

By a Throw of the Dice

A Pen and Paper Role Playing Game

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Rules

Getting started and terminology

To get started you will a group of roughly 3-7 people. Each person will need a pencil, some paper and at least 2 six sided dice (d6's); you may also want a calculator although you probably won't be dealing with numbers larger than 12. One player is the games master (GM) and controls the world of the game and the supporting characters (non player characters or NPC's), the other players are the player characters (PC's) and it is from their perspective that the game is told. Each PC picks a character to guide through the world the GM creates. A PC may choose what their character will attempt to do in a situation but their success (or lack of it) is determined by the GM and dice rolls.

Characteristics

All living things have 6 characteristics which represent their physical abilities. An unmodified characteristic cannot be greater than 10. The characteristics and what they do are listed below.

Hit points: HP: the amount of damage you can take before you fall unconscious and die.

Combat skill: CS: used to hit in close combat. Half rounding down for your number of attacks

Shooting skill: SS: used to hit when shooting

Intelligence: I: used for reading, writing, learning etc.

Charm: C: used for social skills

Agility: A: used for dodging climbing etc. also determines the order people fight in

Willpower: W: used to cast spells and resist being influenced

Taking tests

In order to do something that you might fail to do you must take a test against the relevant characteristic. To take a test you have to roll under the relevant characteristic on two, six sided, dice (2d6). You may gain plus (for more difficult tests) or minus (for easier tests) modifiers to your dice roll based on the difficulty of the test. Some tests, such as spell casting, have a predetermined difficulty however the GM may apply modifiers for any test for any reason. If you roll a double 1 it is an amazing success and you will get a bonus of your GM's choice. Common bonuses include extra damage or something taking less time. If your roll totals 12 or more, with modifiers, it is a fumble and you get a penalty of your GM's choice. Common penalties include dropped weapons or missed turns. Should the GM choose, any test may automatically pass or fail, although they should do this very rarely. If you fail a test then immediately attempt to do the same thing again without changing your approach you have a +1 penalty, this effect is cumulative.

Skills and abilities

All characters will have skills and abilities depending on their race and role. Abilities remain the same throughout the characters life and represent things like being able to see in the dark or fly. Skills improve as the character levels up. The basic skills and abilities are listed below but specific skills and abilities will be listed under the race or role they apply to.

Skills

Use weapon group ____ : if you have this skill you do an extra point of damage with the weapon group for each even numbered level you have and gain a -1 to hit bonus at levels 1, 5 and 10.

Use light armour: the armour value for light armour is increased by one for each odd numbered level you have whilst you have this skill.

Use heavy armour: the armour value for heavy armour is increased by one for each odd numbered level you have whilst you have this skill.

Resistance to ____ damage: for each level you have any damage dealt to you by this type of damage is reduced by one.

Abilities

Knowledge ____ : at certain points in an adventure you may be able to take an I test to find out extra information about something related to your chosen subject.

Speak ____ : this allows you to speak the selected language fluently.

Immune to ____ : the character does not take damage from the selected damage type.

Range categories

Each range category is a band of distance in which an item is effective. The range categories and their distances in metres are listed below. All bands are inclusive at both ends. Area effects with a range category always start from 0 for example something which affects everything within long range would affect everything 0-18 from the effect's origin.

Close /touch: 0 metres

Reach: 0-1 metres

Very short range: 1-6 metres

Short range: 1-12 metres

Long range: 4-18 metres

Very long range: 4-24 metres

Extreme range: 10-36 metres

Combat

When combat starts it is important to keep track of where everyone is. You could do this with miniatures or a map and tokens. It is important to have a scale in metres as this is what distances are given in.

Time is kept track of during turns. Each turn lasts one minute and consists of two thirty second stages. Characters take turns in order of Agility starting with the character with the highest agility (if characters are tied player characters go first then NPCs, each faction must decide which of its drawn fighters acts first). In each stage a character may:

Move

Cast a spell

Shoot a ranged weapon

Fight a bout of combat

Reload a weapon

Move: a character taking a move action may move up to their A in metres. If they are climbing, swimming or moving through some other difficult terrain they must pass an A test. Should the test fail they will not move and may drown (if in water) or fall (possibly taking damage). If your move action brings you into a position where you can make a melee attack you may make an immediate fight round of combat action called the charge fight.

Cast a spell: magic is complicated so rules for casting spells are in the magic section.

Shoot a ranged weapon: a character shooting a ranged weapon may fire one shot at a chosen enemy. First they declare who they are targeting then they take a SS test. If the test fails or the target is out of the weapons range the shot misses and is wasted. If the shot hits see which bit of your enemy you hit (see diagram below), you can aim at a specific part but there is a +2 penalty on your roll to hit, roll 2d6 and add the weapons damage, if this is less than the targets armour value for the weapons type of damage the shot is deflected and there is no further effect. If you get equal or higher than the targets armour value for that type of damage take the weapons damage away from the targets HP. A shoot action cannot be declared against someone within a metre of a friend.

Fight a bout of combat: you may fight a bout of combat against any enemies within range of a melee weapon. Choose what weapon you are using for each attack and which enemy you are aiming at. Take a CS test, if you pass you hit, if you fail you miss. If you are using a weapon in each hand roll three dice and apply the lowest two. Then see which bit of your enemy you hit (see diagram below), you can aim at a specific part but there is a +2 penalty on your roll to hit. For each hit roll 2d6 and add the weapons damage, if this is less than the target areas armour value for the weapons type of damage the attack is deflected and there is no further effect. If you get equal or higher than the targets armour value take the weapons damage away from the targets HP.

Roll	Hit location
1	Left leg
2	Right leg
3	Left arm
4	Right arm
5	Body
6	Head

Reload a weapon: some weapons require reloading before they can be used again. Taking this action prepares one of these weapons for use. Weapons are assumed to start combat unloaded.

Mounts

Anyone can ride a mount so long as they have bought it and they have a saddle and bridle suitable for that animal. Mounts will normally do what you tell them although if they take damage or are put in a position where they would flee you must pass a C test to keep them under control. If this test is failed the mount flees. Whilst riding or leading a mount you must use a hand to hold its bridle.

Whilst in a combat situation your mount will act at the same time as you. Its move actions will carry you with it but you may not make move actions of your own. Mounting or dismounting requires an action from you and an A test if the mount is fleeing. Whilst taking a fight action on a mount your mount will attack at the same time as you if it can. In addition all melee strikes against you have a +1 penalty to hit.

Damage types and resistance

All damage belongs to a specific damage group. Some creatures and characters are resistant to specific types of damage and some are even immune to a type of damage. Resistance is a skill whilst immunity is an ability. The types of damage are fire, cold, lightning, smashing, stabbing, slashing and toxic. There is also divine damage which nothing is resistant or immune to.

Magic

Some characters have abilities which allow them to cast spells. Casting a spell uses an action and requires a W test to be passed in order to succeed. If the spell succeeds the wizard declares what he is targeting and then describes what he wishes to happen using only the magic words he knows. The GM then applies the effect he thinks the player is describing. The GM is recommended to treat each spell in isolation so a spell might not have the same effect twice. This helps the plot along, for example if a wizard targets an unimportant NPC with the word kill the GM might kill them instantly whereas if the main villain was targeted in the same way he might only be hurt. The W test to cast the spell suffers the following modifiers

Every word used after 2 words	+1
Each target after the first	+1
If the target wants to be targeted	-1

Daily requirements

All living things must eat, drink and sleep. Every player must consume a portion of food and two portions of water and must get at least 6 hours sleep. Should they fail to do this they will suffer from exhaustion which temporarily reduces all their characteristics by one. Should this reduce any characteristic to zero they will fall unconscious and die in one day unless they are restored. Being unconscious counts as sleeping so if the exhaustion is caused entirely by lack of sleep the character will not die. As soon as the character has a day when they fulfil all their daily requirements their characteristics return to normal. For each day a character meets their daily requirements they will restore d6 lost hit points.

Environmental hazards

Players will be facing many other hazards apart from combat. These environmental hazards are ways that players may lose health other than being directly dealt damage by an opponent and are listed below.

Cold: if a character is in conditions below 5°C without sufficient protection they will take a point of cold damage which ignores armour value for each half hour they remain in these conditions. This is unlikely to kill a character that is awake but those who fall asleep in a cold area will lose health without noticing.

Fire: if a character comes into contact with a fire they will take two points of fire damage to each location touched by the fire. They will take an additional two points of damage for each minute they stay in the fire for.

Drowning and suffocation: a character may hold their breath for one minute without having to take a test. For each minute afterwards the character must take a W test or breathe in. After three minutes a character takes five damage for each minute they are unable to breathe for. Should a character breathe in underwater they will immediately start taking damage even if three minutes have not yet passed.

Falling: if a character falls they will take a point of smashing damage which ignores armour for each meter they have fallen. Characters will never take damage for falling less than a meter. Should a character be unlucky enough to fall onto a spiked object they will take two points of stabbing damage plus an extra point for each meter fallen from each spike. This damage still needs to roll above armour value to get through.

Disease: some conditions, such as dirt and parasites, mean a character may become diseased. Each time a character comes into contact with these conditions roll a d6; on the roll of a one the character has become ill. Ill characters take a point of toxic damage per day which ignores armour value and is dealt after hit point restoration for meeting daily requirements. This will continue for 2d6 days when the character will get better. If a character is unlucky they may contract plague, this follows the same rules for normal illness but may only be contracted from plague victims, does d6 toxic damage per day and lasts for 2d6 plus seven days. Should a character survive plague they will never catch it again and will contract a normal illness instead.

Excessive drinking: most characters can handle their drink better than real world people so most drinking will not have any side effects. However should a character drink a large quantity of alcohol they must pass a W test every half an hour or behave in an unusual manner decided by the GM. Also when they wake up the next day they will have a +1 modifier to all dice rolls for the next three hours.

Fleeing

A character that is fleeing must spend every action moving away from the thing which caused it to flee. At the beginning of each of their turns a fleeing character may take a **W** test, if they pass they are no longer fleeing, if they fail they continue to flee. Characters automatically stop fleeing when they are out of sight of what caused them to flee.

Reaching zero HP

When a character reaches zero **HP** they are unconscious. They will die if they lose any more **HP** and will remain unconscious until they have at least one **HP**. Unconscious characters may not take any actions and automatically fail any tests they are required to make.

Experience and levels

Players may be rewarded experience by the **GM** for things like good role playing or reaching certain points in the plot. Each time they earn enough experience points they earn the player gains an advance (see table below). They may use this advance to either increase one of their characteristics by one or gain a level. When a character gains a level they gain an additional 2 hit points and all their skills will improve. A **GM** may also give levels to **NPC**s which has exactly the same effect. No character may have more than ten levels or more than 15 advances.

Advance	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Experience points	0	100	150	250	400	600	850	1150	1500	1900	2350	2850	3400	4000	4650

Character Generation

Overview

There are three steps to creating your character as a player. First you choose your race, this booklet contains the rules for humans, dwarfs and elves but other booklets will include other races for more unusual settings. Player characters will have 15HP at level 0 unless stated otherwise.

Then you pick a role. This is your job within your group and should be chosen to fit in with the play style you find most enjoyable. Further roles may be added in setting sourcebooks and some settings may disallow certain roles. Each role provides additional abilities and skills. Should a character gain an ability twice there is no additional benefit. Should a character gain a skill twice they are considered as one level higher for the purposes of that skill (this may take your effective level above 10 for that skill).

Finally you buy your equipment. The types of weapons and armour you can use will have been determined by your race and role so picking these should not be difficult. However your group will also want to be carrying an array of useful equipment such as bed rolls, torches and bandages. It is important to talk with the other players at this point so you do not end up with four cooking pots but nothing to light a fire with! The specific equipment you can buy will be outlined in the setting sourcebook but a generic list is supplied here.

Races

Elves

Elves look like tall thin humans with pointed ears and pale skin. They have large eyes which come in a far greater variety of colours than the other races. Elves have the same vocal range regardless of gender and neither sex can grow facial hair.

Although elves are frail they are agile and quick with a natural talent for spellcraft. They are renowned for their skill at archery and often use longbows in battle. Elves tend to be happy and free spirited, often holding feasts and dances to celebrate just about anything. However they also have a careless disregard for the safety of others and there are many stories of people being killed by elven celebrations.

Characteristics

CS: 5/ SS: 7/ I: 6/ C: 6/ A: 6/ W: 7

Racial abilities

Elve eyes: elves have exceptionally keen eyesight and spot most things well before they become a problem. An elfe gets a -3 bonus on all tests to spot things.

Frail: elves are much weaker than other races and cannot withstand the same amounts of damage. An elfe player character starts with 10 HP.

Fey: elves ignore terrain penalties on move actions.

Racial skills

Use bows

Natural spellcasters: elves can cast spells and learn one word per level.

Dwarfs

Dwarfs look like short stocky people around 3-4 feet tall. They have dark eyes and thick fast growing hair which leads to the men having long bushy beards. They are well adapted to life underground with night vision and an innate knowledge of their depth.

A dwarf's sturdy frame allows them to wear even the heaviest armour almost unhindered and most clans make use of thick plate armour. The dwarfs are known as a dependable race with many skilled warriors and craftsmen. However their stockiness greatly limits the speed at which they can move.

Characteristics

CS: 7/ SS: 6/ I: 6/ C: 6/ A: 5/ W: 6

Racial abilities

Armour familiarity: dwarves wear heavy armour most of the time and are used to moving around in it.

Dwarves do not suffer from the A penalty for wearing heavy armour.

Deep dweller: a dwarf always knows his approximate depth below the surface.

Racial skills

Use heavy armour

Night vision: for each level a dwarf has they can see five meters in darkness.

Humans

Humans are the most varied of all the races showing a wide variety of skills and appearances. This variation has allowed them to spread to all environments and form many nations. They are quick learners capable of mastering more skills in their short life than any dwarf or elf.

Although their shorter life spans may seem a disadvantage it spurs humans on to act in a way that no other race does. Once a human sets their mind on something they will put in truly heroic effort to achieve it. Humans have an urgency and adaptability that the longer lived races lack.

Characteristics

CS: 6/ SS: 6/ I: 6/ C: 6/ A: 6/ W: 6

Racial abilities

Varied: at character creation choose one characteristic and raise it by 1.

Quick learners: humans start with 50xp

Racial skills

Versatile: a human may choose a skill from any role (so long as it does not grant magical words). It will level up as a racial skill

Heroism: once per day a human gets a bonus of -1 for each level they have for a single test

Roles

Berserker

Berserkers are reckless warriors who charge towards the enemy and unleash a flurry of furious attacks. They act with little thought to their own safety and rely on overcoming their opponents quickly before they have a chance to strike back as they lack the skills to use armour effectively.

Role abilities

Rage: a berserker's first hit against each opponent in a fight does an extra two points of damage.

Reckless attacks: a berserker can attack twice per attack action.

Role skills

Use weapon group hafted

Use weapon group two handed

Resistant to stabbing

Templar

Templars are knights of the temple and act as protectors or aggressors for religious organisations.

Templars are especially good at fighting the undead and the otherworldly creatures of rival gods but are restricted to the holy weapon of their own god.

Role abilities

Divine power: a templar may choose to do divine damage with their weapon rather than normal damage.

Fervour: templars do double damage against otherworldly beings devoted to other gods and the undead.

Role skills

Use heavy armour

Use weapon group: chosen weapon of their god

Healing hands: a templar may restore lost hit points equal to their level to a touched target

Skirmisher

Skirmishers are expert archers able to shoot accurately at even the smallest targets. They are also capable of putting out a rapid hail of shots in quick succession. They are ideally suited to ranged combats but struggle to overcome tougher opponents up close.

Role abilities

Steady aim: a prepare action provides a -2 bonus to any shooting attack it aids.

Quick shot: a skirmisher may make a free shoot action each turn.

Role skills

Use weapon group bows OR crossbows

Use weapon group knives

Use light armour

Sneak

Sneaks are suited to underhand fighting against unwary opponents. Given the opportunity to attack from behind they will do a great deal of damage and if confronted they may dodge away with ease. However if they are trapped in an upfront fight they will often struggle.

Role abilities

Strike from behind: if a sneak hits an enemy whilst standing behind them they will cause a critical hit on any successful double not just a double 1.

Dodge: once per turn a sneak may attempt to dodge an attack which has hit them by passing an A test. If the test is passed the attack misses and the sneak may immediately take a free move action.

Role skills

Use light armour

Use weapon group throwing

Use weapon group knives

Wizard

Wizards are skilled users of magic and can shape the world with their words. Wizards are accompanied by a familiar who acts as a companion and guard. Wizards have put all their efforts into the study of magic and therefore have no skill in combat.

Role abilities

Wizard: a wizard can cast spells and starts knowing the words heal, harm, protect, oppose and one elemental word (fire, water, earth or air)

Great spellcaster: a wizard has a -1 bonus on all spellcasting attempts

Speak arcanis

Role skills

Spellcraft (a wizard learns 3 new words each time he levels up.)

Familiar (a wizard has a familiar. This can take the shape (and profile) of any creature in the bestiary with a # by it. It will speak any languages the wizard speaks and may cast spells using its masters magic words but may only use 1 word per spell. A familiar has as many levels as its master does.)

Warrior

Warriors are the typical close up fighter capable of using a variety of weapons and wading through combats in a series of skilled blows. Warriors may be heavily armoured knights, swift spearmen or anything in-between. Warriors will struggle in situations where they can't get up close to there enemies.

Role abilities

Lethal momentum: if a warrior kills an enemy in combat they may immediately take a free action.

Skilled fighter: a warrior will cause a critical success when rolling to hit with a melee attack with any combination of 1's and 2's.

Role skills

Use weapon group sword OR hafted

Use weapon group pole OR two handed

Use heavy armour OR use light armour

Mage

Mages are a less formal type of magic users who are largely self-taught or seek the guidance of spirits. Mages have powerful familiars and although they normally learn magic slowly they may enact arcane rituals to learn faster. Mages struggle in combat unless they have friends to protect them.

Role abilities

Witch: a mage can cast spells and starts knowing the words heal, disease, cure and curse.

Speak arcanis

Ritual magic: a mage can attempt to learn a new word by ritual. The GM will assign a collection of materials that must be gathered and actions to perform in order to learn the word.

Role skills

Witchcraft (a mage learns 1 new word each time he levels up.)

Familiar (a witch has a familiar. This can take the shape (and profile) of any creature in the bestiary with a # by it. It will speak any languages the witch speaks and may cast spells using its master's magic words.

A familiar has as many levels as its master does.)

Battlemage

Battlemages combine the sorcerous might of a wizard with the combat prowess of a warrior. They are capable all-rounders who cope well in most situations. However they are masters of neither sorcery nor combat and will pale in comparison to more specialised characters.

Role abilities

Wizard: a battlemage can cast spells and starts knowing the words shield, strike, weapon, harm and one elemental word (fire, water, earth or air)

Speak arcanis

Role skills

Spellcraft (a battlemage learns 2 new words each time he levels up.)

Use heavy armour **or** use light armour

Use hafted weapons **or** use swords

Priest

Priests are those who dedicate themselves to the worship of a god and are granted special powers in reward. Priests can create powerful illuminated scrolls and call upon the aid of the servants of their god. A priest's powers are dependent on prayer, foresight and the will of the gods.

Role abilities

Divine rituals: a priest may summon a divine servant once per day which will remain for an amount of time equal to that which the priest has spent praying that day. The GM will decide what servant is summoned depending on how devout the priest has been and the deity they serve.

Speak arcanis

Role skills

Healing hands: a priest may restore a number of hit points equal to their level to a touched target.

Scribe scrolls: a priest may write magic scrolls and may write a number of words equal to double his level per day.

Use weapon (chosen weapon of patron deity)

Money and goods

Money

The main currency for day to day goods is the silver shilling. This will buy a loaf of bread or a night in a communal room. There are ten silver shillings in a gold piece. Gold pieces are used to buy more expensive items like weapons or livestock.

Weapons

Most of the headings on the following table are explained in the combat section. Hands is the number of hands a character holds the weapon in when they are using it. A character may not carry two things in the same hand! The cost is how much the weapon costs to buy during character generation but when game play starts costs will vary from shop to shop. Ranged weapons also require you to buy ammunition as detailed later in this section.

Name	Range ^{m/r}	Damage	Reload?	Weapon groups	Hands	Cost
Axe	Close ^m	1 stabbing 1 smashing	no	Hafted	1	3g
Barbed chain	Reach ^m	2 slashing	no	Lashing	2	4g
Bow	V long ^r	1 stabbing	no	Bows	2	5g
Claymore	Reach ^m	3 slashing	no	Swords, Two handed	2	5g
Club	Close ^m	1 smashing	no	Hafted	1	1g
Composite bow	Long ^r	2 stabbing	no	Bows	2	5g
Crossbow	V long ^r	2 stabbing	yes	Crossbows	2	5g
Dagger	Close ^m	1 stabbing	no	Knives	1	1g
Dirk	Close ^m	1 stabbing or slashing	no	Knives, Swords	1	2g
Flail	Reach ^m	3 smashing	no	Two handed	2	5g
Glaive	Reach ^m	2 slashing	no	Pole	2	4g
Great axe	Close ^m	1 stabbing 2 smashing	no	Hafted, Two handed	2	4g
Halberd	Reach ^m	3 smashing	no	Pole	2	5g
Heavy crossbow	V long ^r	3 stabbing	yes	Crossbows	2* ²	6g
Knife	Close ^m	1 slashing	no	Knives	1	1g
Light crossbow	Extreme ^r	1 stabbing	yes	Crossbows	2	5g
Long bow	Extreme ^r	1 stabbing	no	Bows	2	6g
Long sword	Close ^m	3 slashing	no	Swords	2	4g
Mace	Close ^m	2 smashing	no	Hafted	1	3g
Morning star	Reach ^m	2 smashing	no	Hafted, Lashing	1	4g
Pike	V short ^m	2 stabbing	no	Pole	2	5g
Pole axe	Reach ^m	2 smashing	no	Pole	2	4g
Scourge	Reach ^m	1 slashing	no	Lashing	1	3g

Name	Range ^{m/r}	Damage	Reload?	Weapon groups	Hands	Cost
Short bow	Long ^r	1 stabbing	no	Bows	2	4g
Short sword	Close ^m	2 stabbing or slashing	no	Swords	1	3g
Shuriken	V short ^r	1 slashing	no	Throwing	1	6s*
Sling	Short ^r	1 smashing	no	Throwing	1	3g
Spear	Reach ^m	2 stabbing	no	Pole	2	3g
Sword	Close ^m	2 stabbing or slashing	no	Swords	1	3g
Throwing axe	V short ^r	2 smashing	no	Throwing	1	8s*
Throwing knife	V short ^r	1 stabbing	no	Throwing	1	6s*
War hammer	Close ^m	3 smashing	no	Hafted, Two handed	2	4g
Whip	Reach ^m	0 smashing	no	Lashing	1	2g

* This is the cost for one throwing weapon, each one may be thrown once then it must be recovered

*² A heavy crossbow can only be used with a pavisé

Ammunition

Name	Weapon group	Cost for 10
Quarrels	Crossbows	5s
Arrows	Bows	4s
Shot	Sling	1s

Ammunition may be recovered after it has been used but will be broken 50% of the time (flip a coin the ammunition will be broken on a tails).

Armour

Armour is either light (L) or heavy (H). Each armour type has an armour value (AV) with higher values offering better protection. En is encumbrance and represents how hard it is to move around in a suit of armour. Encumbrance is applied per area covered and can never be a negative number. Total up all the encumbrance for your armour then consult the following table to see what penalty is applied to any A tests you take. Encumbrance for armour you don't have the use armour skill for is doubled.

Encumbrance value	penalty
0 unencumbered	0
1-5 encumbered	+1
6-10 heavily encumbered	+2
11+ severely encumbered	+3

Work out the cost of your armour by cross referencing the material it is made from with the piece of armour. Different pieces of armour cover different bits of the body and may modify the characteristics of the armour and you character.

Armour Price Chart	Padded AV6 En0 L	Leather AV7 En0 L	Chainmail AV8 En1 L	Scale mail AV9 En1 H	Plate AV10 En2 H
Greaves/Skirt Both legs	2g3s	2g6s	2g6s	3g	3g
Hauberk/Cuirass Both legs and body	3g	3g5s	3g5s	4g	4g
Sleeve One arm	1g9s	2g2s	2g2s	2g5s	2g5s
Helmet Head	2g3s	2g6s	2g6s	3g	3g
Full Helmet Head +1AV -1C	2g3s	2g6s	2g6s	3g	3g
Boot One leg -1AV -1En	1g9s	2g2s	2g2s	2g5s	2g5s
Bracer One arm -1AV -1En	1g9s	2g2s	2g2s	2g5s	2g5s
Jack/Breastplate Body	2g3s	2g6s	2g6s	3g	3g

Shields

In order to use a shield you must have a use armour skill (it doesn't matter which. Shields are not affected by level or the use armour skill in any other way. Each shield provides your opponent with a modifier to hit in combat and/or at range.

Name	Combat modifier	Ranged modifier	Cost
Buckler	+1	0	1g
Round shield	+1	+1	2g
Kite shield	+2	0	2g
Pavise	0	+3	3g
Tower shield	+1	+2	3g

Magic user's equipment

Item	Cost	Notes
Wizards staff	5g	This provides a -1 bonus to cast on all spells which do damage.
Wand	1g	This provides a -1 bonus to cast on all spells containing a particular word.
Spell book	10g	This allows the wizard to learn one extra word for each book read.
Scroll	*g	A scroll costs 1g for each word it has. It will automatically cast a spell using the all the words written on it in the order they are written in and then it crumbles to dust.
Astrological charts	1g	These provide a -1 bonus to cast spells which predict the future.
Wizard's hat	1g	Whilst wearing this hat you only suffer a +1 penalty for every word in a spell after the third.
Thaumometer	3g	Tells you whether a spell has been cast in the area within the past hour.
Wizard's robes	5g	These provide a -1 bonus to cast on all spells.
Holy symbol	1g	This increases the amount of health restored by the healing hands skill by 4.
Priest's robes	5g	Any prayers made in these robes count as double their actual time, however they only work for their rightful owner.

Adventuring equipment

Item	Cost	Notes
Rope	2s	Cost is per metre
Bag	3s	(1 st free)
Iron pot	3s	
Tinder box	3s	
Torch	1s	Illuminates up to long range with flickering light (+1 to all sight related tests) for one hour.
Candle	1s	Illuminates up to short range for one hour.
Paper	1s	Cost is per sheet
Single portion bottle	2s	
Two portion bottle	3s	
Three portion flask	5s	
Six portion water skin	8s	
Lamp	8s	Illuminates up to long range, burns a portion of oil every hour and a half.
Walking stave	2s	
Door wedge	1s	When wedged under a door the door will require a CS test to open.
Hand mirror	7s	
Comb	2s	
Quill	1s	
Grappling hook	1g	
Crowbar	1g	
Spade	1g	
Bedroll	8s	

Item	Cost	Notes
Bandage	1s	
Rags	1s	Cost is for 10
Mug	1s	
String	1s	Cost is per metre
Instrument	1g	
Long nail	1s	
Lock picks	1g	May pass an I test to open a lock without the key.
Plain outfit	0	Characters always have enough plain clothing
Smart outfit	1g	
Travelling outfit	8s	Prevents getting too cold until -10°C.
Hat	1s	
Compass	1g	
Whistle	2s	
Dice	2s	
Playing cards	3s	
Lamp oil	3s	Cost is per portion
Grease	1s	Cost is per portion
Glue	3s	Cost is per portion

Food and drink

All costs are per portion.

Item	Cost	Notes
Water	0	Can carry disease
Clean water	1s	
Small beer	2s	
Milk	2s	
Ale	3s	
Wine	5s	Does not count towards daily requirements
Spirits	5s	Does not count towards daily requirements
Cheese	2s	
Bread	1s	
Meat	4s	
Vegetables	2s	
Fruit	3s	
Dried or salted meat	3s	
Dried fruit	4s	
Spices	1g	
Grains	1s	
Fungi	2s	
Nuts	2s	
Sausage	3s	
Sweets	2s	Does not count towards daily requirements

Mounts and riding equipment

Item	Cost	Notes
Saddle	1g	
Bridle	5s	
Saddle bags	3s	
Combat saddle	4g	Riding a mount with a combat saddle does not require you to use a hand to hold the bridle.
Mount	*g	Any creature with an * by it in the bestiary may be bought as a mount for 10g plus an additional gold piece for each hit point it has. In addition a mount with levels can be bought with the additional cost of 5g per level.

Services

Service	Cost	Notes
Night in a communal room	1s	
Night in a private room	5s	
Full day of item storage	1s	
Full day of stabling	3s	
Days travel on a wagon	2s	
Days travel on a river boat	3s	
Days travel on a small ship	3s	
Days travel on a large ship	4s	
Cheap meal	2s	Is a portion of food and drink. May contain diseases.
Basic meal	3s	Is a portion of food and drink.
Substantial meal	4s	Fulfils daily requirements.
Feast	5s	Fulfils daily requirements. Is excessive drinking.

Games Master's Advice

Overview

This section gives little bits of advice to help Games Masters. If you don't know whether you will be a GM or a player there is no harm in reading this section, nothing here is secret. The aim of this section is to advise on how to adjudicated tricky situations which can arise from the rules.

NPCs and Roles

Not all NPCs need roles, some NPCs like animals cannot have roles. Many characters introduced by the GM do not need the same level of detail as a player character. In these cases it is reasonable for these characters not to have a role or for them to have a couple of relevant use weapon/armour skills. The roles included in this booklet are all combat orientated; for non-combatant characters the professional role outlined below may be more appropriate.

Professional

Professionals are masters of a particular craft or trade such as farming or blacksmithing. The role can also be used to represent academic positions such as sages or tacticians.

Role skills

Professional: a professional has a -1 bonus for each odd level they have on all tests related to their chosen profession.

NPC Spellcasters

As magic relies on GM interpretation it is important to remain impartial when interpreting NPC spells. Always announce which words have been used, don't just describe effects. Used correctly this can give the players an insight into how you are likely to interpret their own spells.

World Creation

Whilst it is best to cut your teeth GMing a fairly generic or ready-made fantasy world many GMs wish to create their own. Fantasy worlds have the scope to be wildly different from each other and this should be embraced to tailor your world to you and your players. Base your world of your own strength and interests. If you have an interest in historical cultures start with that aspect of your world, if you are a zoologist you may be more comfortable starting with your worlds ecosystems. Work at your own pace and scale and don't be compelled to conform to, or break, fantasy traditions. It's your world and you can add whatever you like.

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