

THE CORE RULES
FOR THE
The Majestic Realms
TABLETOP ROLEPLAYING
GAME



CHARACTERS, ACTIONS, AND COMBAT

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Written by Robert S. Conley

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Special Thanks to Gary Gygax, Dave Arneson, Stefan O'Sullivan, and Fred Hicks. Without their work these rules would not be possible.

Introduction

I been playing tabletop roleplaying since 1978 and my first experience was with the Dungeons & Dragon Basic Rules, specifically the Holmes blue book. My magic-user when down the stairs into the Porttown dungeon, hung a right, beset by four skeletons, and promptly died.

Despite that ominous beginning, I was hooked and haven't stopped playing since. While I started with Dungeons & Dragons, a desire for more detailed rules and character customization propelled me to explore alternatives until I settled with GURPS in the late 80s.

Recently I started playing Dungeons & Dragons again but this time returning to the original 1974 rules. I eventually added a set of house rules. Five years later, I have successfully concluded a dozen adventures and several campaigns using these rules. Even had some success publishing my house rules as the Majestic Wilderlands Supplement for Swords & Wizardry.

I developed an appreciation for the 1974 rules but I still had a desire for more detailed combat and character customization. I wanted to be able to have those without all the overhead of the games I am currently playing. I also wanted to keep much of what I liked about the original 1974 rules.

After a year of exploring alternatives, I found that the Fudge RPG offered an ideal starting point for the kind of system I wanted. It straightforward, allowed for detailed actions, it was skill based, and a lot of people were familiar with it already, especially because of a related game, the Fate RPG by Evil Hat.

About Fudge: Fudge is a roleplaying game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design and other online forums. The core rules of Fudge are available free on the Internet at <http://www.fudgerpg.com> and other sites. Fudge was designed to be customized, and may be used with any gaming genre. Fudge gamemasters and game designers are encouraged to modify Fudge to suit their needs, and to share their modifications and additions with the Fudge community. The Fudge game system is copyrighted ©2000, 2005 by Grey Ghost Press, Inc., and is available for use under the Open Game License. See the fudgerpg.com website for more information."

About Fate: Fate™ is a trademark of Evil Hat Productions, LLC. The Powered by Fate logo is © Evil Hat Productions, LLC and is used with permission.

How is this game Fudge?

This game is primarily based on the Fudge System Reference Document released by Grey Ghost Press. The Fudge SRD is a toolkit that a referee can use to develop the rules used to run a campaign in the chosen setting or genre.

This is often more work than what most gamers want to put into a leisure activity. Hence there is a market for books that take system toolkit, like Fudge, and implements it for a chosen setting or genre. This book aims to provide a complete ready to run set of rules to run fantasy campaigns using the tropes of the original 1974 roleplaying game. These rules focus on providing a combat system that is more detailed and to allow for greater customization of characters.

How does Fate fit into this?

The Fate RPG is a game related to Fudge. Like Fudge, Fate is a toolkit to create rules for a campaign. Fudge focuses on translating the elements of the setting or genre into game turns. Fate in contrast focus on translating the drama that surrounds the setting or genres into game terms. To this end, mechanics like the four actions (Attack, Defend, Overcome, Create an advantage), aspects, the fate point economy, etc were developed.

From playing Fate, I realized that several of Fate's mechanics were perfect for handling some of the trickier elements of a campaign. In particular the idea of aspects, stunts, and the mechanics of the four standard fate actions.

However the Majestic Realms RPG is not about translating the drama. Instead is about simulating enough of "reality" to allow the players and referee to experience what it is like to adventure in the chosen setting. So mechanics like fate points, and the fate point economy are not used in this game.

The reality of publishing RPGs is that the vast majority of groups do not run games 'as is'. So for those who enjoy the use of fate points and the fate point economy they can be added.

What is CoGS?

Much of my gaming for over 30 years have done with three close friends. While each of us have our own style, we also share many techniques and elements. The mechanics in this book are not just the result of my imagination alone, but incorporate what we developed together. As we played a number of different settings and genres over the years, I elected to call this the CoGS system. An amalgam of our three last names (**C**onley, **G**illingham and **S**horts).

The Dice

This game uses Fudge Dice. Each fudge dice has with two faces marked with a minus (-), two faces blank, and the remaining two faces marked with a (+). Most actions are resolved with a roll of 4 fudge dice or 4dF. This generates a number between -4 to +4 in a bell curve. There is 63% chances of rolling between a -1 and a +1.

A natural +4 is always a critical success and always succeeds.

A natural -4 is always a critical failure and always fails.

There is a 1 in 81 rolls chance (1.21%) of rolling either. In comparison the chance of rolling a natural 3 or 4 or a natural 17 or 18 on 3d6 is 1 in 72 rolls (1.38%)

Success Scale

The following show the scale of success and associated adjectives. Both Fudge and Fate adjectives are given. A column has been added to show what the various success levels are considered to be in the MW RPG.

	Fudge	Fate	MW Skills	MW Attributes	GURPS
+8	Superb +5 (Legendary 5th)	Legendary			
+7	Superb +4 (Legendary 4th)	Epic			
+6	Superb +3 (Legendary 3rd)	Fantastic	Best in the World	Best in the World	
+5	Superb +2 (Legendary 2nd)	Superb			
+4	Superb +1 (Legendary)	Great	Pinnacle	Pinnacle	
+3	Superb	Good			
+2	Great	Fair	Expert	Gifted	
+1	Good	Average			
0	Fair	Mediocre	Skilled	Average	Easy
-1	Mediocre	Poor			Average
-2	Poor	Terrible			Hard
-3	Terrible	Terrible -1	Untrained	Disabled	

The Majestic Wilderlands RPG uses only numbers for the success scale. This allows for the easy addition of modifiers and comparison of target numbers.

Size Scale

Each scale level represents 1.5 times the strength and mass of the previous level. When resolving actions involving strength and mass, notably combat, the scale level is added in addition all the other modifiers.

Scale	Creature
-4	Pixie
-2	Giant Rat
-1	Halfling
+0	Human, Elf, Dwarf
+1	Reptile Man
+3	Ogre, Troll
+5	Dragon

Successes

The difference between the target number and what was rolled plus modifiers. This can be used as a guide to determine how good the success was or how bad the failure was. A natural +4 is always counted at least as a +1 success and a natural -4 is always a failure.

Unopposed Rolls

An unopposed roll is handled by rolling 4dF adding your skill and attribute. Then see if you equal or beat a target number. If the person is not under stress or in combat then no roll is needed. If the Attribute plus Skill is greater or equal to the target number then the task automatically succeeds. If lower than the player can opt to make a roll for his character in hopes of a success.

It is recommended that base target number for uncertain task start at 0. That difficulties above zero be reserved for only the most uncertain or foolhardy of actions. A target number of 0 means a character who is skilled (skill level 0) with a average attribute (0) will succeed roughly 5 times out of 8 rolls (61.7%).

Opposed Rolls

The two opponents both roll dice and add in their modifiers like attributes and skills. The difference between the two rolls is the degree of success for the winning side.

Reaction Rolls

When in doubt the referee can roll 4dF and see how well a NPC reacts to the actions of a PC. A -4 is an extreme negative reaction and a +4 is an extreme positive reaction. Various traits may add or subtract from this roll.

Creating a Character

A MW RPG character has the following Attributes, Aspects, and Skills. There are two methods of character creation. The first is to pick a package and write down the attributes, aspects, and skills associated with that package. The second is freeform character creation where the player allocates a limited number of points between attributes and skills. Some skills can only be bought if you pick their associated aspect. Both methods produce equally capable and powerful characters. Which one is the best depends on interest, time available, and experience with the MW RPG.

Characters start out with 30 points

Characters

Attributes

Primary	Secondary	Secondary Base
Strength	Endurance	Strength
Dexterity	Reflex	Dexterity
Intelligence	Willpower	Intelligence
	Perception	Intelligence
Constitution	Fortitude	Constitution
	Initiative	Dexterity + Constitution
	Move	4 + Initiative

All attributes start at 0 for humans. Each attribute costs the following

Attribute	Primary Cost	Secondary Cost
-2 or lower	-3 per lowered cost	-1 per lowered cost
-1	-3	-1
0	0	0
+1	3	1
+2	3	1
+3	6	2
+4	6	2
+5 or greater	+6 per level	+2 per level

Aspects

An aspect is a word or phrase that describes something particular about the background of a character. Up to five aspects can be taken. Any background element can be used for an aspect.

Aspects are a mix of benefits and complications. If a character chooses to be wealthy as an aspect, the referee needs to go on to define how the character is wealthy as this will define the complications that will ensue during the course of the campaign.

The same with aspects that are mostly complications. For example a player decides he wants to play a character that was a sailor but left because he suffered permanent injury. The most serious of this is a pegleg that hampers his movement.

Rather than represent the pegleg with a specific mechanic the player would buy down his initiative and reflex. Use the extra points to buy more skills or raise his other attributes up.

The following is loose framework to help you think up of your character's aspects.

Concept

What is your character profession or purpose in life? The Majestic Wilderlands RPG provides several packaged concepts to use to quickly generate a character. They are inspired by the original 1974 roleplaying game.

Complication

Pick an aspect that represents a source of complications for your characters. It could be dependent members of your character's family. Some physical ailment or mental attribute that defines your character.

Background

The remaining three aspects can define your character's past. Aspects can relate to the character's childhood, initial training, the first days on the job, or how the character met up with the rest of the party.

Prerequisite

Some sets of skills can only be earned by taking a specific attribute. Typically this is done for Mages and Priests.

Packages

Packages are a bundle of skills and aspects that relate to an element of the setting of the campaign. Some campaign will have packages that no more complicated than saying you are a fighter, mage, thief, or priest. While other campaigns might distinguish between similar but distinct organizations like the Beggar's Guild, Brotherhood of Thieves, Thothian Mages, Runecasters, Priests of Set, Druids of Silvanus, Tharian Horselords, or Ghinorian Knights.

One important thing to remember about packages is that they are rules but an organized list of skills and attributes. You can opt to omit some skills in favor of other skills from other packages.

Fighter

Aspects

Veteran Warrior

Attributes

Primary			Secondary		
Attr	Mod	Pts	Attr	Mod	Pts
Str	+2	6	End	+2	0
Dex	+2	6	Reflex	+2	0
Int	+0	0	Will	+0	0
			Per	+0	0
Con	+2	6	Fort	+2	0
			Init	+4	0

Total: 18 pts

Skills

Skill	Base	Mod	Final	Pts
Shield	-1	+1	+0	1
Sword	-2	+3	+1	4
Combat Dodge	+0	+2	+2	2
Strategy	-2	+1	-1	1
Survival	-2	+1	-1	1
Athletic	-2	+1	-1	1
Bow	-2	+1	-1	1
Knife	-1	+1	+0	1

Total: 12 pts

Combat Statistics

Scale	Init	Move	
+0	+4	8	
Dodge	Thresh.		
+5	+4		
Atk	OCV	DCV	Dmg
Broadsword	+3	+4	+4
Shield, Medium	+2	+3	+3
Bow (Rng 60')	+1	n/a	+1
Knife	+2	+1	+2

Possessions

Ringmail Armor (+2 Armor)

Shield, Medium (+1 def)

Helm

Bow, Regular (+1 dmg)

20 x Arrows

Broad Sword +2 dmg

Dagger +0 dmg

95d in coins

Mage

Aspects & Gifts

Independent Mage

Cast Arcane Magic

Attributes

Primary			Secondary		
Attr	Mod	Pts	Attr	Mod	Pts
Str	-1	-3	End	-1	0
Dex	+0	+0	Reflex	+0	0
Int	+3	12	Will	+3	0
			Per	+3	0
Con	+1	3	Fort	+1	0
			Init	+1	0

Total: 12 pts

Skills

Skill	Base	Mod	Final	Pts
Thaumatology	-3	+6	+2	10
Alchemy	-3	+2	-1	2
Research	-2	+2	+0	2
Herblore	-2	+1	-1	1
Natural Philosophy	-3	+1	-2	1
Staff	-1	+1	+0	1
Knife	-1	+1	+0	1

Total: 18 pts

Combat Statistics

Scale	Init		Move
+0	+1		5
Dodge	Thresh.		
+0	+1		
Atk	OCV	DCV	Dmg
Staff	+0	+0	+0
Knife	+0	-1	+2

Possessions

Staff

Dagger

Charm, 1st level

1 x Scrolls 1st level

1x Potions of Healing

100d in Ritual Components

187d in coin

Spell Book with *Detect Magic*,
Magic Missile, *Sleep*, *Detect Evil*

Priest

Aspects & Gifts

Priest of Delaquin, Goddess of Honor & Justice

Turn Undead, Ritual vs Fortitude, +1 or better turns.

Attributes

Primary			Secondary		
Attr	Mod	Pts	Attr	Mod	Pts
Str	+1	3	End	+1	0
Dex	+2	6	Reflex	+2	0
Int	+1	3	Will	+1	0
			Per	+1	0
Con	+1	3	Fort	+1	0
			Init	+3	0

Total: 15 pts

Skills

Skill	Base	Mod	Final	Pts
Religious Ritual	-3	+3	+0	4
Shield	-1	+2	+1	2
Mace	-2	+3	+1	2
Knowledge (Theology)	-3	+4	+1	6
Knife	-1	+1	+0	1

Total: 12 pts

Combat Statistics

Scale	Init		Move
+0	+3		7
Dodge	Thresh.		
+0	+3		
Atk	OCV	DCV	Dmg
Mace	+3	+4	+3
Shield	+3	+4	+2
Knife	+2	+1	+1

Possessions

Ringmail Armor (+2 Armor)

Shield, Medium (+1 def)

Helm

Mace, Heavy +2 dmg

Dagger +0 dmg

1x Scroll, 1st level

100d in Ritual Components

67d in coins

Burglar

Aspects

Experienced Burglar within the Brotherhood of the Lion

Attributes

Primary			Secondary		
Attr	Mod	Pts	Attr	Mod	Pts
Str	+0	0	End	+0	0
Dex	+3	12	Reflex	+3	0
Int	+1	3	Will	+1	0
			Per	+1	0
Con	+0	0	Fort	+0	0
			Init	+3	0

Total: 15 pts

Skills

Skill	Base	Mod	Final	Pts
Climbing	-2	+2	+0	2
Eavesdrop	-1	+2	+1	2
Legerdemain	-2	+2	+0	2
Perceive	+0	+2	+2	2
Stealth	-2	+2	+0	2
One Handed Sword	-2	+2	+0	2
Knife	-1	+2	+1	2
Knowledge (Streets)	-2	+1	-1	1

Total: 15 pts

Combat Statistics

Scale	Init		Move
+0	+3		7
Dodge	Thresh.		
+0	+1		
Atk	OCV	DCV	Dmg
Short Sword	+3	+3	+1
Dagger	+4	+3	+0
Sm Dagger (15ft)	+4	n/a	+0

Possessions

Leather Armor (+1 Armor)

Short Sword (+2 def)

Helm

Dagger +0 dmg

5x Small Dagger +0 dmg

750d in coins

Fighter

Aspects

Veteran Warrior

Attributes

Primary			Secondary		
Attr	Mod	Pts	Attr	Mod	Pts
Str	+1	3	End	+1	0
Dex	+0	0	Reflex	+0	0
Int	+0	0	Will	+0	0
			Per	+0	0
Con	+1	3	Fort	+1	0
			Init	+1	0

Total: 6 pts

Skills

Skill	Base	Mod	Final	Pts
Shield	-1	+1	+0	1
Sword	-2	+2	+0	2
Combat Dodge	+0	+1	+1	1
Strategy	-2	+1	-1	1
Survival	-2	+1	-1	1
Athletic	-2	+1	-1	1
Bow	-2	+1	-1	1
Knife	-1	+1	+0	1

Total: 9 pts

Combat Statistics

Scale	Init		Move
+0	+1		4
Dodge	Thresh.		
+1	+3		
Atk	OCV	DCV	Dmg
Broadsword	+0	+1	+3
Shield, Medium	+0	+1	+2
Bow (Rng 60')	-1	n/a	+0
Knife	+0	+0	+1

Possessions

Ringmail Armor (+2 Armor)

Shield, Medium (+1 def)

Helm

Bow, Regular (+1 dmg)

20 x Arrows

Broad Sword +2 dmg

Dagger +0 dmg

95d in coins

Mage

Aspects & Gifts

Independent Mage

Cast Arcane Magic

Attributes

Primary			Secondary		
Attr	Mod	Pts	Attr	Mod	Pts
Str	-1	-3	End	-1	0
Dex	+0	+0	Reflex	+0	0
Int	+2	6	Will	+2	0
			Per	+2	0
Con	+0	0	Fort	+0	0
			Init	+0	0

Total: 3 pts

Skills

Skill	Base	Mod	Final	Pts
Thaumatology	-3	+4	+1	6
Alchemy	-3	+1	-2	1
Research	-2	+2	+0	2
Herblore	-2	+1	-1	1
Natural Philosophy	-3	+1	-2	1
Staff	-1	+1	+0	1
Knife	-1	+0	-1	0

Total: 12 pts

Combat Statistics

Scale	Init		Move
+0	+0		4
Dodge	Thresh.		
+0	+1		
Atk	OCV	DCV	Dmg
Staff	+0	+0	+0
Knife	-1	-2	-1

Possessions

Staff

Dagger

Charm, 1st level

1 x Scrolls 1st level

1x Potions of Healing

100d in Ritual Components

187d in coin

Spell Book with *Detect Magic*,
Magic Missile, *Sleep*, *Detect*
Evil

Priest

Aspects & Gifts

Priest of Delaquin, Goddess of Honor & Justice

Turn Undead, Ritual vs Fortitude, +1 or better turns.

Can Cast Divine Spells

Attributes

Primary			Secondary		
Attr	Mod	Pts	Attr	Mod	Pts
Str	+0	0	End	+0	0
Dex	+0	0	Reflex	+0	0
Int	+1	3	Will	+1	0
			Per	+1	0
Con	+1	3	Fort	+1	0
			Init	+1	0

Total: 6 pts

Skills

Skill	Base	Mod	Final	Pts
Religious Ritual	-2	+2	+0	2
Shield	-1	+1	+0	1
Mace	-2	+2	+0	2
Knowledge (Theology)	-3	+3	+0	4
Knife	-1	0	-1	0

Total: 9 pts

Combat Statistics

Scale	Init		Move
+0	+1		5
Dodge	Thresh.		
+0	+3		
Atk	OCV	DCV	Dmg
Mace	+0	+1	+2
Shield	+0	+1	+1
Knife	-1	-1	+0

Possessions

Ringmail Armor (+2 Armor)

Shield, Medium (+1 def)

Helm

Mace, Heavy +2 dmg

Dagger +0 dmg

1x Scroll, 1st level

100d in Ritual Components

67d in coins

Burglar

Aspects

Experienced Burglar within the Brotherhood of the Lion

Attributes

Primary			Secondary		
Attr	Mod	Pts	Attr	Mod	Pts
Str	+0	0	End	+0	0
Dex	+2	6	Reflex	+2	0
Int	+0	0	Will	+1	0
			Per	+1	0
Con	+0	0	Fort	+0	0
			Init	+2	0

Total: 6 pts

Skills

Skill	Base	Mod	Final	Pts
Climbing	-2	+1	-1	1
Eavesdrop	-1	+1	+0	1
Legerdemain	-2	+2	-0	2
Perceive	+0	+1	+1	1
Stealth	-2	+1	-1	1
One Handed Sword	-2	+1	-1	1
Knife	-1	+1	+0	1
Knowledge (Streets)	-2	+1	-1	1

Total: 9 pts

Combat Statistics

Scale	Init		Move
+0	+2		6
Dodge	Thresh.		
+2	+1		
Atk	OCV	DCV	Dmg
Short Sword	+1	+1	+1
Dagger	+2	+1	+0
Sm Dagger (15ft)	+2	n/a	+0

Possessions

Leather Armor (+1 Armor)

Short Sword (+1 Dmg)

Helm

Dagger +0 dmg

5x Small Dagger +0 dmg

750d in coins

Skills

Overview

Each skill has an associated attribute along with the default skill level. Each level of skill bought adds +1 to the default level.

For unopposed rolls a minimum of 0 is required for success. For opposed rolls the winning side has to roll a 0 or higher and beat his opponent.

Skill Level	Cost	Total
+1	1	1
+2	1	2
+3	2	4
+4	2	6
+5	4	10
+6 and greater	+4 per additional level	14 +4 per level

Skill List

Adventuring Skills

Skill	Attribute	Default
Acrobatic	Dex	-1
Athletics	Str	+0
Climbing	Min(Str, Dex)	-1
Combat Dodge	Dodge	+0
Eavesdrop	Per	+0
Interrogate	Will	-1
Legerdemain	Dex	-1
Locution	Int	-1
Perceive	Per	+0
Physician	Int	-2
Riding	Dex	-1
Stealth	Dex	-1
Strategy	Int	-1
Survival	Con	-1

Arcane Skills

Skill	Attribute	Default
Alchemy	Int	-2
Divine Ritual	Int	-2
Herblore	Int	-1
Research	Int	-1
Thaumatology	Int	-2

Melee Weapons

Skill	Attribute	Default
Axe/Mace/Hammer	Dex	-1
Axe/Hammer, Throwing	Dex	-2
Knife	Dex	+0
Knife, Throwing	Dex	-1
Polearm	Dex	-1
Shield	Dex	+0
Spear	Dex	+0
Spear, Throwing	Dex	-1
Staff	Dex	+0
Sword, One handed	Dex	-1
Sword, Two handed	Dex	-1

Missile Weapons

Skill	Attribute	Default
Blowpipe	Dex	-1
Bow	Dex	-1
Crossbow	Dex	+0
Sling	Dex	-1

Professional Skills

Skill	Attribute	Default
Accounting	Int	-1
Animal Handling (type)	Int	-1
Artist (type)	Int	-2
Brewing	Int	-1
Carpenter	Int	-1
Cooking	Int	+0
Farming	Int	-1
Finesmith	Dex	-1
Glassblowing	Int	-1
Hideworking	Int	-1
Knowledge (type)	Int	+0 to -2
Knowledge (Heraldry)	Int	-2
Knowledge (Legal)	Int	-2
Knowledge (Theology)	Int	-2
Knowledge (Social)	Int	-1
Knowledge (Area, local)	Int	+0
Knowledge (Area, region)	Int	-1
Knowledge (Area, cont.)	Int	-2
Lexigraphy	Int	-1
Mathematics	Int	-1
Masonry	Int	-1
Mechanics	Int	-1

Metalsmith	Int	-1
Mining	Int	-1
Natural Philosophy	Int	-2
Performance (type)	Dex	-2
Pottery	Int	-1
Tailoring	Dex	-1
Timbering	Int	-1

Combat

Sequence

Characters go in order of Initiative + 4dF. Resolve ties by higher Reflex.

Actions

During their turn each character can perform two actions. Actions include

Movement

Each character can move 4 yards per round +1 yard for every +1 in Initiative. Characters can move twice in one round.

Attack

An armed or unarmed attack can be attempted. Only one attack per combat round can be performed. An attack is an opposed roll between the attacker's Offensive Combat Value (OCV) vs. the defender's chosen Defensive Combat Value (DCV).

Attack and Hold Advantage

Same as above except if the attacker has a +1 or better result he may elect to hold the degree of success and apply it his attack roll next round. This represents the advantageous position the attacker has gained over his opponent. The attacker can continue to accumulate successes as long as he continues to attack the same opponent. If the attacker eventually is unable to attack he loses the advantage he has accumulated.

Grappling

A successful grappling attack allows for the character to grab his opponent to immobilize, do damage, throw down to a prone position, or force a change in posture.

Break free

The subject of a successful grappling can opt to break free with an opposed roll of Strength + Base Athletic Skill.

Slam

A character can choose to slam into his opponent in the hopes of knocking him prone. This requires a move action prior to the attack. The character has to move 2 hexes or more. The attack is resolved as an opposed roll of Base Athletic Skill + Dexterity + Shield Bonus. The injury roll is resolved as an opposed roll of Base Athletic Skill + Strength + Shield Bonus + Scale. A successful damage roll of +3 or greater means the target is knocked prone.

Disengage

Take an action to step back from an active opponent. After which the character's second action can be a move.

Spell casting

A memorized or spontaneous spell can be cast. Or a magic item activated. Only one spell per combat round can be cast.

Change Posture

You can get from a prone position to a kneeling position or from a kneeling position to a standing position. It takes two actions to get up from a prone position.

Shield Crouch

You use your shield as cover, gain double the shield bonus versus ranged weapons. May be used after an attack.

Other Action

This covers actions like drinking a potion, readying an oil flask, etc.

Offensive Combat Value

Attacks are resolved by an opposed rolls versus the opponent's defense.

Melee Attack: $4dF + \text{Base Weapon Skill} + \text{Dexterity}$

Ranged Attack: $4dF + \text{Base Weapon Skill} + \text{Dexterity} + \text{Accuracy bonus (if any)} - \text{Range Modifier}$

Defensive Combat Value

Parry: $4dF + \text{Weapon skill} + \text{Dexterity} + \text{Shield Bonus}$

Block: $4dF + \text{Shield skill} + \text{Dexterity} + \text{Shield Bonus}$

Dodge: $4dF + \text{Reflex} + \text{Acrobatics} + \text{Shield Bonus}$

Thrown weapons can be defended against by parrying or using reflex.

Other missile weapons can be defended by Reflex only or by crouching behind a shield.

The difference between the two rolls is the degrees of success. This is used to determine injury. Also every four levels of accumulated success can be converted into a maneuver.

Injury

This is resolved as an opposed roll between the Attacker Damage Roll vs. the Defender's Damage Threshold. The degree of success of the to-hit roll is added in.

Damage

Melee Damage: $\text{Weapons Damage} + \text{Attacker's Strength}$

Ranged Damage: $\text{Weapon Damage} + \text{Weapon Strength}$

Damage Threshold

This is the individual's resistance to Damage.

Damage Threshold: $\text{Fortitude} + \text{Armor Bonus}$.

Wounds

The degree of success on the injury rolls is applied as follows

Successes	Injury Type
+1 to +2	Scratch
+3 to +4	Hurt
+5 to +6	Very Hurt
+7 to + 8	Incapacitated
+9 on up	Dead

A character can take up to 3 Scratch wounds, 2 Hurt wounds, 1 Very Hurt wound, One Incapacitation Wound, and of course only one Death wound. If the characters takes additional wounds beyond his limit it is increased to the next more serious level. If that level is already marked off then it is increased further and so

on until death results. For example if the character already has 3 scratch wounds then the next scratch he takes will be marked down as a hurt wound.

All Scratches are removed after a five minute rest after the conclusion of combat.

Taking a Hurt Wound means the character is at -1 to all skill rolls until healed and is unable to cast a spell during the following round.

Taking a Very Hurt Wound means the character is at -2 to all skill rolls until healed and is unable to cast a spell during the following round.

The above two are added combining to a total of -3 if the unfortunate character has a hurt wound and a very hurt wound.

Grappling Injury

Grappling is about accumulating successes with the injury roll after a successful grappling attack. The attacker can convert those success to damage or an action. Or the attacker can maintain his hold on this opponent and try to gain more successes the next round.

If the attack uses only one hand to grapple with then the number of successes are halved.

Damage

The number of success are applied as normal damage.

Maintain Hold

The attacker maintains his hold opting to try to accumulate more successes next roll.

Throw Down

The Attacker makes an opposed roll of Strength + Base Athletic to throw his opponent down to a prone position. The attacker can add any accumulated success to his roll.

Posture Change

The Attack maintains his grip on his opponent and forces a posture change. From Standing to Kneeling, From Kneeling to Prone. The advantage of this over Throw Down is that the grip is maintained.

Immobilize

If the attacker is gripping his opponent in a prone position then he make elect to pin the opponent and immobilize his opponent.

Break Free

If the opponent is grappled and not immobilize then he can try to break free on his turn. This is a grapple attack followed by a grappling injury roll. The opponent successes reduces the attacker's successes. If the defender reduces his attacker's success to +0 then he is successful at breaking free and can take a non-attack action.

Close Combat

If the opponent is only grappled by one hand by the attacker then the attacker or opponent can attack normally with a dagger or other close combat weapons. The main reason for this tactic is to hold onto the opponent so he can't retreat away from combat.

Combat Maneuvers

Maneuvers are generated as a result of accumulating degrees of success. The normal result of a combat attack or defense is damage. But with the positional advantage represented by accumulated successes (attacker or defender) an opportunity is created that allows one or more special maneuvers to be performed.

To be eligible for a maneuver you need to have rolled at least a +4 or better on your attack or defense roll. A critical success give the option of a free maneuver. Every +4 degree of success allows the winner to perform one maneuver immediately after the roll.

A critical failure (-4 on the dice) gives a free maneuver to the opponent.

Some maneuvers are difficult enough to require +8 degrees of success or a critical success to perform. Some maneuver only useable by an attacker while other only by the defender.

To perform a maneuvers you must have succeeded on your attack or defense roll.

Successes	Maneuvers
+4 to +7	1
+8 to +11	2
+12 >	+1 per +4

Offensive Maneuvers

Bleed (cutting) (critical only).

If target is damaged then target must make a Fortitude check. The check at a +0 if the attack the wound is a Scratch, at -1 if the wound is a Hurt, or at -2 if the wound is a Very Hurt. Failure means that the target will take a scratch every turn until bandaged by a successful first aid check.

Bruising Blow (blunt only)

Target is hit so hard that he is bruised. The target must make a Fortitude check. If failed then he will take a scratch. This in addition to any other damage.

Bypass Armor (critical only).

The well-aimed blow find a clink in the target's armor. Do not count the target's armor in the damage check.

Choose Location

Choose a specific location on the target to hit.

Damage Weapon/Shield

Roll damage check on the target's weapon or shield with the possibility of breaking them or rendering them useless.

Disarm (critical only)

Roll a Weapon Skill vs. Weapon Skill check, if you succeed by +1 the weapons flies out the target hands and lands within reach on the ground. If succeeds by +4 or more the weapons flies away five feet or more.

Grip

Grab your opponent with a free hand or hands. May attempt any grappling actions in subsequent rounds.

Impale (impaling only)

Weapons with a point may be used to impale. Make two damage checks and take the better roll. Afterwards the weapon is jammed into the wound and causes a -1 skill penalty for every +2 of damage until yanked out. This also renders weapon useless. It takes one combat action and a successful strength check + weapon quality to yank it out. This causes additional damage equal to the original wound.

Maximize Damage (critical only)

Resolve the damage check as if you rolled +4 on the dice.

Sidestep

You move into your opponent's rear and gain +2 to subsequent attacks. Your opponent can take a full round action to turn and face you, but he loses his attack.

Slam Opponent

Make an opposed check of Str + Scale vs. Str + Scale. For every +4 the opponent is knocked five feet. Must beat your margin of success on a Dex check or fall prone. (add a list of big weapons and shields whose damage can be added to the roll). Shield only on defense.

Sunder (two handed weapons only)

Make a normal damage check. The resulting margin of success is applied to the armor. If it equals or exceeds the armor value it is reduced by -1 until repaired. Any excess is applied as a normal wound. Note that the original damage check includes the armor as normal.

Tangle

If using a net or whip instead of doing damage the opponent is entangle if they fails a dodge vs weapons skill check.

Trip Opponent (Critical)

Roll weapon skill vs dodge. Success means the opponent falls prone.

Defensive Maneuvers

Blind Opponent (Critical)

The defender has an opportunity to somehow blind his opponent or blur his vision. Make an opposed check of your defense vs your dodge. The margin of success is the number of rounds the opponent can't attack or defend.

Disengage

Make an immediate move away from the target.

Damage Weapon/Shield

Roll damage check on the target's weapon or shield with the possibility of breaking them or rendering them useless.

Disarm (Critical)

Roll a opposed Weapon Skill check, if you succeed by +1 the weapons flies out the target hands and lands within reach on the ground. If succeeds by +4 or more the weapons flies away five feet or more.

Enhance Defense

+1 to your next defense roll against the opponent.

Overextend Opponent (Critical)

Your opponent is maneuvered to where he can't make an attack next round and has to spend one of his action recovering his position.

Pin Weapon (Critical)

On a critical success or +8 result the defender managed to pin his opponent's weapons. The attacker take an actions and win an opposed check of weapons skills.

Regain Footing

A prone or disadvantaged defender uses the momentum of the attack or temporally grabs his opponent to leverage himself back to a standing position.

Riposte

The defender can opt to sacrifice his next attack action to do an immediate attack with his defending weapon or shield.

Slip Free

A entangled, grappled, or pinned character may opt to the break the hold on himself.

Take Weapon (Critical)

If defending unarmed the defender may opt to make an opposed check of his unarmed combat skill vs his opponent's weapon skill. If the defender succeeds, he has successfully taken his opponent's weapon.

Trip Opponent (Critical)

Roll weapon skill vs dodge. Success means the opponent falls prone.

Offensive Maneuver Summary

# success	Maneuver	Requirement
8	Bleed	Cutting Weapon
4	Bruising Blow	Blunt Weapon
8	Bypass Armor	
4	Choose Location	
4	Damage Weapon/Shield	
4	Disarm	
4	Grip	Free Hand
4	Impale	Impaling Weapon
8	Maximize Damage	
4	Sidestep	
4	Slam Opponent	
4	Sunder	Two Handed Weapon
4	Tangle	Net or whip

Defensive Maneuver Summary

# success	Maneuver	Requirement
8	Blind Opponent	
4	Disengage	
4	Damage Weapon/Shield	
8	Disarm	
4	Enhance Defense	
8	Overextend Opponent	
8	Pin Weapon	
4	Regain Footing	
4	Riposte	
8	Slip Free	
4	Take Weapon	Two Free Hands

Brute Force and Ignorance

Weapon Damage

Weapons don't last forever. There are times when they can get damaged, broken, or even destroyed. Like character weapons have a damage track.

Scratch □ □ □, Damaged (-1) □, Damaged (-2) □, Broken □, Destroyed □.

Successes	Injury Type
+1 to +2	Scratch
+3 to +4	Damaged -1
+5 to +6	Damaged -2
+7 to + 8	Broken
+9 on up	Destroyed

Shield Damage

Shield don't last forever. They are often broken and have to be replaced. Like characters, shields have a damage track.

Scratch □ □ □, Damaged (-1) □, Broken □, Destroyed □.

If a shield is all wood it only has one scratch.

Successes	Injury Type
+1 to +2	Scratch
+3 to +4	Scratch
+5 to +6	Damaged -1
+7 to + 8	Broken
+9 on up	Destroyed

A Shield has a damage threshold that is used to oppose a damage roll. It is equal to the shield bonus and can range from +0 for a buckler to +2 for a large legionnaire shield. Scale is added to this roll as the added mass protects the weapon from damage.

Gifts

Gifts are granted by taking certain aspects. There is no point cost. However the aspect has both negative and positive consequences for the character.

Turn Undead

Take an action and focus the power of your faith to repel or destroy the undead. Make an opposed roll between Religious Ritual and Fortitude. Count the number of successes. For each multiple of the undead fortitude rolled one additional undead is turned.

For example the party is attacked by 16 skeletons with a fortitude of +1. The priest decides to cry out in the name of Delaquain and repel the undead. He rolls and manages to achieve six successes. Six skeletons halt their advance and begins to move away at their fastest possible speed.

If the cleric rolls a critical results +4 the target undead are destroyed with a minimum result of 1. If the cleric rolls four times the undead's fortitude. He can choose to destroy them instead of just repeal.

In the above example the priest could have opted to repel two skeletons and destroy one of them as +4 is four times their fortitude of +1.

Magic

The Arts of Magic

In the Dawn Age, magic could only be cast through elaborate rituals. The level of ambient mana was too low to permit casters to memorize spells to cast at a moment's notice. Through rituals the mana was slowly gathered and infused into an item such as a scroll, charm, or wand. Only then it could be quickly released to create the spell the caster desired.

After the Uttermost War, the gods imprisoned the surviving demons in the Abyss. To seal the Abyss from the Wilderlands the gods created ten crystals of powers. Nine of which were set around the entrance and the tenth, the Chromatic Crystal, was used to activate them and seal the Abyss. A consequence of this was that the ambient level of mana was greatly increased. The crystals gathered the ambient mana, cycled it through their lattice to power the seal, and then released back in a concentrated form into the Wilderlands.

Suddenly magic-users found they no longer had to rely on lengthy rituals to gather the necessary mana to power a spell. Instead a complex series of mediations allowed the caster to prepare to cast a spell at a moment's notice. When needed the magic-user use his will to open a channel to let the mana flow through the spell's form which created its effect.

Each of the crystals was created by one of the gods. They imbued their inner essence into each crystal's lattice to add to the strength of the seal. This also subtly altered the mana after it flowed through the crystal. When the Order of Thoth, the Elves, and others studied magic, they found that certain mana worked better to create a particular effect. There are nine types of mana, each based on one of the crystals used to make the seal to the Abyss. In addition there is a tenth type of mana, the original ambient mana left over from the creation of the Wilderlands.

The study of the ten types of mana is universally known as the Arts of Magic, a near universal nomenclature has developed to describe each type; The Claw, The Eagle, The Flame, The Hearth, The Lantern, The Skull, The Storm, The Tree, and The Web. The original ambient mana is known as The Forge.

The Claw

This mana is best used in spells involving creatures and monsters of the wild. It originates from the Ebon Crystal created by the Blood goddess, Kalis.

The Eagle

This mana is best used spells involving movement, protection, and air. It originates from the Crimson Crystal created by the goddess of justice and honor, Mitra.

The Flame

This mana is best used in spells involving fire. It also works well with mastery of the natural world and the body. It originates from the Ochre Crystal, created by the god of war and order, Set.

The Hearth

This mana is best used in spells involving earth, healing, and the body. It originates from the Emerald Crystal created by the goddess of healing and the earth, Dannu.

The Lantern

This mana is best used in spells involving knowledge, and symbols. It originates from the Amethyst Crystal created by the god of knowledge, Thoth.

The Skull

This mana is best used in spells involving death, and life. It originates from the Ivory Crystal created by the god of judgment and death, Hamakhis.

The Storm

This mana is best used in spells involving weather, and water. It originates from the Indigo Crystal created by the god of thunder and warriors, Thor.

The Tree

This mana is best used in spells involving plants, and the spirit. It originates from the Azure Crystal created by the god of forests and dreams, Silvanus.

The Web

This mana is best used in spells involving the mind, divination, and illusions. It originates from the Amber Crystal created by the goddess of fates and pleasure, Nephthys.

The Forge

The original ambient mana is best used in spells involving the control of magic, also the creation, control, and manipulation of objects. While the most difficult to use it is the most powerful and versatile form of mana. It originates from the creation of the Wilderlands and many associate it with the Chromatic Crystal created by the High Lord Veritas, the god of creation, and artifice.

Arcane Spell List

Level 0

CounterSpell (*Forge*)
Detect Poison (*Lantern*)
Disrupt Undead (*Skull*)
Fatigue Animal (*Claw*)
Flare (*Flame*)
Ghost Sound (*Web*)
Mage Hand (*Eagle*)
Ray of Frost (*Storm*)
Resistance (*Tree*)
Touch of Fatigue (*Hearth*)

Level 1

Charm Person (*Web*)
Chill Touch (*Storm*)
Command Animal (*Claw*)
Create Scroll (*Forge*)
Detect Magic (*Lantern*)
Enchant Magic Staff (*Forge*)
Endure Elements (*Hearth*)
Hold Portal (*Forge*)
Light (*Eagle*)
Magic Missile (*Flame*)
Protection from Evil (*Tree*)
Ray of Enfeeblement (*Skull*)
Read Languages (*Lantern*)
Read Magic (*Lantern*)
Shield (*Tree*)
Sleep (*Web*)

Level 2

Alter Self (*Hearth*)
Command Undead (*Skull*)
Continual Light (*Eagle*)
Darkness (*Eagle*)
Detect Evil (*Lantern*)
Enchant Potion (*Forge*)
ESP (*Web*)
Fog Cloud (*Storm*)
Invisibility (*Web*)
Knock (*Forge*)
Levitate (*Eagle*)

Level 2 (cont)

Locate Object (*Lantern*)
Magic Mouth (*Web*)
Mirror Image (*Web*)
Phantasmal Force (*Web*)
Protect from Missiles (*Tree*)
Pyrotechnics (*Flame*)
Strength (*Flame*)
Summon Familiar (*Claw*)
Web (*Eagle*)
Wizard Lock (*Forge*)

Level 3

Clairaudience (*Web*)
Clairvoyance (*Web*)
Darkvision (*Eagle*)
Detect Invisibility (*Lantern*)
Dispel Magic (*Forge*)
Explosive Runes (*Lantern*)
Fireball (*Flame*)
Fly (*Eagle*)
Halt Undead (*Skull*)
Haste (*Flame*)
Hold Person (*Hearth*)
Invisibility 10' (*Eagle*)
Lightning Bolt (*Storm*)
Monster Summoning I (*Claw*)
Protect from Evil 10' (*Tree*)
Rope Trick (*Forge*)
Scryguard (*Web*)
Slow (*Hearth*)
Suggestion (*Web*)
Water Breathing (*Hearth*)

Divine Spell List

Level 0

Calm Animal (*Claw*)
Create Water (*Storm*)
Cure Minor Wound (*Hearth*)
Detect Magic (*Lantern*)
Ignite Flame (*Flame*)
Inflict Minor Wound (*Skull*)
Light (*Eagle*)
Mending (*Forge*)
Pause (*Web*)
Resistance (*Tree*)

Level 1

Command (*Web*)
Create Scroll (*Forge*)
Cure Light Wounds (*Hearth*)
Detect Evil (*Lantern*)
Hide from Animals (*Claw*)
Inflict Light Wounds (*Skull*)
Longstrider (*Eagle*)
Obscuring Mist (*Storm*)
Produce Flame (*Flame*)
Protection from Evil (*Tree*)
Purify Food and Drink (*Tree*)

Level 2

Bless (*Tree*)
Death Knell (*Skull*)
Entangle (*Tree*)
Find Traps (*Lantern*)
Flame Blade (*Flame*)
Fog Cloud (*Storm*)
Gust of Wind (*Eagle*)
Hold Person (*Hearth*)
Silence (*Web*)
Snake Charm (*Claw*)
Speak with Animals (*Claw*)
Spiritual Weapon (*Forge*)

Level 3

Consecrate (*Tree*)
Continual Light (*Eagle*)
Cure Disease (*Hearth*)
Daylight (*Web*)
Enchant Charm (*Forge*)
Locate Object (*Lantern*)
Prayer (*Tree*)
Quench (*Flame*)
Remove Curse (*Tree*)
Sleet Storm (*Storm*)
Speak with Dead (*Skull*)
Summon Nature's Ally (*Claw*)