and for warriors held in high esteem by their gods or by any player who proves useful to the powers that be. If a character suffers some adverse die roll, then once per game (or per day or evening of play as the referee decides) the character may use this luck or divine intervention to undo one bad die roll. This gives them a final saving throw. For example, suppose a character sustains a serious critical hit, but they have a luck score of 68 (on a scale of 1 to 100) then they get one chance, and one chance only, to avert this ill fortune by throwing less than or equal to 68 on 1d100. If lucky, then the event either did not take place, but was averted, for example, by the weapon breaking, or some subsequent event (natural or supernatural) saves them. Once they use up their luck, however, then it goes to zero until the next day or the next adventure. The referee can determine a new luck score by throwing 1d100 the next day, or it can return to its former value, or it can start low and slowly accumulate as the player prays to their deity or the wizard studies his magic, whatever the referee prefers. Indeed, certain events, like favours to the gods, or for a wizard – constructing a magic circle, can increase a player's current luck score.

There are other safety nets, of course, since certain magic can put things right, for example by reversing time or by bringing a character back to life. However, to maintain suspense, every safety net must have potential holes in it! A resurrect spell may fumble, for example.

If the worst come to the worst and a character departs, then it's not always a purely bad thing! The character may become a hero or legend, they may reincarnate, or if they were of maximum level, or they performed some phenomenal task, then they may become a demigod or angelic spirit. Wizards, in particular, may retain some memories of their past lives and may have the choice to roam the Astral Planes instead of reincarnating.

## EQUIPMENT PRICE LIST

ITEM	WEIGHT		COST
Backpack	1	2	0,0,3
Beer/ale (1 pint)			0,0,0,0,4
Boots	1	3	0,1
Blanket	2	5	0,0,4
Brandy (1 pint)			0,0,0,2
Cider (1 pint)			0,0,0,0,2
Cloak	1	2	0,2
Coat	3	6	0,3
Flint & Steel (Tinder box)	-	½	0,0,2
Holy Symbol	-	½	0,5
Holy Water	-	-	0,2
Iron Spikes (10)	1	3	0,2
Lantern	1	2	0,2
Lock pick kit	-	½	0,2
Lodging			
communal sleeping			0,0,0,2
separate bedding			0,0,0,5
separate room			0,0,0,8
Mead (1 pint)			0,0,0,1
Mirror	-	½	0,3
Oil flask	½	1	0,0,5
Pegs/stakes (10)	1	2	0,0,1
Mallet			0,0,4
Pole (3m/10' )	4	8	0,0,0,5
Rations (1 week)	7	15	0,1
Rope (15m/50' )	3	6	0,1
Sack			
small (50lb)	1	2	0,0,1
large (100lb)	2	4	0,0,2
Stable			0,0,0,0,5
Tent (2 man)	4	9	0,3
Torch	½	1	0,0,0,0,2
Waterskin (1 pint) -	-	-	0,0,0,1
Weapon belt	½	1	0,1
Wine (1 pint)			0,0,0,1,2

### WEAPON

**WEIGHT**  
(lb(kg))

**COST**  
(G,S,B)

#### Straight Swords

Great sword (6')	17 (8)	2,4
Two-handed broadsword (5')	16 (7)	2,2
Hand-and-a-half sword (4')	15 (7)	1,8
Broadsword (31-4')	12 (5)	1,6
Gladius (2½'-3')	7 (3)	1

Short sword (2'-2½')	3 (1)	0,4
----------------------	-------	-----

#### Curved Swords

Grand Shamsheer (6')	15 (7)	2,7
Great Shamsheer (4½'-5')	13 (6)	2
Falchion (4')	11 (5)	1,4
Scimitar (3')	10 (5)	1,2
Sabre (3')	6 (3)	1,1
Short sabre (2'-2½')	3 (1)	0,8

#### Unusual Swords

Flamberge (6')	16 (7)	2,5
Pata (long katar) (3'-4')	9 (4)	2
Shotel (3'-4')	8 (4)	1
Manople (2'-3')	8 (4)	1,7

#### Towne Swords

Rapier (3'-5')	2 (1)	1,6
Epee (3'-5')	3 (1)	1,5
Foil (3'-4')	2 (1)	1
Sword Cane (2'-3')	1 (½)	1

#### Bizarre Swords

Terbutje	4 (2)	1,3
Estok	8 (4)	1,6

### HAFTED WEAPONS

#### Slicing Heads

Double-bladed broad axe	22 (10)	2,8
Great axe	19 (9)	2,2
Bullova	20 (9)	2
Broadaxe	15 (7)	2
Sickle (3')	13 (6)	2,2
Bhuj	16 (7)	2
Francisca	6 (3)	1,4
Taper axe	7 (3)	1

#### Stabbing Heads

Bec de Corbin	18 (8)	2,5
Zaghnal	17 (8)	1,7
Adze	10 (5)	1
Pick axe	16 (7)	0,3

#### Mashing Heads

Heavy Mace	20 (9)	2,4
War Hammer	30 (14)	1,7
Morningstar	11 (5)	2,8
Heavy Flail	16 (7)	1,1
Light Flail	14 (6)	1,4
Mitre	9 (4)	1
Bludgeon	5 (2)	0,3

Baton	2 (1)	0,2
Piton Hammer	3 (1)	0,0,8
Crowbar	4 (2)	0,1

### POLE WEAPONS

Poleaxe (10')	30 (14)	4,2
Chauves souris (12')	19 (9)	5
Ranseur (runka) (12')	18 (8)	3,4
Halbard (10')	25 (11)	4
Pike (12')	10 (5)	3,2
Demi-lune (halfmoon) (12')	15 (7)	2
Voulge (10')	20 (9)	3,2
Fauchard (12')	18 (8)	3,2
Partizan (8')	20 (9)	2,8
Guisarme (9')	20 (9)	2,7
Scythe (long) (6')	15 (7)	1,6
Billhook (11')	19 (9)	2,4
Kumade (rake) (5')	9 (4)	1,5
Brandestock (6')	15 (7)	4
Extended Brandestock (9')	20 (9)	5,6

### SPEARS

Pilum (5'-8')	10 (5)	1,5
Trident (6')	8 (4)	1,2
Hoko (6')	9 (4)	1,1
Oxtongue (hasta) (6')	7 (3)	1,6
Spontoon (8')	10 (5)	0,6
Common Spear (6')	5 (2)	0,4
Assegai (6')	5 (2)	0,4
Javelin (6')	3 (1)	0,2
Spearthrower (javelins)	1 (½)	0,2

### DAGGERS

Sax	3 (1)	0,6
Kukri	2 (1)	0,6
Katar	2 (1)	0,3,8
Haladie	2 (1)	0,5
Bank	2 (1)	0,3,8
Bichlwa	3 (1)	0,4
Jambiya	1 (1)	0,4,1
Dirk	2 (1)	0,3,8
Misericorde	1 (½)	0,2,8
Main gauche	3 (1)	0,5
Poniard	1 (½)	0,2
Swordbreaker	2 (1)	0,3
Stiletto	1 (½)	0,0,5

### PROJECTILE WEAPONS

Shortbows	3-7 (1-3)	(1-4)
Longbows	6-8 (3-4)	(2-5)
Crossbows		
Hand-drawn	12/18 (5/8)	(3/5)
Arbalest	22 (10)	8
Cranequin	25 (11)	12
Dokyo	20 (9)	6

Prodd	10 (5)	4
Staff sling (2-handed)	10 (5)	0,1
Common sling	1 (1)	0,0,2
Pouch of 100 stones	5 (2)	0,0,6
African Throwing Knife	13 (6)	3,6
Chakram	2 (1)	0,8
Shurikin	1 (½)	0,6
Blowpipe	3 (1)	0,2
Darts (30)	½ (1/4)	0,1
Hunting bola	5 (2)	0,7
War bola	8 (4)	2

<b>WEAPON</b>	<b>DAMAGE</b>	<b>CRIT</b>
---------------	---------------	-------------

### 1-HANDED SWORDS (STR/COO)

#### Straight Swords

Broadsword (3'-4' )	3d10	+3
Gladius (2½'-3½' )	2d10+4	+2
Short sword (2'-2½' )	2d10+2	+2

#### Curved Swords

Scimitar (3')	3d10+2	+3
Sabre (3')	3d10	+3
Short sabre (2'-2½')	2d10+1	+2

#### Unusual Swords

Pata (long katar) (3'-4' )	3d10+2	+3
Shotel (3'-4')	2d10+2	+2
Manople (2'-3' )	2d10	+2

#### Towne Swords

Rapier (3'-5')	2d10+3	+2
Epee (3'-5')	2d10+2	+2
Foil (3'-4')	1d8	+1
Sword Cane (2'-3')	2d10	+2

#### Bizarre Swords

Terbutje	2d10+3	+2
Estok	2d10	+2

### 2-HANDED EDGED (STR/STR/COO)

#### Straight Swords

Great sword (6' )	5d10	+5
Two-handed broadsword (5')	4d10	+4
Hand-and-a-half sword (4' )	4d10	+4

#### Curved Swords

Grand Shamsheer (6' )	5d10+1	+5
Great Shamsheer (4½'-5' )	4d10	+4
Falchion (4' )	3d10+2	+3

### Unusual Swords

Flamberge (6' )	5d10	+5
-----------------	------	----

### 1-HANDED HAFTED WEAPONS (STR/COO)

#### Slicing Heads

Broadaxe	3d10	+3
Sickle (3')	3d10+1	+3
Bhuj	2d10+3	+2
Francisca	2d10+2	+2
Taper axe	2d10	+2
Stabbing Heads		
Zaghnal	2d10+3	+2
Adze	2d10	+2
Pick axe	2d10	+2

#### Mashing Heads

War Hammer	4d10	+4
Morningstar	4d10	+4
Heavy Flail	3d10+3	+3
Light Flail	2d10+3	+2
Mitre	2d10+1	+2
Bludgeon	2d10-1	+2
Baton	1d10+3	+1
Piton Hammer	1d10	+1
Crowbar	1d10	+1

### 2-HANDED HAFTED (STR/STR/COO)

#### Slicing Heads

Double-bladed broad axe	5d10+1	+5
Great axe	4d10+2	+4
Bullova	3d10+2	+3

#### Stabbing Heads

Bec de Corbin	5d10	+5
---------------	------	----

#### Mashing Heads

Heavy Mace	4d10+1	+4
------------	--------	----

### 2-HANDED POLE WEAPONS (STR/STR/DEX)

#### Slicing Heads

Poleaxe (10')	6d10	+6
Chauves souris (12')	5d10+4	+5
Ranseur (runka) (12')	5d10+3	+5
Halbard (10')	5d10	+5
Demi-lune (halfmoon) (12')	4d10+3	+4
Voulge (10')	4d10	+4
Fauchard (12')	4d10	+4
Partizan (8')	3d10+4	+3

Guisarme (9')	3d10+3	+3
Scythe (long) (6')	3d10+1	+3
Billhook (11')	3d10	+3
Brandestock (6')	2d10	+2
Extended Brandestock (9')	3d10	+3

### Stabbing Heads

Pike (12')	5d10	+5
Kumade (rake) (5')	2d10+2	+2

### SPEARS (STR/COO or COO)

Pilum (5'-8')	4d10	+4
Trident (6')	3d10+2	+3
Hoko (6')	3d10	+3
Oxtongue (hasta) (6')	3d10	+3
Common Spear (6')	2d10+2	+2
Assegai (6')	2d10	+2
Javelin (6')	1d10+5	+1

### 2-HANDED SPEARS (STR/STR/COO)

Spontoon (8' )	2d10+3	+2
----------------	--------	----

### DAGGERS (STR/COO/COO)

Sax	2d10	+2
Kukri	2d10	+2
Katar	1d10+3	+1
Haladie	1d10+2	+1
Bank	1d10+1	+1
Bich'wa	1d10+1	+1
Jambiya	1d10	+1
Dirk	1d8	+1
Misericorde	1d8	+1
Main gauche	1d6	+1
Poniard	1d6	+1
Swordbreaker	1d6	+1
Stiletto	1d5	0

### Bows

	Damage	Crit	Range (m)
<b>Shortbows</b>			
	1d10	+2	60
	1d10+1	+2	70
	1d10+2	+2	80
	1d10+3	+2	90
	2d10	+3	100
<b>Longbows</b>			
	2d10+1	+3	140
	2d10+2	+3	150
	2d10+3	+3	160
<b>Crossbows</b>			
Hand-drawn	2d10	+3	90
Hand-drawn	2d10+2	+3	100
Arbalest	2d10+4	+4	100
Cranequin	2d10+6	+4	100

## COMBAT TABLES

### Hit Locations

1d100	Region Hit	Critical Hit	Hits (%)
86-100	H	100	45
81-85	LA	85	35
75-80	RA	80	35
19-74	T	74	75
10-18	LL	18	55
01-09	RL	09	55

### Unarmed Combat

Attack Strength/ Parry Score Roll Succeeded by	Hits Caused/ Hits Blocked
01-05	1
06-15	2
16-30	3
31-45	4
46-60	5
61-75	6
76-85	7
86-90	8
91-95	9
96	10
97	11
98	12
99	13
100	14
101-105	15
106-110	16
etc.	17

1/10 AS or less = critical

### Fumble Table

1	D-Minor (1d4) (bump, strain etc.) (auto crit, max. 1)
2	UT
3	DT
4-5	WBT
6	UT, DT
7	UT, DT, WBT
8	D-Major (impaled on enemy's weapon etc.) (auto crit)
9	UT, DT, WBT, D-Minor (1d4)
10	UT, DT, WBT, D-Major

WET: Weapon breakage test (Weapon Durability)  
 DT: Disarmament test (COORD)  
 UT: Unbalancing test (COORD)  
 D: Damage

## Armour

Complete:	Weight (kg)	Cost (GP)	Armour Class
Plate Mail	40	10	4b
Chain Mail	25	6	3b
Scale Mail	30	1,6	3a
Banded Mail	30	7	4a
Splint Mail	30	7	4a
Ring Mail	25	8	2b
Ring-joined Plate	12	2	
Leather	8	1	2a
Studded leather	10	1,4	2b
Hide Armour	20	1,5	3a
Coin Armour	30	1-1000	3a
Brigandine	25	1,6	3a
Bronze Plate	35	8	4a
Quilted/Padded	4	0,8	2a
Full Plate	50	15	6a
Field Plate	45	12	5a
Cap	1.5	0,1	2a
Coif	1.5	0,1	3b
Open-faced Helm	2	0,1,5	3a/3b
Closed-face helm	2.5	0,2	4a/4b
Great Helm	3	0,3	5a/6a

Notes: 1. Helm + Coif armour class shown to the right of /

2. [AC]b indicates a bonus of +10 to the armour class save role in the d100 system or +2 in the d20 system. [Ac]a indicates no bonus.

## Shields

Shield Type	Weight (kg)	Cost (GP)	MD modifier
Buckler/Target Shield	3	0,1	+15 / +15
Small shield	12	0,7	+30 / +30
Medium/Knight's Shield	15	1,6,5	+40 / +50
Body/tower Shield	20	2	+45 / +60

Note: shield used defensively against missile fire or as part of a shield wall in melee shown right of /

## Barding Armour Classes

Light	Padded	3a
	Leather	3a
Medium	Scale	3b
	Brigandine	3b
	Ring	3b
	Studded Leather	3b
	Chain	
Heavy	Banded	4b
	Splint	4b
	Plate	5a
	Field Plate	6a
	Full plate	6b

## Armour Classes

On a d100 based system:

AC					
1	1-50 (0)	51-100 (1)			
2	1-50 (1)	51-100 (2)			
3	1-30 (1)	31-70 (2)	71-100 (3)		
4	1-25 (1)	26-50 (2)	51-75 (3)	76-100 (4)	
5	1-20 (1)	21-40 (2)	41-60 (3)	61-80 (4)	81-100 (5)
6	1-20 (2)	21-40 (3)	41-60 (4)	61-80 (5)	81-100 (6)
7	1-20 (3)	21-40 (4)	41-60 (5)	61-80 (6)	81-100 (7)
8	1-20 (4)	21-40 (5)	41-60 (6)	61-80 (7)	81-100 (8)
9	1-20 (5)	21-40 (6)	41-60 (7)	61-80 (8)	81-100 (9)
10	1-20 (6)	21-40 (7)	41-60 (8)	61-80 (9)	81-100 (10)
11	1-20 (7)	21-40 (8)	41-60 (9)	61-80 (10)	81-100 (11)
12	1-20 (8)	21-40 (9)	41-60 (10)	61-80 (11)	81-100 (12)

Note: values in brackets denote the number of dice of damage (d10) subtracted from the damage role for HP damage, for the d100 score indicated.

Alternatively, on a d20 based system:

AC					
1	1-10 (0)	11-20 (1)			
2	1-10 (1)	11-20 (2)			
3	1-6 (1)	7-14 (2)	15-20 (3)		
4	1-5 (1)	6-10 (2)	7-15 (3)	16-20 (4)	
5	1-4 (1)	4-8 (2)	9-12 (3)	13-16 (4)	17-20 (5)
6	1-4 (2)	4-8 (3)	9-12 (4)	13-16 (5)	17-20 (6)
7	1-4 (3)	4-8 (4)	9-12 (5)	13-16 (6)	17-20 (7)
8	1-4 (4)	4-8 (5)	9-12 (6)	13-16 (7)	17-20 (8)
9	1-4 (5)	4-8 (6)	9-12 (7)	13-16 (8)	17-20 (9)
10	1-4 (6)	4-8 (7)	9-12 (8)	13-16 (9)	17-20 (10)
11	1-4 (7)	4-8 (8)	9-12 (9)	13-16 (10)	17-20 (11)
12	1-4 (8)	4-8 (9)	9-12 (10)	13-16 (11)	17-20 (12)

Palladium armour class conversion table:

Middle Palladium Armour Value	AC
2	2
4	2b
6	3
8	3b
10	4
12	4b
14	5
16	5b
18	6
20	6b

Critical Damage Table

When a critical hit is sustained roll 1d10, add the critical damage modifier for the weapon and for the attacker's skill to the score and consult the table below:

Die Roll (1d10) + Modifier	Critical Damage
1,2	1
3,4	2
5,6,7	3
8,9	4
10	5
11	6
12	7
13	8
14	9
15	10
etc.	etc.

The result in the 'Critical damage' column is the number of critical hit points subtracted. Multiplied by ten, the result also gives the percentage chance of stunning the target and fracturing bones (for *major wounds* exceeding 50 % of initial hit points).

## MONSTER CHARACTERISTICS

### Psychological Attributes

*Intelligence.* Creature intelligence is expressed according to the following scale:

1	Plant OP fungus-like
2	Worm-like
3	Beastile
4	Ape-like
5	Below Average
6	Average
7	High to Very High
8	Exceptional
9	Genius
10	Supragenius

If the creature has some form of technology then this is rated according to the following scale:

#### Rating Example

- 1 Ape-like
- 2 Early Palaeolithic
- 3 Mesolithic
- 4 Neolithic
- 5 Copper/Bronze Age
- 6 Iron/Steel Age
- 7 Gunpowder Age
- 8 Napoleonic
- 9 WWI
- 10 WWII
- 11 Silicon Age
- 12 Interstellar Age
- 13 Silicon Life and Artificial Intelligence 14 Time Travel 15?

Of course, not all civilisations will follow the examples given, but these represent equivalent levels of technology. Degenerate civilisations, in particular may have technologies from a mixture of levels some of which they may use without understanding how they function, others may be understood by only esoteric groups during a Dark Age. Technology is related nope to time, stability, and the most intelligent members of a society, and may bear little relation to average Intelligence.

*Alignment.* Expressed as a positive number, represents the %age of good character in a personality expressed as a negative number it represents the %age of evil nature. Of course, the two are equivalently opposite -18 is equivalent to 98. An alignment of 8 to +38 represents an overall evil personality, +31 to +18 is neutral, and +71 to +188 is a good alignment.

*Hostility.* This is the percentage chance that a creature will attack a group of characters. It is modified by the perceived relative strengths of the two parties the hunger status of carnivores, and sometimes by alignment, depending upon the nature and intelligence of the creature. This optional stat. is given to all random encounters and to all creatures with an intelligence of 4 or less. Creatures with a *higher* intelligence will be operating according to an intelligent motive. If the % die poll is within +18 or -18 of the hostility rating then the creature remains hostile but does not attack although it may threaten to do so. Its subsequent actions will depend upon whether or not it is provoked, intentionally or unintentionally.

*Morale.* This is an optional statistic. Regardless of how hostile a creature's intentions may be, its ability to continue combat after sustaining losses will depend upon its 'Morale'. A morale check is required each time a creature suffers appreciable damage. It is modified according to how successful the fight has been, for the creature, to date and also according to the creature's motivation. A hunting creature will persevere for longer when engaging prey. (Note that 'morale' does not necessarily refer to what influences human morale). A % die poll within 18 points either side of the creatures morale will result in the creature fighting defensively whilst retreating, but morale can be restored if the creature scores an important victory. A creature which fails a second

morale check, or fails initially, is routed and will flee, turning to fight only if cornered and unable to withdraw from combat.

### Physical Attributes

**Strength.** This reflects brute physical strength, reflecting both relative muscular power and the size of the creature. The units are in terms of Men, Frost Giants and Dragons, as follows:

- 1 Man = 58pts
- 1 Frost Giant = 58 Men
- 1 Dragon = 2 Frost Giants = 188 Men

Obviously, these are based upon the average (modal) strength of these creatures. (The strongest dragons are as strong as 48 average Frost Giants. Such a number strictly means that a creature with, for example, a strength of 18 men is 18 times stronger than a single man. Such a creature might, however, be overpowered by 18 men if their combined weight far exceeds its own body weight. (Though for simplicity they can be assumed to be similar).

**Size.** Creatures are classified as tiny (T), small (S), medium or man-sized (M), large (L) and giant (G). Exact dimensions may be given, but these general categories determine such effects as wrestling ability and ranged target 'to hit' modifiers.

**Hits.** This value gives the number of hit points if the basic rules are used, in which hits are not divided amongst body parts. In the advance option hits are distributed among the various bodily appendages, then they are calculated from the basic hits value as follows:

Table: Biped hit point allocations:

Body Part	Hit Points %	Chance to Hit (1d100)
H	45%	91-188
RA	35%	81-98
LA	35%	11-88
RA	18%	31-18
RL	55%	16-38
LL	55%	81-15

For example, a biped with 100 hits in the basic game would have 45% of these; i.e. 45 hit points, allocated to the head and neck, 35 to each arm, etc. Note that the total number of HP is greater than in the basic game, however, on average the same amount must be lost before death, but that it is now possible to take more or less damage.

Table: Quadruped hit point allocations:

Body Part	Hit Points %	Chance to Hit (1d100)
H	45%	91-188
T	18%	51-98
RFL	48%	39-58
LFL	48%	21-38
RHL	58%	14-26
LHL	58%	81-13

Examples of other configurations can be found in the Bestiary.

Obviously, these are only rough guides that may vary from creature to creature. Hit tables for each creature type are described under the relevant creature's statistics in the Bestiary. Note that these values have been tested and are equivalent to the base hit point value for the basic game, but

allow more variation, that is more or less damage can be sustained before death, depending upon the areas hit.

Some creatures are able to polymorph, or change shape indefinitely, and have no specific hit locations, having just the one basic value, e.g. slimes, and many magickal creatures like Greater demons.

*Movement.* This is broken-down into: 1. *tactical movement* (TM), i.e. the creatures ability to sustain short rapid bursts of movement over short distances, as might occur in a combat situation, and 2. *strategic movement* (SM) or the creature's ability to move large distances over prolonged periods of time, such as when tracking prey over several hours or days. Sometimes, only a tactical movement rating is given. This usually implies that strategic movement is 'normal' or not normally employed.

TM is important in modifying ranged combat 'to hit' modifiers: Tactical Movement Categories

Category	m/turn	Kph (max)	RA mod.	Example
Stationary	0	0	+10	
Very Slow	Slow	1-15	+5	Human walking
Slow	16-45	27	0	Human jogging
Medium	46-75	45	-10	Human sprinting
Fast	76-105	63	-20	
Very Fast	105+	Over 63	-30	Cheetah sprinting

Thus two or three values are usually given, in m/turn, the first representing normal movement pace, the last a sprinting rate, e.g. for a human: 10/30/50.

Strategic movement is rated on a scale relative to humans:

**Strategic Movement:**

- Human- normal pace x 1
- Human -stressed rate x 1.5
- Horse- normal pace x 1.5
- Horse- stressed pace x 2.5.

The 'stressed' rate is the maximum that can be maintained, but will cause *fatigue* and may result in injury.

*Flying Movement.* Creatures capable of flight are given a flying movement class, ranging from A-E, depending upon Manoeuvrability, class A being *the* most manoeuvrable. The details of what *these* categories mean is given elsewhere, but some examples of each are given below:

- A Air Elementals, Djinn
- B Fly Spells, Sprites, Giant Wasps
- C Flying Carpet, Gargoyle, Harpies, Pegasi
- D Pteranodonts, sphinxes, mounted Pegasi
- E Dragons, Rocs, Wyverns

Greater Demons: C or D

Class A	Turn	180°/minute
	Reach full airspeed in	1 segment
	Reach full stop in	1 segment
	Can hover in place	
Class B	Turn	120°/minute
	Reach full airspeed in	6 segment
	Reach full stop in	5 segment

Can hover in place

Class C	Turn Reach full airspeed in	90°/minute 1 minute
Class D	Turn Reach full airspeed in	60°/minute 2 minutes
Class E	Turn Reach full airspeed in	30°/minute 4 minutes

## Transport:

### Horses (*Equus caballus*) and other Baggage Animals

	Carrying Capacity (CC)	SM (fully loaded)	TM (fully loaded)
Light Horse	100 kg	110 km/day	6 m/s
Medium Horse	140 kg	65 km/day	5 m/s
Great Horse	160-200 kg	50 km/day	4 m/s
Pony	80 kg	40 km/day	4 m/s
Donkey/Mule	120 kg	40 km/day	4 m/s
Elephant	450 kg		2 m/s
Baggage Camel	160-200 kg	65 km/day	
Baggage Camel	250 kg	50 km/day	
Dromedary Camel	80-100 kg	130 km/day	
		(190 km/2-3 days)	
Cart		40 km/day	
Wagon		40 km/day	

### Cost of baggage animals and carts and wagons:

Pony	1d4 GP
Donkey/Mule	1d4 GP
Light Horse	2d4 GP
Medium Horse	2d6 GP
Heavy Horse	2d8 GP
Light Warhorse	2d10 GP
Medium Warhorse	2d12 GP
Great Warhorse	2d20 GP
Cart	2 GP
Wagon	4 GP

### Personalised Steed Characteristics:

Horses:  
 Speed +/1 2ft/s (0.6 m/s)  
 Hits: (Strength + Stamina)/2 + size modifier

	Stamina	Strength	Size modifier	Hits
Pony	85-95	80-100 (2.5-5)	+5	88-103
Donkey/Mule	90-100	70-110 (2-6)	+10	90-115
Light horse	85-95	100-120 (5-7)	+20	113-128
Medium horse	75-85	120-130 (7-8)	+30	128-138
Heavy horse	65-75	130-200 (8-12)	+40	138-178

Elephants:

Speed +/1 2ft/s (0.6 m/s)  
 Strength:: 200 – 400 (15 – 35)  
 Hits: 325 – 435

Encumbrance and strategic movement:

Burden	Open terrain	Rugged Terrain	Very Rugged Terrain
Light	30	20	10
Medium	20	10	5
Heavy	10	5	2
<b>Mount</b>			
Light horse	60	25	5
Medium horse	40	20	5
Heavy horse	30	15	5
Draft horse	30	15	5
Cart	25	15	-
Wagon	25	10	-

Attack Types:

Attacks.

Attack Mode	Critical Hit Type	Armour Modifier
Bite	Piercing/Crushing	-10
Slash	Slashing	0
Club	Concussion	-10
Crush	Crush	-10
Grapple	Unbalancing Crushing	-5
Heat-based	Burn	Special
Cold-based	Freeze	Special
Electrical	Electrical	Special
Acid	Burn	Special

Example:

Human:

Alignment	50
Primary Plane	Plane of Matter
Intelligence	Level6
Perception	See 65(40) Smell/taste 40 Hear 50 touch 60 Navigate 25
SM	x 1(x 1.5)
TM	10/30/50 (VS/S/M)
Strength	1 Man /50pts
Size	Man-sized
Hits	50
Hit Locations	H (91-100)RA (81-90) LA (71-80) T (39-70) RL (16-38) LL (1-15)
Hit Points	H: 45% RA/LA: 35% T: % RL/LL: 55%
Critical Hit Points	H 5 T 15 RA 5 LA 5 RL 7 LL 7
Attacks	By weapon type, or unarmed: 25, damage: 1-5