

MOEBIUS ADVENTURES

CORE RULES



Moebius Adventures

Core Rules



Sean Bindel

Brian Fitzpatrick

Moebius Adventures: Core Rules

Core Rules Created By
Sean Bindel

World and Story Development
Brian Fitzpatrick

Game Design
Sean Bindel
Brian Fitzpatrick

Cover Illustration
Jason Adams

Interior Illustration
Jason Adams
Other art © 2007 www.clipart.com

Playtesting and Advice

Byron Alexander
Andrew Blevins
Jaana Bykonich
Matt Carroll
John Dejardins
Don Alan Evosirch
Mike Goldberg
David Mayer
Michael Wenman
Kevin White

Special Thanks

June Bindel
Marvin Bindel
Evelyn Fitzpatrick
Gene Fitzpatrick
Tom Fitzpatrick
Erin Jones

Dedicated To

Sean Bindel

Acknowledgements:

There are too many people who have been a part of this process from the very beginning to name them all, so if I miss a few, I apologize from the bottom of my heart.

First and foremost, we must remember Sean Bindel, without whom none of this would be possible. He was more than a friend, he was a brother, and I'd like to think he is now exploring philosophical bounds beyond the mortal realm...

Next, I have to thank my parents, sister, and loving family for putting up with me and my at times insane devotion to these books, especially my loving wife, who's put up with me the most!

And last, but not least, I'd like to thank some of the people who helped along the way: Kevin White, Dave Mayer, John Dejardins, Jaana Bykonich, Mike Goldberg, and many others. Thank you all!

© 1999, 2007 Moebius Adventures and Bindel/Fitzpatrick Productions

Writers: Sean Bindel and Brian Fitzpatrick

All situations and people herein are fictional. Any similarities to real situations or people are strictly coincidental. Permission is given to reproduce character sheets for personal use only.

TABLE OF CONTENTS

Introduction.....	1
Chapter 1: Character Creation.....	7
Chapter 2: Backgrounds and Skills.....	35
Chapter 3: General and GM Rules.....	57
Chapter 4: Combat.....	73
Chapter 5: Medicine and Healing.....	87
Chapter 6: Sample Adventure.....	91
Glossary.....	121
Index.....	129



Table of Contents



INTRODUCTION

This book contains the Core Rules for the Moebius Adventures Roleplaying Game (RPG). This system is similar in intent to other RPGs and provides a structured set of rules for roleplaying in imaginary worlds.

What makes the Moebius Adventures system different is in the flexibility it provides players and GMs for creating rich characters and the mix of chance and quality determination during skill rolls and combat. Other systems rely entirely on chance in combat to determine strike, damage, and defense values—while the Moebius system uses elements of chance to determine the quality of successes and failures. For instance, the difference between combatants' attack and defense rolls provides the amount of damage done as opposed to simply rolling yet another die.

For character creation and growth, we allow the player to choose skills as a child and then in various professions or backgrounds to further develop their abilities and areas of expertise. Players are in control of how they grow their characters in game as well, with the ability to spend experience points on new or old skills, developing compound actions to streamline combat, increase characteristics, and so on.

The goal of this book is to provide a framework of rules for future books to expand on, adding rules and tools for magic and technology that can be used interchangeably in ongoing campaigns.

We hope that you enjoy playing with the Moebius Adventures RPG as much as we've had developing it over the last decade. It's fast and flexible and allows players more time to roleplay and less time "roll" playing.

Beginning roleplayers can read the rest of this chapter as

an introduction to roleplaying games.

Experienced roleplayers can continue on to Chapter 1 and beyond to learn how to create characters and use the rules.

Good luck and good gaming!

WHAT IS ROLEPLAYING?

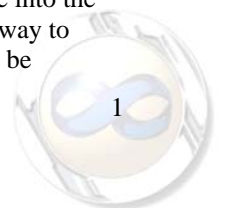
Roleplaying has probably been around as long as mankind has had an imagination.

As a child, can you remember pretending to be someone else on a school playground or in your own back yard? You might have imagined yourself as a famous sports figure, playing house, or stepping into the shoes of your favorite character from television or the movies.

Even as adults, who among us hasn't wondered what it might be like to be somebody else? Some people even develop the ability to role-play professionally, acting a part on stage or screen after carefully researching their characters motivations and dreams.

There are those adults that believe only children should play make-believe. Yet most of us use our creativity and imaginations almost daily to solve life's little problems. So why not explore and develop your imagination as a teenager or adult? We all need to play now and then – and why not become spies like James Bond or Jack Ryan or a wizard like Merlin or Gandalf for a little while? By using your imagination, you may be able to face the world with fresh eyes and new solutions!

This is where Roleplaying Games (RPGs) come into the picture. Though they're definitely not the only way to engage the imagination, they are a great way to be



creative in a social setting.

RPGs define a set of rules to make sure people play fairly. Don't think of the rules as limitations or boundaries, but as guidelines. When everyone plays within the same set of rules, the game itself becomes less important than how you play as a participant.

As with any game, the object of playing should be to have fun. This doesn't mean that all roleplaying games are meant to be slapstick! But people should remember not to take things too seriously – it is just a game!

SO WHAT DO YOU NEED TO PLAY A ROLEPLAYING GAME?

First of all, you need to be willing to use your imagination. You'll be playing a fictional character existing in a fictional world and reacting to fictional events involving your character!

Next, you need to find a few people to play with – and they too will need to be willing to use their imaginations. You'll need at least two people (more on this later). Four or five people is a nice size for a group, though numbers will vary from group to group.

You need a place to play. Moebius Adventures games are considered “tabletop” games, since roleplaying groups often sit around a kitchen table or other large flat surface so people can write and roll dice easily.

Obviously other groups may find alternate places to play such as a comfortable living room with couch space for everyone or even over the Internet in a chat room. Just make sure you have enough room for everyone!

You need a set of rules to play by, such as those provided by this book. Having an agreed-to set of rules provides a level playing field for all members of the group.

You also need any physical components required by those rules, such as a set of dice of various types or cards. Dice or other items help add a level of randomness to the game – just like in real life, nobody performs perfectly every time and there's an element of chance that an event may or may not occur. This will hopefully become clearer as you read through the rules of the game.

Moebius Adventures games use a set of dice made

popular by other RPGs, which includes a 4-sided die, a 6-sided die (popular for use in many board games), an 8-sided die, a 10-sided die, a 12-sided die, and a 20-sided die.

Next you need a fictional setting for your character to exist within. Settings may be from a variety of different genres – from high fantasy worlds such as J.R.R. Tolkien's Middle Earth or more modern worlds such as those of Ian Fleming's James Bond 007 character or Tom Clancy's Jack Ryan. Each game should provide its own setting or expand on an existing one. There are several different genres of Moebius Adventures games to choose from.

This book provides a simple, non-magical medieval world as a base setting to help explain different aspects of the rules and provide a sample adventure. The Sample Adventure chapter provides a brief overview of the setting, and the Backgrounds and Skills chapter discusses backgrounds while providing some additional hints at life in this fictional world.

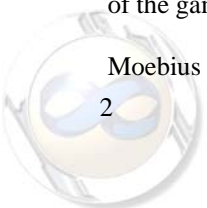
Remember a little earlier when you read about group size? It becomes important, since one member of the group will need to take more responsibility than the others. This member becomes a Game Master (GM). He or she creates a story for the other players to take part in. The GM provides depth to the world, filling it with characters other than those played by other members of the group (Non-player Characters or NPCs) and guiding the story as characters discover more of the world they're living in.

Think of a GM as the author of a novel and the players playing characters in that novel. Or think of the GM as a combination of playwright and director, setting the scene for his or her actors to play their characters. Though being a GM can be difficult work, it can also be very rewarding to see players enjoying themselves.

And finally, each player must create a character to play in the story. Each character, like each player, will be unique. If you look at all of the James Bond movies and have seen differences as different actors have played the character, you can get an idea of this. Two different players roleplaying the same character type may have similarities, but they won't be the same.

WHAT IS A CHARACTER AND HOW DO I CREATE ONE?

As a player of a RPG, you will be playing a role within the game's setting. It becomes your alter ego during



game sessions. And, like you, the character has physical characteristics and traits, motivations, desires, and fears. But unlike you, your character probably also has skills, experience, and abilities you don't have in the real world. After all, who puts "Monster Slayer" on a resume?

When a game gets organized, the GM will need to provide some direction for character creation. Some GMs may go so far as to create some ready-made characters for beginning players to help introduce roleplaying without overwhelming them. Other GMs may help each player through the creation process to help them understand some of the rules involved.

Moebius Adventures games allow players much freedom when creating characters. But we also provide some guidance to keep the process on track.

Initially it helps to have an understanding of the setting of the game. The GM probably won't allow you to play a wizard in a game based in the present-day or a brain surgeon in the middle ages. But with some information on where the character exists and guidance from your GM, you might get an idea of what you want to play. Every character should begin with a concept of one kind or another. It may be as simple as "I want to play Conan" or as complex as "I want to play a 25 year veteran cop who has experience as a forensic detective."

You might think about a character in a similar genre of fiction that might be good to base a character on. For example, if the GM is going to run a spy campaign – rent a spy movie or read a novel. Notice that not everybody is James Bond. There are always scientists, police, military or medical personnel around. Or if it's a fantasy game, there are all kinds of people to play – priests, minstrels, and warriors are just a few. Maybe you're a farmer who just happened to be in the wrong place at the wrong time and had to defend yourself.

If you don't have a concept in mind at first, don't sweat it! Talk with your GM to get some ideas or look through the Backgrounds and Skills chapter to see if anything sparks your interest.

The character itself, once created, really only exists on a piece of paper known as a character sheet. Numbers on the sheet describe certain attributes and skills for the character. These numbers provide the framework by which you can assess your character's actions in the fictional world. The numbers also represent the quantitative qualities of your character.

But when you start to play the character in the game,

you must "roleplay" your character to breathe life into the characteristics written on the character sheet. You temporarily become that character in an imaginary world, but you still have your feet firmly planted in the real world. As the GM sets the stage, imagine your character existing there, facing perils and puzzles in your stead – and have fun!

ROLEPLAYING

Beginning players should try to remember to act as their characters would act to experiences in the fantasy world, not as you (the player) would act if encountering a similar experience in the real world.

Attributes and skills for your character are represented by numbers, whether they be in levels, percentages, or some other form. These numbers provide the framework by which you can assess your character's actions in the fictional world. The numbers represent the quantitative qualities of your character, yet you must "roleplay" your character to breathe life into the characteristics written on your character sheet.

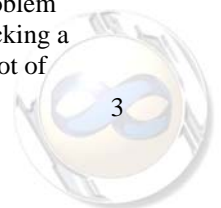
Within the "rules" of this roleplaying game, you will roll dice to determine whether your character was successful in performing certain actions. Just like in real life, your character probably won't do everything right the first time. For example, learning to use a sword takes practice, and as your character practices, they will improve.

HOW DO I ROLEPLAY MY CHARACTER?

There are many different things from your character itself that can lead you to react more like them to experiences in the fictional world. If they have a particularly low Charisma, they're probably going to rub people the wrong way. Try and play that out through the use of possibly callous remarks or actions that make other characters (or even players) act differently.

Or if your character has a low Intelligence, they're not all that bright. So, you as a player may come up with a particularly brilliant answer to a problem, but your character probably wouldn't have come up with it. The object isn't to JUST solve the problem; the object is to solve the problem from the perspective of your character.

For example, if you are particularly good at problem solving in real life, you might realize that unlocking a door is a good way to get through it without a lot of



unnecessary noise. But your character, with an Intelligence of 2, may be baffled by the intricacies of such mechanical things (namely a lock in this example). In response, they'd hack or bash at it with a weapon or just kick it in, plainly announcing to anyone with ears behind the door that someone's there. Of course, maybe that's just the way they learned to knock!

Now, for many roleplayers, it's sometimes hard to distinguish when a character is mad at your character and not the player. For example, if your character just bashed down the door, another character with a little more experience or Intelligence might be upset that your character eliminated the chance for surprise. They're not mad at YOU personally, they're mad at your character. Involve the GM if necessary to help mediate these discussions.

If a situation arises where a player is angry with you, talk to them to find the reason and resolve the issue quickly, instead of letting it pass. Don't let a difference between characters break up a roleplaying group.

In addition to determining how your character acts, players can use many of the techniques used by actors to get into character, including the use of accents, clothing, or mannerisms. For example, a character can be personified outwardly by using a certain hat, an odd Cockney English accent, or using a physical prop such as a rolled up piece of paper as a cigarette or pipe, etc.

So use your imagination!

IN SUMMARY ...

Roleplaying games often discuss certain terms that may or may not be new to you. In this section, we'll summarize some common concepts that we discussed in the introduction

WHAT IS A ROLEPLAYING GAME (RPG)?

Roleplaying Games (RPGs) define a set of rules to make sure people play fairly. Don't think of the rules as limitations or boundaries, but as guidelines. When everyone plays within the same set of rules, the game itself becomes less important than how you play as a participant.

WHAT IS A GAMEMASTER (GM)?

Gamemasters (GMs) run gaming sessions, presenting the plot and the environment in which the players play

their characters. GMs are the link between the fantasy world and the players themselves. They also provide the balance for the game, keeping things on track to some main goal or within the bounds of the story, and playing referee for any conflicts that may arise.

GMs organize the story and background in which the player's characters interact. The worlds GMs create can be as detailed and alive as they wish them to be. But they must be able to describe occurrences in that world to the players.

GMs also determine the results of combat, the actions of all non-player characters (NPCs), important and unimportant events happening in the world, and so on.

Anything the player characters (PCs) aren't directly doing, the GM must keep track of.

WHAT IS A PLAYER?

Players are the other people in the room during a gaming session—they "play" roles as defined by their characters in the world presented by the GM. You may see the term "Player Character" or PC, which is simply shorthand for a character run by a player. On the flip side, the GM will run NPCs or "non-player characters" that basically amounts to everybody else in the world.

USE THE GLOSSARY. . .

Many other terms are defined in the Glossary at the end of this book. If you don't find a word there, consult your favorite dictionary for a definition.

DICE NEEDED

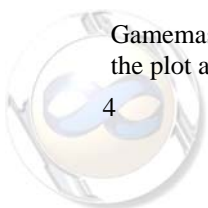
We refer to dice in a couple of different ways in this book. A "4-sided die" and "d4" refer to the same die. As you read through the book, you'll learn when and where to roll specific dice.

For this game, you will need:

- one 4-sided die (d4)
- at least one 6-sided die (d6) (preferably 3d6)
- one 8-sided die (d8)
- at least one 10-sided die (d10) (preferably 2d10)
- one 12-sided die (d12)
- and one 20-sided die (d20)

Note

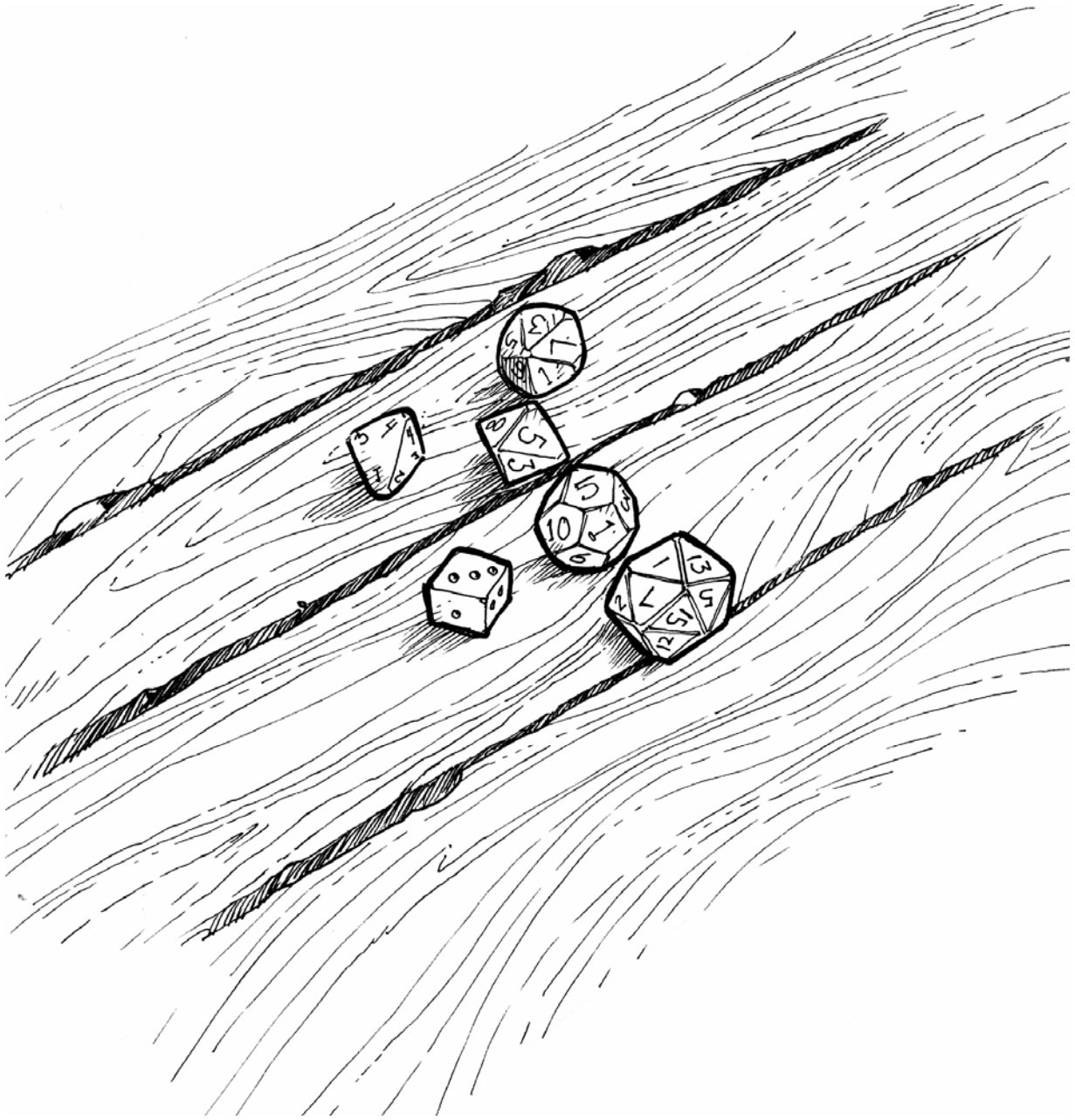
A d100 is two d10s - one for each place (for example, if you roll a 9 and a 7 consecutively, it's a 97)



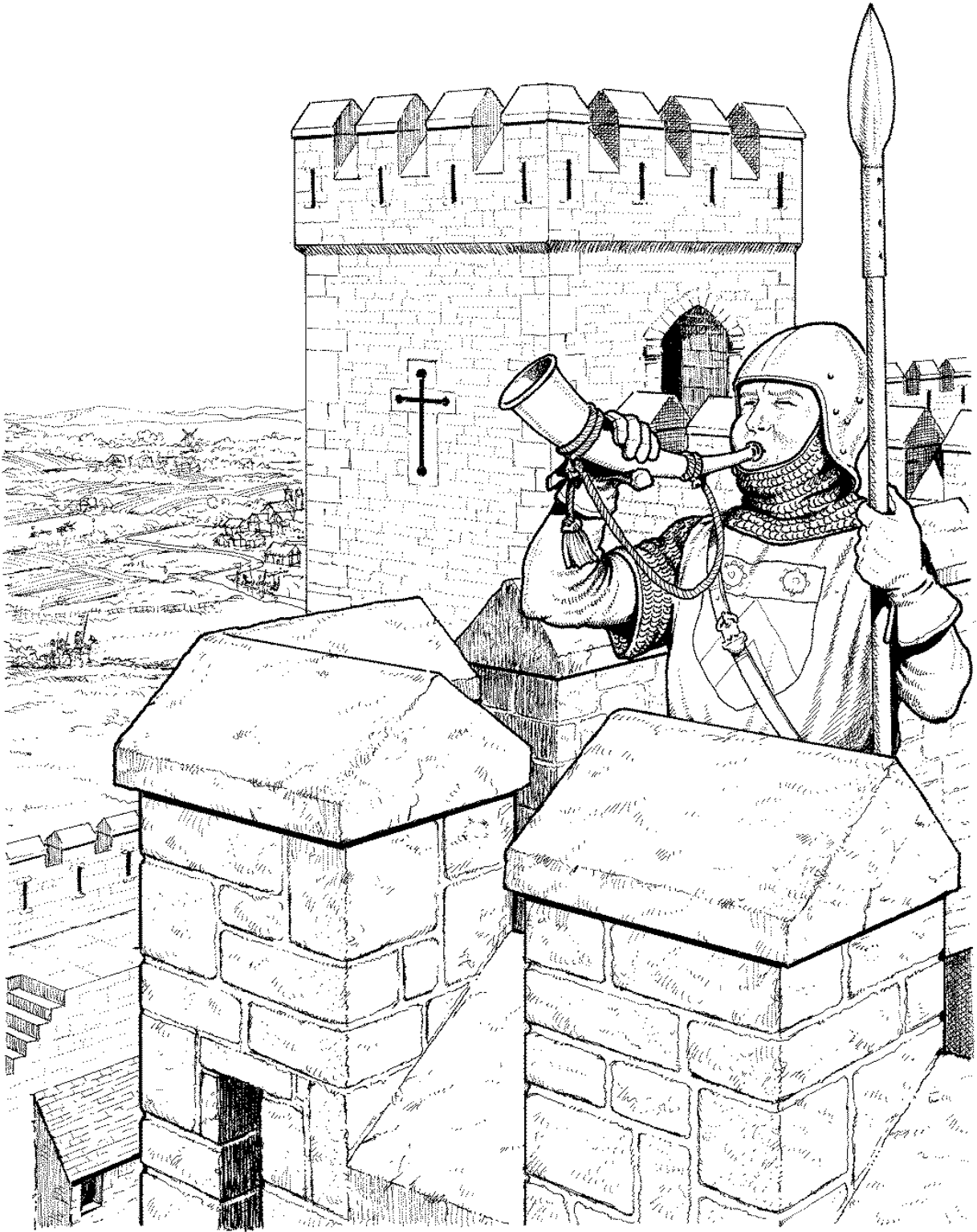
Dice are available at various roleplaying game shops, bookstores, or hobby shops. Check your yellow pages for stores in your area.

LET'S GET STARTED!

So now that you've got some information under your belt, let's start creating a character!



INTRODUCTION



CHAPTER ONE

CREATING CHARACTERS

Though it may appear at first to be a complex process, creating a character is very simple. We've broken it into a series of steps.

You will need:

- a copy of the character sheet from the end of this chapter
- some paper for figuring out numbers and doodling
- a pencil or pen
- and a set of dice—at least one six-sided die (d6), preferably three (3d6), and at least one ten-sided die (d10), preferably two (2d10).

Take each step one at a time and we hope you'll begin to get a feel for who your character is becoming!

Note

Alternative characteristic generation methods are described at the end of the book in Chapter 3. If you'd rather have more control of the process, use a point distribution rather than the random method, but check with your GM before using any alternative methods.

As you walk through each step, we will refer to parts of the character sheet and ask that you write in those parts. We'll try to give you some directions to help you find the appropriate parts of the sheet, but it would be best if you looked over the sheet thoroughly before beginning the process.

Note that to simplify referring to gender in this section, we may refer to your character as "you." So when we say "you" or "your," we really mean "your character" or "his or her."

STARTING THE PROCESS...

Where other roleplaying games approach character

generation in a purely random way or using a pure player's choice method, the Moebius Adventures system uses a mix of die rolling and decision making in an organic manner, letting characters develop more naturally. We use the character's family as the starting point—to which social class was the character born into and how did that influence their life from that point forward.

As we work our way through the process, we will pause occasionally to provide a concrete example of creating a character. This will hopefully help illustrate the process so you can see how it works in action.

Note

If at any time you don't like a roll during character creation, and your GM agrees, you can re-roll until you come up with an appropriate score or simply choose a score you feel works for your character and your GM.

STEP 1: PARENTAGE

Life began when you left kicking and screaming from your mother's womb. But who were your parents? You didn't pick them – the stork dropped you off without asking your opinion! Because of this random element, you don't get to choose what kind of family you were born into – rich, poor, or middle-class.

On the 1st third of the character sheet you will see a block with four labeled columns – Mind, Body, Soul, and Random. In the Random column, there is a "Family" characteristic.

The Family score represents the social class in which your character was raised. Like all of the characteristics, Family gains a score from 1 to 10. A Family of 1



Table 1-1: Family Score Descriptions

Family Score	Description
1-6	Indicates the character came from a poor family. Most poor or peasant families live on the property of lords, tending to farms or ranchers' herds. Some may have learned trades in guilds and work in towns and cities as blacksmiths or tailors. Peasants often work as indentured servants for local lords in exchange for food, shelter, and protection.
7	Means the character was raised in a merchant family. There are many different kinds of merchants and most live in the cities. Some trade in raw goods, such as furs or metal ores. Others trade in finished goods, such as clothing or weapons. But all are concerned with moving products from point A to point B and making a profit.
8	Shows that the character's family owns land. Landed families often run their own farms or ranches to raise enough food and money to survive comfortably. Others own homes within city boundaries, working for other noble families.
9	Indicates the character was raised in the home of a minor noble. These nobles may roam the halls of power or manage lands given them by royalty. These are often the local lords the peasants work for outside cities and towns
10	Means the character's family is one of the major noble houses of the kingdom. Perhaps they are related to the Queen, or any number of other major noble families.

indicates the character was raised in a poor family. However, a character with a Family of 10 was most likely raised in the lap of luxury.

Roll a d10 and record the result on the character sheet. The table of Family score descriptions on the next page fit a fantasy game but could be tailored to fit a modern or futuristic game as well.

With an idea of family background, you may begin to think more deeply about your character. What motivations, desires, or goals do they have? What do they look like? What opportunities may have been opened or closed for them? These things will aid you in making some of the choices later in the process.

See the table of Family Score descriptions on this page for details.

EXAMPLE...

Charlie is creating a new character. He rolls a d10 in step 1 to determine the character's Family score and gets a 3. Checking the table, he finds that this means his character was born into a Peasant class family—well below the Merchant and Noble classes. Looks like Charlie's new character may have had a hard life, growing up poor and working for meager wages.

STEP 2: MIND, BODY, AND SOUL CHARACTERISTICS

Each character has a list of characteristics. These characteristics define different physical, mental, or spiritual aspects of the character, such as strength or intelligence.

We have divided the characteristics into four different aspects: Mind, Body, Soul, and Random. Each of these aspects is then further divided into four characteristics to describe different dimensions of that aspect. Initially we will only focus on the first three aspects – Mind, Body, and Soul.

- Mind indicates the mental capabilities of your character, acting as the center for rational thought.
- Body reflects the character's quality of muscle, flesh, and bone. A character with more Body is more physically robust, agile, and healthy.
- Soul indicates your character's connection to the spirit. With a strong Soul, the character can push beyond the rational realm of the mind and physical world of the body to reach a level where beliefs drive them to succeed.

As in real life, some characters will have one aspect stronger than others. For example, some may have a stronger Mind than Body or Soul. Others may have a strong Body and weaker Mind. Others still may choose to balance their aspects.

You roll dice to determine the initial point total to be



divided among the aspects of Mind, Body, and Soul. This total indicates the amount of elemental energy used to create your character. Different characters will have varying amounts of energy used to create them. How you distribute these points is strictly up to you.

Roll three six-sided dice (3d6), rerolling any roll of 1. Add the three die rolls together and write the total on a scrap piece of paper. The total should be between 6 and 18.

Divide your die total into the three aspects of Mind, Body, and Soul. Distribute all points until each of the values is between 1 and 10. For example, if your total was 13, you could split the points a number of ways. If you want your character to be more mental than physical or spiritual, you might distribute the points where Mind gets 5, Body gets 4, and Soul gets 4. Write down the number of points for each aspect.

Once you've split up the points, multiply the points in each aspect by 4. You should end up with values in Mind, Body, and Soul of 4 to 40 points. So in the example in the previous paragraph, you'd end up with 20 points in Mind, and 16 points each in Body and Soul. The new number of points for each aspect gets divided into the four characteristics for that category. All of the points for each aspect must be divided into the characteristics for that aspect.

What follows is a description of the characteristics for each aspect.

MIND CHARACTERISTICS

- Intelligence (Int) – Reflects a character's ability to think rationally and grasp abstract concepts.
- Charisma (Cha) – Shows how easily a character gets along with and influences other characters.
- Perception (Per) – Reflects how aware characters are of their surroundings. Some characters will be oblivious, but others may notice the smallest details.
- Common Sense (CS) – Indicates how practical and down-to-earth a character is when dealing with everyday and not-so-everyday problems.

BODY CHARACTERISTICS

- Strength (Str) – Warriors depend on Strength to wield the weapons and wear the armor they need to defend themselves from their enemies.
- Agility (Agi) – Agile characters perform amazing dexterous feats effortlessly where characters with little or no Agility have problems walking and chewing gum at the same time.
- Speed (Spd) – Determines how fast and far a

character can move.

- Stamina (Sta) – Reflects a character's physical toughness and endurance

SOUL CHARACTERISTICS

- Wisdom (Wis) – Reflects how well a character learns from his or her experiences.
- Faith – Indicates how devoted a character is to a god or how much he or she believes in the supernatural.
- Conviction (Con) – Represents a character's level of inner motivation. Many people rely on the strength of their own wills to get them through difficult situations.
- Life – All living creatures use energy to live. The Life characteristic represents how efficient a character's body is in using this energy to heal.

EXAMPLE...

So now that Charlie knows he was born into a Merchant-class family he can start working out the other characteristics for his character.

He starts by rolling 3d6. He gets a 1, a 4, and a 6. He re-rolls the 1 and gets another 4, which brings his die total to 14.

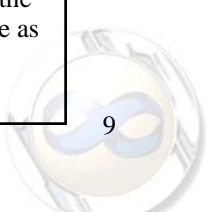
The character Charlie has in mind is more of a fighter than a thinker, so he splits up his points as follows: Mind: 4, Body: 6, Soul: 4.

Then he multiplies the numbers for each aspect (Mind, Body, and Soul) by 4, coming up with a total of 16 points for Mind, 24 for Body, and 16 for Soul.

Now comes the tough part. Charlie has to figure out how to divvy up the points among the characteristics for each aspect. He starts with Body because there's the most points there. He splits them as follows: Strength: 8, Agility: 7, Speed: 4, Stamina: 5.

For Mind, he splits the 16 points evenly across all four characteristics: Intelligence: 4, Charisma: 4, Perception: 4, and Common Sense: 4. Pretty average.

For Soul, Charlie sees his character as pretty faithless, as he has been among the lowest of the low for all his life. So he splits his points there as follows: Wisdom: 4, Conviction: 6, Faith: 1, Life: 4.



STEP 3: RANDOM CHARACTERISTICS

Random characteristics are those qualities of your character you have no control over. These characteristics were determined when your character was born. You've already dealt with one Random characteristic – Family – in step 1.

Now roll a d10 once each for Beauty, Wealth, and Luck. Each will have a value between 1 and 10.

RANDOM CHARACTERISTICS

- **Beauty** – Represents those hard to define qualities that make one individual more or less attractive than another. Beauty is a highly subjective characteristic that changes from person to person, time and place.
- **Wealth** – Represents the degree of financial stability a character has when created.
- **Family** – Represents the social class in which a character was raised. See Step 1 earlier in this chapter for more information.
- **Luck** – Represents how in tune a character is with chance. Some characters always seem to end up with the better end of the deal, while others seem to always draw a bad hand or roll snake eyes.

EXAMPLE...

So now Charlie looks at the remaining Random characteristics. He rolls a d10 three times.

For Beauty, he gets a 3. Not very attractive. For Wealth, he gets a 6. Above average for a peasant. And for Luck he gets an 8. Way above average for the common man.

STEP 4: CHARACTERISTIC MODIFIERS

As in real life, some people are extraordinarily gifted or cursed with certain qualities of their person. For example, some people seem to have an almost magnetic personality, whereas other people leave a bad first impression, and a second, third, fourth, etc. Within the game, we represent these qualities as characteristic modifiers. If your character has a particularly high or low characteristic, they'll gain a bonus or penalty depending on the score.

Not all characteristics have modifiers. For example,

Intelligence merely indicates how intelligent the character is, and as such does not have any particular bonuses.

For characteristic scores below 4 or above 6, see the following sections for the applicable modifiers.

PERCEPTION (PER)

Characters with a higher Perception can sense the world around them more clearly than others. This enables them to react more quickly in combat. For example, if a character has a Perception of 8, they can add a +2 to their Initiative roll at the beginning of combat.

Characters with a Perception score of 7 or higher or 3 or lower have modifiers to Initiative rolls during combat as described in the Perception Modifiers table.

Table 1-2: Perception Modifiers

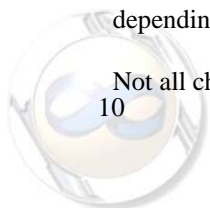
Score	Perception Modifier
1	-3 to Initiative
2	-2 to Initiative
3	-1 to Initiative
4,5,6	No modifier to Initiative
7	+1 to Initiative
8	+2 to Initiative
9	+3 to Initiative
10	+4 to Initiative
11	+5 to Initiative

STRENGTH (STR)

Strong characters can do much more damage in hand-to-hand combat than weak characters. Characters should adjust hand-to-hand damage according to the modifiers

Table 1-3: Strength Modifiers

Score	Strength Modifier
1	-3 to Damage
2	-2 to Damage
3	-1 to Damage
4,5,6	No modifier to Damage
7	+1 to Damage
8	+2 to Damage
9	+3 to Damage
10	+4 to Damage
11	+5 to Damage



that follow. For example, a character with a Strength of 7 can add a +1 to any damage done hand-to-hand or with a non-ranged weapon (such as a sword or mace) in combat.

AGILITY (AGI)

Particularly agile characters always seem to be able to strike or move away just a hair quicker than not-so-agile characters. The Agility modifier is added or subtracted from Strike, Parry, and Dodge rolls during combat. Characters with an Agility score of 7 or higher or 3 or lower have modifiers to Strike, Parry, and Dodge rolls during combat as described in the Agility Modifiers table.

Score	Strike/Parry/Dodge Modifier
1	-3 to Strike/Parry/Dodge
2	-2 to Strike/Parry/Dodge
3	-1 to Strike/Parry/Dodge
4,5,6	No modifier to Strike/Parry/Dodge
7	+1 to Strike/Parry/Dodge
8	+2 to Strike/Parry/Dodge
9	+3 to Strike/Parry/Dodge
10	+4 to Strike/Parry/Dodge
11	+5 to Strike/Parry/Dodge

CONVICTION (CON)

Characters with high Conviction scores have a higher

Score	Reality Check Modifier
1-6	-3 to Reality Check
2	-2 to Reality Check
3	-1 to Reality Check
4,5,6	No modifier to Reality Check
7	+1 to Reality Check
8	+2 to Reality Check
9	+3 to Reality Check
10	+4 to Reality Check
11	+5 to Reality Check

resistance to things effecting their particular realities. For example, if a character saw a ghost, they may be able to use a Reality Check to rationalize away their sudden fright. If the character has a Conviction score of 7, they can add +1 to the target roll for their Reality Check, making it easier to shrug off the event’s effects. Characters with a Conviction score of 7 or higher or 3 or lower have the following modifiers to Reality Checks.

LIFE

Characters with particularly high or low Life scores have adjusted rates of healing. For example, a character with a Life of 2, only heals 1 point naturally every three days. However, a character with a Life of 8 heals 3 points a day naturally (1 normally plus the additional 2 for the high Life). See Chapter 5 for information about Healing.

Characters with a Life score of 7 or higher or 3 or lower have the following modifiers when healing:

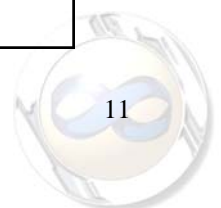
Score	Healing Modifier
1	Heals one point naturally every four days
2	Heals one point naturally every three days
3	Heals one point naturally every two days
4,5,6	No modifier to Healing
7	+1 to Healing
8	+2 to Healing
9	+3 to Healing
10	+4 to Healing
11	+5 to Healing

EXAMPLE...

So with the characteristics set for Charlie’s character, he starts looking for any modifiers he needs to be aware of.

He has a high Strength, so gets a +2 to Damage for his 8 there.

And he has a high Agility, getting a +1 to Strike/Parry/Dodge there.



Summary of the Steps so Far...	
1.	Roll a d10 for the Family score.
2.	Roll 3d6, re-rolling any ones to get a total. Divide the total into the Mind, Body, and Soul aspects. Multiply each aspect total by 4. Divide the points for each aspect among the characteristics for the aspect—minimum of 1 point, maximum of 10.
3.	Roll a d10 once each for Beauty, Wealth, and Luck.
4.	Determine any Characteristic Modifiers.

STEP 5: THE HAND OF FATE

New parents often ask the gods or fate to smile on their children. Most times, the blessing never seems to manifest. On rare occasions, the fates are kind, offering some small advantage in a cruel world. Other times, people feel their offspring have been cursed with fears, insanities, and other flaws.

Some cultures believe in the fates because they are superstitious. Other cultures think of them as coincidences. But because there is a possibility your character has attracted the Fates' wandering eye, your character may have gained one or more qualities from that extra attention.

Add your character's Luck score to 33 and roll d100. If you roll more than the target number, your character avoided attracting any fates – move on to the next step. If you roll less than the target number, your character has one or more fates.

FORMULA
Fates Target Number = Luck score + 33 Roll d100. If roll < Target, roll a second d100 and check Fates table.

For example, if your character has a Luck of 6, you would add $33 + 6 = 39$ and roll a d100. If you roll a 39 or less (let's say you rolled a 25), you roll d100 again on the Fates table to test your luck.

The fates themselves equate to those unique twists or quirks we all seem to have. These may be as simple as fears or as complex as being disliked by the fates.

The following table describes many different things that could have befallen your character. These "fates" are rolled randomly and may not be chosen. Once you've

rolled a fate for your character, it may not be changed without GM permission.

Fates fall into these general categories:

- **Character Gains a Skill** – You gain the skill listed or a bonus any time that skill is chosen.
- **Fate Modifies Characteristics** – You either adjust the characteristic listed or roll a die to determine the number of points gained or lost from all characteristics (including Random).
- **Fate Modifies a Sense** – You set the specific sense to the value listed. Note that when you determine the character's senses in the next step, senses modified by fates do not change.
- **Fate Says to "Talk to GM"** – These fates are special cases where the GM needs to provide additional information specific for your character.
- **Character Gains a Fear or Insanity** – You gain the fear or insanity listed at a Strength of 1. This means that the character has a healthy fear of or insanity about that specific object. Please see Chapter 3 for details about Fears and Insanities.
- **Fate Modifies Reality Check** – You gain a modifier to Reality Checks dealing with the specific object listed. See the Chapter 3 for details about Reality Checks.
- **Other Fates** – These fates are self-explanatory. For example, "Going Bald" simply means your character is going bald.

Roll a d100 once unless you roll a 95 or higher. On a 95 or higher, see the table for details.

The fates table has been tailored for a fantasy setting. Other games may have their fates altered to fit the setting.

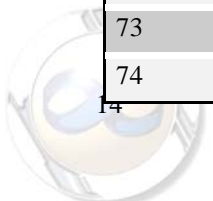
EXAMPLE...
With characteristics set, Charlie looks to the Fates to see what they hold for his character. His character has an 8 Luck, so that plus 33 gives him a target number of 41.
He rolls a 35, which is below the target number. On his second d100 roll, he gets 28. Seems his character found some treasure while planting crops., which may have given him the impetus to leave home and start a new career.
Charlie rolls a d10 as listed in the Fate description and gets a 6, granting his character an additional 60 gold pieces.



d100 Roll	Fate Description
1	Blessed by Lady Luck (+1 to Luck characteristic)
2	Green Thumb (gain Plant Knowledge skill at level 10)
3	Distracted by Shiny Objects (-1 to Conviction characteristic)
4	Poor Sense of Smell (Smell automatically becomes Poor)
5	Knowledge of Own Death (talk to GM)
6	Fear of Religion (Strength 1)
7	Magnet in Family Well (gain Direction Sense skill level 10)
8	Liked by the Fates (add d4 to characteristic scores, including Random characteristics)
9	Black Sheep of Family (talk to GM)
10	Bastard Child (talk to GM)
11	Light on Feet (gain Stealth skill at level 5)
12	Extremely Loyal to Something/Someone (choose Something or Someone)
13	Fear of the Number 13 (Strength 1)
14	Innate Dowsing Ability (gain Dowsing skill at level 15)
15	Extremely Fast Growing Hair (Hair grows one inch every week)
16	Fear of Insects (Strength 1)
17	Double-jointed (+1 to Agility characteristic)
18	Fear of the Supernatural (Strength 1)
19	Fear of Rats (Strength 1)
20	Loved by the Fates (add d6 points to characteristics, including Random characteristics)
21	Hated by the Fates (subtract d6 points from characteristics, including Random characteristics)
22	Human Calculator (gain Mathematics skill at level 20)
23	Fear of Cats (Strength 1)
24	Life link to the Planet (+1 to Life characteristic)
25	Plagued by Phantom Sounds (talk to GM)
26	Mysterious Item among Family Heirlooms (talk to GM)
27	Ancestor Raised by a Wolf (+1 to Stamina characteristic)
28	Treasure Found while Planting Crops (add d10 x 10 gold to Money)
29	Cursed by Lady Luck (-1 to Luck characteristic)
30	Fear of the Dark (Strength 1)
31	Obsessed with Cleanliness (Insanity Strength 1)
32	Liked by Animals (talk to GM)
33	Occasional Visions of the Future (+1 to Perception characteristic)
34	Fear of Snakes (Strength 1)
35	Perfect Pitch (gain Singing skill at level 15)
36	Fear of Supernatural (Strength 3)
37	Family Curse (Ghost Plagues Family) (-1 to Conviction characteristic)
38	Family Blessing (+1 to Wisdom characteristic)
39	Innate Sense of Time (+1 to Perception characteristic)

CREATING CHARACTERS

d100 Roll	Fate Description
40	Hero in Family Line (+1 to Strength characteristic)
41	Fear of Ghosts (Strength 1)
42	Ear for Language (gain any Spoken Language skill at level 5)
43	Painter's Touch (gain Painting skill at level 8)
44	Angelic Voice (gain Singing skill at level 8)
45	Fear of the Supernatural (Strength 2)
46	Devout Heritage (gain Religious Knowledge skill at level 8)
47	Weather Sense (gain Weather Sense skill at level 8)
48	Near-Death Experience (+1 to Faith characteristic)
49	Naturally Buoyant (gain Swimming skill at level 5)
50	Insane Grandmother (-1 to Charisma characteristic)
51	Cat Eyes (Limited Nightvision 40 feet)
52	Fear of Enclosures (Strength 1)
53	Light Sleeper (+1 to Perception characteristic)
54	Natural Climber (gain Free Climbing skill at level 5)
55	Photographic Memory (talk to GM)
56	Battle Reputation (Attackers Drawn to You in Battle) (talk to GM)
57	Baby face (+1 to Beauty characteristic)
58	Sleepwalker (talk to GM)
59	Fear of Heights (Strength 1)
60	Innate Sense of Time
61	Danger Sense (gain Combat Sense skill at level 5)
62	Orphaned at a young age, raised as a ward (talk to GM)
63	Fear of Dogs (Strength 1)
64	Inquisitive Youth (+1 to Perception characteristic)
65	Fall in Love Easily (-1 to Conviction characteristic)
66	Fear of Open Spaces (Strength 1)
67	Hot Tempered (-1 to Conviction characteristic)
68	Immune to Most Poisons (+1 to Life characteristic)
69	Ripping Hearing (Hearing automatically becomes Ripping)
70	Clumsy (-1 to Agility characteristic)
71	Evil Eye (Causes Fear in Others)
72	True Faith (+1 to Faith characteristic)
73	Guardian Angel (+2 to Luck characteristic)
74	Fear of Gods (Strength 1)



d100 Roll	Fate Description
76	Owed a favor by someone of a higher social rank (talk to GM)
77	Well Traveled—Pick up languages easily (Gain any Spoken Language skill at level 6)
78	Crave Good Food/Wine
79	Dark Secret (-1 to Conviction characteristic)
80	Fear of Horses (Strength 1)
81	Sheltered Upbringing (-1 to Wisdom characteristic)
82	Gift for Gab (Perpetual Gossip)
83	Ripping Eyesight (Sight automatically becomes Ripping)
84	Ripping Smell (Smell automatically becomes Ripping)
85	Natural Runner (gain Running skill at +1 level)
86	Naturally Slow (-1 to Speed characteristic)
87	Poor Eyesight (Sight automatically becomes Poor)
88	Fear of Water (Strength 1)
89	Poor Hearing (Hearing automatically becomes Poor)
90	Obsessed with Beauty (Insanity Strength 1)
91	Inspirational Speaker (+1 to Charisma characteristic)
92	Chronic Mumbler
93	Fear of Spiders (Strength 1)
94	Going Bald
95-97	Roll twice on this table (Reroll on 95+)
98-99	Roll three times on this table (Reroll on 95+)
100	Roll four times on this table (Reroll on 95+)

STEP 6: THE FOUR (FIVE) SENSES

Your character, much like yourself, has five senses. Within the game, we use Sight, Hearing, Smell, and Touch. We've combined the sense of Taste with Smell since they are so closely related.

Characters use their senses to perceive the world around them. If a sense is particularly good or bad, Perception checks using that sense will be affected. For example, if your character has Poor Hearing, he'd have a -1 to Hearing-based Perception checks. See the Chapter 3 for more information about characteristic checks.

We use certain terms to describe the quality of your character's Sight, Hearing, Smell, and Touch:

- Ripping – The best perception possible for a mortal. You can see a fly on a horse's back at 20 yards without the use of a telescope. +3 to Perception checks.

Table 1-8: Senses

d100 Roll	Sight	Hearing	Smell	Touch
01-05	Ripping	Ripping	Ripping	Ripping
06-15	Excellent	Excellent	Excellent	Excellent
16-35	Good	Good	Good	Good
36-60	Average	Average	Average	Average
61-80	Poor	Poor	Poor	Poor
81-95	Horrible	Horrible	Horrible	Horrible
96-100	None	None	None	None

- Excellent – People are impressed with your character's heightened senses. They can smell the slight almond flavor of the arsenic in their water before they drink it. +2 to Perception checks.
- Good – Above average. They can understand what people are saying in another room. +1 to Perception checks.
- Average – Not too good or too bad. No modifier.
- Poor – Below average senses. They may not see that deer in the forest right away. -1 to Perception checks.
- Horrible – Your character doesn't rely on their senses very often. They may not hear the attacker running up behind them with a sword until it's too late. -2 to Perception checks.
- None (Blind, Deaf, Etc.) – Your character doesn't have this sense at all. They can't tell the difference between salt and sugar. -3 to Perception checks.

Since the quality of our own senses is typically based upon the vagaries of our genetic makeup, each of your character's senses will be randomly determined. Roll d100 once on the table for each sense.

See Chapter 4 for a description of Perception Checks.

EXAMPLE...
<p>Moving on to his character's senses, Charlie rolls a d100 for each of his characters main four senses.</p> <ul style="list-style-type: none"> • Sight: 56 (Average) • Hearing: 78 (Poor, -1 for Perception Checks involving Hearing) • Smell: 19 (Good, +1 for Perception Checks involving Smell) • Touch: 67 (Poor, -1 for Perception Checks involving Touch)

STEP 7: COMBAT ACTIONS AND MOVEMENT

When in combat, each character has at least one action in a round, possibly more. Your character's Number of Possible Actions determines how many tasks they can perform in one second (a round) of combat. Chapter 4 for a description of actions and combat.

To determine your character's number of possible actions, take their Perception, Agility, and Conviction scores, add them and divide by four (4). For instance, if your character has a Perception of 4, an Agility of 6, and

a Conviction of 5, they have $4+6+5=15/4=3.75=4$ possible actions.

Some people are just going to be able to do more things in a second. They're more coordinated and just seem to be able to position their hands and feet for rapid, accurate movements.

FORMULA
<p>Number of Possible Actions = (Perception score + Agility score + Conviction score)/4</p>

MOVEMENT

To figure the number of feet your character can move in one action of one segment of combat, divide your character's Speed characteristic by two. For example, if your character has a Speed of 4, ($4 / 2 = 2$) they can move 2 feet per action. Note that characters will always move at least one foot per action, so if your number comes out to be less than 1, round it up!

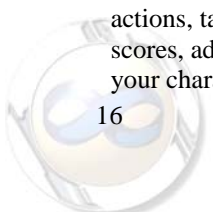
FORMULA
<p>Feet Per Action = Speed score/2</p>

EXAMPLE...
<p>Charlie's character has a Perception of 4, an Agility of 7, and a Conviction of 6 for a total of 17. 17 divided by 4 is 4, so his character has 4 Possible Actions during each round of combat.</p> <p>And his character's Speed is a 4, meaning that his character can move $4 / 2 = 2$ feet per action for a total of 8 feet per second.</p>

STEP 8: PHYSICAL ATTRIBUTES (HP, APPEARANCE)

PHYSICAL ATTRIBUTES

Now is the time to describe what your character looks like. Are they male or female? What color hair and eyes do they have? Are they tall or short, skinny or fat? What kind of skin complexion do they have? Typically, people are anywhere from 4 to 6 feet tall and weigh anywhere from 100 to 300 pounds. Choose the features you think will fit your character.



HANDEDNESS

Handedness describes whether your character has a dominant hand or can use both with equal proficiency. Most characters will be either left or right handed, unless they have a particularly high Agility score.

To see whether your character is ambidextrous, take their Agility score, divide by 4, and roll d10. If your roll is equal or less than that number, your character is ambidextrous. Otherwise, choose either the left or right hand.

FORMULA

Target Number for Ambidexterity = Agility / 4

For example, if your character has an Agility of 5, 5 divided by 4 rounds down to 1. If you roll a 1 on a d10, your character is ambidextrous. If not, choose left or right.

Note

Ambidexterity removes the penalty for off-hand fighting during combat.

STARTING AGE

As we said earlier, all characters begin at age 14. You'll get a chance to add years to this later when you take backgrounds.

HIT POINTS

Hit Points (HP) indicate how many points of damage your character's body can take before they die. Your character's initial number of Hit Points is equal to their Stamina score x 4. So if your character has a Stamina of 6, they would start with $6 \times 4 = 24$ hit points.

FORMULA

Hit Points = Stamina x 4

To more realistically portray the damage done to a body in combat, we've broken out a character's hit points into 10 different hit locations. Each location represents a part of the body and the associated amount of damage it can take before becoming unusable.

It's not enough to know that a character was hit and took damage. If he got hit in the arm it might be so bad that he can't wield his shield anymore. That could end his day really quickly. See Chapter 4 for details about Combat.

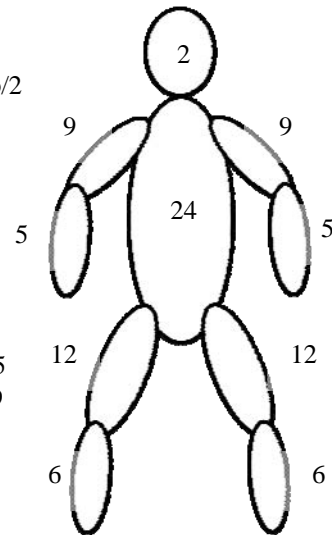
Hit locations are split out as follows. Be sure to round

fractional values up. See the back of the character sheet for the hit locations chart.

- Torso = Total HP
- Head = Torso HP/10
- Each Thigh = Total HP/2
- Each Calf = Thigh/2
- Each Upper Arm (Bicep) = (Thigh + Calf)/2
- Each Lower Arm (Forearm) = Bicep/2

For example, if a character has 24 Hit Points (Stamina (6) x 4), the distribution would be like this:

- Head: 2
- Lower Left Arm: 5
- Upper Left Arm: 9
- Torso: 24
- Upper Right Arm: 9
- Lower Right Arm: 5
- Left Thigh: 12
- Right Thigh: 12
- Left Calf: 6
- Right Calf: 6



EXAMPLE...

For Charlie's character, he now moves on to determine height, weight, handedness, hit points, and hit locations.

He decides with a high Strength, that the character should be big, so makes him 6'2", 255 lbs.

His target number for Ambidexterity is his 7 Agility divided by 4, which gives him 2. He rolls a 10 on a d10, which means he must pick a hand. Charlie makes his character Right handed.

His character's Stamina is 5, which means he has 20 hit points, which get divided as follows:

Head: 2, Torso: 20, Upper Left Leg: 10, Lower Left Leg: 5, Upper Right Leg: 10, Lower Right Leg: 5, Upper Left Arm: 8, Lower Left Arm: 4, Upper Right Arm: 8, Lower Right Arm: 4

STEP 9: GRIP ON REALITY

When your character is confronted with events stretching their perceptions of reality, they typically attempt to rationalize the seemingly irrational.

Characters use the character's Reality Check when confronted with the effects of certain supernatural events, fears, traumatic situations, and instances where perceptions don't match the preconceived notions of what should be happening. See Chapter 3 for more details about the Reality Check.

To determine the base number for your character's Reality Check, add their Intelligence and Conviction scores and divide by 2. So if they have an Intelligence of 4 and a Conviction of 6, $(4 + 6 = 10/2 = 5)$ they have a target Reality Check number of 5.

FORMULA

$$\text{Reality Check} = (\text{Intelligence} + \text{Conviction})/2$$

For example, let's say your character encounters a bizarre monster in the wild. Your character has a Reality Check of 5. So you would have to roll a 5 or less on a d20 to avoid being stunned or simply running away. If you fail the roll, your character is stunned and the monster may get a free attack.

Note

If you gained a Fate or a Conviction modifier that affects your character's Reality Check, you should indicate that modifier on your character sheet.

EXAMPLE...

To determine his Reality Check score, Charlie takes the sum of his character's Intelligence of 4 and his Conviction of 6 and divides by 2, which gives him 5. He doesn't have any Fates or Conviction modifiers to his Reality Check, so just leaves it at that.

STEP 10: CHILDHOOD SKILLS

Skills represent what your character can learn to do proficiently. What follows is a list of skills and their descriptions that your character may have learned during childhood.

Beside each skill name, several pieces of information are listed:

- Applicable characteristics determining the character's proficiency for the skill.
- Whether the character's proficiency is measured by a level or percentage.
- And whether there are any prerequisites the character must have before taking the skill.

For example, for Research, we list:

Research (Int)(Literacy)

This entry indicates that Research is an Intelligence-based skill and has a prerequisite of Literacy. So your character must have the Literacy skill before they can take Research.

Some skills require a choice. For instance, Archery requires that you choose a Shortbow, Longbow, or Crossbow when your character takes the skill. You must select one of the choices provided each time you take the skill. So your character could actually have three different Archery skills, one each for Shortbow, Longbow, and Crossbow.

Childhood skills represent what your character learned to do as a child. You can choose a number of childhood skills equal to your character's Intelligence score. For example, if your character has an Intelligence of 5, you can select 5 childhood skills for your character.

FORMULA

$$\text{Number of Childhood Skills} = \text{Intelligence score}$$

Level-based skills represent a certain level of ability or competency when performing actions relating to that skill. There is no maximum level a level-based skill can reach, because practice makes perfect. The swordsman practicing his Swordsmanship skill every day will only reach greater levels of skill with the weapon.

When characters initially learn skills, we assume that a teacher has shown them how to perform the skill. When skills are learned from teachers, the character gains a level 1 bonus to the initial level.

For each skill chosen, determine the initial level according to the following sections. The first time a skill is taken, use the "Determining the Initial Level of a Level-Based Skill" section to determine the initial level for the skill.

See Chapter 3 for skill descriptions.



Noted beside some skills in the list is an asterisk (*). This indicates that the skill must be specialized and taken multiple times for different specialties, such as different types of bows for Archery or different musical instruments for Play Musical Instrument. See the skill descriptions in Chapter 3 for details.

Note If there are multiple characteristics for a skill, add them together and take the average before dividing by 4. Always remember to round up where possible.

Note If your character gained a skill from a Random Fate, you may not exchange that skill for another. However, you can take a skill multiple times, including skills gained from Random Fates. Taking a skill multiple times increases your character's proficiency (level or percentage).

INITIAL LEVEL OF A LEVEL-BASED SKILL

When you choose a level-based skill from one of the skill lists, the skill begins at level 1. Then look at the characteristic(s) for the skill, divide the score (or score average) by 4, and add the result to the skill level.

FORMULA

Initial Level = (Characteristic Score or Score Average)/4 + 1 (if learned from teacher)

For example, if you take Knife Fighting, the skill begins at level 1. The characteristic for Knife Fighting is Agility; so let's assume your character has an Agility score of 6. 6 divided by 4 is 1.5, which rounds up to 2. Add that to the initial Knife Fighting level (1) and the skill is now at level 3.

TAKING SKILLS MULTIPLE TIMES

If you decide to take a skill again, that skill goes up by a single level.

For example, if Swordsmanship was initially at level 2 and they take the skill again, it goes up by one level to become level 3.

CHILDHOOD SKILLS

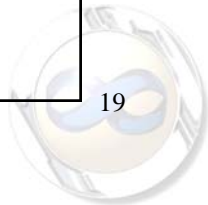
Remember that, unless your character had a very structured upbringing, they may have learned nearly anything to satisfy their childhood curiosity.

At this point, don't be concerned with what your character can do. That will come later when you select backgrounds. For now, try to be a kid and take skills that look interesting from that perspective.

Some skill descriptions in Chapter 3 include Difficulty and/or Ease Modifiers. These modifiers represent certain conditions or situations where performing the specific skill is made easier or more difficult.

Characters may choose a number of childhood skills equal to their Intelligence score. For example, with an Intelligence score of 5, you can select 5 childhood skills for the character.

Table 1-9: Childhood Skills
Acrobatics (Per/Agi)
Acting (Cha/Wis)
Animal Husbandry (CS/Wis)
Animal Knowledge (CS)
Animal Training (Int/CS) (Animal Knowledge)
*Archery (Per/Agi) (only Long or Shortbow may be taken as a childhood skill)
Astronomy (Int)
Axe Throwing (Per/Agi)
Bludgeoning (Str)
Boxing (Str/Sta)
Brewing (Per/CS)
Camouflage (Int/Per)
Concealment (Per/Con)
Contortion (Agi/Con)
Cooking (Per/CS)
Dancing (Agi/Con)
Direction Sense (Per/CS)
Disguise (Int/Cha)
Dowsing (Per)
Drawing (Per/Con)
Etiquette (Cha/Wis)
Falconry (Per/Con)
Fishing (Per/CS)
Forgery (Int/Per)
Fortune Telling (Per/CS/Luck)
Free Climbing (Str/Agi/Sta)
Gambling (Luck)
Game Playing (Int/Per)
Gymnastics (Str/Agi)
Healing (Life)
History: Local (Wis)
Horse Breeding (Per/Wis)
Horsemanship (Str/Sta/Con)
Hunting (Int/Per)
Juggling (Agi/Sta)
Lip-reading (Per)
Literacy (Int)



- Mathematics (Int)
- Painting (Per/Con)
- Pick Pockets (Per/Con)
- Pilot: Animal Drawn Vehicle (CS/Wis)
- Plant Knowledge (CS)
- *Play Musical Instrument (Agi/Con)
- Poetry (Cha/Con) (Literacy)
- Pottery (Per/Con)
- Preserve Food (CS)
- Religious Knowledge (Wis)
- Rope Climbing (Str/Sta)
- Running (Sta)
- Sailing (Per/CS/Sta)
- Sculpting (Per/Con)
- Sign Language (Per/Agi)
- Singing (Cha/Con)
- *Spoken Languages (Int)
- Staves (Agi)
- Stealth (Per/Agi)
- Swimming (Sta)
- Thrown Weapons (Per/Agi)
- Tracking (Per/CS)
- Urban Survival (Per/Wis)
- Ventriloquism (Per/Cha)
- Weather Sense (Per/Luck)
- Whittling/Carving (Per/Con)
- Wilderness Survival (Wis/Con)
- Wrestling (Str/Sta)



EXAMPLE...

Charlie can choose 4 childhood skills for his character, since his character has an Intelligence of 4.

Thinking like a kid, Charlie chooses:

- Archery (Shortbow) (Per/Agi)
- Hunting (Int/Per)
- Plant Knowledge (CS)
- Running (Sta)

To determine the initial level of Archery, Charlie takes the sum of his Perception (4) and his Agility (7), which is 11, and divides by 2 to get the average of 6 (5 1/2 rounded up). He divides 6 by 4 to get 1 1/2, which rounds up to 2. And then he adds a level because it's assumed he was taught by a teacher, such as his father. That gives him an initial level of 3 for his Archery skill.

EXAMPLE, CONTINUED...

He follows similar steps and ends up with the following levels for his skills:

- Archery (Shortbow): Level 3
- Hunting: :Level 2
- Plant Knowledge: Level 2
- Running: Level 2

STEP 11: GROWING UP

Now you've survived childhood and must enter the working world. What experiences as a child have influenced your career decisions? Or is your character going on a grand adventure as a 14-year-old child to find his or her way in the world?

Choosing a career can be a difficult task. Do you follow in your parents' footsteps? Do you aspire to a greater goal? Are you a free spirit who chooses not to show allegiance to any one group?

Most people are limited by family resources and restricted from joining certain backgrounds. For example, knights must come from landed families who can support the costs associated with acquiring and maintaining the necessary tools of the trade.

Some backgrounds are open to any and all. For instance, the Peasant/General Employment background requires only that you spend a single year training.

Other backgrounds have an initial apprenticeship time as a cost or an apprenticeship plus yearly dues once the apprenticeship is finished. The Craftsman/Blacksmith background, for example, requires a minimum of three years and 100 gold per year in dues after that.

Sometimes we are limited in our career choices by factors beyond our control, such as family, social standing, or fate. Our characters also may find these limitations as boundaries or may choose to see them as challenges.

For most professions, switching from one background to another is frowned upon. The investment of time a master provides to train an apprentice is not taken lightly. In some backgrounds, such as the Thieves' Guild, abandoning the profession could have dire consequences. Note however that despite this, some people switch careers many times throughout their lives.

NUMBER OF BACKGROUND YEARS

Your character can spend a number of years in

backgrounds equal to the sum of their Intelligence and Conviction. Conceivably you could spend as few as 2 years and as many as 20 years in one or more backgrounds.

FORMULA

Number of Background Years = Intelligence score + Conviction score

Some backgrounds require an apprenticeship time that must be fulfilled before trading professions. You **MUST** satisfy the apprenticeship time to join these backgrounds. However, after the apprenticeship time is satisfied, the character can continue on as a member or choose to switch careers.

As an example, you might join the Thieves' Guild. If you choose to spend 7 years with the Guild, the first 5 are spent as an apprentice and the next two are spent as a journeyman in whichever skill specialty you choose. (See Chapter 2 for a more detailed description of the Thieves' Guild.)

Note

You don't have to spend all your character's available years. Your character might have 11 years to spend and only use 6 or none at all.

Each year spent in a background equates to a year of the character's life. All characters begin at age 14, so if you spend 5 years with the Thieves' Guild, they end up being 19 years old.

Certain backgrounds have titles associated with different ranks in the organization. See each background description for details.

EXAMPLE...

To determine how many Background Years his character has, Charlie adds his Intelligence (4) and Conviction (6) scores and gets 10.

STEP 12: BACKGROUNDS

See Chapter 2 for a list of available background s for your character. However, the list includes:
Spend a number of years in Backgrounds to a maximum of years determined in step 11.

- Fighter
- Thief
- Craftsman
- Peasant
- Noble
- Knight
- Healer
- Scholar/Priest
- Merchant
- Minstrel
- Woodsman/Huntsman

EXAMPLE...

Charlie has determined that his character left home at age 14 and joined the Army of Dormerre and has been serving as a soldier for the last 10 years. This gives him 10 years to spend on the skills for the Fighter background discussed in Chapter 2.

Charlie chooses to use his 10 years as follows. He takes these new skills:

- Axe Specialization
- Bludgeoning
- Combat Sense
- Shield (Small)
- Strategy
- Tracking

And then he chooses to take the following skills again:

- Archery (Shortbow)
- Axe Specialization
- Shield
- Running

So he ends up with the following skill list:

- Archery (Shortbow): Level 4
- Axe Specialization: Level 4
- Bludgeoning: 3
- Combat Sense: Level 2
- Hunting: 24%
- Plant Knowledge: 24%
- Running: Level 3
- Shield (Small): Level 4
- Strategy: 24%

STEP 13: CHOOSING A NAME

Sometimes names are difficult at times to choose for a character. Some come from variations on character names from television or the movies. Some are inspired by books or music. And sometimes you simply have to look in the nearest phone book or on the web until you find one that fits.

EXAMPLE...

Charlie has always liked barbarian-sounding names from movies such as Conan or the Sword and the Sorcerer, so he chooses the name: Orad Thrynn for his character.



STEP 14: STARTING MONEY

To determine the amount of gold your character starts with, multiply your character's Wealth score by 20. For example, if your character has a Wealth score of 5, $5 \times 20 = 100$ gold. Your character would have 100 gold to spend initially on equipment and supplies, etc.

FORMULA

Starting Gold = Wealth score x 20

EXAMPLE...

Orad has a Wealth score of 6, which gives him 120 gold to start out. That, plus the gold he received from his fate (60 gold) gives him 180 gold to spend purchasing items.

STEP 15: PURCHASING ITEMS

If you would like, you can use your character's starting money to purchase items for your character. What follows is a list of basic items you might find in a medieval economy. Or speak with your GM if you're

looking for an item not on the given lists.

WEAPONS

Characters use weapons to attack others or defend themselves in combat. What follows is only a list of suggested weapons—other weapons can be used. Talk with your GM about the weapon if you desire.

In addition to the standard qualities for items, we use the following for weapons:

- For the Strength to Wield quality, your character must have a Strength of at least the number indicated to wield the item. For example, a character with a Strength of 3 will have hard time wielding a ball and chain to Strike and Parry opponent's attacks in combat. For every point of Strength under the Strength to Wield value, the character subtracts one point from all Strike or Parry rolls. For example, if your character has a Strength of 4 and wields a ball and chain, they have a -1 to all Strike or Parry rolls while wielding the weapon in combat.
- Length indicates how long the weapon is in feet (') and/or inches (").

Note that prices are for basic, undecorated weapons. Negotiate prices for decorated or better quality weapons

Table 1-10: Melee Weapons

<u>Melee Weapon</u>	<u>Length (In Meters)</u>	<u>Length (In Feet)</u>	<u>Mass (In Kg)</u>	<u>Weight (In Lbs.)</u>	<u>Damage</u>	<u>Cost</u>
Ball and Chain	0.9	2.7	2	4.4	9	45
Battle Axe	0.8	2.4	2.1	4.62	9	35
Broadsword (LS)	0.8	2.4	1.6	3.52	8	40
Claymore (LS) (2H)	1.2	3.6	2.9	6.38	10	65
Cudgel (BL)	0.8	2.4	1	2.2	7	25
Cutlass (SS)	0.6	1.8	1.1	2.42	7	30
Flail (BC)	1.6	4.8	2.5	5.5	10	40
Foil (SS)	0.8	2.4	0.7	1.54	7	30
Halberd (PA)	2.2	6.6	2.8	6.16	11	55
Horseman's Hammer (BL)	0.8	2.4	1.7	3.74	8	35
Harpoon (SP)	2.1	6.3	2.2	4.84	11	40
Knife	0.25	0.75	0.4	0.88	6	5
Lance	4	12	3.7	8.14	15	65
Long Sword (LS)	0.8	2.4	1.5	3.3	8	30
Mace (BL)	0.7	2.1	2	4.4	8	45
Pike (PA)	5.5	16.5	6.5	14.3	20	50
Quarterstaff (2H)	1.8	5.4	1.5	3.3	9	20
Rapier (SS)	1	3	0.8	1.76	7	40
Sabre (SS)	0.7	2.1	1.3	2.86	7	25
Shortsword (SS)	0.7	2.1	0.7	1.54	7	30
Spear	1.6	4.8	2	4.4	10	35



with your GM.

Damage from any weapon not designed to be thrown or any item not meant to be used as a weapon (such as a frying pan) has a damage value of 4.

MELEE WEAPON DETAILS

Where weapon type is not readily apparent from the weapon name, the following abbreviations are used to describe what type each weapon is. For example, a Cudgel is a Blunt (BL) weapon and a Voulge is a Polearm (PA).

- LS - Large Sword
- SS - Small Sword
- TW - Thrown Weapons
- PA - Polearm
- SP - Spear
- BL - Blunt
- BC - Ball & Chain
- A = Axe
- S - Staff
- 2H = 2 Handed Weapon

See the Melee Weapons table for a list of medieval weapons and their Damage Potential values.



Table 1-11: Long-, Short-, and Crossbows (All are 2-handed)

Weapon Name	Str to Wield	Weight (in lbs.)	Damage	Length	Cost
Crossbow	7	7	—	Varies	60
Crossbow Bolts	1	1 for 20	9	6"	1
Longbow	6	2	—	5'	75
Longbow Arrows	1	1 for 10	12	3'	1
Shortbow	4	1	—	3'6"	35
Shortbow Arrows	1	1 for 20	6	1'6"	1/2

ARMOR AND HORSE BARDING

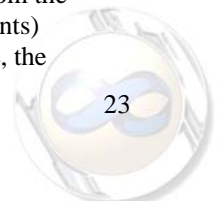
Suits of Armor are conglomerations of form-fitting pieces of leather or metal designed to protect the body from a certain amount of damage.

In most cases, armor is purchased either at a leather worker's shop (for leather armor) or at a blacksmith's shop or an armory (for metal armor). At the GM's discretion, armor may be purchased in pieces. For example, your character might end up with a plate breast piece, leather gloves, and chain mail arm guards. Note that prices are for basic, undecorated suits of armor. Negotiate prices for decorated or better quality armor with your GM.

A bowl helmet isn't considered a suit of armor, but many characters may wish to protect their heads (since they have so few hit points in that location and it's an important location to protect).

For each suit of armor, we've determined values for the following qualities:

- Absorption (Abs.) Rate—Indicates the amount of damage armor will absorb before it is penetrated. For example, a person wearing leather armor is hit by a sword doing 5 points of damage to the torso. The leather armor absorbs 3 points at that hit location and the person takes 2 points to the same hit location. Even though the armor "absorbs" this amount of damage, the armor itself still takes the damage. See Damage Capability for more details.
- Damage Capability (Cap.)—Refers to the amount of damage a piece of armor can take before it is rendered useless at a specific location and is roughly equivalent to HP for the armor or shield. When Damage Capability reaches zero (0), the armor no longer has the potential of stopping any damage. For example, the leather armor from the last description was at full strength (24 points) before the strike. After dealing the damage, the



Damage Capability for the leather armor at the torso location would be 21 points.

- **Strength to Wear**—Refers to the Strength score the character must have to wear the armor without incurring encumbrance penalties. For every point of Strength under the Strength to Wear value, the character subtracts one point from all Strike, Parry, and Dodge rolls. For example, if your character has a Strength of 4 and wears Chain Mail, they have a -2 to all Strike, Parry, and Dodge rolls while wearing the armor in combat.

DETERMINING ARMOR LOCATION VALUES

If you purchase armor for your character, you can split up the armor's Damage Capability like you split up your character's Hit Points in Step 7. Place those numbers on the back of the character sheet in the Armor Locations chart.

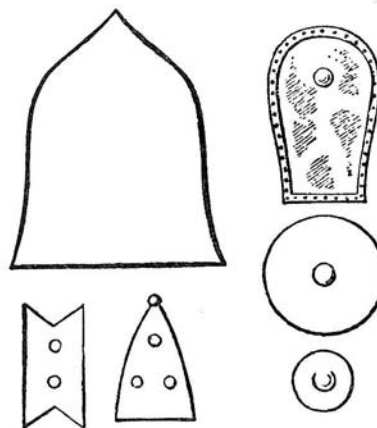


SHIELDS

Shields are round, kite, rectangular, or specially shaped pieces of leather, wood or metal warriors may use in combat to block attacks. For example, a right-handed swordsman with a small shield tied to his left forearm can use that to block attacks while he strikes with the sword in his right hand.

For the Strength to Wield quality, your character must have a Strength of at least the number indicated to wield the item. For example, a character with a Strength of 3 will have hard time wielding a large iron shield to block opponent's attacks in combat. For every point of Strength under the Strength to Wield value, the character subtracts one point from all Strike or Parry rolls. For example, if your character has a Strength of 4 and wields a large leather shield, they have a -2 to all Strike or Parry rolls while wielding the shield in combat.

Note that prices are for basic, undecorated shields. Negotiate prices for decorated or better quality shields with your GM.



HORSE BARDING (ARMOR)

Horse barding is armor for horses used in combat situations. Knights often armor their war horses so they will be protected from stray or deliberate attacks while maneuvering through a battlefield.

See the Armor description for details about Absorption Rate, Damage Capability, and Strength to Wear.

Divide the Damage Capability into the following hit locations for horses:

- Torso = Total Damage Capability
- Head = Torso DC/10
- Each Upper Leg = Total DC/2
- Each Lower Leg = Thigh/2

For example, for chain barding:

- Torso: 96
- Head: 10
- Front Left Upper Leg: 48
- Front Left Lower Leg: 24
- Front Right Upper Leg: 48
- Front Right Lower Leg: 24

Table 1-12: Suits of Armor, Metal

Armor Name	Abs. Rate	Damage Cap.	Strength to Wear	Weight (in lbs.)	Cost
Chain	6	48	6	48	200
Scale	7	56	7	56	500
Splint	8	64	8	64	800
Plate	9	72	9	72	1200
Bowl Helmet	9	9	1	4	20

- Front Left Upper Leg: 48
- Front Left Lower Leg: 24
- Back Right Upper Leg: 48
- Back Right Lower Leg: 24

Note that prices are for basic, undecorated horse barding. Negotiate prices for decorated or better quality barding with your GM.

OTHER ITEMS

The tables that follow provide weights and prices for many items you might find in a medieval market.

Table 1-13: Suits of Armor, Leather

Armor Name	Abs. Rate	Damage Cap.	Strength to Wear	Weight (in lbs.)	Cost
Leather	3	24	1	8	50
Hard Leather	4	32	2	16	85
Studded Leather	5	40	3	24	125

FOOD

We provide prices for a variety of foodstuffs from fresh animals to preserved foods and beverages.

CLOTHING (BASIC)

Table 1-14: Horse Barding, Metal

Armor Name	Abs. Rate	Damage Cap.	Strength to Wear	Weight (in lbs.)	Cost
Chain	12	96	12	48	1200
Plate	18	144	18	72	2400

Note that prices are for basic, undecorated clothes. Negotiate prices for decorated or better quality clothes with your GM.

LIGHTING

From lamps and torches to tinderboxes, you'll find it here.

Table 1-15: Horse Barding, Leather

Armor Name	Abs. Rate	Damage Cap.	Strength to Wear	Weight (in lbs.)	Cost
Leather	6	48	6	24	400

MUSICAL INSTRUMENTS

Have a musical ear? Purchase an instrument to accompany yourself!

SCHOLARLY/ART SUPPLIES

No scholar can go long without paper and ink!

Table 1-16: Shields, Wooden and Iron

Shield Name	Abs. Rate	Damage Cap.	Strength to Wield	Weight (in lbs.)	Cost
Wood Small	6	24	2	4	25
Wood Large	6	48	3	6	50
Iron Small	12	36	5	10	50
Iron Large	12	72	9	18	100

SURVIVAL EQUIPMENT

Everything the well-outfitted adventurer needs on a trek!

Table 1-17: Shields, Leather

Shield Name	Abs. Rate	Damage Cap.	Strength to Wield	Weight (in lbs.)	Cost
Leather Small	6	16	3	6	40
Leather Large	6	32	6	12	60

OTHER ASSORTED ITEMS

These are all the other things that don't quite fit into another category.



EXAMPLE...

Charlie now goes through the Item lists and purchases weapons, armor, and equipment for Orad to start adventuring.

His GM starts him out with a shirt, pants, shoes, and a pouch. Everything beyond that he has to purchase with his starting money.

Since Orad is skilled with axes and blunt weapons (Axe Specialization and Bludgeoning), as well as use of the shortbow (Archery (Shortbow)), he will pick up those three weapons to use during the campaign.

For the axe, he chooses a Battle Axe. Battle Axes are sturdy axes used mostly for combat and less for utilitarian reasons. Looking at Table 1-10, he sees that the Battle Axe weighs 4.62 lbs. and has a Damage potential of 9. With Orad's high Strength of 8, he gets a +2 to Damage, which bumps up the Damage Potential to 11. And since he has Axe Specialization at level 4 as well as a high Agility of 7 (which gives him a +1 to Strike and Parry with weapons), he has a combined +5 to Strike and Parry with his Battle Axe.

With a shortbow, it's not the bow that does the damage, but the arrows. Looking at table 1-11 for bow information, Charlie sees that a Shortbow weighs 1 lb as do a score of arrows (20). Each shortbow arrow has a Damage Potential of 6. Orad's Strength bonus doesn't apply to Ranged weapons. However, his Agility bonus does come into play. So with his Archery (Shortbow) skill at level 4 and his Agility bonus (+1), he's at +5 to Strike with his Shortbow.

When he purchases his arrows, the GM says the fletcher gave him a quiver for free, since he didn't have one.

Next, Charlie looks into armor and a shield for Orad to protect him in battle. He wants to keep mobile during combat but has minimal funds, so chooses Leather armor from table 1-13. It has an Absorption Rate of 3, a Damage Capability of 24, and weighs 8 lbs.

Charlie splits up the Damage Capability for Orad's armor just like he split up HP in Step 7 earlier in the process. It gets split up as follows:

Head: 2, Torso: 24, Upper Left Leg: 12, Lower Left Leg: 6, Upper Right Leg: 12, Lower Right

EXAMPLE., CONTINUED...

Leg: 6, Upper Left Arm: 9, Lower Left Arm: 5, Upper Right Arm: 9, Lower Left Arm: 5

With that done, Charlie then looks at table 1-17 and chooses a small leather shield, sometimes called a buckler, which goes on Orad's left arm to be used during combat. Orad can parry with the shield and strike with his Battle Axe.

A small leather shield has an Absorption Rate of 6 and a Damage Capability of 16, so he notes that on his character sheet.

Charlie then goes through the item tables and sees if there are other items Orad should have for his travels, noting the prices for each weapon, the armor, the shield, and anything else he finds useful and deducting it from his starting gold.

Check out the finished character sheet at the end of this chapter to see how it turned out. But Charlie and Orad are now ready to play!



Table 1-18: Beasts

Item Name	Weight (in lbs.)	Cost
Beef	1	3
Lamb	1	3
Pork	1	2
Rabbit	.5	2
Squirrel	.25	1
Venison	1	5



Table 1-19: Birds

Item Name	Weight (in lbs.)	Cost
Chicken	2	2
Duck	2	4
Goose	5	4
Pheasant	1	5
Pigeon	.5	1
Quail	1	10
Turkey	20	8

Table 1-20: Fish

Item Name	Weight (in lbs.)	Cost
Crab	1	3
Eel	1	8
Flounder	1	2
Lobster	1	5
Mackerel	1	1
Oysters	1	5
Shrimp	1	2
Swordfish	1	8
Trout	1	1
Tuna	1	2

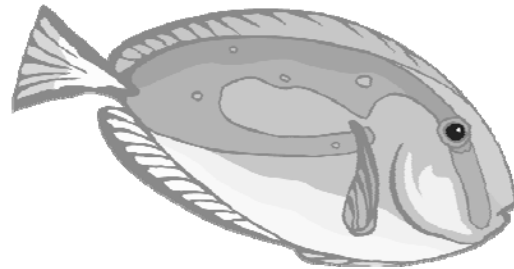


Table 1-21: Animal Feed

Item Name	Weight (in lbs.)	Cost
Hay	5	2
Oats	5	10
Wheat	5	5

CREATING CHARACTERS

Table 1-22: Beverages

Item Name	Weight (In lbs.)	Cost
Ale (1 gallon)	8	5
Beer (1 gallon)	8	10
Brandy (1 gallon)	8	30
Champagne (1 gallon)	8	25
Coffee (1 bag)	1	10
Juice (1 gallon)	8	5
Mead (1 gallon)	8	15
Milk (1 gallon)	8	2
Moonshine (1 gallon)	8	1
Rum (1 gallon)	8	15
Tea (1 bag)	1	10
Wine (1 gallon)	8	20

Table 1-23: Preserved Foods

Item Name	Weight (in lbs.)	Cost
Dried Fruit	1	5
Dried Vegetables	1	5
Jerked Beef	1	3
Salted Beef	1	5
Salted Pork	1	5
Salted Fish	1	5
Sausage	1	2
Smoked Beef	1	5
Smoked Pork	1	5
Smoked Fish	1	5

Table 1-24: Other Foods

Item Name	Weight (in lbs.)	Cost
Bread (2 loaves)	2	1
Buns (12 buns)	2	1
Butter	2	1
Candy	1	2
Cheese	1	1
Cooking Oil (Jar)	.5	2
Cream	1	2
Eggs (1 dozen)	1	1
Flour	4	1
Honey (Jar)	1	2
Jam (Jar)	1	2
Lard	1	1
Oatmeal	1	1
Pastries (6 pastries)	1	1
Pepper	.25	5
Rolls (24 rolls)	2	1
Salt	2	1
Spices	.25	10
Sugar Cane	1	1
Syrup (Jar)	1	1

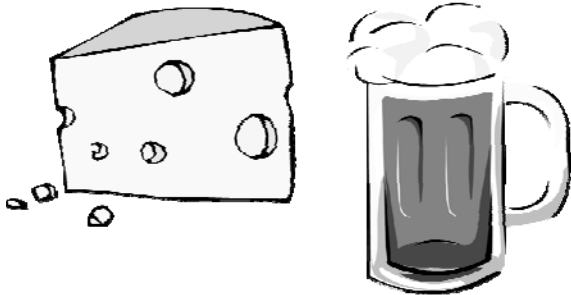


Table 1-25: Containers

Item Name	Weight (in lbs.)	Cost
Backpack	1	15
Bag (Small)	.25	3
Bag (Large)	1	5
Bottle	1	5
Bowl	.5	5
Box	4	25
Bucket	4	15
Cup	.5	2
Glass	.25	3
Goblet	1	10
Jar	1	5
Jug	2	10
Kettle	3	10
Mug	1	5
Pot	5	20
Pouch	.1	1
Purse	.5	5
Quiver	1	5
Saddlebags	1	20
Trunk	16	50
Vial	.25	5
Waterskin	.5	10

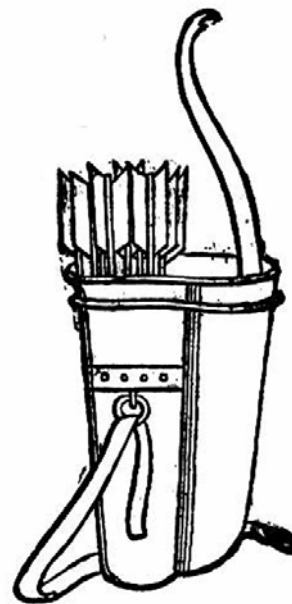
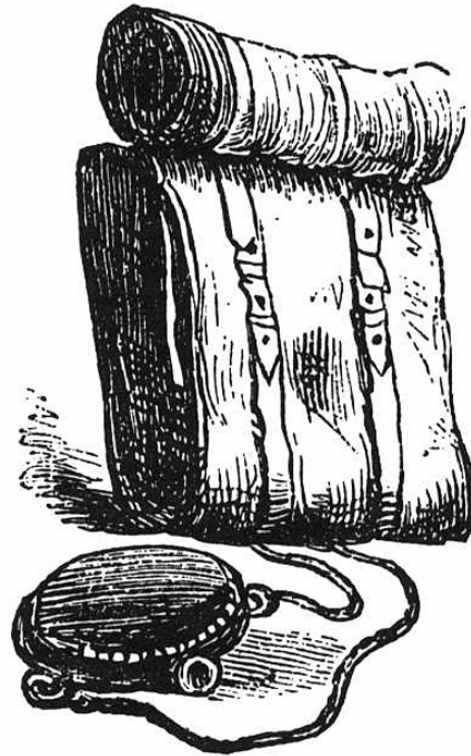




Table 1-26: Clothing Items

Item Name	Weight (in lbs.)	Cost
Belt	.5	1
Blouse	.5	3
Bodice	.5	3
Bonnet	.25	3
Boots	2	18
Cap	.25	3
Cape	2	15
Cloak	2	10
Coat	5	25
Dress	1	5
Fur Boots	4	25
Fur Cap	1	8
Fur Coat	5	20
Fur Pants	6	15
Gloves	.25	3
Hat	.25	5
Kilt	1	5
Long Underwear	1	8
Mittens	.25	3
Nightgown	1	10
Pants	1	5
Robe	2	15
Sandals	1	8
Scarf	.25	10
Shirt	.5	3
Shoes	1	10
Skirt	1	5
Slippers	.5	8
Socks	.25	3
Tabard	.5	20
Underwear	.25	2
Vest	.5	4
Wool Shirt	1	6

Table 1-27: Lighting

Item Name	Weight (in lbs.)	Cost
Candle	1	1
Charcoal	1	1
Flint/Steel	1	1
Lamp	3	20
Lantern	2	15
Oil (pint jar)	1	1
Tinderbox	.5	2
Torch	2	1

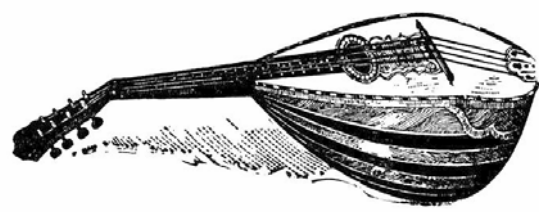


Table 1-28: Musical Instruments

Item Name	Weight (in lbs.)	Cost
Drum	2	20
Flute	2	30
Guitar	6	50
Harp	40	125
Horn	2	25
Lyre	4	40
Mandolin	3	70
Violin	3	45

Table 1-29: Scholarly/Art Supplies

Item Name	Weight (in lbs.)	Cost
Book (50 pages)	1	100
Brush	1/8	10
Chalk (12 pieces)	1	1
Chalkboard	3	5
Charcoal (12 pieces)	1	1
Ink (vial)	1/16	10
Paints (vial)	1/16	5
Paper (10 pieces)	1/16	6
Parchment (10)	1/8	7
Quill Pen	1/8	5



Table 1-30: Survival Equipment		
Item Name	Weight (in lbs.)	Cost
Bedroll	2	5
Blanket	2	10
Compass	.5	20
Iron Chain (per	2	5
Hammock	2	10
Hemp Rope (50 feet)	20	25
Lock	.5	25
Lockpicks	.5	50
Manacles (2)	10	50
Net (Large)	5	10
Net (Small)	2	5
Sextant	5	50
Silk Rope (50 feet)	5	100
Sleeping Bag	5	50
Snares (Large)	2	15
Snares (Small)	5	10
Tent (2 man)	5	25
Tent (4 man)	15	50
Tent (Pavilion)	50	200
Whetstone	1	5

Table 1-31: Other Assorted Items		
Item Name	Weight (in lbs.)	Cost
Perfume (1 ounce)	1/16	20
Snuff (1 ounce)	1/16	10
Soap	1	10
Tobacco (1 ounce)	1/16	5
Wax	1	4

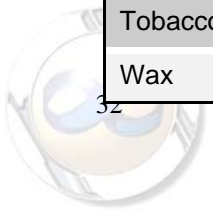
STEP 16: YOU ARE DONE!

And that's it! You now have a persona you can roleplay in the world hosted by your GM. We hope you get to know and enjoy your characters as much as we have some of ours over the years!

Where do you go from here? Read Chapter 3 for an overview of how game mechanics works and then talk to your GM to see when you might get to start an adventure! Also in Chapter 3 are optional rules to help define your character further.

Summary of the Character Generation Steps...

1. Roll a d10 for the Family score.
2. Roll 3d6, re-rolling any ones to get a total. Divide the total into the Mind, Body, and Soul aspects. Multiply each aspect total by 4. Divide the points for each aspect among the characteristics for the aspect—minimum of 1 point, maximum of 10.
3. Roll a d10 once each for Beauty, Wealth, and Luck.
4. Determine any Characteristic Modifiers.
5. Add Luck score to 33 and roll a d100. If roll less than target number, consult Fates table.
6. Roll d100 on Sense table for Sight, Hearing, Smell, and Touch.
7. Determine Number of Possible Actions by adding Perception score + Agility score + Conviction score and dividing the total by 4. Determine Feet per Action by dividing the Speed score by 2.
8. Pick Gender, Height, Weight, and Handedness. Character starts at age 14. Determine HP by multiplying Stamina x 4. Divide among hit locations.
9. Determine Reality Check by adding the Intelligence and Conviction scores and dividing by 2.
10. Pick a number of Childhood Skills equal to the Intelligence score.
11. Determine maximum number of Background years by adding the Intelligence and Conviction scores.
12. Spend a number of years in Backgrounds to a maximum of years determined in step 11.
13. Choose a Name.
14. Determine Starting Money by multiplying Wealth score x 20.
15. Purchase items





MOEBIUS ADVENTURES

CHARACTER SHEET



Orad Thrynn			Campaign			Charlie		
Character Name			Campaign			Player Name		
Male	24	6'2"	255	Brown	Brown	0/0		
Gender	Age	Height	Weight	Eye Color	Hair Color	Experience (Spent/Total)		
Average	Poor (-1)	Good (+1)	Poor (-1)	Right				
Sight	Hearing	Smell	Touch	Handedness	Alignment(s)			

Treasure Found while Planting Crops (gained 60 gold)

Random Fate(s)

Characteristics

Mind		Body		Soul		Random	
Intelligence:	4	Strength:	8	Wisdom:	4	Beauty:	3
Charisma:	4	Agility:	7	Faith:	6	Wealth:	3
Perception:	4	Speed:	4	Conviction:	4	Family:	6
Common Sense	4	Stamina	5	Life:	5	Luck:	8

Perception Bonus	+2 Damage	+1 S/P/D	Life Bonus
4	Strength Bonus	Agility Bonus	5
Number of Possible Actions	2	Feet Per Action	Reality Check

Reminders

- Initiative** = d12 + (Perception Bonus) + [Combat Sense level]
- Strike** = d12 + (Agility Bonus) + (Weapon Skill Level) + (Other Modifiers)
- Parry** = d12 + (Agility Bonus) + (Weapon Skill Level) + (Other Modifiers)
- Dodge** = d12 + (Agility Bonus) + (Dodge-related Skill Level)

Armor Locations	Armor Type: Leather Absorption Rate: 3	Hit Locations (HP)	Hit Points:	Shield	Shield Type: Sm Lthr Absorption Rate: 6	Combat Process
						<ol style="list-style-type: none"> Surprise (once per combat) Initiative (once per combat) Segment (repeat in order of initiative until all combatants out of actions)
Weapon Modifiers						
Weapon Name	Strike	Parry	Dodge	Damage Potential		
Battle Axe	+5	+5	N/A	11		
Cudgel	+4	+4	N/A	9		
Shortbow	+5	N/A	N/A	N/A		
Shortbow Arrows (20)	N/A	N/A	N/A	6		
Compound Actions						
Name	First Move		Second Move			

CHAPTER TWO

BACKGROUNDS AND SKILLS

In the Moebius Adventures system, backgrounds are similar to careers in the real world—paths by which an individual gains skills and experience to ply a trade. The same holds true in a medieval world, where there are jobs to do just like anywhere else.

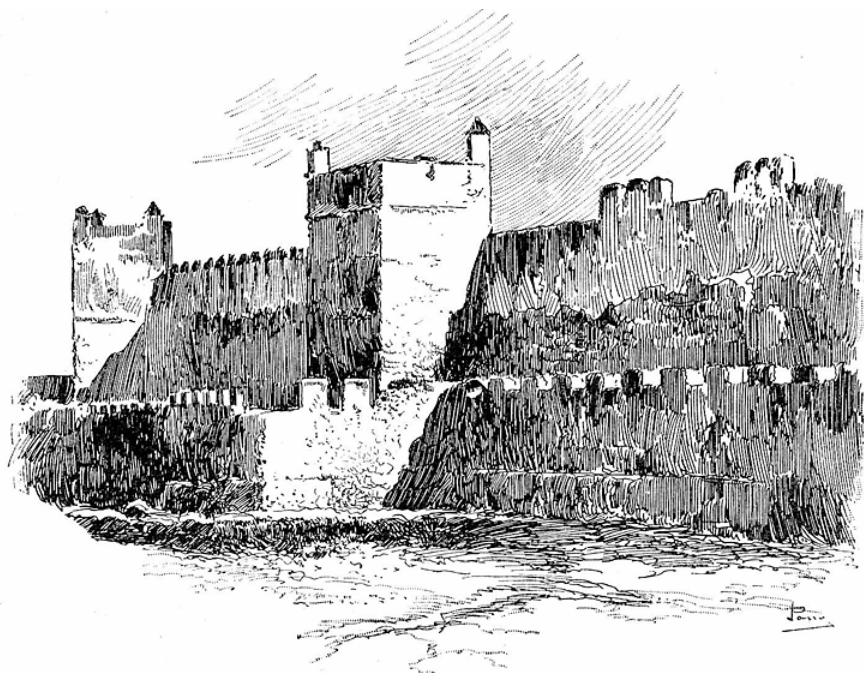
There always seem to be those individuals in power who force others to do things through threats or promises of violence, fear, or gain, rather than doing those jobs themselves. Everyone has some sort of job, from the highest noble tasked with administrative duties to the peasant told to clean the stall for that noble's horse.

The simple setting we provide for this book is medieval in nature—with kingdoms and nobles vying for power. The Kingdom of Dormerre is one in decline; a fragmented nation becoming surrounded by independent baronies and duchies as ambitious minor nobles take control while the Queen and her court attempt to hold the remainder of the Kingdom together.

Each background is described along with any requirements for membership and a list of skills available to members of the profession.

We include the following backgrounds in this book:

- Noble
- Knight
- Merchant
- Scholar/Priest
- Craftsman
- Healer
- Woodsman/Huntsman
- Fighter
- Minstrel
- Thief
- Peasant



NOBLE

Leaders, politicians, diplomats, and purveyors of excess—all of these terms might describe members of the nobility during medieval times. Some were better than others, yet through an accident of birth, they found themselves in a world apart from the mere mortals of the underclass.

Born into families with power, whether it be through land, money, or other means, the noble class takes it upon itself to try and guide those beneath them for the greater good—or at least the nobles’ own good.

In Dormerre, the Queen and her consort the King are kind and enlightened, but even enlightened rules are shackled by what they can change—the Royal Court, made up of the oldest and most influential families of the realm, tends to resist change. The underclass will always be under them in their eyes and it is the duty of the underclass to serve their betters.

However, not all nobles feel this way. The Queen not long ago shocked the court by treating her best maid as a queen for a day, waiting hand and foot on her maid herself, doing menial chores such as washing clothes, preparing food, and helping her dress. The gossip in court was disturbing to say the least, even going so far as to suggest that the Queen was unfit to rule.

Yet, even with her enlightened views of the world, the Queen has not been able to do enough to prove her worthiness to her vassals.

Some of her vassals, such as Duke Oliver from the Duchy of Orde, chose to split from the Kingdom so they might rule in the manner they think best. Though some of these new duchies and baronies are granting their people unparalleled freedoms and rights within their new borders, others are reducing rights and using tyranny by making martial law the norm.

The Queen and her consort are protected and guided in military matters by the Order of Dormerre, the Kingdom’s order of knights. They have stopped a number of assassination attempts on the Queen and the Court has discussed the accelerated downfall of the Kingdom should she fall—none of the remaining families have enough support to rule the Kingdom and it would surely fall apart.

Noble	
REQUIREMENT	
Family score of 9 or 10	
APPRENTICESHIP TIME	
None; gain one skill for each year spent in the background.	
Available Skills	Religious Knowledge
Astronomy	Research
Dancing	Spoken Languages
Etiquette	Writing
Falconry	Written Languages
Fencing	
Game Playing	
Heraldry	
Horse Breeding	
Horsemanship	
Law	
Literacy	
Mathematics	
Philosophy	
Poetry	
Public Speaking	



KNIGHT

Knights were the ultimate fighters of the medieval age, wearing armor and wielding weapons on horseback or foot. They were the equivalent of tanks against usually lesser armed infantrymen of the day.

Members of knight or military orders are typically from royal or landed families with enough resources to support a knightly upkeep. Though maintenance and repair of a knight's weapons and armor is expensive, it also takes a staff to maintain a knight's steeds and get him in and out of his armor.

ORDER OF DORMERRE

Within the Kingdom, the Order of Dormerre protects the Queen and her consort. They are known as the Queen's Swords and fiercely defend the royal family. Without her swords, the Queen's life would have ended long ago.

When the Army is in the field, knights of the order serve as field marshals to help keep order and morale high.

The Knight Commander Verag serves as the Queen's chief military advisor, though his advancing age has brought into question his fitness to lead the order. The next ranking members are poised to take control.

Though there are "knights" unaffiliated with the Kingdom, with a current membership of more than 150 members, the Order is the most established organization of knights in the region.

Knights are known for their code of honor and sense of decorum, though occasionally there are exceptions to the rule. Some knights are known for their brutality in the name of their lords. But all are a force to be reckoned with on the battlefield if they are truly to be called "knights".



Knight	
REQUIREMENT	
Family score of 8 or higher	
APPRENTICESHIP TIME	
5 years as a Squire; gain one skill for each year spent in the background.	
Available Skills	Religious Knowledge
Axe Specialization	Rope Climbing
Bludgeoning	Running
Boxing	Shield
Combat Sense	Sign Language
Direction Sense	Spoken Languages
Etiquette	Strategy
Heraldry	Swordsmanship (any)
Horse Breeding	Tracking
Horsemanship	Wilderness Survival
Hunting	
Jousting	
Kicking	
Knife Fighting	
Literacy	
Mathematics	
Pilot: Animal Drawn	
Vehicle	
Public Speaking	



MERCHANT

Merchants are concerned with profit—taking goods from craftsmen and selling them to the consumer. In each large city, town, or village, you will find a market of locally-produced or imported goods—produce, art, raw materials, and finished goods sold for a price.

Some merchants travel from place to place, purchasing goods at one location and selling them at the next, always on the move. Others have more permanent booths or store-fronts from which to sell their wares.

Most merchants will have a good relationship with the craftsmen in a given area and many employ scholars to handle legal and monetary transactions. Some merchants are also scholars themselves and handle such things on their own.

In larger nations, such as Dormerre, merchants will band together in a guild so they may lobby nobles to make trade-friendly laws to maximize profits. Members gain advantages of greater legal protection as well as more support from the local guards fighting crime. Though some merchants will choose not to join such organizations, they typically suffer as a result.

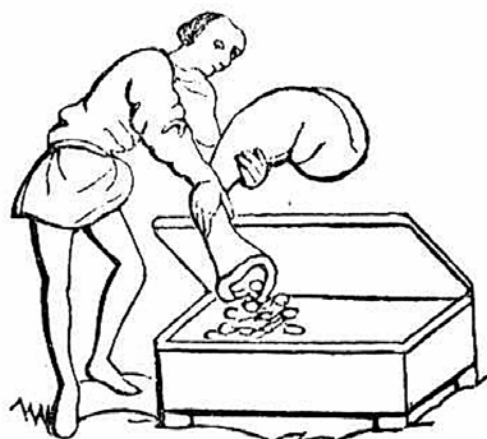
See Chapter 1 for a list of some of the items available in common markets and shops.

The Kingdom uses simple gold coins as their currency, basing coin value on coin weight. Moneychangers will, for a fee, take gold objects or partial coins and provide whole coins in return. They melt down the objects and pour coins themselves.

The purse of the typical commoner will often be filled with a mixture of whole, halved and quartered coins to pay for items in the market.

Merchant	
REQUIREMENTS	
None	
APPRENTICESHIP TIME	
2 years/75 gold per year in dues; gain one skill for each year spent in the background.	
Available Skills	Strategy Writing Written Languages
Economics Etiquette Gambling Game Playing Law Literacy Mathematics Public Speaking Research Spoken Languages	

The Thieves' Guild is thought to have introduced impure coinage into the marketplace by coating lead coins with a gold filigree, but the City Guard nor the Dormerre Merchants' Guild have yet to catch anyone involved with the conspiracy.



SCHOLAR/PRIEST

Spiritual and intellectual matters are the domain of clerics, priests, and scholars of all types.

Letters and numbers are a necessity in our world, but to the illiterate or innumerate masses of the medieval age, they were an impenetrable mystery. That's where the scholars and priests came in—they provided services to nobles, merchants, and others who could afford their fees to handle legal, business, and accounting matters.

In the same light, priests and clerics of various faiths provide spiritual guidance to the masses, sharing the wisdom of important figures in their religious mythology and helping mortal men feel comfortable with their spiritual essence, in this life and in the next.

In Dormerre, the Temple of the Earthen Father holds sway as the main religion, though the Cult of Reason is gaining followers and causing Temple priors difficulty by introducing doubt in the hereafter.

LIBRARY OF DORMERRE

The Library of Dormerre is the center of learning for the region and includes a school for scholars and accountants to learn their trade. Located in Oete, the capital of Dormerre, it serves as a hub for visiting scholars all over the world.

TEMPLE OF THE EARTHEN FATHER

The Temple of the Earthen Father is the central religion in the Kingdom and has been around since before the war that formed Dormerre several hundred years ago. The faith revolves around the Earthen Father, a figure believed to have created the world, Coeur, at the center of the universe.

His children protect the world and turn day into night and night to day. His son is the Sun and the giver of light, life, and heat. His daughter the Moon is the keeper of stars and the navigator guiding the world through the heavens.

The Temple helps mortals find their way through good times and troubled ones by providing spiritual guidance through its Priors. The Priors have spread throughout the Kingdom and beyond, guiding their flocks to enlightenment and the wisdom of the Father. The Priors are led by a council of Arch-Priors, who themselves report to the High Prior.

Though their numbers are decreasing due to the current unrest, there is a cloud of doubt hanging over the

Scholar/Priest	
REQUIREMENTS	
None	
APPRENTICESHIP TIME	
3 years; gain one skill for each year spent in the background.	
Available Skills	Religious Knowledge
Animal Knowledge	Research
Astronomy	Sign Language
Bludgeoning	Singing
Boxing	Spoken Languages
Dowsing	Staves
Fasting	Teaching
Healing	Writing
Literacy	Written Languages
Mathematics	
Medicine	
Passive Combat	
Philosophy	
Plant Knowledge	
Preaching	
Public Speaking	

Temple. The Cult of Reason has begun arguing against the static cosmology of the Earthen Father and urged the people to think for themselves rather than simply using dogma to dictate their actions.

The Temple of course considers such thought blasphemy, and with the Queen's help has driven the Cult underground. However, they have not been able to disperse the cloud of doubts raised by their followers.

It is widely believed that the Cult of Reason is part of the reason Duke Oliver chose to split from the Kingdom to pursue his own scientific explorations.

However, there is still a large flock of believers in the ways of the Earthen Father and they pray daily at Temple Halls all over the Kingdom in the hopes that the unrest will cease and things will be right again.



CRAFTSMAN/BLACKSMITH

Craftsmen and blacksmiths are focused on their art and distributing it to the masses—all arts are represented from blacksmithing, painting and sculpting to pottery and drawing.

All craftsmen and blacksmiths must apprentice with a master to learn their craft. This process takes at least three years, but many stay on with their teachers after that time to continue to work and learn from them. Some may eventually inherit a shop from a retiring craftsman and take apprentices of their own one day.

With the climate of fear and instability in Dormerre, many craftsmen have left for other areas, but some still remain to create and sell their works.

Blacksmiths can make a good living as farriers, shoeing horses, fixing wagons, and forging tools and building supplies like nails, but many have chosen to devote their skills to armor— or weapon-smithing to aid Dormerre in her time of need. Weapon-smiths specifically are usually skilled with multiple melee weapons and can defend themselves when necessary.

Like with fighters, reliability and dedication to an art can aid the individual when dealing with other members of the industry—though any blacksmith may be able to make a sword, discerning clients will go to the best for a fine blade.

There are many different types of craftsmen:

- Potters
- Sculptors
- Painters
- Multimedia artists (more than one field)
- Chefs
- Winemakers
- Brewers
- Blacksmith
- Cooper
- Carpenter
- Mason
- Cart/carriage Builder
- Toymaker
- Bowyer
- Fletcher
- Glassblower



Craftsman/Blacksmith	
REQUIREMENT	
Initially must find a sponsor then after the apprenticeship pay 100 gold per year in dues	
APPRENTICESHIP TIME	
3 years; gain one skill for each year spent in the background.	
Available Skills	
Archery (All) Axe Specialization Axe Throwing Blacksmithing Bludgeoning Brewing Carpentry Cooking Disguise Drawing Fencing Forgery Horsemanship Knife Fighting Knife Throwing Masonry Masonry Metallurgy Painting Poetry Polearm Combat Pottery	Public Speaking Sculpting Shield Spear Combat Spoken Languages Swordsmanship Thrown Weapons Ventriloquism Whittling/Carving Writing Written Languages



HEALER/APOTHECARY

For as long as people have been around, they've become hurt or sick and there have been people attempting to help them. Some are religious or mystic in their philosophy, while others rely on common sense and a working knowledge of what helps what ailment. Some also double as priests or scholars.

Healers and Apothecaries know it's as much a factor of the patient's attitude as much as the techniques or tools used to heal them. Most use a knowledge of anatomy and the natural world of plants and animals to heal the sick and wounded. They also know that not everybody can be saved and that the dying individual must be treated as well as the survivors.

The Temple of the Earthen Father has an order of monks known as the Order of the Open Hand that focuses on healing and helping the sick and dying find their way to the Father's side. Some help guide the Sun's chariot, while others guide the Moon on its nocturnal journey.



WOODSMAN/HUNTSMAN

In a medieval world, if you didn't have somewhere to keep your own livestock, you had to hunt for your own meat—typically wild game in all its forms—fish, birds, deer, bear, rabbits, etc.

The Queen of Dormerre has a Royal Huntsman who manages hunts the royal forests. If someone hunts these forests without explicit permission, they will most likely be arrested and sentenced based on the degree of the crime. Someone who kills a multi-point stag without permission would be severely punished, though illegal hunting of birds or rabbits may receive less of a sentence.

Hunters combine combat skills with animal knowledge to track, pursue, and kill animals in the wild. These skills are sometimes employed by guards attempting to track fugitives or as scouts for the military during a time of war

Healer/Apothecary	
REQUIREMENTS	
None	
APPRENTICESHIP TIME	
5 years; gain one skill for each year spent in the background.	
Available Skills	
Animal Knowledge	Singing
Dowsing	Spoken Languages
Fasting	Teaching
Healing	Writing
Literacy	
Medicine	
Philosophy	
Plant Knowledge	
Research	

Woodsman/Huntsman	
REQUIREMENTS	
None	
APPRENTICESHIP TIME	
2 years; gain one skill for each year spent in the background.	
Available Skills	
Animal Knowledge	Shield
Archery (any type)	Sign Language
Axe Specialization	Spear Combat
Bludgeoning	Stealth
Camouflage	Strategy
Combat Sense	Swordsmanship
Cooking	Tracking
Direction Sense	Weather Sense
Falconry	Wilderness Survival
Fishing	
Free Climbing	
Horsemanship	
Hunting	
Knife Fighting	
Pilot Animal Drawn	
Vehicle	
Plant Knowledge	
Preserve Food	
Rope Climbing	
Running	

FIGHTER

Fighters exist in many forms, but are typically hardy men and women who choose to fight for causes—their own or others’—for pride or money. In Dormerre and the lands beyond, fighters can be seen in a variety of posts, from city guards to the Kingdom’s standing army. Often after a few years as a guard or soldier, a fighter may strike out on his own to become a bodyguard, adventurer, or mercenary for hire.

Though there is no firm requirement in terms of time to become a fighter, the more time spent in a particular organization can sometimes grant an individual more influence and prestige than someone who goes from job to job with no lasting alliances.

ARMY OF DORMERRE

The Army of Dormerre protects the Kingdom from the military might of forces hostile to Dormerre who may be moving en masse against them. Though the army’s numbers have dwindled as more small nations are splitting away from the Queen, the force that remains is fiercely loyal to Dormerre interests.

The Army is led at the top by Marshall Fromm, a lifetime member. There are roughly 3,000 soldiers at a time, and during the current unrest an additional 1000 have been recruited. These men and women are divided into three main areas—archery, infantry, and cavalry.

Each soldier is given room and board and paid 5 gold a week to help support their families while they are in the field.

CITY/TOWN GUARDS

The Guard in Dormerre serves as a police force, helping keep crime at bay and assisting the Army with forces when city or town defense needs arise.

Commander Saugh runs the guard force from Dormerre, which protects the various cities in the Kingdom. Each city is divided into districts and boroughs whereas villages and towns need less widespread coverage.

On the ground, the constables keep the peace doing patrols through populated areas and attempting to show that they are ready for any trouble that may arise. Towns may have a Sergeant or Inspector leading the constables. Cities, depending on their size, may have an Inspector or Chief Inspector overseeing operations.

Constables are given room and board and paid 8 gold a week for routine patrols. Positions up the chain of

Fighter	
REQUIREMENTS	
None	
APPRENTICESHIP TIME	
None; gain one skill for each year spent in the background.	
Available Skills	
Archery (any type) Axe Specialization Bludgeoning Boxing Combat Sense Direction Sense Free Climbing Gambling Game Playing Horsemanship Hunting Knife Fighting Mathematics Pilot Animal Drawn Vehicle Polearm Combat Rope Climbing Running	Shield Sign Language Spear Combat Stealth Strategy Swordsmanship Tracking Urban Survival Wilderness Survival

command are paid more as city, town, and village coffers allow.

OTHER FIGHTERS

Other fighters obviously exist in the world, including:

- Bodyguards
- Mercenaries
- Adventurers
- Gladiators



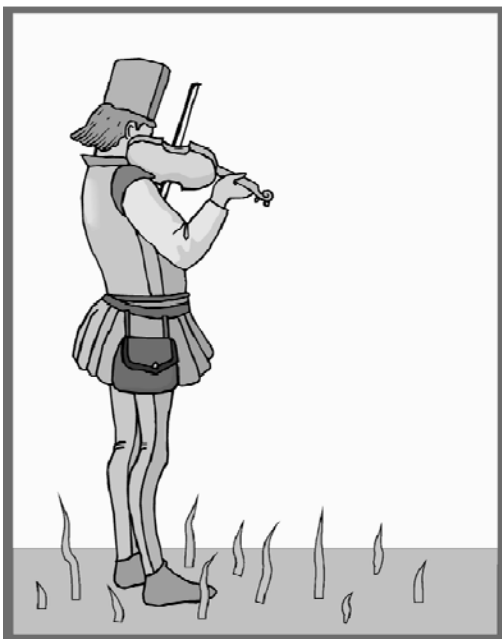
MINSTREL/ENTERTAINER

Even in the medieval world, there were many different types of entertainers. From the court jester entertaining a noble court to the playwright forging stories for the stage, from the actors performing the play or the musicians providing the music for the performance—all are entertainers in their own right.

Sometimes entertainers will band together for a common purpose—think of all the work done to put on a play or move traveling acts of performers from fair to fair. These groups might range anywhere from a small act (3 to 5 people) to a large troupe of fifty to one hundred performers and support staff for a larger, more permanent venue.

Examples of different types of entertainers might include:

- Playwright
- Set designer/carpenter/set painter
- Actor
- Musician
- Dancer
- Poet/writer/storyteller
- Puppeteer
- Bard/Minstrel
- Acrobat/tumbler/gymnast
- Juggler
- Singer
- Costumer/Tailor
- Fortune Teller



Minstrel/Entertainer	
REQUIREMENTS	
Proof of successful employment as an entertainer/50 gold yearly in membership dues	
APPRENTICESHIP TIME	
3 years; gain one skill for each year spent in the background.	
Available Skills	Spoken Languages
Acrobatics	Tailoring
Axe Throwing	Ventriloquism
Carpentry	Writing
Dancing	Written Languages
Disguise	
Fortune Telling	
Gambling	
Game Playing	
Gymnastics	
Juggling	
Knife Throwing	
Painting	
Play Musical Instrument	
Poetry	
Public Speaking	
Singing	



THIEF

The Thieves' Guild in Dormerre has become more brazen with each passing year, rumored even to have assisted enterprising nobles in splitting off from the Kingdom. The Guild hopes to profit in the chaos caused by continual border wars and political unrest. The contested borders mean the Army is on the move and the Guard is sorely undermanned to cover every storefront and alleyway after dark.

Thieves come in a variety of types, from the lowly pickpocket and the free-climbing second-story thief, to the spies or assassins sent to do a noble's or crime lord's bidding.

The pecking order of thieves goes as follows:

- Beggar
- Cutpurse or Pickpocket
- Thief
- Spy
- Assassin

BEGGAR

Beggars are disguised to gain sympathy from passers-by so they might to ss a coin their way. This tier typically employs the very young and the very old, as they are more able to prey on the crowd's sympathies.

CUTPURSE OR PICKPOCKET

The Cutpurse preys on targets with heavy purses in a crowd, helping to "lighten" their load. Pickpockets also fall into this category, sent to wander city streets and "find" what they can from unsuspecting marks.

THIEF

Thieves are the figures in black who break into homes and stores to "borrow" items to sell for a profit. Enterprising thieves have the ability to scale walls and seek entry through unlocked windows to find high-priced goods in rich homes.

SPY

The Spy is a master of infiltration sent to gather information or prized goods from hard to reach people and places. Spies are employed by nobles as well as criminals.



Thief	
REQUIREMENT	
1 successful theft/50 gold per year in dues	
APPRENTICESHIP TIME	
5 years and a binding agreement to give the guild 1/3 of anything they steal or from any proceeds they make from stolen goods; gain one skill for each year spent in the background.	
Available Skills	
Acrobatics	Running
Combat Sense	Sign Language
Direction Sense	Soul:
Disguise	Staves
Etiquette	Stealth
Forgery	Strategy
Fortune Telling	Thrown Weapons
Free Climbing	Tracking
Gambling	Urban Survival
Game Playing	Whip Fighting
Heraldry	
Knife Fighting	
Knife Throwing	
Law	
Lip-Reading	
Literacy	
Pick Locks	
Pick Pockets	
Reveal Mysteries	
Rope Climbing	

ASSASSIN

Assassins are spies sent to end lives. These are individuals with flexible morals reviled and feared even within a thieves' guild, yet they serve an important role in political and criminal intrigue.

ORGANIZATION

Within Dormerre, the guild has split into a series of districts. Each area is equipped with a few well-placed safe houses as well as a pawn shop to sell their ill-gotten goods. However, members of the guild have been told by their superiors to sell goods stolen in one district to a pawn shop in another to keep the Guards guessing.

The head of the guild remains in a secret location known only to a few high-ranking thieves in the various specialties.

PEASANTRY/GENERAL EMPLOYMENT

The lives of peasants has often been described as “nasty, brutish and short”—mainly because they got all the jobs more fortunate individuals didn’t want or refused to do. All the menial tasks, such as tending farms or herds, linking chainmail, making unrefined products for use in other areas (such as cloth, thread or yarn, flour, and so on) fell to the peasants to do.

Though the jobs weren’t glamorous, it often provided enough motivation for individuals to try and better themselves or their children in an attempt to break the cycle of growing up to do what their parents did before them. These people would take their meager skills and ambitions and find ways to make it work.

Unfortunately for peasants, the ladder of opportunity was a short one—often leading to lives of crime or short careers as mercenaries.

However, even amidst the squalor of the typical peasant's existence, the joys of family and an honest day work rang true for most.

Peasant have such jobs as:

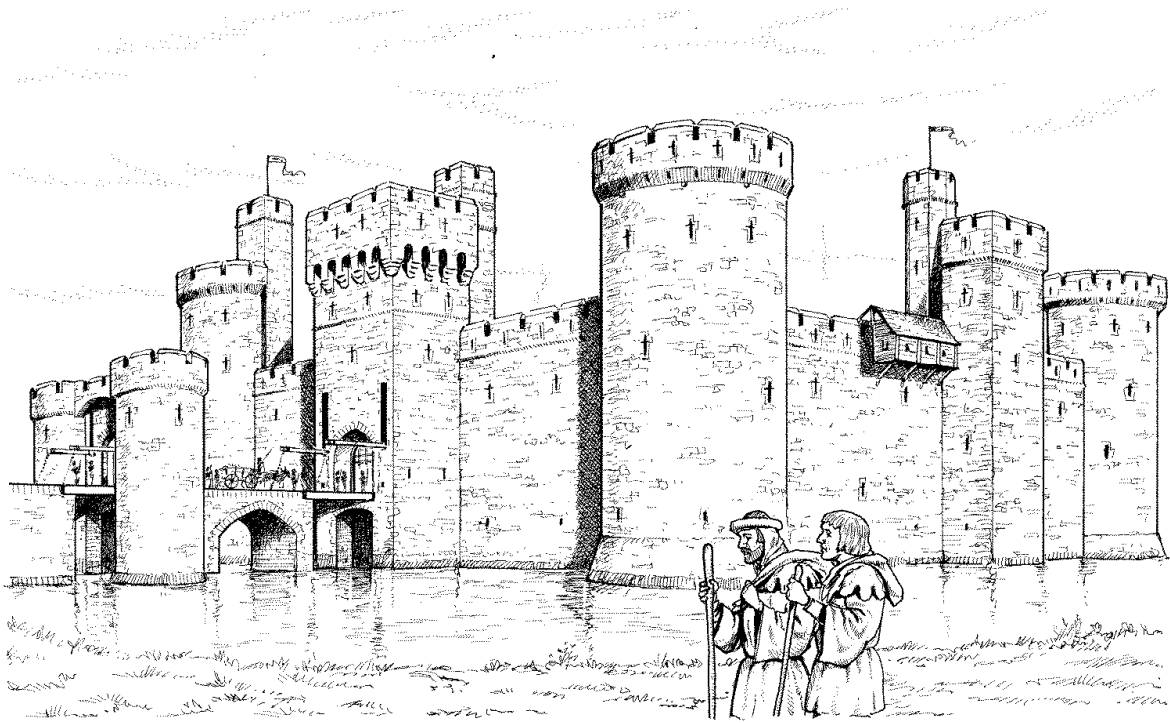
- Farmers
- Animal handlers
- Fishermen
- Sailors
- Shepherds
- Stone workers
- Miners



Peasantry/General Employment	
REQUIREMENT	
None	
APPRENTICESHIP TIME	
None; Gain one skill for each year spent in the background	
AVAILABLE SKILLS	
Any from the Complete Skills List	



BACKGROUNDS AND SKILLS



COMPLETE SKILLS LIST

Note

Skills only available when selecting Backgrounds are prefaced by an asterisk (*). Skills prefaced by a pound sign (#) require specialization. See the skill description for details.

Table 2-1: Complete Skills List

Acrobatics (Per/Agi)
 Acting (Cha/Wis)
 Animal Husbandry (CS/Wis)
 Animal Knowledge (CS)
 Animal Training (Int/CS) (Animal Knowledge)
 *#Archery – Crossbow, Longbow, or Shortbow (Per/Agi)
 Astronomy (Int)
 *Axe Specialization (Str)
 Axe Throwing (Per/Agi)
 *Blacksmithing (Per/Str)
 Bludgeoning (Str)
 Boxing (Str/Sta)
 Brewing (Per/CS)
 Camouflage (Int/Per)
 *Carpentry (Per/Wis)
 Combat Sense (Per/CS)
 Concealment (Per/Con)
 *Construction Theory (Per/Luck)
 Contortion (Agi/Con)
 Cooking (Per/CS)
 Dancing (Agi/Con)
 Drawing (Per/Con)
 Direction Sense (Per/CS)
 Disguise (Int/Cha)
 Dowsing (Per)
 Etiquette (Cha/Wis)
 *Economics (Int) (Mathematics, Research)
 Falconry (Per/Con)
 *Fasting (Per/Con)
 *#Fencing (Agi/Spd)
 Fishing (Per/CS)
 Forgery (Int/Per)
 Fortune Telling (Per/CS/Luck)
 Free Climbing (Str/Agi/Sta)
 Gambling (Luck)
 Game Playing (Int/Per)
 Gymnastics (Str/Agi)
 Healing (Life)
 *Heraldry (Int)
 History: Local (Wis)
 Horse Breeding (Per/Wis)
 Horsemanship (Str/Sta/Con)

Hunting (Int/Per)
 *Jousting (Str/Sta)
 Juggling (Agi/Sta)
 *Kicking (Agi/Sta)
 Knife Fighting (Agi)
 Knife Throwing (Per/Agi)
 *Law (Int) (Research)
 Lip-reading (Per)
 Literacy (Int)
 Mathematics (Int)
 *Medicine (Int)
 *Metallurgy (Int/Per)
 Painting (Per/Con)
 *Passive Combat (Per/Agi/Con)
 *Philosophy (Int/Con)
 *Pick Locks (Per/Agi)
 Pick Pockets (Per/Con)
 Pilot: Animal Drawn Vehicle (CS/Wis)
 Plant Knowledge (CS)
 #Play Musical Instrument (Agi/Con)
 Poetry (Cha/Con) (Literacy)
 *Polearm Combat (Str/Sta)
 Pottery (Per/Con)
 Preserve Food (CS)
 *Preaching (Faith/Con) (Religious Knowledge)
 *Public Speaking (Cha)
 Religious Knowledge (Wis)
 *Research (Int) (Literacy)
 Rope Climbing (Str/Sta)
 Running (Sta)
 Sailing (Per/CS/Sta)
 Sculpting (Per/Con)
 *#Shield – Large or Small Shields (Str/Sta)
 Sign Language (Per/Agi)
 Singing (Cha/Con)
 *Spear Combat (Str/Agi)
 #Spoken Languages (Int)
 Staves (Agi)
 Stealth (Per/Agi)
 *Strategy (Int/Per)
 Swimming (Sta)
 *Swordsmanship – Large Swords (Str/Sta)
 Swordsmanship – Small Swords (Str/Sta/Spd)
 *Tailoring (Per/Con)
 *Teaching (Int/Cha)
 Thrown Weapons (Per/Agi)
 Tracking (Per/CS)
 Ventriloquism (Per/Cha)
 Urban Survival (Per/Wis)
 Weather Sense (Per/Luck)
 *Whip Fighting (Agi)
 Whittling/Carving (Per/Con)
 Wilderness Survival (Wis/Con)
 Wrestling (Str/Sta)

SKILL DESCRIPTIONS

Acrobatics (Agi/Per)

The Acrobatics skill enables characters to walk wires, pole-vault, jump, backflip, and walk on stilts. Acrobats gain a bonus to Dodge during combat equal to their Acrobatics skill level and do not fear heights. For example, if your character has Acrobatics at level 3, he or she gains a +3 to Dodge opponents' strikes.

Additionally, a character with Acrobatics can add a foot to their horizontal leaping distance for every two levels.

Acting (Cha/Wis)

Actors have the ability to portray a character on stage or during any kind of performance. For example, a thief in disguise may attempt to act like a guard to avoid being noticed.

Animal Husbandry (CS/Wis)

Characters with the Animal Husbandry skill can raise animals and aid them in the birthing process. This skill provides basic knowledge of basic domestic animal medical practices.

Animal Knowledge (CS)

Knowing the difference between a domestic cat and a tiger may be a good survival skill for characters adventuring in the wilderness. Animal Knowledge includes things such as how breeds differ in appearance, temper, and habits, how and how often they reproduce, what behaviors they exhibit, and what and how they hunt.

Animal Training (Int/CS) (Animal Knowledge)

Everyone at some time in their life has probably trained an animal or seen a trained animal, whether it be a pet dog taught to sit and stay at home or a monkey trained to entertain crowds for coins. Training animals is a skill that involves patience and practice, both for the trainer and the animal. Characters taking this skill can teach animals basic commands.

Archery (Per/Agi)

The Archery skill enables characters to use and accurately fire a specific bow. A character with this skill is able to knock and fire an arrow or bolt at a stationary or moving target.

Characters must choose between Shortbow, Longbow, or Crossbow and the skill may be repeated for each.

Astronomy (Int)

Astronomy is a useful skill for sailors who need to stay on course, astronomers who need to tell their governments when to tax their people, or farmers when to plant the next crop. Astronomy includes basic knowledge of lunar and solar cycles, constellations, and the stars used for navigation.

Axe Specialization (Str)

Axe Specialization enables characters to effectively cleave and chop their enemies with an axe. Axes used may be as simple as a woodsman's axe or specially designed for battle such as a bipennis axe.

Axe Throwing (Per/Agi)

The Axe Throwing skill enables characters to throw axes at stationary and moving targets at range. Throwing axes are smaller than normal axes and specially weighted for throwing.

Blacksmithing (Per/Str)

Blacksmithing/Welding enables characters to create weapons, tools, and armor from various metals, and join metals together.

Bludgeoning – Ball and Chain (Str/Agi)

The Bludgeoning skill enables characters to use Ball and Chain weapons to do damage to their opponents.

Bludgeoning – Blunt (Str)

The Bludgeoning skill enables characters to use Blunt weapons to do damage to their opponents.

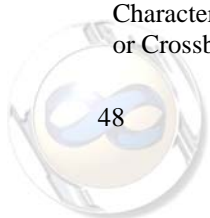
Boxing (Str/Sta)

Boxing is a style of fighting with the hands that involves punches and short jabs. The Boxing skill can be learned nearly anywhere.

When using the Boxing skill, characters may use a Punch (d6) or Jab (d4). Jabs are quick, short strikes doing less damage that have a +1 bonus to Strike. Punches are more deliberate strikes involving more of the character's Strength and doing more damage, but without a bonus to hit.

Brewing (Per/CS)

Great Brewers use their senses of smell and taste to create alcoholic beverages as pleasing to the tongue as they are to the mind. The Brewing skill includes the creation of all types of alcoholic consumables, from ales and beers, to whiskeys and wines. The player can



choose to specialize in specific areas of brewing such as ales, beers, wines, whiskeys, and so on.

Camouflage (Int/Per)

When it is imperative to remain hidden, Camouflage may be your best bet. By blending in with their surroundings, a person can remain hidden from visual searches. Characters with this skill use flora and fauna, paints, and clothing to mask their identity from searchers.

Carpentry (Per/Wis)

Using Carpentry, characters may build and repair wooden structures. This also includes knowledge of tools used for Carpentry, including hammers, saws, etc.

Combat Sense (Per/CS)

A character with the Combat Sense skill may be able to successfully "get the jump" on an enemy. If a character successfully anticipates his opponent, he gains a chance to attack in the Surprise phase.

Concealment (Per/Con)

Concealment enables characters to hide items somewhere either in a place or on a person. Characters with this skill can conceal items of 1 inch per level of the skill. For example, a character with a level 8 Concealment could conceal an 8" knife somewhere on his person.

Construction Theory (Per/Luck)

The Construction Theory skill provides characters insight into the building practices used to create such clever facades as hidden rooms, false walls, revolving doors, secret buttons and switches. Many adventurers use this knowledge to find or even hide treasure.

Contortion (Agi/Con)

Contortion is the practice of maneuvering the human body in such a way as to escape physical entrapments. Ropes, handcuffs, boxes, and straightjackets can be escaped from using this skill.

Cooking (Per/CS)

Using the Cooking skill, characters will be able to cook their meals over an open flame and prepare appetizing foods in cities for paying customers. Cooking is also useful for adventurers in the wild and people wishing to gain work in taverns and inns. Experienced cooks know how to arrange meals and menus to attain the highest culinary quality. Cooks with the Plant Knowledge skill gain a bonus of half their Plant Knowledge level to use

herbs and seasonings to enhance a meal.

Dancing (Agi/Con)

Dancers move gracefully to music, performing both folk and formal dances. Characters with Dancing know the steps and techniques for several dances.

Direction Sense (Per/CS)

The Direction Sense skill enables characters to orient themselves with their surroundings and includes reading a compass, basic geography, and topography. Direction Sense can be useful to travelers and mapmakers.

Disguise (Int/Cha)

Using the Disguise skill, characters can deceive others by changing their visible characteristics. Disguise enables characters to use makeup, dress, and techniques of walking and stature to completely change their image.

Dowsing (Per)

Dowsing is the ability to find water beneath the earth. The Dowsing skill includes the knowledge of locating underground aquifers and streams, and extracting water in a safe manner. Most dowsers use a witching stick to help them locate water.

Ease Modifier:

- +3 When Using A Witching Stick

Drawing (Per/Con)

Artists skilled in Drawing use techniques with pencil and pen to create works of art on paper and canvas. Characters with this skill are able to sketch scenes, draw unknown symbols, and keep other visual records of their travels.

Economics (Int) (Mathematics, Research)

Using Economics, characters can manage personal and business finances, purchase goods, and handle some personal investments. The skill also provides better understanding of economic forces such as supply and demand or tax laws.

Etiquette (Cha/Wis)

While learning the Etiquette skill, characters are schooled in the finer aspects of the social graces. Characters skilled in Etiquette may mingle among royalty without committing grievous faux pas. Etiquette knowledge includes which fork to use first, polite dining conversation, introductions, and other useful information.



Falconry (Per/Con)

Falconers tame and train wild birds for hunting and sport. People with the Falconry skill are found mainly in or around royal courts, but the skill can be useful for travelers or hunters in the wild.

Fasting (Per/Con)

Characters skilled in Fasting can live and function without food longer than those not skilled in Fasting. It is considered that while a character may be able to fast, he will still starve as quickly as a character who does not have the skill. It only means that the character with Fasting can perform skills without penalty.

Characters without the Fasting skill are at a 1 level penalty to all skills and suffer a -1 penalty to Stamina for each day they go without food.

Fencing (Agi/Spd)

Characters trained in Fencing know how to delicately maneuver with light swords in combat to strike an attacker and parry his blows. This skill is favored by royalty and others without the strength to wield larger weapons.

Your character must choose a specific type of short sword when taking this skill. For example, your character may have taken Fencing twice, once for proficiency with the rapier and once for proficiency with the foil.

Fishing (Per/CS)

The Fishing skill provides an understanding of baits, lures, and techniques used in catching and retrieving fish. Fish provide a ready source of food if your character is near bodies of water such as rivers, lakes, or oceans.

Forgery (Int/Per)

Using the Forgery skill, your character can deceive others with written symbols. Forgery can be useful to help circumvent the rules and regulations of the administrative process. Characters do not need Literacy to be proficient at forging signatures or seals, but will need it for forging letters and other documents. Forging art requires the skill needed to create the original artwork. For example, when forging a painting the character must have the Painting skill. The Forgery skill is also useful in recognizing forgeries.

Fortune Telling (Per/CS/Luck)

Fortune Telling grants characters the ability to tell

someone what will happen to them in the future. This is largely a random skill and the fortune teller will likely provide such ambiguous answers so that almost anything could happen. Fortune tellers learn how to ask questions of their customers and deduce their desires and thoughts about the future, as well as information about their families. With this information, the fortune teller can make an educated guess about what will befall the customer in the future.

Free Climbing (Str/Agi/Sta)

The Free Climbing skill trains characters to climb rock faces and walls without falling. This skill can also be used to climb the walls of homes, mansions, and castles. Free Climbing trains characters to climb rock faces and walls without falling. This skill can also be used to climb the walls of urban buildings.

Difficulty/Ease Modifiers:

- -5 Slick Surface
- +2 with Handholds
- +1 Rocky Surface
- -3 Wet Surface
- +1 with Climbing Gear

Characters with Free Climbing may climb ropes, but will not be proficient in any other aspect of Rope Climbing. See Rope Climbing for details.

Gambling (Luck)

Gamblers know how to win and cheat at games of chance. This skill can be perfected to increase a character's wealth while enjoying the game. It may be necessary to have the Game Playing skill to win at certain games.

Game Playing (Int/Per)

The Game Playing skill includes knowledge of the rules and strategies for games like chess, backgammon, go, poker, and blackjack. Characters will be able to play most games proficiently and will win more often than the average player. This skill is useful for gamblers and people who frequent inns, taverns, and royal courts.

Gymnastics (Str/Agi)

Gymnasts can perform rolls, cartwheels, backflips, falls, and tumbles. Characters can use this skill to maintain balance even after losing a limb in combat.

In addition, gymnasts also gain a bonus to Dodge during combat equal to their Gymnastics skill level. For example, if your character has Gymnastics at level 3, he or she gains a +3 to Dodge opponents' attacks.



Healing (Life)

Characters with Healing can sense the level of Life in another person and use that force to heal that person or use their own Life force to heal themselves. This skill does not include medical knowledge. See Chapter 5 for details.

Heraldry (Int)

A knowledge of Heraldry enables your character to decipher the kingdom and family of a person with a specific coat of arms or crest. The Heraldry skill is useful when your character wants to know the affiliation of the knights rapidly approaching - Who's side are they on? Most characters of royal lineage should have a well-developed Heraldry skill. People skilled in Heraldry know relative positions of royal families to the throne and their own positions relative to each of those.

History: Local (Wis)

Character may use Local History to know about a specific area or city. Local politics and major influences on the area are known to the character.

Horse Breeding (Per/Wis)

Horse breeders can recognize breeding lines in horses and select traits wanted in following generations. A character with Horse Breeding can pick out a horse that meets his requirements out of a group of thoroughbreds and workhorses.

With Horse Breeding, characters can choose a horse based on the Strength, Stamina, Speed, and behavior of a specific breed.

Horsemanship (Str/Sta/Con)

Horsemanship enables characters to ride, care for, feed, jump, and otherwise maneuver a horse. This skill also provides the ability to determine the relative health of a horse but does not enable characters to determine the quality of a horse's breed.

Hunting (Int/Per)

The Hunting skill enables hunters to assess the patterns of their prey with knowledge of the habits and tendencies of animals in the wild. Characters can use this knowledge to find meat for dinner or track and capture rare animals.

Jousting (Str/Sta)

Jousting involves knowing how to strike a target with a lance while on horseback. Mainly used in competitions of royal nature, Jousting may also be used in combat to

break an enemy's line of heavy horse.

Juggling (Agi/Sta)

Jugglers can keep two or more objects in the air at once. Definitely a skill for entertaining, Juggling involves more than just keeping several objects in the air. It also involves a certain amount of style. The level of juggling pertains to how many objects can be kept in the air at any one time (Juggling level + 1 items).

A juggler with the Thrown Weapons, Axe or Knife Throwing skills can throw juggled weapons at a ranged target.

Kicking (Agi/Sta)

Kicking is a style of combat with the feet involving close attacks with the knees or straight-leg kicks. When using the Kicking skill, characters have a Kick attack (d8) and a Knee attack (d6). The Kick is a standard straight-leg foot attack possessing more power than a Punch or Knee attack. A Knee attack is designed for a close-in strike designed for speed rather than damage and is at a +1 to Strike.

Knife Fighting (Agi)

Knife fighters use short-bladed weapons (15 inches long or fewer) proficiently in combat. The Knife Fighting skill teaches characters how to use their speed and agility to get in close where swords and other weapons are less effective.

Knife Throwing (Per/Agi)

Characters trained to throw knives can be deadly against stationary and moving targets at range. Throwing knives are smaller than normal and specially balanced for throwing.

Law (Int) (Research)

The Law skill provides knowledge of the techniques used in legal practice. Lawyers are revered and cursed by businessmen everywhere, but are a necessary evil when contracts and kingdoms are involved. Most characters will not actively practice law, but may have knowledge in this field.

Lip-reading (Per)

Lip-reading is the ability to discern words without being able to hear speech by watching lip and mouth movements made while speaking. Thieves and spies use lip-reading to "pick up" key information from conversations without having to be in earshot. The character must be able to speak a language before they



can determine what's being said.

Literacy (Int)

Literate characters can read, write, and understand their native written language. The Literacy skill does not provide understanding of areas such as Law, Heraldry, or any other skill requiring Research.

Mapmaking (Int/Per)

The Mapmaking skill enables a character to assess maps before beginning a journey and make maps while traveling. Experienced mapmakers can create accurate and detailed maps. Maps made by experienced mapmakers are more accurate, detailed, and expensive.

Masonry (Str/Wis)

Characters with Masonry are skilled in building structures using bricks and mortar, adobe, stucco, and similar construction materials. Masons may find work in many growing populated areas helping build homes, shops, and monuments.

Mathematics (Int)

The Mathematics skill includes addition, subtraction, multiplication, and division—the basics needed for commerce. Mathematics is used daily by businessmen, merchants, and their customers.

Medicine (Int)

The Medicine skill provides knowledge of the body and how it works, basic anatomy, healing strategies, and tactics for curing disease and other ailments. Many healers, priests, and others involved with healing tend to have a well-developed Medicine skill.

Metallurgy (Int/Per)

The Metallurgy skill provides your character with knowledge of the composition of metals. The skill is useful when formulating alloys used in creating metal tools and weapons. Your character must have the Blacksmithing skill to actually create tools, weapons, or armor of unusual metal compounds discovered.

Mining (Int/Wis)

The Mining skill provides an understanding of how to find caches or veins of precious minerals or stones. This skill provides the knowledge needed to extract minerals, stones, and other building materials from the earth. The mining skill also includes basic knowledge of different naturally-occurring ores, metals, gems, and stones.

Painting (Per/Con)

Painters use various paints and oils to create works of art on canvas or other surfaces. Characters with the Painting skill may be sought to paint portraits or commissioned to create works of art for royal or landed families. Creating painted works may take many days, weeks, or months.

Philosophy (Int/Con)

Philosophers attempt to find reason and meaning in life. By using reasoning and logic, a character may attempt to explain the nature of life.

Using this skill, characters may be able to determine if someone is lying by reasoning through the person's statements. Roll a d20 to see if the character is successful. If the roll is equal to or less than the Philosophy level, the character can see the truth.

Pick Locks (Per/Agi)

Characters using the Pick Locks skill can unlock doors and safes to find what was so valuable that it needed the extra protection. Characters picking locks need a set of lock picks for fine work, but some locks may be picked with daggers and other fine-tipped items.

Difficulty/Ease Modifiers:

- +5 with lockpicks
- -2 for each tumbler in the lock
- -1 in a noisy area (distracting)
- -5 for active traps attached to lock

Pick Pockets (Agi/Con)

Characters with the Pick Pockets skill know how to pilfer pocketed items without detection. A quick, sure hand can lighten a rich purse quickly and remain undetected. If the character fails, a Perception check is made by the target to see if they noticed the attempt.

Pilot: Animal Drawn Vehicle (CS/Wis)

Characters using the Pilot: Animal Drawn Vehicle skill are able to direct animals pulling carts, wagons, and other wheeled vehicles. Many farmers, ranchers, merchants, and travelers use this skill to transport large loads long distances. Note that Horsemanship isn't necessary to pilot an animal drawn vehicle, but it is needed to hitch animals to pull a vehicle.

Plant Knowledge (CS)

Characters using the Plant Knowledge skill is able to tell which plants are edible, poisonous, or have healing properties. Many woodsmen, priests, healers, and cooks



take this skill to aid in their healing, research, or food preparation.

Play Musical Instrument (Agi/Con)

Characters with Play Musical Instrument are skilled with a specific instrument. They may choose percussion, stringed, or wind instruments, but they must choose a specific instrument to play. The skill may be repeated for different instruments and is useful for characters who wish to earn a living as entertainers or bards. For example, a character might have Play Musical Instrument twice—once for stringed instruments and once for wind instruments.

Characters must choose between Percussion, Stringed, or Wind instruments and the skill may be repeated for each.

Poetry (Cha/Con) (Literacy)

The Poetry skill enables characters to influence the emotions of the reader by providing imagery and symbolism on a written page. A charismatic singer who writes poetic lyrics may be favored by their fans over one with less skill.

Polearm Combat (Agi/Sta)

The Polearm Combat skill trains characters how to use various polearms in combat. Favored by front-line infantry, a line of men armed with halberds inspires fear in even the sturdiest warriors.

Pottery (Per/Con)

Pottery involves the knowledge of working with a kiln, glazing, decorating, and creating both practical and artistic pottery. Potters may make simple, everyday items such as pots or create fine china suitable for use by heads of state.

Preaching (Faith/Con) (Religious Knowledge)

Preachers spread the word of their gods to the masses. Churches look favorably on characters who convert others to their religion.

Preserve Food (CS)

The Preserve Food skill provides the knowledge of techniques for prolonging the life of perishable foods. Characters can salt and dry meats, and use spices to cancel the bad taste of foods on the verge of spoiling. This skill is used mainly by travelers and food handlers, though preserved food is eaten almost everywhere.

Public Speaking (Cha)

The Public Speaking skill enables characters to influence people with the spoken word, give powerful speeches and otherwise influence the general populace.

Religious Knowledge (Wis)

Priests must know the parables, rules and regulations for their various religious institutions. The Religious Knowledge skill includes knowing how much to donate to a church which may be beneficial to a character needing to be healed or resurrected. This skill also includes knowledge of the hierarchy of the members of the church, specific religious vocabulary, and some knowledge of religious philosophy.

Research (Int) (Literacy)

The Research skill enables characters to find information normally lost in the tomes of libraries or in the minds of those without literary ability. Lawyers use it to find precedents for their clients and learned adventurers can research expeditions before departure to get a leg up on any monsters lurking in an area.

Rope Climbing (Str/Sta)

Characters trained in Rope Climbing can climb a rope, tie and untie knots, and toss a grappling hook. This skill is useful for thieves and sailors.

Difficulty/Ease Modifiers:

- +6 Knots in Rope at Regular Intervals
- -5 Wet/Icy Rope
- -2 Free Hanging Rope
- +3 Rope Near Wall
- -1 Per 10 m.p.h. Wind

Running (Sta)

Runners are skilled at pacing themselves when traveling at speed on foot. Running adds a number of minutes equal to the skill level to Stamina for the amount of time a character can run without tiring.

Sailing (Per/CS/Sta)

Trained sailors know how to move a vessel through the water using wind patterns, sail formations, tacking, and maneuvering around a boat (aft, starboard, port, and stern). Characters with the Sailing skill can easily find work on seagoing vessels.

Sculpting (Per/Con)

Sculptors sculpt in a chosen medium (typically stone, clay, or bronze) to create pieces of art. The Sculpting



skill involves the knowledge of which tools to use and how to use them to work in stone and clay. Talented sculptors are often sought by those people who wish to leave a permanent reminder of themselves or others.

Shield – Large or Small Shields (Str/Sta)

Characters trained with shields may use them to block strikes and absorb damage with shields during combat.

Characters must choose either Large or Small shields when taking this skill, but can take it once for each type.

Note A large shield may be used to block ranged attacks. See Chapter 4 for details.

Sign Language (Per/Agi)

Sign Language gives characters the ability to use a defined set of hand positions and movements to express thoughts and concepts without speech or writing. Thieves find this skill useful when attempting to be quiet during coordinated raids.

Singing (Cha/Con)

Singers can carry a tune with a trained voice. This skill is useful for characters who wish to earn a living as entertainers.

Note A character must be literate to read music.

Spear Combat (Str/Agi)

The Spear Combat skill teaches characters how to wield and throw spears in combat. Training includes stabbing and jabbing at an opponent at close range and throwing spears at retreating enemies.

Spoken Languages (Int)

Spoken Languages enables characters to learn how to use the basic forms of a foreign spoken language. Speaking a foreign language will get your character directions, conduct commerce, and converse with the average man. This does not include areas such as Public Speaking or Preaching and you must take the skill multiple times to learn different languages.

Staves (Agi)

Characters with the Staves skill can use staves to strike and parry blows. As a skill, Staves is taken most by characters who want to avoid inflicting cutting damage.

Stealth (Per/Agi)

Stealthy characters can move silently without attracting

attention. Characters with this skill know how to move silently, use shadows to their advantage, and recognize possible detection.

Difficulty/Ease Modifiers:

- -15 if the character is in Heavy Armor
- -3 if the character is in Light Armor
- +3 in Darkness
- +2 in Shadows
- +4 in a Busy Area (such as a Crowded Street)

Strategy (Int/Per)

The Strategy skill provides knowledge of how to maneuver military groups and gain an advantage over an enemy. Strategy includes logistics and maneuvers enabling a group to be supplied with food, provisions, and weaponry needed to carry on a war.

Swimming (Sta)

The Swimming skill enables characters to stay afloat and move in water without drowning. The skill adds the number of minutes equal to the Swimming level to Stamina for the amount of time one can swim without tiring. When the character tires, they will begin to drown.

Difficulty Modifiers:

- -2 for every 10 pounds a character is wearing or carrying
- -1 for every mile per hour of current

Swordsmanship – Large Swords (Str/Sta)

The Swordsmanship—Large Swords skill enables characters to Strike and Parry with large swords. Characters learn moves used to strike opponents during combat while deflecting attacks from attackers.

Swordsmanship – Small Swords (Str/Sta/Spd)

The Swordsmanship—Small Swords skill enables characters to Strike and Parry with short swords. Characters learn moves used to strike opponents during combat while deflecting attacks from attackers.

Tailoring (Per/Con)

Tailors can create clothes from fabric. The Tailoring skill includes knowledge of fashions - from practical to elegant. Characters with Tailoring can mend, modify, and create their own clothes. It may take many hours or days to create some types of clothes.

Teaching (Int/Cha)

The Teaching skill is useful for anyone who wants to impart the knowledge and wisdom of a skill to another



person. Teachers know how to impart information in an easier-to-understand format than someone without the skill. Characters learning skills from teachers receive a one level for a new skill. Teachers may only impart knowledge of skills they know.

Thrown Weapons (Per/Agi)

Characters with the Thrown Weapons skill can throw caltrops, boomerangs, bolas, stones, and darts, or use various slings to hit moving or stationary targets at a distance. Thrown weapons aid characters by doing minor damage, delaying and hindering opponents.

Tracking (Per/CS)

Tracking enables characters to identify tracks, differentiate between tracks, track, and glean secondary information about the maker of the tracks. Tracking also enables someone to attempt to hide or cover tracks to make it more difficult to follow. This skill is useful for bounty hunters, trackers, woodsmen, and guides.

Difficulty/Ease Modifiers:

- -10 Indoors
- -15 Snow after Tracks Made
- -10 Rain after Tracks Made
- -1 Per day after Tracks Made
- +15 Snow before Tracks Made
- +10 Rain before Tracks Made
- -12 at Night
- +5 in Heavy Forest

Urban Survival (Per/Wis)

Using Urban Survival, characters can survive on the streets of any industrialized inner city. They know how to panhandle for money and can identify the centers of power within local gangs. If needed, a character with this skill could disappear from the public and live as an unknown on the streets.

Ventriloquism (Per/Cha)

The Ventriloquism skill enables a character to "throw" their voice so it sounds like its coming from somewhere or someone else. This skill can be used as a distraction, a practical joke, or for sideshow entertainment.

Weather Sense (Per/Luck)

A character with Weather Sense appears more sensitive to the weather than other people. By smelling the air or noticing the change of breeze, they can predict approaching storms more accurately. People with this skill are often consulted by nobles and farmers at

different times of year to help when planning events or planting crops.



Whip Fighting (Agi)

Characters with the Whip Fighting skill know how to use a whip to disarm, entangle, and otherwise damage an opponent. The whip may also be used as a short rope for climbing. When attempting to disarm or trip an opponent, the opponent gains a Strength (Characteristic) Check to keep control.

Whittling/Carving (Per/Con)

The Whittling/Carving skill includes knowledge of what woods lend themselves best to carving and how to select wood for a decorative effect. Whittlers can create a work of art from nearly any piece of wood. It may take many hours or days to create some whittled or carved works.

Wilderness Survival (Wis/Con)

Surviving in the wild is not an easy task. The Wilderness Survival skill includes knowledge of using lean-to shelters, creating, confining, and extinguishing fires, setting up and dismantling camp, and simple traps to catch animals.

Wrestling (Str/Sta)

Wrestling involves using a person's body to gain a physical advantage and thus pinning an opponent. Many wrestlers are quick, strong, and in excellent physical shape. Wrestling can be used in a combat situation as a way of incapacitating an individual.

Characters may attempt to Sidestep/Evade (Dodge) an opponents physical strike, or Grapple/Hold (No Damage Strike) or Pin (No Damage Strike) an opponent to reduce their effectiveness during combat.

Writing (Cha) (Literacy)

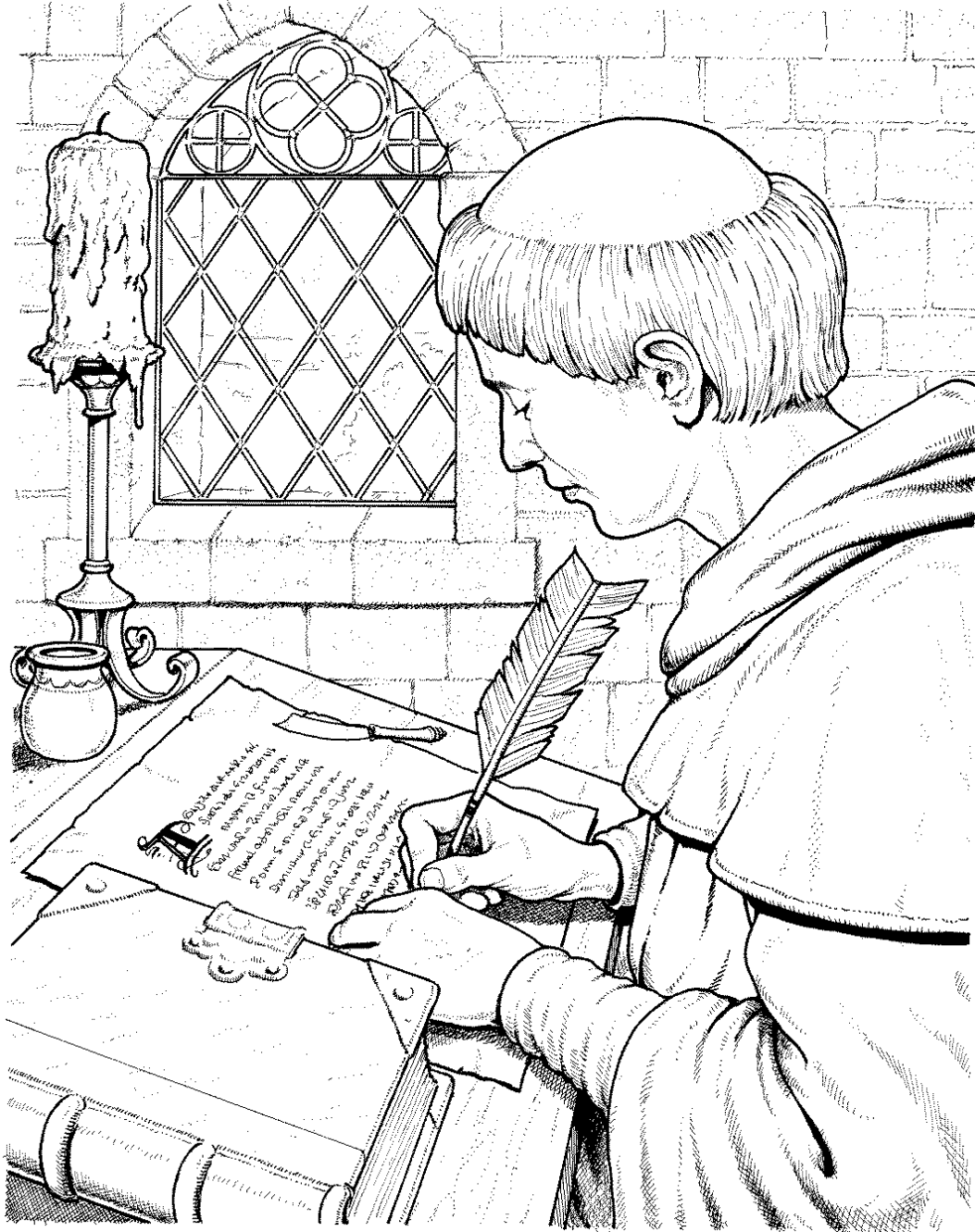
The Writing skill enables your character to evoke an emotion, convince, or otherwise affect a person with the written word. This fine-tuned form of Literacy helps a writer influence the literate populous. A charismatic figure with Writing and Public Speaking can bring a populace to support a war that they were previously



against. Writing may be combined with Written Languages to create written works in other languages.

Written Languages (Int) (Literacy)

Written Languages enables characters to read and write other languages. This skill, when paired with Spoken Languages, makes living with other people much easier. Note that this skill must be taken several times to learn multiple written languages.



CHAPTER THREE

GENERAL AND GM RULES

There are several basic game mechanics that both GMs and Players should be aware of for this system.

CHECKS

Checks are used to determine whether characters succeed in characteristic– or skill-related tasks or when attempting to rationalize the irrational.

CHARACTERISTIC CHECKS

A characteristic check determines if a character has the raw ability to succeed in a task. It can be used to determine success or failure if a character doesn't have a particular skill or can be used for a pure characteristic check, such as breaking an Entangle from a whip attack.

All characteristic checks are made on a d12. The object is to roll the modified or unmodified characteristic score or under.

EXAMPLE...

If Charlie's character was trying to open a stuck door, he would roll a d12 to make a Strength check to open it. Since Orad's Strength score is 8, Charlie has to roll an 8 or under on a d12 to open the stuck door.

EXAMPLE...

Another example of a characteristic check is when one character has another in an Entangle or Hold. The entangled or held character can try and break free by trying an opposed roll. To do an opposed roll, both players would roll a Strength check and the one with the lowest number would win. In the case of a tie, the situation goes unchanged into the next segment of combat.

SPECIAL: PERCEPTION CHECKS

A Perception check allows the GM to see if a character perceives something in their environment. May be affected by the quality of a character's affected sense, such as if a character sees something and has particularly great sight (or bad sight), that would affect the roll.

Like all characteristic check, it is on a d12. The object is to roll under the character's Perception score. If a sense comes into play and has a modifier, it can be added or subtracted from the character's Perception score to reduce or increase the difficulty.

EXAMPLE...

A Perception Check could be used to see if Charlie's character hears, sees, or smells anything. Orad has Average sight (no modifier) and Poor hearing (-1 modifier). So if Orad did a hearing check, he would have to roll his Perception (4) minus his hearing modifier (-1) and roll a 3 or less on a d12. However, if the GM asked for a perception check that involved smell, he would have a +1 for his Good smell, giving him a target of 5 or less on a d12.

Your GM will need to tell the you when a specific sense applies.

SKILL CHECKS

A skill check occurs when the GM asks to see if a character is successful in performing a skill. You roll a d20 and try to get a number equal to or lower than the skill level to determine the quality of a skill success (or failure).



EXAMPLE...

If Charlie's character is trying to determine if a particular plant is poisonous or edible in the wild, the GM might ask for a Plant Knowledge skill check. Orad has the skill at level 2. The GM may adjust the check up or down whether the task is easy (common plant) or hard (rare flower) and simply ask for a die roll. Charlie rolls a d20 and hope for something at or below a 2 (+/- any GM modifiers) to determine the success (or failure) of the task.

EXAMPLE...

Or if Charlie's character had Free Climbing at level 4, he would roll a d20 and try to get a number equal to or less than their Free Climbing skill level.

RUNNING

Running is defined as any time a character moves a distance exceeding their Speed score (using multiple actions) in a 1 second round. A character can run a number of minutes equal to their Stamina score without tiring. At that point, their Stamina decreases (temporarily) every minute they continue to run after that. When it reaches zero, they must stop to rest a number of minutes equal to 60 - their initial Stamina score before moving again.

EXAMPLE...

Charlie's character has 4 actions a round and a Speed score of 4. This means he can move 2 feet per action for a maximum of 8 feet per second. With his Stamina of 5 (and without bringing the Running skill into this example), he can run 8 feet a second for 5 minutes (covering roughly 2400 feet). He can then run an additional 5 minutes (covering another 2400 feet) before he has to rest 55 minutes before moving again. So Orad is able to run nearly a mile in 10 minutes before passing out.

See the description of the Running skill for how to increase the number of minutes a character can run without tiring. Each level of Running increases the time a character can run by 1 minute.

EXAMPLE...

So with Orad's Running skill at level 3, he can run his maximum speed for 16 minutes ((Stamina + Running skill) * 2) straight without stopping, covering nearly 2 miles in the process.

USING EXPERIENCE

Experience points can come from learning important information, completing quests, as a reward for good roleplaying, or for any number of other reasons.

Your characters should be given experience points by your GM at the end of each gaming session. These points can be used to do a variety of things for your character.

Before spending experience points, players should let their GMs know the direction they want their characters to take. If GMs are better informed of where as a player you want your character to go, the gaming experience will be more enjoyable for everybody. For example, if your character is more combat-oriented and there hasn't been much combat in the campaign, you might let your GM know that you'd like more chances for your character to use their Swordsmanship skill.

Note that any skills you raise should have been used repeatedly, since your character was the one who earned the experience. Skills that haven't been used should not be raised.

You can use experience points to do any of the following:

- Purchase New Skills
- Raise Existing Skills
- Purchase Hit Points
- Raise Certain Characteristics
- Create Compound Actions
- Raise Contact Levels (see Contacts later in this chapter for details)

PURCHASING NEW SKILLS

Each new skill costs a number of experience points equal to 11 - the average of the characteristics for the skill.

FORMULA

Experience Cost for New Skill = 11 - Average of Characteristic scores for the skill

EXAMPLE...

Charlie's character has an Intelligence of 4, it would cost 7 points to purchase the Literacy skill. Note that it costs a minimum of 1 point to purchase any skill. Or since Orad has a Wisdom of 4 and a Conviction of 4, it would cost $(4 + 4 = 8 / 2 = 4$ and $11 - 4 = 7$) 7 points to purchase Wilderness Survival.

See Step 10 in Chapter 1 for details on determining initial levels for new skills.

If characters are taught a new skill by a character with Teaching, they will receive a 1 level bonus.

RAISING EXISTING SKILLS

Note You can only raise a skill one level at a time.

LEVEL-BASED SKILLS

To raise a level-based skill by one level, it will cost 11 - the average your character's Wisdom and Conviction scores in experience.

FORMULA

Additional Level = Costs Number of Experience Points equal to $11 - ((\text{Wisdom} + \text{Conviction})/2)$

EXAMPLE...

Orad has Axe Specialization at level 4, and a Wisdom and Conviction score each at 4, so Charlie could spend 7 experience points ($4 + 4 = 8 / 2 = 4$ and $11 - 4 = 7$) to raise it to level 5.

PURCHASING HIT POINTS

As your character gains experience through battle, adventuring, and other difficult tasks, they'll gain calluses on their hands, scars on their body, and a general toughness of their skin and muscles. In game, this reflects an increase in hit points if you choose to spend experience points to purchase additional hit points.

Each additional hit point will cost 11 - your character's Stamina score in experience points.

FORMULA

Additional HP = Costs Number of Experience Points equal to $11 - \text{Stamina}$

EXAMPLE...

Since Charlie's character has Stamina score of 5, it will cost him 6 points to purchase an additional HP for Orad.

After raising hit points, be sure to adjust your character's hit locations. See Step 8 in Chapter 1 for a breakdown of hit locations.

Note It costs a minimum of 1 experience point to buy one HP.

RAISING CHARACTERISTICS

During the game, your character may use certain characteristics more than others. Possibly they've been running (moving more than their Speed score in feet in a one second round—not necessarily using the Running skill) or have been doing heavy labor in a quarry or in the fields, using their Speed, Strength, or Stamina characteristics on a regular basis. By using these characteristics, they have the potential to be raised if you spend experience points to do so.

Spending experience points, you can raise any of the Body characteristics (Strength, Agility, Stamina, and Speed), plus Wisdom, Conviction, and Faith only if the characteristic to be raised is at less than 7. If a characteristic is at 7 or higher, it cannot be raised. See the next section (Raising Characteristics Using Applicable Level-Based Skills) for the exception to this rule...

It costs 3 x the next higher score in experience to raise a characteristic.

FORMULA

Raising Characteristic = Costs Number of Experience Points equal to $3x$ the next higher score

EXAMPLE...

To raise Orad's Speed from 4 to 5, it would cost 15 experience points ($5 \times 3 = 15$).

RAISING CHARACTERISTICS USING APPLICABLE LEVEL-BASED SKILLS

In addition to the standard method of raising characteristics, players may also use the levels of level-based skills based on those characteristics to indirectly reduce the number of experience points spent.

When you decide to raise a characteristic, you may choose a skill based on the characteristic to be raised and subtract that skill's level from the total experience

spent.

FORMULA
Raising Characteristic via Skill = Costs Number of Experience Points equal to 3x the next higher score - the Applicable Skill Level
EXAMPLE...
Since Orad has Axe Specialization at level 4 and a Strength of 8, it costs (27 - 4 = 23) 23 experience points to raise Orad's Strength to 9.

Using this method of raising characteristics, characteristics that may be raised can be raised to the racial maximum for the score.

CREATING COMPOUND ACTIONS

Compound actions are special maneuvers that enable characters to practice two moves and blend them into a single action over time. Be sure to roleplay practicing the compound action as a simultaneous action before you decide to purchase it with experience points. A compound action during combat counts as a partial action, but must obey the same rules as other partial actions in a combat segment - for example, performing a compound action that combines drawing a sword and striking with it in one fluid motion means that that character cannot then use the same sword to parry a blow within that segment.

Note that if a move merged into the new action requires a skill to perform it (i.e. Striking with a fist or weapon), the skill must be at level 6 or higher. For example, a character could practice striking an opponent with a sword and dodging. In this case, the character must either have Fencing or Swordsmanship at level 6 or higher. The Dodge doesn't necessarily require a skill to perform, though they could have Passive Combat at level 6 or higher for the dodge.

EXAMPLES OF COMPOUND MOVES
<ul style="list-style-type: none"> • Quick Draw/Attack—Draw sword and attack with sword or knife • Shield Parry/Lunge—Parry with small shield and stab with sword or knife in other hand • Quick Draw/Throw—Draw throwing knife or axe and throw at opponent

To create a compound action, your character must spend one experience point (equating to time spent practicing the action) and determine the two actions to be

combined.

FORMULA
Compound Action = Costs 1 Experience Point
EXAMPLE...
For Charlie to create a compound action combining a Dodge with a Strike from his Battle Axe, it will cost 1 experience point.

See Chapter 4 for details about how to use compound actions in combat.

OPTIONAL RULES

What follows are optional rules you and your GM can use to further flesh out you characters.

COVERS

For some characters, a solid cover identity may be all that stands between them and death at the hands of an enemy. What would happen if the King discovered a spy masquerading as a bodyguard? Or what would happen if the thugs running the local crime syndicate discovered that one of their members was an undercover guard? In cases such as these, your character **MUST** have a good cover. If not, your character won't live very long.

Cover identities are used by characters who need to deceive others to attain a goal or keep their true identities safe. "Covers" can be based on something as simple as choosing another name or as complex as a whole set of legal documents detailing a "verifiable" background for a spy on assignment. The quality of these documents is crucial for long-term assignments.

Though legal documents are important, so are visual changes used reduce the chances of being recognized as who they really are. Disguise plays an important role here when properly used to change hair or eye color, hair style, makeup, clothing, walk, accent, and so on. Again, the quality of the disguise is very important.

Keep in mind that sometimes a simple change or two in appearance may be all that is necessary. And histories built around events in a character's life are much easier to remember. Time spent in a different profession at some point in a character's life sometimes makes a perfect platform for a cover identity.

In fact, the best documents and disguise may not keep a character alive if they don't "fit" the role they're



attempting to hide behind. Having a set of documents and looking like a priest isn't enough. Eventually people will notice that Father Smith has been asking a lot of questions but never seems to be guiding his flock. Unless the character has some priestly skills, it wouldn't be too hard to see through the disguise.

Again, time spent in a former profession can be used to complete a disguise. If your character spent time as a blacksmith's apprentice, posing as a farrier or blacksmith somewhere becomes that much easier.

However, even with the best forged legal documents, the best disguise, and the skills to portray a cover identity believably, sometimes it's not enough and a cover will be blown. In cases like these, it helps to have a fallback identity that a character can quickly assume. Something simple that would enable them to blend back into the crowds and return to spy another day.

Some characters may have multiple cover identities. In this case, it might be helpful to keep track of the name and other information associated with each on the character sheet.

CONTACTS

During characters' lives, they have come into contact with many people. Some of these they may remain in touch with and share information from time to time. Contacts may be friends, coworkers, or associates met while working in specific fields or professions.

As you develop your character, they may have worked in a single career or several. The number and quality of contacts your character has is determined by the number of professions (backgrounds) they spent time in and how long they spent in each.

Contacts may have access to information or other resources your character does not. Characters can call on contacts for information, financial or material aid, or even their personal assistance. Of course, a contact may counter and ask your character for a favor, and it's up to you to decide whether the help gained from the contact is worth the cost.

DETERMINING CONTACTS AT CHARACTER CREATION

For each year your character spent in a profession, you gain 1 point to spend on contacts. These points can be used to gain new contacts or strengthen existing ones in the profession from which the points were gained. The more points a contact has, the more reliable they are.

When your character changes professions, they may gain new contacts in the new profession, but they may lose old contacts from other professions. For each year away from a profession, subtract 1 point from the overall contact total for each previous profession. If a contact has no points, the character loses the contact.

EXAMPLE...

Since Orad spent 10 years as a soldier in the Army of Dormerre, Charlie has 10 points to spend on contacts in the military. He could have ten different 1-point contacts, two 5-point contacts, one 10-point contact, or any combination in between.

USING CONTACTS

When it comes time for a character to communicate with a contact during a game, the GM rolls a d12 modified according to the type of request made to determine whether they will aid the character.

To determine the target number, add appropriate modifiers together and subtract them from the number of points for the contact. The GM's die roll must be equal to or less than the target number for the contact to aid the character.

Modifier	Nature of Request
-1	Financial aid (per 100 gold)
-1	Material aid (per 1000 gold)
-1	Personal assistance (per day)
0	Keeping a secret
-1	Creating a cover for a character
-2	Handling official sources (Guards, mercenaries, etc.)
-3	Providing Safety (per day)
0	Lending Information

EXAMPLE...

If Orad was wrongly accused of a murder, he might ask a contact to provide financial aid and keep his location a secret from the authorities. The two applicable modifiers would be -1 for the financial aid (less than 100 gold) and -1 for keeping a secret, for a total of -2. If he is using a 5-point contact, the modifiers reduce him to 3 points and the GM must roll a 3 or lower on a d12 for the contact to grant the request.

CONTACTS OVER TIME. . .

If contacts are used successfully, characters may use experience points to strengthen them. For example, let's say the blacksmith character asks a 4-point contact to help break into the palace, and they agree. The player could then spend an experience point to strengthen the contact from being a 4- point to a 5-point, making it easier to request something in the future.

Note however, that for each year your character spends "in game," you must subtract 1 point from all contacts not used. Over time, your character will "lose touch" with some contacts. If a contact has no points, they disappear and may not be used.

EXAMPLE...

If Charlie has Orad change professions and spend 4 years as a thief in the Guild of Thieves', he must subtract 4 points from his military contacts. If he had two 5-point contacts, he could subtract 2 points from each and end up with two 3-point contacts (and 4 points worth of new contacts in the thief profession).

OTHER RANDOM CHARACTER GENERATION ELEMENTS

IMMEDIATE FAMILY

Every character was born into some kind of family. They may have been an only child or been part of a large family with many brothers and sisters. Follow the steps below to determine the number and type of siblings and current state of your character's family.

SIBLINGS

To determine the number of brothers and/or sisters for your character:

1. Roll a d6. A 1 indicates that your character is an only child. A number from 2 to 6 indicates your character's number of siblings.
2. For each sibling, roll a d20.

An odd number indicates a brother and an even number indicates a sister.

The actual number rolled determines the sibling's age when your character is 14 years old. For example, if you roll a 12, your character has a sister 2 years behind them. But if you roll a 15, your character has an older brother.

EXAMPLE...

If Charlie rolled a 2 on a d6, he determines that Orad has 2 siblings. If he rolls a d20 for each sibling, he determines that the first one is a sister that's 4 years younger (rolled a 10), and the next one is a brother who is 3 years older (rolled a 17).

STATE OF PARENTS

To determine whether your character's parents are still together, divorced, or deceased, roll a d100 on the State of Parents table.

Table 3-2: State of Parents

d100 Roll	State
1-20	Married
21-40	Divorced
41-60	Remarried
61-80	One Surviving Parent
81-100	No Surviving Parents

EXAMPLE...

If Charlie rolled a 36, he finds that Orad's parents are divorced.

TRADITIONAL GOOD/EVIL ALIGNMENTS

Beginning or intermediate roleplayers may feel more comfortable ranking their character's perspective on the world on the more traditional Good/Evil, Lawful/Chaotic scales that other games use.

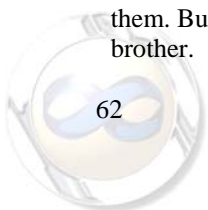
The good/evil/lawful/chaotic scale might look something like this:

	Lawful	
Evil	Neutral	Good
	Chaotic	

This boils down to the typical list of alignments:

- Lawful Good, Lawful Neutral, Lawful Evil
- Neutral Good, True Neutral, Neutral Evil
- Chaotic Good, Chaotic Neutral, Chaotic Evil

These alignments generally describe how the character perceives the world around them.



For example, a Lawful Good character tends to always do the good or right thing, obey the laws, and make others obey the laws. For this reason they are diametrically opposed to Lawful Evil characters who tend to always do the wrong or bad thing, but still have a healthy respect for the law.

Most adventurers seem to fall in the Chaotic or Neutral camps, using their judgment to decide whether to do the good or evil thing or obey the laws. For instance, a Chaotic Good character may choose to break the law and free his friends from jail.

True Neutral is exceedingly difficult to play as a PC. You must act like a proverbial Switzerland, never leaning too far towards law or chaos, good or evil.

MORALITY AND VIRTUE ALIGNMENTS

The Morality and Virtue alignments are meant more for advanced roleplayers who feel constrained by the Good/Evil, Law/Chaos boundaries and want to experiment with a less well-defined structure.

Morality and Virtue are scales of alignment reflecting a character's behavior.

Morality indicates how your character views right and wrong. And Virtue reflects the character's attitude towards pain—do they ease it or cause it or somewhere in between? Together the two scales can help define your character and decision-making during roleplaying when dealing with a character's actions.

Players can use these alignment scales as a way to determine how effectively they've been playing their characters. If changes need to be made in either Morality or Virtue, both the player and GM need to understand why they've been made. See the following sections for details.

VIRTUE

Virtue represents the mortal drive to ease or cause pain and suffering in themselves and others. Someone's virtue isn't determined by how they perceive the pain they inflict or receive, but in how they actually deal with the pain. Let's use the example of a gym teacher ridiculing a student for not being able to do enough push-ups. The teacher may feel that ridiculing the child in front of others will make them work that much harder at improving their performance. The adult may truly feel they are truly helping the child by forcing them to perform. However, the teacher's behavior shows that

their virtue is more firmly set in the gray, not the light or dark areas of the scale. Regardless of whether the child's performance improves or not, the teacher inflicting the pain is encouraging a potential change in behavior. Both the child's and the teacher's virtue may change based on how they react to the pain received or inflicted.

Not all pain is easily identified, but the result is the same—someone suffers. Some pain manifests in an individual's mind or soul and the individual may never openly show their suffering. They may choose to internalize the suffering rather than express it, in turn causing them even more pain and suffering.

Victims of pain must alter their behaviors to deal with their suffering. In fact, the person inflicting the pain might not realize they are the cause of a behavioral change, but their virtue may still change merely by causing the pain. Some players will have difficulty understanding why their virtue changes if they don't realize their character is directly or indirectly causing pain to others. Just because they don't consciously understand their actions doesn't mean that they won't

have a lasting effect to their virtue. For instance, if two people are physically punished, each might react differently than the other. One might

cry openly while the other might show no outward signs of distress. However both will be changed by the experience.

Changes in behavior occur in both the person inflicting the pain and the person suffering from it. Virtue for both people may change and alter their behavior. In a sense, the person suffering must determine if they're going to ease their own pain or cause additional pain. The person beaten as a child may truly feel that the suffering made them a better person. This change in behavior has affected their virtue.

Prolonged exposure to the effects of pain and suffering may lead to permanent changes in a person's mind, body, or soul. Physical pain may cause damage creating deformities, bodily weaknesses, or even death. Mental pain may manifest itself as insanity, depression, or other altered states of consciousness. And soulful changes may change a person's faith in the divine, their will to live, or a decline in how quickly they will recover after repeated abuses.

TYPES OF PAIN

Three basic types of pain exist—Mental, Physical, and Soulful.

Light	Gray	Dark
10, 9, 8, 7, 6	5, 4, 3, 2, 1, 0, -1, -2, -3, -4, -5	-6, -7, -8, -9, -10



Mental pain occurs from verbal negative reinforcement, jealousy, hatred by others, or any action that changes a person's mind. For example, a mother with multiple children might constantly berate a lesser-achieving son and commend the son who constantly excels in everything he does. Over time, the mother's negative reinforcement may make the underachiever believe they are truly unable to succeed.

Physical pain is caused by bodily torture, deliberate and prolonged bleeding, death, and any other way pain may be inflicted on the body. Effects of physical pain may be disguised through the use of makeup or other methods of disguise. But the physical pain may only be one part of a person's torture. For example, a prisoner of war may be physically and mentally abused to give up information. They may be both physically tortured and told again and again that the reason they were captured was that they were a poor soldier. Eventually the prisoner may believe what they're being told and give up just to stop the pain.

Breaking a person's spirit or forcing them to watch torture and pain done to others are examples of soul-based pain. Forcing a prisoner of war to watch as a fellow soldier is tortured may eventually wear one of them down to the point where they give their captors the information they're demanding. Because the soldier has it within his ability to stop the other prisoner's torture, eventually the pressure will be so great that they have to give in.

All types of pain will add up to eventually alter the victim's behavior. Most of the time, different types of pain will be combined. Rarely will one type be experienced by itself. Torturers understand this fact and will use it to their advantage. Victims may suffer from attacks on all fronts, finding it hard to stay strong in the face of so much pain and suffering.

VIRTUE ALIGNMENT

A virtue alignment reflects how a character views pain and suffering. Do they to inflict pain or stop it. Virtue is more than just thinking about pain, but what a character will do when confronting a situation involving pain in themselves or others.

The virtue alignment enables players to keep an objective ruling of how their character is dealing with the pain around them. Players should honestly establish this alignment for their characters so they may use it to more effectively roleplay the character. For example, if a person sets the virtue alignment of their character to a 10 and then indiscriminately kills people during the game, they are not acting as their character's virtue would demand.

Characters with light virtues will attempt to ease the pain in others and not cause pain themselves. However, they may kill someone to ease the pain suffered from a terminal illness. And when interrogating a prisoner they might try to give the person hope of life without pain in exchange for information. They would never force an individual to watch others being tortured.

Characters with gray virtues might use torture to further a higher goal or achieve something important to them. They might watch a horde of barbarians enter a city and slaughter citizens, never raising their hand to stop the massacre. They aren't necessarily inflicting the pain directly but they still have the ability to stop at least a portion of it if they chose to do so.

Characters with dark virtues will use pain most readily. They would torture a prisoner before asking any questions simply if they feel the prisoner deserves it.

When you establish a virtue alignment for a character, try to be honest. For example, don't place a character's virtue at -6, then become a pacifist. If you establish your character's alignment and roleplay the opposite of that alignment, don't be surprised if the GM tells you to adjust it one way or the other.

Rank where your character is on the Virtue Alignment Spectrum. Are they more on the light side than the dark side or somewhere in the gray?

WHAT CONSTITUTES A CHANGE IN VIRTUE?

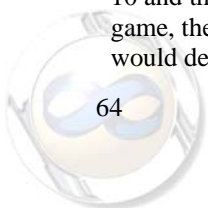
When a character's behavior contradicts the present state of their virtue, the character's virtue alignment may change depending on the degree of contradiction. For example, a character with a light virtue that murders another person would suffer an alignment change.

The GM determines how much, if any, the virtue of a character changes. Depending on the actions of the character, the change could be multiple points or just one point in either direction on the alignment scale. Changes to a character's virtue might be resolved as quickly as they are made. If the character with a light virtue murders someone and then goes to confess to a priest or pray to their god to atone for their actions, the change might be minimized or even negated.

MORALITY

Morals are principles or standards relating to a system governing right and wrong behavior in the universe. Codes of morality provide frameworks that benefit an individual or group if used properly.

An individual's morality may differ from that of society, and both may differ from the morality of higher beings.



As a player, you must concentrate on what your character understands as right and wrong. For example, let's take a player with a character who belongs to the thieves' guild. In the real world, the player would never steal from another person. However, theft is their character's way of life. Therefore, the character has a different morality from the player.

TYPES OF MORAL CODE

Several different levels of moral code exist and each may come in conflict with one or more of the others. Nature, Animals, Man, Society, Thought, and Time each have their own definitions of right and wrong. All moral codes taken together define the overall morality in the universe. Ultimately, right in the universe occurs when all moral codes peacefully coexist with Time, the highest moral code.

Nature's moral code defines how the elements (fire, wind, earth, and water), plant life, and geological events work in the universe. Nature's moral code is structured to ensure its own continuity. Continuity often means cycling through periods of creation and destruction. Fires started by natural lightning will burn dense forests to provide room for new growth. Flooding rivers will redistribute rich new soil for new growth higher along the river's banks.

The moral code for Animals represents small groups lacking a powerful social order. In essence, the code becomes "survival of the fittest," requiring that only the strongest and most able animals perpetuate the species. Often, this moral code is in conflict with the forces of Nature. However, animals are more able to survive Nature's moral code because they simply accept it and adapt..

Man's moral code represents all individuals and genders of humankind and their struggle to survive in the world of Nature and Animals. Basically Man's moral code becomes "might makes right." To survive, Man must

live within Nature and control a portion of the Animal kingdom to make their lives better. The domestication of dogs, cattle, pigs, and horses are examples of the moral code of Man controlling the moral code of Animals to the benefit of both groups.

The moral code for Society represents organized groups of people brought together to ensure protection of all individuals within the group. Society's moral code guarantees its own survival. However, it requires the aid and participation of Man since society is nothing without its members. Conflicts between moral codes most often arise between those of Man and Society. In most cases, Society should win the conflict because people typically have better lives within properly functioning societies than without. Society uses Man's moral code (might makes right) to establish and maintain order, establishing police and militias to keep order within villages, towns, and cities.

Thought's moral code includes the people capable of reasoning what's best for Society, Man, Animals, and Nature. Their responsibility is to manage the other moral codes so that they might all peacefully coexist.

Intellectuals realize that they must minimize conflict between moral codes to obtain a better life for themselves.

The highest moral code is Time. For Time to continue, things must change or it will cease to have meaning. The ultimate right is that everything must change so the energy of life will continue to sustain all life.

Table 3-4: Moral Alignment Spectrum

Moral	Gray	Immoral
10, 9, 8, 7, 6	5, 4, 3, 2, 1, 0, -1, -2, -3, -4, -5	-6, -7, -8, -9, -10

CONFLICTS BETWEEN MORAL CODES

Each moral code represents what is best for that group. One of Nature's most powerful moral codes is that fire cleanses a forest for a new cycle of life. However, this seems cruel to Man and Society to kill life, but Nature knows it's necessary to burn some of the forest so the whole will continue to thrive. Without it, life could not exist.

However, when the fire threatens a city and its inhabitants, a conflict arises between moral codes. Which moral code should prevail in this situation? The character with a gray moral alignment of 1 would stop the fire to protect themselves and their family, not thinking of Society but themselves. Characters with a higher moral alignment, around a 4, would also save the city but because their goal was to save everyone within it, not just themselves.

Table 3-5: Examples of Moral Alignment

Name	Score
Time	+10
Thought	+6
Society	+2
Man	-2
Animals	-6
Nature	-10



When a course of events favors two or more moral codes, no conflict arises and all participants benefit. When events don't favor all participants, conflicts arise stemming from the importance of each group's moral code. According to the morality of the universe, the right thing to do is favor the higher moral code.

When two different moral codes come into conflict, you must weigh the moral codes. It is morally just to place Time over Thought, Thought over Society, Society over Man, Man over Animals, and Animals over Nature. A character with a moral alignment of -3 would kill poachers in the forest because they are upsetting the moral code when they kill healthy animals instead of the old or sick ones.

INTERPRETING CONFLICT IN MORAL CODES

The following examples illustrates how individuals possessing different levels of moral alignment interpret moral conflicts.

Let's say someone is trapped in a burning building and your character has enough time to safely extract them from danger. The character with a light moral alignment (+6 to +10) would save Man from Nature in this situation. The character with a gray moral alignment (-5 to +5) may or may not aid the trapped person. It would depend on the circumstances—is the trapped person a friend or would there be the possibility of a reward? A character with a dark moral alignment (-6 to -10) might actually help the fire burn other nearby buildings. Perhaps they consider cities dirty and unnatural structures and seek to, like Nature, clear the area for new growth.

In this scenario, the person with a light moral alignment chooses Man over Nature. This is right because Man, who might contribute to Society, is more important than the fire, which is inanimate. The character with a gray moral alignment will probably do nothing unless it's in their best interests to do so. And the character with a dark moral alignment favors the lower morality of the fire. They might believe that the fire cleanses Man and Society and has a right to burn the city. Obviously neither Man nor Society likes this person.

MORAL ALIGNMENT

Each type of moral code is ranked according to the moral alignment of characters. When determining their moral alignment, characters may refer to the relative alignments of the various moral codes. If a character favors the moral code of Man over that of Society or Thought, they would have a moral alignment of near a -2. However, if the character always obeys the laws of Society because they feel that obeying laws is the right

thing to do, they would have a moral alignment closer to a +2.

Nature has a moral alignment of -10. In conflicts of moral code, characters with a -10 will favor Nature over the moral codes of Animals, Man, Society, Thought, and Time. In most cases, this character will do wrong simply because they are favoring the lowest moral code.

The moral code of Animals has a moral alignment of -6. Characters with this alignment still favor a lower moral code than that of Man or Society.

Man's moral code has a moral alignment of -2. This moral code differs from the previous two because people are involved in Society, Thought, and Time. Characters are not necessarily doing wrong all the time by favoring their own moral code. Characters favoring Man's moral code believe in the right to personal freedom, even if it conflicts with that of other members of Society.

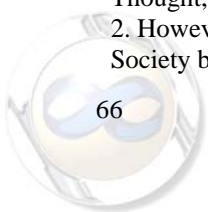
The moral code of Society has a moral alignment of +2. The rules and laws of a Society are a direct reflection of their morality. The character favors Society in their own decisions and actions, which may or may not conform to the next higher moral codes. Characters believe they must surrender some of their personal freedom so that everyone can live in harmony.

Thought's moral code has a moral alignment of +6. When Thought is used to determine the rules and laws for a Society, characters are doing what is right for Man and Society. In most cases, they will do what is right for the overall morality of the universe.

The moral code of Time has a moral alignment of +10. Characters realize that everything changes and that prophecy is merely Time's way of establishing what is best for the morality of the universe.

Players should objectively determine how their character is going to measure right and wrong. Moral alignment will help players roleplay their characters better by enabling them to measure the right and wrongness of their characters actions. Players should honestly establish moral alignment so it agrees with how they roleplay the character. For example, a player wouldn't set their character's moral alignment at +8 if the character is in favor of slavery.

Now rank where the character is on the Morality Alignment Spectrum. Are they more on the immoral side than the moral side or somewhere in the gray?



WHAT DETERMINES A CHANGE IN MORAL ALIGNMENT?

Changes in moral alignment occur when the character performs an action that contradicts their moral standing at the time. For example, if a person with a dark moral alignment saves another person from a hungry lion, they may have saved them for their own reasons, but what they did was right.

The GM must determine how a character's moral alignment changes. The character's actions will indicate whether the character has changed their views of right and wrong. The change may be extreme or only a single point in either direction of the alignment scale.

**ALTERNATIVE CHARACTER GENERATION TECHNIQUES****MAIN CHARACTERISTIC GENERATION METHOD**

The main method of character generation is as described in Chapter 1 and consists of a few basic steps:

1. Roll Family (d10)
2. Roll 3d6, reroll any ones, divide total among the Mind, Body, and Soul aspects..
3. Multiply the number of points in each aspect by 4.
4. Divide the new total among the characteristics for the aspect.
5. Roll d10 once each for Beauty, Wealth, and Luck.

ALTERNATIVE #1

Alternative one uses power levels:

- For lower powered characters, use 9 as the value to

divide among Mind, Body, and Soul aspects and divide 20 points among the Fate characteristics.

- For medium powered characters, use 13 as the value to divide among Mind, Body, and Soul aspects and divide 28 points among the Fate characteristics.
- For high powered characters, use 18 as the value to divide among Mind, Body, and Soul aspects and divide 36 points among the Fate characteristics.

ALTERNATIVE #2

This alternative keeps steps 2 and 3 from the main method, but replaces steps 1 and 4 by having you roll a d10 and multiply that number by 4, and dividing that total among all the characteristics in the Fate aspect—Family, Beauty, Wealth, and Luck.

OTHER ALTERNATIVES

Stay tuned for other alternative character generation techniques to be posted on the Moebius Adventures website (<http://www.moebiusadventures.com>).



GM RULES

CHARACTERISTIC CHECKS

GMs should ask for characteristic checks on many different occasions:

- Senses— See the Special: Perception Checks section for details.
- In place of skills—Use the characteristic used to determine the initial skill level and base the check on it. For example, if a character decides to climb a wall and doesn't have the Free Climbing or Rope Climbing skill, you could have them roll an Agility check to see if they can keep from falling.
- Feats of Strength—For instance, holding onto a sword when someone is trying to pull it away from the character, you could have them roll a Strength check to see if they can hang on or lose the weapon.
- Saving players from stupid actions—You could use a Common Sense check to see if the player really believes in cartoon physics when stepping off a cliff. If they make the check, they realize their folly. Otherwise, gravity takes over.
- Character memory—For example, a player might try to jog his character's memory about an NPC's name. To determine if they were successful, you could have them roll an Wisdom check.
- Family tie check —To determine if a character has a family contact or connection to a specific NPC, you can have them roll a check against their Family score.
- And anything else you feel is appropriate!

GRANTING EXPERIENCE

Experience comes from living and learning from various situations, hardships, or revelations in a character's life. Experience points are a way to quantify how a character develops from each experience.

Experience points can come from learning important information or completing quests, as a reward for good roleplaying, or for any number of other reasons. Players can use experience points to indicate character growth by purchasing new skills, raising characteristics, gaining new compound actions, etc.

At certain times during the game, GMs will want to distribute experience points. These are suggestions for when to give characters experience points:

- End of Gaming Night—At the end of a gaming night, each character should gain one experience point.
- End of Adventure—At the end of an adventure, each character should gain one experience point.

- End of Campaign—At the end of a campaign, each character should gain two experience points.
- Roleplaying—For players who roleplayed their characters particularly well during a gaming night or throughout an adventure or campaign, they should gain an additional two to four experience points.

REALITY CHECKS

Reality Checks represent the character's ability to rationalize their way out of seemingly irrational situations. For example, a guard on duty who's been drinking tea or coffee may use a Reality Check to avoid the effects of seeing a ghost. Or a PC caught in the effects of a hallucination might use a Reality Check to see their way more clearly.

To make a Reality Check, players must roll their Reality Check number or less on a d20. GMs will need to roll Reality Checks for their NPCs as well. If the roll is successful, the character or NPC avoids the effect.

If the roll fails, see the Fears and Insanities section that follows for details.

FEARS AND INSANITIES

When characters fail Reality Checks, they may gain fears or insanities. Fears are unpleasant, often strong emotions caused by the anticipation or awareness of danger. Insanities are deranged states of mind or mental disorders.

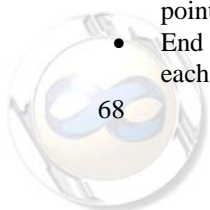
Merely failing a Reality Check does not automatically create a fear or an insanity. However, when characters gain fears or insanities they are given a strength number indicating how strong the fear or insanity is. The stronger the fear or insanity, the more extreme the effects. When making Reality Checks concerning a fear or insanity the character has, players must subtract the fear or insanity strength from the die roll. For example, if a character has a fear of snakes at a strength of 1 and a snake crosses their path, they must make a Reality Check with a -1 modifier for the strength of the fear. So if their normal Reality Check number is a 5, it would be a 4 when encountering a snake, but a 5 otherwise.

Note

Reward players roleplaying the effects of fear or insanity well with experience points.

FEARS

By failing a Reality Check roll by 5 or less, the character is merely shaken by the experience and no lasting



effects are created.

If the roll is missed by 6 to 10 points and this is the first time the character has failed a Reality Check for this object, the character gains a fear of the object at a strength of 1. If they miss their Reality Check by 6 to 10 points the next time they encounter this object, the fear increases to a strength of 2 (1 + 1). In addition to gaining or strengthening the fear, the character panics. Try and get your players to roleplay panic as they think their characters would panic.

If the roll is missed by 11 to 15 points, they either gain a fear at a strength of 3 or they add 3 points to the existing fear. In addition to gaining or strengthening the fear, the character is paralyzed and cannot move until the object is removed.

If the roll is missed by 16 to 20 points, they either gain a fear at a strength of 5 or they add 5 points to the existing fear. In addition to gaining or strengthening the fear, the character falls into a temporary coma and will not recover until the object is gone for several minutes to hours.

If the roll is missed by 21 or more points, they gain an insanity about the object at a strength of 1. See the next section on Insanities.

It is possible to reduce the strength of a fear. If the roll is under the target Reality Check number, you reduce the strength of the fear by the number of points under the target number.

If a fear goes to a negative strength, you actually add those points to the Reality Check the next time you encounter the object. You've developed an almost self-confident attitude when facing the fear, refusing to be afraid of the object. Note that this isn't always a good thing and a Common Sense check may be needed.

INSANITIES

When a character gains an insanity, there's no going back to fear. However, the insanity can be cured over time.

Much in the same way characters gain strengths of fears, they gain strengths of insanities.

If a character has an insanity with a strength of 1 to 5, they've got an obsession about the object of the insanity. The obsession can be a desire to wipe out the object of the insanity or fear, or it could be a series of steps they use to protect themselves from the object. It's the object of the insanity or the anticipation of facing the object

that triggers the Reality Check.

For example, if the character is prevented from destroying the object or protecting themselves or others from it, they must make a Reality Check and subtract the strength of the insanity from the roll.

If they miss the target number by 1 to 5 points, the insanity strength isn't increased, but the character is distraught at having been blocked from the obsession.

If they miss the target number by 6 to 10 points, the insanity strength increases by 1 and the character hallucinates. Hallucinations can take the form of perceiving anything that isn't there. When telling the player what the character is experiencing, make things up. Play on characters' senses with hallucinations. For example, if a character is suffering from a hallucination, you could say that they feel like ants are crawling all over their body. The object is to get the player to react as their character would without telling the player to act as the character would—this increases roleplaying.

If they miss the target number by 11 to 15 points, the insanity strength increases by 3 points and the character becomes paranoid. Paranoia is a state where the characters' senses are heightened and they will perceive threats to themselves or others that may or may not be real. For example, a character experiencing paranoia might believe that a monster is waiting for them around every corner. Play on this paranoia and tell the player to make Perception Checks to see if their character hears anything. Adjust the character's Perception score by +3 for the duration of the effects of the insanity to reflect the character's heightened awareness.

If they miss the target number by 16 to 20 points, the insanity strength is increased by 5 points and the character falls into a coma that could last for the character's entire life. At this point, only divine intervention will pull the character from the brink.

If they beat the target number for the Reality Check, the strength for the insanity is lessened by the number of points under the target.

If an insanity goes to a negative strength, you actually add those points to the Reality Check the next time you encounter the object. If the insanity goes to a strength of -20, the character loses the insanity.



ABSORPTION AND DAMAGE CAPACITIES OF SOME MATERIALS AND ITEMS

At some point, characters may try to hack down doors with swords. The following tables may help with how much damage some everyday materials and items can take.

What follows are two tables; one with absorption rates for everyday things and one with absorption rates and

Item	Absorption Rate	Damage Capability
Dining Table	2	16
Bar Table	4	32
Chair	3	24
Wood Wall (Exterior)	5	40
Adobe Wall (Exterior)	6	48
Wattle & Daub Wall (Exterior)	4	32
Stone Wall (Exterior)	10	80
City Wall (Exterior)	100	800
Fortress Wall (Exterior)	90	720
Wood Wall (Interior)	3	24
Stone Wall (Interior)	7	56
Bookshelf	6	48
Fortress Gate	100	800
Town Entrance Gate	50	400
Dungeon Gate	12	96
Barnyard Gate	5	40

Material	Absorption Rate	Damage Capability
Wood: Pine (per inch)	2	16
Wood: Oak (per inch)	8	64
Wood: Cedar (per inch)	3	24
Rock: Sedimentary	3	24
Rock: Metamorphic	8	64
Rock: Igneous	5	40
Iron (per 1/8 inch)	3	24
Glass	1	8

damage capacities for basic materials.

LIFTING, CARRYING, DRAGGING, AND THROWING

Use the following values to determine what a character can lift, carry, drag, and throw while not in combat. If a character is dragging anything while in combat, they must drop whatever they are dragging in order to Strike, Parry or Dodge. Characters dragging anything are at a Speed of 1.

Action	Amount Moved (in lbs.)
Lift	40 x Strength
Carry	20 x Strength
Drag	120 x Strength
Throw	15 x Strength a distance of 10 feet

DETERMINING WEAPON DAMAGE

The Damage value for each weapon in Chapter 1 is determined by taking the average of the Weight (in pounds) and the Length (in feet) and adding 5 for the average character Strength characteristic value.

FORMULA
$\text{Weapon Damage} = ((\text{Length (feet)} + \text{Weight (lbs)}) / 2) + 5$

Formula: $((\text{Length (feet)} + \text{Weight (lbs)}) / 2) + 5$

GENERAL RULES SUMMARY

BASIC CHARACTERISTIC CHECK

1. Roll a d12
2. Add modifiers
3. Roll the target number or below

OPPOSED CHARACTERISTIC CHECK

1. Each opponent rolls a d12
2. Adds/subtracts Strength modifiers
3. The opponent with the lowest score wins
4. In the case of a tie, the check is a draw and stays the same into the next segment

PERCEPTION CHECK

1. Roll a d12
2. Add any applicable Sense modifiers
3. Roll the character's Perception score or below

REALITY CHECKS

1. Roll a d20
2. Get a number equal to or less than the character's Reality Check value

SKILL CHECKS

1. Roll a d20 (for level based skills)
2. Add modifiers
3. Get a number equal to or less than the target skill level

RUNNING

- A character can run a number of minutes equal to their Stamina score without tiring
- After that, their Stamina decreases temporarily one point for every minute they continue to run
- When their Stamina reaches zero, they must stop to rest a number of minutes equal to 60-their initial Stamina score before moving again

PURCHASING NEW SKILLS

- The Experience cost for a new skill = 11 - the Average of the characteristic scores for the skill

RAISING EXISTING SKILLS

- The Experience cost to raise a level-based skill is $11 - ((\text{Wisdom} + \text{Conviction})/2)$

PURCHASING HP

- An additional HP costs a number of Experience equal to 11 - Stamina
- Minimum cost of 1 Experience point

RAISING CHARACTERISTICS

- An additional point to a characteristic costs a number of Experience equal to 3x the next higher score - any applicable skill level

CREATING COMPOUND ACTIONS

- A compound action costs 1 experience point

RAISING CONTACT LEVELS

- Raising a contact costs 1 experience point to go from one level to the next

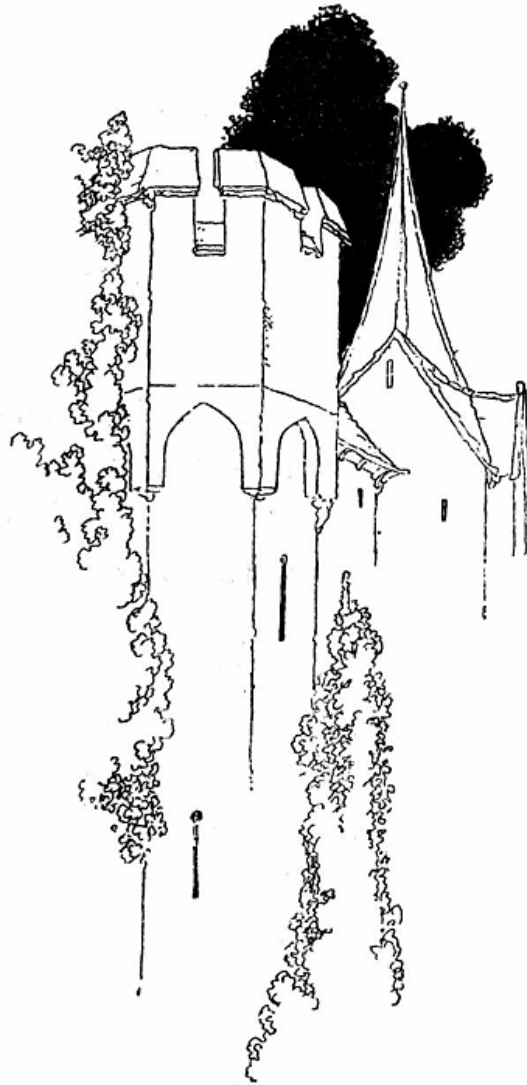
Contact Modifiers	
Modifier	Nature of Request
-1	Financial aid (per 100 gold)
-1	Material aid (per 1000 gold)
-1	Personal assistance (per day)
0	Keeping a secret
-1	Creating a cover for a character
-2	Handling official sources (Guards, mercenaries, etc.)
-3	Providing Safety (per day)
0	Lending Information



Lift, Carry, Drag Amounts	
Action	Amount Moved (in lbs.)
Lift	40 x Strength
Carry	20 x Strength
Drag	120 x Strength
Throw	15 x Strength a distance of 10 feet

Absorption Rates for Common Items		
Item	Absorption Rate	Damage Capability
Dining Table	2	16
Bar Table	4	32
Chair	3	24
Wood Wall (Exterior)	5	40
Adobe Wall (Exterior)	6	48
Wattle & Daub Wall (Exterior)	4	32
Stone Wall (Exterior)	10	80
City Wall (Exterior)	100	800
Fortress Wall (Exterior)	90	720
Wood Wall (Interior)	3	24
Stone Wall (Interior)	7	56
Bookshelf	6	48
Fortress Gate	100	800
Town Entrance Gate	50	400
Dungeon Gate	12	96
Barnyard Gate	5	40

Absorption Rates for Common Materials		
Material	Absorption Rate	Damage Capability
Wood: Pine (per inch)	2	16
Wood: Oak (per inch)	8	64
Wood: Cedar (per inch)	3	24
Rock: Sedimentary	3	24
Rock: Metamorphic	8	64
Rock: Igneous	5	40
Iron (per 1/8 inch)	3	24
Glass	1	8



CHAPTER FOUR

COMBAT

When it comes to combat, no group has more skill than professional soldiers. These men and women exemplify the very best in physical combat. Styles differ between fighters, but everyone trains to win.

Different styles of fighting require training to exploit advantages over an enemy. Archers learn to aim bows and missile weapons and knights to bear heavy weaponry in a charge. Neither would expect the other to be as good with their own weapon of choice – most archers wouldn't challenge a knight to a sword duel and most knights wouldn't dream of competing in an archery competition.

All fighting forms have some commonalities. Initiative, actions, and damage are all handled the same. The real differences arise in the form of combat modifiers. Combat is separated into one-second rounds. Each round is then broken into segments. In any given segment, a person can perform one or more actions. Actions include striking, parrying, dodging, moving, and others described later. Depending on how combatants use their actions, there can be anywhere from 1 to 6 segments in each round.

NUMBER OF POSSIBLE ACTIONS

When in combat, each character has at least one action in a round, possibly more. Your character's Number of Possible Actions determines how many tasks they can perform in one segment of a round of combat. Typically this number is from 1 to 6.

Note

Refer to Chapter 1 for details on how to compute the Number of Possible Actions for your character.

Some people are just going to be able to do more things in a second. They're more coordinated and just seem to be able to position their hands and feet for rapid, accurate movements.

COMBAT SEQUENCE

Each combat follows a standard sequence of events. Surprise attacks are resolved before the actual give-and-take of combat begins. Then each round that follows has an Initiative Phase and several segments where combatants use their actions in the specified initiative. When one round ends, the next begins with the same initiative as the first until the combat is resolved.

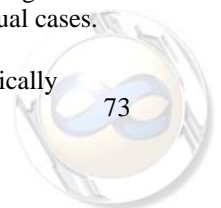
Not all combats begin with a surprise attack. Not all combats are long and involved. Most will be quickly resolved.

SURPRISE ATTACK PHASE (PRE-INITIATIVE)

Surprise attacks occur before the target has a chance to react to his or her attacker. Typically there is little chance the target can defend him or herself in time. In the Moebius Adventures system, surprise attacks happen before the initiative phase. The element of surprise lasts one segment and then the initiative phase begins.

Attackers may use surprise in many different ways. Assassins may use Stealth to sneak up on unsuspecting victims. Guerrillas may use the dense vegetation on either side of a forest to lay in wait and leap upon passers-by. Archers or snipers may fire from a concealed location on targets oblivious to their fate. In certain cases, the target may actually sense their attackers. Failing a Stealth roll is one way this might happen. The GM will have to decide in individual cases.

A target being attacked from behind is automatically



surprised and has no chance to react. (Unless there's a special circumstance, in which case the GM will have to decide.)

A target attacked from the side or front has a chance to detect the attack using a Perception check with a -5 modifier. If the target character has the Combat Sense skill, the character's Combat Sense level can be added to their Perception.

SHORTCUT

Perceive Surprise = roll d12 under (Perception + [Combat Sense Level] - 5)

If a character cannot perceive or fails to perceive a surprise attack, they cannot actively defend against it. Characters that perceive a surprise attack may only defend against it (Dodge or Parry).

Attackers using the surprise attack make their Strike rolls and determine damage normally.

COMBAT ROUND

Each combat begins by determining the order in which combatants can act during each segment.

Each segment enables a combatant, at his or her initiative, to perform one or more actions. When all combatants have run out of actions for the segment, the

current segment is over and a new one begins. When all combatants have used all their actions, a new round begins.

Combat continues until the battle is resolved.

INITIATIVE PHASE

The Initiative Phase determines the order in which combatants can perform actions in a combat segment. The combatant with the highest initiative has the chance to performing their actions first, followed by the next highest, and so on.

Each combatant rolls a d12 and adds any applicable Perception bonuses to initiative. If it's a surprise attack did not precede it, characters with the Combat Sense skill can also add their skill level.

SHORTCUT

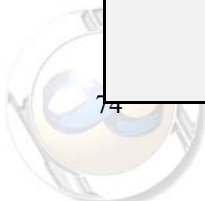
Initiative = d12 + (Perception Bonus) + [Combat Sense level]

EXAMPLE...

Let's say Charlie's character is going into combat with a swordsman. Orad doesn't have a Perception bonus though he does have the Combat Sense skill at level 2. His opponent has a Perception of 7, granting him a +1 to Initiative.

Table 4-1: Complete and Partial Action Examples

Complete Actions	Partial Actions
<p>There are only a few complete actions your character can perform:</p> <ul style="list-style-type: none"> • Jumping • Aiming or firing any type of bow • Searching for an item on their person • Standing up from a prone position • Moving their maximum feet per action 	<p>There are many different types of partial actions. Only a few are listed here:</p> <ul style="list-style-type: none"> • Strike • Parry • Dodge • Moving ½ their maximum feet per action • Drawing a weapon <p>Partial actions only take part of a segment to complete. However, you can only perform one partial action with an item in a segment if the partial action is not part of a continuous series. Though this concept sounds difficult, really it isn't.</p> <p>A character can draw a sword from its scabbard on his belt and move it across his body to Parry a strike in one fluid motion. These two partial actions form a continuous series and can be performed in a single segment.</p> <p>However, a character can't Strike an opponent with a sword and Parry the opponent's strike with the same sword at the same time. These partial actions are not part of a continuous series and cannot be performed in a single segment. Note that these two actions could be split across two segments.</p>



EXAMPLE, CONTINUED...

At the beginning of the first combat round, each player rolls a d12. Charlie rolls a 5 for a total initiative of $(5 + 2 \text{ [Combat Sense level]} = 7)$ 7. The swordsman rolls a 9 for a total initiative of $(9 + 1 \text{ [Perception bonus]} = 10)$ 10. He goes first.

Once initiative is determined, combat proceeds segment by segment in order of initiative, continuing until all combatant actions have been used for the round and then starts a new round using the same initiative as the first.

SEGMENTS

A segment begins when the quickest combatant, the one with the highest initiative, chooses to act. If a combatant chooses to hold his or her action for the segment, combat continues to the next highest initiative. A segment ends when the combatant with the lowest initiative has acted. The number of segments for a combat round will vary from round to round, depending on how actions are used.

Each character has a maximum number of possible actions they can perform in each round of combat. Combatants can only act once in a segment, but may react multiple times. The trick is to conserve possible actions for when they're most needed. A character could choose to only defend against attacks, never actually attacking during a segment. Or a character could choose to go on the offensive and attack as many times as possible, never defending against any opponents' blows. Each action or reaction uses one of the characters' possible actions for the round.

There are two types of actions taken in combat—complete and partial (see the previous page for detailed examples). Each complete action takes a full segment or longer to complete. However, each partial action only takes part of a segment to complete, so a combatant may perform multiple partial actions in a segment if they aren't exclusive. For example, a combatant could use partial actions to both parry a blow with a shield and strike with a sword in the same segment. But he couldn't parry and strike with the same sword in the same segment—those partial actions are mutually exclusive.

No matter which type of action is performed, each action uses one of your character's possible actions for a single combat round. So Dodging a blow and Striking (both partial actions) in a segment takes two actions. Every combatant must spend at least one action in each segment of a combat round. If the player wishes to do nothing with the action in a segment, the action is still considered used for the round.

Characters can move half their feet per action and still Strike, Parry, or Dodge in one partial action in a segment. Moving and acting in this manner incurs no penalties.

Note

Partial actions can be combined into compound actions to reduce the number of actions used. See the section on Compound Actions for details.

It does not take an action to perform characteristic checks or thoughtful skills such as Religious Knowledge, Philosophy, and so on. However, performing physical skills such as Gymnastics or using weapon skills such as Knife Fighting requires a partial action.

Keep in mind that if you use all your character's actions early in a combat round, they won't be able to Parry, Dodge, or perform any other actions at later segments of the round! Sometimes this is inevitable, but shrewd players will use their characters' actions wisely.

SPECIAL ACTIONS—ARCHERY**CROSSBOWS**

To fire a crossbow in combat, it takes multiple actions. A trained crossbow archer may be able to fire as many as three or four bolts per minute. Though slower than a short- or longbow, crossbows were more effective against opponents wearing heavy armor.

- One partial action to brace a crossbow before setting it.
 - Cranking or otherwise setting the bow requires two complete actions, one to grab the mechanism and the other to pull the bow back.
- ⇒ For example, a character has to spend one complete action to grab the crank on a windlass and another complete action crank the bow into position.
- To draw a bolt from a quiver takes a partial action.
 - To place a bolt in the crossbow takes one partial action.
 - Lifting the bow into a firing position takes one partial action.
 - And then firing the bow takes one complete action because the archer has to hold the position until the arrow has left the bow completely.

Note

If you take a complete action with any bow to aim at a target, you gain an additional +3 to Strike.

Obviously the drawing a bolt and placing it in the crossbow can be combined into a Compound Action with practice. So this process could be reduced to a five-

segment attack as opposed to the six-segment attack described above.

LONGBOWS AND SHORTBOWS

To fire a longbow or shortbow in combat, it takes multiple actions. However, in medieval times a military archer was expected to shoot at least ten aimed shots per minute and some could shoot as many as 20 per minute.

- One partial action to draw an arrow from a quiver.
- Another partial action to knock an arrow.
- Pulling the bowstring back with the requires one complete action because the character is pulling the bow up at the target while pulling the string back.
- And firing the bow takes one complete action because the archer has to hold the position until the arrow has left the bow completely.

Obviously the first two partial actions can be combined into a Compound Action with practice. So this process could be reduced to a three-segment attack as opposed to the four-segment attack described above.

OFFENSIVE AND DEFENSIVE ACTIONS

There are three basic categories for offensive and defensive actions – Strike, Parry, or Dodge.

STRIKE

For your character to hit someone with a punch, kick, or weapon, you roll to Strike your opponent. This includes ranged weapons such as longbows.

A Strike roll is $d12 + \text{your character's Agility Bonus} + \text{your character's Weapon Skill Level} + \text{any other modifiers}$.

SHORTCUT

Strike = $d12 + (\text{Agility Bonus}) + (\text{Weapon Skill Level}) + (\text{Other Modifiers})$

EXAMPLE...

Orad has an Agility of 7, so he has a +1 bonus to Strike. If Charlie rolls a 6 on a d12, he adds the +1, then adds his Axe Specialization skill level of 4, for a totally Strike roll of 11.

If you roll to hit, and, with modifiers, the strike roll is zero (0) or less, you have critically fumbled. See the

Note A naturally rolled 1 is an automatic miss, but not a critical fumble. If, with modifiers, the Strike roll is less than 1, this is a critical fumble.

Critical Fumble table in the Combat Modifiers section later in this chapter.

If striking with a ranged weapon, see the Ranged Attacks section later for details.

PARRY

If someone is swinging a fist or weapon at your character, it helps to try to block the blow and avoid being hurt. Characters can only Parry blows they can see. If an opponent is behind your character and attacks, your character is unable to Parry the blow.

If your character doesn't have a weapon or shield to Parry with, they can use a limb (such as an arm) to Parry an attack, but they will take damage doing so. For example, if your character puts up his arm to block a sword Strike and successfully Parries the blow, damage is assessed to the arm.

A Parry roll is $d12 + \text{your character's Agility Bonus} + \text{your character's Weapon or Shield Skill Level} + \text{any other modifiers}$.

SHORTCUT

Parry = $d12 + (\text{Agility Bonus}) + (\text{Weapon or Shield Skill Level}) + (\text{Other Modifiers})$

EXAMPLE...

Let's say Orad is going to use his Battle Axe to Parry an incoming Strike from the swordsman. Orad has an Agility of 7, which gives him a +1 to Parry, and his Axe Specialization level of 4. If he rolls an 8, he has a total Parry roll of 13.

If a modified Parry roll is equal to or more than the modified Strike roll, the roll goes to the parrier.

EXAMPLE...

So if Orad attempts to Parry a Strike from the swordsman with his Battle Axe, let's say his opponent has a modified Strike of 9 and Charlie gets a modified Parry of 9 (or higher). Orad parries the blow and avoids taking any damage.

A special case happens if the character attempting the Parry uses a shield and doesn't avoid the Strike. Any damage done goes to the shield first, then any armor the character is wearing, and finally through to the character's hit points.

SPECIAL NOTE

Your character can parry ranged weapons (such as thrown knives or longbow arrows) if they have the Shield skill and perceive that the attack is directed at them. They must use an action to react to the oncoming weapon and raise the shield to Parry. See the Ranged Attacks section in Special Attacks for details.

DODGE

If your character doesn't have a weapon or shield to Parry with, you can always try to Dodge out of the way. Your character can Dodge any blow he or she perceives. For example, if an opponent is behind your character and attacks, your character is unable to Dodge the blow.

A Dodge roll is d12 + your character's Agility Bonus + any other skill bonuses (such as Passive Combat) + any other modifiers.

SHORTCUT

Dodge = d12 + (Agility Bonus) + (Dodge-related Skill Level) + (Other Modifiers)

EXAMPLE...

So if Orad is caught without his axe and someone swings a sword at him, he has an Agility of 7 (+1 to Dodge) with no other skill bonuses. Charlie rolls a 5 for a modified Dodge roll of 6.

Characters can Dodge ranged weapons sometimes if they perceive that the attack is directed at them. See the Ranged Attacks section in Special Attacks for details. Note however that if a cloud of arrows comes at your character, it's probably better to duck and cover (-5 penalty to Dodge this sort of attack).

SPECIAL NOTE

Characters with the Acrobatics, Gymnastics, or Passive Combat skills gain bonuses to Dodge. See the skill description for details.

CRITICAL FUMBLE TABLE

Critical Fumbles occur when a character loses control of a Strike. See the description of Strikes for details about when a critical fumble occurs.

The Critical Fumble table can be used to determine what form a critical fumble takes. Does the character throw the weapon a distance? Does the weapon break? Or does the fumble just entertain the character's

opponent? Roll a d12 to determine the result.

EXAMPLE...

So if Orad has a Critical Miss, Charlie or the GM will roll on the Critical Fumble table to determine the result. He rolls a 1, dropping the weapon at his own feet. He will have to take a partial action to pick it up off the ground before using it in combat

Table 4-2: Critical Fumble Descriptions

d12 Result	Fumble Description
1-2	Weapon falls at character's feet
3	Weapon breaks
4	Character is overbalanced, falls to the ground, and loses remaining actions for segment
5	Weapon is thrown and hits a different enemy
6	Weapon is dropped and the enemy trips over it, losing his remaining actions for segment
7-8	Weapon is thrown 5 feet
9	Character hits self with weapon
10	Fumble makes enemy laugh and lose remaining actions for segment
11	Weapon is thrown and hits a party member
12	Weapon is thrown 20 feet

HIT LOCATIONS TABLE

When an attacker strikes a human target, unless it is a called shot, the attacker will hit a random location on the target's body. The following table helps determine which location was hit.

Table 4-3: Revised Hit Locations Table

D12 Roll	Location
1	Head
2	Left Upper Arm
3	Left Lower Arm
4	Right Upper Arm
5	Right Lower Arm
6	Left Upper Leg
7	Left Lower Leg
8	Right Upper Leg
9	Right Lower Leg
10-12	Torso



SPECIAL ATTACKS

There are certain special attacks available during combat.

KNOCK-OUTS

Knock-outs are normal strikes meant to avoid severe damage, typically made either with the flat of a blade or a blunt weapon. Knock-outs must be called before the attack is made. The GM rolls d20 to determine the number of rounds the target is unconscious. Knock-outs have the following modifiers:

- +3 from behind
- -5 from front

CRITICAL STRIKE (ROLL OF NATURAL 12) OR STRIKE FROM BEHIND

A critical strike (natural 12 or strike from behind) doubles the damage done to the defender. So a difference of 4 points that would ordinarily mean a 4-point strike becomes an 8-point strike. The effective maximum for the weapon doubles to a maximum of twice the weapon's effective damage potential

RANGED ATTACKS

The ranges for longbows, shortbows, and crossbows as well as ranges for throwing knives, throwing axes, and other thrown weapons are on the next page.

If the target is at...

- Long Range, the target has full bonuses to Parry/Dodge and the attacker has no bonuses to Strike.
- Medium Range, the target has full bonuses to Parry/Dodge and the attacker has full bonuses to Strike.
- Short Range, the target has no bonuses to Parry/Dodge and the attacker has full bonuses to Strike.

Weapon	Long Range	Medium Range	Short Range
Longbow	800 ft.	400 ft.	200 ft.
Shortbow	400 ft.	200 ft.	100 ft.
Crossbow	600 ft.	300 ft.	150 ft.

Long Range	Medium Range	Short Range
10 x Strength score in ft.	1/2 of feet for Long Range	1/4 of feet for Long Range

WITH ALL RANGED WEAPONS...

If an attacker with a ranged weapon takes a complete action to aim at his target, he gains an additional +3 to Strike.

WHIP COMBAT

Characters using whips in combat have an additional type of Strike—Entangle. They may use the Entangle attack to wrap the end of a whip around a target's limb (such as a leg or arm) or weapon. Once the target is entangled by the whip, the character may attempt to Trip or Disarm them.

Opponents may not Parry an Entangle attack, but may Dodge the attack.

EXAMPLE...

An opponent may attempt to use a whip to entangle Orad during combat. Orad's opponent must roll a d12 for the Entangle attack to see if it was successful (Orad could Parry or Dodge the attack). If successful, Orad's axe (or a leg or arm) is secured by several loops at the end of the whip.

Once Entangled, if the attacking character chooses to trip or disarm the opponent, both combatants must roll a Strength (Characteristic) Check. If both characters succeed, the situation remains unchanged. If the attacker makes the check and the opponent doesn't, the trip or disarm was successful. If the opponent makes the check and the attacker doesn't, the opponent now has a new whip attached to whatever was entangled—and the attacker loses a very nice length of leather.

COMBAT MODIFIERS

USING LUCK POINTS

Characters can use Luck points to modify die rolls when rolling dice to perform skills, characteristic checks or reality checks. You can use more than one at a time. If your character has 6 points of luck, they have up to 6 points to use during the gaming night.

EXAMPLE...

Charlie can use Luck points to modify a die roll, Orad has a Luck score of 8, so he has 8 points to use during a gaming session. If Charlie wants to offset the penalty for a Called Shot on the head (-6), he can use 6 points of Luck (leaving 2 points for later) to negate the penalty for that one roll.



OFF-HAND MODIFIER

-3 when Striking and Parrying with an off hand (i.e. if your character is right handed and they attack with their left, they incur the penalty). Ambidexterity negates this penalty.

MOVING TARGETS

- If the attacker is stationary and the target is moving, -1 to Strike for every 10 feet the target moves in the segment.
- If the attacker is moving and the target is stationary, -1 to Strike for every 10 feet the attacker moves in the segment.
- If both the attacker and the target are moving, -2 to Strike for every 10 feet the attacker moves in the segment

CALLED SHOTS

If an attacker calls a specific location on an enemy to attack (head or leg for example), the attack is at a the following modifiers to Strike.

- -6 for a Head shot
- -4 for a Leg or Arm (upper or lower) shot
- -2 for a Torso shot

Called shots cannot be performed in a compound action because the character's focus is already on the practiced action and injecting a called shot would break that concentration.

Note

If you call a shot and roll a 1, the attack is automatically a Critical Fumble.

PRONE TARGETS/ATTACKERS

If an attacker is striking a prone opponent or if a prone opponent is attempting to strike or parry, the following modifiers apply:

- +3 for attacker hitting prone opponent
- -3 to attack or parry while prone

COVER

Cover indicates that only part of the target can be seen. The GM must determine which hit locations for the target are exposed.

When characters Strike at partially covered targets, the GM still rolls on the Random Hit Locations table. The Strike may or may not hit an exposed hit location. If you choose to Strike at one of the specific exposed hit locations, you must add the Called Shot modifier in addition to any cover modifiers.

- If the target is 100% covered, it cannot be hit.
- If the target is 75% covered, the attacker is at -9 to Strike.
- If the target is 50% covered, the attacker is at -5 to

Strike.

- If the target is 25% covered, the attacker is at -3 to Strike.
- If the attacker is on higher ground than the target, the attacker is at +3 to Strike.
- If the attacker is on lower ground than the target, the attacker is at -3 to Strike.

Note

Some of these modifiers may cancel each other out during combat. For instance, if the attacker is on higher ground than the target, the attacker has a +3 to Strike. But if the target is partially covered (let's say 25%), there's a -3 modifier to Strike, effectively cancelling out the higher ground bonus. Pay attention to overlapping bonuses/penalties.

ON HORSEBACK...

If the attacker is on horseback attacking someone on the ground, the attacker is at +4 to Strike.

If the attacker is on the ground attacking someone on horseback, the attacker is at -2 to Strike.

DETERMINING DAMAGE OF MELEE WEAPONS IN COMBAT

Other roleplaying games interject the concept of a random amount of damage in addition to typical offensive and defensive skill rolls. We have designed combat in the Moebius Adventures system to be quick and simple, reducing the number of die rolls and making combat skill levels and their Agility and Strength characteristic scores become much more important. Skill and raw ability will determine how much damage combatants do to each other in battle.

At its most basic level, when Strike (offensive action) and Parry or Dodge (defensive actions) are compared in combat, the attacker does a number of points equal to the difference between the modified attacking and defending rolls. So if the attacker's modified roll is a 12 and the defender's modified roll is a 14, the attacker missed (defender successfully dodged or parried). But if the attacker's modified roll is a 12 and the defender's modified roll is a 9, the attacker does 3 points of damage (or an arbitrary number up to the maximum for the weapon's damage potential + any Strength modifiers) to the defender.

EXAMPLE...

Let's assume for this example that Orad is fighting the swordsman from earlier...

EXAMPLE, CONTINUED...

Orad wins initiative and strikes first with his axe. He rolls a Strike of 9, which when added to his Axe Specialization skill level of 4, gives him a modified Strike of 13.

His opponent chooses to use one of his three possible actions to Parry with his shield. He rolls a Parry of 6, plus his Shield skill level of 3, plus his Agility bonus of 2, for a total modified Parry of 11.

Orad's Strike beats his opponents' Parry by 1, so the opponent takes the damage to a random location (rolled by the GM).

At the opponent's initiative, he chooses to attack with his Rapier and calls a Head shot (-6 to Strike). He rolls a 4, added to his Shwordsmanship—Short Swords level of 7, and his Agility bonus of 2, which gives him a 13 before the penalty for the Called Shot. The total after that is an 7.

Orad uses one of his actions to Dodge, rolling a natural 6, which with his +1 to Dodge from Agility, is a modified 7. Tie goes to the defender and Orad takes no damage.

At the top of the next segment of combat, Orad attacks and rolls a natural 12 for a Critical Strike. His roll, plus his Axe skill level of 4 gives him a 16.

His opponent uses his last action to Parry the blow with his sword. He rolls a 5, plus his Shwordsmanship skill level of 7, plus his Agility bonus of 2, which gives him a 13.

The 2-point difference is in Orad's favor, and it's doubled because of the critical hit, causing the opponent 4 points of damage.

instance, if the modified damage potential for the attacker is 6 and there's a +8 point difference between the attacking and defending rolls, the attacker only does 6 points of damage. But if the modified damage potential is a 12, the attacker would have done the full 8 points of damage to the defender.

Damage potential increases for characters with a high Strength characteristic. If the weapon does 7 points and the attacker has a Damage bonus of +4 (Strength 10), the modified damage potential for the weapon goes up to 11. This attacker can potentially do 11 points of damage if the difference between the attacking and defending rolls is 11 or greater.

And, consequently, the damage potential decreases for characters with a low Strength characteristic. If the weapon does 7 points and the attacker has a Damage modifier of -1 (Strength 3), the maximum damage potential for the weapon goes down to a 6.

NOTES ON UNARMED COMBAT

When your character punches or kicks someone wearing hard metal armor or heavier, your character will take an amount of damage equal to half of what they did to their opponent to the lower arm or lower leg used to hit.

BOXING

When using the Boxing skill, characters may use a Punch (1d6) or Jab (1d4). Jabs are quick, short strikes doing less damage that have a +1 bonus to Strike. Punches are more deliberate strikes involving more of the character's Strength and doing more damage, but without a bonus to hit. A character with Boxing can Parry other hand-to-hand attacks, but cannot Parry a weapon without taking damage to the limb used to Parry the blow.

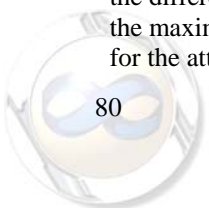
KICKING

When using the Kicking skill, characters have a Kick attack (1d8) and a Knee attack (1d6). The Kick is a standard straight-leg foot attack possessing more power than a Punch or Knee attack. A Knee attack is designed for a close-in strike designed for speed rather than damage and is at a +1 to Strike. A character with Kicking can Parry other hand-to-hand attacks, but cannot Parry a weapon without taking damage to the limb used to Parry the blow.

DAMAGE POTENTIAL

Each weapon has a maximum amount of damage it will do in the hands of an average (Strength 4-6) character. In the hands of strong (Strength 7-10) or weak (Strength 1-3) characters, the maximum amount of damage changes for the weapon – we call this modified value a Modified Damage Potential.

An attacker can only do an amount of damage equal to the difference between the strike and defense rolls up to the maximum damage for the weapon plus any modifier for the attacker's Strength characteristic value. For



WRESTLING

Wrestling involves using a person's body to gain a physical advantage and thus pinning an opponent. Many wrestlers are quick, strong, and in excellent physical shape. Wrestling can be used in a combat situation as a way of incapacitating an individual.

Characters may attempt to Sidestep/Evade (Dodge) an opponents physical strike, or Grapple/Hold (No Damage Strike) or Pin (No Damage Strike) an opponent to reduce their effectiveness during combat.

SUMMARY OF UNARMED COMBAT MOVES

BOXING

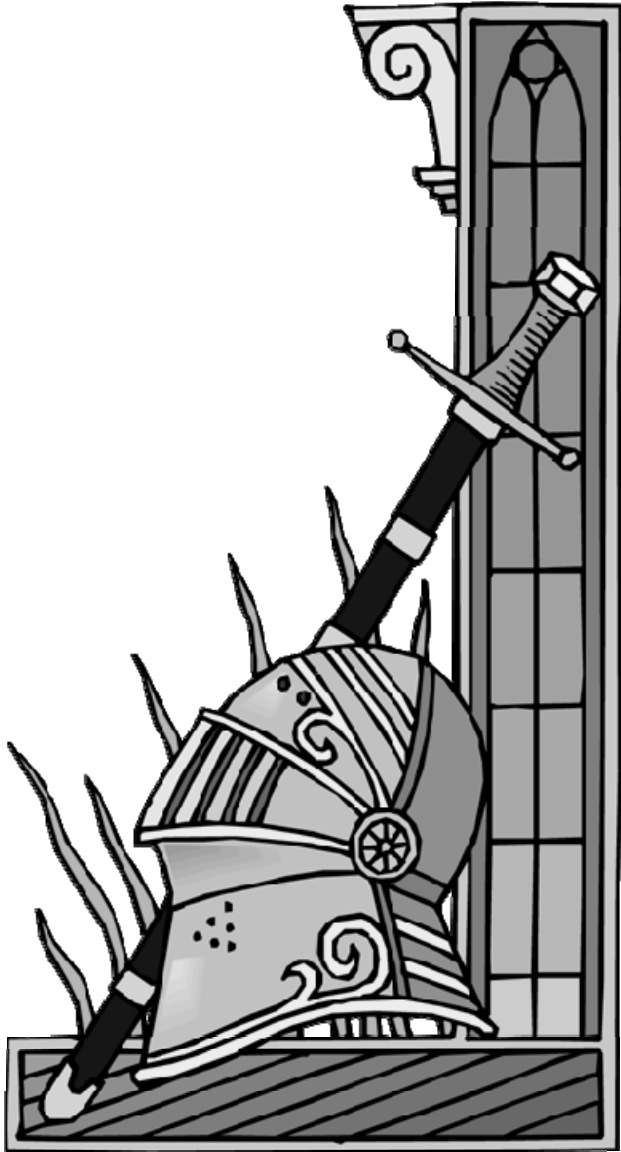
- Punch (Strike), d6 damage
- Jab (Strike), d4 damage, +1 to Strike

KICKING

- Kick (Strike), d8 damage
- Knee (Strike), d6 damage, +1 to Strike

WRESTLING

- Sidestep/Evade (Dodge)
- Grapple/Hold (No Damage Strike)
- Pin (No Damage Strike)



COMBAT EXAMPLE

Let's walk through an example of combat to better illustrate these rules. This example uses two combatants—a mercenary fighter and a noble.

Taggart, a mercenary-turned-highway robber, has hidden along a well-traveled road, waiting to ambush some poor passer-by. Before long, he spots a well-dressed man with a heavy bag of gold dangling enticingly from his belt. So Taggart leaps out, battle-axe in hand, and forces the traveler to a halt.

"Give me your money or I'll take it off your corpse!" Taggart demands.

Erel, the traveler, draws a longsword in reply to his rude assailant. "Take it from me if you can, little man!"

Battle ensues. The mercenary attacks with his axe and Erel deftly parries with the small leather shield on his arm.

Erel sees an opening and strikes at Taggart, thinking to disarm him. The mercenary fails to dodge the blow and the traveler's blade cuts deep into his arm. He immediately howls in pain, dropping the axe.

Enraged, Taggart charges at Erel, swinging a meaty fist and connecting with Erel's stomach.

Erel strikes at the mercenary's head, knocking him unconscious. He kicks Taggart's axe into the bushes and continues down the road to his destination, a little slower than before since he's been wounded.

EXPLAINING THE EXAMPLE...

Taggart is a mercenary fighter. His statistics are in the tables below.

Erel is a tradesman's messenger, a minor noble, traveling home after a delivery. His statistics are also in the table below.

The combat might have gone something like this...

Player 1 is playing Taggart.. And the GM is playing Erel. Taggart has enough time to find a place to lay in wait for the next passerby.

When Erel walks by, Taggart jumps out and demands that he surrender his purse. Erel refuses to hand over his purse and draws his longsword.

To begin the combat, both the GM and Player 1 roll initiative. The GM rolls a 4 on a d12 and adds Erel's Combat Sense skill level (3) for a total initiative of 7. Player 1 rolls a 6 and adds Taggart's Combat Sense skill level (4) for a total initiative of 10. The order of initiative for this combat is Taggart (10), then Erel (7).

At initiative 10, Player 1 (Taggart) attacks Erel using a partial action to strike with his battle axe, rolling a 6 on a d12, and adding his Axe Specialization skill level (3) for a combined Strike of 9. The GM decides to use one of Erel's possible actions as a partial action to Parry Taggart's Strike, rolling a 4 on a d12, adding Erel's Shield skill level of 3 and Agility bonus of +2, for a combined Parry of 9. The tie goes to the defender, so Erel successfully parries the blow.

At initiative 7, since the GM had Erel parry Taggart's blow with his shield, Erel can attack with his sword. The GM uses another partial action to have Erel attack the arm in which Taggart is holding the battle-axe, rolling a 7 and adding Erel's Swordsmanship skill level (7) and Agility bonus (+2) for a total Strike of 16. However, Erel specifically wanted to hit the arm, so it's a called shot at a modifier of -5, making the final Strike an 11. Player 1 uses another of Taggart's actions in an attempt to Dodge, rolling a 9. Erel's strike hit home.

TAGGART		EREL	
CHARACTERISTICS	SKILLS	CHARACTERISTICS	SKILLS
Perception: 4 Strength: 9 Agility: 5 Stamina: 6 Conviction: 5	Axe Specialization: level 3 Boxing: level 3 Combat Sense: level 2	Perception: 4 Strength: 6 Agility: 8 Stamina: 5 Conviction: 4	Swordsmanship: level 7 Shield: level 3 Combat Sense: level 3
OTHER DETAILS	ITEMS	OTHER DETAILS	ITEMS
# of Possible Actions: 2 # of Feet per Action: 3	Weapon: battle axe Armor: soft leather (AR 3)	# of Possible Actions: 3 # of Feet per Action: 3	Weapon: longsword Armor: hard leather (AR 4)

To determine damage for the weapon, the GM takes the difference between Erel's Strike (11) and Taggart's Dodge (4) and gets 7. The longsword's maximum damage value is 8, and Erel doesn't have a Strength bonus to damage, so the Strike does 7 points of damage. Taggart is wearing soft leather armor, which has an absorption rate of 3. The lower arm of armor has 4 points and absorbs three points of the damage taking it to a 1. That means 4 points gets through the armor to Taggart's arm. Taggart's arm also has 4 hit points, so 4 points of damage takes it to a 0. Though the arm is still barely attached, it's useless. The battle-axe falls to the ground out of a now limp hand.

That ends the first segment. Both Taggart and Erel have each used two of their partial actions.

At the beginning of the second segment, Player 1 decides Taggart is really angry and uses his last action to attack Erel with his other fist. He rolls a 6 and adds Taggart's Boxing skill level (3). However, Taggart is attacking with his off-hand, which has a modifier of -2. The final Strike is 7. The GM decides to take the damage so Erel could attack at initiative 7.

Taggart's attack is successful. Since Erel didn't defend against the blow, the full value of the Strike (7) gets added to damage. The GM rolls a d12 to determine where the blow hit and gets a 10, indicating the torso. Taggart has a Strength of 9, which has a +3 modifier to damage. A punch has a damage value of 6, and with the Strength bonus that comes to be a damage potential of 9. That in addition to the Strike value brings the total damage to 16 points.

Erel is wearing hard leather armor, which has an absorption rate of 4 and 32 points on the torso. So the armor absorbs 4 points, taking it down to 28 points on the torso. That leaves 12 points, which get through to Erel's torso. He has 20 hit points in his torso and that gets knocked down to 8 points.

At initiative 7, the GM uses Erel's last action to do a called shot, knock-out punch to Taggart's head (even though Erel doesn't have Boxing, he can still punch an opponent). Taggart has no actions left to defend with. The GM rolls a 10, adds the Agility bonus (+2), and subtracts the called shot modifier (-5) and the -5 knockout modifier since he's attacking from the front to end up with a 2. Taggart crumples to the ground, unconscious.

This may seem like a complex series of events, but it boils down to the following:

INITIATIVE

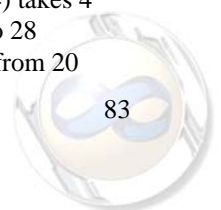
- Initiative roll – GM rolls a modified 7
⇒ 4 (d12) + 3 (Combat Sense)
- Initiative roll – Player 1 rolls a modified 10
⇒ 6 (d12) + 4 (Combat Sense)

BEGINNING OF 1ST SEGMENT

- Attack roll—Player 1 rolls a modified 9 to have Taggart attack Erel with the battle axe.
⇒ 6 (d12) + 3 (Axe Specialization)
- Defense roll – GM rolls a modified 9 to have Erel parry the battle axe with the shield. Tie goes to the defender.
⇒ 4 (d12) + 3 (Shields—Small Shield) + 2 (Agi)
- Attack roll – GM rolls a modified 11 to have Erel attack Taggart with the longsword.
⇒ 7 (d12) + 7 (Swordsmanship—Small Swords/Rapier) + 2 (Agi) - 5 (Called Shot)
- Defense roll – Player 1 rolls an unmodified 4 to Dodge.
⇒ 4 (d12)
- Damage – Erel did 7 points of damage to Taggart's lower right arm. 3 points to armor. 4 points to hit points. Arm is useless. Taggart drops battle axe.
⇒ (11 (Strike) - 9 (Dodge)) < 8 (Max Longsword damage)
⇒ 4 points of leather armor (Abs. Rate 3) takes 3 pts, reducing armor on the lower arm to 1
⇒ 4 points go through to HP, reducing lower arm to 0

BEGINNING OF 2ND SEGMENT

- Attack roll – Player 1 rolls a modified 7 to have Taggart punch Erel using his Boxing skill.
⇒ 6(d12) + 3 (Boxing) - 2 (Off-hand Penalty)
- Hit Location roll – GM rolls a d12 to determine where Taggart hit Erel. Rolls 10, indicating Torso.
⇒ 10 (d12) (Hit location: Torso)
- Damage – Taggart does 16 points of damage to Erel's Torso. 4 points to armor. 12 points to hit points.
- Max punch damage is 6 + 3 (Str) = 9
⇒ 7 (Strike) - 0 (No Defense) = 7 < 9 (Max punch)
⇒ 4 points of hard leather armor (Abs. Rate 4) takes 4 pts, reducing armor on the torso from 32 to 28
⇒ 3 points go through to HP, reducing torso from 20



to 17

- Attack roll – GM rolls a modified 2 to do a called-shot (head) knockout strike. Taggart is unconscious.
⇒ $10 (d12) + 2 (Agi) - 5 (Called Shot) - 5 (Knockout from Front)$

This example combat took only one second of game time, but may have taken a few minutes of real time to resolve. Obviously this was a fast, intense combat!

COMBAT



COMBAT SUMMARY

BASIC PROCESS

1. Surprise (once per combat)
2. Initiative (beginning of each round of combat)
3. Segment (repeat until all combatants out of actions, then repeat in order of initiative)

COMBAT MOVES

- Initiative = $d12 + (\text{Perception Bonus}) + [\text{Combat Sense level}]$
- Strike = $d12 + (\text{Agility Bonus}) + (\text{Weapon Skill Level}) + (\text{Other Modifiers})$
 - Natural 1 is a Miss
 - Combined roll < 1 is a Critical Fumble
- Parry = $d12 + (\text{Agility Bonus}) + (\text{Weapon or Shield Skill Level}) + (\text{Other Modifiers})$
- Dodge = $d12 + (\text{Agility Bonus}) + (\text{Dodge-related Skill Level}) + (\text{Other Modifiers})$
- Damage = $(\text{Weapon Damage}) + (\text{Strength modifier})$ [x2 if Critical Hit]

SURPRISED OPPONENTS

- From behind, no chance to defend
- From side or front, roll under Perception (+Combat Sense level) – 5)

KNOCK-OUTS

No damage—must be called before roll d20 to determine the # of rounds target is unconscious. Knock-outs have the following modifiers:

- +3 from behind
- -5 from front

CRITICAL STRIKE (ROLL OF NATURAL 12) OR STRIKE FROM BEHIND

- Critical strike (natural 12 or strike from behind)
- Damage is doubled to a maximum of twice the weapon's effective damage potential

RANGE MODIFIERS

If the target is at...

- Long Range, the target has full bonuses to Parry/Dodge and the attacker has no bonuses to Strike.
- Medium Range, the target has full bonuses to Parry/Dodge and the attacker has full bonuses to Strike.
- Short Range, the target has no bonuses to Parry/Dodge and the attacker has full bonuses to Strike.

WITH ALL RANGED WEAPONS...

Take a complete action to aim at a target, gain an additional +3 to Strike.

USING LUCK POINTS

Use Luck points to modify die rolls when rolling dice to perform skills, characteristic checks, or reality checks. You can use more than one at a time.

OFF-HAND MODIFIER

-3 when Striking and Parrying with an off hand. Ambidexterity negates this penalty.

PRONE TARGETS/ATTACKERS

- +3 for attacker hitting prone opponent
- -3 to attack or parry while prone

MOVING TARGETS

- If the attacker is stationary and the target is moving, -1 to Strike for every 10 feet the target moves in an action.
- If the attacker is moving and the target is stationary, -1 to Strike for every 10 feet the attacker moves in an action.
- If both the attacker and the target are moving, -2 to Strike for every 10 feet the attacker moves in an action.

CALLED SHOTS

Call a specific location on an enemy to hit, attack is:

- -6 for a Head shot
- -4 for a Leg or Arm (upper or lower) shot
- -2 for a Torso shot

Called shots cannot be performed in a compound action because you are splitting your character's concentration.

- If you call a shot and roll a 1, the attack is automatically a Critical Fumble.

COVER

- If the target is 100% covered, it cannot be hit.
- If the target is 75% covered, the attacker is at -9 to Strike.
- If the target is 50% covered, the attacker is at -5 to Strike.
- If the target is 25% covered, the attacker is at -3 to Strike.
- If the attacker is on higher ground than the target, the attacker is at +3 to Strike.
- If the attacker is on lower ground than the target, the attacker is at -3 to Strike.



ON HORSEBACK...

- +4 to Strike if Attacker on horseback attacking someone on the ground
- -2 to Strike if Attacker on ground attacking someone on horseback

WHIP COMBAT

- Entangle—Cannot be Parried, only Dodged
- Requires an Opposed Strength check for the target to free self from entanglement or for the attacker to Disarm the target

UNARMED COMBAT

BOXING

- Jab, Damage Potential 4, +1 bonus to Strike
- Punch, Damage Potential 6
- Can Parry other hand-to-hand attacks, but cannot Parry a weapon.

KICKING

- Kick, Damage Potential 8
- Knee, Damage Potential 6, +1 bonus to Strike
- Can Parry other hand-to-hand attacks, but cannot Parry a weapon.

WRESTLING

- Sidestep/Evade (Dodge)
- Grapple/Hold (2-hands, No Damage Strike)
- Pin (2-hands, No Damage Strike)
- To break out of a Grapple, d12 + (Agility bonus), must be higher than die roll for initial hold attack

Hit Locations	
d12 Roll	Location
1	Head
2	Left Upper Arm
3	Left Lower Arm
4	Right Upper Arm
5	Right Lower Arm
6	Left Upper Leg
7	Left Lower Leg
8	Right Upper Leg
9	Right Lower Leg
10-12	Torso

Ranges for Long-, Short-, and Crossbows			
Weapon	Long Range	Medium Range	Short Range
Longbow	800 ft.	400 ft.	200 ft.
Shortbow	400 ft.	200 ft.	100 ft.
Crossbow	600 ft.	300 ft.	150 ft.

Ranges for Thrown Weapons		
Long Range	Medium Range	Short Range
10 x Strength score in ft.	1/2 of feet for Long Range	1/4 of feet for Long Range

Critical Fumble Descriptions	
d12 Result	Fumble Description
1-2	Weapon falls at character's feet
3	Weapon breaks
4	Character is overbalanced, falls to the ground, and loses remaining actions for segment
5	Weapon is thrown and hits a different enemy
6	Weapon is dropped and the enemy trips over it, losing his remaining actions
7-8	Weapon is thrown 5 feet
9	Character hits self with weapon
10	Fumble makes enemy laugh and lose remaining actions
11	Weapon is thrown and hits a party member
12	Weapon is thrown 20 feet



CHAPTER FIVE

MEDICINE AND HEALING

C Characters may receive healing in one of three different ways:

- Natural Healing
- Healing Skill
- Medically-Aided Healing

NATURAL HEALING

Characters heal one point a day naturally. If a character has a particularly high or low Life characteristic score, the rate of daily healing is adjusted accordingly.

The Life characteristic's Healing bonus or penalty applies to the rate of natural healing. For example, a character with a Life score of 7 heals 2 points a day instead of the usual 1 (+1 for Life modifier). But it also works in reverse—a character with a Life score of 3 only heals one point naturally every two days.

Table 5-1: Life Characteristic Modifiers

Score	Healing Modifier
1	Heals one point naturally every four days
2	Heals one point naturally every three days
3	Heals one point naturally every two days
4,5,6	No modifier to Healing
7	+1 to Healing
8	+2 to Healing
9	+3 to Healing
10	+4 to Healing
11	+5 to Healing

HEALING SKILL

If someone has the Healing skill, they can do the following:

- Heal themselves
- Heal others

HEALING SELF

A character with the Healing skill can boost their own rate of healing by a number of points equal to their Healing skill, but may only heal themselves a maximum number of points equal to their Life score at a rate equal to the level of their Healing skill.

Note

A character with the Healing skill may attempt to heal themselves and other people a total number of times equal to their Stamina score. Healing is very tiring work. So if a Healer has a Stamina of 5, they may heal themselves and others a maximum of 5 times a day. Or if they have a Stamina of 10, they may heal themselves and others a maximum of 10 times a day.

EXAMPLE...

A character with a Life of 7 gains a +1 to his Natural Healing for a total of 2 points. In addition, using his Healing skill at level 4, he can heal himself another 7 points per day, a maximum of 4 points each time he uses the skill. So he can heal himself 4 points the first time and 3 the second, for a grand total (Natural Healing + Healing skill) of 9 points per day.

Or a character with a Life of 10 gets a +4 to Natural Healing for a total of 5 points. In addition, using her Healing skill at level 10, can heal herself

EXAMPLE, CONTINUED...
 10 more points once a day. If she has Medicine, she gains an additional +1 for every day she allows herself to rest, giving her a grand total of 15 points of healing for herself per day.

HEALING OTHERS

A character with the Healing skill can heal someone else a number of points per day (beyond the patient's own Natural Healing) equal to the patient's Life score. So even if the healer has the Healing skill at level 10, if their patient has a Life score of 2, it's going to take a long time to recuperate from serious injuries.

Characters with a high Life score (7 or higher) gain a bonus to healing others, above and beyond the patient's Life score.

EXAMPLE...
 If the healer has a Life score of 8, they would be able to heal someone a number of points per day equal to the patient's Life score +2. So if the patient had a Life score of 5, the Healer could heal them a maximum of 7 points per day at a rate equal to the patient's Life score. So she would have to heal the patient 5 points at one time and another 2 points in a second attempt.

GENERAL HEALING

During combat, the character with the Healing skill must make a skill roll to perform healing. Out of combat, the roll is unnecessary and the attempt is automatically successful.

It takes 2 points to heal each negative Hit Point. For instance, if a character is at a -2 on his lower arm, it will take 4 points to raise the arm to 0 and 1 point every point after to raise it to full strength.

Using the Healing skill, a person may place 1 point to a wound to stop the bleeding and stabilize the wounded.

MEDICALLY-AIDED HEALING

With the use of the Medical skill, characters can stop bleeding, bandage wounds, splint broken bones, and use common medicines to aid healing. Characters that are medically healed gain an extra Hit Point for each day they are treated and resting.

In combat, the Medical skill can be used to bind and stop a bleeding wound if the character forfeits all actions

in a 1 second round to do it. Out of combat, characters can tend a wound once (even the same wound treated in combat). GM's discretion as to the results of a failed medical roll.

It quickly becomes apparent that going to a trained Healer with Healing and Medical skills increases the chances of a speedy recovery from major injuries. But having a healer in the field or at least someone with the Medical skill to stabilize a patient for transport is also important.

SCARRING AND OTHER DAMAGE FROM BATTLE

There is a 10% chance of scarring for every 5 points done by bladed or hafted weapons, or arrow wounds. Scars will show on the body after healing, decreasing the character's Beauty score at a rate of -1 per visible scar.

If a limb drops below zero (0) hit points, there is an 11 - Life percent chance that Agility will drop by one point, even after healing.

STUN/SYSTEM SHOCK

If your character takes two times (2x) their Stamina score in damage in a single segment, roll under the average of their Stamina and Conviction scores on a d12. If you make it, your character isn't stunned. If not, they're stunned for d6 seconds. Stunned characters are considered unconscious until they recover.

EXAMPLE...
 If a character with a Conviction of 5 and a Stamina of 10 (for an average of 8) takes 20 points of damage in a single segment of combat, they would need to roll for Stun/System Shock. If the player rolls under an 8 on a d12, the character isn't stunned. If not, the character is stunned for d6 rounds.

HEALING HIT LOCATIONS WITH NEGATIVE VALUES

For each point at a hit location below zero (0), it will take 2 points of healing to reverse the damage. Hit locations with negative hit points have been damaged so badly that the body can't heal normally, so it takes twice the effort to recover from the wounds.



EXAMPLE...

If a character is at -2 on his lower arm, it will take 4 points of healing to raise the hit location to zero (0). From zero (0), the location will heal normally.

BLEEDING

When characters take 6 points or more to a hit location from a cutting weapon (such as a sword or knife) in a single combat round, the wound will bleed an additional 1 point for each additional round it goes untended. For example, if a character takes 9 points to their torso from a longsword, the wound will bleed one additional point each combat round to follow.

Stopping bleeding takes one point from any of the methods of healing to the wounded hit location. Note however that waiting a full day for natural healing may not be a good idea. The wound will continue to bleed unless treated or until one hour has passed from the time of the injury. So if your character is bleeding, please seek medical or other attention or your character may bleed to death!

Also note that if an individual hit location continues to bleed until it reaches zero (0) hit points, the wound will continue to bleed, but the damage taken from bleeding will be transferred inward to the next available hit location.

EXAMPLE...

If a character's upper arm bleeds until it reaches zero (0), the torso will begin to take bleeding damage. Think of the body as a system where blood is pumped from the torso to other locations and back again. If the veins and arteries are severed, the body will continue to pump blood that direction, losing strength at every pump.

LOSING A LIMB IN COMBAT

If a part of a limb (upper or lower arm or leg) on your character goes beyond a negative number of Hit Points equal to the positive number, that limb is severed from the body.

EXAMPLE...

If the healthy (undamaged) number of HP on an upper arm is 5, the limb is lost when it goes to -6 or beyond. Bleeding may be stopped, but the limb is lost and may not be healed normally.

CHARACTER UNCONSCIOUSNESS AND COMA

A character becomes unconscious when the Hit Points on his torso or head become zero (0). Note that bleeding wounds will continue to bleed while the character is unconscious unless some third party provides medical aid.

If a character goes to negative hit points on the torso or head, they slip into a coma. Again, unless a third party provides medical, any bleeding wounds will continue to bleed.

CHARACTER DEATH

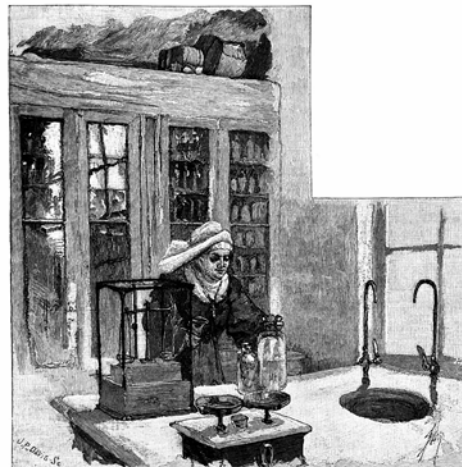
A character dies when the Hit Points on his torso exceeds the negative of his Stamina score or when the hit points on his head exceeds the negative number of Hit Points on his head.

EXAMPLE...

If Bob has 3 Hit Points on his head, forgot his helmet at home, and is hit for 7 points in the head, he loses his head and dies. Note: Don't be like Bob and forget your helmet!

Or if Bob has 30 hit points on his torso and his Stamina is 8, he could eventually be damaged to where he has 5 hit points on his torso. If he gets hit for 14 more points of damage, he dies.

As GMs, you may stretch time and "save" characters if you feel it's necessary or the player has been roleplaying particularly well. Death is never an absolute for GMs.



HEALING SUMMARY

NATURAL HEALING

- Characters heal 1 point a day naturally, modified by a high or low Life score

HEALING SKILL—SELF

- May only heal themselves a maximum # of points equal to their Life score
- May heal themselves at a rate equal to the level of their Healing skill

HEALING SKILL—OTHERS

- May heal someone else a number of points per day (beyond the patient's own Natural Healing) equal to the patient's Life score
- Healers with a high Life score may apply any Life bonus to the number of points they can heal another person

HEALING SKILL—COMBAT

- Character with the Healing skill must make a skill roll to perform a Heal during combat
- Outside combat, the roll is unnecessary

HEALING SKILL—GENERAL

- It takes 1 point to stop bleeding and stabilize a patient

MEDICAL HEALING

- Characters that are medically healed and in the care of a healer skilled in medicine gain an additional 1 point of healing each day
- During combat, a character with Medicine can bind and stop a bleeding wound if the character forfeits all actions for a 1 second round to do it and successfully makes the skill roll

SCARRING

- 10% chance of scarring for every 5 points done by a bladed or blunt weapon or arrow wound
- Visible scars decrease the character's Beauty score at a rate of -1 per visible scar

STUN/SYSTEM SHOCK

- If a character takes 2x their Stamina score in damage in a single segment, they must roll under the average of their Stamina and Conviction scores on a d12
- If successful, they are not stunned
- If unsuccessful, they are stunned for d6 rounds
- Stunned characters are considered unconscious until they recover

HEALING LOCATIONS WITH NEGATIVE VALUES

- It takes 2 points to heal 1 negative HP

BLEEDING

- If a character takes 6 or more points of HP damage to a hit location from a cutting weapon in a single combat round, the wound will bleed an additional 1 point for each additional round it goes untended
- Stopping bleeding takes 1 point from a character with the Healing skill or Medicine skill

LOSING A LIMB

- If part of a limb goes beyond a number of negative HP equal to the positive number, that limb is severed from the body
- Bleeding may be stopped, but the limb is lost and may not be healed normally

UNCONSCIOUSNESS/COMA

- A character is unconscious when the HP on his torso or head becomes zero (0)

DEATH

- A character dies when the HP on his torso exceeds the negative of his Stamina score or the HP on his head exceed the negative number of points for that location



CHAPTER SIX

SAMPLE ADVENTURE

The goal for this book is to provide and describe the basic set of rules for the Moebius Adventures roleplaying game. However, we would be remiss if we didn't provide a basic setting and adventure in which to play and practice those rules.

Other Moebius Adventures books will build upon the rules from this book and give rich settings and other tools for GMs and players to use in their own campaigns. But for this book, we decided to describe a simple medieval world with no magic (arcane or priestly) to simplify things. Never fear, the world does have a few beasties to battle beyond the usual human variety.

OVERVIEW

The world of Coeur, like most worlds, has seen its share of change. About 400 years ago, a tyrant by the name of Ogirim declared himself the first ruler of the Empire of Og. Through nefarious means, he managed to consolidate his power until he was Emperor over a large area and many thousands of people. It didn't take long for the people to see that he was insane and power-mad.

Eventually a General of Ogirim's named Domerre decided it was time to do something about his master, raised an army of his own of the people Ogirim had displaced, imprisoned, or silenced in various ways. This army ran roughshod over Ogirim and his loyal subjects and the Empire of Og came to an end.

Many of the now freed people of Og decided that Domerre would make a passable ruler and declared him King. Thus, he became a ruler in his own right.

The Kingdom of Domerre grew to encompass most of

the lands of Og, though people were free to state their opinions and disagree with the King without being killed, which was a plus. The Kingdom lasted happily for nearly 300 years through a variety of benevolent rulers descended from the original King Domerre.

However, the Kingdom has been in decline for the last hundred years or so. Over the years, rule over the kingdom weakened with each succeeding regent and areas began to split off to be managed by different minor nobles for their own reasons—righteous or nefarious.

The village of Nubonne lies on the eastern edge of Domerre on a contested border between Domerre and the Duchy of Orde, one of the larger independent powers in the east. Neither Domerre nor Orde has the power to effectively protect the towns and villages on their fringes, and Nubonne is just the latest village to send a cry for help to the powers that be.

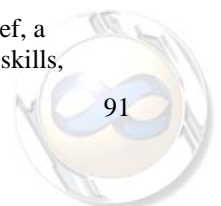
A message to the Queen of Domerre spoke of a band of brigands offering to “protect” the village from continued attacks by giant wolves. Each attack had taken at least one life and the men in the village have been unable to defeat the beasts.

It took months for the Queen to get the message and it was another month before a response was sent...

PLAYER BACKGROUND

The party of adventurers sent on behalf of the Queen can either consist of the sample characters included in this chapter, a mix of the sample characters and new PCs, or a group of all new PCs.

At a minimum, we recommend a Fighter, a Thief, a Priest or Healer with some Healing or Medical skills,



and a Huntsman.

To that end, we have included four sample characters at the end of this chapter:

- Fighter
- Thief
- Priest
- Huntsman

HOW TO BEGIN. . .

Within Fariel, the Capital City of Domerre, the Queen and her City Guard had posted an open invitation to investigate ongoing bandit issues on the borders. If the job is completed, the Guard (after verifying completion) will pay any group known to take care of such problems 100 gold.

If the money or simply the goal of helping people in need doesn't appeal to the characters, you might also try these techniques:

- Since no help had come from the Duke of Orde or the Kingdom of Domerre, a villager traveled to the capital city to try and find help. The villager was one who had survived an attack by the monster and had the scars to prove it.
- If the characters get to the village and are still reluctant to finish the job, the villagers will give the party an additional 50 gold if they can resolve the situation.
- One of the characters may begin having dreams of a large wolf-like creature running through the forest and rending flesh from bone on poor defenseless villagers.

STARTING OUT. . .

As the adventure begins, the characters are traveling eastward along the road and approaching the village of Nubonne. The characters will quickly see that the Temple Hall in the center of Nubonne is the most likely place to start. And long before the party arrives, the crowd has begun to gather there.

THE VILLAGE OF NUBONNE

The village of Nubonne is small, only 150 people or so, consisting mostly of farmers and a few craftsmen. The central building is the Temple Hall, around which a small open market forms on Sundays when the weather cooperates. Services at the Temple are held daily and Prior Williams is one of the town elders who sent a message asking for help three months before.

There is a single tavern and it remains open and busy

nearly 24 hours a day. The attached inn boasts four private rooms and a great room, plus a stable and an arrangement with the local blacksmith to coordinate farrier services.

The village is surrounded by a number of small family farms who sell produce at the Nubonne Sunday market as well as exporting any extra produce to the surrounding towns.

For any villagers without specific NPC statistic descriptions, use the "Generic Villager" block.

GENERIC VILLAGER
Weapons: Quarterstaff (2H): +2 Strike/Parry, Damage Potential 9; Shortbow Arrows (20), Damage Potential 6; Shortbow: +2 Strike
of Possible Actions: 3; Feet per action: 2; Reality Check: 4
HP: 16; Torso HP: 16; Right Thigh HP: 8; Left Thigh HP: 8; Right Calf HP: 4; Left Calf HP: 4; Right Upper Arm HP: 6; Left Upper Arm HP: 6; Right Lower Arm HP: 3; Left Lower Arm HP: 3; Head HP: 2
Characteristics: Int 4, Cha 4, Per 4, CS 4, Str 4, Agi 4, Spd 4, Sta 4, Wis 4, Faith 4, Con 4, Life 4, Beauty 4, Wealth 4, Family 4, Luck 4
Skills: Animal Husbandry: 2, Animal Knowledge: 2, Archery: 2, Fishing: 2, Horsemanship: 2, Hunting: 2, Pilot: Animal Drawn Vehicle: 1, Religious Knowledge: 1, Staves: 2, Swimming: 2, Tracking: 2
Possessions: Work clothes; quarterstaff; shortbow (if hunting); quiver (20 arrows); pouch containing d10 GP
Appearance: Male/female human peasant; various ages; can be found anywhere in village

1. TEMPLE HALL

The Temple Hall lies at the center of the village and is the hub for most local activity. The Hall has one set of double doors on the east side of the building and another on the west.

Prior Williams holds services every day at sunrise and sunset to recognize the coming and going of the Sun and the Moon, the Earthen Father's two children.

Worshippers enter through the eastern doors for sunrise services and through the western doors for sunset services.

Prior Asht Williams is an older gentleman with a well-kept beard and shaved head, though has not grown soft



with age. He appears strong and virile and speaks with conviction from his faith.

PRIOR ASHT WILLIAMS
Weapons: Quarterstaff (2H): +5 Strike/Parry, Damage Potential 9
of Possible Actions: 5; Feet per action: 2; Reality Check: 7; Initiative +2; Healing +1
HP: 16; Torso HP: 16; Right Thigh HP: 8; Left Thigh HP: 8; Right Calf HP: 4; Left Calf HP: 4; Right Upper Arm HP: 6; Left Upper Arm HP: 6; Right Lower Arm HP: 3; Left Lower Arm HP: 3; Head HP: 2
Characteristics: Int 6, Cha 8, Per 8, CS 6, Str 4, Agi 4, Spd 4, Sta 4, Wis 7, Faith 7, Con 7, Life 7, Beauty 4, Wealth 2, Family 2, Luck 4
Skills: Astronomy: 3, Boxing: 5, Fasting: 7, Literacy: 6, Mathematics: 4, Medicine: 7, Philosophy: 5, Preaching: 6, Public Speaking: 4, Religious Knowledge: 7, Research: 3, Sign Language: 3, Staves: 5, Teaching: 5, Writing: 3
Possessions: Quarterstaff; robe; Book of the Earthen Father; pouch containing 9 GP
Appearance: Male human priest; age 40; 5'9"; 150 lbs.; short white hair and well-kept beard; right-handed; always wears proper brown robes fitting his position

He attempts to guide the people of his village away from the darkness that seems to surround them. Each time a child or adult dies from an attack, he has to console the victims and try and settle the villagers. He is visibly relieved when the party arrives and he must no longer



shoulder the burden alone.

The Prior also serves as a passable healer in town with some medical skill, but is mostly there to serve as the spiritual guide for the people.

As soon as the party approaches the Temple Hall, the crowd that has gathered there as they approached makes a path for the Prior.

“Hello friends and may the Father bless you and keep you. Thank you for coming to Nubonne. I am hoping you came to our aid on the Queen’s behalf answering our cry for help...”

Depending on how the party responds, they will learn the following details:

- The men of the Brigade (that’s what the bandits are calling themselves) show up every week or two, claiming they want to “help” with the “wolf problem” they’d heard about. For 50 gold a week, they would “protect” the village from future attacks.
- This started three months ago and so far the village refused every offer by the Brigade for protection. Invariably, within a few days, the village is attacked by a giant, unnatural beast only resembling a wolf in the barest sense.
- Each attack has claimed at least one life and wounded more innocents. The most recent attack claimed the life of Hunder Brody, the son of John and Laura Brody who run the local inn and tavern.
- John Brody, who is in the crowd, tells the following story...

“I was alerted by the sound of Laura’s screams, but by the time I arrived at the Inn, the beast had already run off and the damage had been done—our boy had been mauled. We gathered as many men as we could, including the Constable and the Smith, but we couldn’t catch the beast.

The Prior and Angen, our local healer, did what they could, but there was no saving Hunder. May the Daughter keep and protect his soul.

The men of the Brigade (that’s what they call themselves) showed up earlier in the day threatening that they would “protect” us from further attacks, but we’d have to pay. We’ve been waiting for help from Domerre for some time, but obviously we waited too long... In the last three months we have lost four people, two of them children...”



2. GRAVEYARD

The Graveyard was built not long after the Temple Hall, as a place to lay to rest the hard-working people of the village. Most buried here died of old age or the occasional sickness. But recently with the Brigade and the wolves moving in, there has been much sadness each time another victim is taken before their time.

The Keeper, Emet, is a simple man devoted to the village and faithful to the Earthen Father. He protects the Graveyard and serves as the gravedigger for interments. He also helps out the Prior during services when he is not needed at the Graveyard.

Emet, if asked will describe the beast responsible for the attacks:

- Like a giant wolf, though warped and enlarged like a beast of legend, easily five feet in length and three feet wide, weighing perhaps 300 pounds or more
- A fierce creature, all teeth and claws
- Leaves tracks that are easy to find, but they all disappear north of the village in the forest

When done, Emet will say the following:

“Be careful of the storm that’s coming... No more than a couple of days from now... but it will make finding any tracks nearly impossible...”

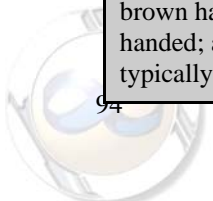
3. THE HEALER

Angen Wot is an herbalist first and a healer second, but everyone knows they can count on her to help. She has an assistant, a young boy named Brom, who she sends out after her herbs and other ingredients. She used to make the trips to gather things herself, but with the wolves and all, she feels she needs to stay close to home.

Wot works as a midwife as well as the town healer, helping give birth to most of the children in town over

KEEPER EMET TIMRON
Weapons: Knife, Damage Potential 7; Shortbow Arrows (20), Damage Potential 6; Shortbow: +4 Strike
of Possible Actions: 4; Feet per action: 2; Reality Check: 4; Damage +1; Healing -2
Armor: Leather, AR: 3, DC: 24; Torso Armor: 24; Right Thigh Armor: 12; Left Thigh Armor: 12; Right Calf Armor: 6; Left Calf Armor: 6; Right Upper Arm Armor: 9; Left Upper Arm Armor: 9; Right Lower Arm Armor: 5; Left Lower Arm Armor: 5; Head Armor: 2
HP: 28; Torso HP: 28; Right Thigh HP: 14; Left Thigh HP: 14; Right Calf HP: 7; Left Calf HP: 7; Right Upper Arm HP: 11; Left Upper Arm HP: 11; Right Lower Arm HP: 6; Left Lower Arm HP: 6; Head HP: 3
Characteristics: Int 3, Cha 4, Per 4, CS 5, Str 7, Agi 6, Spd 4, Sta 7, Wis 4, Faith 6, Con 4, Life 2, Beauty 2, Wealth 1, Family 1, Luck 4
Skills: Archery: 4, Bludgeoning: 4, Fishing: 3, History: Local: 4, Horsemanship: 5, Hunting: 5, Pilot: Animal Drawn Vehicle: 4, Preserve Food: 4, Religious Knowledge: 7, Tracking: 4, Weather Sense: 5, Wrestling: 1
Possessions: Shovel; knife; work clothes; cloak; shortbow; quiver (20 arrows); pouch with 2 GP; leather armor if hunting
Appearance: Male human peasant; age 42; Fate: Family Curse (Ghost Plagues Family); 6'2"; 190 lbs; brown hair hung in pony-tail; skraggly beard; left-handed; always wears gray work shirt and pants; typically carries a long-handled shovel

HEALER ANGEN WOT
Weapons: Knife, Damage Potential 6; Quarterstaff (2H), Damage Potential 9
of Possible Actions: 4; Feet per action: 2; Reality Check: 7; Initiative +1; Healing +4
HP: 32; Torso HP: 32; Right Thigh HP: 16; Left Thigh HP: 16; Right Calf HP: 8; Left Calf HP: 8; Right Upper Arm HP: 12; Left Upper Arm HP: 12; Right Lower Arm HP: 6; Left Lower Arm HP: 6; Head HP: 3
Characteristics: Int 8, Cha 4, Per 7, CS 5, Str 4, Agi 4, Spd 4, Sta 8, Wis 7, Faith 1, Con 6, Life 10, Beauty 4, Wealth 3, Family 6, Luck 8
Skills: Animal Knowledge: 5, Healing: 10, Hunting: 6, Literacy: 7, Medicine: 8, Philosophy: 8, Plant Knowledge: 7, Preserve Food: 5, Research: 8, Teaching: 5, Tracking: 4, Weather Sense: 4, Writing: 4
Possessions: Robe; pants; dagger; pouch with ingredients; quarterstaff; small book (journal); pouch containing 6 GP
Appearance: Female human healer; age 52; 5'1; 183 lbs; blonde shoulder-length hair; left-handed; nearly always wears a robe and carries her bag of ingredients and journal



the last 20 years. She appears as a short, stooped, gray-haired lady, but has been known to be spry when she needs to.

Though she is not a member of the Temple, she and the Prior are good friends and work closely together to help the sick, wounded, and even the healthy to find their way.

<i>THE BOY, BROM BENNET</i>
Weapons: Knife, Damage Potential 6; Longbow Arrows (20), Damage Potential 12; Longbow: +3 Strike
of Possible Actions: 4; Feet per action: 2; Reality Check: 6; Initiative +1; Healing +1
HP: 32; Torso HP: 32; Right Thigh HP: 16; Left Thigh HP: 16; Right Calf HP: 8; Left Calf HP: 8; Right Upper Arm HP: 12; Left Upper Arm HP: 12; Right Lower Arm HP: 6; Left Lower Arm HP: 6; Head HP: 3
Characteristics: Int 7, Cha 7, Per 7, CS 7, Str 4, Agi 4, Spd 4, Sta 8, Wis 7, Faith 2, Con 4, Life 7, Beauty 7, Wealth 1, Family 3, Luck 5
Skills: Archery: 3, Cooking: 1, Fishing: 1, Plant Knowledge: 1, Preserve Food: 1, Religious Knowledge: 1, Running: 3
Possessions: Work shirt and pants; dagger; pouch containing 2 GP; longbow; quiver (20 arrows)
Appearance: Male human boy; age 14; 5'4"; 105 lbs; short black hair; ambidextrous; nearly always running around town doing errands for Healer Wot

Wot has treated all of the survivors and talks about the ferocity of the attacks:

“Normal wolves will attack in groups and stay to eat their kill—this monster attacks to kill and then flees the scene, only attacking others if they get in its way. Same goes for any group attempting to track the beast—it only attacks if threatened and then just to escape...”

The boy, Brom, can lead the party to where the beast left the village after the latest attack.

4. INN (THE NUBONNE STAG)

John Brody and his wife Laura run the Nubonne Stag Inn with their daughter, Aete and their son, Hunder. Hunder is the latest victim of the wolf attacks in the village and the Brodys have had enough.

JOHN BRODY, INNKEEPER

Weapons: Rapier (SS): +6 Strike/Parry, Damage Potential 7

of Possible Actions: 5; Feet per action: 3; Reality Check: 6; Strike/Parry/Dodge +1

HP: 32; Torso HP: 32; Right Thigh HP: 16; Left Thigh HP: 16; Right Calf HP: 8; Left Calf HP: 8; Right Upper Arm HP: 12; Left Upper Arm HP: 12; Right Lower Arm HP: 6; Left Lower Arm HP: 6; Head HP: 3

Characteristics: Int 6, Cha 8, Per 6, CS 8, Str 4, Agi 7, Spd 5, Sta 8, Wis 5, Faith 5, Con 5, Life 5, Beauty 6, Wealth 8, Family 5, Luck 8

Skills: Brewing: 3, Cooking: 3, Economics: 3, Etiquette: 4, Gambling: 2, History: Local: 4, Literacy: 3, Mathematics: 4, Play Musical Instrument: 3, Public Speaking: 3, Research: 2, Running: 3, Strategy: 2, Swordsmanship - Small Swords: 5

Possessions: Work shirt and pants; rapier; pouch containing 24 GP; lute

Appearance: Male human merchant/peasant; age 38; 6'1"; 185 lbs; short brown hair; right-handed; can be found at the Inn or Tavern most of the time

The Inn has four single rooms upstairs and the great room downstairs. It has infrequent visitors, but treats all guests well—making sure they have enough blankets and a clean straw mattress to sleep on.

John and Laura Brody or Jack Kind (at the Inn, Tavern, or Stable) can describe the same events as were described in Brody’s tale in (1). John is ready to attack the Brigade head-on, to take from them like they’d taken from the village. But he seems relieved that the party is there to hopefully put an end to the madness.

5. TAVERN (THE ANTLERS)

Brody and his wife also run the Antlers Tavern, which is attached to the Inn. They serve passable ale and wine from the breweries and wineries not far from Nubonne. Some years are better than others for hops or grapes and the liquor pays the price.

The Tavern is open nearly 24 hours a day, and rarely closes its doors for long. The villagers are honest folk and rarely will they get out of hand. Occasionally the Brodys will call in Constable Elm, but it’s rare that happens. All too often, the Constable is there at the time of the incident anyway.

The food served to customers is simple fare, but good



and in good quantity. And everyone knows that if they need a good meal, that's the place to go.

<i>LAURA BRODY, TAVERNKEEPER</i>
Weapons: Knife, Damage Potential 6
of Possible Actions: 4; Feet per action: 2; Reality Check: 6
HP: 16; Torso HP: 16; Right Thigh HP: 8; Left Thigh HP: 8; Right Calf HP: 4; Left Calf HP: 4; Right Upper Arm HP: 6; Left Upper Arm HP: 6; Right Lower Arm HP: 3; Left Lower Arm HP: 3; Head HP: 2
Characteristics: Int 4, Cha 8, Per 6, CS 6, Str 4, Agi 4, Spd 4, Sta 4, Wis 6, Faith 3, Con 7, Life 4, Beauty 8, Wealth 2, Family 4, Luck 3
Skills: Animal Husbandry: 2, Animal Knowledge: 2, Cooking: 2, Dancing: 3, Etiquette: 3, Fortune Telling: 2, Plant Knowledge: 4, Preserve Food: 3, Singing: 3, Swimming: 3
Possessions: Work dress; cooking knife; pouch containing 14 GP
Appearance: Female human peasant; age 26; 5'1"; 105 lbs; long black hair; right-handed; can be found at the Inn or Tavern most of the time

6. TACK ROOM/STABLE

Jack Kind, a cousin to the Brodys, runs the stable for them and stays in the tack room. He has a good working relationship with Orr, the Blacksmith, and can arrange farrier services for clients' horses at reasonable rates. When the stable isn't busy, he helps out at the tavern.

7., GENERAL STORE

Charles Osser and his wife Mary run the General Store. They stock most of the common things needed by a farming community—seeds, feed, tools, and so on. They always participate in the Sunday markets near the Temple Hall with their own stall and sometimes even have special items from the city.

Charles and Mary assure the party that the men of the Brigade purchase supplies regularly from their store. They estimate that the bandits may be feeding anywhere from 5 to 7 men. But they are always polite and never cause trouble, so it's hard to believe they'd be mixed up with that monster attacking the village.

Available items at the store include most of the items described in Chapter 1, with prices marked up as much as 10-25% since they are on the borders of two nations

which sometimes makes it difficult to get supplies. Use GM discretion on which items the store may have in stock at any given time.

8. BLACKSMITH

Orr the Blacksmith is a huge man with a big heart and a quiet voice. He works in the forge while his wife, Lena, tends the store and handles shoeing horses or other minor tasks. She's very good with horses and likes to work with her hands.

Though they carry a few simple weapons, they mostly deal with tools, horseshoes, and building supplies for the village.

Orr's right arm and chest are bandaged after being part of a hunting party following the last attack. He doesn't say much about his injuries, but his wife Lena is happy to elaborate about them:

“We were at the tavern that night—we saw the monster run right past the door... It was as big as three men and fast, with claws like daggers gleaming in the moonlight...”



9. THE CONSTABLE

Constable Elm is rarely home and rarely has much to do in Norbonne, but wanders the town and tries to keep an eye on things. He can often be found visiting with the

<i>ORR THE BLACKSMITH</i>
Weapons: Battle Axe: +6 Strike/Parry, Damage Potential 11; Broadsword (LS): +3 Strike/Parry, Damage Potential 10; Mace (BL): +4 Strike/Parry, Damage Potential 10; Rapier (SS): +3 Strike/Parry, Damage Potential 9; Shortsword (SS): +3 Strike/Parry, Damage Potential 9; Throwing Axe: +4 Strike/Parry, Damage Potential 8; Throwing Knife: +3 Strike/Parry, Damage Potential 6
of Possible Actions: 4; Feet per action: 2; Reality Check: 5; Initiative +1; Damage +2
Armor: Chain, AR: 6, DC: 48; Torso Armor: 48; Right Thigh Armor: 24; Left Thigh Armor: 24; Right Calf Armor: 12; Left Calf Armor: 12; Right Upper Arm Armor: 18; Left Upper Arm Armor: 18; Right Lower Arm Armor: 9; Left Lower Arm Armor: 9; Head Armor: 5
HP: 28; Torso HP: 28; Right Thigh HP: 14; Left Thigh HP: 14; Right Calf HP: 7; Left Calf HP: 7; Right Upper Arm HP: 11; Left Upper Arm HP: 11; Right Lower Arm HP: 6; Left Lower Arm HP: 6; Head HP: 3
Shields: Iron Small Shield: +3 Parry, AR: 9, DC: 16
Characteristics: Int 6, Cha 3, Per 7, CS 4, Str 8, Agi 5, Spd 4, Sta 7, Wis 6, Faith 6, Con 4, Life 4, Beauty 2, Wealth 5, Family 3, Luck 7
Skills: Axe Specialization: 6, Axe Throwing: 4, Blacksmithing: 7, Bludgeoning: 4, Carpentry: 4, Fencing: 3, Horsemanship: 4, Knife Fighting: 3, Knife Throwing: 3, Metallurgy: 5, Shield: 3, Shield: 3, Swordsmanship - Large Swords: 3, Swordsmanship - Small Swords: 3
Possessions: Work clothes
Appearance: Male human blacksmith; age 29; 6'4"; 280; short black hair; well-kept beard; ambidextrous; can be found at his forge most of the time

Blacksmith, the General Store, the Temple Hall, or the Tavern. He's an average guy, but can use a sword and a shortbow if needed and evidently has done so in the past, as most of the village seems to respect him.

Though he's attempted to deal with the Brigade and the wolves, he's had no luck in getting them to stop their attacks or requests for gold to "protect" the town. Elm feels bad about this, as it is his job to protect the innocent and he feels he's let the village down.

The Constable provides a few additional details when asked...

- Brigade men (he's counted at least 4) have been

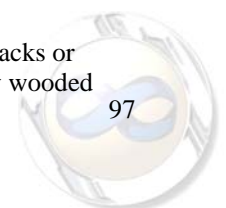
seen prowling around the village. They only try to ply their "protection" racket every so often however or when asked by someone.

- The beast's tracks always disappear in the woods a few hundred feet from the edge—and sometimes it appears that the tracks are deliberately hidden.
- The Brigade is holed up in some ruins about half a day north of the village. He suspects anywhere from 6 to 8 men. He knows they're somehow connected to the beast but hasn't been able to find the connection yet—they're always polite and never break any laws while in the village...

<i>CONSTABLE ELM</i>
Weapons: Shortbow Arrows (20), Damage Potential 6; Shortbow: +3 Strike; Shortsword (SS): +5 Strike/Parry, Damage Potential 7
of Possible Actions: 5; Feet per action: 2; Reality Check: 7
Armor: Studded Leather, AR: 5, DC: 40; Torso Armor: 40; Right Thigh Armor: 20; Left Thigh Armor: 20; Right Calf Armor: 10; Left Calf Armor: 10; Right Upper Arm Armor: 15; Left Upper Arm Armor: 15; Right Lower Arm Armor: 8; Left Lower Arm Armor: 8; Head Armor: 4
HP: 20; Torso HP: 20; Right Thigh HP: 10; Left Thigh HP: 10; Right Calf HP: 5; Left Calf HP: 5; Right Upper Arm HP: 8; Left Upper Arm HP: 8; Right Lower Arm HP: 4; Left Lower Arm HP: 4; Head HP: 2
Characteristics: Int 5, Cha 5, Per 5, CS 5, Str 5, Agi 6, Spd 4, Sta 5, Wis 10, Faith 1, Con 8, Life 5, Beauty 4, Wealth 3, Family 7, Luck 2
Skills: Archery: 3, Astronomy: 2, Combat Sense: 3, Direction Sense: 3, Game Playing: 3, Horsemanship: 3, Hunting: 1, Running: 3, Stealth: 1, Strategy: 1, Swimming: 3, Swordsmanship - Small Swords: 5, Tracking: 3, Urban Survival: 4, Wilderness Survival: 3
Possessions: Uniform; shortsword; shortbow; quiver (20 arrows); pouch containing 5 GP; studded leather armor while on duty
Appearance: Male human city guard; age 34; 6'0"; 165 lbs; short brown hair; right-handed; may be found on patrol or at the tavern

TRAVELING

When the party decides to follow the beast's tracks or find the ruins, they will travel through a lightly wooded



area about 20 minutes north of the village. The ruins are then in an open area about a three hour hike northwest through the forest.

For each hour the party is in the forest, there is a 25% chance of an encounter.

RANDOM ENCOUNTERS

Table 6-1: Random Encounters	
d10 Roll	Description
1	Wolf (d4 in number) attack
2	Brigade men (2 of them) attack then flee
3	Deer (d4 in number) will flee
4	Black Bear will attack if threatened
5	Rabbit will flee
6	Fox will flee
7	Squirrels will flee
8	Birds (woodpeckers, jays, owls, etc.) will flee
9	Skunk will attack if threatened
10	Porcupine will stand its ground

ENTER THE BRIGADE. . .

During the secession of the Duchy of Orde, Lieutenant Davis Arkun led a small border patrol along the border between Domerre and Orde. He and his small unit saw action against the Army of Dormerre conducting various covert operations. They also dealt with deserters who didn't like the decision to secede and were fleeing back to Domerre as well as returning the occasional criminal.

When hostilities ceased, the Lieutenant was ordered back to Orde to retire. Arkun refused and began a campaign against any Orde forces sent to retrieve him. Declared an outlaw by Duke Oliver, Arkun and his men slipped across into the contested area between Domerre and Orde hardly patrolled since the major fighting stopped.

The ruins of Fort Stand were overgrown in Obewood when Arkun's unit stumbled across them. Within a month, they had cleared the walls, rebuilt what was needed, and made it their base of operations. Game was plentiful in the wood, but the men quickly became bored and restless.

They traded occasionally with the village of Bromm on

the northern edge of the Obewood beside the banks of the Ober river. Rumors of attacks by a horrific creature drew the Brigade's attention and they managed to track down the creature in a deep lair only to find that the monster was at the beck and call of a mousy, unkempt mountain man simply called Od.

Begging for his life and the life of his creature, he struck a deal with the Brigade, telling them of a possible scam that would get them great riches. The WOrg would attack a village and the Brigade could offer protection from the creature, for a price, and save the day.

The next six months saw a number of villages fall under the Brigade's "protection." Gold was rolling in. But Arkun knew it wouldn't last forever.

BRIGADE-GATE GUARD

Weapons: Long Sword (LS): +4 Strike/Parry, Damage Potential 8; Longbow Arrows (20), Damage Potential 12; Longbow: +4 Strike; Shortbow Arrows (20), Damage Potential 6; Shortbow: +4 Strike; Shortsword (SS): +4 Strike/Parry, Damage Potential 7

of Possible Actions: 4; Feet per action: 2; Reality Check: 5

Armor: Chain, AR: 6, DC: 48; Torso Armor: 48; Right Thigh Armor: 24; Left Thigh Armor: 24; Right Calf Armor: 12; Left Calf Armor: 12; Right Upper Arm Armor: 18; Left Upper Arm Armor: 18; Right Lower Arm Armor: 9; Left Lower Arm Armor: 9; Head Armor: 5

HP: 16; Torso HP: 16; Right Thigh HP: 8; Left Thigh HP: 8; Right Calf HP: 4; Left Calf HP: 4; Right Upper Arm HP: 6; Left Upper Arm HP: 6; Right Lower Arm HP: 3; Left Lower Arm HP: 3; Head HP: 2

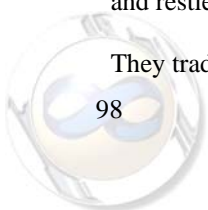
Shields: Leather Large Shield: +4 Parry, AR: 6, DC: 16; Leather Small Shield: +4 Parry, AR: 6, DC: 8

Characteristics: Int 4, Cha 4, Per 4, CS 4, Str 6, Agi 6, Spd 4, Sta 4, Wis 5, Faith 2, Con 5, Life 4, Beauty 4, Wealth 3, Family 4, Luck 4

Skills: Archery: 4, Archery: 4, Shield: 4, Shield: 4, Swordsmanship - Large Swords: 4, Swordsmanship - Small Swords: 4

Possessions: Longbow or shortbow; quiver (20 arrows); longsword or shortsword; large leather shield or small leather shield; d10 GP in a pouch

Appearance: Male human fighter; age 25; 6'0"; 185 lbs; cropped black hair; right-handed



During this time, the trainer, Od, managed to raise a small set of wolf cubs to help with the scaring efforts, having them run through village lands and howling a few days before the WOrg attacked, adding more drama to the rescue.

When the village of Norbonne refused to pay after the first attack, Arkun's bad feeling got worse. Now after six additional attacks, the sense of dread has settled over the whole unit. But their greed has so far stopped them from simply ending the operation.

With each new attack on Nubonne, the other villages are starting to wonder at the effectiveness of the Brigade's "protection" and threatening to stop paying each week. Some of the Brigade's men have taken to meeting these threats with threats of their own—asking if any of these rebellious villages wants to suffer like Nubonne. Arkun spends most of his days in his office deeper in the Fort's ruins, relying on his men to handle any threats that may arise. With each death caused by the WOrg, his two guards started to notice his eyes become more and more haunted as he became more and more reclusive.

As he spent more and more time alone thinking about his actions that had caused so much pain to so many innocent lives, a spectre living in the lowest level of the ruins began to visit him in the night, haunting him with visions of the torturous acts that had occurred hundreds of years before during the time of the Empire of Og. Arkun was tortured with visions of prisoners, innocent or not, tortured and killed here, then dropped in a pit that seemed to go forever...

THE RUINS (SURFACE LEVEL)

10. MAIN GATE

At the front gate of the fort, two guards are always on duty, though gate duty has become very lax, as they have not to date had anyone but Brigade members approach the fort. The two guards on duty often use the time to do weapon practice—either sparring or firing long- or shortbows at targets placed at varied distances.

Guards on duty will always wear chain mail and carry a long- or shortsword and a long- or shortbow, plus a score of arrows. A guard rotation can last anywhere from 8-10 hours depending on the weather and if the trainer (Od) is out with the wolves or WOrg.

11. BUNK ROOM

The Bunk Room provides six simple beds, each with a trunk at the foot of the bed, as well as a table and a food

preparation area. At most you may find four members (roll a d4) of the Brigade here at any given time, either resting or on cook or clean duty for the unit. Meals are prepared here for the entire unit—two meals a day, plus a mid-day meal if the member wants it prepared individually. One of the Lieutenant's personal guards prepares his meals for him and takes them to his quarters at each main mealtime.

Unit members at the Bunk Room are typically out of armor and unarmed, so it will take them an additional minute or two for them to get fully armored and armed should trouble arise. However, since no one has ever attempted an attack, they would not be that quick to respond. There is a 50% chance that any member leaving the building during such an event would leave without armor, yet would be armed with a simple melee weapon (short- or long-sword).

BRIGADE-BUNK ROOM GUARDS

Weapons: Long Sword (LS): +4 Strike/Parry, Damage Potential 8; Shortsword (SS): +4 Strike/Parry, Damage Potential 7

of Possible Actions: 4; Feet per action: 2; Reality Check: 5;

Armor: Chain, AR: 6, DC: 48; Torso Armor: 48; Right Thigh Armor: 24; Left Thigh Armor: 24; Right Calf Armor: 12; Left Calf Armor: 12; Right Upper Arm Armor: 18; Left Upper Arm Armor: 18; Right Lower Arm Armor: 9; Left Lower Arm Armor: 9; Head Armor: 5

HP: 16; Torso HP: 16; Right Thigh HP: 8; Left Thigh HP: 8; Right Calf HP: 4; Left Calf HP: 4; Right Upper Arm HP: 6; Left Upper Arm HP: 6; Right Lower Arm HP: 3; Left Lower Arm HP: 3; Head HP: 2

Characteristics: Int 4, Cha 4, Per 4, CS 4, Str 6, Agi 6, Spd 4, Sta 4, Wis 5, Faith 2, Con 5, Life 4, Beauty 4, Wealth 3, Family 4, Luck 4

Skills: Archery: 4, Archery: 4, Shield: 4, Shield: 4, Swordsmanship - Large Swords: 4, Swordsmanship - Small Swords: 4

Possessions: Longbow or shortbow; quiver (20 arrows); longsword or shortsword; large leather shield or small leather shield; d10 GP in a pouch; will not be armed or armored if attacked; 50% chance that any guard leaving the bunk house would leave without armor

Appearance: Male human fighter; age 25; 6'0"; 185 lbs; cropped black hair; right-handed

12. ARMORY

The Armory holds the majority of the Brigade’s weapons and armor. Anyone not on duty will leave their little-used weapons and armor here.

The Armory building has seen little action since the Brigade initially settled at the fort. It contains an assortment of armor, shields, weapons, and ammunition.

- Horse barding (chain and leather)
- Shields (large and small)
- Crossbows (heavy x2, light x4) + 400 bolts
- Longbows (x4), Shortbows (x2) + 1000 arrows
- Broadswords (x6)
- Longswords (x4), Shortswords (x4)

BRIGADE—SERGEANT DANNING

Weapons: Knife: +7 Strike/Parry, Damage Potential 8; Long Sword (LS): +7 Strike/Parry, Damage Potential 10; Longbow Arrows (20), Damage Potential 12; Longbow: +7 Strike

of Possible Actions: 6; Feet per action: 3; Reality Check: 7; Initiative +1; Damage +2; Strike/Parry/Dodge +2; Healing +1

Armor: Chain, AR: 6, DC: 48; Torso Armor: 48; Right Thigh Armor: 24; Left Thigh Armor: 24; Right Calf Armor: 12; Left Calf Armor: 12; Right Upper Arm Armor: 18; Left Upper Arm Armor: 18; Right Lower Arm Armor: 9; Left Lower Arm Armor: 9; Head Armor: 5

HP: 28; Torso HP: 28; Right Thigh HP: 14; Left Thigh HP: 14; Right Calf HP: 7; Left Calf HP: 7; Right Upper Arm HP: 11; Left Upper Arm HP: 11; Right Lower Arm HP: 6; Left Lower Arm HP: 6; Head HP: 3

Shields: Leather Large Shield: +4 Parry, AR: 6, DC: 16; Leather Small Shield: +4 Parry, AR: 6, DC: 8

Characteristics: Int 5, Cha 4, Per 7, CS 4, Str 8, Agi 8, Spd 5, Sta 7, Wis 8, Faith 1, Con 8, Life 7, Beauty 4, Wealth 3, Family 7, Luck 2

Skills: Archery: 5, Archery: 5, Axe Specialization: 5, Bludgeoning: 5, Boxing: 5, Combat Sense: 6, Knife Fighting: 5, Rope Climbing: 6, Running: 6, Shield: 5, Shield: 5, Spear Combat: 5, Staves: 5, Strategy: 3, Swordsmanship - Large Swords: 5, Swordsmanship - Small Swords: 5

Possessions: Chain mail; large leather shield or small leather shield; longsword; knife; longbow; quiver (20 arrows); pouch with d20 GP

Appearance: Male human fighter; age 35; 6'4"; 205 lbs; cropped black hair; ambidextrous

- All good quality

13. SERGEANT’S QUARTERS

The Sergeant, a man named Iron Danning, has a small building to use exclusively as his private quarters. At night, Danning has a guard placed at his door in case of attack. Though they haven’t been attacked yet, the sense of danger has risen perceptibly and he wants to be prepared.

Danning spends much more time with the unit than does the Lieutenant, helping out where possible with regular duties and training off-duty members with a variety of weapons.

14. KENNELS AND TRAINER

The Trainer lives here with a large kennel for his four wolves. The W0rg is kept in level 1 of the ruins (room #17).

The trainer, Od, responsible for the W0rg and wolves is among the strangest members of the group, even beyond the Lieutenant’s recent erratic behavior. Od appears as a wild and unkempt, skinny man with a balding head and a scraggly brown beard. He chooses to sleep with his wolves, staying as one of the pack. He spends a portion

BRIGADE—TRAINER OD

Weapons: Knife: +10 Strike/Parry, Damage Potential 6

of Possible Actions: 5; Feet per action: 2; Reality Check: 5; Strike/Parry/Dodge +2; Healing -1

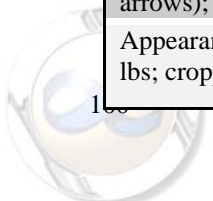
HP: 16; Torso HP: 16; Right Thigh HP: 8; Left Thigh HP: 8; Right Calf HP: 4; Left Calf HP: 4; Right Upper Arm HP: 6; Left Upper Arm HP: 6; Right Lower Arm HP: 3; Left Lower Arm HP: 3; Head HP: 2

Characteristics: Int 4, Cha 4, Per 4, CS 4, Str 4, Agi 8, Spd 4, Sta 4, Wis 6, Faith 1, Con 6, Life 3, Beauty 4, Wealth 7, Family 1, Luck 2

Skills: Animal Husbandry: 3, Animal Knowledge: 6, Animal Training: 7, Combat Sense: 6, Fishing: 5, Hunting: 5, Knife Fighting: 8, Plant Knowledge: 3, Stealth: 6, Strategy: 4, Tracking: 6, Wilderness Survival: 6

Possessions: Work clothes; small curved knife; set of keys

Appearance: Male human peasant; age 38; 5'4"; 145 lbs; balding head; scraggly brown beard; ambidextrous



of every night with the W0rg as well, in an attempt to keep control over the beast.

There is a 50% chance the wolves are here at any given time. Anyone entering the building without Od will be attacked immediately.

15. STAIRS TO LEVEL 1

Here you find the stairs leading down to the first underground level of the Fort's structure. Rough-hewn steps of stone lead to the lower-level housing, the Lieutenant's quarters, and the W0rg.

THE RUINS (LEVEL 1)

16. STAIRS TO SURFACE

These stairs lead back to the surface. The door from the W0rg's room leads directly up the stairs and out of this level. You must walk around the stairwell to get to the door to the other parts of level 1.

17. W0RG ROOM

The W0rg lives in this room, secluded from the other animals and people living and working at the fort. The trainer has some control over the beast, is fed very regularly, and let loose for several hours a night under the supervision of Od. The trainer allows it to hunt the woods near the fort.

The room is quite large, with a nest of branches, leaves, and hay in one corner of the room. The stench of monster droppings, urine, and the musk of a large hairy beast is overwhelming. Thankfully, a number of small holes in the ceiling allow fresh air to enter the lair. None of the other members of the Brigade can say how Od spends so much time with this beast.

If anyone enters the room without Od, they are immediately attacked. If the party enters the room at night, there is a 33% chance that the W0rg will be here. During the day, the W0rg is guaranteed to be here.

18. UNDERGROUND BUNK ROOM

The underground bunk room is where Lieutenant Arkun's personal guards stay if not on duty. One guard is at Arkun's door at all times. The other can sometimes be found in this bunk room (25% chance) but will more often be above-ground with the rest of the unit (75% chance).

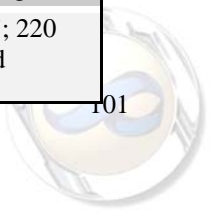
This room contains a single bed and a table with an oil lamp. Neither of the men likes to stay in this claustrophobic room for long.

19. LIEUTENANT'S OFFICE/QUARTERS

Here is Lieutenant Arkun's home for the last few months. He has rarely left in recent days, growing more and more reclusive. His room is nearly ascetic in decoration, containing a bedroll, a lamp, and a chest. His guards often find him reading the Book of the Earth, the holy book of the Temple of the Earthen Father. Debate has raged among the men as they wonder if their leader has lost his mind.

Each night, a spectre from the lower level passes through the eastern wall of the room, giving him visions of the horrific past of this fort. He wakes up the next day more shaken than he went to sleep, muttering about the

<i>BRIGADE-LIEUTENANT'S PERSONAL GUARD</i>
Weapons: Long Sword (LS): +5 Strike/Parry, Damage Potential 9; Longbow Arrows (20), Damage Potential 12; Longbow: +6 Strike
of Possible Actions: 5; Feet per action: 4; Reality Check: 7; Initiative +1; Damage +1; Strike/Parry/Dodge +1;
Armor: Chain, AR: 6, DC: 48; Torso Armor: 48; Right Thigh Armor: 24; Left Thigh Armor: 24; Right Calf Armor: 12; Left Calf Armor: 12; Right Upper Arm Armor: 18; Left Upper Arm Armor: 18; Right Lower Arm Armor: 9; Left Lower Arm Armor: 9; Head Armor: 5
HP: 28; Torso HP: 28; Right Thigh HP: 14; Left Thigh HP: 14; Right Calf HP: 7; Left Calf HP: 7; Right Upper Arm HP: 11; Left Upper Arm HP: 11; Right Lower Arm HP: 6; Left Lower Arm HP: 6; Head HP: 3
Shields: Leather Small Shield: +5 Parry, AR: 6, DC: 8
Characteristics: Int 7, Cha 3, Per 7, CS 7, Str 7, Agi 7, Spd 7, Sta 7, Wis 8, Faith 1, Con 7, Life 4, Beauty 4, Wealth 3, Family 4, Luck 4
Skills: Archery: 5, Axe Specialization: 5, Boxing: 5, Combat Sense: 6, Game Playing: 51%, Heraldry: 5, Horsemanship: 6, Knife Fighting: 7, Polearm Combat: 5, Rope Climbing: 5, Running: 4, Shield: 4, Spear Combat: 4, Stealth: 2, Strategy: 5, Swordsmanship - Large Swords: 4, Swordsmanship - Small Swords: 4
Possessions: On duty - chain mail; small leather shield; longsword; Off duty - no armor; longsword; longbow; quiver (20 arrows); pouch with d100 gold
Appearance: Male human fighter; age 30; 6'2"; 220 lbs; cropped brown or black hair; right-handed



things he's seen and seeking the guidance of the gods.

If the PCs attack the door to Arkun's quarters, he will begin making his way to the pit on the lower level. He will drop his belongings along his path, clutching his holy amulet to his chest as he throws himself down the pit to his death. If the party is near enough, they may hear his screams (Perception check +3), but they will not hear him hit the bottom.

Contents of chest

- 1063 gold
- 3 gold medals for valor from Orde
- Arkun's large shield

BRIGADE—LIEUTENANT ARKUN

Weapons: Long Sword (LS): +7 Strike/Parry, Damage Potential 8

of Possible Actions: 5; Feet per action: 3; Reality Check: 8; Initiative +1

Armor: Chain, AR: 6, DC: 48; Torso Armor: 48; Right Thigh Armor: 24; Left Thigh Armor: 24; Right Calf Armor: 12; Left Calf Armor: 12; Right Upper Arm Armor: 18; Left Upper Arm Armor: 18; Right Lower Arm Armor: 9; Left Lower Arm Armor: 9; Head Armor: 5

HP: 24; Torso HP: 24; Right Thigh HP: 12; Left Thigh HP: 12; Right Calf HP: 6; Left Calf HP: 6; Right Upper Arm HP: 9; Left Upper Arm HP: 9; Right Lower Arm HP: 5; Left Lower Arm HP: 5; Head HP: 2

Shields: Leather Large Shield: +6 Parry, AR: 6, DC: 16

Characteristics: Int 7, Cha 6, Per 7, CS 4, Str 6, Agi 6, Spd 6, Sta 6, Wis 5, Faith 7, Con 8, Life 4, Beauty 6, Wealth 9, Family 8, Luck 6

Skills: Bludgeoning: 6, Boxing: 8, Combat Sense: 6, Concealment: 2, Etiquette: 5, Knife Fighting: 5, Law: 2, Literacy: 3, Philosophy: 3, Religious Knowledge: 4, Research: 2, Shield: 6, Swordsmanship - Large Swords: 7

Possessions: Book of the Earth; Chain mail (not worn); Longsword (not worn); Large leather shield (not carried)

Appearance: Male human fighter; age 45; 5'10"; 155 lbs; shoulder-length greasy black hair; unkempt beard; left-handed

wall locked with one moveable keystone. Age has made the keystone in the wall easier to spot (at the base of the wall) in decent light, making it +25% easier to find.

THE RUINS (LEVEL 2)

21. STAIRS TO LEVEL 1

The secret door from the stairwell is easy to see and open and leads down into the darkness. A musty, wet smell pervades the area.

22. TORTURE CHAMBER

Even now, hundreds of years later, the torture chamber walls and floor are stained dark with blood. Rusty chains hang from the ceiling, their manacles long ago fallen to the floor and rusting away. The bare outline of two wooden tables is difficult to see, but the buckles for the leather straps are now just rust spots on the floor.

Down the hall, the open doors of jail cells hint that any souls coming here never again saw daylight.

23–26. JAIL CELLS

These jail cells are all empty except for dust and mold. The closer to the end of the hall the room is, the stronger the musty, old scent.

Each cell has a 25% of loosing a ghost if opened. Even if the door is unopened, any ghost spotted by a PC has a chance to Frighten the party.

27. BURIAL PIT

The pit in this room somehow feels older than the rest of the ruined fort around and above it. The musty smell is strongest here and all who enter the room are attacked by the Spectre.

The Spectre is the spirit of the head torturer killed by a group of escaped prisoners during the last days of the Empire of Og. He is obsessed with keeping his prisoners within the walls of the Fort and torturing them.

Though ghosts cannot do physical damage to an opponent, the Spectre can strike an opponent and do direct damage to HP even through their armor. Spectres may only be hit by weapons blessed by a priest. If blessed, a weapon will do normal damage to the Spectre.

ADVENTURE CONCLUSION...

By the end of this adventure, the players may have done several things to resolve the problem for the villagers:

20. STAIRS TO LEVEL 2

Here lies a secret stairwell heading down to the lowest level of the ruins. The secret door is a simple rotating



- Eliminate the Brigade
- Negotiate with the Brigade
- Killed the WOrg
- Or any combination of the three

If the PCs are generally good characters, reward them

with XP if the resolution turned out well for the villagers. Otherwise give XP as appropriate for the players' actions.

If the PCs choose to head back to the Queen, they can collect their 100 GP reward from the City Guard in Fariel.



ANIMALS AND MONSTERS

BEAR

Attacks: Bite: Damage Potential 12; Claw: Damage Potential 14; Crush: Damage Potential 14

of Possible Actions: 3; Feet per action: 3; Reality Check: 5; +4 Damage

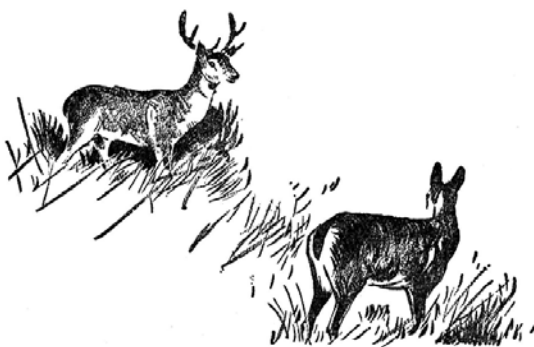
Armor: None

HP: 40; Torso: 40, Upper Front Right Leg: 20, Upper Front Left Leg: 20, Upper Back Right Leg: 20, Upper Back Left Leg: 20, Lower Front Right Leg: 10, Lower Front Left Leg: 10, Lower Back Right Leg: 10, Lower Back Left Leg: 10, Head: 4

Characteristics: Int: 3, Str: 10, Agi: 6, Spd: 6, Sta: 10

Size: Large, Height: 8', Weight: 1000 lbs; Social Organization: Single or in groups of 2-4; Lair: Caves; Diet: Omnivore, fish, berries

Description: This is a general description for all bears. The bear is a large predator of the northern climates. Its fur color ranges from black to white.



DEER

Attacks: Kick, +2 Strike/Parry, Damage Potential 6; Horns: +2 Strike/Parry, Damage Potential 8

of Possible Actions: 3; Feet per action: 6; Reality Check: 5; +2 to Strike/Parry/Dodge

Armor: None

HP: 24; Torso: 24, Upper Front Right Leg: 12, Upper Front Left Leg: 12, Upper Back Right Leg: 12, Upper Back Left Leg: 12, Lower Front Right Leg: 6, Lower Front Left Leg: 6, Lower Back Right Leg: 6, Lower Back Left Leg: 6, Head: 2

Characteristics: Int: 2, Str: 6, Agi: 8, Spd: 11, Sta: 6

Size: Medium, Height: 3.5' at shoulder, Weight: 80-150 lbs; Social Organization: Groups of 3-20; Lair: Forests, grasslands; Diet: Herbivore

The deer is one of the most abundant wild animals in the world, inhabiting almost every climate zone. Its hide is brown and it has large brown eyes. Males sport a small rack of horns, useful for defense.

GHOST

Attacks: Frighten: +3 to attack, use Reality Check to counter

of Possible Actions: 2, Feet per action: 5; Reality Check: 8

Armor: None

HP: N/A

Characteristics: Int: 7, Str: None, Agi: N/A, Spd: 10, Sta: N/A

Size: Medium, Height: 4'-6', Weight: N/A; Social Organization: Single; Lair: Place where murdered; Diet: None

Ghosts are spirits that have been wrongfully murdered. They assume physical form to gain aid from the living. They do not have physical bodies and weapons pass through them.





RABBIT

Attacks: Bite: +3 Strike, Damage Potential 4

of Possible Actions: 3, Feet per action: 6; Reality Check: 5; +3 to Strike/Parry/Dodge; +3 Initiative

Armor: None

HP: 12; Torso: 12, Upper front right leg: 6, Upper front left leg: 6, Upper back right leg: 6, Upper back left leg: 6, Lower front right leg: 3, Lower front left leg: 3, Lower back right leg: 3, Lower back left leg: 3, Head: 1

Characteristics: Int: 2, Per: 10, Str: 1, Agi: 9, Spd: 12, Sta: 3

Size: Small, Height: 6", Weight: 1-5 lbs; Social Organization: Single or pairs; Lair: anywhere; Diet: Herbivore

Description: The rabbit is a type of small game common around the world. It is blessed with exceptional agility, speed, and perception (+3 on checks).

SPECTRE

Attacks: Slash: Damage Potential: 6, Ignores armor and goes straight to HP, has 10% chance of creating a random insanity

of Possible Actions: 2; Feet per action: 3); Reality Check: 5

Armor: None

HP: 40; Torso: 40, Upper Front Right Leg: 20, Upper Front Left Leg: 20, Upper Back Right Leg: 20, Upper Back Left Leg: 20, Lower Front Right Leg: 10, Lower Front Left Leg: 10, Lower Back Right Leg: 10, Lower Back Left Leg: 10, Head: 4

Characteristics: Int: 2, Str: 5, Agi: 3, Spd: 5, Sta: 10

Size: Medium, Height: 4-6', Weight: N/A; Social Organization: Solitary; Lair: Graveyards or place where murdered; Diet: N/A

Description: Spectres are spirits that have taken a semi-physical form. A spectre is created when a spirit is forced out of its physical body or murdered in a particularly foul manner. They are insane and sometimes search graveyards and battlefields at night for a body to enter, attracted to dead and dying creatures.

Normal weapons will pass through them, only weapons blessed by a priest will hurt them.





WOLF

Attacks: Bite: +2 Strike, Damage Potential 6, Claw: +2 Strike/Parry, Damage Potential 6

of Possible Actions: 4; Feet per action: 4; Reality Check: 5; +2 to Strike/Parry, +1 to Dodge

Armor: None

HP: 20; Torso: 20, Upper Front Right Leg: 10, Upper Front Left Leg: 10, Upper Back Right Leg: 10, Upper Back Left Leg: 10, Lower Front Right Leg: 5, Lower Front Left Leg: 5, Lower Back Right Leg: 5, Lower Back Left Leg: 5, Head: 2

Characteristics: Int: 3, Str: 6, Agi: 7, Spd: 7, Sta: 5

Size: Medium, Height: 3', Weight: 30-80 lbs; Social Organization: Packs of 5 or more; Lair: Dens in temperate wilderness; Diet: Carnivore

Description: The wolf is of the same family as the dog. It hunts small game as well as some deer. The wolf is characterized by gray or brown fur and a long snout. Wolves are very perceptive and agile creatures.

WORG

Attacks: Bite: +2 Strike, Damage Potential 12; Claw: +2 Strike/Parry, Damage Potential 10

of Possible Actions: 5, Feet per action: 4; Initiative: +3; Attacks: +2 to Strike/Parry/Dodge, +2 to Damage

Armor: Tough Hide, AR: 4, DC: 20; Torso Armor: 20, Upper Front Right Leg Armor: 10, Upper Front Left Leg Armor: 10, Upper Back Right Leg Armor: 10, Upper Back Left Leg Armor: 10, Lower Front Right Leg Armor: 5, Lower Front Left Leg Armor: 5, Lower Back Right Leg Armor: 5, Lower Back Left Leg Armor: 5, Head Armor: 2

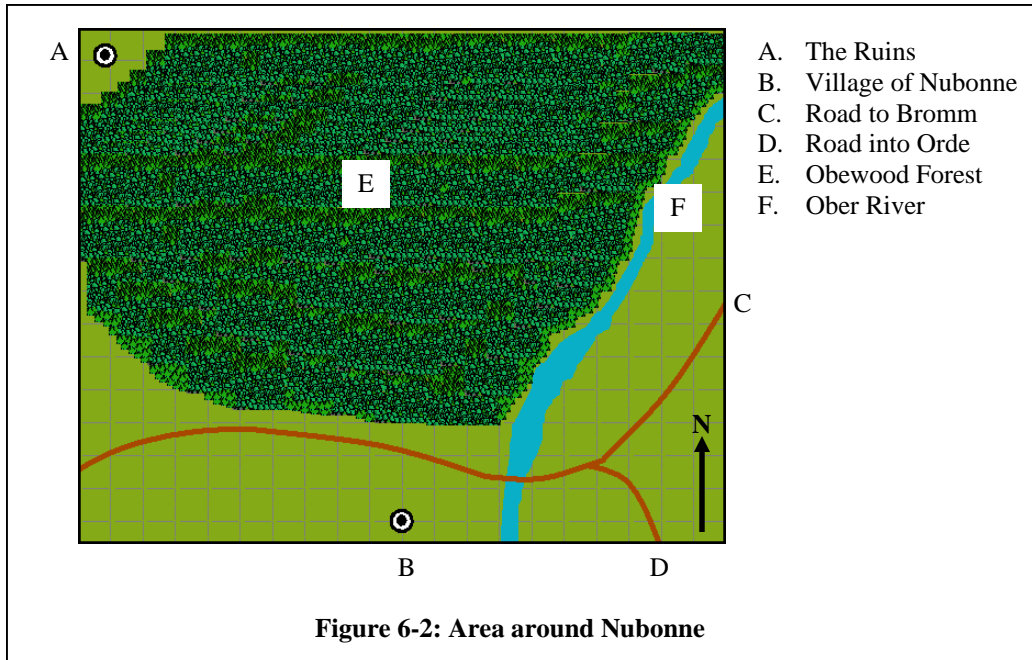
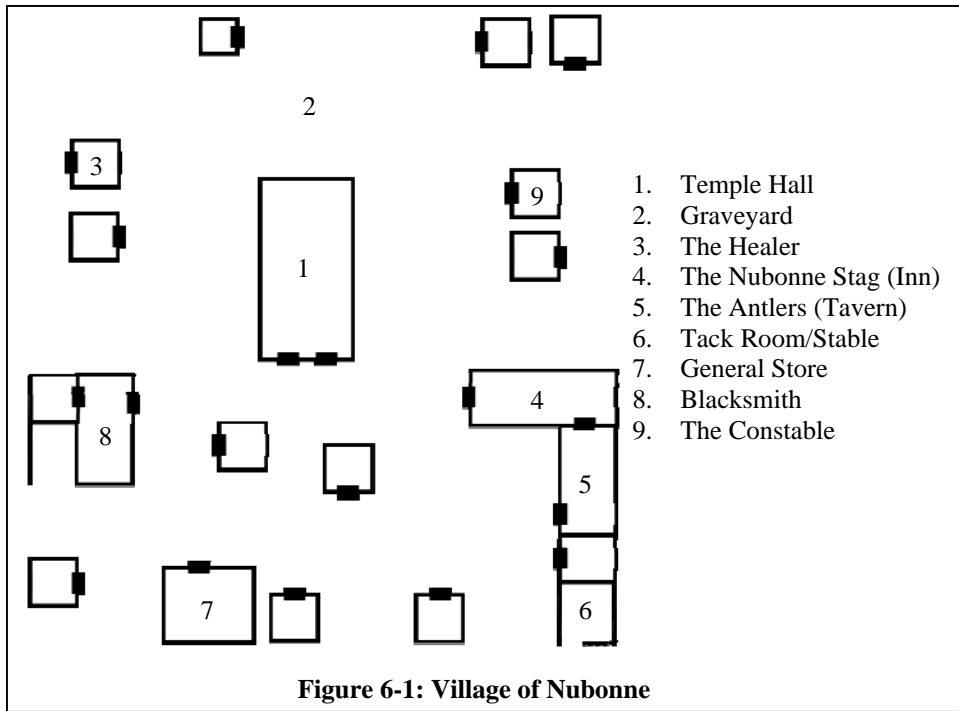
HP: 40; Torso: 40, Upper Front Right Leg: 20, Upper Front Left Leg: 20, Upper Back Right Leg: 20, Upper Back Left Leg: 20, Lower Front Right Leg: 10, Lower Front Left Leg: 10, Lower Back Right Leg: 10, Lower Back Left Leg: 10, Head: 4

Characteristics: Int: 3, Str: 8, Agi: 8, Spd: 8, Sta: 10

Size: Large, Height: 5', Weight: 250-300 lbs; Social Organization: Solitary; Lair: Dens in temperate wilderness; Diet: Carnivore

Description: The W0rg is a giant breed of wolf. It hunts deer, livestock, or mankind if it gets hungry enough. The w0rg is characterized by gray or brown fur and a long snout. W0rgs are very perceptive and agile creatures.





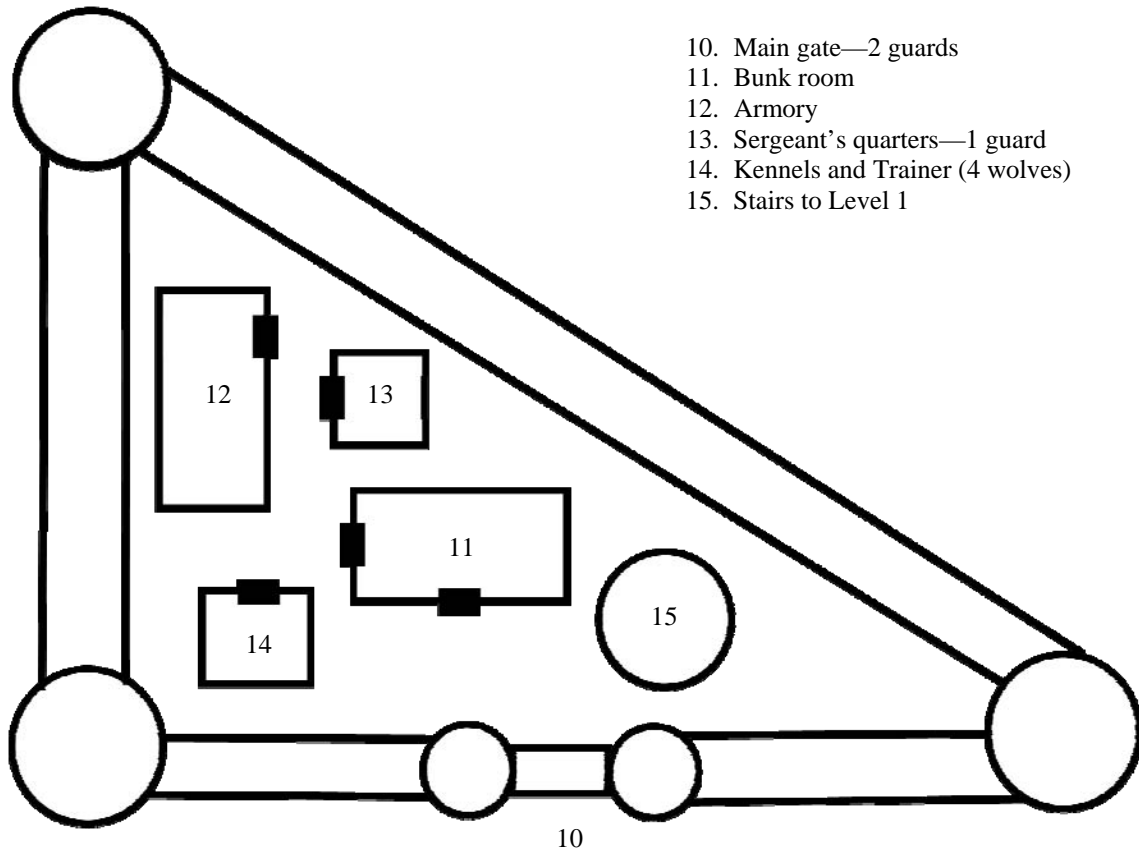


Figure 6-3: Surface of Ruins

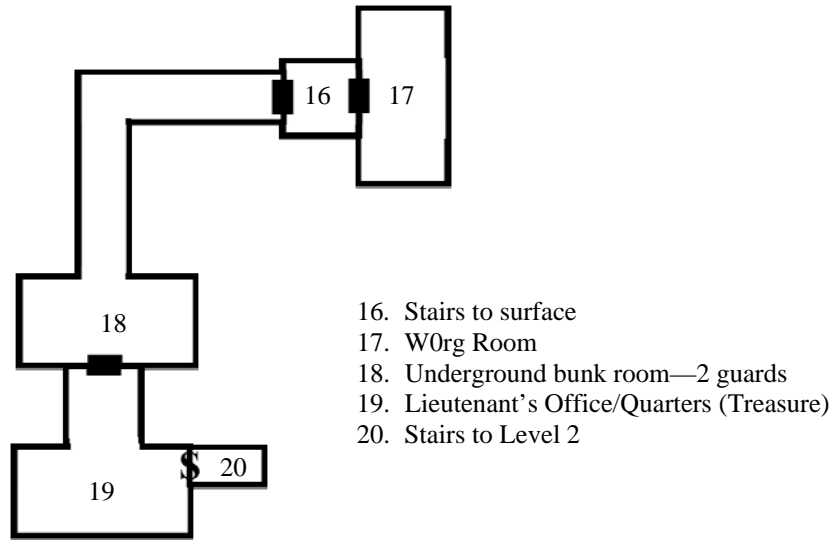


Figure 6-4: Ruins, Level 1

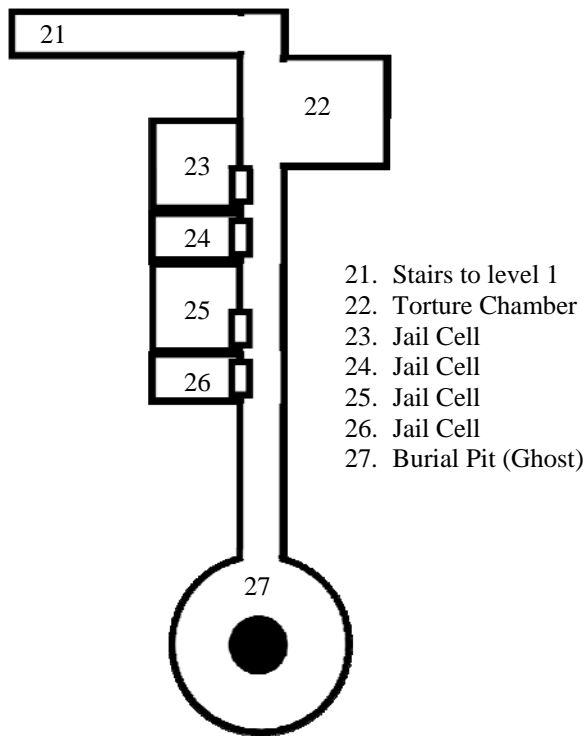
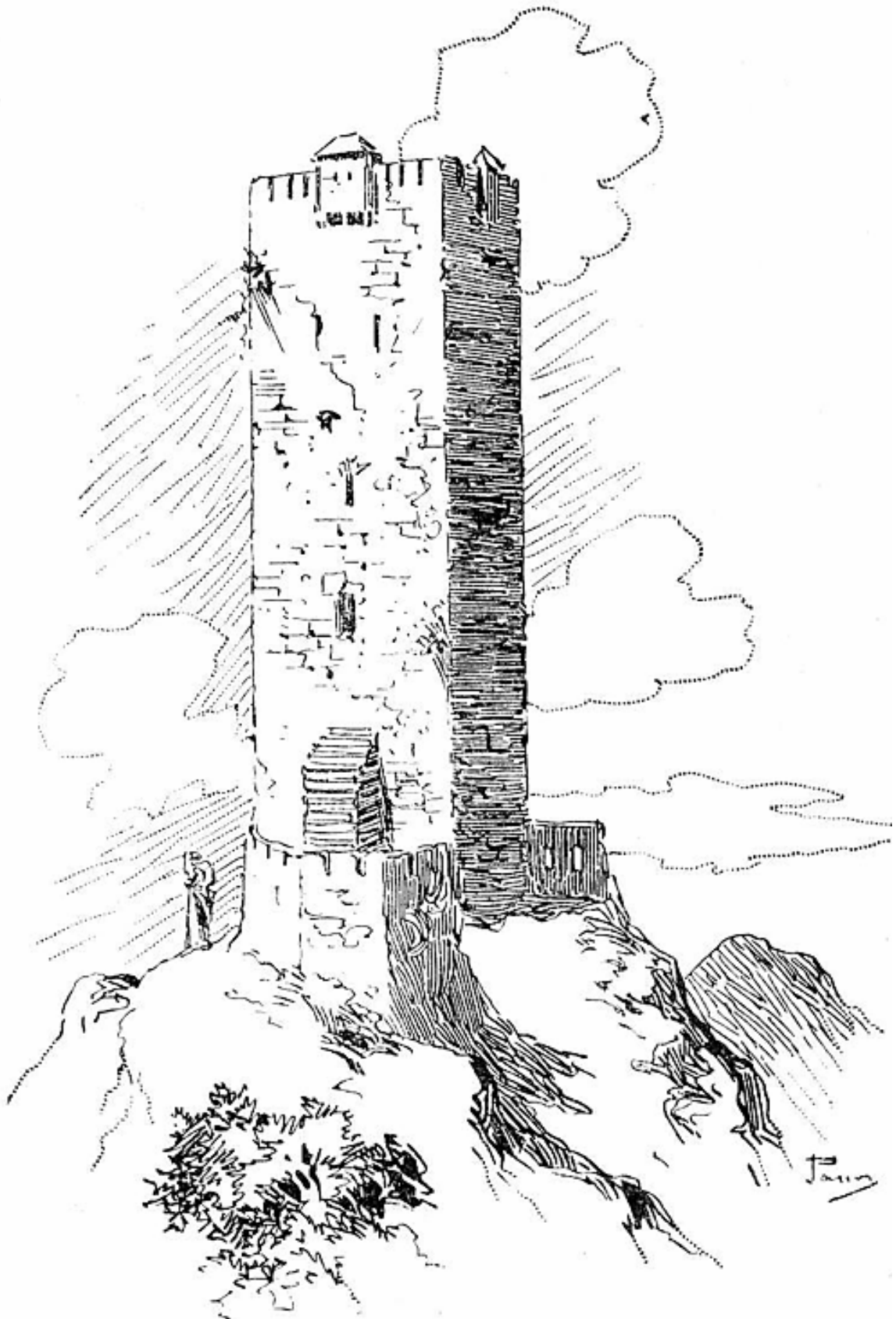


Figure 6-5: Ruins, Level 2





SAMPLE CHARACTERS

We have included four sample characters with this adventure if you want to try the game without creating characters of your own at first. What follows is a brief description of each character to help out beginning roleplayers or advanced roleplayers just seeking a chance to try the game.

Each of the characters has a character sheet in the following pages.

HANS KINER (FIGHTER)

Hans Kiner spent nine years as a soldier in the Queen's Army of Dormerre and decided it was time to strike out on his own and see the world before he settles down and starts a family somewhere. Though he's a big man, he isn't awkward at all and has proven himself in combat many times with his axe.

He sees the Queen's request for people to respond to the bandit problem in Nubonne as a way to start his adventures.

KRESS OMOSI (THIEF)

Kress Omosi has spent a majority of her life with the Thieves' Guild in Fariel, the capital city of Dormerre. Ever since she can remember, she'd been struggling on the streets to survive. When the Guild stepped in to guide her, she was relieved to have a roof over her head and some coins in her pocket.

Lately however, with the unrest in Dormerre, Kress has had to resort to less than above-board thieving to keep from starving. And some of her high-profile thefts from noble houses in Fariel have landed her in some hot water with the City Guard.

To let the heat die down a bit, she decided she would take a trip to the country. And, since there's gold involved if the bandit problem is solved in Nubonne, it served her purposes nicely.

FATHER GOUL TAVIA

Father Tavia, similar to Kress, has spent most of his life cloistered away within the hallowed walls of the Temple of the Earthen Father in Fariel. And after all that time in the classroom and tending to the flock in the capital city, his superiors decided that it was time for Tavia to see more of the world and perhaps find a flock of his own to tend to.

When the call went out for brave souls to help the village of Nubonne, Tavia's superiors saw it as a perfect opportunity for him. So, a bit nervous to begin this adventure outside the temple, he finds himself among this strange group hoping to be able to help at the behest of the Earthen Father.

ANDRA TUYOS (HUNTSMAN)

Andra Tuvos is the daughter of the current Huntsman of the Queen's Forest near Fariel. As such, she grew up in a place few commoners ever saw, learning the skills of her father's trade along the way.

With the unrest within Dormerre and the call for aid for Nubonne, she decided it was time to leave the relative safety of the Queen's woods and seek some adventure before hopefully one day succeeding her father as the Queen's Huntsman.

And the prospect of dealing with a huge wolf excited her, as such challenges were hard to find in the peace and tranquility of the groomed forest of home.





MOEBIUS ADVENTURES

CHARACTER SHEET



Hons Kiner

Character Name

Campaign

Player Name

Male

23

6'1"

230 lbs

Brown

Brown

0/0

Gender

Age

Height

Weight

Eye Color

Hair Color

Experience (Spent/Total)

Average

Good

Average

Average

Right-handed

Chaotic Good

Sight

Hearing

Smell

Touch

Handedness

Alignment(s)

None

Random Fate(s)

Characteristics

Mind		Body		Soul		Random	
Intelligence:	4	Strength:	9	Wisdom:	4	Beauty:	4
Charisma:	4	Agility:	5	Faith:	3	Wealth:	4
Perception:	4	Speed:	5	Conviction:	5	Family:	4
Common Sense	4	Stamina	5	Life:	4	Luck:	4

Perception Bonus	+3 Damage	Agility Bonus	Life Bonus
4		3	5
Number of Possible Actions	Feet Per Action	Reality Check	

Reminders

- Initiative** = d12 + (Perception Bonus) + [Combat Sense level]
- Strike** = d12 + (Agility Bonus) + (Weapon Skill Level) + (Other Modifiers)
- Parry** = d12 + (Agility Bonus) + (Weapon Skill Level) + (Other Modifiers)
- Dodge** = d12 + (Agility Bonus) + (Dodge-related Skill Level)

Armor Locations	Armor Type: Leather Absorption Rate: 3	Hit Locations (HP)	Hit Points: 20	Shield	Shield Type: Absorption Rate:	Combat Process
						<ol style="list-style-type: none"> Surprise (once per combat) Initiative (once per combat) Segment (repeat in order of initiative until all combatants out of actions)
Weapon Modifiers						
Weapon Name	Strike	Parry	Dodge	Damage Potential		
Battle Axe	+4	+4	N/A	12		
Compound Actions						
Name	First Move		Second Move			



MOEBIUS ADVENTURES

CHARACTER SHEET



Kress Omosi

Character Name Campaign Player Name

Female 28 5'3" 95 lbs Blue Blonde 0/0

Gender Age Height Weight Eye Color Hair Color Experience (Spent/Total)

Good Good Average Excellent Ambidextrous Chaotic Neutral

Sight Hearing Smell Touch Handedness Alignment(s)

None

Random Fate(s)

Characteristics

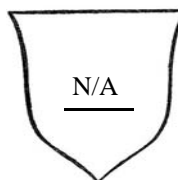
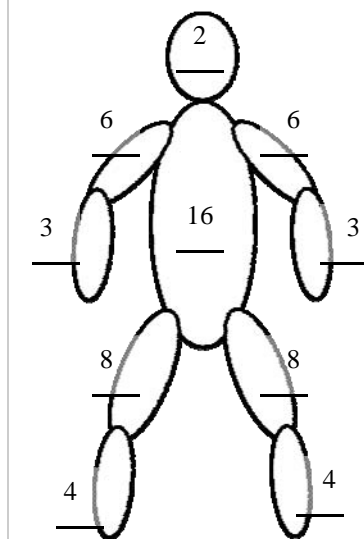
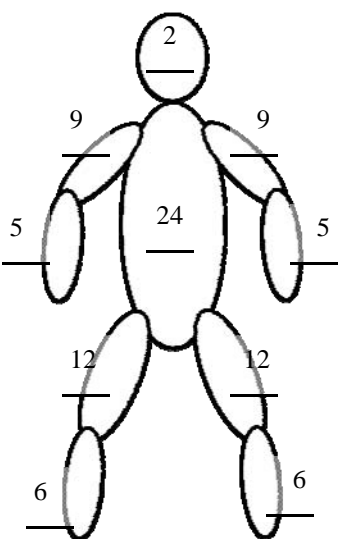
Mind		Body		Soul		Random	
Intelligence:	7	Strength:	4	Wisdom:	4	Beauty:	8
Charisma:	7	Agility:	7	Faith:	1	Wealth:	2
Perception:	7	Speed:	5	Conviction:	7	Family:	3
Common Sense	7	Stamina	5	Life:	4	Luck:	10

+1 Initiative		+1 S/P/D	
Perception Bonus	Strength Bonus	Agility Bonus	Life Bonus
5	2	7	
Number of Possible Actions	Feet Per Action	Reality Check	

Reminders

- Initiative** = d12 + (Perception Bonus) + [Combat Sense level]
- Strike** = d12 + (Agility Bonus) + (Weapon Skill Level) + (Other Modifiers)
- Parry** = d12 + (Agility Bonus) + (Weapon Skill Level) + (Other Modifiers)
- Dodge** = d12 + (Agility Bonus) + (Dodge-related Skill Level)

Armor Locations	Armor Type: Leather Absorption Rate: 3	Hit Locations (HP)	Hit Points: 16	Shield	Shield Type: Absorption Rate:	Combat Process
------------------------	---	---------------------------	----------------	---------------	----------------------------------	-----------------------



- Surprise (once per combat)
- Initiative (once per combat)
- Segment (repeat in order of initiative until all combatants out of actions)

Weapon Modifiers

Weapon Name	Strike	Parry	Dodge	Damage Potential
Dagger	+4	+4	N/A	6
Throwing Dagger	+4	N/A	N/A	6

Compound Actions

Name	First Move	Second Move



MOEBIUS ADVENTURES

CHARACTER SHEET



Father Goul Tavia

Character Name

Campaign

Player Name

Male	26	5'10"	150 lbs	Brown	Black	0/0
Gender	Age	Height	Weight	Eye Color	Hair Color	Experience (Spent/Total)
Poor	Average	Poor	Good	Right-handed	Lawful Good	
Sight	Hearing	Smell	Touch	Handedness	Alignment(s)	

None

Random Fate(s)

Characteristics

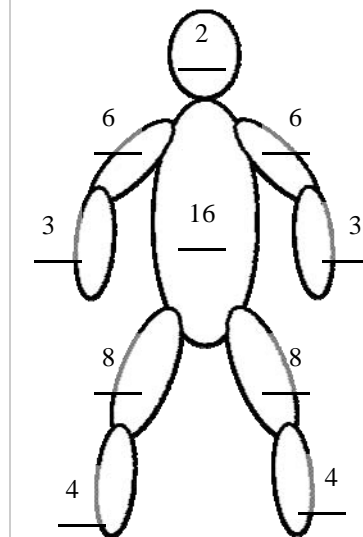
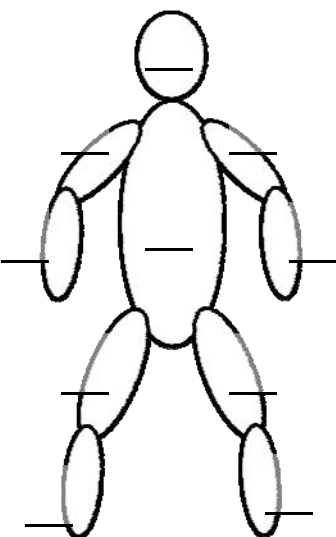
Mind		Body		Soul		Random	
Intelligence:	6	Strength:	4	Wisdom:	7	Beauty:	5
Charisma:	8	Agility:	4	Faith:	7	Wealth:	8
Perception:	7	Speed:	4	Conviction:	6	Family:	6
Common Sense	7	Stamina	4	Life:	4	Luck:	3

+1 Initiative			
Perception Bonus	Strength Bonus	Agility Bonus	Life Bonus
4	2		6
Number of Possible Actions	Feet Per Action	Reality Check	

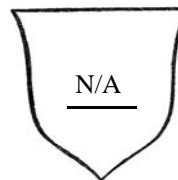
Reminders

- **Initiative** = d12 + (Perception Bonus) + [Combat Sense level]
- **Strike** = d12 + (Agility Bonus) + (Weapon Skill Level) + (Other Modifiers)
- **Parry** = d12 + (Agility Bonus) + (Weapon Skill Level) + (Other Modifiers)
- **Dodge** = d12 + (Agility Bonus) + (Dodge-related Skill Level)

Armor Locations	Armor Type: None Absorption Rate:	Hit Locations (HP)	Hit Points: 16
------------------------	--------------------------------------	---------------------------	----------------



Shield	Shield Type: Absorption Rate:
---------------	----------------------------------



Combat Process

1. Surprise (once per combat)
2. Initiative (once per combat)
3. Segment (repeat in order of initiative until all combatants out of actions)

Weapon Modifiers

Weapon Name	Strike	Parry	Dodge	Damage Potential
Quarterstaff (2H)	+2	+2	N/A	9
Jab	+3	+2	N/A	4
Punch	+2	+2	N/A	6

Compound Actions

Name	First Move	Second Move



MOEBIUS ADVENTURES

CHARACTER SHEET



Andra Tuvos

Character Name

Campaign

Player Name

Female

23

5'11"

175 lbs

Brown

Brown

0/0

Gender

Age

Height

Weight

Eye Color

Hair Color

Experience (Spent/Total)

Good

Good

Average

Average

Left-handed

Neutral Good

Sight

Hearing

Smell

Touch

Handedness

Alignment(s)

None

Random Fate(s)

Characteristics

Mind		Body		Soul		Random	
Intelligence:	5	Strength:	6	Wisdom:	5	Beauty:	2
Charisma:	3	Agility:	6	Faith:	4	Wealth:	8
Perception:	7	Speed:	6	Conviction:	4	Family:	9
Common Sense	5	Stamina	6	Life:	7	Luck:	5

+1 Initiative

+1 Healing

Perception Bonus

Strength Bonus

Agility Bonus

Life Bonus

4

3

5

Number of Possible Actions

Feet Per Action

Reality Check

Reminders

- Initiative** = d12 + (Perception Bonus) + [Combat Sense level]
- Strike** = d12 + (Agility Bonus) + (Weapon Skill Level) + (Other Modifiers)
- Parry** = d12 + (Agility Bonus) + (Weapon Skill Level) + (Other Modifiers)
- Dodge** = d12 + (Agility Bonus) + (Dodge-related Skill Level)

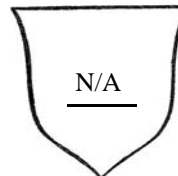
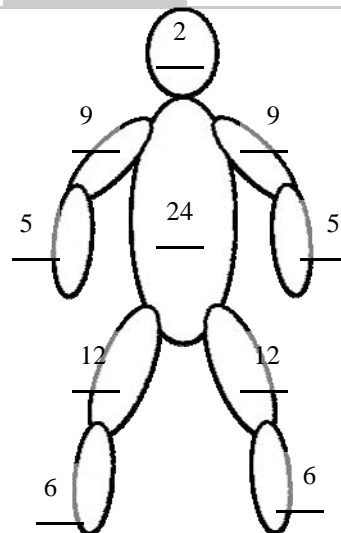
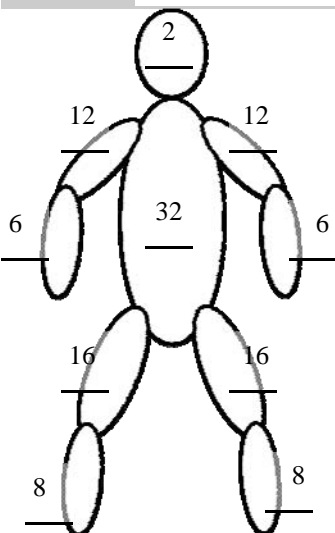
Armor Locations Armor Type: Hard
Leather
Absorption Rate: 4

Hit Locations (HP) Hit Points: 24

Shield Shield Type:
Absorption Rate:

Combat Process

- Surprise (once per combat)
- Initiative (once per combat)
- Segment (repeat in order of initiative until all combatants out of actions)



Weapon Modifiers

Weapon Name	Strike	Parry	Dodge	Damage Potential
Knife			N/A	6
Longbow Arrows	N/A	N/A	N/A	12
Longbow	+3	N/A	N/A	N/A
Shortsword	+3	+3	N/A	7

Compound Actions

Name	First Move	Second Move



GLOSSARY

A

Agility (Agi)

Agile characters seem to perform amazing dexterous feats effortlessly where characters with little or no Agility have problems walking and chewing gum at the same time.

Ambidextrous

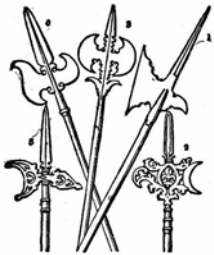
Ambidexterity is the trait allowing someone to use both hands with equal ease.

Aspect

(see Characteristic Aspect)

Axe

Axes are hafted weapons designed for splitting or chopping through objects. Axes may be either single or double headed.



Axe, Throwing

See Throwing Axe

Average (Senses)

Not too good or too bad. Senses of the common person.

B

Ball and Chain

“Ball and Chain” is used to describe any weapon with a large weight attached to a handle by a length of chain or leather. These weapons are an extension of blunt weapons designed for more damage in combat. The extra damage comes from the momentum gained by swinging the weapon.



Battleaxe or Battle Axe

Battle axes are special versions of utility axes designed for close combat. Some were used one-handed while others were longer and heavier and wielded with two hands.

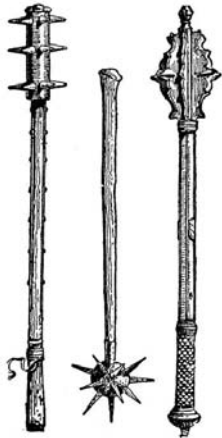
Beauty

Beauty represents those hard to define qualities that make one individual more or less attractive than another. It is a highly subjective characteristic that changes from person to person, time and place.

Blunt

“Blunt” is used to describe any weapon that relies on impact damage. Clubs, maces, and cudgels are considered blunt weapons. Some maces are covered with spikes, but are still considered blunt. The spikes are

used to increase penetration for additional damage.



Body (Aspect)

The Body aspect represents the character's quality of muscle, flesh, and bone. A character with more Body is more physically robust, agile, and healthy. Body is further subdivided into four characteristics—Strength, Agility, Speed, and Stamina.

Bola

Bolas are thrown weapons with weights connected via a length of cord. Some bolas may use multiple weights. Bolas were designed to capture animals by entangling their legs.

Broadsword

A broadsword both refers to a specific sword design and a group of swords. The traditional broadsword had a straight, double-edged blade with a basket hilt. The general category of broadswords refers to a set of blades specifically designed for cutting and slashing as opposed to fencing weapons who are primarily used to thrust and stab.

C

Called Shot

If an attacker declares a specific location on a combatant to be the target, it is known as a Called Shot. For example, an attacker might choose to aim for the head or the weapon hand during combat.

Characteristic Aspect

Characteristics fall into a number of aspects to describe a character's different physical, mental, and spiritual traits. For the Moebius Adventures system, we have divided characteristics into four different aspects—Mind, Body, Soul, and Random.

Characteristic Check

A characteristic check determines if a character has the raw ability to succeed in a task. It can be used to determine success or failure if a character doesn't have a particular skill or can be used for a pure characteristic check, such as breaking an Entangle from a whip attack.

Charisma (Cha)

Charisma reflects how easily a character gets along with and influences other characters.

Claymore

A claymore is a large, double-edged, two-handed sword.

Common Sense (CS)

Common Sense indicates how practical and down-to-earth a character is when dealing with everyday and not-so-everyday problems.

Complete Action

Each complete action takes a full segment or longer to complete during combat.

Compound Actions

Compound actions are special maneuvers that enable characters to practice two moves (partial actions) and blend them into a single partial action over time.

Contacts

During characters' lives, they have come into contact with many people. Some of these they may remain in touch with and share information from time to time. Contacts may be friends, coworkers, or associates met while working in specific fields or professions.

Conviction (Con)

Conviction represents a character's level of inner motivation. Many people rely on the strength of their own wills to get them through difficult situations.

Cover

When a combatant attempts to place something between themselves and another combatant, that is known as cover. If they cannot be seen, it is full cover. Otherwise, some portion of their body can be seen.

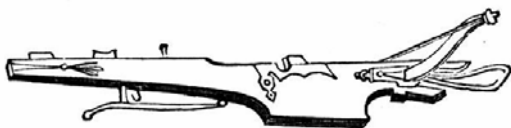
Cover Identity

Cover identities are used by characters who need to deceive others to attain a goal or keep their true identities safe. "Covers" can be based on something as

simple as choosing another name or as complex as a whole set of legal documents detailing a “verifiable” background for a spy on assignment. The quality of these documents is crucial for long-term assignments.

Crossbow

A Crossbow is a device that fires a bolt with extreme force, sometimes even enough to puncture plate armor. Crossbows are armed by various methods, such as a windlass, crank, or simple leverage. Strength bonuses may not be added to crossbow damage.



Cudgel

A cudgel is basically a club, usually made of wood, and wielded one handed as a weapon.

D

Dart

Darts are thrown missile weapons, typically weighted so the sharp point will strike first. Though similar in design to arrows used from bows with fletching on one end, a shaft, and a sharp head, they are typically thrown into the air so the head would descend at great speed at the target.

Dodge

A Dodge is an attempt to move out of the way of a Strike from another combatant.

E

Excellent (Senses)

People are impressed with your character's heightened senses. They can smell the slight almond flavor of the arsenic in their water before they drink it.

Experience (Points)

Experience comes from living and learning from various situations, hardships, or revelations in a character's life. Experience points are a way to quantify how a character develops from such experience.

F

Faith

Faith indicates how devoted a character is to a god or how much he or she believes in the supernatural.

Family

The Family characteristic score represents the social class in which your character was raised.

Fates

The fates equate to those unique twists or quirks we all seem to have. These may be as simple as fears or as complex as being disliked by the fates.

Fear

Fear is anxiety brought on by perceived danger to one's self, whether real or imagined.

Flail

Flails are weapons made when one or more weights are attached to a handle via a length of leather or chain.

Foil

A foil is a small, thin-bladed short sword typically used in fencing competitions or duels, sometimes used for sword practice. The blade is very thin and flexible so that it may bend when it hits an opponent.

Frighten

To frighten is to make afraid, fearful, or terrified.

G

Gamemaster (GM)

Gamemasters (GMs) run gaming sessions, presenting the plot and the environment in which the players play their characters. GMs are the link between the fantasy world and the players themselves. They also provide the balance for the game, keeping things on track to some main goal or within the bounds of the story, and playing referee for any conflicts that may arise.

Anything the player characters (PCs) aren't directly doing, the GM must keep track of.

Good (Senses)

Above average. They can understand what people are saying in another room.



H**Halberd**

A halberd is a two-handed polearm consisting of an axe blade topped with a spike and mounted on a long shaft.

Harpoon

A harpoon is a weapon used for spearing whales and large fish with a long wooden handle tipped with a metal piece with a barb or blade.

Hit Points

Hit Points (HP) indicate how many points of damage a character's body can take before they die.

Horribl (Senses)

Your character doesn't rely on their senses very often. They may not hear the attacker running up behind them with a sword until it's too late. -2 to Perception checks.

I**Initiative**

The Initiative phase in combat determines the order in which combatants can perform actions. The combatant with the highest initiative has the chance to perform their actions first, then the next highest, and so on.

Insanity

Insanities are those quirks that make mentally unbalanced characters become irrational.

Intel I gence (Int)

Intelligence reflects a character's ability to think rationally and grasp abstract concepts.

J**Jousting**

Jousting involves knowing how to strike a target with a lance while on horseback. Mainly used in competitions of royal nature, Jousting may also be used in combat to break an enemy's line of heavy horse.

K**Knife**

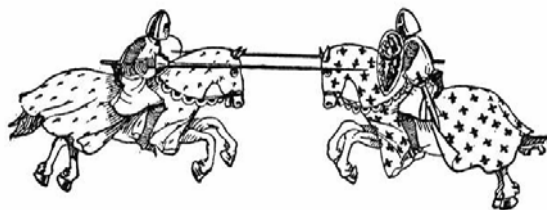
Knives are bladed weapons shorter than 15 inches thrown or used in close combat.

**Knife, Throwing**

See Throwing Knife

L**Lance**

Lances are very long spears with a guard used on horseback and designed to use the horse's momentum to inflict greater damage.

**Large Sword**

Large Swords are bladed weapons weighing more than 5 pounds and measuring at least 3 feet in length.

**Life**

All living creatures use energy to live. The Life characteristic represents how efficient a character's body is in using this energy to heal.

Longbow

Longbows are bows 5 feet or longer with great range and power. Skilled archers are able to puncture plate armor with a longbow. Strength bonuses may not be added to longbow damage.



Luck

Luck represents how in tune a character is with chance. Some characters always seem to end up with the better end of the deal, while others seem to always draw a bad hand or roll snake eyes.

M

Mace

A mace is a reinforced version of a club, with a metal or heavy wooden shaft and a head made of stone, copper, bronze, iron, or steel. The head is typically a little larger than the diameter of the shaft and can be reinforced with metal blades, knobs, or spikes.

Melee Weapon

A Melee Weapon is a weapon typically used in close combat between combatants. Swords and knives are considered melee weapons, whereas bows are not.

Mind (Aspect)

The Mind aspect represents the mental capabilities of the character, acting as the center for rational thought. It is further divided into four characteristics—Intelligence, Charisma, Perception, and Common Sense.

Morality

Morals are principles or standards relating to a system governing right and wrong behavior in society. Codes of morality provide frameworks that benefit an individual or group if used properly.

N

None (Blind, Deaf, Etc.) (Senses)

Your character doesn't have this sense at all. They can't tell the difference between salt and sugar or light and dark.

O

Off hand

The off hand is the one that is not the primary hand. For example, if you are primarily right-handed, your left hand is your off hand.

P

Parry

A Parry is an attempt to block the Strike of another combatant.

Partial Action

Each partial action only takes part of a segment to complete, so a combatant may perform multiple partial actions in a segment. Partial actions may be combined into Compound Actions.

Perception (Per)

Perception reflects how aware characters are of their surroundings. Some characters will be oblivious, but others may notice the smallest details.

Perception Check

A Perception check allows the GM to see if a character perceives something in their environment. May be affected by the quality of a character's affected sense, such as if a character sees something and has particularly great sight (or bad sight), that would affect the roll.

Pike

A pike is a two-handed polearm resembling a very long spear. It is used by infantry against both foot soldiers and mounted cavalry units. The pike is not meant to be thrown.



Player

Players “play” roles as defined by their characters in the world presented by the GM. You may see the term “Player Character” or PC, which is simply shorthand for a character run by a player. On the flip side, the GM will run NPCs or “non-player characters” that basically amounts to everybody else in the world.

Polearms

Polearms are shafted weapons with an axe or blade-type weapon attached to the end. These are long weapons favored by infantry forces protecting archers or used to take down horsemen.

**Poor (Senses)**

Below average senses. They may not see that deer in the forest right away. -1 to Perception checks.

Q**Quarterstaff**

A quarterstaff is a hardwood staff from 6 to 9 feet long sometimes reinforced with metal caps for additional damage.

Quiver

A container, sometimes slung across the back, for holding arrows and sometimes bows. Typically designed to hold a score (20) of arrows or bolts.

R**Random (Aspect)**

Random characteristics are those qualities of your character you have no control over. These characteristics were determined when your character was born.

Range

The distance between the attacker and the target, usually used with “ranged” weapons such as bows or thrown weapons such as throwing knives.

Rapier

A rapier is a relatively long-bladed sword with a hilt constructed to protect the hand. It has a broader blade than a foil and may cut to some degree, but is primarily a thrusting weapon.

Reality Check (RC)

Reality Checks represent the character's ability to rationalize their way out of seemingly irrational situations. For example, an adventurer encountering a ghost for the first time might react irrationally..

Ripping (Senses)

The best perception possible for a mortal. You can see a fly on a horse's back at 20 yards without the use of a telescope. +3 to Perception checks.

Roleplaying Games (RPGs)

Roleplaying Games (RPGs) define a set of rules to make sure people play fairly. Don't think of the rules as limitations or boundaries, but as guidelines. When everyone plays within the same set of rules, the game itself becomes less important than how you play as a participant.

Round (Combat)

A combat Round equates to 1 second of combat. It is broken down into Segments.

S**Sabre or Saber**

A saber is traditionally a curved, single-edged blade with a large guard used for slashing, though some sabers are double-edged and work well as thrusting weapons also.

Segment

A segment is a portion of a 1-second combat Round. A segment begins with actions from the combatant with the highest initiative and ends when all combatants have had a chance to act at their initiatives.

Short Sword

Short Swords weigh less than 5 pounds and measure between 15 inches and 3 feet long. Most fencing weapons such as the rapier and foil are short swords.

**Shortbow**

Shortbows are bows less than 5 feet in length with less range and power than their longer counterpart. Strength bonuses may not be added to Shortbow damage.

Skill Check

A skill check allows the player to roll a d20 beneath the skill level to determine the quality of a skill success (or failure).

Soul (Aspect)

The Soul aspect represents a character's connection to the spirit. With a strong Soul, a character can push beyond the rational realm of the mind and physical world of the body to reach a level where beliefs drive them to succeed. Soul is further subdivided into four characteristics—Wisdom, Faith, Conviction, and Life.

**Spears**

Spears are shafted weapons with a point at one or both ends. The points are often tipped with metal to make them stronger and more damaging. Spears can be thrown at ranged targets.

Speed (Spd)

Speed determines how fast and far a character can move.

Stamina (Sta)

Stamina reflects a character's physical toughness and endurance.

Staves

Staves are weapons where the shaft is used in combat. The shafts are not bladed or pointed at either end.

Strength (Str)

Warriors depend on Strength to wield the weapons and wear the armor they need to defend themselves from their enemies.

Strike

A Strike is an attack upon an opponent during combat.

Surprise Attack

Surprise attacks occur before an opponent has a chance to react to his or her attacker. Typically there is little chance the target can defend him or herself in time. In the Moebius Adventures system, surprise attacks happen before the Initiative phase. The element of surprise lasts one segment and then the initiative phase begins.

T**Throwing Axe**

Throwing Axes are small balanced axes used in ranged combat.

Throwing Knife

Throwing Knives are balanced knives used in ranged combat.

Thrown Weapons

“Thrown Weapons” is used to describe any item other than a knife or throwing axe designed for ranged combat. These weapons are not designed for hand to hand combat. Bolas and darts are considered thrown weapons.

V**Virtue**

Virtue represents the mortal drive to ease or cause pain and suffering in themselves and others. In-game, this is represented by the Virtue Alignment.

W**Wealth**

Wealth represents the degree of financial stability a character has when initially created.

Whip

Whips are straps of leather braided into long lengths used to disarm and entangle opponents. They are also good for grappling onto branches, roots, and other protruding structures.

**Wisdom (Wis)**

Wisdom reflects how well a character learns from his or her experiences.





INDEX

GENERAL INDEX

A

<i>Acrobatics</i>	48
<i>Acting</i>	48
<i>Age</i>	17
<i>Agi</i> , see <i>Agility</i>	
<i>Agility</i>	9, 11, 121
<i>Alignment</i>	62
<i>Ambidextrous</i>	17, 121
<i>Animal Husbandry</i>	48
<i>Animal Knowledge</i>	48
<i>Animal Training</i>	48
<i>Apothecary</i> , see <i>Healer/Apothecary</i>	
<i>Archery</i>	48, 75
<i>Armor</i>	23
<i>Armor Locations</i>	24
<i>Army of Dormerre</i>	42
<i>Aspect</i> , see <i>Characteristic Aspect</i>	
<i>Assassin</i>	44
<i>Astronomy</i>	48
<i>Axe</i>	121
<i>Axe, Throwing</i> , see <i>Throwing Axe</i>	
<i>Axe Specialization</i>	48
<i>Axe Throwing</i>	48
<i>Average</i>	16, 121

B

<i>Backgrounds</i>	21, 35
<i>Ball and Chain</i>	121
<i>Barding</i>	23
<i>Battle Axe</i>	121
<i>Battleaxe</i> , see <i>Battle Axe</i>	
<i>Bear</i>	104
<i>Beauty</i>	10, 121
<i>Beggar</i>	44
<i>Blacksmith</i> , see <i>Craftsman/Blacksmith</i>	
<i>Blacksmithing</i>	48
<i>Bleeding</i>	89
<i>Bludgeoning—Ball and Chain</i>	48

<i>Bludgeoning—Blunt</i>	48
<i>Blunt</i>	121
<i>Body</i>	9, 122
<i>Bola</i>	122
<i>Boxing</i>	48, 80
<i>Brewing</i>	48
<i>Broadsword</i>	122

C

<i>Called Shot</i>	79, 122
<i>Camouflage</i>	49
<i>Carpentry</i>	49
<i>Character</i>	2
<i>Characteristic Aspect</i>	8, 122
<i>Characteristic Check</i>	57,68,122
<i>Cha</i> , see <i>Charisma</i>	
<i>Charisma</i>	9, 122
<i>Checks</i>	57
<i>Childhood Skills</i>	18
<i>City/Town Guards</i>	42
<i>Claymore</i>	122
<i>Combat Round</i>	74
<i>Combat Sense</i>	49
<i>Common Sense</i>	9, 122
<i>Complete Action</i>	122
<i>Compound Actions</i>	60, 122
<i>Concealment</i>	49
<i>Construction Theory</i>	49
<i>Con</i> , see <i>Conviction</i>	
<i>Contacts</i>	61, 122
<i>Contortion</i>	49
<i>Conviction</i>	9, 11, 122
<i>Cooking</i>	49
<i>Cover</i>	60,79,122
<i>Cover Identity</i>	122
<i>Craftsman/Blacksmith</i>	40
<i>Critical Fumble</i>	77
<i>Critical Strike</i>	78
<i>Crossbow</i>	123
<i>CS</i> , see <i>Common Sense</i>	



<i>Cudgel</i>	123	<i>History: Local</i>	51
<i>Cutpurse/Pickpocket</i>	44	<i>Hit Locations</i>	17, 77
D		<i>Hit Points</i>	17, 124
<i>Damage</i>	79	<i>Horrible</i>	16, 124
<i>Damage Potential</i>	80	<i>Horse Barding, see Barding</i>	
<i>Dart</i>	123	<i>Horse Breeding</i>	51
<i>Death</i>	89	<i>Horsemanship</i>	51
<i>Deer</i>	104	<i>HP, see Hit Points</i>	
<i>Dice</i>	4	<i>Hunting</i>	51
<i>Direction Sense</i>	49	<i>Huntsman, see Woodsman/Huntsman</i>	
<i>Disguise</i>	49	I	
<i>Dodge</i>	77, 123	<i>Initiative</i>	124
<i>Dowsing</i>	49	<i>Initiative Phase</i>	74
<i>Drawing</i>	49	<i>Insanity</i>	69, 124
E		<i>Int, see Intelligence</i>	
<i>Economics</i>	49	<i>Intelligence</i>	9, 124
<i>Entertainer, see Minstrel/Entertainer</i>		J	
<i>Etiquette</i>	49	<i>Jousting</i>	51, 124
<i>Excellent</i>	16, 123	<i>Juggling</i>	51
<i>Experience</i>	58,68,123	K	
F		<i>Kicking</i>	51, 80
<i>Faith</i>	9, 123	<i>Knife</i>	124
<i>Falconry</i>	50	<i>Knife, Throwing, see Throwing Knife</i>	
<i>Family</i>	7, 8, 10, 123	<i>Knife Fighting</i>	51
<i>Fasting</i>	50	<i>Knife Throwing</i>	51
<i>Fates</i>	12, 123	<i>Knight</i>	37
<i>Fear</i>	68, 123	<i>Knock-outs</i>	78
<i>Feet Per Action</i>	16	L	
<i>Fencing</i>	50	<i>Lance</i>	124
<i>Fighter</i>	42	<i>Large Sword</i>	124
<i>Fishing</i>	50	<i>Law</i>	51
<i>Flail</i>	123	<i>Library of Dormerre</i>	39
<i>Foil</i>	123	<i>Life</i>	9, 11, 124
<i>Forgery</i>	50	<i>Lip-reading</i>	51
<i>Fortune Telling</i>	50	<i>Literacy</i>	52
<i>Free Climbing</i>	50	<i>Longbow</i>	124
<i>Frighten</i>	123	<i>Loss of Limb</i>	89
G		<i>Luck</i>	10, 125
<i>Gambling</i>	50	<i>Luck Points</i>	78
<i>Game Playing</i>	50	M	
<i>Gamemaster</i>	123	<i>Mace</i>	125
<i>General Employment, see Peasantry/General Employment</i>		<i>Mapmaking</i>	52
<i>Ghost</i>	104	<i>Masonry</i>	52
<i>GM, see Gamemaster</i>		<i>Mathematics</i>	52
<i>Good</i>	16, 123	<i>Medicine</i>	52
<i>Gymnastics</i>	50	<i>Melee Weapon</i>	22, 125
H		<i>Merchant</i>	38
<i>Halberd</i>	124	<i>Metallurgy</i>	52
<i>Handedness</i>	17	<i>Mind</i>	9, 125
<i>Harpoon</i>	124	<i>Mining</i>	52
<i>Healer/Apothecary</i>	41	<i>Minstrel/Entertainer</i>	43
<i>Healing</i>	51, 87	<i>Money</i>	22
<i>Heraldry</i>	51	<i>Morality</i>	64, 125
		N	
		<i>Names</i>	17



- Natural Healing*..... 87
Negative HP Values 88
Noble..... 36
Non-Player Character..... 4
None..... 16, 125
NPC, see Non-Player Character
Number of Background Years 20
Number of Possible Actions..... 16, 73
- O**
- Off Hand*..... 79, 125
Order of Dormerre..... 37
- P**
- Painting*..... 52
Parentage, see Family
Parents..... 62
Parry..... 76, 125
Partial Action 125
PC, see Player Character
Peasantry/General Employment..... 45
Per, see Perception
Perception..... 9, 10, 125
Perception Check 57, 125
Philosophy..... 52
Pick Locks..... 52
Pick Pockets..... 52
Pickpocket, see Cutpurse/Pickpocket
Pike..... 125
Pilot: Animal Drawn Vehicle..... 52
Plant Knowledge..... 52
Play Musical Instrument..... 53
Player..... 4, 125
Player Character..... 4
Poetry..... 53
Polearm Combat 53
Polearms..... 126
Poor..... 126
Pottery..... 53
Preaching..... 53
Preserve Food 53
Priest..... 39
Prone Targets..... 79
Public Speaking..... 53
- Q**
- Quarterstaff*..... 126
Quiver 126
- R**
- Rabbit*..... 105
Random..... 10, 126
Range 126
Ranged Attacks..... 78
Rapier..... 126
RC, see Reality Check
Reality Check..... 18, 68, 126
Religious Knowledge..... 53
Research 53
- Ripping*..... 15, 126
Roleplaying 1, 3
Roleplaying Game..... 4
Rope Climbing..... 53
Round..... 126
RPG, see Roleplaying Game
Running..... 53, 58
- S**
- Saber*..... 126
Sabre, see Saber
Sailing 53
Scarring..... 88
Scholar/Priest 39
Sculpting..... 53
Segment..... 75, 126
Senses..... 15
Shield—Large or Small Shields..... 54
Shields..... 24
Short Sword..... 126
Shortbow 126
Siblings..... 62
Sign Language..... 54
Singing 54
Skill Check 57, 127
Soul..... 9, 127
Spear Combat 54
Spears..... 127
Spectre..... 105
Speed..... 9
Spoken Languages..... 54
Spy..... 44
Stamina..... 9
Starting Age, see Age
Starting Money, see Money
Staves..... 54, 127
Stealth..... 54
Str, see Strength
Strategy 54
Strength..... 9, 10, 127
Strike..... 76, 127
Stun/System Shock..... 88
Surprise Attack..... 73, 127
Swimming..... 54
Swordsmanship—Large Swords..... 54
Swordsmanship—Small Swords 54
- T**
- Tailoring*..... 54
Teaching..... 54
Temple of the Earthen Father..... 39
Thief..... 44
Throwing Axe..... 127
Throwing Knife..... 127
Thrown Weapons..... 55, 127
Tracking 55



U
 Unconsciousness/Coma 89
 Urban Survival 55

V
 Ventriloquism 55
 Virtue..... 63, 127

W
 Wealth 10, 127
 Weapons, *see* Melee Weapons
 Weather Sense 55
 Whip 127
 Whip Combat..... 78
 Whip Fighting..... 55
 Whittling/Carving..... 55
 Wilderness Survival..... 55
 Wis, *see* Wisdom
 Wisdom 9, 127
 Wolf..... 106
 WOrg..... 106
 Woodsman/Huntsman..... 41
 Wrestling..... 55, 81
 Writing 55
 Written Languages 55

X
 XP, *see* Experience Points

INDEX OF TABLES

Table 1-1: Family Score Descriptions 8
 Table 1-2: Perception Modifiers 10
 Table 1-3: Strength Modifiers..... 10
 Table 1-4: Agility Modifiers..... 11
 Table 1-5: Conviction Modifiers 11
 Table 1-6: Life Modifiers 11
 Table 1-7: The Fates 13
 Table 1-8: Senses..... 15
 Table 1-9: Childhood Skills 19
 Table 1-10: Melee Weapons 22
 Table 1-11: Long-, Short-, and CrossBows . 23
 Table 1-12: Suits of Armor, Metal..... 25
 Table 1-13: Suits of Armor, Leather..... 25
 Table 1-14: Horse Barding, Metal..... 25
 Table 1-15: Horse Barding, Leather..... 25
 Table 1-16: Shields, Wooden and Iron..... 25
 Table 1-17: Shields, Leather..... 25
 Table 1-18: Beasts..... 27
 Table 1-19: Birds..... 27
 Table 1-20: Fish..... 27
 Table 1-21: Animal Feed 27
 Table 1-22: Beverages 28
 Table 1-23: Preserved Foods 28
 Table 1-24: Other Foods 28
 Table 1-25: Containers 29
 Table 1-26: Clothing Items 30
 Table 1-27: Lighting..... 31

Table 1-28: Musical Instruments..... 31
 Table 1-29: Scholarly/Art Supplies..... 31
 Table 1-30: Survival Equipment..... 32
 Table 1-31: Other Assorted Items..... 32
 Table 2-1: Complete Skills List..... 47
 Table 3-1: Contact Modifiers..... 61
 Table 3-2: State of Parents..... 62
 Table 3-3: Virtue Alignment Spectrum..... 63
 Table 3-4: Moral Alignment Spectrum..... 65
 Table 3-5: Examples of Moral Alignment 65
 Table 3-6: Abs. Rates for Common Items..... 70
 Table 3-7: Abs. Rates for Common Materials
 70
 Table 3-8: Lift, Carry, Drag Amounts..... 70
 Table 4-1: Complete and Partial Action Exs 74
 Table 4-2: Critical Fumble Descriptions 77
 Table 4-3: Revised Hit Locations Table..... 77
 Table 4-4: Ranges for Bows..... 78
 Table 4-5: Ranges for Thrown Weapons..... 78
 Table 4-6: Sample Characters for Combat Example
 82
 Table 5-1: Life Characteristic Modifiers..... 87
 Table 6-1: Random Encounters 98

INDEX OF FIGURES

Figure 6-1: Village of Nubonne..... 107
 Figure 6-2: Area around Nubonne..... 107
 Figure 6-3: Surface of Ruins..... 108
 Figure 6-4: Ruins, Level 1..... 109
 Figure 6-5: Ruins, Level 2..... 110

OTHER PAGES OF NOTE

Blank Character Sheet 135

ANIMALS AND MONSTERS

Bear 104
 Deer..... 104
 Ghost 104
 Rabbit..... 105
 Spectre..... 105
 Wolf 106
 WOrg..... 106

NPCs

Generic Villager 92
 Prior Asht Williams 93
 Keeper Emet Timron 94
 Healer Angen Wot 94
 The Boy, Brom Bennet..... 95
 John Brody, Innkeeper 95
 Laura Brody, Tavernkeeper..... 96
 Orr, The Blacksmith 97
 Constable Elm..... 97
 Brigade—Gate Guard..... 98
 Brigade—Bunk Room Guards..... 99



<i>Brigade—Sergeant Danning</i>	100
<i>Brigade—Trainer Od</i>	100
<i>Brigade—Lieutenant’s Personal Guard</i>	101
<i>Brigade—Lieutenant Arkun</i>	102
QUICK REFERENCES	
<i>General Rules Summary</i>	71
<i>Combat Summary</i>	85
<i>Healing Summary</i>	90
SAMPLE CHARACTERS	
<i>Orad Thrynn (Sample Character)</i>	33
<i>Hons Kiner (Sample Soldier)</i>	112
<i>Kress Omosi (Sample Thief)</i>	114
<i>Father Goul Tavia (Sample Priest)</i>	116
<i>Andra Tuvos (Sample Huntsman)</i>	118





Moebius Adventures



Upcoming Releases...

Core Rules Adventure #2—Subord Awake!

The follow-on adventure to the Sample Adventure in the Core Rules book... This adventure explores more of the history of the world of Coeur... Just what IS down at the bottom of the pit in the ruins? And can you stop whatever it is before it's too late?

Release: 1st Quarter 2008

COVERT DIRECTIVES

Covert Directives (CD) is the first world book and supplement to the Core Rules book for the Moebius Adventures Roleplaying Game. CD adds rules and setting for a modern and near-future world. Rules for firearms, bio- and genetic-engineering, vehicles, cybernetics, and so on. It's really a cool mix of James Bond meets the Bionic Woman.

Release: May/June 2008

Age of Phaedrus: The Heroes

Age of Phaedrus: The Heroes (AoP:tH) is the second major world book and supplement to the Moebius Adventures Roleplaying Game. AoP:tH adds rules for arcane and divine magic, additional monsters, and a setting for folks to explore. Phaedrus is a traditional fantasy setting, in the vein of early Dungeons and Dragons -- we have all the stock critters and creatures such as Elves, Dwarves, Gnomes, and so on, along with a cool mix of spells and monsters.

Release: November/December 2008

And be sure to check us out online!

Website: <http://www.moebiusadventures.com>

Blog: <http://blog.moebiusadventures.com>

Forums: <http://forums.moebiusadventures.com>

E-mail us at: info@moebiusadventures.com

WELCOME TO INFINITE WORLDS...

The Moebius Adventures Roleplaying Game is a universal, cross-genre rule system that will take you on a journey up the Mobius Strip and back again until you see all the stops along the way.

The Core Rules book starts the trip by providing all the basic rules for the system. Here you'll learn about character creation, general gameplay, combat rules, and possibly even save the village of Domerre from some men with a monster. Who knows what lurks beneath the ruins?

Let's get started!



Game Design by Sean Bindel and Brian Fitzpatrick

Visit our website at www.moebiusadventures.com



MACRJ