

[Game] RPG Quickplay

Role-Playing in the Realms of Aorlis Fantasy Setting

This is a streamlined version of the [Game] RPG. I wrote it for use with the *Realms of Aorlis Fantasy Setting*, but it will work as written with most pre-industrial or fantasy settings. Indeed, the [Game] Engine may easily be adapted to any genre, including science fiction, superheroes, horror, and so forth.

This game is best suited for a narrator, plus three to six players, with each player running a single hero. The narrator is in charge of all the supporting characters and refereeing the game session. This system uses d6's, or common six-sided dice.

Common Terms

- **Check**—Whenever a hero must roll dice to find the result, that test or save is called a check. A check to hit an enemy is called a strike. A resistance check is one where the hero is trying to avoid an effect of some sort.
- **d66**—Used less often, this is a base-6 or hexadecimal method where the first d6 is the first digit, and the second d6 is the second, resulting in 36 potential results.
- **Dice Pool**—Each dice pool has a collection of d6's. A die pool of 3, for example, means the hero rolls three six-sided dice on a related check. Other games might call these ability scores.
- **Dice**—Dice, or d's, refers to six-sided dice. Occasionally, the rules will call for a d3, which is a six-sided dice that results in 1-2 = 1, 3-4 = 2, and 5-6 = 3. Sometimes, a d2 may be called for, but that is merely a six-sided dice where the odd numbers = 1, and the even numbers = 2.
- **Disability**—A long-term weakness that affects a hero and is the opposite of a talent. An example disability might be a lamed leg, or blindness.
- **Edge**—An advantage, boon, blessing, or helping hand the hero gets when rolling dice. This is a situational effect and is the opposite of a handicap.
- **Fail**—When a hero's dice check doesn't succeed, being the opposite of a pass.
- **Fate**—An earned attribute that may keep a hero alive and successful.
- **Handicap**—The opposite of an edge, this makes rolling a passed check less likely. This is a situational effect, not the same as a disability.
- **Hero**—The player's avatar within the fantasy world, essentially the part the player acts.
- **Major Fail**—A failed check that doesn't simply fail, but fails spectacularly.
- **Major Pass**—A passed check that delivers above and beyond the hero's expectations.
- **Modifier**—Some circumstances temporarily add or subtract dice from the hero's dice pools.
- **Narrator**—The game master whom sets up the scenario, officiates over play and the game session, and plays all the non-player characters. They are the final (but hopefully benevolent) authority during the game session.
- **Pass**—When the hero succeeds, and the opposite of a fail.
- **Talent**—This is a long-term, special advantage or aptitude the hero possesses, and it is the opposite of a disability.

[Game] Engine

Dice Pools

These are the basic, underlying tools behind the game. All checks are rolled with six-sided dice, aka d's or d6's. Every hero has four dice pools, Strength (ST), Agility (AG), Intelligence (IN), and Will (WI), and each being a collection of six-sided dice. These usually are about 3 each, with a range of 1-5 for humans. A dice pool of 3, for example, would call for rolling three six-sided dice.

Dice Checks

Whenever the hero attempts an action, the outcome is determined by a dice check. Different actions will belong to different dice pools. If one of the dice comes up 6, the hero succeeds. If no 6's are rolled, it is a fail. If the hero succeeds, and they rolled two or more 6's, it's a major pass. If the hero failed, and rolled two or more 1's, it's a major fail.

Modifiers

Modifiers are situational effects that temporarily increase or decrease a hero's dice pool. Shown as +d or -d, and they may vary in value. For example, a WI 3 with a +1d added temporarily becomes 4d for that check. The opposite applies for -d's. These stack, so multiple modifiers may affect a check. Likewise, positive and negative modifiers for the same check cancel out each other on a one-to-one basis. Negative modifiers never lower a dice pool below 1.

Edges And Handicaps

Most checks are made without conditions, that is, without an edge or handicap. If a hero gets an edge, they add a temporary extra d6 to their dice pool, rolls the dice, and then drops the lowest result. If they have a handicap, they add an extra d6 to their roll, and then drop the highest result. Edges don't stack, nor do handicaps. The hero has an edge or handicap, or they do not. In a case where both edges and handicaps apply, then they cancel out each other on a one-to-one basis.

Fate

Every time a hero makes a major fail or pass, in combat or otherwise, they get a fate point. Fate is like money in that once the hero spends it, it's gone, but they may always earn new points later through future major fails and passes. The hero may use 1 fate point to purchase an edge to a check, or 3 fate points to get a +1d to a check. They may also use 5 fate points to restore a lost point of damage to a dice pool. Fate is unique, because the hero may also spend them in the same manner for other characters in need, not just themselves. A new hero begins with no fate points and earns them through play.

Creating Heroes

Rolling up new heroes, either for the first time use or to replace one that has died, is quick. Each hero has four dice pools that define their in-game abilities.

- **Strength (ST)**—This covers brute force and toughness, and it plays a heavy role in hand-to-hand combat.
- **Agility (AG)**—Speed, hand-to-eye coordination, and nimbleness, and it governs ranged combat.
- **Intelligence (IN)**—Reasoning, cleverness, and knowledge, as well as the five senses (sight, hearing, etc.)
- **Will (WI)**—Mental strength, personal magnetism, will power, and it governs magic and spell use.

Rolling Up A Hero

Roll 1d3+1 (range 2-4) for each dice pool in order, ST, AG, IN, and WI. If the hero wishes, they may trade out one set of two abilities. For example, a ST4 and IN2 could be traded for ST2 and IN4.

Hero Level

New heroes begin at level 1, although over time they may advance to higher levels. Levels of 13 and up are exceptional. Because the way experience is tabulated, the hero's level may be expressed in decimals, such as 1.5, 6.2, etc., but for use in game play that figure always rounded down to the nearest whole number. For example, level 5.9 is equals level 5 for game purposes.

Advancement

For each game session, the narrator awards each hero .1 or more decimals points to their experience level based on their quality (or lack thereof) of roleplaying, ingenuity, attitude, level of engagement, and team work. At levels 1-4, the reward is .1 to .4 per session, averaging about .3. At levels 5-8, the reward is .1 to .3 per session, averaging .2. At levels 9 and above, the reward is .1 to .2 per session. For magicians, progress is slower, and their experience is .1 less than non-magicians. If played well, low-level heroes are assumed to level up every 3-4 game sessions, but this slows as the hero climbs to higher levels.

Level Benefits

- The hero gets +1 life point per even numbered level, beginning at level 2. At level 1, they have none, but at second level they have 1 life point, a total of 2 points at 4th level, a total of 3 points at 6th level, etc.
- They get a bonus talent of their choice at every odd-numbered level beginning at 3rd level, then 5th, 7th, etc.
- They get +1 to one of their four dice pools once per four levels (i.e., at 4th, 8th, 12th, etc.) These extra dice may apply to whichever dice pool the hero wishes, up to 5 total but not higher. If the hero has suffered permanent dice pool loss because of injury or poor magic use, they may replenish them in this manner as they advance in level.

Beginning Age

Most heroes begin their careers in their late teens, aged 15+1d6 years. If a hero begins older than this, it's up to the narrator and the players to work that out. Supporting characters may begin at any age, of course.

Social Class

For the quick-play version, all the heroes are assumed to be the sons and daughters of merchants or guildsmen, thus having grown up in town. This means their starting money is 10 x 2d6 schillings. Male heroes learned their father's craft while growing up, a level of literacy from the local chapel school, and good manners. Additionally, female heroes also have learned domestic skills such as spinning, sewing, weaving, and brewing because they are expected to run a household of their own one day. Both genders begin with 1-2 suits of guildsman attire, a pair of demi-boots or leather shoes, a bonnet or hood, and a cloak. They also have a work knife and a dagger, each with their sheaths.

Character Class

In this game, there are no character classes in the traditional sense—everyone is a potential warrior/wizard/rogue, or any combination thereof. The closest equivalent to character class are magicians and, to a lesser extent, clerics, but these, too, may be mixed and matched in any flavor and don't subscribe to this traditional TTRPG trope.

Alignment

There is no alignment system in this game. Peoples' motivations and actions are nuanced, and everyone is the hero of their own story.

Race

All the heroes in this Quickplay edition are human.

Skills

In [Game], skills are generalized. Assigning specific skills is too prescriptive and hinders a hero's

usefulness. So, if it seems a logical for a hero to possess a skill, they do. If it seems questionable, they don't. They automatically are assumed to have basic proficiency in all the skills associated with their social class, the region where they grew up, and profession. For example, if a hero is a blacksmith by training, they have a basic understanding of all the trade's skills, such as heat-treating, welding, tool-making, honing, etc.

Skill Checks.

If a task seems run-of-the mill, no skill check is called for, and automatically it succeeds. If the hero attempts the same skill under duress, or without the right tools or materials, then a skill check is called for. Checks are made against the appropriate dice pool. Finally, if a hero attempts a skill they don't have, it is made at -1d. If they repeat it often enough to become run-of-the-mill, then it becomes part of their overall skill set.

Talents & Disabilities

Players have a choice when they create their hero. They may begin with one talent of their choice, or two talents plus one disability, or three talents and two disabilities. As they advance in level, they gain a new talent at every odd numbered level thereafter (3rd, 5th, 7th, etc.).

Talent List

- **Alertness**—Only magical attacks surprise the hero, not regular ambushes.
- **Ambidextrous**—Use either hand as your primary with no penalty.
- **Arcana**—The ability to use magic and cast spells. Also, on a passed WI check, the hero can sense the presence of magic and spirits in places and on objects.
- **Battle Sense**—On a passed IN check, sense any ongoing or upcoming large-scale battles in the immediate region.
- **Blind Sight**—Unlike standard blindness, the hero only suffers a handicap in combat strikes, they move at normal speed, and may parry and dodge. In the presence of loud, clashing sounds, such as a full on battle, this talent is useless.
- **Celerity**—Move at 50'/round, not the standard 30'/round. Treat any one half action as free action 1/day, and reclaim lost initiative in combat up to 1/day, or 2/day at 4th level, or topping out at 3/day at 8th level.
- **Cunning**—Outwitting or tricking foes, get a free-floating edge bonus for such checks 1/day, 2/day at 3rd level, 3/day at 6th level, and topping out at 4/day at 9th level.
- **Disciplined**—Complete tasks and studies in 2/3 the required time.
- **Eloquence**—Persuade others into agreement, although the subject gets a WI resistance check.
- **Excellent Vision**—Make ranged attacks or hunting checks with an edge. Also, notice vital details that others overlook on a passed IN check.
- **Good Luck**—Upgrade any one check result once per day, from major fail to fail, fail to pass, and pass to major pass. At 4th level they may upgrade twice per day, it tops out at 8th level at three upgrades per day.
- **Gracefulness**—Make silent movement, dancing, and acrobatic checks with an edge. Upgrade any one failed dodge check to a pass 1/day.
- **Great Climber**—Climb 30'/round rather than the standard 20'/round, and make climbing checks with an edge.
- **Healing Hands**—Make healing IN checks with an edge, and once per day restore 1 point dice pool damage, or replenish 1d6 life points to a subject.
- **Hold Breath**—The hero can hold their breath for 2-3 minutes, rather than the standard 30 to 90 seconds.
- **Iron Will**—Get an edge versus magical mental attacks, and an automatic pass resisting non-magical persuasion attempts.
- **Powerful Jumper**—Make vertical high jumps of 4', standing broad jumps of 8.5', and running long jumps of 25', rather than the standard 17"/7'/8'.
- **Powerful Swimmer**—Swim 16'/round rather than the standard 10'/round, and make all swimming checks with an edge.
- **Rapid Healing**—Heal 3 dice pool points per two weeks of rest, not the standard 1 per week.
- **Rugged**—Get an edge on all endurance and fatigue related ST checks, and fatigue effects are ½.
- **Superb Balance**—Remain upright in very challenging situations, and get AG+1d versus knockdowns, throws, and trips.

Disabilities

Disabilities, even more than talents, may be a source for great characterization and roleplaying opportunities. The hero may buy off disabilities, each individually, at a cost of one later talent. Obviously, some disabilities cannot be bought off, like missing a leg—the hero cannot suddenly grow a new appendage!

Disability List

- **Animal Animosity**—Animals such as horses and dogs hate the hero, avoid them, and even may attack them.
- **Arthritis**—Make all AG check at a handicap, and movement is reduced to $\frac{3}{4}$.
- **Cannot Swim**—Begin drowning the round after the hero enters water too deep to stand in and breath.
- **Clumsy**—All the hero's AG checks are at a handicap, and failure means they trip or fall.
- **Deaf**—Fail all hearing checks and make surprise checks at IN-1d.
- **Disabled Shield Arm Or Hand**—Cannot use off-hand weapons or shields
- **Disabled Weapon Arm Or Hand**—Cannot effectively hold a weapon in primary hand, and thus must fight or work with their off-hand with a handicap.
- **Impaired Hearing**—Make all hearing and surprise checks at a handicap.
- **Inept**—The hero has a habit of making the wrong decision, picking the wrong option, and derailing any process. They make all IN check at a handicap, and if failed, they do the opposite of what they should have done.
- **Light Sensitivity**—Full daylight and sunny days cause a handicap for all the hero's actions, and if their eyes are adjusted to the dark, any bright light will blind them profoundly for 3d6 rounds.
- **Mobility Impairment**—Move at $\frac{1}{2}$ rate and make all dodging, jumping, and similar actions at AG-1 (minimum of AG1).
- **Mutism**—The hero cannot verbally communicate.
- **Night Blindness**—Total blindness in low light conditions that would only inconvenience others.
- **Poor EyeSight**—The hero reads (if at all) at $\frac{1}{2}$ rate and makes all ballistic attacks and surprise checks at a handicap.
- **Slow Healing**—The hero heals 2 dice pool points per 3 weeks on each pool, rather than 1 per week on each.
- **Total Blindness**—Penalty of -1d to all combat and action checks, and movement at $\frac{1}{2}$. Also, the hero cannot parry or dodge, and running blindly is almost certainly going to result in a nasty fall.

Purchasing Goods & Equipment

Currency

- Pound (L) = 20 schilling or 240 Pence
- Schilling (s) = 12 Pence
- Penny/Pence (p)
- Pounds are gold, but rarely used and more often applied as a unit of trade; schillings are silver and the basis for most trade; pence are copper.
- About 40 coins of any denomination equals approximately 1 lb.

Animals

- Donkey 10s includes the burro, ass, jack (male), and jenny (mare)
- Guard Dog 12s includes mastiffs, alaunts, etc.
- Heavy War Horse L300 aka destrier, charger, great horse, or war horse
- Hunting Dog 10s includes greyhounds, whippets, etc.
- Light War Horse L10 aka a courser
- Mule 11s includes john (male) and molly (mare)
- Pony L1 6s includes the hobby horse
- Riding Horse L1 12s aka palfrey or ambler
- Work Horse 10s Also called a rouncey, affras, cart horse, draught horse, hackney, pack horse, plow horse, stot, or sumpter horse

Archery

- Basic Archery Equipment 2s includes an archery bracer, bow sock, quiver & arrow spacers, and thumb ring
- Bodkin Arrows 2s/twelve for war
- Bow Strings 4p
- Flight Arrows 10p/twelve for hunting
- Quarrels 3s/twelve

Attire

- Apprentice Attire L1
- Cape 3s
- Cloak 4s
- Common Country Attire 3s
- Common Urban Attire 3s
- Cowl 3s

- Demi-Boots 4s/pair
- Good Country Attire 16s
- Guildsman's Attire L2 10s to L5+
- Hood 1s
- Kid Gloves 4s/pair
- Knight's Attire L5 to L50
- Leather Gauntlets 2s/pair
- Mantle 6s
- Merchant's Attire L5 to L10
- Mittens 2s/pair
- Monk Or Friar's Attire 6p includes cassock, rope cinch, and saddles
- Noble's Attire L12 to L53
- Priest Or Deacon's Attire 16s
- Riding Boots 6s/pair
- Rustic's Attire 6p to 1s6p
- Sandals 6p/pair
- Squire's Attire L3 10s
- Straw Hat 3p
- Traveler's Hat 10p aka cockel hat or pilgrim's hat

Dining

- Ale 8p to 1s 6p/quart
- Beer 2p/quart
- Cider 1p/quart
- Cold meat pies from cookshops 10p/each
- Inn and Tavern Food 2d to 3d/person
- Mead 4p/quart
- Travel Rations 3p/day
- Wine 6p/quart

Equestrian

- Ferrier (Vet) Services 3s
- Grooming 10p
- Knight's Saddle 16s
- Nailed Horseshoes 5p/shoe
- Pack Saddle 8s
- Prick Spur 1s/set
- Riding Saddle 8s
- Rowell Spur 2s/set
- Shoeing 4s/hoof
- Stabling W/ Fodder 2p/night
- Tack Repair 6s/ set

- Tack 8s/set includes the bit, bridle, harness, reins, and stirrups

Lighting

- Candle Tallow 1.5p/lb (lasts 8-10 hours)
- Candle Wax 6p/lb (lasts 8-10 hours)
- Flint & Steel 4p
- Lantern 5s
- Oil (Flask) 6p/flask (lasts 2d6 hours burn time)
- Oil Lamp 3s
- Rushlight 2p/dozen (lasts 1d6 x 10 minutes)
- Tinderbox 4p For storing burning embers for later use
- Torch 2p/six (lasts 2d6 x 10 minutes)

Miscellaneous

- Bedroll 10p
- Belt Pouch 10p (holds up to 6 lbs.)
- Blank Book 16s
- Block And Tackle 2s
- Canvas Bag 1p (holds 20 lbs.)
- Chain 8p/1'
- Chest 1s (holds up 320 lbs.)
- Cooking Utensils 2s/set includes frying pan/skillet, brazier, cooking hook, cooking tripod, kettle, grill, ladle, S-hooks, and portable cauldron
- Craftsman's Tool Set L6 7s to L7 8s/set such as those to set up a blacksmith, weaver, farrier, artist, etc.
- Crystal Ball 16s
- Cutlery 10p/set includes carving knife, spoon, and sometime a two-tined fork
- Dark Mirror 12s
- Fishing Supplies 5p/set includes rod, hook, line, bait and lures
- Flask 1s (holds 6-8 oz.)
- Grappling Hook 8s
- Hand Tools 2s to 6s/tool such as a hammer, hatchet, chisel, crowbar, mandril, etc.
- Hygiene Supplies 2p to 7p/item includes Soap, Hazel Twigs, Tooth Powder, Tooth Paste, deodorant paste, vinegar mouthwash, and talcum powder
- Hygiene Tools 6p to 3p/item includes tweezers, ear scoop, shaving razor, nail tools, sponge, nit-picking comb, and hair comb
- Ladder 6p (8' to 10' tall)

- Large Hand Tools 1s3p to L1 10s/tool such as a 2-man saw, forge, kiln, bellows, etc.
- Leather Bottle/Flask 6p (holds 6-8 oz)
- Lock Picks 2s/set
- Percussion Musical Instrument 6s to 12s
- Piton/Spike 10p
- Rope 5p/yard
- Rucksack 4p (holds 6-16 gallons, or 25-30 lbs.)
- Stringed Musical Instrument 8s to L1
- Surgical Kit L6/set includes ligatures, bone saws, scissors, clamps, retractors, forceps, scalpels, surgical knives, cauteries, ligatures, clamps, forceps, trephines (bone drills), and extractors
- Surgical Supplies 3s/set includes bandages, spider webbing, medicinal honey, medicinal wine, linen thread & needle, mint, myrrh, and maggots
- Tent 2s (Sleeps 2)
- Water skin 1p (holds ½ gallons)
- Whetstone 3p
- Wineskin/Water-skin 2p (holds ½ gallon)
- Woodwind Musical Instrument 6s to 8s
- Writing Equipment 4s 2p includes gall ink, parchment vellum, pen knife and quill

Religious

- Ampule of Holy Water 3s
- Pilgrim's Staff 4s
- Prayer Beads 8p
- Saint's Medal 8p to 3s

Services

- Barber-Surgeon 6s/job for surgery or tooth extraction
- Craftsman or Expert 3s/day or job
- Cunning Man/Wise Woman Free, but a small gratuity is expected
- Doctor of Medicine 8s/job
- Linkman or Carter 3p/day
- Local Guide 1s/night
- Musician 6p/job
- Prostitute 4p/hour
- Scholar 8s/job plus expenses
- Unskilled Worker 2p/day

Travel

- Boat passage for inland water travel 2s/day

- Carriage for overland travel 2s/day
- Cart for overland travel 1s/day
- Ferry crossing with horse 1s 2p
- Ferry river crossing 8p
- Flatboat passage for canal 3s/day
- Horse for rent for overland travel 3s/day
- Horse Stallage and Feed 2p/night
- Inn Common Room 4p/night
- Inn Communal Bed 6p/night
- Ship passage for sea travel 4s/day

Valuables

- Commonplace Gem 8p
- Costume Jewelry 8p to 8s

- Extravagant Jewelry L7+
- Fashionable Jewelry L1 7s to L3 10s
- Fine Jewelry with Gems 7s-17s
- Good Jewelry 16s
- Precious Gem 16s to L1 5s, or more
- Semiprecious Gem 6s

Weaponry

- *(Weapon, armor, and shield prices covered in combat)*
- Sword Scabbard Or Sheath 4s
- Sling Bullets 2p/12
- Knife Scabbard or Sheath 10p to 2s
- Baldric Or Sword Belt 6s

[Combat Game]

Combat is key to most fantasy role-playing games, and here is some basic terminology:

- **Action Economy**—Heroes get one action per round, but some more complex actions take longer.
- **Close Combat**—When two foes are tangled up with each other, such as for wrestling or knife fighting.
- **Defense Factor**—Armor, shields, or natural defenses that decrease bodily damage the hero sustains.
- **Melee Combat**—Two parties joined in combat face-to-face.
- **Melee Plus**—Striking foes up to one hex distant, across an intervening hex, as well as in melee range. Pikes are good examples of this.
- **Ranged Combat**—The parties are separated by some distance but may still strike each other with ranged or missile weapons.
- **Round**—During combat, this is an indeterminate measure of time for each side to take an action.
- **Strike**—This is when a hero attempts to damage a foe or target of some sort.

Surprise

If a surprise attack is launched, the leader of the target party gets an IN check, and if failed, their group is caught flatfooted. The attacking party gets one free round of action on the flat-footed foes who may defend themselves but cannot counterattack. Flatfooted characters do not have shields or weapons at the ready.

Initiative

The party that starts the hostilities goes first in the round. Whichever party gets initiative, they maintain it round-by-round for the rest of the combat.

Real World Order

In the real world and at the gaming table, each player goes in order around the table, clockwise from the GM. This doesn't reflect the in-game sequence of events, but is for the narrator's benefit. In game time, everyone in a party is acting at once, but in real time that is too confusing to follow.

The Round and Action Economy

Combat is measured in rounds, and each hero gets one action per round, or two partial actions, and/or an unspecified number of free actions.

- **Full Action**—The hero gets one action per round, and examples include climbing, dodging, parrying, full movement in any direction, hiding, rising from a prone position, and striking.
 - If a hero is wielding two weapons, they still only get one action per round, so they strike with one weapon or the other. They may alternate between them as they see fit each round. Striking with a secondary, off-handed weapon is at a handicap.
- **Long Action**—Some actions require multiple rounds, such as negotiating, searching, or stabilizing a dying teammate (the latter takes 2 rounds).
- **Partial Action**—In exchange for a full action, a hero may make two partial actions, which include changing facing, dismounting, half movement (usually 15'), readying a weapon, etc.
- **Free Action**—Includes reloading a bow, surrendering, taunting enemies, and yelling orders, which may all be done in conjunction with other actions.

Combat Damage and Damage

- **Damage**—The hero inflicts melee damage equal to their ST dice pool, and ranged damage equal to their AG. The victim spends their life points first, then their ST points as they are further damaged. (Life points are covered below)
 - *For example, the hero has a ST 3, then the victim takes 3 damage points.*
 - *If that hypothetical victim had 2 life points, for example, then that 3 damage would remove his 2 life points and the remainder (1 point) would be against his ST.*
- **Major Pass**—This damage bypasses the victim's life points and armor and applies directly to their ST. As an example, if the hero scores a major hit, and their ST is 3, then it doesn't matter if the victim has life points or armor. Those 3 damage points directly apply to the victim's ST.
- **Weapon Modifiers**—Weapon type may affect damage (see weapon chart), and armor and shields may reduce damage (see armor and shield charts below).

Major Failure on a Strike

If the hero's strike results in a major failure, then they have missed spectacularly. It's up to the Narrator to decide the outcome, or consult the following chart.

d66	Result
11-14	Accidentally strikes an ally for normal damage.
15-22	Accidentally strikes themselves for normal damage.
23-26	Falls into a nearby opening, such as a crevice, well, or off a wall.
31-34	Gets confused and turned around, putting their back to their foe.
35-42	Temporarily stunned, and loses their attack for the rest of this round and the next round as well.
43-46	Trips and fall prone.
51-54	Drops their weapon and it bounces out of easy reach.
55-62	Their weapon breaks and is mostly useless.
62-55	Their weapon gets stuck in the victim's body, and it takes a passed ST check and a whole action to yank it free.

Survival & Recovery

Combat damage applies straight to the victim's ST. If the victim has life points, the damage applies to them first, and then that bleeds into ST on a 1/1 basis.

Life Points

Life points represent the hero's ability to avoid damage without being physically hurt. This is based on the hero's skill, experience, inborn luck, and derring-do. The hero doesn't begin their career with any life points, but gains them as they progress in level. Life points are not limited to just ST—they may be spent to cushion damage to any of the four dice pools.

Regaining Lost Life Points

Life points are regained in full the next day or after eight hours of rest. If any of the hero's dice pools are currently 0 or lower, then life points will not refresh until all their dice pools are at least 1 again.

Wounds

Once a hero loses all their life points from mishap or combat, the extra damage carries over into their dice pools (typically ST). Each dice in the dice pool equals one point of damage. For example, if the hero with an ST3 takes 1 point of damage, then their dice pool becomes ST 2 until that lost point is restored. This reflects how the hero weakens and their fighting skill declines as their injuries grow more severe.

Healing

Dice pool damage is healed during rest at 1 point per week. Luckily, if the hero has multiple dice pools damaged, they all heal concurrently at the 1 per week rate. If a hero is reduced to 0 in any of their four dice pools, he's helpless until they receive medical attention or enough time has elapsed for all their dice pools to reach at least 1 each. Dice pools only return at ½ rate when the hero is under extreme duress or is travelling.

Death Onset

This is how long the hero will survive without successful medical intervention if their dice pool is reduced to 0 or lower. This chart refers to ST for physical damage, but the same applies to damage to any of the four dice pool, in which case permanent dice pool penalties are substituted as appropriate.

- **0 Damage**—The hero is helpless, but they are not in danger of dying or being downgraded. Once healed, they will suffer no long-term effects.
- **-1 Damage**—The hero is helpless and dying, and if not treated successfully within $d3 \times 10$ minutes, then they will downgrade to -2 (below). If they survive, roll a d6, and on 1 result they suffer a permanent ST-1 penalty, but on a 2-6 they have no long-term effects. None of their post-recovery dice pools may be lower than 1 after such a penalty.
- **-2 Damage**—The hero is helpless and dying, and if not treated successfully within 5d6 minutes, then they will downgrade to -3. If they survive, roll a d6, and on 1 or 2 result they suffer a permanent ST-1 penalty, but on a 3-6 they have no long-term effects. Again, none of their post-recovery dice pools may be lower than 1.
- **-3 Damage**—The hero is helpless and dying, and if not treated successfully within 5d6 rounds, then they will die outright. If they survive, roll a d6, and on a 1-3 result they suffer a permanent ST-1 penalty, but on a 4-6 they get no long-term effects. None of their post-recovery dice pools may be lower than 1.
- **-4 Damage or Worse**—The hero dies on the spot, and they are beyond medical intervention.

Weapons & Armor

Weapon Definitions

Hands	One-handed weapons may be used in conjunction with a shield or secondary weapon; 1-2-handed weapons may be used with shields but not secondary weapons; and 2-handed weapons rule out both shields or secondary weapons.
Weight	Light, Medium, Heavy, and Very Heavy
Proximity	Close (C) weapons may only be used when fighting inside the same hex. Melee (M) weapons are for fighting foes in contiguous hexes. Melee+ (M+) weapons are for striking foes up to one hex distant, across an intervening hex, as well as in melee range. Ranged (R) weapons are for striking foes in distant, non-contiguous hexes.
Range	Ranged weapons include effective and maximum ranges. Short range is any distance equal or less than ½ the effective range and is with an edge. Effective range is anything from short range up to effective range. Long range is anything greater than effective range up to long range and is AG-1d.
Damage	Based on the weapon's weight, see "Combat Damage and Damage" above.
Price	Purchase cost for the weapon.

Weapon Chart

Weapon	Hands	Weight	Proximity	Range Eff/Lng	Damage	Price
Arming Sword	1	M	M		ST	L2
Battle Axe	1	M	M		ST	10s
Club	1	M	C/M/R		ST	3p
Crossbow	2	H	R	600'/960'	AG+1	16s
Dagger	1	L	C/M		ST-1	8s
Flail	2	H	M		ST+1	4s
Great sword	2	VH	M/M+		ST+2	L2 10s
Halberd	2	VH	M/M+		ST+2	8s
Javelin	1	M	M/R		ST	2s
Knife	1	L	C/M/R	6'/10'	ST-1	3s
Lance	1	H	M/M+		ST+1	4s
Longbow	2	H	R	1,000'/3,280'	AG+1	L16
Longsword	1-2	H	M/M+		ST+1	L2 5s
Mace	1	M	M		ST	8s
Morning Star	1	H	M		ST+1	12d
Pike	2	VH	M/M+		ST+2	9s
Poleax	2	H	M		ST+1	12s
Quarterstaff	2	M	M		ST	9d
Short Bow	2	M	R	300'/500'	AG	L12
Short sword	1	M	C/M		ST	16s
Sling	1	M	R	50'/150'	AG	2d
Spear	1-2	M	M/M+/R	100'/200'	ST	4s
Unarmed	1-2	L	C		ST-1	
Warhammer	1-2	M	M		ST	15s

Defense Factor

Armor reduces some damage from each hit. Cross reference the hero's armor and shield. Without the armor, the hero has a defense factor (Df) of 0.

Armor

Weight	Defense Factor	Armor Options
Unarmored	0	No Armor
Light	1	Gambeson (6s) and padded coif (1s) Cuirboulli (18s) and cuirboulli skull cap (2s) Scale Byrnie (L8 6s), padded coif (1s), and open helm (L5) Ringed Byrnie (L8 6s), padded coif (1s), and open helm (L5)
Medium	2	Chain-mail hauberk (L5), gambeson (6s), mail coif (L1 10s), and open helm (L5) Lamellar (L10 10s), padded coif (1s), open helm (L5) Jazerant (L12), padded coif (1s), open helm (L5) Half plate (L22), gambeson (6s), padded coif (1s), full helm (L10)
Heavy	3	Full suit chain-mail (L5), coat of plates (L5 10s), gambeson (6s), full helm Three-quarters plate (L50), gambeson (6s), full helm (L10)
Very Heavy	3	Fully articulated tourney plate (L340), full helm (L25)

Shield

Size	Defense Factor	Options	Handed, Range, Damage*
Small	DF 1	Buckler (10s)	1 handed, close or melee, Dm -1
Medium	DF 1	Heater (L1 4s) Rondel (L1)	1 handed, melee, Dm ST
Large	DF 2	Kite (L1)	1 handed, melee, Dm ST+1
Very Heavy	DF 2	Mantle (L2)	Group use, mounted on wheels, 0 hands, Dm n/a

*Shields are unique in that they offer a defense bonus when used, but the hero may also opt to forgo their regular attack and the shield's defense factor and use the shield as a weapon.

Conditional Combat Rules

Cover

Heroes making ranged attacks at foes with 33% cover do so with a handicap; 66% cover brings an AG-1 modifier; and they cannot successfully strike foes with 100% cover.

Mounted Combat

- A hero and their mount in some ways become a single unit.
- For striking, if the mount is stronger than the rider, use the mount's ST for all attacks.
- Striking from horseback at enemies on foot is at an edge. If the foe is also mounted, then no edge applies.
- Use the mount's movement.
- If the hero opts for the mount to attack with its own weapons (bites, kicks, etc.), the hero forfeits their own attack. As a unit, the mount and rider are allowed one strike per round.
- Regarding damage, the hero and mount are separate, so damage will be against either the hero OR the mount.
 - If the mount is disabled or killed beneath the hero, the rider must pass a passed AG check to leap to safety or suffer 1-2 falling damage points.
 - Failure indicates took the falling damage but is also pinned beneath their fallen mount.
 - A major failure indicates that the hero has been thrown clear but suffered 1-2 falling damage, and they may be stunned on a failed IN check. Armor does not defend against falling damage.
- Unhorsing—If the hero strikes a horseman with a lance or pole-arm of some sort and damages them, the victim must make an AG check or be unhorsed and slammed to the ground violently.
 - The victim takes both the weapon damage and the falling damage. Also, they will be stunned on a failed IN check.
- Jousting is handled as normal combat, but both attacks are assumed to be simultaneous. This is the same as the unhorsing rules above.
- It takes the hero a half action to mount or dismount.

Charging

If charging at top speed for 10' or more, the hero gets an edge to their strike. If both parties are charging each other, the edge doesn't apply to either side.

Dodge or Parry

If the hero takes damage but has not used their action for that round, instead of striking back, they may try to dodge or parry the blow and thus avoid its damage outright. The hero rolls an AG check. If they fail, they take the indicated damage, but if they succeed, then they have avoided damage from that strike.

Medical Care/Stabilization

If a hero tries to save a dying character, they must make a passed IN check to halt the patient's further decline. Passing means the character is stabilized and has stopped dying, and failure means the patient continues to decline. Disease and poison require a medical professional to treat, such as a doctor, surgeon, barber, midwife, apothecary, cunning man, wise woman, infirmarian, or similar professional. If one hero cannot stabilize the dying character, another character may try.

Unarmed Combat

If the hero is unarmed and fighting an armed and/or armored foe, they make their attack with a handicap. This is always close combat, involving punching, wrestling, and similar techniques.

Relative Position

Attacking a foe's flank, back, or from below, overhead, and higher ground, each grants an edge.

Adventuring Conditions

- **Blindness**—Cuts the hero's movement to ½, and they cannot dodge or parry, and they must pass an IN-1d check for every intervenor (object in the way or elevation change) they pass, or they trip and fall. In combat, all their strikes are with a -1d modifier.
- **Burns**—The damage applies equally to both ST and AG, and healing time is doubled. Armor is no defense again burn attacks, and most flame damage is automatic and requires no strike check. A small burn is d2, a larger burn is 1d3+1, and full immolation is 1d6+2 damage. Furthermore, damage is by +1 per additional round of exposure.
- **Climbing**—Vertical movement is 6' per round, depending on conditions, and the climber must make a passed AG check each round or suffer the appropriate falling damage. Rope-based climbing speed is 12' per round, and ladder speed is 20' per round. Ladders are different in that they require no AG to climb.
- **Drowning or Suffocating**—After three rounds (app. 30 seconds), the hero loses 1 ST point per three rounds until dead. The hero may still be resuscitated by medical care up to 6+1d6 minutes after death from drowning, at which point they will be at ST 0.
- **Drunk, High, or Incoherent**—The hero automatically loses initiative, always fails surprise checks, takes twice as many actions to accomplish anything, makes all their checks at a handicap, and has trouble comprehending even simple events. These penalties persist until they have slept it off or are healed.
- **Falling Damage**—Falling damage is not like a weapon strike, but is automatic. If the hero makes a controlled jump, subtract 20' from the falling distance. Armor does not defend against falling damage. If the impact surface is 12' deep water, heavy snow, spongy earth, or lush foliage, the effective falling damage is reduced by 20'.

Nature of Fall	Resist ance	Base Damage
Tripping onto a hard surface from standing	AG check	1
Dismounted from a mount or 10'	AG check	1d2
Falling 20'	n/a	d3+1
Falling 30'	n/a	d3+2
Falling 40'	n/a	d3+3
Falling 50'	n/a	d3+4
Falling 60'	n/a	d3+5
Falling 70'	n/a	d3+6
Falling 80' or more	n/a	d6+7

- **Fast-Acting Poison**—Lose 1 point of damage from each dice pool per 6 rounds until dead or successfully treated. Poisoned heroes require medical attention, and the hero will die without it.
- **Jumping**—Average people can vertical high jump 17", standing broad jump 7', and make running long jumps of 8'. Jumps call for an AG check, losing ½ distance for a major failure, or 2' for failure, +0' for a pass, and +2' for a major pass.
- **Overland Movement**—Under good conditions, hero's move 20 miles per day on foot, 30 miles per day by cart, and 40 miles per day mounted. Various conditions will slow this rate, such as marching in a column, rough terrain, rough weather, etc.
- **Slow-Acting Poison**—Lose 1 point of damage from each dice pool per hour until dead or successfully treated. Poisoned heroes require medical attention, and the hero will die without it.
- **Swimming**—Heroes swim at 2 mph, which translates to 10' per round. Fighting in the water is at a handicap, and all the hero's actions take twice as long. If the hero is heavily laden or wearing heavy armor, their swim speed is 1 mph or 5' per round.

[Magic Game]

There are no spell slots, spell points, or arbitrary restrictions to magic in this game. The cost of magic is measured in uninterrupted campaign time and, for more powerful magic, the logistics of teamwork. How often and how many times may the hero attempt to cast spells they know? It's unlimited. Will is the dice pool that governs magic, and the arcana talent is a prerequisite for magic use. The quick-play version of this game only covers low-level magicians and a small sampling of spells.

The Magic Economy

For magicians, money is fine, but spells are the real wealth. Magicians search for spells wherever they may, and once collected, they hoard them. Magicians will not willingly share spells, not even with their teammates, and never for money. Spells may be found on adventure, in stolen spell books, in ancient texts locked in chained libraries, scrawled on the walls by mad mages, or written among the personal notes from past mages.

Acquiring More Spells

Finding more spells involves searching and role-playing, perhaps even setting out on expeditions. Fellow magicians within a party will not share spells with each other. Just seeing someone else cast a spell is not the same as learning it and making it their own. Copying another magician's spells without permission is high theft in the occult world, and may cause violence, start a magic war, and/or ruin a magician's reputation.

Casting Spells

Casting spells is like any other activity in this game, in this case calling for a WI check. The same [Game] Mechanic is used here. The spells covered here each take 4+1d6 minutes of uninterrupted ritual and concentration to cast. If the hero is interrupted, such as by injury, the spell must begin again.

Check	Result
Major Pass	Exceeds Expectations
Pass	Works as Planned
Fail	Fails to Work
Major Fail	Roll on the spell mishap char

Spell Mishap Chart

1d6	Spell Effect	Explanation
1	Aims Wrong	The spell affects the wrong target, instead hitting an ally, a disinterested party, or a nearby place or subject. This is never to the hero's benefit.
2	Delayed effect	The spell's result is delayed by. . . 1d6 Delay 1-2 2d6 minutes 3-4 1d6 hours 5-6 1d4 days
3	Disrupts Friendly Magic	All spells currently being cast by the hero's allies get cancelled. The other interrupted mages may begin their spells anew.
4	Out Of Control	The spell takes on a brief life of its own, randomly functioning but never as intended. This is never to the hero's benefit.
5-6	Reverse Effect	The spell does the opposite of the hero's intention, and never to their benefit.

Spells as Damage

Most experienced role-players are used to spells that inflict damage directly, like fireballs, cones of ice, balls of explosive force, etc. [Game} is not one of those games. Spells might trigger damaging events, but magic itself doesn't harm enemies. In [Game], magic is more subtle, yet perhaps more powerful for it. Spells are not simple flame-throwers. Spells manipulate the fabric of the universe, and that's much scarier.

Beginning Spells

As an apprentice, the hero has learned three spells. Magicians begin with the circle ritual spell, plus two more rolls on the following list. If the hero is self-taught, and learning magic on their own, they begin with no spells, and must acquire them one-by-one the hard way.

d66	Result
11	Alarum
12	Astray
13	Banish Spirit or Ghost
14	Bind Spirit or Ghost
15	Binding Rope
16	Blunt Weapon
21	Commune with Nature
22-23	Compel Animal
24	Dancing Rope
25-26	Distract Enemy
31	Eloquence
32-33	Fleetness
34	Freeze Enemy
35-36	Heal Wound
41	Mediumship
42	Minor Servitor
43	Minor Summoning
44-45	Minor Warding
46	Planer Soul Flight
51-52	Quench Fire
53	Read Object
54	Repel Animal
55	Shielded Mind
56	Sluggard
61-62	Unlock
63	Wondrous Leap
64-65	Player chooses a spell from above list
66	Player gets three extra spells, not two

Spell List

- **Alarum**—The hero sets a magic alarm on a place, object, or in a 30' radius. It is triggered when someone breaks the boundary or touches the thing. All those with the ward will sense when it is broken. Once triggered, the spell is over.
- **Astray**—Causes one person to become well and truly lost for 2d6 minutes. No amount of orientation will fix this, and the victim will make the worst, most circular decision at every corner. If the victim is aware of spell, he may resist on a passed IN check.
- **Banish Spirit or Ghost**—Requires one summoned entity to depart and not return without being called. If the spirit wishes to stay, it may resist on a passed WI check.
- **Bind Spirit or Ghost**—Bind a single spirit or ghost to the hero's will. The entity may attempt to resist on a passed WI check. This assumes the entity is contained in a magic circle or triangle of the art. The hero may command the entity to speak the literal truth, assume a physical or more pleasing form, or carry out one specified task.
- **Binding Rope**—Cast upon a rope, string, or cord, that makes a solid knot or binding that cannot be slipped or loosened. If the victim wishes to resist, they may do so with a passed AG check. This binding remains in effect until released, or for 3d6 hours.
- **Blunt Weapon**—Makes one victim's non-magic bladed weapon go blunt for the remainder of the current combat and only inflict ½ damage. This even applies to spears, arrowheads, fangs, and claws, but not impact weapons.
- **Circle Ritual**—This meta-spell is the base operation underlying more complex workings. It opens with a short cleansing ritual that cleanses one room, or object from negative energies, bound spirits, and evil influences. The circle protects everyone within equally. Its range is a stationary 9' diameter around the mage who casts it, and it remains in place until the mage opens it. The ritual concludes with a grounding ritual, where the hero siphons off free-floating energy or stellar rays and safely channels them into the earth.
- **Commune with Nature**—The hero becomes as one with the natural world, including the earth below, the sky above, rivers, plants, animals, etc., for one hour. On a spell check pass, the narrator may give

the hero information known to the natural world.

On a major pass, it triggers the healing of one of the hero's current lost dice pool points, although this is latter effect is limited to once per day.

- **Compel Animal**—Command one animal to perform a simple action, such as attack, free someone, or scout ahead and report back. As part of the spell, the animal will understand basic commands. If the animal wishes to resist this effect, it may do so with a passed WI check.
- **Dancing Rope**—Makes a rope, chord, or string dance to the hero's will for 2d6 rounds. It may also entangle or trip a foe. The victim may avoid this effect with a passed AG check.
- **Distract Enemy**—Makes noise that only one foe hears, distracting them for one round. The foe will feel as if they are about to be flanked or attacked by another party or endangered in some way.
- **Eloquence**—Grants the hero IN+1 for all communication checks for a single speech or verbal exchange.
- **Fleetness**—Grants the hero +10' movement per round, and their dodge checks are made with an edge for the duration of one combat per spell casting or one hour, whichever applies.
- **Freeze Enemy**—Completely immobilizes one enemy and makes them helpless for 1d6 rounds. The victim may resist this effect with a passed WI check.
- **Heal Wound**—Heals one person's current injury by 1 point, but it doesn't affect chronic wounds or disabilities.
- **Mediumship**—Invites one non-corporeal entity to enter the hero's body, allowing it to speak or act through them for up to an hour. If the entity tries to stay, the hero gets a WI check with an edge to resist. If they fail the check, the hero is now the ghost and the entity keeps their body.
- **Minor Servitor**—Creates one artificial, invisible spirit designed to follow simple instructions. It may deliver messages, stand guard, or move small objects with an ST1. If not deactivated when no longer needed, it will become sentient, rebellious, and flee the hero.
- **Minor Summoning**—Summons a specific ghost or human spirit from the afterlife to interrogate them, or a shadow person or minor familiar. The entity may resist the summons or the questions on a passed WI check.
- **Minor Warding**—For the duration of passive concentration, the hero creates an invisible, protective barrier around a person, object or 3' by 3' area with a ST2.
- **Planer Soul Flight**—As long as the hero maintains active concentration, they project their spirit and awareness away from their body to travel the astral plane and perhaps meet up with other astrally projected mages or beings. If the hero's silver chord connection is severed, or their body is slain in their absence, they become a ghost.
- **Quench Fire**—Extinguishes one fire, be it a mere candle flame to a raging inferno in the local area.
- **Read Object**—With a touch, the hero receives a batch of jumbled, historical information for 2d6 minutes from an object, specific place, or structure.
- **Repel Animal**—Drives off a dangerous or stubborn animal, making it flee for 2d6×10 minutes. It gets a WI check to resist.
- **Shielded Mind**—Raises mental wards that grant the hero +1d to WI checks for one day against all mind-based magic. Once breached, the spell ceases.
- **Sluggard**—Slows the victim's movement rate to ½ and slows their actions by half for 2d6 rounds. The victim is entitled to a ST check to resist this.
- **Unlock**—Unlock one non-magical lock or restraint, be it manacles, a door, a chest, etc.
- **Wondrous Leap**—The hero may leap twice as far and high as they would normally for a single leap.

Bestiary

Wildlife, animals, monsters, and foes work by the same rules the heroes use.

Stat Block	Definition
Level	Humans usually appear with level ranges. Animals have levels too, on a case-by-case basis, but that is not stated in the base listing, and the narrator may assign the animal a level and its benefits as they please.
Size Class	Tiny, Very Small, Small, Medium, Large, Very Large, Huge, Giant, Titanic
Movement/Round	Indicates max movement per round. Sometimes speeds are divided into canter, climb, cruise, dive, gallop, swim or trot rates
Strength	Self explanatory
Agility	Self explanatory
Intelligence	Self explanatory
Will	Self explanatory
Damage	May be ST or AG based. Birds and avians generally use AG for their attack.
Defense	Damage reduction per hit.
Life Points	Self explanatory
Fate Points	Current reserve of fate points

Wild Animals

- **Barbary Lion/Golden Lion**—SZ La, MV 275', ST 3-4, AG 2-3, IN 2, WI 2, DM 3-4, DF 1
- **Black Rat**—SZ VS, MV 20', ST 2, AG 3-4, IN 1, WI 1, DM 2, DF 0
- **Brown Bear/Cave Bear**—SZ La to VL, MV 135', ST 5, AG 2, IN 2, WI 3, DM 5, hug 6, DF 2
- **Cat**—SZ Sm, MV 110', ST 2-3, AG 4, IN 2, WI 2, DM 2-3, DF 0
- **Gray Wolf**—SZ Md, MV 140', ST 3, AG 3, IN 2, WI 2, DM 3, DF 1

- **Peregrine Falcon**—SZ VS, MV Cruise 310'/Dive 1320', ST 1-2, AG 5, IN 2-3, WI 1-2, DM 5, dive 6, DF 0
- **Wild Boar**—SZ Md, MV 110', ST 4, AG 3, IN 1, WI 4, DM 4, gore 5, DF 1

Domestic Animals

- **Donkey**—SZ Md, MV Trot 45'/Canter 55'/gallop 85', ST 3, AG 3, IN 1-2, WI 3, DM 3, DF 0
- **Guard Dog**—SZ Md, MV 95', ST 3, AG 3, IN 1-2, WI 2-3, DM 3, DF 0
- **Heavy War Horse (Destrier)**—SZ VL to Hu, MV Trot 45'/Canter 85'/gallop 135', ST 5, AG 1-2, IN 1-2, WI 2-3, DM 5, DF 1
- **Hunting Dog**—SZ Sm to Md, MV 250', ST 2-3, AG 3, IN 1-2, WI 2-3, DM 2-3, DF 0
- **Light War Horse (Courser)**—SZ VL, MV Trot 45'/Canter 85'/gallop 165', ST 4-5, AG 1-2, IN 1-2, WI 2-3, DM 4-5, DF 1
- **Pony**—SZ Md to La, MV Trot 45'/Canter 70'/gallop 115', ST 3, AG 4, IN 1-2, WI 1, DM 3, DF 0
- **Riding Horse (Palfrey)**—SZ La to VL, MV Trot 45'/Canter 70'/gallop 115', ST 4, AG 2, IN 1-2, WI 1, DM 4, DF 0-1
- **Work Horse (Rouncy)**—SZ La to VL, MV Trot 45'/Canter 85'/gallop 135', ST 4, AG 2, IN 1-2, WI 1, DM 4, DF 0-1

Humans

- **Bandit**—LV 2-3, SZ Md, MV 30', ST 3, AG 3, IN 2, WI 3, DM Longbow 4, Quarter Staff 3, DF 0, LP 1, FP 1d3-1
- **City Guard**—LV 3-4, SZ Md, MV 30', ST 3, AG 3, IN 3, WI 3, DM Club 3, Arming Sword 3, DF 2 (medium armor), LP 2-3, FP 1d3
- **Elite Heavy Footman**—LV 5-6, SZ Md, MV 30', ST 4, AG 3, IN 3, WI 3, DM Poleax 5, Dagger 2, DF 4 (heavy armor, medium shield), LP 2-3, FP 1d6
- **Elite Heavy Horseman + Destrier**—LV 5-6, SZ Md, MV Trot 45'/Canter 85'/gallop 135', ST 5, AG

- 3, IN 3, WI 3, DM Lance 5, DF 4 (heavy armor, medium shield), LP 2-3, FP 1d6
- **Light Footman**—LV 2, SZ Md, MV 30', ST 3, AG 3, IN 3, WI 3, DM Spear 3, Dagger 2, DF 1 (light armor), LP 1, FP 1d3
 - **Light Horse Archer + Palfrey**—LV 2, SZ Md, MV Trot 45'/Canter 70'/gallop 115', ST 3, AG 3, IN 3, WI 3, DM Short Bow 3, Spear 3, Mace 3, DF 2 (light armor, small shield), LP 1, FP 1d3
 - **Light Horseman + Palfrey**—LV 2, SZ Md, MV Trot 45'/Canter 70'/gallop 115', ST 4, AG 3, IN 3, WI 3, DM Lance 5, Arming Sword 4, DF 3 (Medium armor and shield), LP 1, FP 1d3
 - **Non-combatant Human**—LV 1-2, SZ Md, MV 30', ST 3, AG 3, IN 3, WI 3, DM Knife 2, Unarmed 2, DF 0, LP 0-1, FP 1d2-1
 - **Pirate**—LV 2-3, SZ Md, MV 30', ST 3, AG 3, IN 2, WI 3, DM Dagger 2, Club 3, DF 0, LP 1, FP 1d3
 - **Professional Footman**—LV 3-4, SZ Md, MV 30', ST 3, AG 3, IN 3, WI 3, DM Spear 3, Dagger 2, DF 3 (Medium armor and shield), LP 1-2, FP 1d3+1
 - **Professional Horseman + Courser**—LV 3-4, SZ Md, MV Trot 45'/Canter 85'/gallop 165', ST 5, AG 3, IN 3, WI 3, DM Lance 6, DF 3 (Medium armor and shield), LP 1-2, FP 1d6
 - **Town Thug**—LV 1-2, SZ Md, MV 30', ST 3, AG 3, IN 2, WI 3, DM Club 2, Unarmed 1, DF 0, LP 0-1, FP 1d2-1
 - **Yeoman Archer**—LV 3-4, SZ Md, MV 30', ST 3, AG 3, IN 3, WI 3, DM Longbow 4, Arming Sword 3, DF 3 (Medium armor and shield), LP 1-2, FP 1d6

Creatures

- **Animated Corpse**—SZ Md, MV 20', ST 3, AG 2, IN 1, WI 4, DM 3, DF 0 Never get initiative
- **Ghost**—SZ Md, MV 60', ST 1, AG 3, IN 3, WI 3, DM 1, DF 0 Only hit by magic weapons
- **Giant Spider**—SZ Lg, MV 100', ST 4, AG 3, IN 2, WI 2-3, DM 3, DF 1 Web is equivalent to the binding rope spell.
- **Minor Demon**—SZ Md, MV 40'/Fly 80', ST 4, AG 4, IN 4, WI 4, DM 4, DF 2 Immune to fire and cold damage
- **Ogre**—SZ Lg, MV 45', ST 5, AG 2, IN 2, WI 3, DM 5 (6 with club), DF 1

REALMS OF AORLIS FANTASY ROLE PLAY

PLAYER				DESCRIPTION			
NAME				SKILLS			
GENDER				SPEED			
AGE							

	POOL	CURRENT DAMAGE	
ST			
AG			
IN			
WI			

LEVEL			
FATE			
LIFE POINTS		CURRENT	

ARMOR & SHIELD	Defense Factor

MELEE WEAPONS	DAMAGE	NOTES

RANGED WEAPONS	DAMAGE	EFFECTIVE RANGE	LONG RANGE

AMMUNITION	
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TALENTS	DISABILITIES

SPELLS	

EQUIPMENT	

COINAGE	
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