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- ★ Skills ★ Monsters
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SPI

DragonQuest

The Fantasy Role Playing Game

SECOND EDITION

CREATED BY SIMULATIONS PUBLICATIONS, INCORPORATED

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I. Introduction

The genre of fantasy literature stems from the myths of our fathers. The marvelous creatures and strange sorceries of legend are part and parcel of that genre. Hardly anyone in the Western world has not been exposed to some element of fantasy, be it fairy tale, classical myth, or J.R.R. Tolkien's estimable *Lord of the Rings*. There are many reasons for the widespread appeal of fantasy, the most compelling of which is its uncomplicated nature. Good and evil are readily distinguishable, and the hero invariably confronts the villain. It is all too easy to imagine oneself, clothed in exotic garb, wielding a magical sword, vanquishing the sinister sorcerer. Small wonder, then, that fantasy role-playing games, which allow a person to play the part of that hero, are so popular today.

What Is Role-Playing?

When you were a child, you probably played spontaneous, informal games in which you pretended to be a policeman, an indian, a parent, or a pirate. You imagined what these mysterious and powerful people were capable of, and then you acted out scenes with your friends. There was no winner or loser everybody won by getting the thrill of pretending to be another person. These games of "make-believe" had no real rules, no structure, and no equipment. They depended solely upon the imagination of the players to keep them lively and interesting.

Much of the wonderful, imaginative experience and free play of these childhood games can be found in their adult counterpart *-role-playing games*. A role-playing game is also one in which you pretend to be someone -but the "someone" is very detailed in abilities, physical description, and nature. In fact, *characters* in role-playing games are as detailed as the characters in a major novel. These characters inhabit a world which is also very well described. In a fantasy role-playing game, such as *DragonQuest*, the world is one of magic and monsters, quests and spells, and all the romantic color of an imaginary time and place reminiscent of early medieval Europe.

Each active character in the game is played by a live player. There are many other characters and monsters, all of whom are operated by the *Gamesmaster*. The Gamesmaster is a combination of referee, storyteller, and "Hand of Fate." He keeps the story unfolding by telling the players what is happening and judging the results of any actions the players take. He has a very free hand to interpret the situation as he sees fit within the guidelines of the rules. The Gamesmaster usually works from a prepared story synopsis called an *adventure*. This is the setting of the story and something of a general script outline for the course of the action. It also can contain maps and tables of information on the area and its inhabitants. This adventure is a tool for the Gamesmaster and is not directly used by the players, although the players will actually create the detail and action of the story by the decisions they make as they participate in the adventure.

An Example of Role-playing

In a role-playing session, the players (usually three to nine people) sit around a table with the Gamesmaster at the head. Sometimes the adventure can be played through in one sitting but, more typically, the players will meet a number of times to finish the adventure. Adventures can be strung together and players play the same character from game to game in a roleplaying *campaign*. Their characters will grow or diminish in strength, ability and wealth. Throughout the entire experience, the Gamesmaster creates the world through which the characters travel, by interacting with and prompting the players. Here is a brief sample of a typical role-playing exchange:

Gamesmaster (GM): Your characters are seated around a table in a very dingy tavern, drinking mead, when a hooded figure enters, approaches the bar, and orders a tankard of ale.

John (character name: Delion): What does he look like? Can we see any details of his face?

GM: No, the hood covers his features. He appears to be avoiding eye contact with anyone but the bartender.

Delion: I will go over to the bar, activating my magical talent of Sensitivity to Danger, and take the place next to him.

GM: He begins to move away from you.

Delion: I speak to him and say, "Sir, your robe appears to be torn. Has your journey been a hard one?"

GM (now acting the part of the Non-Player Character, Argotec): He turns to you, his eyes glowing with an eerie amber light, and says: "Young man, my travels are none of your business, and your inquisitiveness may cause you harm if you continue."

Delion: What is my talent telling me?

GM: This man (if he is a man) radiates danger.

Delion: I return to my table, joining my companions, while continuing to watch his movements.

GM: After drinking for about half an hour, he leaves.

Delion: My companions and I will follow him.

This very simple, edited version of an encounter in a tavern with a Non-Player Character may lead to an adventure which may place the character's very life in danger. The chance to be bold and brave without any real world consequence is one of the fascinations of role-playing.

There is also the fun of assuming the role of a powerful or outrageous character very different from your real-world self. The exhilarating experience of the power of one's own imagination is terrifically entertaining and engrossing. Role-playing is a very *social* experience as well. People can use their role-playing identities to interact with one another in ways that are usually impossible. You can come to someone's rescue. You can sell them the key to their quest -or you can sell them out! In particular, the Gamesmaster has the chance to influence the very fate of the other players -how often do you get to tell a friend that he has found a fortune or been eaten by a dragon?

Role-Playing Subjects:

Most role-playing games are *fantasy-based* such as *DragonQuest*. These games deal with the world of magic, monsters and mayhem. Other role-playing games deal with *science fiction*, such as SPI's *Universe*. These games basically substitute the intricacies of technology and aliens for magic and monsters. A small number of *military* role-playing games, -such as SPI's *Commando*, -are also available. In fact, virtually any actionoriented subject lends itself to role-playing.

Whatever area of role-playing interests you, you can best get started by buying only the basic set of any role-playing system in which you are interested. This book, for instance, contains the *complete* rules for *DragonQuest*. Nothing more is necessary for you to play a high level, full-fledged role-playing game (in roleplaying, the word "basic" should not be equated with "simple").

Once you are thoroughly familiar with the basic system, you will have a wide choice of supplements, adventures, and accessories to expand your role-playing enjoyment. A full line of such materials is available for *DragonQuest*, for instance, and new materials are constantly published. See your local adventure games dealer for these products. *Ares Magazine*, published by SPI, is another great source for *DragonQuest* (and *Universe*) adventures and supplementary material, and a subscription to *Ares* will keep you up to date on happenings throughout the hobby -as well as providing you with a new science fiction or fantasy boardgame in every issue. Role-playing gaming is an exciting and involving hobby that is limited only by your imagination.

Role-playing offers you the chance to participate in adventure and take an active part in creating your own entertainment. In these times of low-grade, thinblooded commercial TV stories, role-players such as yourself can engage in the energetic, mind-stimulating fun of real adventure.

The DragonQuest System

Fantasy role playing, as a way to spend one's leisure time, has come of age in the last five years. Since the days when a small group of devoted die-hards first uncovered an enjoyable fantasy role-playing game, the idea has attracted an ever-growing body of people whose divergent tastes demand innovative and original new works. Thus, enter *DragonQuest*.

Three general themes guided the design and development of *DragonQuest* and make this game different and (we think) an improvement on all other role-playing games. First, *DragonQuest* was designed to impose as few artificial restrictions on the Gamesmaster (GM) as possible. For example, a character is not limited to a particular group of abilities (known in the genre as a "character class"). A character class imposes certain arbitrary restrictions upon a character, forcing him or her into molds which have to fit, regardless of the inclination of the player. These classes came into being in other games as balancing tools, to make it just as advantageous to be a human fighter as to be a dwarven priest. In order for a character in a *DragonQuest* world to have as much freedom of choice as possible, *anyone can be anything*. Of course, the player who tries to have as versatile a character as possible will be correspondingly handicapped when he tries to rise in power. The important effect of this theme is that any character from the pages of fantasy literature can be re-created (in game terms) without causing aberrations in the game system.

Second, almost all creatures and magics are drawn from sources existing in myth, legend, or literature. We do not pretend that our fantastic inventions can compete with those reaching across the gulf of time to us, being the stuff of our heritage. Rather, we have attempted to imbue as much verisimilitude as we could, to allow those who play *DragonQuest* to live on a gaming table those worlds they have only been able to vicariously experience before. The fantasy of northern Europe is prevalent in these rules, because it is the common reference point shared by most of the people who will play *DragonQuest*. When a specific mythic creature or type of magic is reproduced, it is given all the characteristics ascribed to it in legend. When discussing the imaginary, brief mentions were often thought to be sufficient; in such cases, we try to explain as best we can. The few liberties taken were to fill the logical "holes." Norse legend and the Lesser Key of Solomon (to name but two examples) are not entirely compatible. We have attempted to give the GM a solid base to which he may add his own or other cultures' legends and magics.

A third concept in mind during the design process was to maintain the game's flexibility, and allow the GM and players to expand on the original rules. The modular presentation of skills and magic colleges makes the introduction of new ideas easy; adding a new skill or college does not necessitate changing the original ones.

Rules and the GM

A point that should be emphasized is that printed rules are a framework for assuming the role of a person in a fantasy world, and cannot possibly cover every aspect of living. In every adventure, situations will arise in which the GM will be called upon to interpret or add to the rules. This may seem to be an obvious statement to those readers who are veteran role players, but for those to whom this game is a first experience, it is a concept not to be glossed over.

While the rules as written are playable, they may not suit everyone's taste. Some may be too complex, and some may not be complex enough (the desires of role players are many and varied). The GM is empowered to change whatever he wishes (with the mutual consent of his players) in order to make the game more enjoyable for all concerned. In order to make these decisions fairly, he must know the entire body of rules thoroughly and have a keen sense as to what is good for his campaign. The first attribute can be easily attained; the second requires experience and an acute awareness of his players. The

GM must be fair and impartial at all times, and never lose sight of the fact that he is a referee. Within the framework of the rules, he objectively determines the results of the players' actions. The players act out their part as if their characters actually existed in the world the GM has created. The GM is a master story-teller, a weaver of tales which deal with those themes aforementioned: fairy tale, myth, and fantasy. This job may, at first glance, seem both mammoth and unattractive. It is, however, one of the most enjoyable gaming experiences this author and many other individuals have ever found. While the players act out the parts of their characters, the GM gets to act out the parts of everyone else who inhabits his world -shopkeepers, evil wizards, dragons, and giants. Along with playing these parts, the GM is the referee of all the actions which occur; his impartiality is assured by the absence of a game persona directly identified with him.

A Note on Dice

It is strongly recommended that the Gamesmaster and players have an adequate supply of 20-sided dice, which are used to resolve numerous game functions. These dice are readily available at adventure game shops. If you have no 20-sided dice, a pack of common playing cards may be used. Extract and shuffle the Ace through 10 of both a red and a black suit and draw from these at random as required by the situation you are resolving (see 2.6).

Introductory Adventure

At the back of this book is an introductory adventure. It is designed to be played with one or two players and a GM. This was done to aid the beginning GM in getting familiar with the rules and with running an adventure; handling many players at once can be a trying experience for the best GM. Once the new GM has arranged to play *DragonQuest*, he should read the adventure very carefully, especially the character sketches provided for the non-player characters (NPC's). These are intended as guides for the GM. He should play the parts of these NPC's as accurately as possible, remembering that the players, especially in this adventure, will need to interact extensively with those NPC's to successfully complete the adventure. When the adventure is over and the GM goes on to create his own NPC's, he should use the sketches as guides. The level of characterization of the people who populate a GM's world is a good indication of the quality of the overall campaign and that particular GM's preparation (or lack thereof).

The adventure also contains examples of Encounter Tables designed for a special place and special NPC's. It is not necessary for the GM to invent a different table of his own for every adventure, but he should be wary to alter the probabilities to fit the scenario. The new GM should also examine the Camp Map. Since it is drawn at a scale of 1 hex/5 feet, it facilitates transfer to the Tactical Display. This is a minor detail, but if overlooked, it can slow down the game. This type of map, with a few pertinent details left off, may be shown to the players upon entering any similar situation.

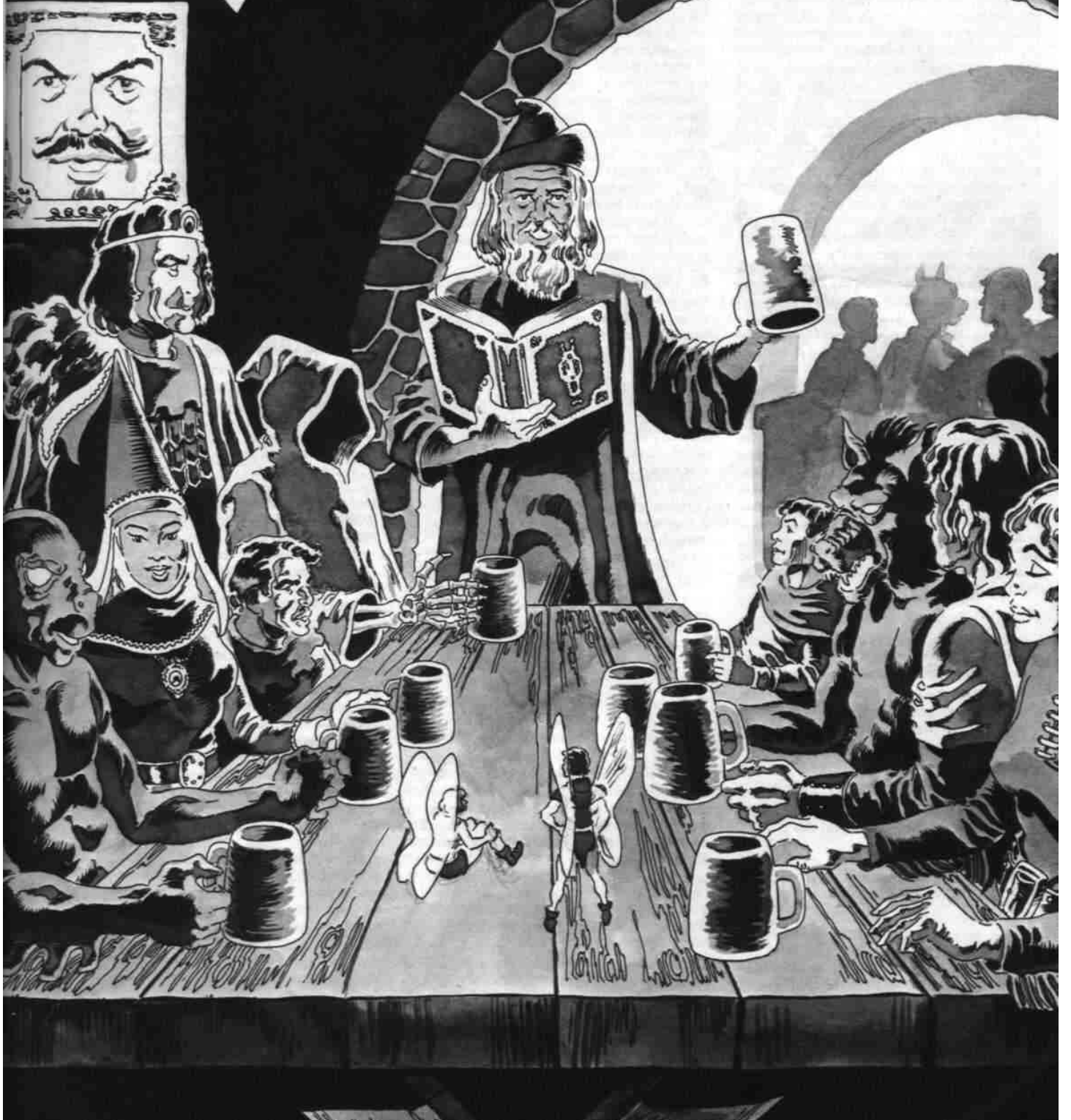
The GM should guide the players through the adventure, stopping whenever there are rules questions or problems of any sort. Together, the players and the GM should discuss the problem and resolve it to their mutual satisfaction. In this way, all concerned will learn the game and their parts in it, and hopefully whet their appetites to continue playing *DragonQuest*.

Please enjoy playing *DragonQuest*. We at SPI are confident it will bring you many hours of pleasure.

Gerry Klug
Editor, Second Edition
10 August 1981

The First Book

Character Generation, Combat



II.

HOW TO PLAY THE GAME

DragonQuest is a fantasy role-playing game. In a role-playing game, a player is a character in another world. Unlike a conventional game, the players do not sit around a board and move pieces. The players sit in a semi-circle about the gamesmaster, each with only a sheet on which is recorded information about his character. The object of a role-playing game is not for an individual player to win (in fact, there is *no* winner), but to enjoy a stimulating interchange between the players as characters and gamesmaster (GM).

The GM plots the background for an *adventure*, invents a segment of a fantasy world, and plays the part of every being not represented by another player. The game flows as a result of give-and-take between the gamesmaster and the other players. The GM informs the players of the situation in which the characters find themselves, the players tell him what their characters are doing, and the GM in turn tells the players what happens in response to their characters' actions.

DragonQuest can be played in two ways. The first is as an individual session. If played this way, the players are taking characters for one play session only, and are trying to complete a mission of limited scope. The players are not interested in a full-fledged role-playing game in this case. It will be sufficient to be a team with a common goal just this once. However, *DragonQuest* is best played as a campaign. The game does not end at the conclusion of one of the players' get-togethers. A player role-plays the *same* character until the character dies. During a campaign, a character's personality should become more and more evident as he is granted a fief, gets married, declares blood-feuds, etc. A campaign continues indefinitely, until the players either become separated in the real world, die or (heaven forbid!) lose interest.

1. GENERAL COURSE OF EVENTS

The following is an informal sequencing of the order in which the gamesmaster should cause events to occur. What is written here is not intended to supplant any of the rules in the following Sections.

A. PRE-ADVENTURE ACTIVITY

The gamesmaster is responsible for preparing an adventure before he and the players game it out.

1. Adventure Rationale. The gamesmaster must decide what options he is going to present to the players. This can be done as a series of questions posed to himself: What are the players supposed to accomplish? Where are they supposed to go? Who (or what) is their adversary? How are they supposed to find out about their *mission*? Is any particular non-player character (q.v.) interested in this mission? How much information should the gamesmaster tell the players?

2. Map Adventure Area. The gamesmaster must map (see 77.3) the land (or sea) area in which he expects the player characters to travel. This must include the area between the characters' current location and their destination, and should take in a sizeable portion of the surroundings. The GM must also plan the interior of any structures which will figure prominently in the adventure.

3. Record Adversary Information. The gamesmaster must prepare a listing for each of the beings who directly oppose or obstruct the completion of the player characters' mission. Additionally, he must prepare listings for a few miscellaneous encounters (q.v.), which can be picked at random when the characters are due to meet something other than their ultimate foe. Both of these listings are recorded as described in rule 63. The gamesmaster will probably wish to append some notes to the descriptions of the characters' adversaries.

4. Record Update. The gamesmaster checks that all Character Records are current and that any new entries have been figured correctly, if he has not done so already. He writes any data about the characters that their players are not supposed to know in his private campaign record.

B. ADVENTURE ACTIVITY

The players engage in some initial preparation, and then they play out the adventure with the gamesmaster.

5. Generate New Characters. Any player without a character must generate a new one; any player with a character may generate a new one. There is no limit to the number of characters an individual player may have; however, a player may never control more than one character at a time. Someone who likes variety might choose to rotate five or six characters on consecutive adventures. The gamesmaster should strictly limit the interaction between two characters controlled by the same player.

6. Organization of a Party. The players must choose a leader (q.v.). They must also inform the gamesmaster of which non-player characters they wish to accompany them on adventure; the gamesmaster, in turn, tells the players who is willing to accompany their characters. Any purchases for the upcoming adventure are made at this point.

7. Determine Any Contractual Arrangement. The players, representing their characters, and the gamesmaster, representing any non-player characters, haggle to decide how any booty will be split. The standard Adventurers' Guild contract (see 79.4) is suggested.

8 through 11. Trek/Wait Stage, Encounter Stage, Chase Stage, Tactical Stage. See rule 80.

C. POST-ADVENTURE ACTIVITY

The players and the gamesmaster wrap up the adventure, and the players decide what to do with their characters.

12. Experience Point Awards. The gamesmaster awards the characters Experience Points (see 86), depending on each player's performance during the adventure.

13. Appeals. A player who objected strenuously to a decision of the gamesmaster has one last chance to try and change the GM's mind. All decisions are final past this point.

14. Upkeep Level. The players inform the gamesmaster of how much their characters will spend on upkeep (see 85.3) per week, until the next adventure begins or the character goes broke.

15. Allocation of Time. Each player informs the gamesmaster how his character will use the time between adventures. This is especially important for increasing Rank (q.v.) and acquiring new abilities (q.v.).

16. Solo Adventures. If a player wishes his character to undertake any action which requires the attention of the gamesmaster, he and the GM play it out at the GM's convenience.

17. Experience Point Expenditures. If the player wishes to increase the Rank (q.v.) or value of an ability, skill or characteristic, he must have sufficient Experience Points in his character's Experience Point Bank (q.v.) and have his character perform all prerequisites successfully (see 87). He so informs the gamesmaster, and a change is made on his Character Record.

18. Calendar Update. The gamesmaster marks off the passage of game time on his calendar (see 78.1).

This cycle is repeated indefinitely, as long as the campaign lasts.

2. REQUIREMENTS FOR PLAY

The players must have certain equipment and knowledge of the basics of the game before they can play *DragonQuest*. The gamesmaster requires additional material and, of course, a thorough familiarity with the rules.

[2.1] The DragonQuest rules are intended to guide the GM. not to restrict him.

The flavor of each and every role-playing campaign is heavily influenced by the knowledge (or lack thereof) and prejudices of the GM who runs it, no matter what set of "rules" are being used. Some GM's emphasize combat in their worlds, some magic, some monsters, some wilderness adventures, and some dungeon expeditions. The rules of any game are simply a common set of guides for both the players and the GM so they may speak the same language and have some base from which their ideas may spring. GM's should feel free to add or delete any of these rules with the understanding that he does so at his own risk in terms of play balance and systems interfaceability.

[2.2] A Tactical Display is used in conjunction with the Combat rules (see, particularly, rule 11)

A Tactical Display is used to portray a variety of terrain and interior features that can affect combat between characters, monsters and/or non-player characters. The Display is overlaid with a hexagonal grid to regulate the

movement and positioning of the playing pieces. Each hexagon (hex) equals 5 feet of terrain from side to side.

[2.3] The figures occupying the display are either miniatures, cardboard counters, or other suitable markers.

Most often, role players use metal miniatures (available from most reputable hobby stores these days) to represent their character while he occupies the display. If these are unavailable or undesirable, cardboard counters (such as those used in war-games) are equally useful, if not as picturesque. In a pinch, such markers as chess pieces, toy soldiers, or other small items (dice of different colors often work well) may be substituted without affecting play. The GM will need markers of some kind to represent monsters or NPC's which also occupy the display. Doors, chairs, walls, trees, windows, fireplaces, chests, and other items of importance will also have to be represented. A combination of small markers and lightly drawn-in features will solve most of these problems. A note should be made of any ambiguous item or drawing.

[2.4] Percentile dice will be needed by both the players and the GM.

At least one set of two twenty-sided dice are needed for play, and it is most desirable to have three or four sets available at all times. The GM will need to have his own set with which to roll those checks he needs to keep hidden from the prying eyes of players. With a group of players numbering three or more, any combat situation will have many die rolls happening in rapid succession, and play will be greatly slowed if each player has to reach across the table for the only available set of dice.

[2.5] The players must provide themselves with some miscellaneous play aids.

1. Each player must have a copy of the Character Record for each of his characters. It is suggested that all numerical values be recorded in pencil, and the rest of the entries in pen.
2. The GM must have a copy of the Adventure Record. The players should fill this out before the adventure begins.
3. The GM should have a copy of the Strategic Map Hexgrid on which the area over which the characters are going to adventure may be drawn. **NOTE:** The players are given permission to photocopy or reproduce in any way any of the above for their private, non-commercial use.
4. The GM must have either graph paper or copies of the Strategic Map Hexgrid if he is to draw any structure plans.
5. Each player must have some readily identified marker to represent his character on the Tactical Display. This marker must have an unambiguous front and back, for the purpose of determining facing during combat.
6. Scrap paper, pens and pencils will also be needed.

[2.6] The abbreviation "D" stands for "die" or "dice."

A jargon for the number of dice rolled has been established in the role-playing hobby, and this jargon is used throughout the rules. When the players are told to roll "D10" or "1D10", this means one of them is to roll a single twenty-sided die (since the die is only marked 1 through 0, this will yield a digit between 1 and 0). "2D10" would direct the players to roll two twenty-sided dice and sum the results, etc. Note that when a dice code is suffixed with "D10", any result of "0" on a die is treated as a "10". **Example:** Two rolls of "0" would equal 20 (twenty) when the players are directed to roll 2D10.

"D100", "1D100" or "percentile dice" would direct a player to roll two twenty-sided dice of different colors, treating one as the first digit of a two-digit number, and the other as the second digit. Thus, if a player rolls a "3" on the first die and a "9" on the second die, the dice-roll would be "39". Note that a roll of "0" on the first die could not be interpreted without the use of the roll on the second die. If the roll on the second die is 1 through 9 (e.g., 07), the roll is treated as the appropriate number 1 through 9. However, if the roll on the second die is "0" giving a result of "00"), then the result is treated as 100 (one hundred).

If a dice code is followed by a positive or negative number (e.g., D10 + 3, 2D10-4), add or subtract the number as indicated to or from the dice-roll. Thus, 2D10-1 would direct the players to roll two ten-sided dice and subtract one from the sum of those rolls (to obtain the result). Sometimes, an addition to or subtraction from a die or dice roll is referred to as a modifier. All modifiers affect a 1D10 die roll (thus, a "+4" modifier equals "D10+4"). When instructed to roll a D5, the player should roll a D10 and halve the result, rounding fractions up.

[2.7] The roll on a single or percentile die-roll may never be modified below 1.

Therefore, the result of 2D10 can never be less than 2, the result of 3D10 never less than 3.

[2.8] The gamesmaster is advised to keep some information, particularly dice-rolls, secret during adventure.

Suggestions are made throughout the rules as to who should roll dice in a particular situation, but the GM has the final authority in this matter. Where the very act of rolling dice may give the players more information than the GM wishes them to know, he should intersperse relevant dice-rolls with meaningless ones to confuse them.

The GM should set up his workspace so that the players cannot see his records or the results of any die he rolls.

III.

GAME TERMS

The terms unique to magic and combat are summarized in rules 9 and 25.

Ability: Any single talent which a character can perform. One spell or ritual is a single ability.

Adventure: Whenever the player characters organize themselves into a party and seek to fulfill a mission, they are on adventure.

Campaign: A series of adventures run by the same gamesmaster, presumably with some duplication of players present on the separate adventures.

Characteristic: A numerical value which describes a facet of a character's physical or emotional make-up. See rule 3.

Encounter: Any time the player characters meet a non-player character or monster not in their party, it is termed an encounter.

Experience Point: The basic unit of exchange for improvement in abilities, skills or characteristics. Experience Points are earned at the conclusion of an adventure for the player character's performance during the adventure. A character keeps Experience Points in his Experience Point Bank (on the Character Record) until he uses them for gain in any Skill, Spell, Weapon, etc.

Gamesmaster: The referee, or moderator, of the game.

Game Time: The speed at which time passes in the alternate world, relative to the time in the real world (see 78.1).

Leader: The player nominated to be the speaker for the party. Several privileges are accorded to his character for the extra book-keeping responsibility he assumes. See rule 79.1.

Mission: The goal the characters wish to achieve to conclude their adventure. Alternately, what must be accomplished to complete that goal.

Monster: Any being of a race from which a player character cannot come is termed a monster.

Non-Player Character: Any being of a race from which a player character could come (and which is controlled by the GM) is a non-player character (NPC, for short).

Rank: A numerical expression for character's (or monster's) aptitude in a skill or ability. The greater the Rank, the better the character (or monster) is at the ability or skill in question.

Party: The player characters and the accompanying non-player characters on an adventure are collectively known as the party.

Player Character: The analogue for a player in the alternate world. The amalgam of player and character (i.e., when an action is simultaneously taking place in both worlds) is also referred to as the player character.

Session: The time during which the gamesmaster and all players partaking in a given adventure spend together is known as one session.

Skill: A skill is a collection of interrelated abilities which are almost always learned together. See Section VII.

Success Percentage: When a character has a chance of doing a particular task properly, the dice range in which he succeeds at the task is termed the success percentage.

IV. CHARACTER GENERATION

A player assumes the role of a character. The player develops the personality of his character during adventures: the character's needs, foibles, and ethos are revealed through interaction with the other players' characters and the creatures represented by the GM. The manner in which the character's personality develops will undoubtedly be affected by that character's *characteristics*. A characteristic is a measure of a facet of the character's physical or mental make-up which the player does not invent.

Every human character begins play at the age of 18 years (if the gamesmaster's world revolves around its sun during a period of time not equal to 365 days, he should convert from earth years to his own). A non-human character begins play at a corresponding age for his race. At that age, the character's body has matured enough so that age will not alter his characteristics. The character does have some of his life already behind him; the memories of those times must be supplied by the player, but any

monies and experience accumulated are the character's to expend.

A player must keep track of the statistical data (e.g., characteristics) concerning his character. A model Character Record, on which all pertinent information may be recorded, is provided within this rulebook. The gamesmaster may choose to use a different recording form, or modify the one provided to suit his tastes. Whichever the case, the gamesmaster must be provided with a complete and current character record for each player's character. The gamesmaster can then verify the information on each record, or make corrections where necessary. Each player should also have a copy of his own character's record, though as play goes on, the two records will differ (the gamesmaster will, in all probability, note something about a character that he does not want the player to know, such as a curse).

3. DESCRIPTION OF CHARACTERISTICS

The player must generate and/or assign values to each of his character's first eight characteristics, listed in 3.1 through 3.8. The gamesmaster may also choose to introduce *optional* characteristics, including Physical

Beauty (described herein), Height, Weight, Sex Drive, and anything else that comes to mind. The proliferation of such indices, while providing a player with a clearer picture of his character, will require extra book keeping.

The first six characteristics are the *primary* characteristics. Primary characteristics may be increased temporarily by magic or permanently by the expenditure of experience, and may be decreased temporarily by magic or permanently by injury to the character. All other characteristics, whether or not optional, are *secondary* characteristics. The manner in which a secondary characteristic may be changed will be covered in the appropriate rule. A "temporary" change indicates an increase or decrease of limited duration to the value of a characteristic; a "permanent" change indicates an increase or decrease of indefinite duration to the value of a characteristic. Adventurers in a world of magic can expect to be in a state of flux for most of the time.

Generally, a high characteristic value indicates a character's ability to perform a certain task well, while a low value indicates a relative lack of such *ability*. A characteristic's effect is almost always translated into numerical terms for the purposes of resolving action during play.

Though characteristics are relatively fixed, a player retains total freedom of choice for his



character. When a player shapes the personality of his character, he will probably wish to account for some of the character's more extreme characteristics. For instance, if a character with an extremely low Physical Strength value decided to specialize in magic, he might compensate for an inferiority complex developed during adolescence (due to constant bullying) by choosing spells of destruction. The spells would, of course, allow that character to stand off the would-be Conans of his world. A character with a high value in Agility might indulge in frivolous sports, because of his natural talent in such activities. Remember, the greater the care taken when characterizing, the more "real" that character becomes. The player should strive for consistency in developing facets of his character's emotional make-up.

[3.1] Physical Strength is a measure of a character's muscle co-ordination and strength.

The Physical Strength characteristic represents the brute force a character can exert from the thews of his arms, the thrusting power of his leg muscles, and his lift and weight capacity (using leg, back, and stomach muscles).

[3.2] Manual Dexterity is a measure of a character's digital control.

The Manual Dexterity characteristic represents the character's hand-to-eye coordination, the speed at which he may perform a complex task with his hands, and his ability to manipulate his hands.

[3.3] Agility is a measure of a character's ability to maneuver his body and the speed at which he moves.

The Agility characteristic represents the character's lighthness of body, the speed at which he may run, and his ability to dodge with or contort his body.

[3.4] Endurance is a measure of the punishment a character's body can absorb before he becomes unconscious, sustains mortal wounds, or dies.

The Endurance characteristic represents the character's capacity to sustain wounds, his resistance to disease and infection and his rate of recovery from same, and directly affects his ability to overexert himself.

[3.5] Magic Aptitude is a measure of a character's ability to harness and direct magical energies.

The Magic Aptitude characteristic represents the character's control over the now of *mana* (the stuff of magic) from another dimension, and his ability to remember arcane rituals and information.

[3.6] Willpower is a measure of a character's control of his mind and body especially in stress situations.

The Willpower characteristic represents a character's ability to resist the imposition of another's will upon his own, and the degree to which his will can be used to counter his instincts (when, for instance, he might be

attempting an action which may be suicidal).

[3.7] Fatigue is a measure of the length of time that a character can sustain activities requiring a great deal of physical or mental exertion.

The Fatigue characteristic represents the number of potentially serious wounds the character can turn into minor cuts and bruises by adroit or random maneuvering in combat, the mental energy he can use to cast spells, and the degree to which he may exert himself before becoming exhausted.

Fatigue value may be increased permanently, by the expenditure of Experience Points, and temporarily, by magic.

[3.8] Perception is a measure of a character's intuition developed as a result of his experience.

The Perception characteristic represents the character's ability to note peculiarities in a given situation (e.g., recognize an ambush), his ability to deduce a people's habits or customs from scant information, and his ability to gauge the fighting skill of another person or monster.

Perception value may be increased or decreased temporarily, as a result of a character's performance during an expedition, and may be increased permanently, through the expenditure of experience. Magic, drugs, and the character's condition may cause a temporary increase or decrease in the Perception value.

[3.9] Physical Beauty is a measure of a character's exterior attractiveness (or repulsiveness), as perceived by a member of a humanoid race.

Physical Beauty is an optional characteristic representing a character's appearance compared to the aesthetic standards of his society and race. A character with a high Physical Beauty value will be a pleasing sight to a member of any of the races described in Section VI, though reactions will vary by race (for example, a female halfling would find a male halfling with a Physical Beauty of 23 sexually stimulating, while a female human would think that the same halfling is extremely cute). Physical Beauty is in no way a reflection of a character's personality; a member of the opposite sex might be smitten by a character with a high Physical Beauty value, but the smitten character's subsequent reactions would probably be governed by the beautiful character's personality.

The Physical Beauty values for monsters describe how that monster appears to a character, and *not* to another monster of the same race. This distinction is made because there is a greater incidence of character-to-monster than monster-to-monster interaction, from the perspective of the players. Physical Beauty may be increased or decreased temporarily by magic, and decreased permanently by disfigurement.

4. EFFECTS OF CHARACTERISTICS

The characteristics do not cover every facet of a character's performance on an adventure.

The gamesmaster relies upon characteristics only when a player attempts a physical or magical action for which character-gamesmaster interaction will no longer help decide the outcome. If the character must exercise his intelligence or wisdom (to name a few facets of his personality not included in characteristics), the player must provide the action or conversation for his character.

[4.1] If a character attempts a feasible task not specifically explained in a rule, the gamesmaster derives a percentage chance of the character succeeding.

When a player declares that his character will attempt a task which the GM acknowledges as dependent upon a particular characteristic, the gamesmaster assigns the task a *difficulty factor*. This difficulty factor will be a number from one-half through 5. The greater the difficulty factor value, the *easier* a task will be to perform.

The gamesmaster multiplies the difficulty factor by the appropriate characteristic, arriving at the percentage chance of the character performing the task. He then rolls D100, and if the roll is less than the percentage, the character has successfully performed the task. If the roll is equal to that percentage, the character will succeed if immediately aided by another character (if applicable). If the roll is greater than the percentage, but not greater than the percentage plus the relevant characteristic, the character has failed without injury to himself (if injury is at all avoidable). If the roll is greater than the percentage plus the relevant characteristic, then the character has failed and may have injured himself. The gamesmaster may wish to determine the extent of the injury by how much the roll exceeds the percentage plus the characteristic.

When one character aids another (because the D100 roll was equal to the latter's characteristic times the difficulty factor), the aiding character's value in the relevant characteristic must be at least 15 or equal to or greater than the aided character's value.

Example: Rolf the Barbarian informs the gamesmaster that he wishes to burst open a solid-looking oaken door which has temporarily stymied the party. He proposes to use his trusty great axe to batter the door down. The GM, who knows that the door is buttressed by an iron bolt on the reverse side, assigns it a difficulty factor of 2.5. Rolf's Physical Strength is 20, so if the GM rolls a 49 or less ($2.5 \times 20 = 50$), the door bursts asunder (and any traps will probably be set off). If the roll is 50, the door will be held by the iron bolt, unless Rolf's good friend, Tedric Ironthaws (with Physical Strength of 18), takes his mallet to the door. If the roll is from 51 to 70 ($(2.5 \times 20) + 20 = 70$), the door withstands Rolf's assault. If the roll is 71 or greater, results will vary from the great axe being damaged or broken to Rolf receiving a jarring shock (he hit the iron bolt directly) to Rolf suffering Damage Points as oak splinters penetrate his armor. The result depends on the GM's discretion and how

The chance of failure is always equal to at least 30 minus the relevant characteristic, and a roll of 100 always causes failure. If, for instance, the applicable value is 23, then a roll of 94 or greater ($30 - 23 = 7$; there is a 7% chance of a number from 94 to 100 being generated) will cause the character to fail at his task, regardless of what the percentage chance of success may be. The following sample tasks are provided so the game masters may establish their own guidelines.

Physical Strength: Opening doors and lifting heavy objects will be the two most common tasks tied to Physical Strength. Consider the sturdiness of the door and the implement being used to open it for the former, and consider the weight and bulk of the object plus the purchase afforded the character for the latter.

Manual Dexterity: Consider the delicacy of the task when a character seeks the careful manipulation or removal of an object.

Agility: Consider the sturdiness of the structure being crossed or climbed and the ease with which the character may balance himself when attempting to cross or climb a poorly-anchored structure.

Endurance: Consider how tired the character already is and how exhausting the upcoming task if the character wishes to push his body to its limits. If more than one character is attempting a task which the GM will resolve using these rules, he may reduce the difficulty factor if their combined efforts surpass those of one. If the task requires a co-operative effort, the difficulty factor remains the same. In either case, the lowest-valued characteristic among the performing characters is the multiplier.

[4.2] The only magic task not described in the rules which may be attempted by a character is a feat of minor magic.

Minor magic is best performed by a member of a Magical College. Therefore, a character's ability to perform minor magic is governed by his Magic Aptitude value.

A feat of minor magic is generally performed to entertain rich, royal, or towns folk. Such a feat can also gull the credulous. Minor magic includes the tricks used by the prestidigitators and conjurers of fantasy literature.

Minor magic may be employed by any caster, regardless of his collegiate affiliation. No one may be directly harmed by the use of minor magic, although an adroit caster might conceive a trap making use of minor magic. If a being wishes to resist minor magic, his magic resistance is increased temporarily (see rule 31).

There are three types of minor magic. The **glamour**, a spell of minor illusion, can be used to create simple images that glow with faint luminescence. A caster could, for instance, appear to be juggling colored balls of light though use of a glamour. The **cantrip**, a spell of small transformation or apparition, can be used to re-create some of the spells ascribed to imps. A caster could sour beer, cause candle flames to gutter, or make small objects disappear down his sleeve to any other place on his person. The **trance**, a hypnotic spell, can

be used to remove minor inhibitions temporarily or to cause a person to perform a harmless task. The caster of such a spell must engage his subject through traditional means; i.e., he must Lull the subject into trance by engaging the subject's concentration upon the rhythmic movement of a small object. If, for instance, a woman with prim demeanor were rather attracted to a male caster, the caster could not cause the same woman to run naked through a deserted street at night, if the nudity taboo of her culture was as strong as that of most cultures.

The casting of a minor magic spell costs the Adept *one* Fatigue' Point, whether the spell is successful or not. The procedure described in 4.1 is used to resolve the spell. Magic Aptitude is the relevant characteristic. The difficulty factor value should decrease as the spell becomes more ambitious. If the roll is greater than the sum of the success percentage plus the value of the character's Magic Aptitude, then the spell result should manifest itself in a manner decidedly different from the Adept's intention.

[4.3] The information given the players by the GM will sometimes depend upon a player's Perception characteristic.

A character will often have to rely upon his intuition and his powers of observation at crucial junctures during an adventure. The GM can recreate a character's interpretation of events or of a tableau in front of him by deriving a percentage chance (of the character understanding the situation properly) from one character's Perception value. The GM should use this procedure to dictate what he will tell the players only when the particular clue or piece of information is not deducible from verbally relayed data.

The GM should, for example, inform the players that the ellipsoid symbol on the robes of the tall man approaching them probably indicates that he is a priest, since the circle is a religious symbol used throughout his world. However, it would be up to the players to infer what happened when they see the vampire with which their necromancer friend was so recently talking come out the door, blood dripping from his mouth.

When the GM deems it appropriate to check a player's Perception before he answers a question, he either consults the Perception of the leader (see 79.1) or the character who is particularly suited to deduce information in the current situation. The obscurity of the information sought determines the difficulty factor. Multiply the character's Perception value by the difficulty factor, and roll D100. If the roll is equal to or less than the percentage chance, the GM informs the appropriate player of the correct information. If the roll is greater than the percentage, but not greater than the percentage plus the character's Perception value, the GM will either inform the player that he is not sure or give him a part (but not all) of the information. If the roll is greater than the percentage plus the character's Perception value, the GM will mix fact with fiction; the greater the roll, the more erroneous the information.

The gamesmaster should not avail himself of this procedure constantly during an expedition. He should use it when the players request more information than he is willing to give them, when the characters venture into foreign places or lands or meet alien people or races, and when a decision is necessary to speed play. Remember that constant use of this procedure makes the outcome of the adventure increasingly luck-dependent. A judicious GM will use the procedure no more than once per hour (real time) during an expedition.

The GM will stint those players who constantly request use of the Perception roll when it comes time for experience awards (see 86). A player who allows dice-rolls to usurp the responsibilities of his mind deserves no better.

[4.4] The effects of an optional characteristic must be determined by the gamesmaster.

Whenever the GM introduces a new characteristic, he must define what it represents and its effects. He may decide to change or add to the effects at a later date; since a fantasy role-playing game evolves with each campaign, such adjustments are permissible as long as he informs the players.

Example: The GM requires each player to generate a value of Physical Beauty. He announces that the characteristic will come into play whenever the reaction of a humanoid non-player character must be gauged on the Reaction Table. The dice-roll will be modified by *one* for every 3 points difference between 15 and the Physical Beauty value of the character with whom the humanoid is conversing. The primary purpose for creating new characteristics is to provide players with further reference points for their characters' personalities.

5. CHARACTERISTIC GENERATION

The player randomly generates his character's total Characteristic Points. He assigns values, within specified limits, to each of his primary characteristics from this point pool. The secondary characteristics are generated either randomly or as a direct function of a primary characteristic, or they begin at a set number for all characters. Some of the characteristics will be modified if the character is of a non-human race. The player will not know the race of his character (unless human) until all of his characteristics have been generated.

The range of values for a characteristic will normally be between 5 and 25. A value of 5 represents the minimum performance possible by an adventuring character. Thus, a character with a Manual Dexterity of 5 would be extremely clumsy, but not so inept that he could not be entrusted with a simple, though essential, task. A value of 25 represents the normal maximum performance, which may be achieved by a human; a value of 26 or greater befits a superman. Thus, a character with a Physical Strength of 25 may not be able to bend steel bars in his hands, but he does pretty well with bars of iron.

[5.1] Each player begins the game

with a randomly determined number of Characteristic Points from which to assign values to his character's primary characteristics

Each player rolls 2D10 and reads across the line on the Point Generation Table below corresponding to the two dice total. The number of Characteristic Points and Maximum value thereby obtained is noted on a piece of scrap paper.

Point Generation Table

Dice	Characteristic Points	Maximum
2	81	25
3	82	25
4	83	24
5	84	24
6	85	24
7	86	23
8	87	23
9	88	23
10	89	22
11	90	22
12	91	22
13	92	21
14	93	21
15	94	21
16	95	20
17	96	20
18	97	20
19	98	19
20	99	19

[5.2] The minimum value that a player may assign to a primary characteristic is 5, and the maximum value is determined by the maximum for his characteristic point total.

Furthermore, a character may have only *one* characteristic equal to his maximum value if that value is greater than 20, or may have up to *two* characteristics equal to the maximum value if that value is 19 or 20. In either case, the character may have up to *two* characteristics equal to *one* less than his maximum value and up to *three* characteristics equal to *two* less than his maximum value. If a character does not have a characteristic equal to his maximum value, he may increase the limit of characteristics with a value one or two less than the maximum values by *one*. Similarly, he may "transfer" an extra characteristic equal to two less than the maximum value for either or both of his two characteristics equal to one less than the maximum value; thus, if it were mathematically possible, a character could have *six* characteristics equal to *two* less than the maximum value for his group. Prior to dividing up his characteristic points, the player should give some thought to what kind of character he wishes to be and what weapons, spells, and/or skills he desires for this newly born individual. It is important to emphasize that in *DragonQuest*, any character can choose any combination of abilities. Certain weapons require a great deal of Physical Strength or Manual Dexterity and the player should be sure to allot enough points in those areas to use the weapons

of his choice. All Magical Colleges (see 36 through 47) require a minimum Magical Aptitude to join (see 34.7) and the player should be aware of these restrictions. Most Skills (see 48 through 62) do not have any special requirements, but many give bonuses for exceeding a minimum value in certain characteristics. The choice of race will also alter the characteristic values, and the player must weigh all requirements and restrictions.

Example: A player begins with 88 points (maximum of 23) with which to assign values to characteristics. He could choose Physical Strength of 23 (the maximum value), an Endurance and Willpower of 22 (his two with one less than the maximum value), and Agility and Manual Dexterity of 9, and a Magical Aptitude of 5. If the player wished, he could decrease his Physical Strength by one (to 22), and increase either Agility, Manual Dexterity, or Magic Aptitude by one.

When the player has chosen the values for his character, he writes them down on his Character Record. The total value of the six primary characteristics must equal the amount received from the Point Generation Table; a player may not "save" Characteristic Points to assign to characteristics at a later date. The value of each of the *six* primary characteristics must be recorded before any secondary characteristics are generated.

[5.3] The value of a character's Fatigue is a direct function of his Endurance.

The player enters the Fatigue value corresponding to his character's Endurance value.

Endurance is...	Fatigue is...
3 or 4	16
5 to 7	17
8 to 10	18
11 to 13	19
14 to 16	20
17 to 19	21
20 to 22	22
23 to 25	23
26 to 27	24

Boldface: Endurance and Fatigue values may be achieved only by members of certain non-human races. Once the character has been completely generated, a change in the character's Endurance value will *not* affect his Fatigue value, and *vice-versa*.

[5.4] A character's Perception value begins at 8.

The value may be modified if the character is non-human.

[5.5] An optional characteristic is usually generated randomly.

The gamesmaster may decide on any method he wishes to generate a characteristic he introduces. The equal distribution method generates the value randomly, with every result having the same chance of occurrence. The bell curve method also generates the value randomly, though the average is more likely to occur than the extremes. The set value method either gives every character the same starting value, or derives the value directly from some characteristic. The GM should not interfere with the procedures for generating any of the

mandatory eight characteristics when establishing a procedure for an optional characteristic.

Example: The value of the Physical Beauty characteristic is generated by rolling 4D5 + 3 (bell curve). A roll of 7 indicates an ugly character, while a 23 indicates a beautiful character. Characters are assumed not to be execrably horrible in appearance (5), or of surpassing loveliness (25), since such people would have great problems while adventuring. They were, in all likelihood, directed to other pursuits at an early age.

[5.6] A character's Tactical Movement Rate (see 14.1) is a direct function of his Agility.

The player enters the Tactical Movement Rate corresponding to his modified Agility value.

Modified Agility is...	Tactical Movement Rate is...
3 or 4	2
5 to 8	3
9 to 12	4
13 to 17	5
18 to 21	6
22 to 25	7
26 to 27	8

The Tactical Movement Rate may be modified if the character is non-human. In addition, a character's normal Tactical Movement Rate may be reduced if he suffers an Agility penalty due to wearing armor, or becomes encumbered due to the amount of weight he carries (see 82.9). In normal play, a character's Agility will not exceed 27

6. BIRTHRIGHTS

A character's genetic heritage will have great influence upon him throughout his adventures. First, there is the matter of gender. The worlds of *DragonQuest* closely parallel the Europe of medieval Earth, where women were largely relegated to secondary roles. However, the bias is not as great in a fantasy world, for the physically weak have recourse to magic. Generally, a female adventurer will be a determined soul, having surmounted cultural handicaps.

A character's race is just as important as his gender, if not more so. In this world, a person's race connotes the color of his skin. In a fantasy world, a character's race indicates that he is a member of a distinct humanoid species. Each race has a separate way of life, developed over millennia of co-existence with one another. Racial intolerance is just as prevalent in a fantasy world as it is in this world. Only the camaraderie and interdependence of adventurers have promoted interracial harmony, which may be why adventurers are often regarded as rogues and outcast among their comparatively staid brethren.

Practically, each race has its strengths and weaknesses. The human race is the most prevalent, probably because of its high birth rate and the flexibility of the individual human. The elves, dwarves and giants are races in their twilight years; human civilization will not treat

them too kindly. The halflings seem to be adaptable to almost any way of life, and thrive because of their compatibility with humans. The orcs and shape-changers are nascent races, who may some day challenge human hegemony.

A truly sophisticated player will integrate the effects of his sex, culture, and race into the personality of his character. Most games-masters, while struggling to flesh out the cultures of their world, will settle for the character who is the product of his racial and sexual background.

[6.1] A player may choose the gender of his (or her) character.

A character must be either male or female. Every race described in this section comprises only those two sexes. A character may only be hermaphroditic or asexual if his player receives special permission from the gamesmaster.

Each player should choose the sex for the character. It is recommended each character be the same sex as the player. Role playing a character whose entire gestalt is alien to the player is hard enough without a change of sex. If the player wishes a character of the opposite sex, the GM should warn him (or her) of the difficulties, and judge that player's characterization as closely as anyone else's.

The Physical Strength of a female character is decreased *by two*, but her Manual Dexterity and Fatigue are increased *by one*.

A character's gender may be changed only through deep magic, or by a deity.

[6.2] A player must determine whether his character's Primary Hand is his right or his left.

The player rolls D5 and D10. If the D10 result is greater, the character's Primary Hand is his right. If the D5 result is higher, the Primary Hand is the left. If the two results are identical, the character is ambidextrous. This determination affects which hand a weapon is held in during combat, and any penalties assessed for attacking with a weapon in a non-Primary Hand.

[6.3] A player may always choose to be a human character. If the player wishes his character to be non-human, he has three chances to roll within one of the indicated ranges.

If the player is a human character, none of his characteristics are modified. He gains no advantages and is subject to no restrictions.

When a player wishes to be a non-human character, he declares which race he is attempting to be, and rolls D100. If the roll is equal to or less than the percentage chance given for that race, the character is that type of non-human. If the roll is greater than the indicated percentage, the character may not be of that race.

Race	Chance (%)
Dwarf	25
Elf	30
Giant	06
Halfling	15
Human	100
Orc	20
Shape-Changer	04

A player may attempt up to three rolls (for separate races) to be a non-human. If he fails on all three rolls, his character is human. Conversely, if one of his rolls falls within the indicated span of numbers for a race, his character *must* be of that race. A player may forfeit his right to any further rolls to be a non-human if he has exhausted the races he wants to be.

When a character gains proficiency in an ability, it is represented in game terms by his player expending Experience Points. The cost, in terms of Experience Points, to advance in any one ability is affected by the character's race. Multiply the cost for any advancement in one ability (see the Experience Cost Chart, 87.7) by the Race Multiplier.

Race	Multiplier
Dwarf	1.1
Elf	1.2
Giant	1.5
Halfling	1.1
Human	1.0
Orc	0.9
Shape-Changer	1.4

[6.4] A dwarf is a stout, usually taciturn humanoid who frequents mountainous areas.

Traits: Dwarves are enamored of precious stones and metals, and of intricate work incorporating same. They form strong community ties, and are distrustful of strangers, especially those of other races. Their strongest antipathies are towards orcs and elves. Though dwarves are greedy by nature, they are essentially honest. Dwarven warriors favor the axe as weapon. Pride matters as much to dwarves as face does to the Japanese.

Special Abilities: 1. A dwarf may see in the dark as a human does at dusk. His effective range of vision in the dark is 50 feet under the open sky, 100 feet inside man-made structures, and 150 feet inside caves and tunnels. 2. A dwarf may assess the value of and deal in gems and metals as if he is a Merchant (see 57) of Rank 5. If a dwarf character progresses in the Merchant skill, his ability to assess the value of gems and metals is *five* greater than his current Rank, to a maximum of *ten*. 3. If a dwarf character takes the Ranger skill, he expends *one-half* the Experience Points to progress Ranks, if he specializes as a spelunker (i.e., mountain environment). 4. A dwarf's capacity for alcohol is twice that of a human's.

Characteristic	Modifier
Physical Strength	Add 2
Agility	Subtract 2
Endurance	Add 1
Magical Aptitude	Subtract 2
Willpower	Add 2
Perception	Add 1
Tactical Movement Rate	Subtract 1
Average Life Span: 125 to 150 Earth years	

[6.5] An elf is a lithe humanoid, of joyful demeanor, who frequents wooded areas.

Traits: Elves are great respecters of nature and learning. They are virtually immortal, and are, at the same time, repositories of great wisdom and highly enthusiastic merrymakers. Many elves cannot handle their dual natures, and become either frivolous wastrels or grim questers. The elves are ethical by nature, and, though they do not often interfere in the affairs of others, are traditionalists. Elven warriors favor bow weapons and disdain metal armor. Members of other races generally find elves attractive.

Special Abilities: 1. An elf may see in the dark as a human does on a cloudy day. His effective range of vision in the dark is 150 feet under the open sky, and 75 feet elsewhere. 2. If an elf character takes the ranger skill and specializes in a woods environment, he expends *one-half* the Experience Points to progress Ranks. 3. An elf receives a Magic Talent which functions in all respects as Witchsight (Talent T-1, Book II, pg. 60). 4. An elf makes little or no noise while walking and adds 10% to his chance to perform any activity requiring stealth. 5. If an elf character takes the healer skill (see 55), he expends *three-quarters* the Experience Points to progress Ranks, though he may *not* resurrect the dead. 6. An elf is impervious to the special abilities of the lesser undead. 7. If an elf character takes the courtesan skill (see 54), he expends *one-half* the Experience Points to progress ranks.

Characteristic	Modifier
Physical Strength	Subtract 1
Agility	Add 1
Endurance	Subtract 1
Magical Aptitude	Add 1
Willpower	Add 1
Fatigue	Add 2
Perception	Add 1
Tactical Movement Rate	Add 1
Estimated Life Span:	
<i>Circa 30,000 Earth years.</i>	

[6.6] A giant is a huge, slightly prognathous humanoid. Whose existence stems from deep elemental magic.

Type: The player must roll D10 to determine what type of giant his character is.

DIE	Giant Type
1 to 3	Fire
4 to 6	Frost (Water)
7 or 8	Cloud (Air)
9 or 10	Stone (Earth)

Traits: Giants have a good-natured respect for their own element, and a healthy respect for its opposite (Fire opposes Water, Air opposes Earth). Giants are lusty types, preferring nothing better than to go through life brawling, drinking, and wenching. They tend to gather together in a clan arrangement, building huge halls (or steadings) in out-of-the-way locations. They are not overly intelligent, and resent humans and elves particularly. Giants enjoy riddling and bartering. Giant warriors favor the club and sword (scaled to their size).

Special Abilities: 1. A giant possesses infravision, which allows him to see faint red shapes where living beings are located in the

dark. His range of vision is 250 feet. 2. A giant's magic resistance is increased by 10%, except when a spell of the opposite elemental alignment is cast at him, in which case his magic resistance is reduced by 20%. 3. A giant caster whose college is identical to his element gains 5% of his chance to cast a spell of that college. A giant may not be a caster of the college opposed to his element. 4. Whenever a giant attempts minor magic (see 4.2), the GM should increase the difficulty factor by one, making it easier.

Characteristic	Modifier
Physical Strength	+19 +10 +19 +8
Manual Dexterity	Subtract 1
Agility	Subtract 2
Endurance	+25 +15 +20 +10
Magical Aptitude	Subtract 1
Willpower	Subtract 1
Fatigue	Add 1
Average Life Span:	500 Earth years.

[6.7] A halfling is a short, sleepy humanoid, who frequents halfling-constructed burrows.

Traits: Halflings appreciate the good life more than most; a successful halfling will arrange a schedule of much sleep, good food, and relaxed study or conversation. Halflings are a social folk, though are more inclined to keep intercourse among themselves. They greatly enjoy the telling of tales and exchange of gossip. Halflings take their responsibilities seriously. Halfling warriors use, for obvious reasons, smaller weapons, including maces and slings. Halflings usually go barefoot and are noted for their tough, hairy feet.

Special Abilities: 1. A halfling possesses infravision, which allows him to see solid red shapes where living beings are located in the dark. His range of vision is 100 feet. 2. A halfling adds 20% to his chance to perform any activity requiring stealth. 3. If a halfling takes the thief skill, he expends *one-half* the Experience Points to progress Ranks. 4. A halfling may dispose of jewelry into large, semi-active volcanoes, without anyone thinking the worse of him.

Characteristic	Modifier
Physical Strength	Subtract 3
Manual Dexterity	Add 3
Agility	Add 2.
Endurance	Subtract 2
Magical Aptitude	Subtract 1
Willpower	Add 1
Tactical Movement Rate	Subtract 1
Average Life Span:	80 to 90 Earth Years.

[6.8] An orc is a stoop-shouldered, surly humanoid who is nomadic by nature.

Traits: Orcs are a cruel, violent folk, liking nothing better than to rape and pillage. Individually, orcs are a cowardly lot, but a charismatic leader can turn a band of orcs into a conquering horde. Orcs enjoy the sensual pleasures of life, and reduce their already short life span through hard living. Orc warriors favor the scimitar. Orcs are considered unattractive by the other humanoid races.

Special Abilities: 1. An orc possesses infravision, which allows him to see faint red shapes where living beings are located in the dark. His range of vision is 150 feet. 2. An orc's eyes are highly light sensitive. The GM should decrease an orc's chance of aiming at a target during daytime by 5% to 15%, depending on the brightness of the sun. 3. An orc is not an adept student. Increase the game time required to learn or improve upon any ability by one day per week required. 4. An orc's seed is highly fertile. The orc and hybrid orc population increase mitigates against the high orc fatality rate.

Characteristic	Modifier
Physical Strength	Add 2
Agility	Subtract 1
Endurance	Add 1
Magical Aptitude	Subtract 2
Willpower	Subtract 2
Fatigue	Add 2
Average Life Span:	40 to 45 Earth Years.

[6.9] A shape-changer is a separate genetic strain of human, with the ability to change into the form of a particular animal.

Type: The player must roll D10 to determine what type of shape-changer his character is.

DIE	Shape-Changer Type
1 to 4	Wolf
5 or 6	Tiger
7 or 8	Bear
9 or 10	Boar

Traits: Shape-changers are identical in appearance to humans when not in animal form. Shape-changers are somewhat bestial in nature, adopting traits one might expect from an anthropomorphized wolf, tiger, bear, or boar. There exists a love/hate relationship between humans and shape-changers: shape-changers possess some degree of animal magnetism, but, if discovered, can expect severe treatment at the hands of humans. Shape-changers are, on the whole, bitter towards humans, and are not above using humans to their advantage. There are very few ways to tell a shape-changer from a human (e.g., they will be discomforted by garlic), and these vary by shape-changer type. Shape-changers are a ruthless lot.

Special Abilities: 1. A shape-changer may change from human to animal form (or *vice-versa*) in 10 seconds during daytime and 5 seconds during the nighttime. 2. A shape-changer possesses a dual nature. While in animal form, human inhibitions will be muted, and while in human form, animal instincts will be dulled. 3. A shape-changer cannot be harmed while in animal form, unless struck by a silvered weapon, magic, or by a being with a Physical Strength greater than 25. *Five* Damage Points are automatically absorbed in the latter case. 4. The shape-changer will regenerate 1 Endurance Point every 60 seconds while in animal form. 5. The shape-changer must devise a set of characteristics for his animal form. Take the difference between the average for each characteristic in animal and human form, and

modify the human characteristics appropriately. 6. A shape-changer is automatically lunar aspected (see 7.3). 7. A shape-changer may remain in animal form for one-quarter of the night times the phase of the moon; thus, during the full moon the shape-changer could remain in animal form all night. A shape-changer may remain in animal form for one hour times the quarter of the moon during the day. A shape-changer may make one set of transformations times the quarter of the moon. 8. If a shape-changer is in animal form during the day, there is a 1% cumulative chance for each 5 minutes he remains in animal form that he will never be able to change back into human form. Similarly, if the shape-changer exceeds the time limits given in Ability 7, there is a 1% cumulative chance (per 5 minutes) of his not being able to regain human form. Roll up a new character, or know an extremely powerful wizard. 9. A shape-changer will be inconvenienced by those wards which can be used against were-creatures. 10. A shape-changer's magic resistance is increased by 5%. 11. If a shape-changer takes the courtesan skill (see 54.), he expends *three-quarters* the Experience Points necessary to advance Ranks.

Average Life Span: 55 to 65 Earth years.

7. ASPECTS

The date and time of birth of a character will have a small, but significant, effect upon the course of his life. Some *mana* is invested by one of the Great Powers into the soul, or life-force, of every being born into a *DragonQuest* world. A character will benefit during the time his Power is in full ascendancy, and will suffer when the opposite Power is in full ascendancy.

The gamesmaster is obliged to keep track of the passage of time for the purposes of character advancement in abilities (see 87). If he is not willing to maintain a formalized calendar, then he should not use the ensuing rules. The work required is minimal, though, once the calendar is set up.

The times of high noon and midnight are extremely important when applying the effects of aspects. The gamesmaster should allow characters to perform actions at precisely those instants, though the passage of time must be properly monitored. The GM may wish to counter the players' timing with monsters and/or non-player characters who use *their* aspects to full advantage.

[7.1] Each player randomly determines the aspect of his character.

Each player rolls D100, and enters the result corresponding to his dice-roll on his Character Record.

DICE	Aspect
01 ... 20	Winter Stars
21 ... 40	Vernal (Spring) Stars
41 ... 60	Summer Stars
61 ... 80	Autumnal (Fall) Stars
81 ... 85	Sun
86 ... 90	Moon
91 ... 95	Life
96 ... 100	Death

[7.2] A character is affected by a seasonal aspect during the season of his aspect and during the season which does not share an equinox or solstice with the season of his aspect.

Stars are ascendant during the season for which they are named. The Vernal Stars are ascendant when the Autumnal Stars are descendant, and the Winter Stars are ascendant when the Summer Stars are descendant. The reverse is true in both cases.

Consult the following table to determine when to apply seasonal aspect effects, and what they are.

Time	Effect
Midnight, Character's Stars Ascendant	-10
Midnight, Equinox or Solstice named for Character's Stars	-25
Midnight, Character's Stars Descendant	+10
Midnight, Equinox or Solstice other than that Named for Character's Stars	+25

The effect is applied to any percentile roll (not success chance) for that character for 30 seconds before and after midnight. If the night is cloudy, reduce the effect to a minimum of 2 and 5, respectively, depending on how complete the cloud cover is.

[7.3] A character of solar or lunar aspect is affected by his aspect at high noon and midnight.

Consult the following table to determine when to apply solar aspect effects, and what they are.

Time	Effect
Noon	-5
Midnight	+5
Noon, Summer Solstice	-25
Midnight, Winter Solstice	+25

Multiply the solar aspect effect by -1 to determine the effect for lunar-aspected characters. The effect is applied to any percentile roll (not success chance) for a solar or lunar aspect character for 10 seconds before and after high noon or midnight. If the sky is cloudy, reduce the effect to a minimum of 1 and 5, respectively, depending on how complete the cloud cover is.

[7.4] A character of life or death aspect is affected by a birth or death in his immediate vicinity.

Consult the following table to determine what events bring life or death aspect effects into play, the range at which they affect a character, and what they are.

* The relative may be no more distant than second cousin. A female life-aspected character will suffer no pain after giving birth, and will be as healthy and active as she was before she became pregnant. A life aspect effect is applied for 3 seconds times the range number (e.g., the birth of a humanoid mammal would cause an effect for 750 seconds). A death aspect effect is applied for 1 second times the range number. Death aspect effects are *non-cumulative* (only

one may be in effect at a given time), life aspect effects are cumulative.

Aspect of Character	Event	Range is less than	Effect
Life	Birth of non-humanoid		-5
	Death mammal	100'	+5
Life	Birth of humanoid		-10
	Death mammal	250'	+10
Life	Birth of humanoid mammal related to character*		-25
	Death	500'	+25
Life	Death of non-humanoid		+5
	Death mammal	50'	-5
Life	Death of humanoid		+10
	Death mammal	125'	-10
Life	Death of humanoid mammal related to character*		+25
	Death	250'	-25

8. HERITAGE

Most characters are of an age equal to one-fourth of their life-span before players assume control of them. A human character, for instance, will begin with 18 of his 70 years already behind him. Elves will be the proverbial exception to the rule, assume that an elf is between three hundred and one thousand years old, and even then the elapsed time may be on the low side.

The social position of the character's parents during the time of his adolescence is described in general terms.

The heritage rules are designed with a human character in mind. If a player has a non-human character, he will have to take part in the ongoing process of defining his character's position within his race. An elven character, for instance, might be classified as woods, sea, or high elf. The player and the GM then decide which was the forest of his character's birth, and the position of his parents in an elven community by comparing it to the human analogue given on one of the Heritage Tables. The experience and monies gained from these tables still hold, regardless of the history the player and GM sketch for the character.

[8.1] The player must determine the social status of his character's parents.

The player rolls D100, and reads across on the line corresponding to the dice-roll to derive the status of his parentage and his money multiplier (see 8.5).

A character of noble birth will at all times have some sort of stigma attached to him: he may be a natural black sheep or a remittance man doing time until he will be forgiven for a disgraceful breach of conduct. In rare instances, a noble-born character will be naturally adventurous; his family will probably dismiss his departure from his proper station on some pretext or other. The young noble is certainly not performing the duties expected of him - ruling the people in fief to him, or learning to do

so. A character will never be of royal birth.

Social Status Table

DICE	Social Status	Money Multiplier
01...09	Poor Trash	1
10...25	Impoverished Gentlefolk	2
26...44	Burgher or Farmer	4
45...54	Merchant	6
55...58	Merchant Prince	10
59...77	Craftsman or Adventurer	5
78...89	Bandit or Pirate	8
90...97	Lesser Nobility	5
98...00	Greater Nobility	10

[8.2] A player must determine his character's legitimacy, and his standing (if any) vis a vis his siblings.

The player rolls D100, and cross-indexes the roll with the social status of his parents.

Order of Birth Table

	Bastard	Legitimate	First Child
Poor Trash	01...30	31...89	90...100
Impoverished Gentlefolk	01...10	11...85	86...100
Burgher or Farmer	01...17	18...91	92...100
Merchant	01...20	21...89	90...100
Merchant Prince	01...24	25...87	88...100
Craftsman or Adventurer	01...13	14...92	93...100
Bandit or Pirate	01...06	07...78	79...100
Lesser Nobility	01...27	28...96	97...100
Greater Nobility	01...35	36...98	99...100

[8.3] The character's order of birth modifies his initial allotment of experience and monies.

A bastard was born under dubious circumstances, but should be able to prove who is his less-favored parent. He will have had to fend for himself at an early age, and can handle himself better than most. A bastard receives 50% of the money due him, but begins with 25% more Experience Points.

A legitimate child is the offspring of a couple in wedlock, at the time of his birth. Such a child will be the second or younger of the acknowledged children. His parents gave him as much attention as they could. A legitimate child's monies and experience are unmodified by his order of birth.

A first child is the first legitimate child born to his parents (though others less fortunate than he may have arrived earlier). He has received better treatment than his siblings, but has been shielded a little from some of the harsher realities of life. A first child receives a 50% increase to his initial monies, but a 25% decrease to his starting Experience Point total.

[8.4] A player may wish to know the exact order in which his character was born, if he is listed as a "legitimate child."

The player rolls D10 to determine the order of birth.

Die	Sibling Rank
1...3	Second
4...5	Third
6	Fourth
7	Fifth
8	Sixth
9...10	Seventh or younger

[8.5] A player now determines his character's initial allotment of Silver Pennies and Experience Points.

The player rolls D100 twice: the first time is for Experience Points, the second for Silver Pennies.

Dice	Exp Pts	SP's	Dice	Exp Pts	SP's
01 ... 02	10	5	51 ... 70	140	55
03 ... 06	30	15	71 ... 86	170	65
07 ... 14	60	25	87 ... 94	200	75
15 ... 30	90	35	95 ... 98	230	85
31 ... 50	120	45	99 ... 100	250	100

The Experience Point total may be modified by the character's order of birth, and the Silver Penny total will be modified by the Money Multiplier (see 8.1) and may be modified by the order of birth.

[8.6] A character may expend his initial allotment of Experience Points and/or Silver Pennies before ever going on an adventure.

Goods that can be purchased are listed on the Basic Goods List and Experience Point costs are listed on the Experience Point Cost Chart. **Note:** A character may expend only 100 Experience Points (rather than the usual cost, see p. 147) to acquire any one skill at Rank 0. He may exercise this option before his first, or at the conclusion of any adventure.

[8.7] The player has completely generated his character.

The player checks that every piece of relevant data has been entered on his Character Record, and then hands the completed record to the gamesmaster. The player may want to equip his character with armor, shield, and weapon (see 18.1, 17.5, and 20.2), choose a college of magic for his character (see 34), choose skills for the character (see 8.6 and VII) and any abilities afforded by the adventure rules (see IX).

[8.8] The player should choose a name for his character.

A name gives a character a specific identity. It is much easier to recount the exploits of a character if the deeds can be attributed in his name. If the players in one campaign wish to co-operate, they can name their characters in a similar fashion (e.g., every character in world has a Tolkienian name). This will aid in fostering the belief that those characters exist in the same alternate universe.

V. COMBAT

In any *DragonQuest* world, individual combat is an inevitable (and sometimes necessary) occurrence, and the players should be aware of its dangers. Fighting is a deadly process and should be avoided if at all possible. Heroes are made by defeating the dragon, but more graves are dug than heroes made. The *DragonQuest* combat system reflects these dangers and emphasizes skills and smarts over brawn and brutality.

Combat occurs whenever characters, non-player characters, or monsters attempt to physically overcome or harm other conscious opposing figures while on the Tactical Display or in the Chase Stage (see 80). Combat should not occur whenever entities simply encounter one another; rather only when some overtly hostile action has taken place or intentions are made clear.

When combat has begun (whether both sides are aware of each other or not), the GM should set up the Tactical Display and have the players place the pieces representing their characters on the display with the GM being the judge as to their final positioning. The pieces representing the hostile figures are then placed by the GM and the combat sequence begins.

Combat time on the display is divided into 5-second Pulses during which all figures may attempt to take various actions, depending on their positions relative to the hostile figures. The orders in which these actions take place is determined by the figures' Initiative Value (for engaged figures) or by the Initiative Die Roll (for non-engaged figures). Attacking is resolved by rolling D100 versus the attacker's modified Strike Chance with his weapon. If a hit results, any damage is generated by rolling D10 and adding modifiers by weapon type.

When all figures occupying the display are either dead, unconscious, incapacitated, or friendly towards each other, combat is over. Combat should never last any longer than necessary to resolve the situation; returning to the Trek/Wait stage (see 80) as soon as possible will speed overall play.

9. COMBAT TERMINOLOGY

The following terms are used throughout the combat rules:

- Action.** The movement and/or combat activity a figure may attempt during one Pulse. The number of actions a figure attempts during a Pulse is a function of his modified Agility.
- Attacker.** The figure taking action in an engagement.
- Attack Zone.** Any hex into which a figure may Melee or Fire attack.
- Base Chance.** The percentage chance for one figure to strike another with a weapon; listed for each weapon on the Weapon Chart.
- Blocked Hex.** Any hex which contains enough solid matter to block any attack. The Attack Zone of a figure cannot extend into a Blocked hex.
- Close Combat.** Any combat involving fig-

ures mutually occupying the same hex. **Combat Action.** Any action taken by a figure occupying the display while in combat. Choice of actions may be limited due to position relative to hostile figures.

Damage Check. A roll on a D10 to determine the amount of damage done after a successful hit.

Damage Points. The amount of damage (expressed as a number) done as a result of a damage check.

Defender. The figure on the receiving end of any attacker's action.

Effective Damage. Any Damage Points (to either Fatigue or Endurance) which are actually inflicted on the figure hit; this does not include points absorbed by armor or ignored due to other considerations.

Engaged. Hostile figures occupying adjacent hexes are engaged.

Facing. The placement of a figure on the display such that it unambiguously is oriented towards one hex, termed its front hex. Once this orientation has been performed, a figure's front and rear hexes are determined.

ILLUSTRATION 1 The figure is facing hex #2.

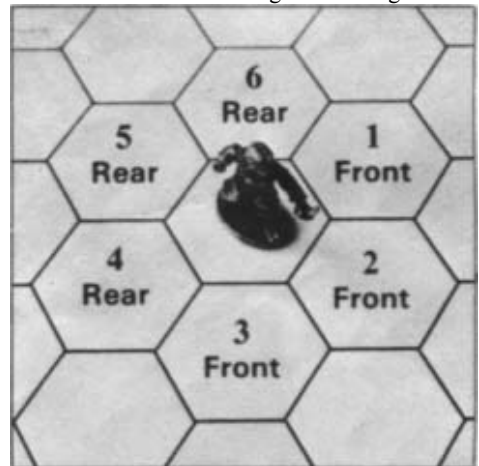


Figure. Any sentient entity occupying the display.

Fire. To throw or fire a weapon or spell in Ranged combat.

Grapple. The act of striking a figure in close combat.

Grievous Injury. An injury suffered which results in the maiming or temporary incapacitation of a figure.

Line of Fire. A straight line drawn from the center of an attacking figure's hex to a target figure's hex which passes only through hexes of the attacking figure's Ranged zone and is not blocked.

Melee Zone. The front hexes of any conscious, unstunned figure armed with a weapon rated for Melee combat.

Modified Agility. The figure's Agility after it has been modified due to weight carried (see 82.9) and armor worn (see 18.1).

Modified Manual Dexterity. The figure's Manual Dexterity after it has been modified due to type of shield carried (see 17.5)

Obscured Hex. Any hex into which a figure normally cannot see but which objects may pass through. A figure may attack into an obscured hex but cannot fire through it.

Prepared Item. Any item (weapon, shield, flask, etc.) which a figure has in his hand(s) and can readily use.

Pulse. A five-second increment of game time which regulates actions while on the Tactical Display.

Ranged Zone. The hexes radiating out from a figure's front hexes into which that figure can see and fire a weapon, spell, etc.

Sheltered Hex. Any hex containing physical objects behind which a figure could take shelter such that approximately 50% of his body is protected from any attack.

Strike. The act of attempting to hit a hostile figure.

Strike Chance. The chance of hitting a hostile figure with a weapon; it is a combination of the Base Chance, Manual Dexterity and Rank.

Strike Check. The roll on D100 to see if the attack was successful.

Tactical Movement Rate. A figure's Movement Allowance in hexes per Pulse while on the display.

Weapon. Anything used to strike a hostile figure.

10. COMBAT EQUIPMENT

To aid in the resolution of combat situations, the players and the GM should have a number of items close at hand. If these items are prepared before combat begins, the entire process will take much less time to resolve.

The Tactical Display is used to locate and regulate the movement of the figures involved in combat. It consists of a 25mm hexagonal grid, an example of which is included in this rules book. Each hex represents 5 feet of space from side to side. A number of photocopies of this display should be made and butted together to form large areas. The GM may wish to cover

the display with a clear plastic (contact paper or acetate) to allow drawing on the display with china pencils or other erasable markers. If the players and the GM wish a detailed, rugged, 25mm hexgrid for use with *DragonQuest's* combat system, one is available from the publisher.

If the GM wishes to use a 1-inch square grid instead of hexes, he may, but should resolve any rules anomalies himself.

When representing figures on the display, some form of markers must be used. Often lead miniatures (available from most hobby stores) are painted to represent players' characters. Cardboard counters are equally useful, with counters being much less expensive but also much less visually exciting. Beginning players often find the three dimensional quality of miniatures helpful in visualizing what is actually occurring during combat. GM's will find that trying to collect an arsenal of appropriate monster miniatures grows to





11. PREPARATION FOR COMBAT

Whenever it has been determined that combat in some form is an inevitable result of an encounter, the GM must set up all the equipment necessary for the resolution of combat (see 10.). It is important for the GM to be as organized as possible (have monsters' or NPC's characteristics and weapons pre-generated, have miniatures or counters ready, have the encounter area mapped to facilitate easy transfer to the display, etc.) so the set-up time for combat goes quickly. Knowing combat is coming, the players will get more excited in anticipation, and now is *not* the time for the GM to fumble with his notebook. Each player should have his playing piece and Character Record prepared and ready. There should be as little fuss as possible when placing pieces on the display, and the GM has the final word as to the placement of all characters, NPC's, and monsters.

If the GM has prepared the display to accept either china pencils or markers, he should draw in the details of the encounter location. This may be a hallway in a dungeon, a room in a castle, or whatever - wherever the party may encounter hostile entities is where combat may take place. If the display would be marred by drawing on it, the GM should use dice or some other form of marker to record the locations of important details. Anything the players would be able to see, touch, hear, or smell should be described to them, because inventive players will scrape for any advantage they can find, and are not above using a broken bottle, for

ILLUSTRATION 2

grows to become inordinately expensive, and numbered counters may be used. Special monsters, painted and prepared by the GM for a particular encounter, are useful to spice up an adventure.

The GM should have a copy of a completed Adventure Record and the players should have their Character Records. These contain information which will be used continuously during combat, such as strike chances, movement rates, etc. If any NPC's or monsters are involved in combat, the GM should record their characteristics and information on a piece of scrap paper or index card. This information should be determined prior to the adventure if at all possible. Any damage taken in combat should be recorded on a piece of scrap paper rather than on the Adventure or Character Records. Blank copies of these two records are included in this book.

Percentile dice are used in the resolution of combat, and plenty should be available (one pair for each player and the GM is ideal). Also, copies of all the combat charts and tables should be made so the players may readily refer to them. The GM will often use a GM screen to hide his die rolls, papers, etc., and the charts and tables may appear on it. SPI sells a screen designed for *DragonQuest* containing copies of all the needed combat charts and tables.



example, as a thrown weapon if they can find one. The players need to feel as if they know all the details of the encounter location they could know if they were actually there. It is the sloppy GM who suddenly realizes he hasn't told them about the small window in the northern wall just as the party is frantically scrambling to find an escape route.

[11.1] Prior to placing the hostile figures on the display, the GM determines whether a surprise situation exists.

See 80.2 for the procedure to determine whether surprise exists. Once the determination has been made (this information should be conveyed to the players only if they are the ones who have *achieved* surprise) the GM then places the hostile figures on the display. If no surprise exists, the distance between the two parties should not be *less* than 8 hexes, and each group is aware of the other. If surprise does exist, the distance between the groups should not *exceed* 8 hexes, and can be much less depending on the GM judging the degree of "jump" one group has on the other. In both cases, the CM has the final say as to the distance separating the groups.

If surprise does not exist, Initiative is determined normally for the first Pulse of combat (see 12.2). If surprise does exist, the party with the advantage receives one "free" Pulse during which it can take any action it wishes without the surprised group being able to react. After this free Pulse, Initiative for the remainder of combat is determined normally.

[11.2] After placing all the figures on the display, the GM assigns any Fatigue losses the figures may have incurred as a result of their actions prior to combat.

For the characters, the GM should use the system detailed in 82.0. For all hostile figures, he should make a quick estimate relating all presumed activity they may have undertaken up to the instant of combat. The GM may dispense with this procedure if he feels the Fatigue loss would balance out or if he wishes to simply get on with and resolve the encounter. If he assigns penalties from one side, he must make a judgment for the other; he should *never* treat one party differently from another in this regard.

Assigning hostile figures a high Fatigue loss is one method of balancing a fight so the characters may be able to defeat a foe who, on the surface, may appear vastly superior. This does wonders for party morale.

12. COMBAT SEQUENCE

The order in which all actions are attempted in a Pulse is called the combat sequence. This sequence should be adhered to by the players and the referee as this will greatly speed play.

Each Pulse, the following events occur in order:

1. Initiative is determined for all non-engaged figures.
2. If any Melee or Close combat is possible, the GM groups the engaged figures into engagements, determines Initiative for each engagement, and resolves combat for each engagement separately prior to proceeding to the next engagement. Each engaged figure may choose one

action from the list of actions allowed of engaged figures on the Action Summary (see 15.7).

3. The side that won Initiative in Step 1 now has the option to take action or let the other side take action. All actions of the figures on one side must be resolved before any figures on the opposing side may take action. **Note:** It is entirely possible for Ranged, Melee, or Close attacks to occur in this step as non-engaged figures move and attack. Each non-engaged figure may choose one action from the list of actions allowed of non-engaged figures on the Action Summary (see 15.7).

After these steps are performed, the Pulse is over and a new one begins. See 78.3 for guidelines regarding speedy resolution of combat actions.

[12. 1] A Pulse is a 5-second increment of time used to regulate all actions in combat situations.

Each action listed in Sections 13 and 14 takes one full Pulse to accomplish unless the figure performing them has an exceptional Agility (see 15.3), in which case two actions may be combined. Magic may also alter the amount of actions taken in a Pulse.

Some actions which figures in combat may wish to attempt will take far more than one Pulse. The following list is intended as a guide for the GM to be able to judge how long an attempted action will take to perform (remembering each Pulse equals 5 seconds):

ACTION	SECONDS
Search for trap in specific place (e.g., door)	20
Attempt to remove trap	see 61.3
Quick search of 10' by 10' room for disguised objects	15
Sound wall (floor, ceiling)	5
Search 100 square foot wall segment for concealed objects	90
Pick Lock	see 61.2
Force Lock	15
Spike Door (per spike)	10
Light Torch	25
Light Lantern	35
Exchange wieldy item close to or in hand with another being	
1-handed, 1 item	20
1-handed, 2 items	30
2-handed, 1 item	10
2-handed, 2 items	20
Take off Backpack	25
Remove Item from Backpack	
On ground	30
On back	40
Store Item in Backpack	15
Mount horse	5
Dismount horse	5

[12.2] At the beginning of a Pulse, Initiative must be determined for all non-engaged figures.

To determine Initiative, the Leader for each side rolls D10. To the result is added the Leader's Perception plus his Military Scientist Rank. The side with the highest total has the Initiative for the Pulse (any ties are re-rolled). When it becomes that side's turn to take action,

it may choose to act first or last, as it desires. That decision is made after all engaged actions have been taken.

If the Leader is involved in Melee or Close combat, Stunned or unconscious, or otherwise incapacitated, some other non-engaged figure must roll for Initiative. His Perception (only) is added to the D10 roll for Initiative. A non-leader may *not* add his Military Scientist Rank to the roll.

The Leader for a party is appointed prior to an adventure. An alternate may be designated, but this alternate may not add his Military Scientist Rank. If there is any doubt as to who is the current leader of a party, the GM resolves the dispute.

[12.3] For engaged figures, Initiative is determined by comparing each figure's Initiative Value.

A figure's Initiative Value is equal to his *modified Agility+Perception+Rank* with any prepared weapon. If the figure has no prepared weapon, it is equal to his *modified Agility+Perception*. In each engagement, the figure with the highest Initiative Value may act either first or last, at his option. All others must act in order of their Initiative Value, from highest to lowest. If a figure is Stunned, or has any rear hex toward his opponent, the opponent automatically receives the Initiative. Every character, NPC, and monster should have its Initiative Value for all the weapons or attack forms determined prior to the adventure and recorded (for characters, on their Character Record).

[12.4] An engagement is defined as any number of figures occupying adjacent hexes, occupying the same hex, or any combination thereof.

Further judgment must be made by the GM as to the *intent* of each figure. For purposes of determining Initiative Values, each figure should be compared only to other figures who are involved in the same combat, or who mutually mean each other harm (see illustration).

Engagements are defined to allow swift, unambiguous resolution of combat situations. The GM resolves each engagement's combat separately, and deals with the individual engagements in any order he finds convenient.

[12.5] When a figure chooses an action, it is assumed to be performing that action until it may choose again.

Thus, if a figure chose to move during the last Pulse, it is assumed to be moving for all purposes of determining combat modifiers, affects, etc.

13. ACTIONS OF ENGAGED FIGURES

Being engaged imposes certain limitations on the actions which a figure may attempt. A figure who is engaged is defined as one who is adjacent to a hostile figure on the display, and may have his movement and choice of action restricted. The order in which the actions of engaged figures are resolved is determined by each figure's Initiative Value, and any actions

taken by engaged figures are *not* simultaneous. Two or more hostile figures who occupy the same hex are in Close combat and are considered engaged.

[13.1] An engaged figure may Melee attack any figure within his Melee Zone,

If the figure who wishes to make the attack is within the *defender's* Melee Zone, he may move only one hex within that Zone, and change facing prior to attempting the attack. He may not move or change facing after the attack.

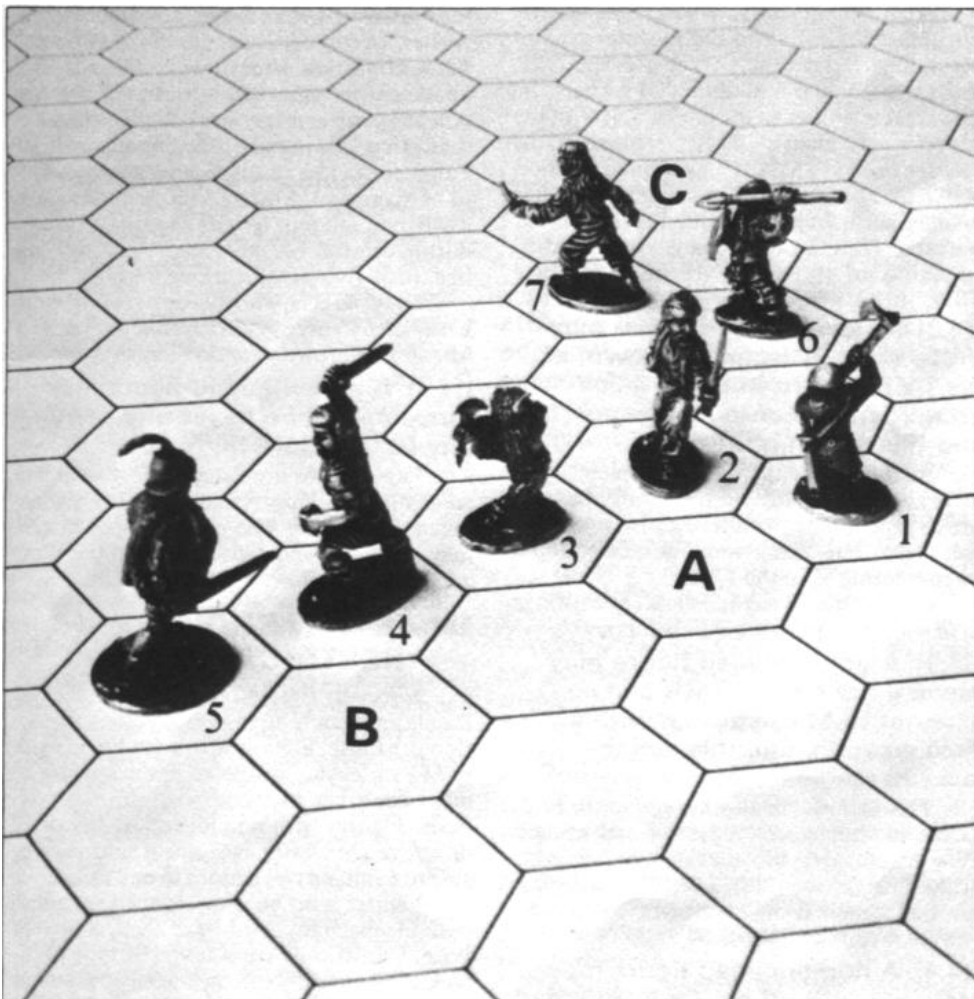
If the figure who wishes to attack is *not* within the defender's Melee Zone, he may move up to 1/2 of his TMR either before or after executing the attack. Any facing changes may be made only after the attack.

[13.2] An engaged figure may Evade,

If the figure who wishes to Evade is within the defender's Melee Zone, he may move only one hex within that Zone *and* change facing one hexside while executing the Evade.

If the figure who wishes to Evade is *not* within the defender's Melee Zone, he may move up to 1/2 his TMR and change facing as he sees fit (within the GM's discretion, see 14.1) while executing the Evade.

ILLUSTRATION 3



All three figures in Group **A** are engaged, as are both figures in Group **B**. Note that figure 4 in Group **B** is technically engaged with figure 3 in Group **A**, but the GM concluded that figure would more likely attack figure 2, whom figure 3 faces.

If a Melee attack is attempted on a figure who is Evading, with a Ranked weapon, he may be able to Parry or Riposte (see 17.4).

Note: A figure who is Evading receives defensive benefits versus Melee and Ranged attacks (see 17.6).

[13.3] An engaged figure may Withdraw.

If the figure who wishes to Withdraw is within the opponent's Melee Zone *and* the opponent also occupies at least one hex of the figure's Melee Zone, the figure may Withdraw by backing directly into any of his rear hexes *but* may not change facing. While Withdrawing, the figure may adopt one of two postures, *Offensive Withdrawal* or *Defensive Withdrawal*. If he chooses the offensive posture, he may strike at his opponent (at a -20 modifier to his Strike Chance) before executing the Withdrawal. To adopt a defensive posture, a figure must have a prepared shield (ranked or unranked). While in this posture, he may interpose the shield between himself and any attack. This adds 20% to his Defense, in addition to any other modifiers already in his favor.

If the figure who wishes to Withdraw is within the opponent's Melee Zone but the

opponent does not *occupy* any hexes of the figure's Melee Zone, he may move and change facing normally (see 14.1). **Note:** Figure #7 in the illustration on this page is an example of this situation. If the opponent is able to Melee attack the figure, the opponent automatically receives Initiative for the attack. A figure *may* Withdraw from one hostile figure's Melee Zone into another hostile figure's Melee Zone. If the figure wishing to Withdraw does not occupy a hex within the defender's Melee Zone, he may move normally.

[13.4] An engaged figure may take any Pass action.

If the figure wishing to Pass is within a hostile figure's Melee Zone, he may move one hex within that Zone and change facing while Passing.

If the figure wishing to Pass is not within a hostile figure's Melee Zone, he may move up to two hexes and change facing while Passing.

A Pass action is a generic term for any non-attacking action a figure may do. Typical Pass actions include: preparing an item; preparing a weapon; putting an item or weapon away; picking up a dropped weapon or item; mounting or dismounting a riding beast; loading a missile; dropping to one knee or prone; rising up, etc.

All of these actions are mutually exclusive; that is no *two* can be attempted during the same Pass action.

[13.5] An Adept who is engaged may attempt to cast a spell.

If the Adept wishing to cast a spell is within a hostile figure's Melee Zone, he may not move or change facing, and if attacked, will have to perform a Concentration Check (see 29.5).

If the Adept wishing to cast a spell is not within a hostile figure's Melee Zone, he may change facing after the Cast Check is performed. An Adept who is in Close combat may not cast a spell, but may activate Talent Magic (see 26.0).

[13.6] An engaged figure may attempt to Close and Grapple.

If the figure who wishes to Close and Grapple is within the Melee Zone of the defender, the defender may attempt to Repulse the attacker's Close attempt. If the defender wishes to Repulse, he rolls D10 and compares the result to his Rank with any Prepared weapon. If the result is less than or equal to his Rank, the attacker may not enter the defender's hex and must cease all action for that Pulse. If the result is above the Rank, the attacker may enter the defender's hex and execute a Grapple attack immediately.

If the figure who wishes to Close and Grapple is not within the Melee Zone of the defender, the defender may not attempt to repulse the Close attempt and the attacker may immediately enter and Grapple. Figures that are larger than one hex treat this action differently (see 22.0).

Note: Any figure who enters Close Combat must immediately drop any Prepared shield and any Prepared weapon not rated for Close combat.

If, however, figure 4 turned his back on figure 5 to attack figure 3 in Group **A**, he would then become engaged with that Group. In Group **C**, figures 6 and 7 are engaged, even though 7 faces away from 6; in this case, 6 automatically has the Initiative.

[13.7] A figure engaged in Close combat may attempt to Grapple, Pass or Withdraw.

A Grapple is an attack in Close combat against any figure who occupies the same hex as the attacker. It is assumed any figures engaged in Close combat are rolling around on the ground, struggling with each other. Grappling may only be attempted with a weapon rated for Close combat.

The figure who wishes to Pass while in Close combat may take any Pass action he wishes (at the GM's discretion).

The figure who wishes to Withdraw while in Close combat must first attempt to "break contact." The figure rolls D10, and adds his (and any other friendly figures in the hex) Physical Strength and subtracts the total Physical Strength of any hostile figures in the hex. If the modified result is 10 or above, the figure may Withdraw into any adjacent hex and is assumed to be prone. In addition, an unmodified roll of 10 *always* allows Withdrawal

14. ACTIONS OF NON-ENGAGED FIGURES

A non-engaged figure is one who is not adjacent to any hostile figure on the display. There are certain minor restrictions which result from this, but non-engaged figures may generally take any action they wish. All figures who are considered on the same side or members of the same party take their actions together and in any order they find convenient. In case of disagreement, the GM has final say as to the order of actions. No actions are considered simultaneous, and all actions of non-engaged figures occur after all the actions of engaged figures have been resolved.

The determination of which side acts first is resolved by the Initiative die roll (see 12.2).

[14.1] A non-engaged figure may move any number of hexes up to its Tactical Movement Rate (TMR).

A figure's TMR equals the number of hexes he may move in one Pulse, and he expends one point of the TMR for each normal, unobstructed hex he enters. For characters and all NPC's, this total is determined by their modified Agility (see 5.6). For monsters, it is listed with their other characteristics in 66 through 76.

During movement, a figure may change facing as it desires within the judgment of the GM and the fellow players. Any complicated maneuver the figure attempts may result in a penalty being applied by the GM in the form of a reduction in the figure's TMR for that Pulse. For instance, turning three hexsides (180") within one move is a fairly complex maneuver. The GM may decide if the figure wishes to change facing to that degree, it may move two less hexes during the Pulse. At the end of movement, a figure must unambiguously face one hexside (in the case of multihex monsters, one hex vertex).

The TMR assumes a flat surface with little or no hindrance to movement. The GM is allowed to assign a penalty for movement attempted over terrain not conducive to quick traversal. In any case, a figure may always (if not

Stunned, etc.) move one hex during a Pulse, no matter how difficult the terrain.

If a figure enters the Melee Zone of any hostile figure, he must stop movement but may change facing. If in the midst of executing a Charge and Close action, he may then be able to enter the defender's hex, depending on the results of the defender's Repulse attempt.

If a figure wishes to jump during his movement, the GM may allow this with a penalty of one hex for every 5 feet jumped (horizontally or vertically) and make the figure who jumped attempt a roll versus his Agility (with an appropriate difficulty factor) to see if he landed cleanly.

Often two (or more) friendly figures will wish to pass through a hex at the same time, or need to squeeze past another figure in the same hex. The GM must judge whether circumstances will allow or prevent the move, and if it is hindered, to what degree. Thus, a halfling should be able to squeeze past a human without too much trouble, but for one human to move through a hex containing another human will result in at least a TMR penalty of two hexes, and possibly be disallowed if the human is currently engaged in some fairly active situation (such as preparing a bow to be fired).

A figure may crawl at a rate of 1/4 of his TMR (round all fractions down). **Note:** Giant characters have their TMR calculated according to the monster section pertaining to them (70.1). The average TMR listed is used as the midpoint of a chart the GM creates similar to the one in 5.6, with the appropriate giant's TMR replacing the average human TMR of 5, with modification above and below that occurring in a similar manner according to modified Agility as for humans. Thus, a Cloud Giant with a modified Agility of 19 has a TMR of 14 (average TMR of 13 + 1 for Agility = 14).

[14.2] A non-engaged figure may move up to 1/2 (rounded down) of his TMR and attempt to Melee attack with a non-pole weapon. and this action is a Charge.

At the end of the figure's movement, if he is adjacent to any hostile figure, he may Melee attack him (with a negative modifier, see 17.6). The destination hex *is* counted when figuring 1/2 of the TMR.

Consult the Weapons Chart for listings as to which weapons are Pole weapons.

[14.3] A non-engaged figure may move up to his full TMR and attempt to Melee attack with a Pole weapon, and this action is a Charge.

This action is in all ways similar to 14.2, except the movement is greater and using a Pole weapon gives the attacker a bonus to his Strike Chance (see 17.6). Some Pole weapons use this attack form from two hexes away (see the Weapons Chart).

[14.4] A non-engaged figure may move up to 1/2 of his TMR (rounded down) and attempt to Grapple, and this is a Charge and Close.

This action is in all ways similar to 13.6, except the charging figure has moved into the

adjacent hex from outside that hex. No facing changes are allowed during this action, and the destination hex (the hex the defender occupies) is counted when figuring % of the TMR.

[14.5] A non-engaged figure may move up to 1/2 (rounded down) of his full TMR and Evade as he moves.

The figure must obey all rules of movement (see 14.1) and while moving is much harder to hit (see 17.6).

If a figure who is evading while moving is Melee attacked he may (if he has a prepared Rank weapon) be able to Parry or Riposte (see 17.4).

[14.6] A non-engaged figure may move up to 2 hexes directly backward, and this is a Retreat.

The action functions in all respects as a Withdraw (13.3) except the figure may not adopt an Offensive posture since there are no adjacent hostile figures to attack.

[14.7] A non-engaged figure may fire a Missile or Thrown Weapon. or loose a Spell, and these are all Fire actions.

A figure may not move or change facing in the same Pulse as a weapon is Fired or a spell is loosed, with two exceptions: (1) once a cross-bow is prepared and loaded, a figure may carry it around and fire whenever he wishes. In this instance, movement of up to 2 hexes prior to or after firing is allowed. (2) If an Adept or his mount is flying and the Adept is in all other ways eligible to cast a spell (has his hands free, is not out of Fatigue, etc.) he or his mount may move up to 1/2 (rounded down) of his or his mount's TMR and attempt to cast the spell prior to, during or after his movement. This also applies to all flying magic-using monsters.

Only targets who occupy one or more hexes of a figure's Ranged Zone may have a Missile or Thrown weapon Fired at them.

[14.8] A non-engaged figure may move up to two hexes and perform any Pass action.

Pass actions are listed in 13.4. A figure who is Passing may also change facing while executing a Pass. The actions listed in 12.1 may require a number of consecutive Pass actions to complete.

15. ACTION CHOICE RESTRICTIONS

Normally figures occupying the Tactical Display may only attempt one permissible action per Pulse. Figures with a modified Agility of 8 or less are restricted in the amount of movement they may combine with other actions.

Figures with a modified Agility of 22: or above gain extra movement and may be able to combine two actions in one Pulse. Figures who become stunned or otherwise incapacitated will have their choice of actions drastically curtailed. The type of attack a figure may attempt against a hostile figure is limited by his position on the display relative to the hostile figure and the degree of visibility which exists.

The use of magic in combat is subject to restrictions and may in some circumstances be impossible.

[15.1] Figures with a modified Agility of 8 or less are allowed one less hex of movement when executing any of the following actions: Melee attack, Evade, Retreat, Pass, and Charge with a Pole Weapon.

Thus, Then the Dwarf, whose modified Agility is 7 due to both the weight he carries and his lack of Agility, can only move one hex while he prepares his Mattock instead of two.

[15.2] Figures with a modified Agility of 22 through 25 are allowed one extra hex of movement when executing any of the following actions: Melee attack. Evade. Withdraw, Pass, and Retreat.

Thus Eaglewing the Elf, whose modified Agility is 25 due to the lack of weight he carries, his natural Agility and his bonus due to being an Elf can move three hexes while preparing his Tulwar instead of two.

[15.3] Figures with modified Agilities of 26 and above may combine any two of the following actions in a single Pulse: Melee attack, Evade, Withdraw, Pass. Close and Grapple, Grapple. Charge, Charge and Close. Retreat, and Fire.

The actions may be combined in any order. If a figure with this option chooses not to combine two actions, it may increase its movement (as in 15.2) by two hexes.

[15.4] A figure who becomes Stunned may attempt no other action except try to recover from being Stunned.

See 19.0 for details concerning Stun and Stun recovery. A figure who becomes incapacitated can do nothing.

[15.5] A figure's choice of combat actions is limited by his position relative to the intended target of his attack.

A figure may only Melee attack a hostile figure he is adjacent to and who occupies at least one hex of his Melee Zone. A figure may only Grapple a hostile figure in the same hex. A figure may only Fire at a hostile figure who occupies at least one hex of his Ranged Zone.

If a figure is attempting to Melee attack a hostile figure who occupies a hex which is obscured (due to smoke, magic, etc.), he may attempt to strike if he first rolls less than or equal to four times his Perception on D100. If the roll is above this result, the attack may not take place and the figure may take no other action that Pulse.

[15.6] If an Adept attempts to cast a spell while either being Ranged attacked or Melee attacked, he must perform a Concentration Check (see 29.5).

This check may need to be done twice, once while Preparing the spell and once before Loosing it. If either check results in the Adept's concentration being broken, the spell may not be cast. No spell work of any kind is allowed in Close combat, but Talent Magic may be activated at any time and does not require expenditure of a Pass action to dose.

[15.7] The Action Summary lists all actions and their restrictions.

See combat charts and tables.

16. ATTACKING

A hostile figure may be attacked by Ranged, Melee, or Close combat while on the display. To attack via Ranged combat, a figure must be armed with a Prepared weapon rated for Ranged combat and the target must occupy at least one hex of the figure's Ranged Zone. To attack via Melee combat, the figure must be armed with a prepared weapon rated for Melee combat and the target must occupy at least one hex of that figure's Melee Zone. To attack via Close combat, the figure must be armed with a prepared weapon rated for Close combat and share the same hex as the target. **Note:** Empty bare hands are always considered a prepared weapon.

The order of all attacking actions is determined by the Initiative procedure as detailed in 12.2 and 12.3. Combat involving engaged figures is always resolved prior to any combat involving non-engaged figures. An attacker's weapon is always assumed to be held in his Primary hand (see 6.2) unless he states otherwise. Optionally, a figure may attempt to use two weapons at once, or attempt to strike more than one target with one weapon.

Special types of attacks are allowed, and these include attempting to Trip, Entangle, Restrain, Knockout, Shield Rush, or Disarm.

[16.1] A figure may attempt to attack a hostile figure he is not adjacent to via Ranged Combat by executing a Fire action.

The attacker declares his target, determines and applies any Ranged Combat modifiers (see 17.6), and executes a Strike Check. The only weapons eligible for use in Ranged Combat are those rated for Ranged Combat on the Weapons Chart (see 20.2).

To fire a weapon, the attacker must have a Line of Fire (see 9.0) to the target. In addition, the attacker may fire into but not through an obscured hex. The weapon fired always travels in a straight line, and if not stopped by striking an object, it will travel 1.5 times the range of the weapon and fall to the ground.

Whenever a fired weapon enters a hex occupied by a figure (other than a solid wall, tree, or pillar which automatically breaks the weapon), there is a chance the weapon will hit the figure instead of continuing its flight. The weapon's flight is always stopped when it strikes a figure and remains in that figure until withdrawn.

A Strike Check must be resolved for all figures occupying any hex along the Line of Fire until the weapon hits something, or loses momentum and falls to the ground.

A figure may never check a Line of Fire without executing the Fire action, whether or not the weapon is actually loosed.

[16.2] A figure may attempt to Melee attack any hostile figure who occupies at least one hex of his Melee Zone.

The attacker declares his target, applies any Melee Combat modifiers (see 17.6), and executes a Strike Check. The only weapons eligible for use in Melee Combat are those rated

for Melee Combat on the Weapons Chart. The attacker may have moved adjacent to the target during that Pulse and this combination of movement and Melee is a Charge (see 14.2).

The normal melee attack is intended to do as much damage to the target as possible, but other forms of *specialized* attack exist and are detailed in 16.5.

[16.3] A figure may attempt to attack any figure who occupies the same hex only via Close combat by executing a Grapple action.

The attacker declares his target (there may be more than one figure in the hex), applies any Close Combat modifiers (see 17.6), and executes a Strike Check. The only weapons eligible for use in Close combat are those rated for Close combat on the Weapons Chart. The attacker may have moved into the target's hex during that Pulse, and this combination of movement and Grappling is detailed in 13.6 and 14.4.

[16.4] A figure who is armed with either two prepared weapons or one two-handed class B weapon may attempt a Multiple Strike.

A figure may attempt to strike one or more targets more than once as part of the same attack with two different weapons (one in each hand), but suffers a negative attack modifier (see 17.6). The attacks need not be directed at the same hostile figure, but must be of the same type (Grapple, Melee, or Fire). Some non-humanoid monsters could attack 3, 4, or more times in one Pulse using this option.

A figure may attempt to strike more than one target one time each if the prepared weapon is Class B and the attacker is Rank 4 or above with the weapon. Each figure thus attacked must be in adjacent hexes within the attacker's Melee Zone. Thus, the maximum number of attacks available via this option is three. This attack may only occur in Melee Combat, and the attacker suffers a negative attack modifier (see 17.6).

[16.5] A figure attempting to attack may specify any one of the following special attacks:

Trip. The attacker must be armed with a Quarterstaff, Spear, Halberd, Poleaxe, or Glaive and be in Melee Combat. The Base Chance is 40% and the damage is D10. If the attack is successful, the target must attempt to roll less than or equal to 3 times his modified Agility. If the target's Agility roll is successful, he keeps his footing; if he fails the roll, he falls prone. This only works against human size or smaller targets.

Entangle. The attacker must be armed with a Net, Whip, or Bola. The Base Chance is listed with the individual weapons. If entangled, the target suffers D104 damage. If the attack is successful, the target must attempt to roll less than or equal to 3 times his modified Agility, falling prone if he fails. The target must disentangle himself before rising, and to do so requires the target to execute a Pass action for two consecutive Pulses.

Restrain. A figure may attempt to restrain another figure by executing a Grapple. A successful attack results in the hostile figure being restrained (pinned). The Base Chance equals the Physical Strength plus modified Agility of the attacker minus the Physical Strength plus modified Agility of the target, times 3. No damage is done to the target. A restrained figure is treated as incapacitated, and remains restrained until the hold is broken by an attack from outside the hex which does at least one point of effective damage to the restrainer. Several figures may combine their PS and AG to attempt to restrain a hostile figure.

Knockout. The attacker must be armed with any weapon except Missile Weapons, Entangling Weapons, Darts, Grenades, Lances, or Pikes. The attack is successful if the Strike Check result is equal to or less than (15% of the modified Strike Chance). No damage is done and the target is knocked unconscious for D10+5 minutes, with the results of the time roll being kept from the players. **Note:** The Sap is a weapon especially designed for this purpose and is detailed on the Weapons Chart (see 20.2). This attack may not be attempted on larger than human sized monsters.

Shield Rush. The attacker must be armed with any shield except a Main Gauche or Tower Shield. The Base Chance is 40% and the damage is D10 2. Rank with the shield will increase the Base Chance as with any weapon. If the attack is successful, the target must attempt to roll less than or equal to 3 times his modified Agility, falling prone if he fails. If this attack is occurring at the termination of a Charge attack, the Base Chance is increased by 20.

Disarm. The attacker must be armed with any weapon rated for Melee or Close combat. 20 is subtracted from the modified Strike Chance before the attack is resolved. If the attack is successful, the target is forced to drop one weapon or item of the attacker's choice and also 1 point of Endurance damage is done to the target.

17. RESOLVING ATTEMPTED ATTACKS

Every weapon and attack form is assigned a Base Chance. This percentage chance may be modified due to weapon skills, attack type, posture of the combatants, defense of the target, etc. The Base chance with all modifiers applied is the *Modified Strike Chance*. The attacker rolls D100; if the result is less than or equal to the Modified Strike Chance, the attack has been successful; above and the attack has missed. Rolling a 99 may result in the weapon being broken and rolling 100 may result in the weapon being dropped. Once a successful hit has been made, a Damage Check is conducted.

If the target is Evading, the attacker suffers a negative modifier to his Strike Chance and, if he misses, his swing may have been Parried, leading to a Disarm or Riposte.

[17.1] The Strike Chance of an attacking figure is a combination of the Chance of the weapon or attack

form plus modifiers for Rank and Manual Dexterity.

To attack with any Ranked weapon, the Strike Chance is (Base Chance of Weapon) + (Modified Manual Dexterity)+(4 x Rank). To attack with any unranked weapon, the Strike Chance is equal to the weapon's Base Chance unmodified. The Strike Chance of either a Ranked or unranked attack will be further modified (see 17.6).

In any natural attack form such as teeth, claws, etc., for monsters, their Manual Dexterity plus 4 times Rank (if any) is *always* added. For all characters and other figures, the Strike Chance should be calculated prior to an adventure and recorded on the Character Record.

[17.2] An attacker's Modified Strike Chance is equal to its Strike Chance minus the target's Defense plus any modifications for attack type and attack conditions.

If the attacker rolls less than or equal to the Modified Strike Chance, a successful hit has been scored and a Damage Check must be performed (see 18.0).

Attack types include Ranged, Melee, and Close combat. Attack conditions include lighting conditions, which hand the weapon is used in, and other miscellaneous modifiers.

[17.3] Whenever the Strike Check results in a roll of 99 or 100, the attacker may have either dropped or broken his weapon.

If the roll is 99, the attacker may have broken the weapon; on 100, the attacker may have dropped his weapon. In either case, the attacker then rolls D100: if the roll is less than or equal to 3 times his modified Manual Dexterity, he has avoided either misfortune. If the roll is above his modified MD, the misfortune occurs.

A dropped weapon may be picked up by any figure at any later time, but a broken weapon may not be used. When this result occurs to an attacker to whom it would not apply (a dragon's teeth really cannot be dropped), the GM may, at his option, announce the attacker has fumbled and may not attack the next Pulse due to his clumsiness.

[17.4] Whenever the Strike Check result is 30 or more above the Modified Strike Chance, the target may have Parried the attack.

Only figures who are currently Evading and are being Melee attacked may Parry. The defender rolls D10, adds the Rank of any prepared weapon, and subtracts the Rank of the attacker's weapon. If the result is 3 or less, the attack has been successfully Parried; but in so doing, the defender has been thrown off balance and must execute a Pass action next Pulse. If the modified result is 4 through 7, the attacker has been Disarmed per the attack of the same name (see 16.5). If the modified result is 8 or above, the attack has been Parried to the extent that the attacker has become Disarmed and the target may execute a Melee attack instantaneously against him without need to perform

an attack action. This is called a Riposte. A Riposte may never itself be Parried and may occur as many times during a Pulse as the evading target was Melee attacked. A target may even Parry attacks which do not come through his Melee Zone (e.g., from behind him). An unarmed figure may Parry if he is Ranked in Unarmed Combat (see 21.0).

[17.5] A figure's Defense Rating is a combination of his modified Agility plus any defense afforded by a prepared shield.

A figure's Defense Rating is subtracted from an attacker's Strike Chance. The defense of a shield is a function of the Rank the target has with the individual shield types (see Shield Chart). Thus, a figure with a modified Agility of 13 and Rank 3 with shield carrying a Large Round Shield has a Defense Rating of $[13 + (3 \times 4\%)] = 25\%$, and this is subtracted from any attacks coming through any of the figure's Melee Zone hexes. If the attack comes through any of the figure's rear hexes, the addition of the shield defense is ignored, but the modification for Agility remains in effect.

Optionally, the shield defense may only be included for attacks which come through the target's front hex and the hex facing the side of the target in which the shield would actually be carried (normally in the target's secondary hand).

The Defense Rating is not subtracted from any attacks if the defending figure is Stunned or incapacitated. Also, any shield defense is ignored for Close combat. Any shield except the Main Gauche is automatically dropped upon entering into Close combat.

[17.6] Each attack type (Ranged, Melee, or Close) has its own list of Strike Chance modifications.

After calculating the attacker's Strike Chance and subtracting the defender's Defense, the Strike Chance Modifiers Summary should be consulted to see if any situations exist which could further modify the Strike Chance.

Example: Rolf the Barbarian is Melee attacking the White Mouser, a lithe figure with high Agility. Rolf is using a broadsword (which he wields at Rank 3), and has a modified Manual Dexterity of 15. The Mouser has a modified Agility of 18 and is using a Main Gauche (which he wields at Rank 2). Rolf's Strike Chance is $[55+15+(3 \times 4\%)] = 82\%$. The Mouser's Defense Rating is $[18+ (2 \times 2\%)] = 22\%$, which is subtracted from Rolf's Strike Chance since he is attacking the Mouser through the Mouser's Melee Zone (if he was attacking him through one of his rear hexes, the 4% extra for the Main Gauche would not count and the Defense would be 18%). But, furthermore, the Mouser is kneeling (a +20 from the Melee Combat Modifiers Chart), so receives a Modified Strike Chance of $82 - 22 + 20 = 80\%$.

[17.7] The charts listing modifiers used in calculating the Modified Strike Chance of any attack include the Shield Chart, Ranged Combat Chart, Melee Combat Chart, Close Combat Chart.

Lighting Conditions Chart, and the Miscellaneous Conditions Chart.

See the Strike Chance Modifiers Summary for these listings. Although these listings may appear lengthy, few are used very often, and those will be committed to memory after a few melees. The GM is encouraged to invent any other modifiers he sees fit to add in any combat situation. He is the final arbiter as to what modifiers are used and when they apply. Any situations not specific ally covered by these listings must be judged individually by the GM.

18. DAMAGE

Whenever a figure is hit by a weapon or magic, a Damage Check is performed. Each attack type has a damage modifier which is added to a D10 roll, and the result is the amount of damage points inflicted on the figure. Armor may absorb some or all of the damage up to the armor's Protection Rating, and any damage points not absorbed are inflicted on the figure and subtracted from either Fatigue or Endurance. Any damage points actually inflicted on the figure (not absorbed by armor) are termed Effective Damage.

There are three types of damage possible from a successful strike, depending on how low the attacker rolled on the Strike Check: Damage affecting Fatigue; affecting Endurance; and Grievous Injury. When the Strike Check result is above 15% of the Modified Strike Chance, any effective damage is subtracted from Fatigue (Endurance when Fatigue reaches 0). When the Strike Check is 15% or less of the Modified Strike Chance, any damage directly affects Endurance and is *not* absorbed by armor. If it is 5% or less of the Modified Strike Chance, a Grievous Injury may also result, in addition to Endurance damage. These percentages are summarized on the Special Damage Chart (18.2).

Any Damage Checks modified to a result less than 1 are treated as 1.

[18.1] Damage affecting Fatigue is absorbed by armor.

Each type of armor has a Protection Rating, which indicates the amount of damage points subtracted from every successful attack. When a figure's Fatigue reaches 0, any further damage affecting Fatigue is subtracted from Endurance instead. However, a figure cannot lose Fatigue and Endurance as a result of a single Strike Check.

Example: Rolf is wearing Leather armor (Protection Rating of 4) and has 3 Fatigue Points remaining. An attack against him results in 9 total damage points. The Leather absorbs 4 of those, and normally the remaining 5 would be subtracted from Fatigue. But, since he only has 3 Fatigue Points left, he loses 3 Fatigue Points and the rest are ignored entirely. If any further attacks result in damage being subtracted from Fatigue, the Leather would still absorb 4 points of that damage, but any remaining points would be subtracted from Endurance instead.

The Armor Chart lists all types of armor and their Protection Ratings. The GM should feel

[18.2] A Strike Check of 15% or less of the Modified Strike Chance results in damage directly affecting Endurance which is never absorbed by armor, and the stricken figure always takes the full amount of the damage.

The Special Damage Chart lists modified Strike Chances and their damage directly affecting Endurance range.

[18.3] Grievous Injuries may result if the successful Strike Check is 5% or less of the Modified Strike Chance.

If a possible Grievous Injury has resulted, the damage to Endurance is first calculated and applied. The attacker then rolls D100 and consults the Grievous Injury Table. If the roll falls within the range specified for the class of weapon he is attacking with, a Grievous Injury has resulted and the effects of the resulting injury are applied to the unfortunate target immediately. If the roll falls outside the indicated range, no Grievous Injury occurs.

Weapons are classed on the Weapons Chart (see 20.2) according to type: thrusting weapons are Class A; slashing weapons are Class B; and crushing weapons are Class C. The Grievous Injury Table lists the ranges for each class of weapon. A figure may suffer any number of Grievous Injuries in a Pulse.

Whenever a figure suffers a Grievous Injury, there is a possibility he has dropped whatever he is holding, and the procedure outlined in 17.3 is used to resolve this occurrence.

A figure who suffers a Grievous Injury while wearing armor has the Protection Rating of that suit of armor reduced by 2 until repaired. Optionally, a figure who is also carrying a shield can choose to have the shield cloven and spare his armor. A cloven ' shield is useless.

[18.4] Damage incurred as a result of a magical attack is applied differently.

Many spells attack figures with purely magical energy, while others inflict damage as a result of changes in the physical surroundings of the target (windstorms, falling rocks, and the like). When purely magical energy is involved, any damage is subtracted first from Fatigue (Endurance only when Fatigue is exhausted), but is not absorbed by armor. Other damage types, also subtracted from Fatigue, are absorbed by armor.

When being attacked by the breath weapon of a monster, treat the damage as if magical energy, as above, but allow every target a Passive resistance roll before applying the damage. If the target does Passively resist, the damage is halved (round fractions down). No Active resistance is allowed versus breath attacks.

[18.5] (Optional Rule) The damage done with a particular weapon may be increased due to exceptional Physical Strength or Rank.

If using this rule, add 1 to the damage modifier of a weapon for every 5 points of Physical Strength above the minimum necessary to wield the weapon the attacker possesses.

do D+5 damage when wielding a Broadsword. However, for every +1 of damage the figure receives, an extra 6% is added onto the chance of the weapon breaking during combat. The above figure with the PS of 20 would have a chance to break the Broadsword on rolls of 93 through 99, inclusive. This increase in breakage chances precludes any Modified Strike Chances which would conflict with it. Thus, if the above figure had a Modified Strike Chance of 97%, it would actually be 92% since rolls of 93 99 would result in a possible break and 100 would result in a possible drop. This does not *apply* to Thrown or Missile Weapons.

If wishing to allow increased damage for Rank attained with a weapon, give a +1 bonus for every 4 Ranks (round down). This rule will increase damage down by Thrown or Missile Weapons, and does *not* increase breakage chances. It is recommended only *one* of these systems be used with any one particular weapon, not both.

19. THE EFFECTS OF DAMAGE

The ultimate result of incurring damage for any figure is death; this arrives when the figure's Endurance reaches 0. When figure's Endurance reaches 3, he falls unconscious, and can only be revived by time or the arts of a Healer.

Whenever a figure suffers effective damage greater than one third his original Endurance from a single strike, he becomes Stunned. The figure may not take any other action except attempt to recover from Stun until he has recovered. A figure who becomes Stunned may drop anything he is holding. (The procedure outlined in 17.3 is used to resolve the outcome. The check is only per Formed once, at the moment the figure becomes Stunned.)

A Stunned figure who is engaged automatically has the lowest Initiative Value of the engagement; an unengaged Stunned figure acts the last of all his fellows.

To recover from being Stunned, a figure must roll less than or equal to **2x his Willpower plus his current Fatigue**.

Current Fatigue is the figure's Fatigue total at the instant the roll is made. Every Pulse after becoming Stunned, the figure may attempt to recover but may do nothing else, including move.

Note: Certain monsters begin with an Endurance of 5 or less. These monsters never become unconscious; they are either alive and alert, Stunned, or dead.

20. WEAPONS

Any instrument used to inflict damage on a figure is called a weapon. Weapons may include the figure's hands, claws, talons, feet, teeth, breath weapon, etc. All normal weapons are listed on the Weapons Chart along with their characteristics. The only limits to the number of weapons a character may have in his possession are the weight and bulk of those weapons. The GM should carefully examine each character, checking for the location of the character's weapons. Any odd or unlikely method of carting weaponry around should be disallowed. Any

two one-handed weapons or one two-handed weapon prepared at any one time. Carrying a prepared shield replaces one one-handed weapon and disallows a two-handed weapon for this purpose. Figures with more than two appendages may use as many weapons as they are able. It is always assumed when a figure is armed with a one-handed weapon it is carried in his primary hand unless stated otherwise.

A figure may attempt to envenom any A or B Class weapon and thus poison the figure it strikes. An assassin is trained in the use of envenomed weapons (see 20.3).

[20.1] A figure need not use any normal weapon to attack.

A figure may attempt to strike barehanded (see Unarmed Combat, 21.0), but only if one hand is free. Any figure may attempt to use an item not normally assumed to be a weapon (furniture, books, glasses, dishes, etc.) at the GM's discretion, who assigns Base Chances, damage modifiers, and so forth.

[20.2] The Weapons Chart lists a normal weapons and their characteristics.

All normal weapons which would appear within a common *DragonQuest* world are detailed on the chart. If the GM wishes to add more exotic weapons to the list, he should feel free to, and should assign characteristics for those weapons based on the examples given. The characteristics for each weapon are:

Weight. The weight of the weapon in pounds (or ounces, if so noted).

Physical Strength. The minimum Physical Strength a figure needs to wield the weapon properly; a figure without the PS to meet this minimum does one less point of damage for each point of strength he is below the minimum. A figure may never achieve Rank in a weapon he does not have the PS to wield.

Manual Dexterity. The minimum modified Manual Dexterity a figure needs to maneuver the weapon properly; a figure without the MD to meet this minimum has the Base Chance of the weapon lowered by 5 for every point he is below the minimum. A figure may never achieve Rank in a weapon he does not have the MD to maneuver.

Base Chance. The base percentage of the weapon to score a successful hit on a figure.

Damage Modifier. The number added to the D10 die roll when performing a Damage Check; the modified total may never be less than 1.

Range: The distance, in hexes, the weapon may be fired. **P** means prohibited.

Class. A letter representing the *type* of damage done by the weapon. **A** weapons do thrusting damage. **B** weapons do slashing damage. **C** weapons do crushing damage. Used for determining Grievous Injuries.

Use. A letter representing the type(s) of attack the weapon may be used in. **R** indicates Ranged combat. **M** indicates Melee combat. **C** indicates Close combat. A weapon may not be used in an attack type for which it is not rated.

Cost. The cost, in Silver Pennies, to purchase the weapon. At the cost listed, the weapon is of normal quality.

Maximum Rank. The highest Rank attainable with that weapon.

[20.3] Figures may, at the GM's discretion, employ envenomed weapons.

If the GM permits, figures may carry and use weapons coated with poison. Only Class A and B weapons may be envenomed. See the Alchemist skill for details concerning types of poisons and paralyzants. For the venom to be introduced into the bloodstream of the victim, at least 1 point of *effective* damage must be done.

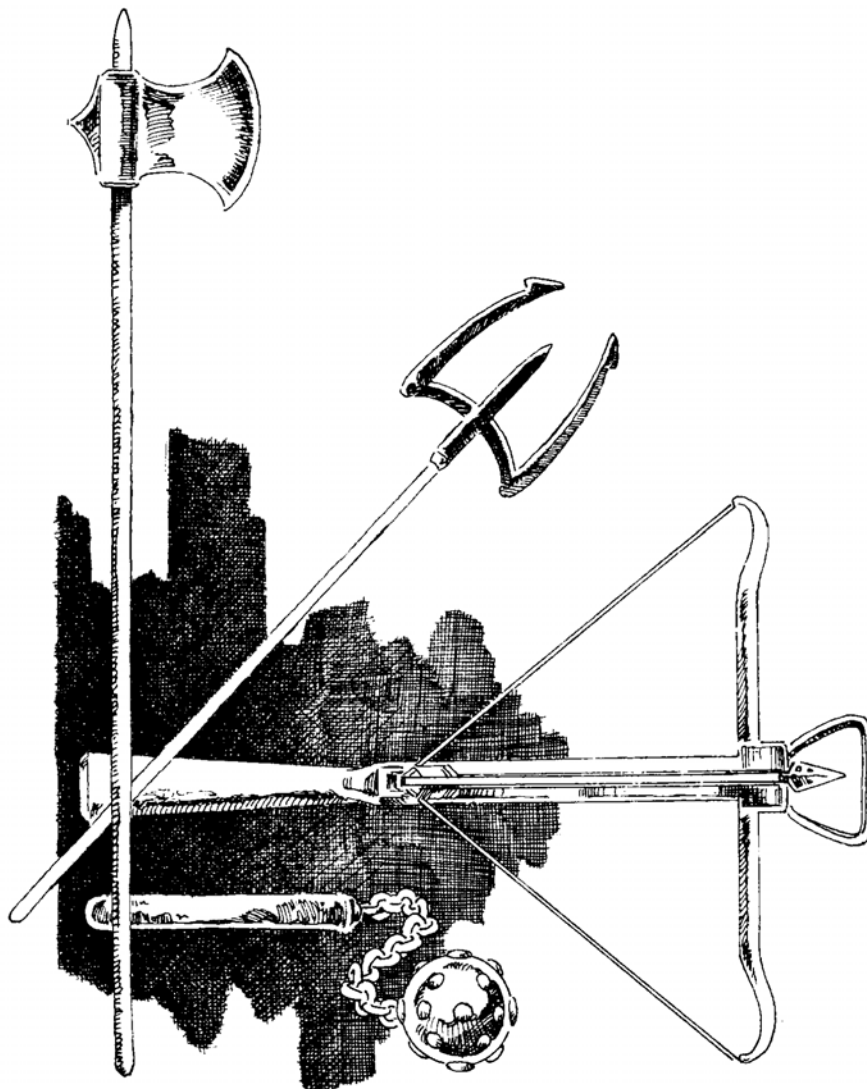
When anyone but an Assassin handles an envenomed weapon, there is a chance the figure will nick himself and introduce the venom into his own bloodstream. Every time an envenomed weapon is handled, the figure must try to roll less than or equal to 3 times his modified Manual Dexterity on D100 to avoid any mishap. If the roll is greater than his MD, he has been nicked by the weapon and is poisoned. Handling a weapon is defined as including all actions of coating the weapon with the venom, storing the weapon until use, and preparing the weapon for the attack. The check should be made once for the preparation of the weapon and once for the attack. The timing of

the checks is up to the GM, but *two* rolls should always be made if the weapon is used to attack. Cleansing the weapon of the poison does not require a check. An envenomed weapon will remain effective for 6 hours, by which time the venom will have evaporated or been wiped off. When the weapon has successfully struck and done 1 or more points of effective damage, the venom has been removed.

A paralyzant functions as a knockout drug against human-sized or smaller figures. If the victim fails his Willpower Check (see 50.8), he falls prone unconscious and will remain that way for [20+D10-(His Willpower)] minutes.

[20.4] A figure struck by a Class A missile or thrown weapon will have his Agility lowered until the weapon is removed.

Whenever a figure suffers effective damage from a Class A Missile or Thrown weapon, it has lodged itself in the target's body and reduces his Agility by 3. The weapon remains lodged until a Pass action is executed to remove it. When any barbed weapon is removed (arrow, spear, etc.), the figure takes D-4 damage to Fatigue (not absorbed by armor). If the weapon is a Pole weapon, the Agility loss is 5 and the damage to remove it is D-2.



The Agility loss applies only to man-sized or smaller figures. The GM must judge the Agility loss for larger figures.

21. UNARMED COMBAT

Any figure may attempt to attack a hostile figure by using his hands and feet. For many monsters, this is the only way they may attack. Unless specified otherwise, all figures/monsters receive one attack with their hands/claws/bite per Pulse without penalty. Some monsters may be able to attack more than once, and these individuals are detailed in the Monsters Section (VIII).

For a humanoid figure to strike with his primary hand, the Base Chance is (modified Agilityx2). For every point the figure's Physical Strength is above 15, the Base Chance is increased by 1. The damage done by a successful strike is D-4, with 1 extra point of damage for every 3 points of Physical Strength above 15. A humanoid can achieve Rank with bare hands just as he can with any weapon.

Beginning at Rank 3 in Unarmed Combat, figures may choose to kick instead of using hands (or in addition to hands) in unarmed attack. This allows an unarmed attack while a figure's hands are full. The Base Chance and damage are as above. Using legs in this manner allows an attempted Trip by the attacker (see 16.5) with Base Chance and damage remaining the same as for all unarmed combat.

22. MULTIHEx MONSTERS

Many monsters detailed in the Monsters Section (VIII) will occupy more than one hex on the Tactical Display. Their size necessitates the

following alterations in the resolution of movement and combat.

Multi-hex monsters have three types of hexes surrounding them: Front, Rear, and Flank. Front and Rear hexes function in the same way for them as for any other figure, but attacks through Flank hexsides give the attacker a bonus (see 17.6). The exact configuration of Front, Rear, and Flank hexes vary with the size of the monster (see illustration).

A multi-hex monster must always be placed on the display such that its head unambiguously faces a vertex of two hexsides. It may move in any way so that its head enters any Front hex, and may move up to its full TMR in this fashion. At the end of its movement, it must once again unambiguously face a vertex. For facing changes, a penalty of one less hex of movement for each two hex vertices changed is applied, since the mass being maneuvered is much greater than a humanoid's. In order to change facing, the monster must pivot using its head as the pivot point.

A multi-hex monster may freely pivot or move into any hex occupied by a 1-hex figure. The smaller figure is knocked prone automatically and the monster may then attempt to trample the figure at a Base Chance of 40%, doing (D10 + size of the monster in hexes) damage. Trampling is Class C damage.

See illustrations on this page and 22.

23. MOUNTED COMBAT

In mounted combat, the TMR of the figure (comprising the mount and the rider) is that of the mount; the rider may not move at all. A

rider may only mount or dismount when the mount is not moving. Any action a figure is capable of while standing on the ground he is capable of while mounted with the following exceptions: (1) using a two-handed weapon; (2) firing any missile or thrown weapon while moving; (3) using more than one weapon at a time. These restrictions are lifted depending on the Horsemanship Rank of the rider (see 83.2). A figure may always use a shield and a one-handed weapon while mounted.

ILLUSTRATION 8

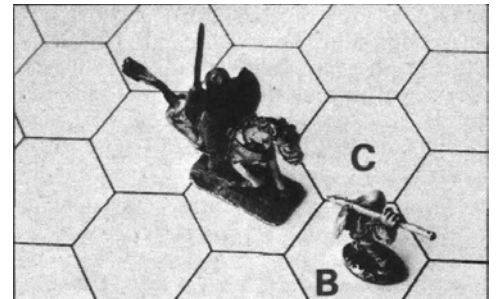


ILLUSTRATION 4

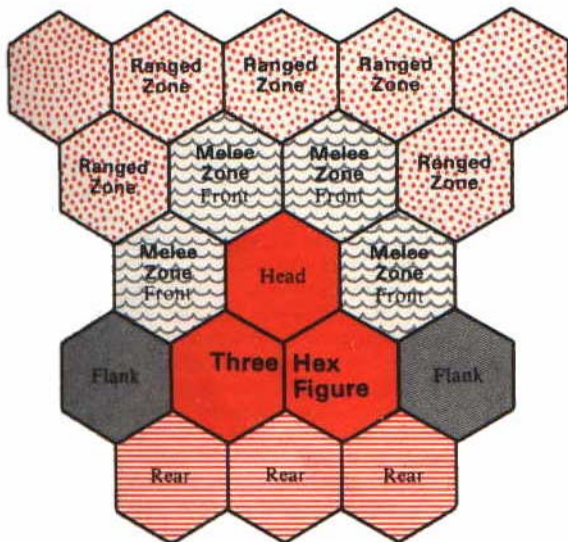
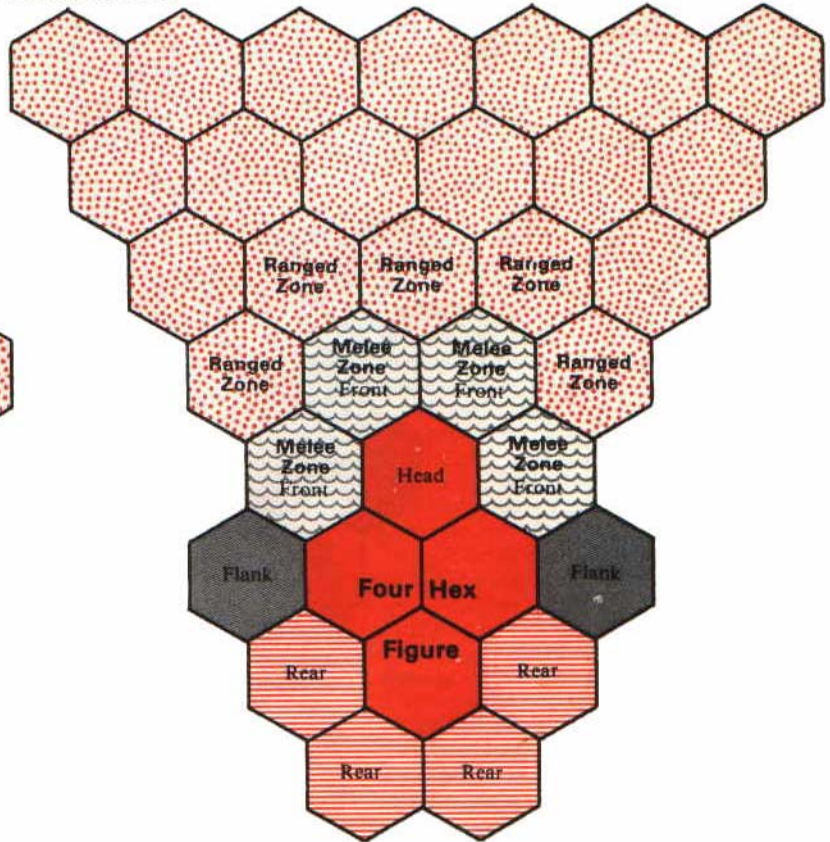


ILLUSTRATION 5



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of his Front hex, only the hexes to either side of that hex. His Front hex *may* be attacked into using a spear (or similar long hafted weapon) or any Fired weapon (see illustration).

To control a mount during combat, the Horsemanship skill of the rider is taken into account. An inexperienced horseman will have an incredibly difficult time even con-trolling his mount in a chaotic melee; it will be better for him to dismount and fight on foot until he becomes skilled.

A Charge on a mount is executed in the same manner as a Charge on foot except the amount of movement prior to the attack will be greater and the Charge *must* be in a straight line (no facing changes allowed). Any act of turning the mount or stopping it during or after the Charge will require a Horsemanship Check (see 82.2). The Pulse following any mounted Charge,

the momentum will take the mount past the target to its full TMR. Any attempt to turn or stop the mount will occur after that movement is terminated. A failed check will result in the mount continuing on its way.

24. INFECTION

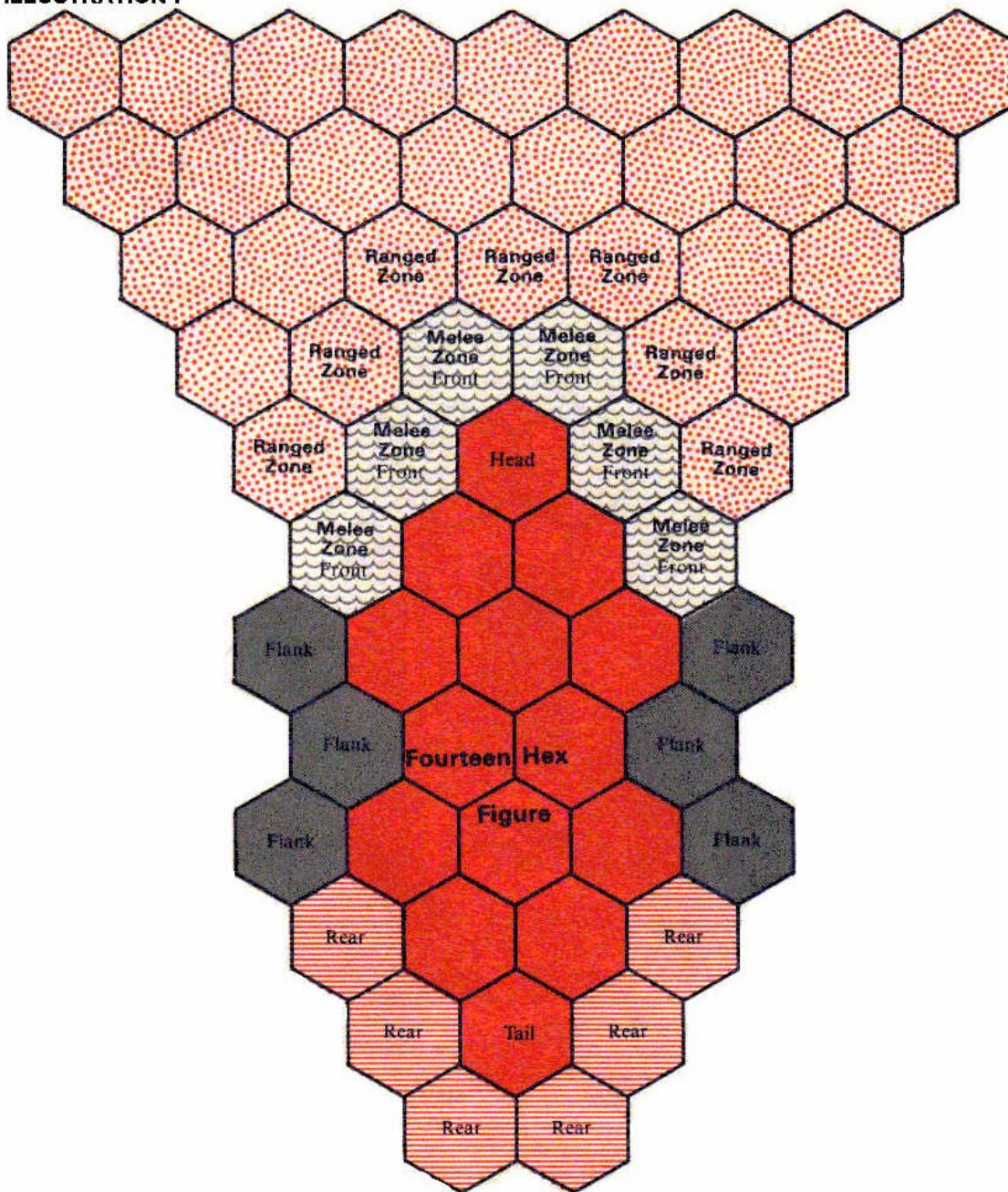
At the end of every combat in which a figure is wounded, or when a figure is wounded in a non-combat situation, there is the possibility that figure has become infected as a result of their wound. An Infection Check is performed to determine whether the figure is infected or not.

The Base Chance of infection is equal to 10%. If the figure took any damage to Endurance, add (20 + the amount of Endurance damage in points). If the damage was inflicted by bite, claws, or talons, add 20. Specific

Grievous Injuries can raise the Base Chance even further. The infected figure rolls D100; if the result is greater than the modified Base Chance, the figure is not infected; if the result is equal to or less than, the figure is infected.

An infected figure is considered diseased, and every morning after becoming infected, the figure must try to heal himself or suffer Endurance damage. To heal himself, a figure must roll under his original Endurance on D100; a roll equal to or less than the Endurance results in a cure. If the infection is not cured, each day the figure takes D10-5 (minimum result of 1) Endurance damage from the infection. Obviously, an infected figure who is not cured will eventually die from his wounds. The effects of slow acting (blood agent) poisons function in the same manner as infections except there is no roll for cure.

ILLUSTRATION 7



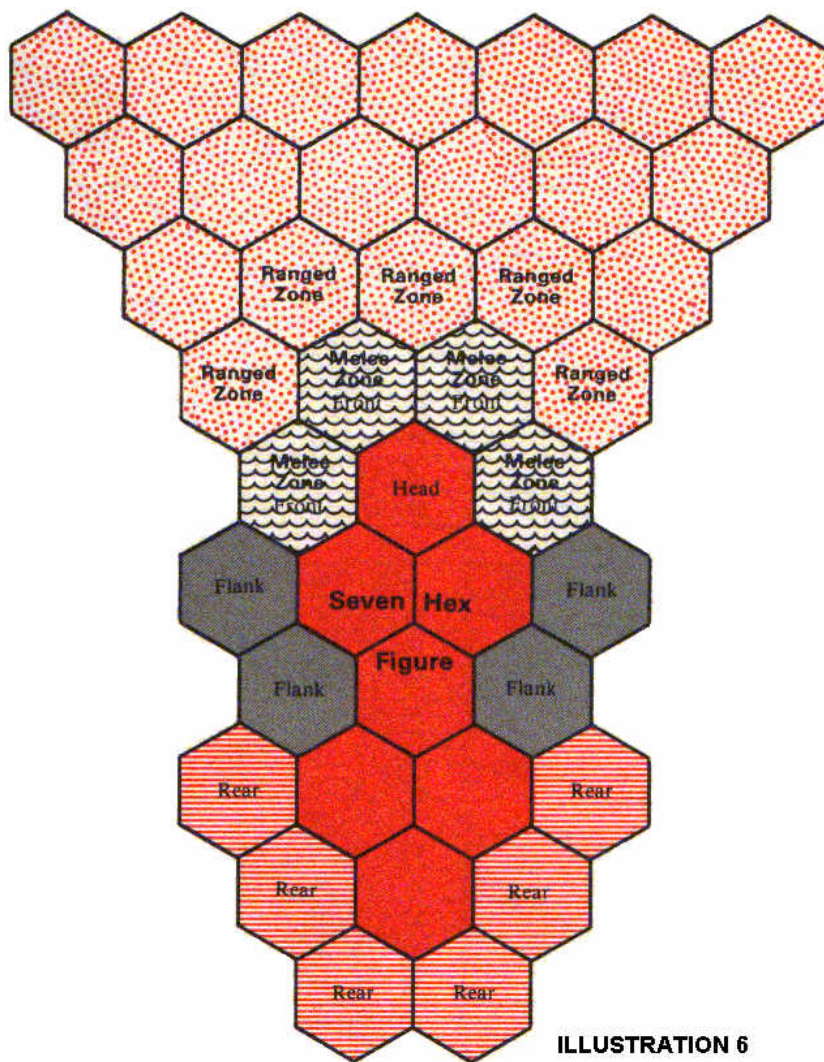


ILLUSTRATION 6

COMBAT EXAMPLE

The following is an example of the way a typical combat will be resolved, emphasizing order of resolution rather than detailing the actual die rolls and success chances.

A party of player characters is travelling by foot along a path deep within a forest. They are alert but not combat-ready; they are tired from having traveled long and hard all day. The party consists of Ariella, a Celestial Mage, Eaglewing, an Elven Ranger; and, Delion, an Elven Illusionist. The GM has generated an ambush for the party as they round the next bend in the path, and assigns a readiness factor (see 80.2) of 3 to their chance to detect the ambush. Eaglewing is leading the party, so his Perception of 10 is used for the check, but he also receives a bonus of 15% due to his Ranger Rank. Eaglewing does detect the ambush, and the Hobgoblin, Orc, and Goblin lying in wait will get no surprise this day. The GM determines they will attempt the attack anyway, and combat begins. The GM draws out the surroundings, places the characters' miniatures on the Display, and then places the monsters' figures. He determines the characters' Fatigue loss (due to their long march), and adjudicates the monster's Fatigue status. He allows the characters to prepare a weapon, if they wish, because of the alertness of Eaglewing.

First Pulse. The Hobgoblin (Perception of 13) is the Leader of the monsters. Eaglewing is the party's Leader. The GM rolls Initiative for the monsters, and Eaglewing's player rolls for the party. The Hobgoblin wins and decides that the monsters will act first. The Hobgoblin tries to goad his mount (a horse) to Charge Eaglewing. The GM rolls the Hobgoblin's Horsemanship check; it is successful and the charge occurs. The Hobgoblin is not close enough to Eaglewing at the end of the Charge to Meleew him with his Scimitar. The Orc throws his spear at Ariella and misses. The Goblin fires his Crossbow at Delion and hits him, profiting from the +20 bonus for attacking Delion from a Rear hex. Delion takes 9 points of Fatigue damage (4 of which is absorbed by his Leather Armor) and becomes Stunned. He is unable to hold on to his Rapier, which falls to the ground. Now the party may act. Eaglewing, having prepared his Tulwar upon becoming aware of the ambush, sets himself to receive the Hobgoblin's Charge by taking an Evade Action (he has achieved Rank 5 with the Tulwar, so he thinks he has a good chance to Parry). Ariella prepares a spell, and begins to pronounce the magical incantations. She may not move. Delion acts last as he is Stunned. He may only attempt to recover from Stun; he tries and fails.

Second Pulse. The Initiative roll is won again by the Hobgoblin. He Charges Eaglewing and attacks. His Strike Check is 37 above his Modified Strike Chance, so Eaglewing may Parry. He rolls an 8, plus 6 for his Rank, minus 3 for the Hobgoblin's Rank, yields a result of 11, a Disarm and Riposte. Eaglewing hits the Hobgoblin with his Riposte, doing damage affecting Endurance for 12 points. The Hobgoblin is Stunned, and the GM checks to see if he falls from his horse. He does, and falls at Eaglewing's feet. The Orc prepares his Scimitar and moves slightly towards Delion. The Goblin begins to reload his crossbow. Eaglewing attacks the prone Hobgoblin (the Riposte does not count as an Action), receiving a +15 for the Hobgoblin being Stunned and a +20 for his being prone (the Hobgoblin's Defense is not subtracted because he is Stunned). Eaglewing strikes for a Grievous Injury this Pulse and kills the unfortunate Hobgoblin. Ariella tries to cast her spell of Starfire (knowing full well she is receiving a -20 penalty because it is still day-time) and does, doing 13 points of damage to the Goblin, who becomes Stunned and drops his bow. Delion tries again to recover from Stun, and succeeds.

Third Pulse. This time Eaglewing wins the Initiative Roll (performed against the Orc since the Hobgoblin is dead). Since no one is engaged yet (the Hobgoblin does not engage Eaglewing because he is dead), he chooses to have the party act first. He prepares his Main-Gauche, and moves slightly towards the Orc. Ariella begins to prepare another Starfire. Delion picks up his Rapier and changes facing to receive the Orc's attack. The Orc moves up to Delion and Melee attacks him, missing. The Goblin recovers from being Stunned.

Fourth Pulse. Initiative is rolled between Eaglewing and the Goblin, since the Orc is engaged with Delion. Eaglewing wins it. However, since the Orc and Delion are engaged, their combat is resolved before anything else. The Orc's Initiative Value is 27, Delion's is 25, so the Orc may act first. He attacks Delion, inflicting enough Fatigue damage with his successful attack that Delion is out of Fatigue (remember, the party was tired to begin with). Delion, seeing the way the battle is going, Withdraws defensively. Eaglewing chooses to have the party act first and allows Ariella to try her spell before he himself takes any action. Ariella, however, is not so lucky this time and her spell backfires, reducing her Fatigue to 0 and Stunning her. Eaglewing (frustrated at the Adept's fumbblings) moves up to the Orc, attacking him from behind. He receives a +30 for attacking from a Rear hex but a -15 for Charging with a non Pole weapon. His attack is successful, doing enough Fatigue damage to Stun the Orc. Delion cannot act now because he has already performed an Action earlier in the Pulse. The Goblin runs away.

Fifth Pulse. Eaglewing asks the Orc to surrender and the Orc accepts, thus ending the need for the Tactical Stage.

[20.2] WEAPONS CHART

Swords	WEIGHT	PHYSICAL STRENGTH	MANUAL DEXTERITY	BASE CHANCE	DAMAGE MODIFIER	RANGE	CLASS	USE	COST	MAX RANK
Dagger ^A	10oz	7	10	40	D	8	A	RMC	10	9
Main-Gauche	1	8	15	45	+1	P	A	MC	20	10
Short Sword	2	10	12	45	+3	P	A	M	40	6
Falchion	4	12	11	50	+2	P	B	M	35	8
Scimitar	4	11	15	50	+3	P	B	M	60	8
Tulwar	4	13	15	50	+4	P	B	M	65	8
Rapier	2	11	18	45	+3	P	A	M	35	10
Sabre	3	14	15	60	+3	P	B	M	40	7
Broadsword	3	15	15	55	+4	P	B	M	50	6
Estoc	2	15	17	45	+5	P	A	M	65	9
Hand & Half (1-2)	6	17	16	60	+5	P	B	M	85	7
Claymore (1-2)	5	16	13	50	+4	P	B	M	80	7
Two-Handed Sword (2)	9	22	14	55	+7	P	B	M	100	5
Hafted Weapons										
Hand Axe	2	8	11	40	+1	8	B	RMC	15	4
Battle Axe (1-2)	5	14	14	60	+4	6	B	RM	20	7
Great Axe (2)	6	19	17	65	+6	P	B	M	30	7
Giant Axe	25	29	12	65	+10	6	B	RM	50	7
Crude Club	4	16	10	45	+2	6	C	RM	3	2
War Club	3	14	10	50	+2	7	C	RM	5	5
Giant Club	20	25	9	50	+7	9	C	RM	10	5
Torch ^B	3	8	12	40	+1	P	C	M	1	-
Mace	5	16	9	50	+4	5	C	RM	15	5
Giant Mace	25	27	10	50	+9	8	C	RM	40	5
War Hammer	4	15	13	45	+3	6	C	RM	14	5
War Pick (1-2)	5	17	13	45	+4	P	C	M	20	5
Flail	4	14	15	50	+2	P	C	M	15	5
Morningstar (1-2)	5	18	15	60	+4	P	C	M	20	5
Mattock (2)	6	19	14	55	+6	P	C	M	18	5
Quarterstaff (2)	3	12	16	55	+2	P	C	M	3	9
Sap ^C	1	9	11	40	+1	P	C	MC	2	3
Thrown Weapons										
Throwing Dart ^H	3oz	9	15	40	D	12	A	R	1	10
Boomerang ^J	1	11	15	40	D	20	C	R	2	7
Grenado ^K	2	9	15	40	V	15	-	R	V	4

The following weapons also function as Thrown Weapons: Dagger, Hand Axe, Battle Axe, Giant Axe, Crude Club, War Club, Giant Club, Mace, War Hammer, Javelin, Spear, Giant Spear, Net, Bola, and Rock.

[17.5] SHIELD CHART

SHIELD TYPE	WEIGHT	DEFENSE/ RANK	MANUAL DEXTERITY LOSS	COST
Buckler	3	-6	0	5
Small Round Shield	5	0	-2	8
Large Round Shield	10	6	-3	10
Kite Shield	15	12	-4	15
Tower Shield	25	18	-6	20

Weight: The weight of the shield in pounds.

Defense Rank: The percentage by which the figure's defense is increased per Rank while that shield is prepared. Experience Point cost is detailed on page 146.

Manual Dexterity Loss: The number of points the figure's Manual Dexterity is reduced by, for all purposes while that shield is prepared.

Cost: The cost in silver pennies for a shield of average workmanship.

When a shield is not prepared, it is considered slung on the back of the figure carrying it. All shields except the Tower Shield are constructed of wood and hides and do not affect the flow of mana in regard to adepts.

Note: Main Gauche rules have been removed to protect the innocent.

Weapons are normally wielded one-handed, and the exceptions are noted with a (2) after the name of the weapon. Some may be used either one or two-handed, and these are noted with a (1-2). When weapons of this type are wielded two-handed, increase their Damage Modifier by 1. "-" indicates that a weapon has no Class for purposes of Grievous Injuries; when a possible Grievous Injury is rolled, only damage affecting Endurance results. "V" indicates that the characteristic is variable. *The damage done by a blowgun dart depends upon the substance which coats the tip (poison, for instance; see 50.8 and 20.3).

A. When attacking a foe whose modified Agility is between 12 and 9 (inclusive) the Dagger may be used to attack twice in one Pulse without penalty; if the modified Agility is 8 or less, the Dagger may attack 3 times in a Pulse.

B. A Torch is not actually a weapon, but may be used as such in emergencies. Also, brandishing a burning Torch in the face of an animal may cause it to flee. Any animal whose WP is 10 or less may be scared off if it fails a roll of 4 times its WP or less. A successful roll indicates the animal is not impressed. No Rank may ever be achieved with a Torch.

C. The Sap may only be used to knock out targets wearing only Leather, Cloth, or no armor. Used by an Assassin, *any* hit knocks out the target; for anyone else, any hit Stuns and 4 or more points of effective damage knocks out the target (exception to 16.5).

D. A Javelin functions as a Thrown Weapon unless it is launched by a Spear Thrower, in which case the Spear Thrower's characteristics are used and it functions as a Missile Weapon.

E. A Pike may be used to Melee attack any figure within two hexes; its Melee Zone extends into what would normally be the first hexes of that figure's Ranged Zone.

F. A Lance may be used only by a mounted figure.

G. All Missile Weapons must be loaded before firing; this action is in addition to Preparing the weapon itself. A Pass action must be taken in order to load the Sling, any draw bow, the Spear Thrower, and the Blowgun. Two consecutive Pass actions must be taken to load a Crossbow (three if using a Cranequin).

H. Up to three darts may be thrown at one, two, or three targets in one Pulse with no penalty.

Pole Weapons	WEIGHT	PHYSICAL STRENGTH	MANUAL DEXTERITY	BASE CHANCE	DAMAGE MODIFIER	RANGE	CLASS	USE	COST	MAX RANK
Javelin ^D	3	12	15	45	+2	12	A	RM	4	10
Spear (1-2)	5	15	14	50	+3	6	A	RM	10	5
Giant Spear (1-2)	15	22	16	55	+7	12	A	RM	20	5
Pike ^E (2)	8	18	16	45	+5	P	A	M	15	5
Lance ^F	7	16	18	45	+6	P	A	M	4	5
Halberd (2)	6	16	16	55	+3	P	B	M	15	5
Poleaxe (2)	6	18	15	55	+4	P	B	M	20	5
Trident (1-2)	5	14	16	45	+2	5	A	M	8	5
Glaive (2)	7	16	18	55	+5	P	B	M	15	9
Giant Glaive (2)	14	22	18	65	+9	P	B	M	30	9

Missile Weapons^G	WEIGHT	PHYSICAL STRENGTH	MANUAL DEXTERITY	BASE CHANCE	DAMAGE MODIFIER	RANGE	CLASS	USE	COST	MAX RANK
Sling (2)	1	7	15	40	+1	60	C	R	1	8
Short Bow (2)	4	14	15	45	+2	60	A	R	20	8
Long Bow (2)	6	16	15	55	+4	180	A	R	25	8
Composite Bow (2)	8	17	15	55	+4	225	A	R	30	8
Giant Bow (2)	14	25	17	55	+7	45	A	R	80	8
Crossbow (2)	7	18	14	60	+3	80	A	R	15	5
Heavy Crossbow (2)	10	20	14	60	+4	90	A	R	20	5
Spear Thrower (2)	4	11	14	50	+2	15	A	R	5	10
Blowgun (2)	1	7	16	30	*	7	-	R	3	10

Entangling Weapons	WEIGHT	PHYSICAL STRENGTH	MANUAL DEXTERITY	BASE CHANCE	DAMAGE MODIFIER	RANGE	CLASS	USE	COST	MAX RANK
Net ^L	2	11	16	30	-5	5	-	RMC	4	4
Bola ^M	2	11	15	35	-3	10	-	RC	5	6
Whip ^N	3	10	16	40	-3	P	-	MC	6	10

Special Weapons	WEIGHT	PHYSICAL STRENGTH	MANUAL DEXTERITY	BASE CHANCE	DAMAGE MODIFIER	RANGE	CLASS	USE	COST	MAX RANK
Rock	V	5	10	30	-1	8	C	RMC	-	6
Cestus ^O	3	12	14	35	-1	P	C	MC	15	9
Garrote ^P (2)	1	12	15	30	+3	P	-	C	3	3
Shield	V	10	12	40	-2	P	C	M	V	4

Weapon Accessories^Q	NUMBER	WEIGHT	COST	NOTES
Shot	20	4	1	Use in Sling
Dart	20	2	5	Use in Blowgun
Arrows	20	2	10	Use in any draw bows
Quarrels	20	7	15	Use in crossbows
Cranequin	1	3	10	Use to cock crossbows; requires a PS of 11 and two free hands

[18.1] ARMOR CHART

ARMOR TYPE	WEIGHT	PROTECTION	AGILITY LOSS	COST	STEALTH ADJUSTMENT
Cloth Alone or Heavy Furs, etc.	1	1	0	10	+5
Leather	3	4	-1	20	0
Scale	4	5	-3	100	-5
Chainmail	7	6	-2	200	-10
Partial Plate	6	6	-2	250	-15
Full Plate	8	7	-3	300	-20
Improved Plate	7	8	-3	350	-20

Weight: The number by which a figure's size is multiplied to find the weight of the armor in pounds. Size numbers for the character races are: Halfling (3); Dwarf 5 (4); Elf (5); Orc (5); Human (6); Giant (15). For female figures, 0.5 should be subtracted from the multiples.

Protection: The number of Damage has his Points the armor absorbs.

Agility Loss: The number of points the figure's Agility is reduced for all purposes when that armor is worn. Does not include possible additional Agility loss for the weight of the armor; see 82.9

Cost: The cost in Silver Pennies for the armor. Cost assumes average workmanship and man-

J. A Boomerang returns to the thrower if it did not hit anything during its flight.

K. A Grenade is filled with any substance (manufactured by an Alchemist) designed to burst into flames on impact. These substances include Greek Fire, methane, and anything else the GM will allow. It bursts on landing (if need not be thrown at a particular figure), and its effects are determined by the substance contained within. If a "miss" is rolled for the Strike Check, the GM should randomly determine whether the Grenade landed short, long, left, or right of the target (or any combination thereof).

L. The Net may be used to Entangle in either Melee or Ranged combat. In Close combat, it functions as a Garrote, using a Garrote's characteristics.

M. The Bola may be used to Entangle only in Ranged combat. In Close combat, it functions as a Garrote.

N. The Whip may be used to Entangle *and* do damage in the same Pulse to the same target in Melee combat. In Close combat, it functions as a Garrote. Once the target is Entangled, the attacker may choose to leave him Entangled (thus letting go of the Whip), or disentangle the target himself, and retain possession of the weapon.

O. Cesti are worn on the hands and need not be prepared in order to be used.

P. The Garrote is used to strangle the target and may only be used against man-sized or smaller victims. When used by a trained Assassin, once a successful hit has been scored, it will continue to do damage every Pulse from then on until the victim is dead or the Assassin has taken effective damage from either the victim or an outside source. If the victim's PS is greater than the Assassin's, the GM may permit him to attempt to break the hold, similar to the attempt to Restrain (see 16.5). If the attempt is successful, the hold is broken and the Assassin will have to make another successful Strike Check to continue the strangulation. Some types of plate armor may, at the GM's discretion, prevent the successful use of this weapon due to protection around the neck area. A non-Assassin has to roll a Strike Check every Pulse to see if any damage can be done.

Q. All Shot, Darts, Arrows, and Quarrels come in appropriate pouches or quivers of 20, and the weight and cost of the pouch or quiver is included in the information given for the accessory.

sized armor; larger or smaller armor should cost proportionally more or less.

Stealth Adjustment: The amount by which a figure wearing that type of armor has his Stealth percentage adjusted.

Note: Cloth armor is worn underneath all other armors and its protection weight are factored into those armors.

[15.7] ACTION SUMMARY

Actions allowed of Engaged figures:

- Melee Attack
- Evade
- Withdraw
- Pass
- Prepare or Loose a Spell
- Close and Grapple

IF IN CLOSE COMBAT...

- Grapple
- Withdraw
- Pass

Actions allowed of Non-Engaged Figures:

- Move up to full TMR
- Move up to ½ TMR and Melee attack
- Move up to ½ TMR and Charge and Close
- Move up to ½ TMR and Evade
- Move up to full TMR and Charge with a Pole Weapon
- Retreat
- Fire
- Pass
- Prepare or Loose a Spell

[18.2] SPECIAL DAMAGE CHART

MODIFIED STRIKE CHANCE	POSSIBLE GRIEVOUS INJURY	DAMAGE DIRECTLY AFFECTING ENDURANCE
01...09	-	01
10...16	01	01...02
17...23	01	01...03
24...28	01	01...04
29...36	01...02	01...05
37...43	01...02	01...06
44...49	01...02	01...07
50...56	01...03	01...08
57...63	01...03	01...09
64...69	01...03	01...10
70...76	01...04	01...11
77...83	01...04	01...12
84...89	01...04	01...13
90...96	01...05	01...14
97...103	01...05	01...15
104...109	01...05	01...16
110...116	01...06	01...17
117...123	01...06	01...18
124...129	01...06	01...19
130+	01...07	01...20

Note: Though this chart lists Modified Strike Chances of greater than 100, these are useful only in determining the range of damage affecting Endurance and Grievous Injuries. The highest possible Strike Check is 100. A figure who rolls a 99 must check if the weapon has broken, and a figure who rolls a 100 must check to see if he dropped the weapon. Both checks are (3 × MD) or less on D100.

[17.6] STRIKE CHANCE MODIFIERS SUMMARY

Close Combat Modifiers

ADVANTAGE	FOR...
+ 1	...each point attacker's PS is greater than target's PS
+ 20	...target has 0 Fatigue Points remaining
+ 20	...target is Stunned

PENALTY	FOR...
- 1	...each point target's PS is greater than attacker's PS
- 20	...attacker has 0 Fatigue Points remaining

Melee Combat Modifiers

ADVANTAGE	FOR...
+ 10	...target has 0 Fatigue Points remaining
+ 15	...target being attacked through a Flank hex
+ 15	...target is Stunned
+ 20	...target is kneeling or prone
+ 20	...attacker is Charging with Pole Weapon or Shield
+ 30	...target being attacked through a Rear hex

PENALTY	FOR...
- 4	...each Rank the target has with his prepared weapon if Evading
- 10	...target is currently Evading (in addition to above)
- 10	...attacker has 0 Fatigue Points remaining
- 15	...attacker is Charging with non-Pole Weapon
- 20	...attacker is Melee attacking while Withdrawing

Ranged Combat Modifiers

ADVANTAGE	FOR...
+ 10	...target being attacked through a Flank hex
+ 10	...target is Stunned
+ 10	...attacker is kneeling
+ 20	...target being attacked through a Rear hex

PENALTY	FOR...
- 3	...every hex through which a Thrown Weapon travels
- 3	...each five hexes (or fraction) after the first five through which a Missile Weapon travels
- 5	...target is currently moving
- 10	...target is kneeling or prone
- 20	...target is currently Evading
- 20	...target occupies Sheltered hex

Lighting Condition Modifiers

PENALTY	FOR...
- 10	...starry night or shadowy interior
- 20	...cloudy night
- 30	...cave or unlit interior
- 40	...pitch blackness

Miscellaneous Modifiers

PENALTY	FOR...
- 20	...striking weapon held in attacker's Secondary hand
- 10	...multiple strike; attack with weapon in Primary hand
- 30	...multiple strike; attack with weapon in Secondary hand
- 10	...multiple strike; attack with each weapon if ambidextrous
- 20	...multiple strike with Class B two-handed weapon

Each modifier is added to the Strike Chance of the attacker in each instance where it applies; all modifications are cumulative.

[18.3] GRIEVOUS INJURY TABLE

Class **A** weapons do Grievous Injuries on rolls of 01 through 20. Class **B** weapons do Grievous Injuries on rolls of 21 through 80. Class **C** weapons do Grievous Injuries on rolls of 70 through 100.

D100 Result

01-05 Congratulations! It's a bleeder in your primary arm! Take 1 Damage Point from Endurance immediately and 1 per Pulse thereafter until the flow is staunched by a Healer of Rank 0 or above or you die.

06-07 Oh no! Your opponent's weapon has entered your secondary arm's elbow joint and the tip has broken off. Take 2 Damage Points immediately from Endurance and that arm is useless until the sliver has been removed by a Healer of Rank 3 or above. Also, increase the chance of infection by 30.

08 A vicious puncture wound in your groin! Take 3 Damage Points immediately from Endurance and reduce your TMR by 2 until fully recovered, which will take two months. In addition, add 30 to your chance of being infected (assuming you live long enough for such things to matter).

09-10 You have been stabbed in your secondary arm. Drop whatever you were holding in it and take 2 Damage Points immediately from Endurance. It will take a full week for the arm to be of any use to you whatsoever.

11 Your aorta is severed and you are quite dead. Rest assured your companions will do their best to console your widow(er).

12 A stomach puncture. Nasty. You suffer 3 Damage Points immediately from Endurance and lose 2 from your TMR until fully recovered, which will take two months. Also, you are automatically Stunned for the next Pulse (if you aren't already), after which you will recover. Add 20 to the chance to be infected.

13 Your opponent's weapon has entered your eye; roll D10. On a roll of 1, the weapon has entered your brain and you are dead. On a roll of 2-5, your left eye is blinded; on a roll of 6-10, your right eye is blinded. If you are lucky enough to be blinded instead of killed, you have suffered 2 Damage Points to Endurance. In addition, a figure who is blind in one eye suffers the following subtractions: -2 from Physical Beauty; -4 from Perception; -1 from Manual Dexterity. A figure blinded in one eye reduces his Base Chance with any Missile or Thrown Weapon by 30.

14-18 Tsk. Tsk. A wound of the solid viscera. Usually fatal. Take 3 Damage Points to Endurance immediately and 1 per Pulse thereafter until the bleeding is stopped by a Healer of Rank 2 or above or you die. Add 30 to the chance of infection.

19-20 Take a stab in the leg (your choice as to which one) resulting in a deep puncture of the thigh muscle. Suffer 1 Damage Point to Endurance immediately and reduce your TMR by 1 until you heal, which will take 4 weeks.

21-25 A chest wound. Take 2 Damage Points to Endurance immediately and reduce your TMR

by 1 until recovered (about 2 months). Look on the bright side, though. Your attacker's weapon is caught in your rib cage and has been wrenched from his grasp.

26-27 Bad luck! Your secondary hand has been severed at the wrist. Take 2 Damage Points to Endurance immediately and subtract 1 point per Pulse from Fatigue thereafter (Endurance when Fatigue is exhausted) until you are dead or the bleeding is staunched by a Healer of Rank 0 or above. If you live, reduce your Manual Dexterity by 2.

28-30 Worse luck! Your primary hand has been severed. See result 26-27 for effects.

31-34 A minor wound. Your face is slashed open, ruining your boyish good looks and causing blood to spurt into your eyes. Reduce your Physical Beauty by 4 permanently.

35 Your secondary arm is sliced off at the shoulder. Take 5 Damage Points immediately from Endurance and 1 per Pulse thereafter from Fatigue (Endurance when Fatigue is exhausted) until you are dead or the bleeding is staunched by a Healer of Rank 1 or above. Reduce your Manual Dexterity by 2 and your Agility by 1.

36 The same as 35, except it's your good primary arm that has been lopped off.

37-40 You have been eviscerated! Take 4 Damage Points immediately from Endurance and 1 point per Pulse from Fatigue thereafter (Endurance when Fatigue is exhausted) until you are unconscious. Increase your chance of infection by 40.

41-42 A glancing blow lays open your scalp and severs one ear (your choice as to which one). Take 2 Damage Points immediately from Endurance. Reduce your Perception by 2.

43 A savage slash rips open your cheek and jaw. Take an automatic Pass action next Pulse due to the shock of the blow. Your Physical Beauty is increased by 1, since your disfigurement will bring out the maternal/paternal instincts in the opposite gender.

44-50 A slash along one arm, and it's a bleeder! Take 2 Damage Points immediately from Endurance and lose 1 point from Fatigue (Endurance when Fatigue is exhausted) each Pulse until the bleeding is stopped by a Healer of Rank 1 or above or you die.

51-52 Hamstrung! Roll D10. On a roll of 1-4, it is your left leg. On a roll of 5-10, it is your right. Take 4 Damage Points immediately from Endurance and fall prone. You may not stand unassisted until the wound is healed (which should take three months). Reduce your Agility by 3 permanently.

53-60 Your primary arm is crippled by a wicked slash! Take 2 Damage Points immediately to Endurance and drop anything you have in your primary hand. The arm is unusable until healed, which should take 2 months.

61-67 Your secondary arm is crippled; see 53-60 for details.

68-69 A nasty slash in the region of the shoulder and neck. Roll D10. On a roll of 1-3, your head is severed and your corpse tumbles to the ground. On a roll of 4-6, your secondary collar bone is crushed; on a roll of 7-10, your

primary collar bone is crushed. If your collar bone is crushed, the results are identical to 53-60, except you suffer 4 Damage Points to Endurance.

70-74 A crushing blow smashes your helmet and causes a concussion. Take 3 Damage Points from Endurance and suffer a reduction of 4 in both Manual Dexterity and Agility lasting for 3 days.

75-80 A massive chest wound accompanied by broken ribs and crushed tissues. Very ugly, this. Take 5 Damage Points immediately from Endurance. Reduce your Manual Dexterity and Agility by 3 each until this wound heals (should take about 4 months). Increase your chance of infection by 10.

81-84 A crushing blow smashes tissue and produces internal injuries. You suffer 2 Damage Points immediately to Endurance and 1 per Pulse thereafter to Fatigue (Endurance when Fatigue is exhausted) until unconscious or you receive the attention of a Healer of Rank 2 or above.

85-87 A jarring blow to your primary shoulder inflicts 2 Damage Points immediately to Endurance. Roll D10; the result is the number of Pulses the arm is useless. You immediately drop anything held in that hand.

88-89 Similar to 85-87 except it is your secondary shoulder.

90-92 Your right hip is smashed horribly. Take 5 Damage Points immediately to Endurance and fall prone. You will be unable to walk until the damage has healed (takes about 6 months). Good fun. When healed, you will still have a limp which will reduce your TMR by 1 and your Agility by 2.

93-94 The same as 90-92 except it is your left hip that is smashed.

95-97 Your opponent's weapon has come crashing down on your head and fractured your skull. You fall prone and are unconscious, and take 8 Damage Points to Endurance. If you survive, you lose 2 from Agility, 2 from Manual Dexterity, and 2 from Perception. It will take a year in bed to recover.

98-100 Crushing blow to your pelvis breaks bone and tears tissue. Take 7 Damage Points immediately to Endurance and fall prone. Try to roll under your Willpower on D100 to avoid falling unconscious. If you survive, you will be unable to move for D10 months.

NOTES: The suggested recovery times are a guideline for the GM's to use in determining how long characters should be kept out of action. The actions of a competent Healer may alter these times in some instances. These Grievous Injuries are designed for combat between human-sized opponents; any injuries sustained involving larger monsters should be applied judiciously by the GM, taking into account size and mass differences, etc. Simply stated, a halfling would be hard put to drive his dagger into the eye of an elephant, and in situations such as these, the GM may have to disallow the Grievous Injury or change its effects. Any damage which results from a Grievous Injury is in addition to the Endurance damage already determined.

TACTICAL DISPLAY

