BRUTAL
Big Bad Ball Busting Bloody Battles

FOURTH EDITION

A Hack-and-Slash Fantasy Horror Game

David J. Stanley

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GAME RULES

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BRUTAL is a Fantasy Combat Horror Game

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Created by: David J. Stanley

ILLUSTRATORS
Erix Barnett - Horrific images of a fearful sort
James Bolinger - Lots and lots of Catlings
Andy Hopp - Strange and amazing monsters
Justus Von Karger – 3D weapons and armor
Dean Kuhta - Dark monsters and fantasy images
David Wong - Cover art and character races
Larry Elmore – Zeetvahs, from Snarf Quest ®
David J. Stanley

EDITORS
Michael Gibson, Sally Stanley, Chris Steuben

OF PLAYERS
2 to 8, Best 4 to 6

AGE OF PLAYERS
14 and up
Must be able to roll a pile of six-sided dice then quickly add up the total

SUB DOMAINS
Strategy Game, Thematic Game, War Game

CATEGORIES
Adventure, Exploration, Fantasy, Horror, Fighting, Miniatures

WAR GAME MECHANICS
Cooperative Play, Competitive Play, Dice Rolling, Grid Movement

ROLE PLAYING MECHANICS
Attribute and Ability, Stat-based
Dice Pooling (Primarily d6)
Point Based Skills
Race Based Special Skills

FREE PRESS GAME

TABLE OF CONTENTS

FOR THE GAME MASTER

TIP

As the "Game Master" (GM) you are responsible for setting and keeping a very intense pace.

In the BRUTAL game, the battles have been designed to feel "rushed". Mistakes should happen from time to time. That's okay. Don't look back. Just keep pushing forward.

- Do not allow a player to stop a battle to go back and do something they forgot to do earlier. They had their chance and they missed it.

- Do not allow a player who is not ready to fight, stop a battle and contemplate their next move. If the player stands their dazed and confused, then so does their character.

- Do not allow one player to ruin it for everyone else. If one of your players struggles with the fast and furious battles of BRUTAL, you might offer to help them practice outside of normal game time.

Battles are played as one or more consecutive "Rounds" of combat. Every character (and monster) will have a chance to move and attempt actions. Attacks may only happen if an attacker and their target pass within weapon range during the moves.

You the GM begin a round of combat by declaring "New Round" and waiting 15 seconds (or less, if everyone is ready sooner). You then count down "Initiative" numbers from 12 to 1.

A character's initiative is a random number between 1 and 12. In BRUTAL, bigger numbers are always better, so bigger initiatives get to go first. Therefore, as the GM, you need to call out the initiatives starting with 12 first.

As "Initiative" numbers are called out, two or more players often declare their actions at the same time as they all reach out and move their miniatures on the tabletop battlefield simultaneously.

When an attack is declared the countdown pauses (briefly) as both the attacker and the defender roll opposing pools of dice.

If the attacker rolls a higher total than the defender, then damage points are subtracted from the defender's current health. If they receive too many damage points, they die.

FOR THE PLAYERS

"The blood flows quickly and the deaths pile up, and the result is a game that is a blast to play. I can give a game no higher praise." -- Knights of the Dinner Table - Brian's Small Press Picks - No. 59 - September 2001

This game is for serious players only! Hordes of heart-stopping, heavy-hitting, hack-and-slash action adventure await!

This game is not for sissy players who do not want their characters to die. In the BRUTAL game, your characters get killed all the time.

Battles move very quickly, as the Game Master counts down combat "Initiative" numbers at an alarming rate. As soon as your number is called, you may start making moves and attempting actions. During a BRUTAL battle, the players continue to move and attack throughout the round.

FANTASY ROLE PLAY MEETS HACK-AND-SLASH WARGAME

BRUTAL's innovative combat system is complex enough to replicate the chaos of a truly brutal battle, yet simple enough to be used in any setting, scenario or style of play.

In BRUTAL, survival is a pure testament to its name. Learning to flee or stand your ground will mean the difference between a sigh of relief or a choke of blood in this game's intense and fast-paced combat system.

Creating a character is both quick and easy, allowing players to create and even control entire groups of them at the same time. Expect death, for it will find you in BRUTAL.

To win, characters must work together to gather clues, defeat monsters, avoid traps, and find treasures to grow in power.

Play the pre-written campaign adventures of Dragon's Reach or create your own from scratch.

Start off with short easy adventures that take place near a known city or village where you can recruit new characters to your cause regularly and keep your ranks full to ensure victory and, most importantly, avoid a "Total Party Kill" (TPK). If everyone dies, all of your adventure's fortunes are lost!

ROLE PLAYING SUMMARY

If a character "Wants to find a secret door?" the player rolls some dice against the GM who also rolls some dice. Whoever rolls the highest wins.

Life is not fair. Some characters are better at finding secret doors then other characters are. The better a character is at finding secret doors, the more dice the player gets to roll.

Likewise, some secret doors are more difficult to find than other secret doors. The more difficult a secret door is to find, the more dice the GM gets to roll.

If a player wants to improve their character's chances (i.e., rolling more dice) then the character must survive battles and complete adventures to earn "Experience Points" (XP). Over time, characters earn and save up their XP until they have enough to purchase an ability rating increase.

Ability Ratings

CB   COMBAT
How well your character attacks others, Intimidates others, and defends themselves.

CN   COORDINATION
How well your character overcomes obstacles, sprints on battlefields, avoids traps, opens locks, and reacts quickly.

CR   CORRUPTION
How well your character trips others, nudges others, lies to others, taunts others, and picks pockets.

IN   INTELLECT
How well your character spots hidden traps, hidden creatures, hidden treasure, secret doors and hidden spell glyphs.

MG   MAGIC
How well your character identifies spell glyphs, read spell glyphs.

NT   NATURE
How well your character detects poison, neutralizes poison, resists pick pockets, and resists surprise.

ST   STRENGTH
How well your character pushes, pulls, lifts, etc. A very high ST is needed when wielding massive weapons.

WP   WILLPOWER
How well your character resists fear, gore, horror, and mind controlling spells.

CHARACTER ABILITY RATINGS

In BRUTAL, there are no character classes and no character levels. All we care about are **Abilities** such as Strength, and **Ratings** such as 6 dice. Together these form "Ability Ratings".

Ability ratings are used to determine how many dice to roll. All characters automatically have a rating = 1d or higher for each ability. You may always roll at least one die.

If your character has a Strength rating = 6d, there are various shorthand methods to write this:

Strength = 6d, Str=6, ST=6, and ST6.

Attribute Ratings

DV   DARK VISION
How far your character can see in the dark. Dark Vision = 3d allows your character to see 3 inches on the tabletop (30 feet as seen by your character).

MV   MOVEMENT
How fast your character can move. Movement = 2d allows your character to move 2 inches on the tabletop (20 feet as seen by your character).

SP   SPRING
How well your character leaps, jumps, and lands. (See "Spring").

SZ   SIZE
How big a weapon your character may wield, and how much Impact it delivers.

LF   LIFE FORCE
How many Hit Points your character has, and how well your character Resists Death Magic Spells.

ND   NATURAL DEFENSE
How well your character defends without wearing any armor.

NA   NATURAL ATTACK
How well you character attacks without wielding any weapons.

Experience Points

Ability ratings can be improved by surviving battles and completing adventures to earn "Experience Points" (XP).

Attribute ratings are very similar to ability ratings, except they are permanent values that never change.

Characters earn and save up XP until they have enough XP to afford an ability rating upgrade.

It costs 2 XP to advance from 1d to 2d
It costs 3 XP to advance from 2d to 3d
It costs 4 XP to advance from 3d to 4d
And so on.

Your character may NOT skip ability ratings and jump from 3d to 6d without first purchasing 4d then 5d.

CHOOSING A CHARACTER RACE

There are 17 character races to select from, plus a few humanoid monsters found in the "Monster Book" may be playable as well if your GM allows.

Choose carefully. Each character race has their own unique advantages, disadvantages, and special abilities. Some are better thieves. Some are better spell casters. Some are better fighters.

Tundra are the most "well-rounded" character race, ..but not the most powerful.

Humans are excellent liars and have the most Life Force, but cannot see in the dark.

Zeetvahs (by Larry Elmore) are designed to be the weakest, worst choice. They are typically played as goofy, silly, dimwitted fools.

ADVENTURE BEETLES
Say: (ad-VEN-chur BEET-ulz)

CB	CN	CR	IN	MG	NT	ST	WP
3	2	1	2	1	1	2	1

DV	MV	SP	SZ	LF	SHELL	BITE
6"	2/4	2/6	2	2	1	2

Adventure Beetles are a small but eager people. Easily excited, and yet a bit too ambitious. They seldom exceed two feet in height, have grayish white shells, and speak by vibrating their stomach muscles with their wings, resulting in a buzzing voice. Adventure Beetles are smart dressers. They wear fine clothes and expensive suits, typically gray.

ADVANTAGES
Adventure Beetles run 2 inches (20 feet), but can fly 4 inches (40 feet). However, they can never fly when wearing anything more than full-chain Armor, and under no circumstance may they ever fly higher than 18 inches (36 vertical feet). Additionally, Adventures Beetles can only fly as many consecutive rounds as they have Strength. If an Adventure Beetle has a Strength = 5d then they can remain flying for a maximum of 5 rounds. Massive weapons, steel shields and other heavy objects reduce their flying time by 1 round per item carried. Creatures being carried reduce their flying time by 1 round per Size.

DISADVANTAGES
Adventure Beetles can only fly in straight lines (no turns). To make matters even worse, they always land on their backs with no Defense adjustments allowed while on their backs. They spin about buzzing their wings frantically for the rest of that round and all of the next round, ...before they finally flip back over in-between rounds with a loud POP sound.

SPECIAL ABILITIES
With a Strength of 10d and a Coordination of 10d, or higher, Adventure Beetles can turn and land normally, but all other restrictions still apply.

CATLINGS
Say: (KAT-lingz)

CB	CN	CR	IN	MG	NT	ST	WP
2	3	1	1	1	1	1	1

DV	MV	SP	SZ	LF	FUR	CLAW
15"	3	3/9	3	2	0	1

Catlings are a patient but drowsy people. Easily amused, and yet a bit too curious, they prefer to sleep and climb up on top of things as much as possible. They are not fond of dogs (or Tundra for that matter), and tend to fear them. They typically stand between five and six feet in height and are covered with fur. Some have short hair, while others have long hair, and they and come in a wide variety of colors and patterns. Catlings speak with rolling "rrrrs" and even purr when happy. Some Catlings tend to dress like colorful pirates, with tall, black, shiny, boots, puffy white shirts, and a brightly colored silk sash if they can find one. A Catling's tail is a special thing. They keep their tails well groomed and often adorn their tails with jewelry. Catlings wear very clean clothes and shiny Armor. They keep their clothes and equipment clean by taking them off and licking them repeatedly.

ADVANTAGES
Catlings are well adapted for speed and stealth. They gain a +2d Modifier when attempting the Sprint, Sneak and Spring Actions.

DISADVANTAGES
They occasionally cough up noisy, disgusting hairballs.

SPECIAL ABILITIES
With a Combat of 10d, or higher, a Catling may choose to attach a weapon to their tail, then jump and twirl as an attack. A Catling may not hold a shield with their tails, because shields are too slow and bulky.
- Small sharp weapons (1d) are easily concealed.
- Big blade weapons (2d) may not be concealed
- Large iron balls (3d) require a Strength = 5d

CESSPOOLERS
Say: (SESS-pool-erz)

CB	CN	CR	IN	MG	NT	ST	WP
4	2	1	1	1	1	4	1

DV	MV	SP	SZ	LF	SKIN	BITE
6"	2	1/3	4	2	2	2

Cesspoolers are a cheerful, but short-tempered people. Easily brought to great fits of ferocious anger, and yet ticklish at the same time. They prefer to eat as often as possible and often laugh loudly if for no other reason then to display a large mouth full of disgusting, half-chewed morsels. They typically stand between five and six feet in height, and can grow as long as twelve feet from head to tail. Their green skin is spotted with silver and purple lumps, and they speak with a loud, deep, gargling voice. They don't care about their appearance, don't care if their clothes are dirty, and don't care if they stink profusely.

ADVANTAGES
The eyes of a Cesspooler are set very far apart and move independently. This makes them appear somewhat stupid, but provides them with all-around, 360-degree vision. Cesspoolers may not be surprised unless the attacker is invisible, or if they are blind or sleeping. Cesspoolers are too large to be trapped by normal nets. Four large nets will need to be sewn together.

DISADVANTAGES
It is difficult to find clothing to fit a Cesspooler, and for this reason alone, most Cesspoolers are found nude, or wrapped in large sheets. In some areas, however, Cesspoolers are far more common, and very large clothing and leather Armor is easy to find. Chain shirts are also available, but are three times as expensive.

SPECIAL ABILITIES
With a Strength of 10d and a Combat of 10d, or higher, a Cesspooler's bite attack becomes a 5d weapon.

With a Strength of 10d and a Nature of 10d, or higher, a Cesspooler may store food in their cheeks like squirrels store nuts. A normal Cespooler with a Size=4d, may hold a Size=2d creature. A big Cesspooler with a Size=5d may hold a Human Size=3d creature. This may come in handy for smugglers. To resist a Spot check when smuggling in cheeks, A Cesspooler rolls their Nature rating.

CYCLOPS TURTLES
Say: (SY-KLOPS TURT-ulz)

CB	CN	CR	IN	MG	NT	ST	WP
4	3	1	2	1	1	3	1

DV	MV	SP	SZ	LF	SHELL	CLAW BITE
6"	2	1/3	2	3	2	1/1

Cyclops Turtles are a paranoid, but untrusting people. Quick to fight, yet even faster with insults. They prefer the company of other Cyclops Turtles, and loath long conversations about topics other than battle plans and stories of war. Cyclops Turtles rarely grow larger then three feet in height. Their brown shells are studded with black spikes, and they speak with a wet, raspy voice. Cyclops Turtles don't normally wear clothing. They are after all, turtles and their shells serve as both a portable home and a natural suit of Armor. Many Cyclops Turtles carry a pair of steel shields (the more spikes the better) and attack with their bites. Cyclops Turtles do not generally associate with other Humanoid "air breathers." Those who do are thought to be outcast traitors and will be killed on sight by other Cyclops Turtles found in the wild.

ADVANTAGES
Cyclops Turtles are excellent swimmers, can breathe under water, and suffer no Movement Penalties caused by water.

Cyclops Turtles swim at a rate of 3 inches (30 feet) per Move, while all other character races swim at a rate of 1 inch (10 feet) per Move. This include sprint swimming.

DISADVANTAGES
Cyclops Turtles are awkward runners. Cyclops Turtles are only permitted one Sprint per round.

SPECIAL ABILITIES
With a Coordination of 10d and a Combat of 10d, or higher, a Cyclops Turtles shell becomes a 5d Armor.

CYCLOPSLINGS
Say: (SY-KLOPS-lingz)

CB	CN	CR	IN	MG	NT	ST	WP
2	5	1	2	1	1	3	2

DV	MV	SP	SZ	LF	SKIN	FIST
6"	2	1/3	5	3	0	1

Cyclopslings are a gentle giant, yet powerful people. Often alone, yet rarely in groups, they prefer the company of other character races and Avoid their own kind. Cyclopslings always reach heights of at least six feet, and often grow as large as seven or eight feet in height. They have tan skin and are prone to baldness, but only on the top and front of their heads. They rarely speak, but when they do their booming voice naturally echoes. Cyclopslings are casual dressers. They wear hides and furs (less is more). They typically wield massive clubs and large nets.

ADVANTAGES
Cyclopsing characters are the biggest and begin with a SZ = 5d. Cyclopslings are too large to be trapped by normal nets. Four large nets will need to be sewn together.

DISADVANTAGES
It is difficult to find clothing to fit a Cyclopsling, and for this reason alone, most Cyclopslings are found nude, or wrapped in large sheets. In some areas, however, Cyclopslings are far more common, and very large clothing and leather armor is easy to find. Chain shirts are also available, but are three times as expensive.

SPECIAL ABILITIES
With a Strength of 10d, or higher, a Cyclopsling may act as two people when operating a siege weapon.

DWARVES
Say: (DWARVZ)

CB	CN	CR	IN	MG	NT	ST	WP
3	2	1	2	1	1	3	3

DV	MV	SP	SZ	LF	SKIN	FIST
15"	2	0/2	2	3	0	0

Dwarves are a small but militant people. Always training for war, and sharpening their axes. Dwarves prefer a front-on attack, with nothing to hide. Dwarves seldom exceed four feet in height, are normally quite portly, and have tan to dark-colored skin. Their voices are a bit throaty and they tend to speak a bit slowly, but with much confidence. Dwarves love armor, almost as much as they love body hair. Hairy armpits, hairy ears, hairy toes, and oh, yes, long thick beards. Even their females have beards. Most Dwarves spend a lot of time grooming their beards. Sometimes they tie them in braids, use fancy Celtic knots, and perhaps even string in a few beads and pretty bows. A Dwarf with no beard is considered ugly, while a Dwarf with a large beard is considered attractive. Some rare Dwarves prefer the challenge of building sturdy boats on the water and call themselves Viking Dwarves. They have wiry unkempt beards, and wear helmets sprouting a pair of large, white horns.

ADVANTAGES
Dwarves gain a +2d Modifier when Detecting Secret Doors and hidden treasure, a +2d Modifier when Resisting "Impact" and "Crushing Blow", and a +2d Modifier when avoiding attacks with nets. Dwarves are immune to the effects of alcohol and can never get drunk, ...though they do tend to get just a tiny bit tired.

DISADVANTAGES
Dwarves are the worst jumpers and when they Sprint they only move 1 inch (10 feet), not 2.

SPECIAL ABILITIES
With a Strength of 10d and a Combat of 10d, or higher, a Dwarf gains a +2d Modifier when attacking with any axe.

ELVES
Say: (ELVZ)

CB	CN	CR	IN	MG	NT	ST	WP
3	2	1	2	1	1	2	2

DV	MV	SP	SZ	LF	SKIN	FIST
15"	2	2/6	3	2	0	0

Elves are a quiet but deadly people. They are the origins of magic, the way of nature, and yet sly and sneaky. Elves are just a bit smaller than Humans, and a tad thinner. Their skin is either very light or very dark. Elves love to sing, and speak in soft whispers. Elves love Nature and feel at home in any place were water flows, plants grow, or animals can be found. An Elf would be just as comfortable in a fungi-filled cavern as they would be in a dense forest. Most Elves wear green and brown clothes, but some Elves prefer to wear dark clothing, tie their hair back, wield sharp weapons, and are very, very Sneaky. "Never trust an Elf", is what the Dwarves always say. The ancient Elves who lived thousands of years ago were the original masters of Magic, and many of the greatest Magical items of all times were created by these ancient Elves. However the Elves of today remember little to none of their ancient Magic.

ADVANTAGES
Elves are known for their skill with the bow. They gain a +1d Modifier when attacking with the bow.

DISADVANTAGES
Elves have one of the worst Life Forces

SPECIAL ABILITIES
With a Magic of 10d, or higher, Elves with light skin may Attempt the Blinding Light spell from memory up to 3 times a day, while Elves with dark skin may Attempt the Shadowy Darkness spell from memory up to 3 times a day. No Spell Glyph is needed when casting spells from memory.

HALF-ELVES
Say: (HAFF-elvz)

CB	CN	CR	IN	MG	NT	ST	WP
3	2	2	2	1	2	2	2

DV	MV	SP	SZ	LF	SKIN	FIST
6"	2	2/6	3	3	0	0

Half-Elves are a shy yet aggressive people. They are the result of the love between a Human and an Elf. Though not exactly a race unto themselves, they are a well established racial mix. Most of them are Elf-like in appearance but one in six of them appear Human. When speaking, most of them sound like Humans, but one in six of them speak in soft whispers like an Elf. Half-Elves love to explore and hunt. They often carry bows and wear camouflage, earth tones, and dark clothing. Half-Elves who appear as Elves will retain their parents Dark or Light skin appearance, but they do not have any ability to cast any spells from memory. Neither do they have the skill Modifier with the bow like the Elves, or the Ability to Lie, cheat and Refuse Death as Humans. Half-Elves are excellent hunters and spend a lot of time moving through the bush, under logs, and over thorny shrubs. They are also excellent Climbers, racing up trees and down cliff sides.

ADVANTAGES
Half-Elves gain a +1d Modifier to all Coordination rolls.

DISADVANTAGES
Half-Elves are looked down upon by both Elves and Humans who both tend to be cruel and mean to them.

SPECIAL ABILITIES
With a Coordination of 10d, or higher, Half-Elves treat all ground Terrain Ratings = 3d or higher as 2d, and all Climbing Terrain Ratings = 4d or higher as 3d.

HALF TROLL
Say: (HAFF-troll)

CB	CN	CR	IN	MG	NT	ST	WP
4	1	4	1	1	1	2	2

DV	MV	SP	SZ	LF	SKIN	FIST
18"	2	1/5	4	3	2	0

Half-Trolls are an ugly yet disgusting people. They are almost always the rare result of unwanted affection by a male Troll who attacked a Humanoid female and got a little over-excited. Their Humanoid half may be of any other character race, and has no effect other than the occasional pointed ears or hairy feet. When speaking, they tend to spit and drool from time to time. Half-Trolls love to explore dungeons and ruins. They love the dark realm below the surface and get annoyed very easily when forced to explore fluffy trees and shrubs. Half-Trolls stand a bit shorter then Humans but have very dense bodies. Their skin has a slightly greenish hue, and feels thick yet clammy to the touch. They love to smile and show off their square, over-sized yellow teeth.

ADVANTAGES
A Half-Troll naturally regenerates (1d +1p) lost Hit Points at the beginning of every hour. If a fully healed Half-Troll gets harmed in battle, they immediately gain (1d +1p) lost Hit Points at the instant they are harmed. The next (1d +1p) regeneration doesn't come again for another hour.

DISADVANTAGES
Half-Trolls do not regain lost Hit Points like the other character races. Sleeping, resting, chicken soup, healing potions, healing Magic, and binding wounds all have no effect on a Half-Troll.

SPECIAL ABILITIES
With a Nature of 10d, or higher, a Half-Troll can re-grow lost limbs in a single night.

HUMANS
Say: (HYOO-manz)

CB	CN	CR	IN	MG	NT	ST	WP
2	2	3	1	1	1	2	1

DV	MV	SP	SZ	LF	SKIN	FIST
0"	2	1/5	3	4	0	0

Humans typically stand from five to six feet tall, and come in a variety of skin colors. Humans came to this land only recently. Their history is not important to them and they have already forgotten from where they came. They have no obvious advantage over the other races. They can't breath under water, they can't fly, and they can't see in the dark. Yet in just a few centuries, they have forged some of the most inspiring legends, both good and bad, and are now the most common of all the races. Some of the greatest wizards and rulers of all times were Human. Humans love to get involved, love to join forces, and love to brag of their mighty deeds. They also create chaos with false tales of deeds never done. They lie, cheat, and steal almost naturally, and are perhaps the most dangerously unpredictable of all the creatures in the realm.

ADVANTAGES
Humans may at any time choose to use a +1d Modifier or a -1d Penalty to their Corruption rolls. Humans may freely pretend to be more good, or more evil then they truly are.

DISADVANTAGES
Humans may not see in the dark.

SPECIAL ABILITIES
With a Nature of 10d, or higher, Humans may refuse Death. This allows Humans to survive past death for 2 additional rounds, during which time they may continue to attack regardless of any damage they may sustain, but after which time they immediately die. During this time they may also Attempt to heal themselves by binding wounds, etc.

NIGHTSTALKERS
Say: (NITE-stalk-erz)

CB	CN	CR	IN	MG	NT	ST	WP
6	3	1	1	1	2	1	1

DV	MV	SP	SZ	LF	SHELL	CLAW BITE
18"	3	3/7	1	1	2	3/3

Nightstalkers are a small yet savage people. Cruel and vicious, often attacking in wolf-like packs. They typically stand only two feet tall, with dark blue skin and shiny black shells, but they are very fast runners. They speak using wet, wheezy, drooling growls. Most Nightstalkers wear no Armor and carry no weapons. They rely on their natural Armor, claws and sharp teeth to get the job done.

ADVANTAGES
Nightstalkers are immune to Fear and Horror at all times.

Nightstalkers climb at a rate of 2 inches (20 feet) per move, while all other character races climb at a rate of 1 inch (10 feet) per Move. This include sprint climbing.

DISADVANTAGES
Nightstalkers have the lowest Life Force rating and die very quickly. Role playing game Nightstalkers only gain +1 Life Force instead of +2.

SPECIAL ABILITIES
With a Willpower of 10d and a Nature of 10d, or higher, Nightstalkers may attempt the Howling action. The character attempting the Howling action will use one action, and roll their Willpower ability rating (WP) causing all other Nightstalkers within 9 inches (90 feet) to roll their own WP to resist the Howling. All Nighstalkers who roll less than the initial howling roll fail to resist the howling and must stop what they're doing and follow the Howling Leader. They follow and attack whoever their Howling Leader attacks. This can even be used to control Nightstalkers in opposing armies. Nightstalker followers remain with the character until the Howling Leader is killed or stops Howling, one Action each Round.

PHOENITES
Say: (FEE-nitez)

CB	CN	CR	IN	MG	NT	ST	WP
2	1	1	1	1	3	2	3

DV	MV	SP	SZ	LF	SKIN	FEET
0"	2	1/3	3	3	0	2

Phoenites are a feathered yet flightless people. Their knees bend the opposite way human knees bend, so when sitting in chairs they climb up onto the chair, then squat down as if nesting. They have strong sharp claws for feet so they cannot where shoes, including magical ones.

ADVANTAGES & DISADVANTAGES
When startled or surprised there is a 50% chance they burst into flames and become a pile of ashes in just a single second.

When touched by fire they always burst into flames in become a pile of ashes in just a single second.

When bursting into flames, their gear and equipment get burned up as well, including magic items. 1d hours later, they emerge from their ashes fully healed with all their gear.

However there is a 1 in 6 chance that they lose 1 rating of Nature. If their Nature gets reduced to 0 they still return from the ashes with all their equipment, but they return dead.

SPECIAL ABILITIES
Phoenites with a Willpower of 10d and a Nature of 10d, or higher, may choose when to burst into flames, and when to not burst into flames.

SKUNKLARS
Say: (SKUNK-larz)

CB	CN	CR	IN	MG	NT	ST	WP
2	1	3	1	1	3	2	1

DV	MV	SP	SZ	LF	FUR	SPRAY
12"	2	1/3	2	2	1	2

Skunklars are a dirty yet retched people who smell awful and rarely wash. These skunk-like humanoids share a symbiotic relationship with the mushrooms and fungi that grow on their bodies (mostly on their backs). They typically wield a staff, and for some odd reason, love to wear sandals. When speaking, they sound like rapid clicking chatter boxes.

ADVANTAGES
They have a natural spore attack, which affects every creature within 2 inches (20 feet). The spores comes from the mushrooms and fungi growing on their back. They don't have skunk glands and are not technically skunks at all.

The spray attack may be used only 3 times per day. All non-skunklars must roll their Nature ability rating (NT) vs. the NT of the skunklar to resist the attack. If they roll less than the Skunklars, then they suffer a a -1d penalty to all attack rolls and all defense rolls for 2 to 7 (1d + 1p) rounds.

DISADVANTAGES
Skunklars may not use their natural spray attack, if they wear a shirt, armor, or a cloak.

SPECIAL ABILITIES
Skunklars with a Nature of 10d, or higher, are immune to all poisons.

THE GRAYS
Say: (thu-GRAAZ)

CB	CN	CR	IN	MG	NT	ST	WP
2	4	1	4	1	1	1	1

DV	MV	SP	SZ	LF	SKIN	FIST
6"	2	1/5	3	3	1	1

The Grays like to be called "The" Grays. They are a silent but talkative people. They don't actually speak, but others can hear their thoughts, including monsters, so it's just like as if they were talking. They are hairless with large black shiny eyes, tiny mouth and nose, and gray skin. They go through extreme measures to blend in with the other races.

ADVANTAGES
The Grays have a pair of tentacles that grow from their back, where you might imagine a pair of wings might grow on an angel or demon. These two tentacles are not consciously controlled and typically just hang motionless most of the time, occasionally wiggling (wagging) when they are happy. However, they may counter attack with one of their tentacle as a "Grab and Hold" action. With two tentacles they may grab and hold two different targets in this manner. The tentacles may not be used to attack, only counter attack as a reflex.

The tentacles also instinctively help when climbing, providing a +2d Modifier.

DISADVANTAGES
They must alter normal armor (cut holes) to use it. Finding magic armor that they can wear, may prove nearly impossible as cutting holes in them destroys the enchantment glyph.

They need a NT of 10d in order to speak out loud, which is needed to cast spells.

SPECIAL ABILITIES
The Grays with a Combat of 10d and a Willpower of 10d, or higher, may choose to grab and hold with their tentacles at will, as a conscious attack.

TUNDRAS
Say: (TUN-draz)

CB	CN	CR	IN	MG	NT	ST	WP
4	2	1	2	1	3	2	2

DV	MV	SP	SZ	LF	FUR	FIST
0"	2	1/5	3	3	0	0

Tundras are a barbaric yet colorful people. They have dog-like features, yet they are afraid of and often worship frogs. They typically stand five to six feet tall and are covered with very short soft fur. Most of them are white to tan though a few are dark brown or even black. They are prone to fits of barking and their voices are very rough and snarling. Tundras live in swamps, jungles and grass lands. They travel in small colorful wagon trains, like nomadic gypsies, with shaman priest and gypsy-like fortune tellers. Tundras are not fond of felines (or Catlings for that matter), but they're not afraid of them, either. Tundras tend to wear leather pants with cotton shirts, and wield a club in one hand and a sword in the other. Some Tundras prefer very colorful silk clothing, while others prefer black leather and paint their Armor black as well.

ADVANTAGES
Tundras are naturally proficient at wielding two weapons at the same time and gain a +1d Modifier to each attack when wielding two weapons (even if they only attack once per round).

DISADVANTAGES
Tundras may not see in the dark.

SPECIAL ABILITIES
With a Coordination of 10d and a Combat of 10d, or higher, other character races gain a +1d Modifier to each attack when wielding two weapons, but Tundra already have a +1d Modifier, so they up their Modifier to +2d.

WARRIOR FLIES
Say: (WAR-yer FLIIZ)

CB	CN	CR	IN	MG	NT	ST	WP
2	2	1	2	1	1	2	2

DV	MV	SP	SZ	LF	SP	SZ
6"	2/3	1/4	1	3	0	0

Warrior Flies are a dark, but hairy people. A few have two sets of wings like dragonflies. They don't like being called a bug, but they do possess a great sympathy for smaller insects. They seem to have difficulty understanding the difference between an open window, a closed window, and a mirror. Warrior Flies typically stand only two feet tall (when not flying). They have dark, black skin covered with thick, black hair. They speak with a high pitched, squeaky voice. Warrior Flies prefer to live where they can find rotting stuff, decay, or high quantities of sugar. They eat by vomiting up on their food, which dissolves it. Then they suck up the liquid results through their straw-like mouth.

ADVANTAGES
Warrior Flies can fly all day long without resting, move at a rate of 3 inches (30 feet) when flying, and gain a +2d Modifier to their defense when flying, but their wings and body mass won't let them fly higher than 18 inches (36 vertical feet).

DISADVANTAGES
They rarely wear armor and can't fly when wearing anything heavier than leather with no shield. Some Warrior Flies have been known to join parties of adventurers who often abuse them as advance scouts.

Additionally, Warrior Flies can't swim. In fact, they hate the water and are unable to fly for 2 to 7 (1d +1p) rounds after their wings get wet.

SPECIAL ABILITIES
With a Nature of 10d and a Combat of 10d, or higher, Warrior Flies may become Invisible for 2 to 7 (1d +1p) rounds while flying. They can only do this 3 times a day and their Invisible Rating is equal to their Nature Rating.

ZEETVAHS
Say: (ZEET-vaz)

CB	CN	CR	IN	MG	NT	ST	WP
2	4	1	1	1	1	1	1

DV	MV	SZ	LF	SP	SKIN	FIST
0"	2	1/5	2	2	0	0

Created by: Larry Elmore   Special Thanks!

Zeetvahs are a small yet greedy people. Quick to hide, but lousy to sneak, they only grow as big as three to four feet in height. They have tan colored skin with patches of gray spots, large soft eyes, and are prone to blushing. Their ears are large floppy Dragon wings, which they can lift and flap but still, they may not fly. They "speakz wit da zzz's a lotz and day dontz know many of da wordz." Zeetvah males are very lucky with the ladies, especially the very beautiful Human females and Elf females who don't seem to wear much clothing. However, Zeetvahs are totally unaware of their charming effect on them. All Zeetvahs care about is "fanzy armor, magic zwordz, and big bagz of gold!"

ADVANTAGES
Zeetvahs love mushrooms and are immune to all effects of all mushrooms and spores, including the Skunklar spore attack. Zeetvahs get a +3d Modifier to Hide

DISADVANTAGES
Zeetvahs begin with the worst initial Ability and Attribute Ratings of all the character races. Zeetvahs suffer a -2d when Attempting to Sneak. Zeetvahs may not see in the dark.

SPECIAL ABILITIES
With a Nature of 10d and a Coordination of 10d, or higher, Zeetvahs gain a 5 in 6 chance of avoiding all Traps. The Traps still spring, slam, zip, etc. but the lucky Zeetvah somehow manages to get out of the way most of the time.

CREATING CHARACTERS

Creating a new character is very fast and very easy. You'll be thankful for this later, once you realize just how quickly your characters can get slaughtered! Feel free to create an awesome name and detailed a back story. Just realize they will likely die, sooner than you think.

I myself (David Stanley) have created and lost hundreds of characters, since I first created and started playing BRUTAL back in 1988. Somehow a dozen or so have managed to survive, so it is possible. My advice, "Play defensively and try to have an exit strategy whenever possible."

1. Start with a blank piece of paper (or a blank character sheet), select a character race, and use a pencil to copy down their initial ability ratings and attribute ratings.

2. Make up a name, sex, age, hair color, etc. Make them unique and add some life to your characters.

3. Select one attribute and four abilities, and increase these ratings by +1. For example, Change their strength from ST=2 to a ST=3.

4. Select two abilities and increase these ratings by +2, **or** select one ability and increase it by +3.

5. If you're creating a role playing game character (not a peasant, common citizen, monster, or soldier) then add +2 to your character's Life Force (only +1 for the Nightstalker race).

6. Roll your character's Life Force (LF) rating one time. Turn your lowest die to a six before adding them up. This roll determines the maximum Hit Points (HP) value for the life of your character.

   Good or bad, your character is stuck with it. Write down your maximum HP some place safe and permanent

7. Equip your character (see next page):

   Based on the storyline being run by your "Game Master" (GM), your new character may have some history which might affect their initial equipment. Otherwise, all new characters begin with 1d+1p gold coins in their pocket plus 60 gold coins worth of equipment that must be spent on initial starting equipment immediately, or else lost forever.

Character Name Dwayne Dibbly

Race: Zeetvah   **Sex:** M   **Age:** 18

Race Abilities:
Skin (0d), Fist (0d)
Immune to all mushroom effects
+3 to hide, -2 to sneak, +1 to avoid traps
With CN 10 & NT 10, Avoid traps 5 in 6

CB	CN	CR	IN	MG	NT	ST	WP
5	7	1	3	1	6	1	4

DV	MV	SZ	LF	SP	HP	XP
0"	2	2	5	1/5	18	12

Items Equipped, Worn, Held, Used
Half chain (2d), Magic +1 steel shield (2d)

Magic +1 large sword (3d/4d) named "Qrush"
Shadow step at will 3/day, Range 17 inches

Defense Roll Notes:
Parry (2d)

Sum of Armor: 6
Bonuses:
Adjustment (DFA): 3
Defense Roll (DFR): 9

Counter Attack Roll Notes:

Weapon: 3
Bonuses:
Fixed Adjustment: 3
Counter Roll (CTR): 6

Attack Roll Notes:
Surprise 2-handed landing attack:
(5d) + 4d + 2d + 1d = 12d

Sneak: CN (7d) -2d Penalty
= 5d vs. NT
Hide: CN (7d) +3d Modifier
= 10d vs. IN

Weapon #1: 3
Bonuses:
Adjustment (AKA): 2
Attack Roll (AKR): 5

Weapon #2:
Bonuses:
Adjustment AKA:
Attack Roll (AKR):

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Player Name David J. Stanley
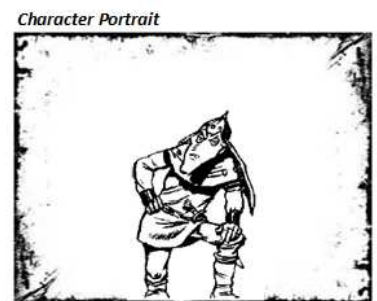**Date Created** 08/12/2011
Character Description:
Thinks of himself as "Indiana Jones"
Says "Ka-Pow!" after killing monsters
Likes to hide, then backstab
Loves to use swords ability to shadow step

Current Hit Points

Character Portrait

Spell Glyphs

Items Carried (Not Equipped)
On 45 pack, one skin of water, one week of standard rations, one cooking pot, and one 10-foot poll

Gems	Gold Pieces	Silver Pieces
2	12	18

Updated 07-11-2013

CHARACTER SHEET FILES

A full size blank character sheet can be found at the end of this book.

An Adobe (*.pdf) and an Excel (*.xls) versions are available online at BrutalRPG.com

If you create your own, please submit it online so others might benefit.

EQUIPMENT

BRUTAL is not about pages and pages that try to list every possible thing you might happen to find on the back of the very top shelf. If you don't see something you're looking for, then make it up.

Weapons are defined by how many hands they require. Weapon names like katana, broad sword, etc. are not used. Some weapons may be used as either one-handed (1H) or two-handed (2H) weapons.

EQUIPMENT SLOTS
1. Head = helm, hat, face mask
2. Shoulders = necklace, cloak, cape
3. Worn (body) = armor, shirt
4. Waist = belt
5. L Hand = shield, weapon, torch, etc.
6. R. Hand = shield, weapon, torch, etc.
7. L Hand Accessory = ring, bracer, glove
8. R Hand Accessory = ring, bracer, glove
9. Feet = boots, sandals

Two-handed weapons like the bow, staff and a really big sword require both the "L Hand" and the "R Hand" slots. Some items will have both an "Attack Rating" and a "Defense Rating".

CURRENCY
Silver Pieces (sp) are approximately worth = $1.
Gold Pieces (gp) are worth 40sp or $40.
Gems (on average) are worth 25gp or $1,000.
Your characters will need to go on adventures and find hidden treasure (or get a job, ugh!)

45 PACK
This saves both time and money. For the cost of only 45 gold coins, a character may QUICKLY purchase a complete adventurer's backpack kit including: 1 backpack, 6 candles, 1 flint and steel, 2 weeks dried food, 3 skins of water, 1 skin of wine, 1 skin of lantern oil, 1 hooded lantern, 24 torches, 2 wool blankets, 1 rope (50 feet long), 1 small shovel, 1 small steel hammer, and 12 iron spikes.

BOWS AND ARROWS
Bows and arrows require two hands to load and shoot. An arrow by itself (held as a pointy stick) is a 1d melee weapon. No actions are required to ready an arrow. Normal arrows shot by a magic bow will not work against monsters that are only harmed by magic weapons

CROSSBOWS AND SLINGS
Crossbows and slings may be shot with one hand, but require two hands to reload them. Crossbows require one Action to reload.

FIRE JAR
A small clay or glass bottle with a bit of cloth stuck in the top. These ignite their target on a successful hit. Fire Rating of 3d.

HALF CHAIN
Leather armor with a chain shirt.

NATURAL ATTACKS
Most monsters and some character races have a natural weapon Rating based on their fist, claws, tails, teeth, etc. These may be used in lieu of purchased weapons, or combined with purchased weapons when attempting multiple attacks with multiple weapons.

NATURAL DEFENSES
Most monsters and some character races have a natural armor ratings based on their shells, thick hides, scales, etc. These may be used in lieu of purchased worn armor, but may still be combined with held armor like shields.

NETS
Nets require two hands to hold and throw. An attacker attempting to throw a net will roll their CN vs. the defender's CN. If the defender rolls less than they are trapped in the net and suffer a -1d penalty to move, a -2d penalty to defense, and a -3d penalty to attack. They may attempt to escape once per round by rolling their CN or ST vs. the net's rating. Most nets have a rating of 2 to 7 (1d+1p).

POLE-ARMS
A staff or pole-arm when wielded with two hands has a Held Armor Rating = 2d. This is the same as two shields but offers an attack as well and cost a lot less.

RANGE MODIFIERS
Ranges are listed as short, medium, and long. Short range gains a +1d attack modifier. Long range suffers a -1d attack penalty. Range attacks may not be attempted on targets in adjacent tiles.

SILVER WEAPONS
Silver items cost six times as much.

THROWING MELEE WEAPONS
One handed weapons (1H) have a thrown range of 2", 4", 6" with a -1d attack penalty. Two handed weapons (2H) have a thrown range of 2", 3", 4" with a -2d attack penalty.

TWO SHIELDS
Two shields may be used at the same time, but your character will only be able to attack by biting, kicking, using their tails, casting spells, etc.

WHIPS
Whips are 2d melee weapons that cause only 1 point of physical damage, but also inflict pain (see the rules regarding "Pain"). Whips may also be used to "Grab and Hold" - used to swing from a branch or wrap around an enemies leg, arm or neck (requires a CN rolls vs the CN of the victim. If the CN is unknown (such as a branch) then use a random rating of 2 to7 (1d+1p).

MELEE WEAPONS (POINTED, EDGED)

GOLD	1H	2H	EXAMPLES
10	1d	1d	dagger, knife
25	2d	2d	small sword, axe
50	2d	3d	big sword, big axe
100	-	4d	2-hand sword

MELEE WEAPONS (FLAT, BLUNT)

GOLD	1H	2H	EXAMPLES
5	1d	1d	small club
10	1d	2d	big club
25	2d	2d	rod, mace
15	2d	-	whip
15	-	2d	staff, pole-arm
50	-	3d	war hammer

RANGE WEAPONS (UNASSISTED THROWN)

GOLD	1H	RANGE	EXAMPLES
10	-	2",3",4"	net
15	-	3",6",9"	fire jar
10	1d	3",9",15"	dagger, knife
15	2d	3",9",15"	Javelin, spear

RANGE WEAPONS (ASSISTED THROWN, SHOT)

GOLD	2H	RANGE	EXAMPLES
10	1d	3",12",18"	sling
25	2d	3",18",27"	bow
150	3d	3",18",27"	crossbow
2	-		quiver (24 arrows)

WORN ARMOR

GOLD	WORN	EXAMPLES
2	0	common clothes, sheets
10	1d	leather Armor, furs, and hides
50	2d	leather Armor with chain shirt
150	3d	padded full-body chain mail
400	4d	padded full-body plate mail

HELD ARMOR

GOLD	1H	2H	EXAMPLES
10	1d	-	wooden shield (floats)
25	1d	-	steel shield (doesn't burn)
15	-	2d	2-handed staff / pole-arm

OTHER EQUIPMENT

GOLD	EQUIPMENT
3	Backpack
2	Leather belt + common belt pouch
1	Large sack
2	Candles - 1 dozen (last 1 hour each)
1	Flint and steel - a kit for starting fires
1	Food - some fresh fruit, or bread, or cheese
5	Food (1-week) dried meat and dried bread
5	Food - fancy dinner for two by candle light
5	Hammer (small steel) and 12 iron spikes
15	Lantern - Hooded (last 10 hours)
35	Lock Picks
3	Oil, 1 Skin
5	Shovel (small)
3	Torches - bundle of 24 (15 minutes each)
1	Water, 1 Skin
8	Wine, 1 Skin
2	Wool blanket
2	50 feet of rope
5	Holy Symbol
30	Silver Holy Symbol +1d ("Turn Undead")

ROLE PLAY RULES

BRUTAL only uses 6-sided dice. The more dice you get to roll the better. Phrases like "3d" mean to roll three 6-sided dice at the same time and add the results, generating a value between 3 and 18.

Phrases like "+2d" **Modifier** mean you get to roll two extra dice.

Phrases like "-1d" **Penalty** mean you have to roll one less dice than normal. At no time may any Penalty ever reduce your roll below one die.

Phrases like "+1p" **Pip** mean you get to add one point to the final sum of rolled dice.

Phrases like "3 in 6 chance" mean you must roll one dice, and if you roll a 3 or lower than something happens.

Phrases like "x2 damage" **Multiplier** mean that damage is doubled, only AFTER the damage is calculated in the normal manner.

ATTEMPTING ACTIONS

Most of the time, your character may freely travel the roads, speak with the inn keeper, and explore dungeons. But sometimes, things are not so simple. To find a secret doo, for example, you roll some dice to see if they can manage it. Some characters will get to roll more dice than others.

RESISTING ACTIONS

To avoid being spotted, the secret door will also roll some dice. Some secret doors will roll more dice than others.

OPPOSING DICE ROLLS

Everyone involved rolls some dice and adds them up. Whoever rolls the highest wins. Ties always go to the Defender who is trying to resist the Action.

MISSING OR UNKNOWN RATINGS

You may occasionally come across a missing or unknown rating. "Just how hard is it to find this secret door?"

If a rating is not known, you may determine a random rating using one of these methods:

Easy = choose a number = 1 to 3
Standard = roll 1d + 1p = 2 to 7
Difficult = roll 1d + 6p = 7 to 12
Extreme = roll 1d + 12p = 13 to 18

DISTANCES

Because battles are played out using miniatures on the table top, distances are often described using the word "inches". A weapon with a range of 6 inches literally translates to 6 inches on the tabletop. A ruler can be used to measure distances.

1 vertical inch = 2 vertical feet
1 horizontal inch = 10 horizontal feet

ROLE PLAYING ACTIONS

The following list of actions are here to help. They are not intended to limit or hinder the game.

There may be times where the characters may break open a locked treasure chest simply by saying so. There is no need to stop the game, pull out the rule book, and look up the "Bash to Bits" action.

However, if the characters are making a lot of noise as they break open the chest, and this calls the attention of guards, then the "Bash to Bits" action is here to help see just how long it takes to bash it open.

The GM may decide when and how closely the exact rules are to be followed.

APPRAISE
IN vs. Treasure

A character may examine a gem, a piece of jewelry, a work of art, etc. and attempt to determine its value. Success will provide the correct value. Failure will provide a false value (some random too low, or too high, made up by the GM). In order to know for sure, you must have two different appraise attempts by two different people that both provide the same value. Even then, you cannot be 100% sure.

TIP

Gems are treated like currency.

Gems are very common, but accurate or honest appraisals are not. Most common folk simply treat all gems as if they are each worth 25gp ("gold pieces").

BASH TO BITS
ST vs. Hit Points

Using a war hammer, battle axe, etc. (but not a sword) a character may bash down a door or break open a locked chest. Each round of bashing causes 1 "Hit Point" (HP) of damage per ST. The item being bashed is left destroyed and useless.

BATTLE OF STRENGTH
ST vs. ST

Using sheer strength, a character may attempt to "push" open a door, "lift" a gate, etc.

CHECK LORE
IN vs. Lore

A character may try to remember the legend of some ancient artifact, the significance of some symbol, etc. This action only applies when the GM has a secret and challenges the characters to see if any of them know it.

CLIMBING
CN vs. Terrain

A character may climb at a rate of 1 inch (10 feet) per "Move". Remaining where you are is easy and requires no dice rolling. But climbing up, down, across, etc. requires a new roll each time. Any failed attempt means the character slips and falls.

- Nightstalkers climb at a rate of 2 inches (20 feet) per round.
- Climbing is "Move" not an "Action".
- Climbing requires both hands and both feet.

COMPREHEND LANGUAGES
IN vs. Language

A character may try to use hand gestures, pictures, etc. to help communicate with someone speaking an unknown language. The GM will have to make a judgment call to determine how much (if any) is understood.

DETECT DISGUISE
IN vs. CR

Every disguise always works until someone tries to detect it. Success only identifies the existence of the disguise, but does not reveal the true appearance of the character wearing the disguise.

DETECT LIE
IN vs. CR

Every lie always works until someone tries to detect it. Success only identifies the existence of the lie, but does not reveal the truth behind it.

DETERMINE DIRECTION
NT vs. Terrain

Success provides which direction is north, from which direction they have recently come, or which direction leads to a known objective.

FALLING DAMAGE
SP vs. Inches

Damage from falling is found by rolling 1d of damage for every "inch". You resist damage from falling by rolling your maximum SP rating.

For example: You fall 20 vertical feet (10 inches) so the GM rolls 10d of potential falling damage. Meanwhile you have a Max SP=6 so you roll 6d to resist as much falling damage as you can.

FEIGN DEATH (PLAY DEAD)
One action used. No roll needed.

Just lay there and wait. Everyone believes you are dead, unless they use a Spot check vs. your CR.

FIRE DAMAGE
LF vs. Fire

Damage from burning is found by rolling a fire's "Fire" rating. You resist damage from burning by rolling your LF rating.

Fires that are ignored will grow, and increase their fire rating +1 each round

Extinguish Flames by removing articles of clothing (1 action), dropping a wooden shield (1 action), or laying on the ground and rolling (2 actions)

Flaming Arrows may be used for igniting fires when used on highly flamable objects such as straw huts and tapestries.

Burning Oil comes in many forms. The most common form is a lit lantern. Other forms may include a small glass bottle with a cloth stuck in the top. Treat these as 1d weapons (thrown) with a weapon range = 3", 6", 9" that ignites their target, on a succcessful hit.

FLYING
CN vs. Wind

Warrior Flies, Adventure Beetles, and some monsters may fly at will. Other characters must use a flying carpet, flying broom stick, flying mount, etc. Warrior Flies can NOT fly when their wings are wet.

Flying in normally conditions does not require any dice rolls. However if the "Wind" ratings are high enough, the GM may require a dice roll to check if you are able to fly successfully.

Failure can result in being knocked off your flying carpet, blown a great distance off course, spun around until you lose your sense of direction, etc.

Going Up requires a character to forfeit 2 inches (20 feet) of forward flight, for a 1 inch (2 vertical feet) increase of altitude.

The **Maximum Altitude** (when not defined) is always 18 inches (36 vertical feet). Sometimes a Flying character gets too high. Perhaps they were shot from a catapult, or flew off the edge of a cliff. From these extreme altitudes, a flying character gets dizzy and becomes an easy target as they suffer a -3d Penalty to all their Defense rolls. From an extreme altitude, a Flying character may choose to maintain the altitude or descend, but they may never climb to a higher altitude.

Coming Down enables a character to forfeit 1 or 2 inches (2 or 4 vertical feet) of altitude for an additional 1 or 2 inches (10 or 20 feet) of forward movement.

GRAB AND HOLD
CN vs. Obstacle

Success allows a character attempting to catch a rope swaying in the breeze, hold onto a log while floating down stream, etc.

HUNT & GATHER
NT vs Survival

A hunt takes half a day. A character may hunt once or twice a day. Each successful hunt results in finding enough food to feed 5 characters for 1 day, or 1 character for 5 days.

LEAP, JUMP
SP vs Terrain

Most characters and monsters have 2 Spring ratings separated by a "/" such as 2/4. Like all ratings, these define how many dice to roll.

Use the first number (left side) for standing jumps. Use the right sight if your character has enough time and space for a running head start.

LISTEN
NT vs. NT

Success enables one character to eavesdrop and overhear something that they are not supposed to hear. The GM may give the speaker (the potential victim) one or more bonus dice for various conditions like listening through a door, across a crowded noisy room, etc.

OVERCOME OBSTACLE
CN vs. Obstacle

Success allows a character to get past an obstacle. The results of failing may vary.

For example, an adventure may include a situation where the characters must swing from a rope, though an open window. The adventure may define the Obstacle as having a Obstacle Rating = 10d and specify that if the character fails they will swing into a solid brick wall and suffer 3d of immediate Damage.

READ RUNE MARKINGS
IN vs. Runes

Success provides the character with the meaning of the strange (and often ancient) written text.

RIDE WILD BEAST
CN vs. CN x 2

Riding trained mounts and steeds is easy and no dice rolls are needed.

Riding a wild beast is not easy. The character must get on the beast then stay on the beast until the beast gives up. Each round, the character must roll their CN against twice the CN of the beast.

Each failure results in being "thrown" off the beast and suffering 2 to 7 (1d+1p) points of damage.

Each success results in a chance to gain permanent control. Permanent control is gained when half the beast's dice roll 1's or 2's.

Gaining control of the same beast once a day for 10 consecutive days in a row results in "breaking" the beast, which may now be ridden as a normal steed.

SPOT
IN vs. CN (hiding characters)
IN vs. Hidden
IN vs. Secret
IN vs. Invisible
IN vs. CR (Cesspooler Cheeks)

You must specify what you are looking for...

Hiding characters and monsters, hidden objects, concealed passages, secret doors, invisible characters and monsters, etc.

SWIMMING
CN vs. Current

A character may swim at a rate of 1 inch (10 feet) per "Move".

Swimming in still waters is easy and does not require any dice rolls. However, but swimming against a current requires a dice roll. Failure means you lose 2 inches (20 feet). Success means you gain 1 inch (10 feet).

• Cyclops Turtles swim at the normal movement rate, regardless of any currents.

TRACKING
NT vs. NT

Success enables you to follow the path taken by another character or monster.

The Defender (being followed) gains a +1d Modifier for every 6 hours passed for a total of a +4d Modifier per day.

The GM may give the character being tracked (the potential victim) one or more bonus dice for various special conditions, such as fresh snow.

TURN UNDEAD
(WP – CR) vs. WP within 9 inches

To turn undead, you will need a holy symbol or holy avenger sword.

Success (roll higher) keeps the undead from attacking for 2 to 7 (1d + 1p) rounds.

Success by 10 (roll a value that is 10 or higher) forces the undead to run away for 2 to 7 (1d + 1p) rounds.

THIEVERY ACTIONS

IF YOU DON'T LOOK FOR IT – YOU WILL NEVER FIND IT

A Secret Door does not actively do anything. It simply sits there in a hidden state until someone tries to find it. In the same manner, your characters use 1 action to "Hide" then remains hidden until they move, or someone tries to find them.
(See "Spot")

In one of my own adventures I have a hidden spider who waits in a spot that seems to be a favorite of thieves. The thieves come and hide there again and again, never stopping and looking to see what might already be hiding there – "Feeding Time!"

HIDE
One action to hide (no roll needed)

The "Hide" action may be attempted by any character who stops moving and gets behind, inside, or under something – or simply nestles down into a shadow. The character attempting the Hide action is instantly hidden. It is then up to the others to attempt the "Spot" action to find them.
(See "Spot")

SNEAK
CN vs. IN (all within 12 inches)

The "Sneak" action is usually followed by another hide action – used to sneak from one hiding place to another. Before a character may "Sneak", they must already be "Hidden".
(See "Hide")

• The sneaking character may not be wearing more than leather armor with a chain shirt (Half-Chain), though shields and weapons may be carried.
• There is no roll attempt made for hiding, but there is a roll attempt made for sneaking.
• Just because one character notices a Sneaking character, doesn't mean that everyone else does.

DISGUISE
One action to disguise (no roll needed)

The "Disguise" action may be attempted by any character wanting to alter their physical appearance. The character attempting the disguise action is already disguised. It is up to the others to attempt the "Detect Disguise" action to see them as they truly are.
(See "Detect Disguise")

LIE
One action to lie (no roll needed)

The "Lie" action may be attempted by any character who tries to tell a false statement or omit part of the truth. The character attempting the lie action simply lies. It is up to the others to detect it.
(See "Detect Lie")

NUDGE
CR vs. CN

The "Nudge" action may be attempted by any character who wants to move another (unwilling) character 1 inch (10 feet) in any direction. Typically, the nudge action is used to nudge another character off a balcony or down a flight of stairs, or forward during combat so that the monster attacks them first.

PICK LOCK
CN vs. Lock

The "Pick Lock" action may ONLY be attempted by a character with a set of lock picks. The pick locks action may be Attempted again and again (once per round) for as long as it takes.

PICK POCKET
CN vs. NT

If they fail, then a second Coordination vs. Nature is rolled to determine if the attempt was noticed.

Many expensive belt pouches have been designed so as to resist being picked (jingle bells, twisted wire knots, etc.). These often provide a +1d or possibly a +2d Modifier to the Defender. Other belt pouches have been known to contain Traps!

TRIP
CR vs. CN

The "Trip" action may be attempted to force another character to "Trip and Fall".
(See "Trip and Fall")

TRAPS

ATTACK ROLL TRAPS

Some traps result in an "Attack Roll" (AKR) like the ones that shoot an arrow out of a small hole in the wall. "Attack Roll" traps require the characters to resist the damage by rolling their "Defense Roll" (DFR) as if they were in combat.
(See "Combat Rules")

CAPTURE TRAPS

Some traps simply catch and hold their victims, like a pit or a sliding wall.

FIRE TRAPS

Some traps produce fire and cause burning damage, like the ones that spray oil followed by a flame.
(See "Fire Damage")

FIND TRAP
(See "Spot")

In the BRUTAL game we don't find or detect traps, we "Spot" them.
(See "Spot")

REMOVE / DISABLE TRAP
CN + 2d vs. Trap

Before you may remove a trap, you must first "Spot" it. Failure results in the trap immediately being set off, and must now be avoided!
(See "Avoid Trap")

Removing (or disarming) a trap is twice as easy as avoiding it when it is set off accidentally.

AVOID TRAP
CN vs. Trap

Success means the trap was avoided entirely. You may try to avoid an attack roll trap, before trying to resist the damage.

COMBAT RULES

> *Combat is a delicate balance between attacking others while defending yourself*

ATTACK ADJUSTMENTS AND DEFENSE ADJUSTMENTS

Every character and monster has a combat ability rating (CB).

You must split your character's (CB) into two separate piles of dice called an "Attack Adjustment" (AKA) and a "Defense Adjustment" (DFA).

With a CB = 5d you might choose an AKA = 3d and a DFA = 2d. This would indicate that your character is using 3d of their CB for "attacking" others, while keeping 2d of their CB for "defending" themselves.

AKA = 3d
DFA = 2d

To avoid endless battles where everyone's defense is too high, and no one can ever get hurt, ..the following limits are imposed.

- The max Defense Adjustment (DFA) is 3d.
- The max Attack Adjustment (AKA) is 5d.

Your "Attack Roll" (AKR) is found by combining your "Attack Adjustment" (AKA) and your weapon.

AKR: (AKA 3d) + (Sword 2d) = 5d

Your "Defense Roll" (DFR) is found by combining your "Defense Adjustment" (DFA) and your total defense from armor worn, shield carried, etc.

DRF: (DFA 2d) + (Leather 1d) + (shield 1d) = 4d

The only time you may alter your "Attack Adjustment" (AKA) and your "Defense Adjustment" (DFA) is during the "New Round" phase that takes place just before the start of every round

Once the countdown phase has begun, your adjustments cannot be changed.

Attack Roll
Attack Rating = 4d
(based on weapon)

Defense Roll
Defense Rating = 5d
(based on armor)

Attack Adjustment
(from CB rating)

Defense Adjustment
(from CB rating)

Combat rating (CB) = 6d
(character ability rating)
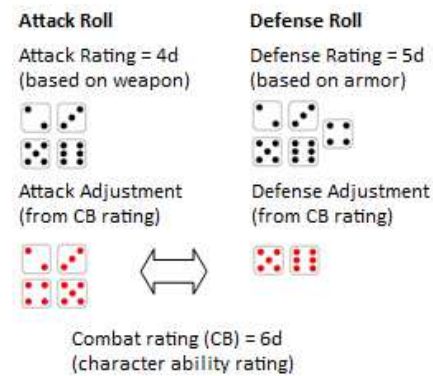
Notice that with a maximum defense adjustment of 3, and a maximum attack adjustment of 5, there is no benefit to having a CB higher than 8.

Actually there are many benefits, but you won't learn about them just yet.
(See "Advanced Combat")

A ZERO ADJUSTMENT

With a defense adjustment (DFA) = 0 you are not even trying to defend yourself at all, and you are simply letting your armor and shield do their job.

With an attack adjustment (AKA) = 0 you are not even trying to use your weapons and get no attack roll. Swords and such do not operate on their own.

💡 TIP

ARE YOU A BAD ASS?

Just for fun, you might want to compare how many attack dice you roll vs. some common creatures.

3d	dogs, kobolds
5d	peasants, farmers
7d	orcs, goblins, giant rats
9d	bugbears, zombies, ogres
11d	medusas, werewolves
12d	portly frog, vampire
13d	giants, unicorns, lich
14d	beheaders
17d	dragons

Here are some sample attack rolls and defense rolls already calculated out for you. The defense adjustment (DFA) and attack adjustment (AKA) are always shown within parenthesis (.....)

Example #1
Leather armor (DF = 1d)
Wooden shield (DF = 1d)
Small sword (AK = 2d)
CB = 5d
DFR: (2d) + 1d + 1d = 4d
AKR: (3d) + 2d = 5d

Example #2
Full chain armor (DF = 3d)
Big two-handed battle axe (AK = 3d)
CB = 8d
DFR: (3d) + 3d = 6d
AKR: (5d) + 3d = 8d

Example #3
Half chain armor (DF = 2d)
Steel shield (DF = 1d)
Magic ring of defense (DF = 1d)
Small sword (AK = 2d)
CB = 6d
DFR: (3d) + 2d + 1d + 1d = 7d
AKR: (3d) + 2d = 5d

Example #4
Half chain armor (DF = 2d)
Staff (DF = 2d) and (AK = 2d)
CB = 7d
DFR: (3d) + 2d + 2d = 7d
AKR: (4d) + 2d = 6d

Example #5
Full Chain armor (DF = 3d)
Steel shield (DF = 1d)
Steel shield (DF = 1d)
Bite (AK = 2d)
CB = 5d
DFR: (3d) + 3d + 1d + 1d = 8d
AKR2: (2d) + 2d = 4d

SETUP A BATTLEFIELD

Before combat can begin, the battlefield needs to be defined by the GM. Landmarks are typically placed first. Miniatures representing the characters and monsters are then placed where the GM feels they make the most sense.

A Battlefield may be as simple as a small square room, or as complicated as a massive valley with trees and a river.

You may use a blank table top and rulers to measure inches, or a large flat map with preprinted square tile or hexes, and count 1 inch (10 feet) per tile (like game pieces on a chess board).

MOVING ON THE BATTLEFIELD

Your character's "Move" (MV) defines how far they may travel. For example, a "MV rating of 2d" translates into "2 inches" when measured by a ruler, or "2 tiles" when playing on a pre-printed map.

1 vertical inch = 2 vertical feet
1 horizontal inch = 10 horizontal feet

MAP TILE RULES

For those of you using pre-printed maps:

- Only one character or monster may occupy a map tile at a time. Some large creatures may occupy 2 or more tiles at once. Some "swarms" (such as rats) move and attack as a single creature.
- A range attack must have 1 or more map tiles between your character and their target,, with clear line of sight.
- A melee attack must target someone on an adjacent tile.

PHASES OF COMBAT

A battle is separated into one or more consecutive, sequential rounds of combat. Each round is then separated into two phases.

- Phase one "New Round".
- Phase two "The Countdown".

PHASE ONE "NEW ROUND"

The battlefield is set and any previous round of combat has ended. The next round of combat begins right away as the GM declares "New round".

When the GM calls out "New Round", everyone has roughly 15 seconds to prepare for combat. There are 3 things every character should try to do during this phase. These can be done in any order.

- Take your free move.
- Roll your initiative.
- Make changes to your attack adjustment (AKA) and your defense adjustment (DFA).

PHASE TWO "THE COUNTDOWN"

About 15 seconds or so after the GM calls out "New Round", the GM should begin counting down the combat seconds beginning with "12", then "11", and so on.

Your character must wait until their initiative is called. Higher initiatives get called out first, because the GM is counting down, not up.

Once your character's initiative is called, they are said to be "in play".

While you wait for your initiative to be called, you can still be attacked, so stand ready with your defense roll (DFR) dice.

If you are hiding, then stand ready with your coordination ability rating (CN) dice in case someone tries to find you.

Also, try your best to prepare your next move, attack, etc. and be ready with your dice as best as you can.

NEW ROUND

(Phase 1 of 2)

"New Round" is declared by the GM, and a wild frenzy of dice rolling and moving miniatures happens. You have just 15 seconds or so to prepare for battle!

ROLL YOUR INITIATIVE

The most important thing you must do is roll your character's initiative.

Your initiative is a random number between 4 and 9 (1d + 3p). With a CN of 10 or higher your initiative is a number between 6 and 11 (1d+5p). If you have any magic items or spell effects that alter your initiative, be sure to apply these modifiers.

Write down your character's initiative or use a 12-sided dice to remember it.

The GM is responsible for rolling the initiatives for all the monsters. To save time, most GM's will roll a single initiative and use it for all the monsters. It is totally up to the GM.

TAKE YOUR FREE MOVE

Every character and monster not trapped and not lying on the grounds from tripping or falling may choose to move up to 2 inches (or 2 map tiles) on the battlefield. It doesn't matter who moves first, but if you are waiting for someone else to move first and you wait too long, ..Well just remember that once the countdown begins, all Free Moves" not taken, are lost.

- Free moves are always 2 inches, even when climbing, swimming and flying.
- You're not allowed to change your move once you've made it. Once your fingers let go, your character's move is made and cannot be changed.

The GM is responsible for moving all the monsters. Most GM's move the monsters first, then roll their initiatives. This then allows the players to move their characters in response to the monster moves.

Some GM's prefer to call out "Free Move" as its own combat phase, thus forcing everyone to reach out and move all the characters and monsters at the same time.

TWEAK YOUR ADJUSTMENTS

If your character wants to alter their attack adjustment (AKA) and defense adjustment (DFA), now is the time to do it. Once the GM begins counting down, no changes to your character's adjustments are allowed.

THE COUNTDOWN

(Phase 2 of 2)

As soon as the GM starts counting down, all "Free Moves" not yet taken are lost and you may no longer change your attack adjustment (AKA) or defense adjustment (DFA).

During the countdown phase, all characters and monsters must wait until their initiative is called. Once their initiative is called out, they are said to be "In Play" and may now chose when to attempt their combat move and two combat actions.

A combat round ends when the GM counts down to "1" (Last Call). All combat moves and combat actions not used by the end of the countdown phase are lost.

- Your combat move and two combat actions are three different things, each attempted separately and often during different count-downs.
- Your two combat actions may not be the same action, except where specifically stated.
- Only one of your combat actions may be used to attack. For multiple weapons and multiple attacks, see "Advanced Combat".
- You may use role-playing actions as your combat actions. For example, the "Spot" action is used to find hidden opponents.

SIMULTANEOUS ATTACKS

When multiple characters and monsters move and/or attack during the same countdown second, they all happen at once.

Even if your character kills a monster, the GM may still attack with that monster if that monster was attacking at the same time.

RANDOM TARGETS

Corrupt characters are motivated to work alone.

Whenever there are two or more possible targets to choose from, the GM does not choose. Instead, all potential targets/recipients roll their Corruption (CR).

Karma – Bad things happen to bad people.

Cheaters – Bad people win more often.

If two or more characters tie, then they (and only they) should roll again to resolve the tie.

BASIC COMBAT

COMBAT MOVE
CN vs. Terrain

The "Combat Move" is an attempt to move a second time during a round of combat. Remember that your character has already had a chance to take a free move at the beginning of the round.

To attempt the "Combat Move" you must roll your CN vs. the GM who rolls the area's terrain rating. If you roll higher then you may move, otherwise the combat move fails.

How far your combat move takes you is based on your movement attribute rating (MV). With a MV=3 you may move up to 3 inches (or 3 tiles).

- You may only attempt the combat move once per round.
- You may attempt a combat move and an attack at the same time, as long as you are within weapon range at some point during your move.
- At the end of your combat move, you may freely turn your character to look in any direction you want them to be facing.

💡 **TIP**

STANDARD TERRAIN RATINGS

Easy = choose a number = 1 to 3
Standard = roll 1d + 1p = 2 to 7
Difficult = roll 1d + 6p = 7 to 12
Extreme = roll 1d + 12p = 13 to 18

In many cases the Terrain Rating = 1d and the move attempt is assumed successful in an effort to keep the game moving more quickly.

Some terrains like mud may have a -1d Penalty to all Movement so a Movement = 3d will only move 2 inches (20 feet) on the tabletop.

Some terrains have special circumstances. Strong winds for example, may produce a 1 inch (10 feet) Movement to the South each round. If not careful a character can be blown off the Battlefield.

SPLAT MARKS

"Splat Marks" are small bits of red felt cut into blood splatter shapes. As kills are made, the miniatures are replaced with splat marks as the attacker calls out "SPLAT!" When splat marks pile up, the GM may optionally increase the Terrain Rating of an area on the Battlefield, so it gets more and more difficult to move about as the dead bodies pile up.

ATTACK
AKR vs. DFR

The "Attack" action is an attempt to strike an enemy with the intent to injure (and possibly kill) them.

To attempt the "Attack" action you must roll your attack roll (AKR) vs. an opponent's defense roll (DFR). If you roll higher then you hit your opponent and cause damage. Ties always go to the defender.

The combat move and the attack action are often attempted during the same countdown.

💡 **TIP**

A Valid Attack Sequence

1. Your character's initiative number has been called, so you are "In Play".

2. The target is on an adjacent map tile (or within weapon range) at some point during your combat move.

3. It is not always the most strategic approach to attack right away.

4. When you are ready to attack, tap your miniature and an opponent's miniature and declare something like, "My dwarf attacks this orc".

5. Roll your character's attack roll (AKR). This should be a pile of 6-sided dice. Add up the results. Let's say you rolled a total of 19

5. The Game Master then rolls the orc's defense roll (DFR). This is also a pile of 6-sided dice. The GM adds up the results of his roll. Let's say he rolled a total of 11.

6. If the attacker rolled higher then it is a successful "hit". If the defender rolled higher then it is a "miss". Ties always go to the defender.

7. Damage is found by subtracting the opposing dice rolls. In this example: 19 – 11 = 8. So your character's attack caused 8 points of damage to the orc.

TAKING DAMAGE

Your character's "Hit Points" (HP) record how much total damage they may take before they die.

When your character suffers damage subtract the damage points from their current hit points (HP). When your character's current HP equals zero or less, they die.

BATTLE CRY
One action = +1d attack Modifier

The "Battle Cry" action is only beneficial if used as the first action, before attacking with the second action.

All of your melee attacks during this round gain a +1d attack modifier.

BATTLE SONG
One or more consecutive actions

The "Battle Song" action last as long as the character concentrates. During the song, the character singing may perform no other actions, however they may still continue to move about normally. All friendly forces within 18 inches (180 feet) of the singing character gain a +1 Modifier to their WP and attack rolls (AKR). Two or more characters singing Battle Songs at the same time may not combine their benefits, but might manage to reach a larger audience.

ENCOURAGE
One action to help WP of friends

The "Encourage" action may be used to provide a +1d modifier to the WP of any friends within 9 inches (90 feet) for 2 to 7 (1d+1p) rounds. The character attempting the "Encourage" action does not gain the +1d Modifier.

INTIMIDATE
WP vs. WP within 9 inches

The "Intimidate" action may only be used immediately after killing an enemy. All enemies within 9 inches (90 feet) who fail must "Run Away" for 2 to 7 (1d +1p) rounds.
(See "Run Away")

QUICK STAND
Stand up using a single action

Normally it requires both combat actions to stand up.

A successful "Quick Stand" gets you up on your feet in a single combat action. Failure means your remain on your back, your turn ends, and you lose all actions and moves not yet used.

RUN AWAY
Exactly what it sounds like

When you declare, "Run Away!" you automatically gets to move first (Initiative = 12) every round, beginning at the start of the next countdown phase.

SPRINT

When the GM calls out "12", all characters and monsters who are running away must attempt the "Sprint" action toward the nearest relatively safe exit. If the sprint fails then their turn ends and there is a 1 in 6 chance that they Trip and Fall.
(See "Sprint")
(See "Trip and Fall")

DROPPED ITEMS

A trip and fall, may result in a dropped item. You may never try to pick up dropped items while you are running away.

STOP RUNNING AWAY

You may chose to stop running away and resume rolling initiative at any time. There is no limit or Penalty for starting and stopping an attempt to run away. You may do so as many times as you please.

ESCAPING THE BATTLEFIELD

Declaring that your character is running away does NOT guarantee their safety. They must still manage to move off the edge of the Battlefield to escape.

FORFEIT XP AND TREASURE

Leaving the room or battlefield forfeits any and all claims to XP and treasure.

SPRINT
CN vs. Terrain x2

The "Sprint" action is an attempt to give up your first combat action in exchange for another free move of 2 inches (20 feet) for everyone.

If you fail then your turn ends, you lose all remaining Moves and Actions not yet used and there is a 1 in 6 chance that you Trip and Fall.
(See "Trip and Fall")

Sprint when climbing, ..Move only 1 inch (10 feet). Night stalkers may sprint-climb 2 inches (20 feet)

Sprint when swimming, ..Move only 1 inch (10 feet). Cyclops Turtles may sprint-swim 2 inches (20 feet).

TAKE COVER
+ 1d Defense Modifier

When you hide behind a tree, stone, table, etc. you gain a +1d defense modifier against ranged weapons (thrown or shot)

TAUNT
CR vs. WP within 12 inches

All enemies within 12 inches (120 feet) who fail to resist your taunt, instantly become aggravated with you. As soon s they are in play, they will try to move and attack you with melee weapons for 2 to 7 (1d+1p) rounds.

This is very effective when used against archers and spell casters, or to break formations.
(See "Formations")

TRIP AND FALL
Exactly what it sounds like

A "Trip and Fall" typically occurs when a character fails an attempt to Sprint. However other things may cause your character to Trip and Fall.

When a character Trips and Falls they land awkwardly on their stomachs or backs. They must then use 2 actions to return to their feet.

When a character Trips and Falls, there is a 1 in 6 chance that they also drop something in their hands like their weapon, shield, or anything else they might be holding. It requires 1 action to pick up each item that was dropped, but only if no one else has picked it up first.

If a character chooses to, they may pick up dropped items first, before returning to their feet.

While on the ground a character suffers a -2d Penalty to their Defense Rolls and a -1d Penalty to their Attack Rolls.

HEALING

Lost hit points (HP) recover at a rate of 1 point every 4 hours, or 6 points for every day spent resting.

- Characters who are poisoned, do not heal.
- Resting may never be used to raise a character's current Hit Points above their maximum Hit Points.

BIND WOUNDS
Two actions to heal 1d+1p

The "Bind Wounds" requires both combat actions, but it instantly heals (restores) 2 to 7 (1d+1p) lost Hit Points.

- Bind Wounds may never be used to raise a character's current Hit Points above their maximum Hit Points.
- Bind wounds does not work on characters and creatures who naturally regenerate, such as Half-Trolls.
- Bind Wounds may be performed on yourself, or on another character.
- Bind Wounds may only be used once per day, with one exception: If a character becomes "Fully Healed", then enters another battle and becomes wounded again during the same day they may receive the benefits of the Bind Wounds a second time. A third Bind Wounds is never permitted within a single day.

ADVANCED COMBAT

Don't rush! Allow your players to become familiar with the "Basic Combat" rules first. Once they know the basic rules and can keep up with the BRUTAL pace, then slowly introduce the advanced combat rules, ..one or two at a time.

ALL OUT ATTACK
DFA = 0d gives a +1d attack Modifier

May not be used two rounds in a row

The "All Out Attack" is not a Move or an Action.

If we allow a "Defense Adjustment" (DFA) = 0d, then we are not even trying to defend ourselves. This leaves our "Defense Roll" (DFR) as simply a sum of all our armor, shields, etc.

You gain a +1d Modifier for all your attacks this round.

ALL OUT DEFENSE
AKA = 0d gives a +1d defense Modifier

May not be used two rounds in a row

The "All Out Attack" is not a Move or an Action.

If we allow an "Attack Adjustment" (AKA) = 0d, then we are not even trying to wield our weapons, and forfeit all our attacks.

You gain a +1d Modifier for all your defense rolls this round.

- The Counter attack is still permitted when using an All Out Defense.

- The All Out Defense may be used **EVERY ROUND**, while running away.
  (See "Running Away").

A character using an All Out Defense is not permitted to attack anyone, but they may still run around pretending to attack others, so it's difficult for others to realize they are cowards.

BACK TO BACK DEFENSE
"Cover your ass!"

This is a "Formation", not a move or action.

The characters may chose to move into a formation that accommodates the back to back defense by declaring it, then literally moving into position as soon as they are able.

When two or three individuals work together to keep their backs near each other they gain a +1d melee defense modifier but suffer a -1d melee attack penalty.

BLIND FIGHTING
NT vs. NT to reduce Penalty

The "Blind Fighting" action may be attempted when fighting in the dark, blinded, or against invisible opponents. Normally a blind character suffers a -2d Penalty to all of their Attack Rolls. Success reduces your Penalty to only -1d against that same opponent for 2 to 7 (1d+1p) rounds.

CONCENTRATING ARCHER
Stand still and gain +1d attack Modifier

The "Concentrating Archer" is not a Move or an Action.

If a range weapon attacker stands still (stops moving) and takes time to aim for 2 or more seconds then all their subsequent range attacks during that round gain a +1d Modifier.

If the range weapon attacker forgoes their Free Move at the beginning of the new round, and they have not yet made their Second Move, then they may skip the 2 countdown seconds of waiting.

COUNTER ATTACKS
One automatic attack each round

The "Counter Attack" is an immediate response to the first enemy each round who attempts a melee attack upon your character, even if they miss you.

- A Counter attack always has an "Attack Adjustment" (AKA) = 3d. Your character simply adds the attack rating of the weapon they are already holding, or the attack rating of their natural attack (claw, bite, etc.)
- The counter attack may be used if the enemy hits or misses your character, it doesn't matter.
- The counter attack does not count as one of your character's standard two actions allowed each round.
- The counter attack may only be used once per round.
- The counter attack may not be used in response to a range weapon (shot or thrown).
- The counter attack may not be used in response to surprise attacks.
- The counter attack may be used prior to your character's initiative, before they are in play.
- The counter attack occurs at the same countdown initiative but is not simultaneous. You may only counter attack if you survive the initial attack.
- The counter attack may be used against a "hit and Run".

CRUSHING BLOW
-1d to hit = x3 damage!

Crushing Blow is identical to Impact, except the Defender is already standing within 1 inch (10 feet) of a solid wall, tree, etc.
(See "Impact")

Instead of stumbling back, they get SLAMMED against the wall and suffer +3p of additional points of Damage for each inch they would have stumbled backwards.

Some very large attackers can use "Crushing Blow" on small opponents by declaring a downward blow before rolling their attack. Just like stomping ants. However, an attacker using a downward Crushing Blow suffers a -1d attack Penalty.

FEINT DICE
Exchange 5 combat adjustment dice for a +1d Modifier

A "Feint Dice" can be used as a +1d Modifier to a single attack roll or single defense roll during combat. Imagine throwing a fake punch with the left (also known as a "feint") followed quickly by a really good punch with the right.

Before a character may use a Feint dice they need to get one. When dividing your character's "Combat" (CB) rating into their defense adjustment (DFA) and attack adjustment(s) (AKAs), they may also exchange five of their combat dice in for one single +1d Feint Dice Modifier.

The advantage comes when you consider the max adjustments (3d for defense and 5d for attacks). Add a couple of Feints on top of these and enjoy!

- Feint Dice may NOT be used with range weapon attacks (shot or thrown).
- All Feint dice not used during a round of Combat are lost.
- Each feint dice serves as a +1d Modifier that may be used only once, but at any time during the round.
- Multiple Feint dice may be used separately or combined.

GRAB AND HOLD
One action to hold on while fighting

Hold on to a cliff, ladder, rope etc. with one hand while attacking with the other.

HIT AND RUN
Move quickly while attacking

Every character is already permitted to attempt their combat move and a an attack action at the same time, as long as they are in range at some point during the move.

The "Hit and Run" is a special maneuver where a character may Sprint + Move +Attack at the same time.
(See "Sprint")

The Hit And Run must begin with the player declaring "Hit and Run".

After the call out, the player must roll to attempt the "Sprint" action first. If they fail then their turn ends, they lose their combat move and their attack action and there is a 1 in 6 chance they Trip and Fall.
(See "Trip and Fall")

The "Hit and Run" maneuver may be combined with Multiple Attacks.
(See "Multiple Attacks")

IMPACT
ST vs. CN to push back 2 to 7 inches

An Attacker is "Big and Strong" if their Size and Strength are both greater than the target's Size.

Every time a "Big and Strong" attacker hits and causes damage with a hand-held blunt weapon (Staff, Hammer, Club, etc.), there is a chance that the defender stumbles backward, breaks out of any "Formation" they may have been in, and possibly even "Trips and Falls".
(See "Formations")
(See "Trip and Fall")

After a successful attack with a hand-held blunt weapon, a "Big and Strong" character may immediately check for "Impact" by rolling their Strength vs. the Coordination of the defender. If the Impact is successful, the defender stumbles backwards 2 to 7 (1d +1p) inches (20 to 70 feet).

- Impact does not count as one of your character's Actions.
- If the defender stumbles back 4 or more inches then there is a 1 in 6 chance they "Trip and Fall".
- If the Defender stumbles back into a solid wall, tree, large rock, etc. they suffer two additional points of Damage for each inch they would have stumbled if the solid object had not there.

MASSIVE WEAPONS
"What to do with giant size weapons?"

The "Size" of a weapon is determined by the size of the creature it was originally intended for. Humans have a Size = 3d, so human-sized weapons all have a Size = 3d as well. This means that a Human dagger and a Human battle axe both have a Size = 3d.

Most weapons found will have a Size Rating between 2d and 4d, but some larger weapons (Ogres and Giants for example) can occasionally be obtained, and bigger weapons mean more Damage.

Weapon Size	Weapon Modifier
1d to 4d	+0d
5d to 7d	+1d
8d to 9d	+2d
10d to 11d	+3d
12d to 13d	+4d
14d+	+5d

Not every character is big and strong enough to wield really large weapons. To find out how big a weapon your character may wield, use the following math equation, and round down.

Max Weapon Size =
(Character Size + Character Strength) ÷ 2

A Human (Size = 3d) with a Strength = 12d can wield weapons as large as 7d because:
(3 + 12) ÷ 2 = 7.5 (round down)

A normal battle axe is a two-handed weapon with a 3d rating. A size 8d battle axe gets a +2d Modifier = 5d, but requires a Size + Strength = 16 or higher.

MULTIPLE ATTACKS
Only one action is needed

Within the basic combat rules, you were told that you must split your character's (CB) into two separate piles of dice called an "Attack Adjustment" (AKA) and a "Defense Adjustment" (DFA). Let's consider an example..

Example of One Attack
Full chain armor (DR = 3d)
Big two-handed battle axe (AR = 3d)
CB = 7d
DFR: (3d) + 3d = 6d
AKR: (4d) + 3d = 7d

Example of Two Attacks
Full chain armor (DR = 3d)
Big two-handed battle axe (AR = 3d)
CB = 7d
DFR: (2d) + 3d = 5d
AKR: (3d) + 3d = 6d
AKR: (2d) + 3d = 5d

Notice that both examples have only CB=7.

In the first example we split our CB dice into two piles: DFA=3 and AKA=4

In the second example we split our CB dice into three piles: DFA=2 and AKA=3 and a second AKA=2

- Each AKA must be between 1 and 5.
- The AKA's do not need to be equal
- Multiple attacks may be used on a single target, or spread out and used against two or more different targets.
- There is no requirement to wield two weapons

With a single weapon, each attack must occur during a different countdown.
(See Scissor Attack)

MULTIPLE WEAPONS
Two weapons does not guarantee two attacks

Any character may choose to wield 2 weapons, but not everyone benefits.

With a CN=10 or higher and a CB=10 or higher, wielding two weapons (one in each hand) gains a +1d Modifier to each and every attack with those weapons.

They gain this Modifier even if they only attack one time per round with just one weapon.

Even with two weapons (one in each hand) your character may not attack more than one time with just one weapon, unless they use "Multiple Attack Adjustments"
(See "Multiple Attacks").

PARRY
+1d defense if wielding a one-handed sword in your primary hand

Parry is not an action. It is free and occurs automatically. Parry works against both melee and range attacks. To use Parry, you must be wielding a one handed sword in your primary hand. Parry provides a +1d defense Modifier.

- If using a magic sword, then the magic of the sword is applied, so a +1 sword would provide a +2d parry defense Modifier.
- Even if wielding multiple one-handed swords, you only gain the highest parry Modifier.

SCISSOR ATTACK
2 weapon attack against a single target

Multiple weapons + multiple attacks ... put them together and you may attempt two attacks on one opponent, at the same time, during the same countdown second.

The two attacks complement each other (like scissors) so they each gain an additional +1d attack roll Modifier.

SURPRISE ATTACK
Sneak then Attack

The "Surprise Attack" action may be attempted by any character who begins in a hidden location, then successfully "Sneaks" within range, before attacking.
(See "Sneak")

A surprise attack gains the following:
+2d attack Modifier, and x2 damage.

With "Multiple Attacks" and "Surprise Attacks" the surprise attack Modifiers only counts for the first attack.

With "Scissor Attacks" and "Surprise Attacks" the surprise attack Modifiers only counts for the first two attacks, that make up the scissor attack.

Surprise Attacks using a range weapon get the +2d attack Modifier, but do not get the double damage Modifier.

SPRING
Spring is a "Move", not an "Action"

The "Spring Move" is attempted in lieu of your "Combat Move". The spring move takes 3 countdown seconds to complete: (1) Leap up, (2) Travel through the air, and (3) Land. During all 3 countdowns your character suffers a -2d defense Penalty.

With spring attribute rating (SP) = 2/5 you may spring 2 inches (20 feet).

With SP=2/5 plus 1 countdown of time spent squatting, your character may sprint 3 inches (30 feet).

With SP=2/5 plus 2 countdowns of time spent squatting, your character may sprint 4 inches (40 feet).

With SP=2/5 plus 3 or more countdowns of time spent squatting, your character may sprint 5 inches (50 feet).

If a Squatting character is disturbed while squatting, they must restart the squat from the beginning.

ASSISTED SPRING

Instead of squatting, a character may be assisted by another character who cups their hands together, catches the jumper's foot and uses one of their own Actions to lift and throw the jumping character into the air higher.

There is no squat time involved and the character instantly and automatically reaches their maximum Spring range +1 inch per strength (ST) of the character who is "throwing" the jumper.

Even if "thrown", the absolute max range for any Spring is 12 inches (120 feet across, or 24 feet upward).

LANDING ATTACK
Spring and gain a +1d attack Modifier

May not be used two rounds in a row

The "Landing Attack" is not a move or an action.

Attacking as you land (after a spring) is called a "Landing Attack".

You gain a +1d Modifier to your melee attacks attempted as you land.

Landing Attacks from a height of 6 inches (12 vertical feet) or higher gains a +2d Modifier and all damage (if any) is doubled.

UNARMED COMBAT

This chapter covers attacking without weapons and defending without armor.

- You can punch, if either hand is empty.
- You can use natural defenses, while attacking with normal weapons.
- You can wear standard armor, while using natural attacks.

Unarmed characters MUST be less powerful than characters who wear armor and wield weapons. Otherwise why buy armor and weapons? ..the game would boil down to "Beast Battles" with unarmed savage creatures fighting each other.

So why have unarmed combat rules in BRUTAL?

- Unarmed combat gives characters with no equipment, ..a fighting chance.
- Unarmed combat allows tough characters to blend in with common villagers.
- Unarmed combat may be a way of life for a remote village of peaceful farmers, who repeatedly fend off a nasty group of goblin raiders every year during the harvest.

The rules describing multiple weapons and multiple attacks carry over to fist and claws.

The rules describing landing attacks, battle cries, etc. are still in effect.

IMPROVED NATURAL ATTACK

With a Nature of 10d and a Strength of 10d, or higher, your character gains a +1d Modifier to their natural attacks. With a Nature of 20d and a Strength of 20d, or higher, your character gains a +2d Modifier to their natural attacks.

IMPROVED NATURAL DEFENSE

With a Coordination of 10d and a Nature of 10d or higher, your character gains a +1d Modifier to their natural defense. With a Coordination of 20d and a Nature of 20d or higher, your character gains a +2d Modifier to their natural defense.

THE ONE-TWO-THREE PUNCH

Fist are fast! Fist may attack up to 3 times against one opponent or 2 times against two different opponents during a single countdown second.

CIRCLE KICKS AND FLYING KICKS

Kicks are strong! A kick combined with the landing attack Modifier gains the benefits of "Impact" and "Crushing Blow" rules, as long as the attacker is "Big and Strong" enough.
(See "Impact")
(See "Crushing Blow")

RAKING CLAWS

Characters and monsters with feet claw attacks may use the rake attack, but only after a successful Grab and Hold action.

Each rake attack gets a +1d attack modifier and all damage is doubled.

EMPTY HANDS DEFENSE
Exactly what it sounds like

With two empty hands, your character gains a +1d Modifier to their natural defense.

GRAB AND HOLD - UNARMED COMBAT
CN vs. CN

There is more to unarmed combat then simply punching and kicking. In some cases, it may be easier to wrestle an opponent down and pin them to the floor, then it is to fight them with swords in the traditional sense.

The "Grab and Hold" action requires two empty hands. Once your character has grabbed and held their opponent, it merely requires one action (no roll needed) each subsequent round to maintain the hold. The character (or monster) being held must use a Battle of Strength action to break free.
(See "Battle of Strength")

GRAB AND HOLD - CHOKE
ST vs. ST

After a Grab and Hold …

The "Choke" action is an attempt to hold them in such a way as to cut off oxygen to their brain, causing them to pass out for 2 to 7 (1d+1p) minutes.

GRAB AND HOLD - DISARM
ST vs. CN

After a Grab and Hold …

The "Disarm" action forces your opponent to drop something they are holding..

GRAB AND HOLD - DRAG
ST vs. CN

After a Grab and Hold …

The "Drag" action is a Move, not an Action.

GRAB AND HOLD - LIFT
ST vs. CN

After a Grab and Hold …

The "Lift" action is an attempt to hold them up over your head.

GRAB AND HOLD - THROW
ST vs. CN

After a Grab and Hold …

The "Throw" action is an attempt to toss them, but where exactly is up to you (off a cliff, into a fire, etc.).

GRAB AND HOLD - LIFT AND THROW
ST vs. CN

After a Grab and Hold …
After a Lift …

The "Throw" action is an attempt to hurl them down to the ground to cause damage.

Once they are lifted over your head, you can slam them down hard head first, or kneel down and drop them so their back breaks over your knee, etc. However you want to describe it.

It takes two actions to Grab + Lift, then a third action to Throw, so this takes some time, and allows the opponent a chance to escape.

(ST – CN = Damage)

FORMATIONS

Characters, NPCs, and monsters who want to work together may position themselves side-by-side, shoulder to shoulder to create a "Formation". Formations do not need to be made up of identical characters. Individual characters may optionally join a formation by moving into position, or they may separate from a formation by moving out of position.

Enemies are NOT permitted to move through any Formation. Instead, they must move around the Formation, over the Formation, or attack the individuals within the Formation.

Formations are extremely valuable to the mighty siege weapons, powerful spell casters, and cowardly generals who hide behind them.

TAKING SHAPE

Formations do not need to be straight lines. The characters must stand side by side but they may form arcs, circles, squares, etc.

Circle and square Formations may face outward to protect those within, or face inward to entrap those within.

STRENGTH IN NUMBERS

If all the members of a formation move and attack in a similar fashion, then the formation may choose to attack a single target as a single attacking unit. Larger formations have larger Modifiers when combining their individual attacks into a single attack roll.

SIZE	NAME	DEFENSE	ATTACK
3+	A Few		
10+	A Gang	+1d	+2d
30+	A Swarm	+2d	+4d
100+	A Horde	+3d	+6d
300+	An Army	+4d	+8d
1000+	A Legion	+5d	+10d

It is sometimes better if you split a big formation into two or more smaller ones to maximize their effectiveness.

ATTACKING AS ONE

The **Attack Roll** and **Defense Roll** are found as the average Attack Roll and Defense Roll in the formation (round up) + any Modifiers that may apply for the size of the formation.

If everyone in the formation can attack twice then the formation may attack twice.
(See "Multiple Attacks")

LEADERS

In order for a formation to move and attempt actions as a single unit, every formation must identify 1 character as the "Leader", who uses 1 of their actions each round to call out commands that keep the formation moving and acting as a single entity.

- All of the troops in a formation share the **Willpower** rating of the leader if it is higher than their own Willpower.
- All of the troops in a formation share the **Initiative** roll of the leader.
- If the Leader is lost or killed, then a new Leader must be identified immediately, or the formation is lost.

MARCHING FORMATIONS

There are only 2 ways to move a Formation: the "Blitz" and the "March".

The term **Blitz** is used to describe when the original formation breaks apart and everyone races at full speed on their own to a new location where they attempt to form a new formation.

The term **March** is used to describe when a formation moves as a single unit. This is much slower than the blitz, but the formation is maintained throughout the move. To march a formation, the leader simply attempts a standard move. If the leader fails, then so does the entire formation. Marching formations are NOT permitted to sprint.

BREAKING A FORMATION

A formation protects whatever lies behind it, so it can be very strategic to "punch a hole" in a formation. Killing a single individual does create a hole, but this hole can be closed the next time the individuals within a formation are permitted to move. And, killing a single individual does not work against formations that are 2 or more individuals deep.

The Taunt and Intimidate actions often prove to be more effective ways to break up a formation.
(See "Taunt" and "Intimidate")

SIEGE WEAPONS

Siege weapons are very large weapons intended for attacking stubborn doors, castle walls, wizard towers, troll bridges, and other inanimate objects. Most siege weapons require two or more characters working together to operate.

SIEGE WEAPONS (FLAT, BLUNT)

GOLD	2H	EXAMPLES
50	3d	2-person ram
550	8d	8-person ram

SIEGE WEAPONS (THROWN, SHOT)

GOLD	RANGE	2H	EXAMPLES
1250	9",18",27"	4d	2-man ballista
2000	18",27",36"	6d	2-man catapult

- There are many more siege weapons. Feel free to expand the list.
- The catapult has a 2 inch (20 feet) radius blast and may be used against multiple characters, in a formation or merely standing nearby.
- Some spells like "Lightning Bolt" work well against multiple characters.

Doors, walls, bridges, etc. all have "Hit Points" (HP) just like the characters do. As damage occurs the points are subtracted from the object's current HP. When an object's HP falls to zero or below, the object is said to be broken, crushed, destroyed, crumbled, etc..

When using a siege weapon against an inanimate object, the damage is found by rolling the siege weapon rating each round.

SIEGE USING BLUNT MELEE WEAPONS

When using a non-siege "blunt" weapon against an inanimate object, the character will only inflict one point of damage each round per their Strength rating. A Strength = 6d can cause six points of Damage per round.

Mass Combat

FORMATION AGAINST FORMATIONS

When one Formation Attacks another Formation using hand-held melee weapons, the two Formations exchange blows together at the same time. Both Formations Attempt their Attack Rolls and Defense Rolls immediately and simultaneously. This often results in Damage to both Formations at the same time. Each point of Formation Damage translates into a lost troop. (See "Lost Troops")

LOST TROOPS

Only half of the lost characters are killed. The other half are merely panicked and must declare "Running Away" as they Attempt to Move off the Battlefield as quickly as possible. Panicked characters will continue to Run Away for (1d +1p) rounds of Combat, until they manage to leave the Battlefield, or until another character manages to calm them down by using the Encourage Action or some other creative approach.
(See "Running Away")
(See "Encourage")

MOVING FIRST

When one formation moves forward and attacks another formation, they receive an additional +2d attack modifier for the first round of combat. This modifier only applies to formations using hand-held weapons, and this modifier only applies to formations attacking other formations.

ARCHERS

When one formation launches a range weapon attack upon another formation they do not exchange simultaneous attack rolls. Only the archers may attack.

BRACE FOR IMPACT

When a formation remains stationary (no moving) for one or more rounds, they are said to be braced for impact and gain a +1d defense modifier, but only against the first attack made against them. "Moving First" has a smaller advantage against those who are ready for it.

DIGGING IN – HOME COURT ADVANTAGE

It requires one full day of Digging In to create a long, narrow trench protected by jagged spears. These usually belong to the army with the Home Court Advantage who tries desperately to hold on to some land or position that is already theirs. Spear-protected trenches provide a +5d defense modifier against both hand-held weapon and range weapon Attacks.

War Game Battles

BUILDING YOUR ARMY

The first step to creating a war game army is to create your role playing character to serve as the general. The next step is to spend 500 "Experience Points" (XP) to purchase troops and improve the ability ratings of your general and his/her troops. The final step is to spend 1000 gold pieces to purchase armor, weapons and equipment for you general and their army.

- If a monster is worth 20 XP to kill it, then it cost 20 XP to purchase it as one of your troops. Be sure not to buy what you cannot control.
- All character race troops cost 10 XP each. All character race troops start off with 5 XP to spend on themselves, automatically.

SETTING UP THE BATTLEFIELD

Two or more players create their armies and line them up within the first 6 inches (60 feet) of the table's edge where they are sitting. Some Battlefields are simple flat Terrains. Others have obstacles, flowing rivers, and perhaps even a nest of giant spiders or something.

COMMUNICATIONS

Troops may never advance more than 24 inches (240 feet) from the general without being accompanied by a communication officer who uses a flag, drum, horn, etc. to send and receive commands from the General's communication officer. Communication officers cannot attack, and if killed they must be replaced immediately by a surviving troop.

INFILTRATORS

Troops with a Willpower of 10d and a Combat of 10d, or higher, may operate independently without communications with the general. They are simply given their orders and perform them (or die trying). Infiltrators may begin a battle as far in as 18 inches (180 feet) from the edge of the table and often involve a lot of Hiding and Sneaking.

BRUTAL RULES

These **OPTIONAL** rules may be added to the game to make your adventures more spooky, disgusting, sick and twisted.

Some of these BRUTAL rules may not be suitable for all players. Feel free to include or exclude these rules as you see fit.

Disease
Gore
Horror
Insanity
Pain
Poison

DISEASE

DETECT DISEASE
NT vs. Disease

Success indicates a knowledge of the disease as well as the necessary components to cure the disease.

CURE DISEASE
NT vs. Disease

The proper natural components are needed. Success means the character creates a medicine (i.e., a brew, tonic, salve, wrap, etc.), and administers the medicine to cure the disease.

Note: The Cure Disease Action may not be used to cure the vampire disease, lycanthrope, or any other unnatural disease.

FEVERISH TICKWORMS
Disease Rating = 6d
Severe aching of the mind accompanied with hundreds of skin sores that swell first then burst to reveal tiny squirmy worm like growths that cover the body and appear to be worm-like parasites but are in fact a mutated hair follicles.

Cure: Simmer the flowers of Chamomile with mashed elderberries, dried Stinging Nettle, Stinking Iris and dried Willow Bark then strain to make a strong tonic.

Gore Rating = 4d
Characters who first encounter this disease must resist the Gore, or Attempt to burn off the infection

DIARRHEA AND FLATULENCE
Disease Rating = 9d
Occasional farting and intermittent loss of bowels causing embarrassing moments and loud noises making it impossible to Attempt the Hide, Sneak, and Surprise Actions for (1d +1p) days.

Cure: Chew Catnip leaves and flowers fresh out of the ground, and use the leaves of Purslane crushed and blended with a 1/2 cup of Shepherds Purse to make a strong astringent.

RETCHING VOMIT:
Disease Rating = 9d
Constant barfing and dry heaves causing a -2d Penalty to all Strength rolls for (1d +1p) days.

Cure: Stops when the characters collapse and pass out from exhaustion for ten to sixty minutes (1d x 10). Passed out character awaken again after (1d +1p) hours of sleep and if they are still lying in vomit the must resist the Horror or repeat the process again and again.

GORE

RESIST GORE
WP vs. Gore

The "Resist Gore" action may be attempted to stomach a disgusting site without losing their lunch. Some samples of Gore are listed below.

DISFIGURED
Gore Rating = 2d
An extremely ugly disfigured old lady lives in a cabin by herself. Many believe she is a witch. Some believe she knows the future. Those who seek her council are shocked when they first see her. The characters must resist the Gore, or be unable to hide their disgust. This upsets the old hag and makes her less likely to help.

BONE GARDEN
Gore Rating = 3d
Littering the ground are piles of bones, forming a huge circle around the old abandoned tower. Someone or something has arranged these bones into a variety of shapes and symbols on the ground. The characters must resist the Gore, or spend their next 2 to 7 (1d+1p) rounds staring in disbelief as the come to grips with the scene.

DISEMBOWELED
Gore Rating = 7d
Some disgusting beast has pulled the head and spinal cord out of its latest victim, and hung it from a large tree branch to warn away intruders. The characters must resist the Gore, or gag and spit uncontrollably for (1d +1p) rounds.

ZOMBIES
Gore Rating = 7d
The old and helpless are just as vulnerable as the young and innocent. No one is safe from the flesh eating zombie hordes. The characters fight them off for awhile, then one character is overpowered and gets dragged down to the ground. His screams for help go unanswered as the zombies begin to feed on his living flesh. There is nothing anyone can do to save him. Your eyes meet his as a zombie bends his head back so far that his bones break, and rip upward through the thin skin of his neck. His screams finally end as another zombie yanks and twists his jawbone free. The characters must resist the Gore and use the feeding frenzy as an opportunity to escape, or spend their next two rounds staring helplessly as their friend is eaten alive.

CANNIBALISM
Gore Rating = 9d
As the savage creatures are killed in battle, other creatures stop attacking you and begin to feed upon their own dead friends and family members. You see them rip off the hard outer shells of their own deceased and ravenously slurp on the juicy wet inner muscles and veins. The characters must resist the Gore, or spend their next two Actions vomiting.

HORROR

RESIST HORROR
WP vs. Horror

The "Resist Horror" action may be attempted to muster the courage to approach a bleeding tree, not turn to stone when catching a glimpse of a Medusa, not run in terror when spotting a Dragon, etc. Some samples of Horror are listed below.

SUPERSTITION
Horror Rating = 3d
A superstitious symbol has been made out of Human bones and now hangs oddly from the branch of a dead tree. The characters must resist Horror to advance beyond this point, otherwise they are filled with Fear and strongly feel the need to turn around and go back.

DRIPPING BLOOD
Horror Rating = 6d
A tree is slowly bleeding Human blood. Dripping from its branches, the blood forms a muddy puddle on the ground. There's something scratched into the bark of the tree but characters must resist the Horror to approach close enough to read it.

MEDUSA
Horror Rating = 6d
A woman's head is covered with living snakes that squirm about hissing and biting. Characters who catch a glimpse of her hideousness must resist the Horror to Avoid turning to stone, and even if they do resist the Horror, they are still forced to look away.

DRAGON
Horror Rating = 9d
As the Dragon swoops by far overhead, the panicked villagers scatter to the four winds. Characters must resist the Horror or flee as fast as they can in a random direction for 2d rounds.

EVIL KNIGHT
Horror Rating = 9d
As the mighty evil knight suddenly appears. He stares at you grimly and slowly approaches. You find yourselves suddenly frozen stiff with Fear. Characters must resist the Horror in order to Speak, Move, Attack or even Run Away.

VAMPIRE
Horror Rating = 9d
The gaze of the seductive male-vampire pierces through your heart. All male characters feel the burning eyes upon them and must resist the Horror or Run Away for 2d rounds. Meanwhile all the female characters begin to understand his plight, despair and pain. The female characters must resist his Horror or succumb to him and serve their new dark master. 1 in 6 females will even be willing to die for him.

INSANITY

RESIST INSANITY
IN vs. Insanity

The "Resist Insanity" action may be attempted to endure a particularly visual, painful, or physical torment. Those who suffer too much may go insane. Some samples of Insanity are listed below.

I AM A CHICKEN
Insanity Rating = 5d
Your character receives a sever bump on the head. Suddenly they believe they are a chicken (or other harmless farm animal). This last until they receive a heal spell or healing potion.

PARANOIA
Insanity Rating = 7d
Your character discovers a secret about somebody, and begins to suspect others. They increasingly believe that others are secretly plotting against them. If your characters do not help them then you are part of the conspiracy, and you cannot be trusted either. This last until they receive a heal spell or healing potion.

HALLUCINATIONS
Insanity Rating = 7d
Your character looses someone they care about, or were looking after. The guilt builds in side them. The keep seeing the "ghost" of the one they failed to protect, especially when stressed (during a battle for example). They will talk to the "ghost" who is not really there and not fight or run away. This last until they receive a heal spell or healing potion.

END OF THE WORLD
Insanity Rating = 9d
Your character sees a demon, a horde of zombies, or some impossible threat and just gives up. They believe the end of the world is coming. They will stop fighting, make signs, and try to warn others. This last until they receive a heal spell or healing potion.

PAIN

RESIST PAIN
WP vs. Pain

The "Resist Pain" action may be attempted to endure a particularly painful physical torment. Pain can be crippling and those who suffer too much may fall to the grounds helpless. Some samples of Pain are listed below.

ITCH WEED
Pain Rating = 3d
Your character brushes up against an ugly weed and their skin immediately begins to turn red and itch. The characters must resist Pain or scratch the affected area again and again once every 10 minutes. Each time they resist successfully, there is a 1 in 6 chance the itching stops. Each time they fail to resist, they scratch themselves hard enough to cause 1 Hit Point of damage. Characters can literally scratch themselves to death.

FIGHTING SOMEONE WIELDING A WHIP
Your opponent wields a whip. You've seen it in action and it appears quite harmless compared to your sword that can literally slice off hunks of flesh, ..and then you get hit by the whip and feel it's sting across your flesh! Your mind struggles to comprehend the pain. How can it possibly hurt so much?!

Most whips have a Pain Rating of 2 to 7 (1d+1p).

Some bladed floggers have a Pain Rating 7 to 12 (1d = 6p).

Characters must resist the Pain in order to stay and fight, otherwise they must automatically use All Out Defense mode and do their best to keep out of range of the whip. Each hit by the whip requires another attempt to resist pain. After 3 failures during a single battle the character must drop all items carried and run away for 2 to 7 (1d+1p) rounds.

If the attacker doesn't stop, they may continue to whip the character to death.

RUN BARE FOOT THROUGH BROKEN GLASS
Pain Rating = 7d
The monster is coming, and all who stay will surely die, but your only escape is to run barefoot through broken glass. You know it's your only chance, but as you take your first step and feel the painful shards pierce your feet you instinctively step back. Can your mind focus long enough to resist the pain and escape? Characters must resist the Pain in order to escape over the broken glass.

Poison

Success indicates a knowledge of the poison as well as the necessary components to neutralize the poison.

NEUTRALIZE POISON
NT vs. Poison (Requires Components)

The proper natural components are needed. Success means the character creates a neutralizing agent and administers the agent to neutralize the poison.

AMMONIA
Poison Rating = 3d
Internal bleeding causes spastic coughing up of bits of lungs and stomach lining causing 1 point of Damage each round for two to twelve rounds or until Neutralized. Cure: Eat one entire Purplemoon fungus (mushroom) raw.

IODINE
Poison Rating = 6d
The lips and tongue turn black, the face becomes very pale and the pupils dilate causing a -1d cumulative Penalty to Strength Rating every other round for 2 to 12 rounds (2d). If their Strength Rating falls below zero they collapse, pass out, and remain unconscious for (1d +1p) hours. Cure: Elephant Ear leaf ground with mandrake root and made into a tonic.

ARSENIC
Poison Rating = 9d
Fever, irritation of the throat and stomach, cramps in the calf muscles and restlessness cause random occurrences of fainting. There is a 1 in 6 chance each round that the character faints, and once they have fainted they wake up in (1d +1p) rounds or until slapped. These random fits of fainting continue for (1d +1p) hours or until the Poison is Neutralized. Cure: Epicap syrup will cause the victim to vomit up and out the arsenic .

DIGITALIS
Poison Rating = 9d
Severe nausea, vertigo, fatigue, dilated pupils cause the loss of sight (blindness) for twenty-four hours or until the Poison is Neutralized. Cure: Verbena leaf and or Vervain root mixed with a sprig of Wolvesbane to make a salve rubbed over the eyes.

ERGOT
Poison Rating = 9d
Drooling, diarrhea, mental depression, a staggering gait and labored breathing cause bouts with self pity, hours of sobbing and crying, and a −3d Modifier to WP for (1d +1p) days or until the Poison is Neutralized. Cure: Rub the leaves of Mullein on Stinging Nettle all over the body.

MAGIC RULES

Necromancers, Wizards, Magic Users, Sorcerers, Warlocks and Witches

Titles like "Necromancer" mean nothing to BRUTAL. As a rule, any character may learn to cast magic spells.

In order to cast magic in BRUTAL your character needs to improve their Intellect and Magic ratings then find and identify some Spell Glyphs.

SPELL GLYPHS

Spell Glyphs are complicated (and very secret and very rare!) rune markings that may be found just about anywhere: Armor, Weapons, Equipment, Stones, Scrolls, Books, Furniture, Curtains, Paintings, Doors, Chests, Walls, Floors, Shoes, Rugs, etc.

Characters cast spells by reading Spell Glyphs out loud in an attempt to evoke the magic contained within spell glyph. "Reading a Spell Glyph" can take a long time. A spell with a rating of 12d requires 12 consecutive uninterrupted actions (12 actions x 5 rounds = 1 minute) to read.

SPELL ACTIONS

DETECT MAGIC
MG vs. 6d

The "Detect Magic" action may be attempted by any character who believes they have found a magical item or a magical place.

FIND SPELL GLYPH
(See "Spot")

To "Find Spell Glyphs" we use the Spot action. (See "Spot")

IDENTIFY SPELL GLYPH
MG vs. Spell rating

The "Identify Spell Glyph" action may be attempted to identify an unknown spell glyph. Finding a Spell Glyph is not enough.   Your character must identify it before they may attempt to read it. If the character successfully identifies a Spell Glyph, then the meaning of that Spell Glyph is forever known to them, no matter where else it is found. If the character fails to identify a Spell Glyph, then they must use XP to increase their Magic rating before they may attempt to identify that same spell glyph again. With each failed attempt they must increase their Magic rating again and again.

READ SPELL GLYPH
MG vs. Spell rating

The "Read Spell Glyph" action attempts to release the magical power of a spell glyph.

- They must be found and Identified first.
- They must have them in their possession.
- There must be ample light to read them.
- They must be read out loud.

The more complicated a spell glyph is, the longer it takes to read it.

A 3d spell glyph requires 3 Actions.
A 6d spell glyph requires 6 Actions.
A 9d spell glyph requires 9 Actions.
And so on...

After reading a spell glyph, the character must roll their magic ability rating (MG) vs. the spell's rating. The character must roll higher or the spell fails and fizzles out.

SPEED READ SPELL GLYPH – (OPTIONAL)
Faster but more difficult

A character may attempt to read a spell glyph faster than normal. This takes less time (requires fewer actions), but the difficulty of success increases proportionally.

A Spell Rating = 3d normally requires 3 Actions to Read it, and the character must roll their Magic rating vs. 3d for success.

If a character chooses to read it faster (3 actions **-1 action** = 2 actions) then it becomes more difficult to succeed (3d **+ 1d** = 4d).

If a character chooses to read it faster (3 actions **-2 actions** = 1 actions) then it becomes more difficult to succeed (3d **+ 2d** = 5d).

It is not permitted to slow read a difficult Spell Glyph with the hopes of improving your characters chance to be successful.

SPELL GLYPHS

All of the electrical, shocking and lightning Spell Glyphs have elemental variations such as burning, freezing, etc. However, each variation is a different Spell Glyph altogether (similar yet different) and must be found and Identified separately. This list in no way represents all the Spell Glyphs possible. Authors of adventures are encouraged to create their own new Spell Glyphs.

3d Rating	4d Rating
Blinding Light	Create Flame
Cure Light Wounds	Magic Key
Lock	Shield
Shadowy Darkness	Spy Hole
Spell Arrow	Stack Coins
	Stink
	Shock
	Unlock

5d Rating	6d Rating
Courage	Appear Dead
Enlarge	Catch Stones
Find Secret Door	Levitate
Strength	Night Vision
Webbing	Scry
Whisper	Water Breathing

7d Rating	8d Rating
Appear Undead	Bleed
Coordination	Cure Heavy Wounds
Shadow Step	Fire Ball
Shadow Form	Petrify
Wall of Fire	Speed

9d Rating	10d Rating
Command Undead	Curse
Lightning Bolt	Invisibility
Rock to Mud	Polymorph
Stone Shape	True Vision
Throw Weapon	

12d Rating	14d Rating
Fly	Destroy Undead
Heal	Horror
Make Holy Water	Make Healing Potion
Rage	Magic Door
Sleep	Permanency
	Push

16d Rating	18d Rating
Animate Dead	Death
Falling Rocks	Earth Quake
Regenerate	Gate
Speak with the Living	Teleport

3D Glyph Spells

Blinding Light

Rating:	3d	Range:	6 inches
Duration:	Variable	Resist:	Willpower x2

The Blinding Light spell causes something to glow with the light of a standard lantern, 6 inch (60 feet) radius for one hour. When used against a living target, it can be used to cause blindness for 2 to 7 (1d +1p) rounds of Combat. When used against undead targets, it can be used to scare off all within a 6 inch (60 feet) radius.

Cure Light Wounds

Rating:	3d	Range:	Touch
Duration:	Permanent	Resist:	None

The Cure Light Wounds spell restores 2 to 7 (1d+1p) lost Hit Points, but can never be used to raise a character's Current Hit Points above their Maximum Hit Points.

lock (Reversible)

Rating:	3d	Range:	touch
Duration:	Permanent	Resist:	none

The Lock spell "glues" something shut, like a door, a book, a chest, a drawer. A magic lock has no mechanics and cannot be picked by thieves. They must be unlocked using the unlock spell, or forced open by rolling ST vs the MG rating of the character who cast the Lock spell.

Shadowy Darkness

Rating:	3d	Range:	6 inches
Duration:	10 rounds	Resist:	Willpower x2

The Shadowy Darkness spell surrounds a friend (or the spell caster) with a dark, foggy, cloud-like sphere, with a 1 inch (10 feet) radius, that provides them with a +2d Modifier to Hide and Sneak. Vampires using Shadowy Darkness gain a +2d Modifier to resist Damage from sunlight and resist Magical light spells.

Spell Arrow

Rating:	3d	Range:	12 inches
Duration:	None	Resist:	None

The Spell Arrow spell conjures up a Magical bolt of energy that unerringly strikes a single victim and causes 1d of Damage. After striking the victim, the Magical arrow expires and no longer exists. Though it doesn't cause a lot of Damage, it does enough to disrupt other spell casters or characters who are Squatting-and-Springing who must start over from the beginning each time they are disturbed.

This simple spell is a favorite for speed-readers who read and cast it within a single Action with a 3d + 2d = 5d difficulty Rating. This then allows the caster to fire off two spell arrow attacks each round.

4D Glyph Spells

Create Flame

Rating:	4d	Range:	3 inches
Duration:	Permanent	Resist:	None

The Create Flame is useful to light torches, candles, etc. It is not useful as an attack.

Magic Key

Rating:	4d	Range:	touch
Duration:	N/A	Resist:	None

The Magic Key allows the caster to attempt to pick locks as a thief using lock picks, by rolling their Magic rating vs. the Lock rating.

Shield

Rating:	4d	Range:	3 inches
Duration:	10 rounds	Resist:	None

The Shield spell gives a friend (or the caster) a +2d Modifier to all Defense rolls. The character is also 100% immune to all Spell Arrow attacks – not disturbed.

Shock

Rating:	4d	Range:	Touch
Duration:	None	Resist:	Willpower x2

The Shock spell Attempts to zap a single victim and inflict 3d of Damage.

Spy Hole

Rating:	4d	Range:	Touch
Duration:	Variable	Resist:	None

The Spy Hole creates a tiny spot of invisibility on a door (or other surface) to peek through. It last as long as the caster concentrates.

Stack Coins

Rating:	4d	Range:	9 inches
Duration:	Permanent	Resist:	None

The Stack coins instantly cleans up and organizes a pile of coins, gems, etc. It even works to fold clothes or to stack dishes. As long as the items being stacked have some sort of value.

Stink

Rating:	4d	Range:	9 inches
Duration:	10 rounds	Resist:	Willpower x2

The Stink spell causes a single victim to emit a foul odor that is embarrassing and attracts the attention of nearby monsters.

Unlock

Rating:	4d	Range:	touch
Duration:	Permanent	Resist:	none

The Unlock spell removes a Lock spell, regardless of who placed the original Lock spell.

5D Glyph Spells

Courage (Reversible)

Rating:	5d	Range:	3 inches
Duration:	10 rounds	Resist:	Willpower x2

The Courage spell gives a friend (or the caster) a +2d Modifier to their Willpower.

The reverse of this spell, Cowardice, Attempts to inflict a single victim with a -2d Penalty to their Willpower.

Enlarge (Reversible)

Rating:	5d	Range:	3 inches
Duration:	10 rounds	Resist:	Willpower x2

The Enlarge spell gives a friend (or the caster) a +2d Modifier to their Size, making them bigger. Enlarge may be used to make a creature too big to fit through a doorway.

The reverse of this spell, Shrink, Attempts to inflict a single victim with a -2d Penalty to their Size, making them smaller. Shrink may be used to make a creature unable to wield a Massive weapon.

Find Secret Door

Rating:	5d	Range:	3 inches
Duration:	10 rounds	Resist:	None

The caster can see any and all hidden, concealed, secret doors or sliding walls, etc.

Strength (Reversible)

Rating:	5d	Range:	3 inches
Duration:	10 rounds	Resist:	Willpower x2

The Strength spell gives a friend (or the caster) a +2d Modifier to their Strength.

The reverse of this spell, Weakness, Attempts to inflict a single victim with a -2d Penalty to their Strength.

Webbing

Rating:	5d	Range:	3 inches
Duration:	Permanent	Resist:	None

The caster creates a huge 10 x 10 x 10 area of webbing, like that created by a giant spider. This can be used to catch a falling character, or slow down somebody chasing you. To chop through the webbing requires 5 minutes. It can be burned away in 1 minute as long as there is enough ventilation.

Whisper

Rating:	5d	Range:	3 miles
Duration:	1 minute	Resist:	None

The caster can send a 1 minute message to a person or creature whom they have met.

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6D Glyph Spells

Appear Dead

Rating:	6d	Range:	3 inches
Duration:	Special	Resist:	None

The Appear Dead spell enables a friend (or the caster) to appear as a dead corpse for as many rounds as they remain still and motionless. Their eyes may be open and they make look around without risk of being Detected.

- ➢ Spot and Detect Disguise are fooled by this spell.
- ➢ Detect Magic will reveal that Magic is found but will not reveal what kind of Magic.
- ➢ True Vision will see through the illusion.
- ➢ No undead creatures are fooled by this spell.

Catch Stones

Rating:	6d	Range:	3 inches
Duration:	10 rounds	Resist:	None

The Catch Stone spell enables a friend (or the caster) to safely catch one large stone every second, even if they were thrown by a giant or shot from a catapult. The spell automatically assists the caster to place each large stone they catch safely on the ground beside them.

Levitate

Rating:	6d	Range:	touch
Duration:	10 rounds	Resist:	Willpower x2

The Caster causes something to float up or down 18 inches (36 vertical feet).

Night Vision

Rating:	6d	Range:	touch
Duration:	1 hour	Resist:	None

The caster may enable themselves or others they touch with the ability to see in the dark (range = 6 inches or 60 feet). Multiple recipients may all get this at once if everyone holds hands in a circle.

Scry

Rating:	6d	Range:	3 miles
Duration:	1 hour	Resist:	None

The caster touches a mirror, bowl of smooth water, crystal ball, etc. then uses it to see places, things, persons, or creatures that they have met, visited, or touched.

Water Breathing

Rating:	6d	Range:	touch
Duration:	1 hour	Resist:	None

The caster may enable themselves or others they touch with the ability to breath under water. Multiple recipients may all get this at once if everyone holds hands in a circle.

7D Glyph Spells

Appear Undead

Rating:	7d	Range:	3 inches
Duration:	1 hour	Resist:	None

The Appear Undead spell enables a friend (or the caster) to appear as a Zombie. They do not gain any of the powers or Abilities of a Zombie, but they do not gain any of their weaknesses either.

- ➢ Spot and Detect Disguise are fooled by this spell.
- ➢ Detect Magic will reveal that Magic is found but will not reveal what kind of Magic.
- ➢ True Vision will see through the illusion.
- ➢ Only Skeletons, Ghouls and Zombies are fooled
- ➢ Other undead creatures are not fooled by this spell.

Coordination (Reversible)

Rating:	7d	Range:	3 inches
Duration:	10 rounds	Resist:	Willpower x2

The Coordination spell gives a friend (or the caster) a +2d Modifier to their Coordination.

The reverse of this spell, Clumsy, Attempts to inflict a single victim with a -2d Penalty to their Coordination.

Shadow Step

Rating:	7d	Range:	18 inches
Duration:	None	Resist:	None

The caster may step into one shadow then out of another shadow. Both shadows must be in line of sight of one another.

Shadow Form

Rating:	7d	Range:	touch
Duration:	1 hour	Resist:	None

The caster may turn themselves or others they touch into shadows. This may be reversed (turned off) at will. All gear is kept but may not be used. As a shadow, characters may move about on walls, floors, ceilings, etc. and slip through the tiniest cracks. Multiple recipients may all get this at once if everyone holds hands in a circle.

Wall of Fire

Rating:	7d	Range:	18 inches
Duration:	20 rounds	Resist:	None

The wall is 4 inches high (8 vertical feet), and 10 inches long (100 feet). It may be placed in any shape as long as it is a single stretch of wall. It cannot be moved after it is placed.

Crossing it requires a resist Horror action. Roll your WP vs. the MG rating of the caster.

Crossing it may cause damage. Roll your DFR (defense) vs. the MG rating of the caster.

8D Glyph Spells

Bleed

Rating:	8d	Range:	3 inches
Duration:	10 rounds	Resist:	Willpower x2

The Bleed spell causes something like a wall or weapon to drip blood. This causes a tiny bit of Horror when seen by others within 3 inches (30 feet), who must roll their Willpower vs. the caster's Magic Rating or Run Away for 2 to 7 (1d +1p) rounds.

It seems very effective when cast on some Armor or a Weapon, so all would-be-attackers must check their Willpower before attacking.

Cure Heavy Wounds

Rating:	8d	Range:	Touch
Duration:	Permanent	Resist:	None

The Cure Heavy Wounds spell restores 3 to 18 (3d) lost Hit Points, but can never be used to raise a character's Current Hit Points above their Maximum Hit Points.

Fire Ball

Rating:	8d	Range:	18 inches
Duration:	None	Resist:	None

The Fire Ball is a grenade like attack causing an attack roll equal to the caster's Magic rating to everyone in the blast area – Up to 18 inches (180 feet) away with a radius of 5 inches (50 feet).

Note that the blast area (5 inch radius) has a total area of a circle of 75 square inches. So, in small cramped dungeons count out 75 square tiles or hexes to find the entire blast area.

Petrify (Reversible)

Rating:	8d	Range:	Touch
Duration:	Permanent	Resist:	Willpower x2

Characters who are petrified (in the fantasy world) are alive, but held in stasis. They may be un-petrified and brought back to living flesh.

While petrified, they are like statues. If broken then they suffer a great deal of damage and might even die. The "Stone Shape" spell can repair broken statues and save petrified characters who have been broken, but you must use their original pieces.

Speed (Reversible)

Rating:	8d	Range:	3 inches
Duration:	10 rounds	Resist:	Willpower x2

The Speed spell gives a friend (or the caster) a +1d Modifier to their Movement and gives them one additional Action each round of Combat.

The reverse of this spell, Slow, Attempts to inflict a creature with a -1d Penalty to their Movement, and reduces them to only one Action per round.

9D GLYPH SPELLS

COMMAND UNDEAD

Rating:	9d	Range:	12 inches
Duration:	Variable	Resist:	None

The Command Undead spell enables the caster to give orders to all Skeletons, Ghouls and Zombies within range. These new orders replace any existing orders, and must be kept to ten or less words.

"Stay within 50 feet (5 inches) of me and don't harm me."

All undead under this command move about freely attacking everything but the caster within the range set by the caster.

LIGHTNING BOLT

Rating:	9d	Range:	18 inches
Duration:	None	Resist:	Defense Roll

The Lightning Bolt spell releases an electric burst of energy and light (followed by a rolling thunder). The energy travels in a relatively straight line in the direction the caster points, with a 3 inch wide (30 feet) and 18 inch long (180 feet) path. Everyone in the path must roll their Defense against a 10d Attack Roll.

Lightning Bolt may also be used as a 10d siege weapon attack .

ROCK TO MUD (REVERSABLE)

Rating:	9d	Range:	8 inches
Duration:	Permanent	Resist:	None

The caster can turns a 2 x 2 inch (20 x 20 feet) section of the ground into mud, 1 foot deep.

STONE SHAPE

Rating:	9d	Range:	Touch
Duration:	Variable	Resist:	None

The caster can work with stone as if it were soft clay.

THROW WEAPON

Rating:	9d	Range:	12 inches
Duration:	10 rounds	Resist:	None

The Throw Weapon spell enables a friend (or the caster) to toss, twirl, spin and catch their weapon smoothly and easily without fear of dropping it.

With a little practice (must have used the spell at least one time already), the character can fling the weapon out and attack others as far as 12 inches (120 feet) away yet still manage to retrieve the weapon that returns to them automatically without missing a beat.

The Throwing of a weapon requires one Action to Fling, and one Action to attack. The catch happens automatically.

10D GLYPH SPELLS

CURSE (REVERSIBLE)

Rating:	10d	Range:	3 inches
Duration:	None	Resist:	Willpower x2

The Curse spell Attempts to inflict someone with one of the following six random curses.

Quest   Causes a character to retrieve a specific object or complete a specific task as defined by the caster, such as, "Stay here and guard this room for me."

Weakness   Causes a –2d Penalty to Strength and Willpower

Stupidity   Causes a –2d Penalty to Intellect and Nature

Clumsy   Causes a –2d Penalty to Movement and Coordination

Amnesia   Causes a character to believe they are someone or something else as defined by the caster such as, "You are a chicken!"

Peasant   Causes a character to forget all of their experience and treat all of their Abilities as they are originally defined for the character race, until such time as the curse is lifted.

The reverse of this spell, Remove Curse or Lift Curse removes all curses from a single character.

INVISIBILITY

Rating:	10d	Range:	3 inches
Duration:	10 rounds	Resist:	None

The Invisibility spell causes someone or something to become invisible. Invisible creatures and objects may be seen using the True Vision spell (below) or the Spot Action. For more information, refer to Blind Fighting and Surprise.

POLYMORPH

Rating:	10d	Range:	Touch
Duration:	1-6 hours	Resist:	Willpower x2

The caster turns a living thing into a harmless farm animal.

TRUE VISION

Rating:	10d	Range:	12 inches
Duration:	10 rounds	Resist:	None

The True Vision spell enables someone to see all things as they truly are, within range. This includes Hidden, Concealed, Disguised, Secret, and Invisible objects.

12D GLYPH SPELLS

FLY

Rating:	12d	Range:	Touch
Duration:	10 rounds	Resist:	None

The Fly spell enables a friend (or the caster) to fly as a Warrior Fly. If they are not safely on the ground at the end of the spell, they fall and may suffer Damage.

HEAL (REVERSIBLE)

Rating:	12d	Range:	Touch
Duration:	None	Resist:	LF

The Heal spell immediately adds 3d points to a wounded creature's Current Hit Points.

Using the Heal spell enables a creature to have more Hit Points then they normally have. Unfortunately, the Heal spell can only be used on hurt individuals, so once a creature is Healed equal to or above their Maximum Hit Point value, the Heal spell has no effect.

The Heal spell also removes all poison, disease, and curses.

The reverse of this spell, Harm Attempts to cause 3d of immediate Damage to one creature.

MAKE HOLY WATER

Rating:	12d	Range:	touch
Duration:	Permanent	Resist:	None

The caster uses 1 gold worth of "donations" to bless 1 vial of holy water that causes 2 – 7 points of damage to undead. A caster may only do this 10 times a day.

RAGE

Rating:	12d	Range:	3 inches
Duration:	2 to 12 rounds		
Resist:	Willpower x2		

The Rage spell causes someone to be filled with Rage, defined as a +1d to their Move rating, a +4d to their Strength rating, a +3d Modifier to all their Attack Rolls, and a -1d Penalty to all their Defense rolls. Also, they are immune to fear and can use Power Ups every round consecutively. However they cannot determine friends from foes and will always attack the closest targets first.

SLEEP

Rating:	12d	Range:	18 inches
Duration:	Permanents	Resist:	Willpower x2

The Sleep spell causes everyone in the area of effect to fall asleep for 3 to 8 minutes. The center of the area of effect may be up to 18 inches (180 feet) away with a 3 inch (30 feet) radius.

14D Glyph Spells

Destroy Undead

Rating: 14d   Range: 12 inches
Duration: None   Resist: None

The Destroy Undead spell causes all Skeletons, Ghouls and Zombies within range to burst into flames then immediately turn to dust. Meanwhile, all other undead creatures within range suffer 2d of immediate Damage.

Horror

Rating: 14d   Range: 3 inches
Duration: 10 rounds   Resist: Willpower x2

The Horror spell Attempts to fill something or someplace with Horror created and described by the caster. Others who try to touch the thing, or enter the place must roll their Willpower vs. the Magic Rating of the caster or Run Away for (1d +1) rounds.

Magic Door

Rating: 14d   Range: touch
Duration: 1 hour   Resist: None

The caster creates a door through solid rock, etc. on a wall, the floor, etc. and every one may use it.

Make Healing Potions

Rating: 14d   Range: touch
Duration: Permanent   Resist: None

The caster uses 5 vials of holy water to create one potion of healing that cures 7 - 12 hit points. A caster may only do this 1 time a day.

Permanency (Reversible)

Rating: 14d   Range: 1 inch
Duration: Permanent   Resist: None

After the caster creates a spell effect, they may choose to extend the duration of the spell effect by casting this spell.

Unlike other spells, this one only takes a single action to cast, but the caster suffers 3d damage.

The permanency last forever unless the reverse of this spell is cast.

Push

Rating: 14d   Range: 8 inches
Duration: 1 hour   Resist: Willpower x2

The caster creates a wave of force capable of pushing 30 "points":

Qty 3, Size 3, Distance 3 inches (3x3x3=27)
Qty 1, Size 5, Distance 6 inches (1x5x6=30)
Etc.

16D Glyph Spells

Animate Dead

Rating: 16d   Range: 12 inches
Duration: Permanent   Resist: None

The Animate Dead spell causes all corpses within range to come to life as undead monsters. Corpses of creatures who died within the past 24 hours and are now buried under the ground will become Ghouls. Corpses of creatures who died with the past 24 hours and are above the ground will become Zombies. All other corpses above the ground will become Skeletons.

Falling Rocks

Rating: 16d   Range: 18 inches
Duration: Variable   Resist: None

The Falling Rocks spell conjures up a shower of falling rocks that randomly strike those within the area of the spell, defined as a 12 inch (120 feet) radius circle surrounding a point designated by the caster, up to 18 inches (180 feet) away from the caster. If the caster places the area of the spell too close, then they too are subject to the random attacks from falling rocks. Every round a creature remains in the spell area, there is a 2 in 6 chance that they get struck by a falling rock. Falling rocks are treated as 10d attacks.

Regenerate

Rating: 16d   Range: 3 inches
Duration: None   Resist: None

The Regenerate spell restores 1d of Damage and re-grows one lost limb instantly, but this spell may not Heal a creature above their Maximum Hit Points and may not be used to re-grow a lost head.

The reverse of this spell, Wither can be used to Attempt to Wither and loose a random limb off a living creature. The Wither spell may never withers off a creature's head or any other life-required appendage.

Speak with the Living

Rating: 16d   Range: 3 inches
Duration: Variable   Resist: None

The caster may speak with any living thing, ..plants, animals, dragon, etc.

18D Glyph Spells

Death

Rating: 18d   Range: 18 inches
Duration: None   Resist: Willpower x2

The Death spell Attempts to cause Damage and hopefully kill one or more creatures in a variety of methods. The caster must choose one of the following methods before starting to read the spell…

Cause 2d of instant Damage to all creatures within an 18 inch (180 feet) radius.

Cause 3d of instant Damage to all creatures within a 3 x 3 inch (30 x 30 feet) square up to 18 inches (180 feet) away.

Cause 5d of instant Damage to a single creature up to 18 inches (180 feet) away.

Earthquake

Rating: 18d   Range: 24 inches
Duration: 2 to 12 rounds   Resist: None

The Earthquake spell causes the earth to shake and crack within a 12 x 12 inch (120 x 120 feet) square up to 24 inches (240 feet) away.

The Terrain Rating of the area is increased by a +3d Modifier making it more difficult to move out of the area.

All creatures in the area suffer a 10d Attack Roll each round they remain in the area.

All buildings, bridges, etc. in the area suffer a 10d siege weapon Attack Roll each round.

Characters who die and buildings that are destroyed within an Earth Quake spell are all swallowed up by the earth along with all of their possessions and treasures.

The devastation continues each round for 2d rounds. The caster is unable to stop the Earth Quake spell once it has been started and must allow the spell to work completely through its 2d rounds.

Gate

Rating: 18d   Range: 100 miles
Duration: Permanent   Resist: None

The caster must cast a gate spell at both locations.

Teleport

Rating: 18d   Range: 100 miles
Duration: None   Resist: Willpower x2

The caster must have visited the location first, before they may teleport there.

MAGIC ITEMS

There are three types of magic items: cursed, enchanted, and legendary.

CURSED ITEMS

Cursed armor/weapons have a -1d Penalty.

Cursed items sometimes have Autocast on a spell glyph with the intent to harm or control the victim in some way.

Cursed items may not be unequipped or discarded without the aid of powerful magic, such as the "Heal" spell.

ENCHANTED ITEMS

Enchanted armor/weapons have a +1d Modifier.

LEGENDARY ITEMS

Legendary armor/weapons have a +3d Modifier. Legendary items are unique, one-of-kind Magic Items with a name, history, legend, etc.

MAGIC STAVES

Magic staves gain both a defense Modifier and an attack Modifier.

MAGIC SWORDS

A magic one-handed sword when used in a character's primary hand may apply the Modifier to their parry defense.
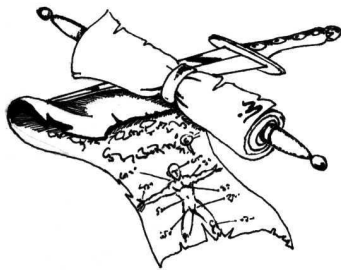
MAKING MAGIC ITEMS

The following 3 spell glyphs are needed to make your own magic items. Like all spell glyphs, you must find and identify these spell glyphs first.

ENCHANT ITEM

Rating: 1d   Range: Touch
Duration: Permanent   Resist: None

This spell glyph is not read and does not cast any spell. When copied on to armor or a weapon, it gives the item a +1d Modifier. The Copy Glyph spell must be used, but Autocast is not needed. It does no good to copy the Enchantment Spell Glyph more than once onto the same item.

COPY SPELL GLYPH

Rating: 6d   Range: Touch
Duration: Permanent   Resist: None

The Copy Glyph spell allows the caster to read a known Spell Glyph, then create a new copy of it somewhere else.

The Hidden rating may be any number equal to your "Intellect" rating (IN) or less.

A means of recording the new copy must be provided: carving into wood, writing with ink on a scroll, etc. The original Spell Glyph is not Harmed. The cost to copy a Spell Glyph is measured in "Experience Points" (XP) earned by going on adventures, but not yet used to improve your character. It cost 5 XP per rating, so to copy a 5d spell glyph would cost 25 P.

The "Copy Glyph" is not just a simple matter of drawing what you see. An artist, or engineer cannot simple look at it and recreate it. There is a mystical element to the glyph.

The "Copy Glyph" may be used to tattoo living flesh as read-only spell glyphs. "Autocast" and "Enchantment" may not be used on living flesh.

AUTOCAST

Rating: 6d   Range: Touch
Duration: Permanent   Resist: None

This spell is cast upon other spell glyphs (already copied). The caster must already know the spell glyph and must touch it as they describe the events that will automatically activate the spell glyph: "The ring is put on", "The lamp is rubbed", etc. The cost to add an Autocast is the permanent sacrifice one Life Force point.

Auto cast only works 3 times per day. So a "ring of invisibility" will only work 3 times a day, and only works as well as the Magic Rating of the character using it.

OTHER MAGIC ITEMS

Not all magic items are weapons. Boots, belts, gloves, cloaks, rings, bags, etc. A magic item can be any item with a spell glyph on it.

Some magic items have Autocast, which make it fast and easy to use. All a character needs to do is figure out the trigger event. Some magic items do not have Autocast so the character must find, identify, then read the spell glyphs manually.

MAKING LEGENDARY MAGIC ITEMS

You can't!

They are a mystery and they do not conform to the rules defined by the three spells above.

SPECIAL ABILITIES

Not all magic is understood. Much of the ancient knowledge is now lost, leaving behind some items that are not quit legendary, but yet we do not currently posses the skills to create these items on our own.

Flaming Sword
Staff of Tripping
Holy Avenger Sword
Pouch of Holding
Etc.

CALCULATING SALE VALUE

If you add a +1d Modifier (enchanted) you simply add 100 gold to the cost.

Add more for each known spell glyph. You cannot charge for something you don't know exists. The cost of each spell glyph is 100 gold per rating.

An Autocast with known trigger events cost an additional 400 gold per rating.

A special ability cost 1000 gold pieces

Some examples of cost:

- A +1d magic "small" sword with no special abilities cost 25 + 100 = 125 gold

- A quiver with 10 enchanted +1d magic arrows should cost 1,000 gold! ..and those magic arrows work again and again, if you manage to retrieve them.

- A rod with an Autocast used to cast "Lightning Bolt" (9d) three times a day would cost 500 x 9 = 4,500 gold.

- A +1d magic "big" sword with a special ability such as "Frost" cost 50 + 100 + 1000 = 1150 gold

SOME WELL KNOWN LEGENDARY ITEMS

What follows is a list of some of the most famous legendary and cursed Magic Items found within my own fantasy world ... by David J. Stanley.

AXE OF HACKING
It is believed that the gods gave this oversized pickaxe to King Codiac of the Viking Dwarves, with his promise to kill or enslave all non-Dwarf creatures.

Operates as a +3d two-handed Battle-Axe.
Provides the wielder with a +5d Combat Modifier

Spell Glyph:
Throw Weapon: Secret=3d, Magic=9d
Autocast 3/day = "twirl by wrist strap"

BLOODY ARMOR
This gruesome looking Armor is made of black leather stretched across steel plate Armor. The leather is pierced with bloody bones and bleeding profusely. It is believed to have been created especially for the Black Knight.

Operates as +3d plate Armor
Bleeding has a Horror Rating = 6d
Characters must resist the Horror to approach close enough to melee attack.

BONE SHIELD
This gruesome looking shield is made of black leather stretched across a steel shield. The leather is pierced with bloody bones. It is believed to have been created especially for the Black Knight.

Operates as a +3d shield

Spell Glyph:
Shield: Secret=3d, Magic=4d
Autocast 3/day = "bang on shield three times as if knocking on a door with anger"

CLOAK OF VAMPIRE WANNA-BE
Appears as long black cape with a shiny red silk lining and a huge collar . Once a character puts it on, they become falsely convinced that they have just been turned into a Vampire.

Operates as a +3d Cloak of Defense

Spell Glyph:
Fly: Secret=12d, Magic=12d
Autocast 3/day = "hold the cape while flapping arms in a goofy manner"

Side Effects;
- Extreme Fear of sun light
- Crave blood, and eat small uncooked rodents
- 1 in 6 chance that all they can say is "BLAH, BLAH" when they try to speak.
- 1 in 6 chance that they suddenly start counting, "1 AH-AH-AH, 2 AH-AH-AH, 3 AH-AH-AH, etc." when they see three or more things in a row.

DRAGON PEARLS
These Magic pearls will float when first released and automatically orbit the head of the person who released them. There are at least six of them known to exist.

BLACK	Provides the user with True Vision
WHITE	Cures Wounds = 2d each round
RED	Makes the user Immune to Fire
CLEAR	Allows the user to Breath under water
BLUE	Allows the user to Fly as a Warrior Fly
YELLOW	Makes the user Immune to Poison

There are no Spell Glyphs on these pearls. How they function has puzzled the most brilliant wizards for many ages.

DRAGON'S REACH
This ancient Elf blade was created through the cooperation of fifteen different elf elders. They each added some of their Magic to the blade in hopes of creating a weapon that could be used against the evil dragons from the north. The sword appears as a Massive two-handed sword with tiny metal claws on the hilt. One claw holds a large black pearl, while the other holds a large white pearl. Dragon's Reach has a purpose to stand guard against all Dragons in the courtyard of Dracona Tierdrom, an ancient elf outpost that has long since crumbled and is currently home to cesspoolers who now call it "Cesspool Caverns".

The wielder may not put down the weapon or leave his post unless they can defeat the sword in a battle of wills, during which the +7d Modifier to Willpower is turned against the wielder as a -7d Penalty. Dragon's Reach can speak all languages and has a will of its own: WP=18d, IN=18d. In Combat the claws of the sword will release the two pearls that float into the air and orbit about the wielder's head, ...Dragon Pearls.

Operates as a +3d two-handed sword, Size = 7d. Provides the wielder with a +2d Size Modifier. Provides the wielder with a +7d Willpower Modifier. Makes the wielder immune to Pain, Fear, Horror and Gore. Makes the wielder immune to Disease, Poison and Alcohol. Makes the wielder never Sleep, Drink, or Hunger

Spell Glyphs:
Lightning Bolt: Secret=3d, Magic =9d
Autocast 3/day = "point the sword and say 'lightning bolt' in any language"

Falling Rocks: Secret=3d, Magic =16d
Autocast 3/day = "point the sword and say 'falling rocks' in any language"

MASHING MALLET
Little is known about this extremely large stone hammer, other then it came from a land of giants, ..duh.

Operates as a +3d two-handed hammer, Size = 9d

Spell Glyph:
Enlarge: Secret=4d, Magic=5d
Autocast 3/day = "Fee Fi" increases the wielder's Size with a +5d Modifier
Autocast 3/day = "Fo Fum" returns the wielder to their normal Size.

ROD OF INERTIA
This spooky green glowing rod floats motionless in mid air. In fact, you can't seem to move it at all! Where did it come from? Why is it here? Originally, the Green Mage created it as a locking device to keep his doors from being broken down. Later it was picked up by some adventures who choose to leave it behind as a locking device used to keep a powerful Vampire Trapped within a stone tomb.

Operates as a +3d rod when used as a weapon. Oddly, there are no Spell Glyphs found on it.

Command Words:
"Glow" to turn the green glow on.
"Dark" to turn the green glow off.
"Stop" to cause the rod to literally stop in mid air
"Go" to release the rod from a stopped position.

It requires a Battle of Strength vs. 25d to force the Stopped rod to Move.

STAFF OF NECROMANCY
Appears as a long, old, withered stick.

Operates as a +3d staff, with attack and defense Modifiers. Provides the wielder with a +5d Magic Modifier. Provides the wielder with a +5d Corruption Modifier

Six Spell Glyphs:
(1) Appear Dead: Secret=3d, Magic =6d
(2) Appear Undead: Secret=3d, Magic =7d
(3) Command Undead: Secret=5d, Magic =9
(4) Destroy Undead: Secret=5d, Magic =14d
(5) Animate Dead: Secret=7d, Magic =16d
(6) Death: Secret=7d, Magic =18d

All six glyphs have Autocast 3/day = "touch the glyph and speak its name", ..So you will need to find and identify each spell glyph before you can use it.

SWORD OF RAGE
Once a character holds the sword, they must roll their Willpower vs. 15d to resist the auto-casting of the Rage Spell.

Operates as a +3d two-handed sword

Spell Glyph:
Rage: Secret=9d, Magic =12d
Autocast 3/day = "pick up weapon"

RANDOM TREASURE

HOW TO ROLL

For "2 to 7" roll= 1d + 1p

For "1 to 3" roll 1d where
(1,2,3 = 1) (4,5 = 2) (6 = 3)

TREASURE TYPES

A......2 to 7 silver pieces (sp)
B......20 to 70 silver pieces (sp)
C......2 to 7 gold pieces (gp)
D .....20 to 70 gold pieces (gp)
E......1 to 3 gems
F......1 jewelry
G .....1 to 3 jewelry
H .....1 weapon
I.......1 armor
J.......1 potion
K......1 magic item

GEM TABLE

Roll 2d	Results
2	Glass (cracked) = worthless
3	Ruby (dark red) = 25 gold
4	Jasper (blackish-brown) = 20 gold
5	Bloodstone (red flecks) = 15 gold
6	Amethyst (deep purple) = 10 gold
7	Pearl (lustrous white) = 5 gold
8	Amber (watery gold) = 8 gold
9	Jade (waves of green) = 12 gold
10	Onyx (bands of black) = 17 gold
11	Moonstone (pale blue) = 22 gold
12	Diamond (crystal clear) = 30 gold

JEWELRY TABLE

Every piece of jewelry is randomly encrusted with 1 to 3 gems.

Roll 2d	Results
2	Decaying Wood = worthless
3	Chalice (gold) = 50 gold
4	Statuette (ivory) = 40 gold
5	Headband (silver) = 30 gold
6	Necklace (silver) = 20 gold
7	Ring (silver) = 10 gold
8	Earring (silver) = 15 gold
9	Armband (silver) = 25 gold
10	Bracelet (gold) = 35 gold
11	Ring (gold) = 45 gold
12	Crown (gold) = 55 gold

ARMOR TABLE

Roll 1d	Results
1	Wooden shield
2	Steel shield
3	Leather armor
4	Half-chain armor
5	Chain armor
6	+1 magic (non cumulative) roll again

WEAPON TABLE

Roll 1d	Results
1	Bow
2	Staff
3	Big axe
4	Small sword
5	Big Sword
6	+1 magic (non cumulative) roll again

POTION TABLE

Cure disease has no effect on vampires or lycanthropes.

Roll 1d	Results
1	Invisibility for 10 minutes
2	Neutralize any poison
3	Cure any disease
4	Heal (1d +1) points
5	Heal (2d +2) points
6	Heal all but 1 to 3 points

MAGIC ITEM TABLE

♣ 1 in 6 chance of there being from 1 to 3 random spell glyphs hidden on the item.

Roll 2d	Results
2	Pouch of holding
3	+2d Lock pick kit
4	Scroll with 1 spell glyph
5	+1d Amulet on Magic
6	+1d Staff ♣
7	+1d small sword ♣
8	+1d Arrows (Quantity = 1 to 3)
9	+1d Ring of Defense
10	+1d Cloak of Defense
11	Special Sword
12	Special Staff

RANDOM SPELL GLYPH TABLE

These items are hidden with a Secret Rating is (1d +1) unless found on a scroll.

Roll 2d	Results
2	Speed (9d)
3	Night Vision (6d)
4	Strength (5d)
5	Shield (4d)
6	Spell Arrow (3d)
7	Blinding Light (3d)
8	Shadowy Darkness (3d)
9	Shock (4d)
10	Enlarge (5d)
11	Open Lock (7d)
12	Cure Wounds (8d)

Special Staff Table

Roll 1d	Results
1	"Arrow Deflection" Provides a +3d defense modifier vs. arrows.
2	"Responder" Unlimited counter attacks.
3	"Extending" The staff can resize from 1 to 25 feet long at will.
4	"Tripping" +3d modifier when used to trip others.
5	"Shall Not Pass" Stand your ground. Any who wish to attack you or pass by you must win a battle of wills (WP vs. WP) They may only try once every 5 minutes.
6	"Quick Casting" Reduces the casting time by half (See "Read Spell Glyph")

SPECIAL SWORD TABLE

Roll 2d	Results
2	"Holy Avenger" +3d "Turn Undead" modifier, and +3d attack modifier vs. undead creatures.
3	"Responder" Unlimited counter attacks.
4	"Wounding" Damage from this blade can only be healed by potions, spells or regeneration.
5	"Goblin Slayer" +3d attack modifier vs. Ogres, Kobolds, Bugbears, Goblins, Gnolls and Orcs.
6	"Light" Cast the "Blinding Light" spell (3/day).
7	"Darkness" Cast the "Shadowy Darkness" spell (3/day).
8	"Flame" Produce real flames at will, and +3d attack modifier vs. frost and ice creatures..
9	"Frost" Freezing cold at will, and +3d attack modifier vs. fire, lava and demon creatures
10	"Defender" Cast the "Shield" spell (3/day).
11	"Shadow Step" Cast the "Shadow Step" spell (3/day).
12	"Life Stealer" On a killing blow with this blade, the wielder receives +2 points to their current hit points (HP), ignoring and surpassing (but not changing) their Max Hit Point value.

Character
Name

Player Name

Date Created

Race: Sex: Age:

Character Description:

Racial Abilities:

CB	CN	CR	IN	MG	NT	ST	WP

DV	MV	SP	SZ	LF	HP	XP

Current Hit Points

Items Equipped, Worn, Held, Used:

Character Portrait:

Defense Roll Notes:

Sum of Armor: _____

Bonuses: _____

Adjustment (DFA):

Defense Roll (DFR):

Spell Glyphs:

Counter Attack Roll Notes:

Weapon _____ : _____

Bonuses: _____

Fixed Adjustment: 3

Counter Roll (CTR):

Items Carried (Not Equipped):

Attack Roll Notes:

Weapon _____ : _____

Bonuses: _____

Adjustment (AKA):

Attack Roll (AKR):

Weapon _____ : _____

Bonuses: _____

Adjustment AKA):

Attack Roll (AKR):

Gems	Gold Pieces	Silver Pieces

Combat Cheat Sheet

Action	Attempt	Resist	Page
1-2-3 Punch	--	--	22
All Out Attack	--	--	19
All Out Defense	--	--	19
Attack	AKR	DFR	17
Battle Cry	--	--	18
Battle Song	--	--	18
Battle of Strength	ST	ST	11
Big And Strong (See Impact)	--	--	20
Bind Wounds	--	--	19
Blind Fighting	NT	NT	19
Circle Kick	--	--	22
Concentrating Archer	--	--	19
Counter Attack	--	--	19
Crushing Blow	--	--	20
Empty Hand Defense	--	--	22
Encourage	--	--	18
Falling Damage	SP	Inches	12
Feign Death	--	--	12
Feint Dice	--	--	20
Fire Damage	LF	Fire	12
Flying Kick	--	--	22
Grab and Hold	CN	CN or Obstacle	12, 20, 22
Grab and Hold – Choke	ST	ST	22
Grab and Hold – Disarm	ST	CN	22
Grab and Hold – Drag	ST	CN	22
Grab and Hold – Lift	ST	CN	22
Grab and Hold – Lift & Throw	ST	CN	22
Grab and Hold – Throw	ST	CN	22
Hide	--	--	13
Hit And Run	--	--	20
Impact	ST	CN	20
Intimidate	WP	WP	18
Landing Attack (after Spring)	--	--	21
Combat Move (not an action)	CN	Terrain	17
Massive Weapons	--	--	20
Multiple Attacks	--	--	21
Multiple Attacks	--	--	21
Multiple Weapons	--	--	21
Nudge	CR	CN	14
Overcome Obstacle	CN	Obstacle	13
Parry	--	--	21
Quick Stand	--	--	18
Rake Claws	--	--	22
Resist Gore	WP	Gore	25
Resist Horror	WP	Horror	26
Resist Insanity	IN	Insanity	26
Resist Pain	WP	Pain	26
Ride Wild Beast	CN	CN x 2	13
Run Away	--	--	18
Scissor Attack	--	--	21
Sneak	CN.	IN	13
Spot	IN	Misc. rating (see rules)	13
Spring (as Combat Move)	--	--	21
Sprint	CN	Terrain x2	18
Surprise Attack (after Sneak)	--	--	21
Take Cover	--	--	18
Taunt	CR	WP	18
Trip and Fall	CR	CN	18
Turn Undead	(WP - CR)	WP	13

Role Play Cheat Sheet

Action	Attempt	Resist	Page
Appraise	IN	Treasure	11
Autocast	--	--	33
Avoid Trap	CN	Trap	14
Bash to Bits	ST	Hit Points	11
Check Lore	IN	Lore	12
Climbing	CN	Terrain	12
Comprehend Languages	IN	Language	12
Copy Spell Glyph	--	--	33
Cure Disease	NT	Disease	25
Detect Disease	NT	Disease	25
Detect Disguise	IN	CR	12
Detect Lie	IN	CR	12
Detect Magic	MG	6d	28
Detect Poison	NT	Poison	27
Determine Direction	NT	Terrain	12
Disguise	--	--	13
Enchant Item	--	--	33
Flying	CN	Wind	12
Hunt and Gather	NT	NT	13
Identify Spell Glyph	MG	Spell	28
Leap, Jump	SP	Terrain	13
Lie	--	--	14
Listen	NT	NT	13
Neutralize Poison	NT	Poison	27
Pick Lock	CN	Lock	14
Pick Pocket	CN	NT	14
Read Rune Markings	IN	Runes	13
Read Spell Glyph	MG	Spell	28
Remove / Disable Trap	CN +2d	Trap	14
Swimming	CN	Current	13
Tracking	NT	NT	13