

# ThrowiGames Simple Roleplaying System

By Thom Wilson



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## Introduction and Concept

Do you remember fighting that goblin when you were first level? A couple of swings and the monster went down! You then moved on to the next part of the adventure. Well, times have changed, haven't they? A straightforward encounter with a handful of goblins can take hours for a party to defeat. As the game master (GM) flips through endless pages of rules, you're trying to remember what that spell needed for components and verbal commands. Meanwhile, your buddy is falling asleep waiting for his turn and two other guys are talking about last night's baseball game. What happened? Current game systems have put so many limitations in as rules when before, it used to be a simple and fun night of roleplaying.

Welcome to the Throwgames Simple Roleplaying System! This game system was designed nearly 25 years ago, just after I graduated from high school. In those days, I spent much of my time thinking about roleplaying games rules and what I liked and didn't like. I felt that sometimes, game systems were too cumbersome or the rules would slow game play down. I enjoyed "role playing", not "rule playing". I liked the focused interaction between the players to solve problems, defeat monsters and to gain in power. The more games I played though, the more the rules seemed to take over.

Throughout much of 1988, I spent my time trying to find the simplest way to play table top roleplaying games. I played many different systems (many I bought and still have within my collection) and tried to find the pros and cons with each. I made copious notes with each and put them in to an old binder as I continued my search for the best game system on earth.

At the end of a year long search, I found no such system. I began to build a system that comprised the best things I liked in role playing games: Quick yet risky combat, fewer rules, greater heroic power, no named spells, and unique treasure rewards.

*Quick and Risky Combat?* This system focuses on low damage points, no rolling for damage (weapons do either one or two points), called shots (location attempts) and extra attacks, even from the very first encounter. Very few combat scenarios should take more than a couple of minutes. A system with low damage points equates to greater risk of death to both the adventurer and the foe.

*Fewer Rules?* Let's face it, every system needs rules. This system also provides rules but many are optional and can be used or modified by the GM in whatever way he or she wishes. I tried to make rules that were easy to remember with little variation. I want the GM to spend less time looking stuff up and more time telling the story.

*Heroes are Powerful?* Yes! The hero gets to do pretty much anything he or she wants. Specializations (or training styles) provide a focused start but before long, many adventurers will be doing whatever they want. Fighting, picking locks, healing, using powerful magic... all skills used by one adventurer! Also, many of the simpler foes lack the heroic capabilities of the adventurer. This allows for more dramatic game play because the hero can now take more risks. Advancement is much quicker so players will want to get back to the table and play more often. No more waiting for months to level up!

*No Named Spells?* Why get stuck with named spells that are useless or have too specific of a function? I hated when my low level magic user quickly ran out of "good" spells for the day. This system gives the spell casting system to the player. They have magical power and use it as they wish. They can harness the elements, create illusions and conjure up whatever they want, when they want and how they want.

*Unique Loot?* This game system encourages the GM to create one-of-a-kind treasures for the adventurers. Will there still be that +1 sword? Of course, but my hope is that the GM adds a bit more to the treasure to make it special and unique.

This guide was put together in 2012 from hundreds of pages of notes. I'm more experienced now and found that some of my earlier ideas needed updating. I've taken some time to modify those ideas to better fit my original intentions. I've left the core of the game system intact though. I think it's a unique and entertaining system that clears room in the GM's head for more of what's important: the story line, adventure detail and roleplaying.

Enjoy!

Thom Wilson

## Special Thanks

*Many people were critical to the success and completion of this system:*

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## What This Guide Is and Isn't

This guide presumes that the players and GM already have a familiarity with roleplaying and table top gaming. It's assumed that players and the GM have played RPGs before and are looking for a different rule set or concept for gaming.

This guide will not spell out every RPG concept. It is not a comprehensive rulebook for any and all situations but is merely a loose collection of guidelines and ideas for the GM to use to keep game play moving. We encourage GMs to create their own rules or guidelines as each situation requires.

What this is however, is a set of guidelines to help the GM and players work through situations. It provides a framework for game play with as few restrictions as possible to allow encounters to flow quickly and simply.

### "Rules"

We just said there were fewer rules, right? Whether we like it or not, systems need *some* rules. The core rules provide a starting point for GMs and players to work with.

#### Simple Rules

Some of the rules listed are necessary to keep the game moving. For example, the rules for combat are required to manage the encounter. Very few rules in this guide are mandatory and every single one of them can be modified by the GM in any way needed.

#### Optional Rules

Many of the suggested rules listed in this guide are optional. For example, the encumbrance rules can be completely dropped altogether or modified in some way. The goal of this system is not to hamstring the player or make the GM frustrated but to offer guidelines and suggestions on how to get through encounters. Modify and use them as you like.

### Dice

The standard die for this game is the six-sided (or d6 used hereafter). It is used in any situation when rolling is needed. Each player should have at least two to three d6 on hand to play (preferably different colors).

The six sided dice are used for generating values when attacking, defending, attempting actions, and determining hit locations.

Optional: Some dice manufacturers have a specialized twelve sided die (d12) that has body part locations listed. This can be used in place of a 2d6 roll for hit location (found later in the rules).

## Additional Products

Several other optional supplements are available beyond this core set of guidelines.

#### Lusus Naturae I

Translating to "freaks of nature", this supplement contains several low level monsters (PR12 and below).

The monsters found in Lusus Naturae I are: Giant Ant, Giant Bat, Giant Bee, Feral Dog, Giant Frog, Goblin, Giant Lizard, Giant Rat, Rot Larvae, Skeleton, Giant Snake, and Zombie.

#### Lusus Naturae II

The largest of the monster supplements, the second monster guide contains many creatures between PR13 and PR25.

This guide has information about: Giant Ant Queen, Giant Ant Soldier, Bandit, Giant Bee Queen, Giant Bee Soldier, Common Villager, Dwarf, Elf, Ghost, Gnome, Goblin Chieftain, Halfling, Hobgoblin, Hobgoblin Chieftain, Lion, Lizardman, Lizardman Chieftain, Orc, Orc Chieftain, Giant Scorpion, Slime, Giant Spider, Tiger, and Wolf.

#### Lusus Naturae III

The third monster guide holds several foes between PR26 and PR42.

Lusus Naturae III contains: Giant Ape, Basilisk, Bugbear, Cave Bear, Cave Worm, Medusa, Minotaur, Mummy, Ogre, Ogre Chieftain, Owlbear, Troll, Troll Chieftain, Vampire, and Wight.

#### Lusus Naturae IV

The final monster supplement contains foes with a PR of 43 and greater.

Although the smallest of the four guides, Lusus Naturae IV introduces the most terrible of monsters: Demon (lesser and greater), Dragon (3 ages), Floating Eye, Giant, and Lich.

#### Res Magicus I

Translating to "the magic" or "magical things", this supplement contains several low level magical items for players and foes alike.

#### Adventurer Sheets

Several adventurer sheets have been designed to simplify the character creation and management process. General sheets and initial specialization focused sheets are available.

#### Mount Sheets

A sheet for an adventurer's mount can be used to track their damage points and any gear carried.

#### 3 Panel GM Screen

To simplify things for the GM, many of the useful tables in this system have been put in to a 3 pages which can be taped or glued to cardboard in order to create a screen or shield.

#### Experience Sheets

Two sheets have been created for the GM to simplify the tracking of experience for adventurers. The first sheet tracks experience for all six main attributes and a few of the current specializations for one adventurer. The second allows the GM to track experience for all six attributes and several specializations for up to 4 adventurers.

#### Encounter Sheets

Three different sheets are available for GMs to manage encounters. They are used to track the monster and encounter detail for each and every event.

#### Advanced Guide

Although we encourage GMs to create guidelines during game play, a special document has been created to provide examples and ideas for optional (possible) rules. In the Advanced Guide, there are two tables for "dice-less rolls". These tables allow for game play without dice and can be used as needed. Use at your discretion.

## Adventurers

The players take on the role of an adventurer, seeking wealth, fortune or vengeance. Other systems call them player characters or PCs. Every adventurer has traits and statistics that make them different than everyone else.

### Races

The standard race for all adventurers is the mortal human. Humans come in different sizes, shapes, skin colors and genders.

Optionally, the GM can allow any monster race to be an adventurer. It will be up to the group to decide how best to integrate this non-standard adventurer. GMs should reduce the starting PR for monsters who become adventurers for balance purposes.

### Attributes

Each adventurer (and monster) has 7 core attributes. Each starting adventurer begins with 24 points to place in their 7 attributes. Starting values should be from 1 to 6 (no less than 1 and no more than 6). See the section entitled “Steps for Creating and Adventurer” for more information about attributes, styles and specializations. Attributes can be trained to a maximum score determined by the GM.

**Mental Strength (MS):** common sense and will power; this attribute is required in situations when quick thinking is needed or when drawing from inner strength.

**Intellect (IN):** raw intelligence and knowledge; this attribute is required when an educated mind is needed to solve complex problems or intricate mechanisms.

**Quickness (QU):** speed; this attribute is needed in situations where being the quickest matters.

**Coordination (CO):** agility and dexterity; this attribute is required to hit targets, dodge opponents and perform actions which require agility.

**Health (HE):** heartiness and resistance; this attribute is required for general physical resistance (to poisons, diseases, etc.) and strengthening of body parts.

**Physical Strength (PS):** raw physical power; this attribute is required for actions such as moving heavy objects, carrying victims or damaging opponents with melee weapons.

**Luck (LU):** helps or hinders in certain game play situations. This attribute is left up to the GM to use. A higher Luck may be help when adventurers try ludicrous actions or in situations of basic survival.

Low attributes (1-2) add penalties to particular actions. Conversely, high attributes (5-6 and above) add bonuses to actions. Table 1-1 lists the penalties and bonuses by score. Table 5-5 on page 17 provides detail on scores over 6.

Attribute	1	2	3	4	5	6
MS, IN, QU, CO, HE, PS	-2	-1	0	0	+1	+2
LU	?	?	?	?	?	?

Table 1-1

## Professions / Styles

Every character is an adventurer. There aren't official classes or professions to choose from; of course, nothing prevents players from calling themselves mages or fighters. Each adventurer can choose to specialize in one or more particular areas or styles.



The common adventurer is a generalist to some degree. He or she can choose to dabble with melee and missile weapons, perhaps attempt to pick a few locks, or even try to use hidden magical powers. They can try almost anything. Training (the act of trying/practicing the same actions over and over) allows adventurers to become proficient with certain actions. Adventurers get experience for successful and failed attempts. See the **Adventuring** chapter for more detail on experience.

The four main training styles (with associated specializations) are listed below:

**Combat (Co):** the adventurer chooses to engage enemies with weapons (either melee or missile).

**Magical Arts (Ma):** the adventurer calls upon one or more of the elemental or arcane powers to destroy foes.

**Blessed Arts (Ba):** the adventurer calls upon the powers of their god(s) to achieve their goals.

**Thievery (Th):** the adventurer uses hiding, stalking and sleight of hand to achieve success.

Additional information on training styles and specialization are found in the **Steps for Creating and Adventurer** section.

There are eleven specializations within the four styles. Although they can end up using all four styles at some point, adventurers must specialize in one area to start. The specializations are listed in the below table (figure 1-2).

Specialization	Abilities
Melee (Co)	Proficient in melee weapons and combat.
Missile (Co)	Proficient with missile weapons in combat.
Locks (Th)	Used for finding, picking and relocking locks.
Traps (Th)	Used for finding, removing and setting traps.
Stealth (Th)	Enables quiet movement, backstab and stealing.
Conversion (Ba)	Used to convert foes or friends to followers.
Destruction (Ba)	Used to destroy unbelievers.
Heal (Ba)	Used to heal almost any injury or sickness.
Elemental (Ma)	Used to manipulate the four main elements.
Creation (Ma)	Used to harness “inner” power to create magic.
Illusion (Ma)	Allows the caster to create illusions.

Table 1-2

The Combat and Thievery training areas and their associated specializations are fairly straightforward. Warriors and thieves are commonplace and make up the majority of most adventuring groups.

Melee combat specialists use their brawn to solve differences and eliminate foes. Missile specialists stand back and use their ranged abilities to pick apart enemies and take down opposing leaders.

Those with the Stealth specialization use their quiet steps and agility to gain the advantage. Using their sneak attack (i.e. Backstab), this adventurer can eliminate an unsuspecting foe in an instant. Those trained in Locks are able to find, open and reset a lock as needed. Traps specialists can find, disarm, rearm and even set their own traps.

Those trained in the Blessed Arts have followed the calling of one or more gods and are bound to serve in their name. They are a channel or device of their god(s) and do everything they can to advance the mythos. Healers channel their gods' power to restore damaged flesh and bone. Conversion specialists seek those without faith and persuade them to follow their gods. Lastly, destructionists seek to destroy all enemies of their faith - even those who have yet to decide who or what to follow.

Scholarly Magical Arts trainees have a more complicated path, one filled with the life-long learning of the arcane. Elemental specialists can use all four elements as needed (earth, wind, fire and water are all available; adventurers do not need to pick only one). The Creationist can produce raw energy from within to create or destroy as needed. Illusion specialists can produce sounds, send brief images to friends or foes, and whisper thoughts to those nearby.

More information on Blessed and Magical Arts can be found in the **Magical Power** section.

The GM is not restricted to only these eleven specializations; he or she can create additional specializations as desired. The **Advanced Guide** presents a few additional specializations such as Explosives and Gun Powder (Co), Siege Engines (Co), and Tracking (Th).

Each specialization requires that one or more minimum scores are met in the primary attributes. The next chart indicates each specialization's key attributes.

Specialization	Training	Attributes (Min)
Melee	Combat	PS (4), CO (3), HE (3)
Missile	Combat	CO (4), QU (3)
Locks	Thievery	CO (4), IN (3)
Traps	Thievery	CO (4), IN (3)
Stealth	Thievery	CO (4), MS (3)
Conversion	Blessed Arts	MS (4), IN (3)
Destruction	Blessed Arts	MS (5), IN (4), HE (3)
Heal	Blessed Arts	MS (4), HE (4)
Elemental	Magical Arts	IN (5), MS (3)
Creation	Magical Arts	IN (5), MS (4), HE (3)
Illusion	Magical Arts	IN (5), MS (5), HE (3)

Table 1-3

## “Levels”

There are no levels in this game system. As adventurers succeed with certain actions, they are able to add points to their attributes or add specializations (first in their trained area, then anywhere else). Adding

attribute points and additional specializations makes the adventurer more powerful.

The *power* of an adventurer or enemy can be measured in their total attribute score. This is commonly known as the Power Rating (PR). The higher the PR, the more powerful the adventurer or foe should be.

The starting adventurer has 24 points in their attributes (PR 24). An adventurer (PR 24) should be able to thwart a foe with 20 points (PR 20) but may struggle against a monster with 36 points (PR 36).

Certain actions require overcoming a difficulty rating (DR). There are several DRs in the game; see more detail in the **Adventurer Actions** section.

As adventurers succeed at certain actions, they are able to add points to their attributes, thus increasing their PR. The **Experience** section has more detail on how the successful actions increase attribute points.

## Damage Points

The starting adventurer with an average Health has 24 damage points spread across 11 body parts. Each body part has a certain amount of damage it can take before rendered useless (any negative value).

Each body part must have at least 1 damage point (DP) - this requires the initial allocation of 11 DP. The remaining points are spread across the body any way the adventurer wishes.

A high Health gives additional points to spread across the twelve areas (25 for HE 5 and 26 for HE 6). A low health reduces the 24 damage point total to less (23 for a HE 2, 22 for a HE 1).

Health	1	2	3	4	5	6
DP:	22	23	24	24	25	26

Table 1-4

The eleven body parts are:

Body Part Location	Starting DP *	Common DP **
Head (+neck)	1	2
Chest (upper back)	1	3
Stomach (lower back)	1	3
Left Arm	1	2
Left Hand	1	2
Right Arm	1	2
Right Hand	1	2
Left Leg	1	2
Left Foot	1	2
Right Leg	1	2
Right Foot	1	2

Table 1-5

\* Starting DP: The indicated area must start with the minimum DP listed. \*\* Common DP: This column provides a common allocation scheme for starting adventurers with an average Health.

A body part reduced to 0 is still useable but gives the adventurer a significant penalty. For example, a leg reduced to 0 can still be used to walk but at a slower pace. Running would be out of the question in all but the most extreme situations.

## Regaining Damage Points

24 hours of uninterrupted rest and relaxation will restore a base 1 DP to a single injury. Any actions that require effort will interrupt rest and prevent the healing process. Higher Health scores allow for additional injuries to heal. The Health bonus determines the number of additional injuries that can heal 1 DP with 24 hours of rest.

For example, a Health of 5 (+1 bonus) can allow an additional 1 DP of healing in a different injured area. An injured adventurer can rest and heal two separate injuries by 1 DP each. The chart below continues the examples.

Health	Bonus	Detail
5	+1	2 injuries heal for 1 DP each per 24 hours rested
6	+2	3 injuries heal for 1 DP each per 24 hours rested
7-8	+3	4 injuries heal for 1 DP each per 24 hours rested
9 +	bonus	Number of injuries equals HE bonus + 1
Health	Bonus	Detail
3-4	+/-	1 injury heals for 1 DP per 24 hours rested
2	-1	1 injury heals for 1 DP per 2 days rested (48 hr)
1	-2	1 injury heals for 1 DP per 3 days rested (72 hr)
0	-3	1 injury heals for 1 DP per 4 days rested (96 hr)

Table 1-6

An injury cannot heal more than 1 DP per 24 hours by rest alone. No rest can ever restore a body part that is at negative DP. Negative DP body parts must be healed through magical means.

Blessed Arts magic, special potions and natural herbs can speed up the healing process.



## Damage Points and Death

Death occurs when a critical body location is reduced to a negative number *and* a resistance save is failed. If the critical area is reduced to a negative number and the save is made, the adventurer is unconscious or comatose and must be cared for. See the **Survival** section for more details on Resistance and Luck saves.

The critical body locations are the adventurer's head and neck, chest, and stomach. The non critical body parts are the arms, legs, hands and feet.

The non-critical body locations can be reduced to a negative value and are likely damaged beyond normal repair or severed. A successful save prevents the complete loss of the body part.

The optional charts below can be used when handling adventurers and the severe injuries that they may receive.

Body Part Location Reduced to 0 DP	
Body Location	Details / Penalties
Head (and neck)	Unconscious
Chest	Unconscious
Stomach	Unconscious
Arm (primary)	Unable to use arm efficiently (-2 to actions)
Arm (secondary)	Unable to use arm efficiently (-1 to actions)
Hand (primary)	Unable to grasp or hold (-2 to actions)
Hand (secondary)	Unable to grasp or hold (-1 to actions)
Leg	Unable to run or walk well (-2 to actions)
Foot	Unable to run or walk well (-1 to actions)

Table 1-7

Body Part Location Reduced to Negative DP		
Body Location	Save	Details / Penalties
Head (and neck)	Failed	Death
	Passed	Coma; -2 IN and -1 MS
Chest	Failed	Death
	Passed	Coma; -1 HE and -1 PS
Stomach	Failed	Death
	Passed	Coma; -1 HE and -1 CO
Arm (primary)	Failed	Loss of arm; -2 PS and -2 CO
	Passed	All arm actions at -3 until healed
Arm (secondary)	Failed	Loss of arm; -1 PS and -1 CO
	Passed	All arm actions at -3 until healed
Hand (primary)	Failed	Loss of hand; -2 PS and -1 CO
	Passed	All hand actions at -3 until healed
Hand (secondary)	Failed	Loss of hand; -1 PS and -1 CO
	Passed	All hand actions at -3 until healed
Leg	Failed	Loss of leg; -2 PS and -2 CO
	Passed	All leg actions at -3 until healed
Foot	Failed	Loss of foot; -1 PS and -2 CO
	Passed	All foot (leg) actions at -3 until healed

Table 1-8

The attribute penalties are permanent. For example, if an adventurer loses the primary hand, he or she also loses the DP in that area. Additionally, loss of attribute points results in a PR reduction. The same adventurer that lost 2 points of PS and 1 point of CO reduces the PR by 3.

Note that attribute point deductions are not added up for arm and leg loss. For example, a loss of the primary arm (and hand) does not mean that the adventurer loses 4 PS points and 3 CO points. The loss is only 2 to PS and CO. However, the damage points are removed for each area.

Since a Physical Strength of 0 means that an adventurer cannot carry any gear, the GM may choose to drop the attribute to only 1 (unless more than one limb has been lost – it makes sense to then drop the attribute to 0).

## Magical Power

Magical power comes from the world around and within the adventurer. Each wielder chooses how they gain their powers – from the elements, inner magic or their gods.

### Elemental (Earth, Fire, Water, Air)

The adventurer using elemental magic harnesses the surrounding world for his or her purposes. One can use the fire from a torch to create a small fiery blast, push the wind towards a group of foes, shake the earth beneath the feet of approaching enemies or bring waves to capsize a boat.

### Arcane (Creation)

The more difficult path to magic is finding the power from within. The wielder of this magic learns to create magic from his or her very being.

### Arcane (Illusion)

The wielder of illusionary magic chooses to bend reality (either visually or mentally) to fool or frighten opponents. Illusions can be visual or auditory, and can be forced into the mind of another.

### Blessed

Blessed magic comes from devout faith of one’s god. Only the truest of believers receive the power to convert, destroy or heal.

### Using Magical Power

Magic wielders can use magic until their magic points (MP) have run out. They can use any amount they wish at one time. MP must be spent in integers (no fractions!). Magic Points are determined by the attribute scores:

Specialization	Attributes	MP
Magical Arts	IN, MS, HE	IN + MS bonus + HE bonus
Blessed Arts	MS, IN, HE	MS + IN bonus + HE bonus

Table 1-9

Adventurers cannot have a negative MP score; zero is the lowest value one can have in MP. In the case of dual specialization (e.g. elemental and heal), the total MP for the adventurer can be determined two different ways. The adventurer may pick the better point total from whichever specialization he or she chooses or the GM might indicate that the base MP is determined by the first specialization.

## “Spells”

There are no named spells in this game system. Instead, the adventurer uses his or her magical training and power to do anything needed at that moment. The wielder of magic can use their powers as long as they have magical points available (there are 0 point options, see later in this section). Each time they use their power, they are creating a unique “spell” or magical use at that moment. Besides the elemental arts, no ingredients are needed to use their magic.

There are two basic types of magic, direct and indirect. Directed magic is aimed at a specific target, either a foe or an object. This type requires a to-hit roll using the caster’s CO bonus. The DR required to hit is either the foe’s DR or, for an object or immobilized target, a base DR (Easy, 2). The GM can modify the DR as needed. Base MP cost is ½ the desired damage. For example, the caster uses 2 MP of elemental fire to do 4 DP damage (or 5 MP to do 10 DP!).

Indirect magic uses the MS or IN of the caster (Blessed and Magical Arts, respectively) and also requires a DR check to succeed. Using focused magic to attack a foe requires besting the opponent’s DR. Attempting a magical action on an object starts as a base DR (Easy, 2). Base MP cost for these actions are ½ the DR (rounding up).

Indirect magic deals damage differently. Destruction specialists must use ½ MP for the DR needed to destroy a foe. For example, to destroy a creature with a DR (Moderate, 4), the caster must use 2 MP in the action. The specialist can choose to destroy a foe’s limb instead; this deals damage like a direct attack, 2 DP per 1 MP used.

Note that indirect actions can cause more damage than MP used. Causing a rockslide might be easy but could deal significant damage.

Each specialization has a basic option that costs 0 MP; these are useful in times when the adventurer has run out of MP and is unable to rest or pray to restore energy. Table 1-10 indicates these basic options.

Basic Options That Do Not Cost MP	
Specialization	Option / Effect
Elemental (Ma)	Harness a nearby element to do damage. Redirect fire like an arrow, earth as small ball, and water or ice as a bolt. Throw snow as a snowball. These options do 1 DP to a foe if they hit. The damage comes from the element, not the MP used.
Elemental (Ma)	Harness the wind to push a foe or object. Redirect the wind to slow down a charging foe or knock them down. The wind itself does not do damage to the foe. A successful to-hit roll is needed.
Creation (Ma)	Produce energy from within to push a foe backward or move an object roughly the same size and weight of the adventurer. This energy does not do damage itself.
Illusion (Ma)	Create a brief illusion roughly the size of the adventurer’s hand, or send a quick mental image to a nearby foe or friend. Send a single word to the mind of a nearby creature.
Conversion (Ba)	Extend the blessings of the adventurer’s god to nearby followers through prayer. Those affected receive a +1 bonus to defenses until they attack or an hour passes.
Destruction (Ba)	Torment foes with mental and physical anguish. Each foe affected is at -1 to all actions for the rest of the round.
Heal (Ba)	The god allows the adventurer to strengthen his or her friends with additional resistances to physical and mental attacks. The affected receive a +1 bonus to all such attacks that require a resistance or luck save (e.g. poison, illusion). The affected must be touched to receive this bonus.

Table 1-10

Any of the basic options listed in Table 1-10 can be extended by adding additional MP. For example, the Destruction specialist can torment a foe more severely by adding 1 MP. This additional point of MP increases the penalty to -2 for all actions.

Indirect magic (e.g. illusions) can be strengthened by adding additional MP. A simple illusion costing 1 MP can be strengthened to reduce the difficulty rating of the action. For example, the adventurer wishes to create a fearful image in the mind of a nearby foe. The foe has a DR (Moderate, 4); If the adventurer adds one MP to the illusion, it lowers the DR to a Moderate 3. More details on DR checks can be found in the **Feats** chapter.

Tables 1-11 and 1-12 provide additional examples and suggestions for magic use and MP cost.

Magical Arts		
Specialization	Trying to:	MP Cost Detail:
Elemental (Ma)	Use an element to do damage (only 1 point - small bolts or missiles)	This costs no MPs at all. The wielder can harness the element to do a small amount of damage. The element is causing the damage, not the wielder. This small attack affects a specific location.
Elemental (Ma)	Use an element to do great damage.	Creating an elemental missile of a size larger than an arrow or rock costs MP. The damage done is double the MP used: 5 MP points = 10 DP caused! Size of projectile ranges from fist sized rock (1 MP) to man-sized (6 MP) to hut-sized (12 MP).
Elemental (Ma)	Use an element to do an action.	Using fire to light a torch or move a set of keys across the floor costs the difficulty rating (DR) in MPs. See chart for DR.
Creation (Ma)	Use inner power to create damaging force.	The force created does damage equal to the MP spent by the wielder.
Creation (Ma)	Use inner power to do an action.	MP used is based on DR. See chart for DR.
Illusion (Ma)	Create a visual or mental illusion/suggestion.	MP used is based on size and/or bonus to illusion resistance desired. Visual size: hand sized - 0 MP, up to same size as wielder - 1 MP, x size of wielder - x MP [e.g. 3 times the size of wielder = 3 MP]; Mental resistance, 1 MP per bonus to resistance (penalty to foe; e.g. wielder add 3 MP to resistance, foe gets -3 on resistance save).

Table 1-11

The Magical Arts specialist focuses heavily on MP spent to do damage whereas the Blessed Arts trainee uses his or her MP to beat the DR of the opponent or to heal the right amount of damage.

Blessed Arts		
Specialization	Trying to:	MP Cost Detail:
Conversion (Ba)	Convert an enemy to a believer.	MP used is based on DR. See chart for DR.
Destruction (Ba)	Destroy an unbeliever.	MP used is based on DR. See chart for DR.
Blessed	Heal an injury.	MP used is points healed.

Table 1-12

Using magic is an area for players to get creative. Magic can be used to do most anything. Can elemental or creation magic be used to repair armor? That's up to the GM but it seems like a good possibility.

Magical use can be a complicated area for the GM. Experienced players will begin to craft detailed and interesting magical uses; determining the MP use or DR check for these efforts can be challenging. Both player and GM alike must try to remember that an open system requires flexibility on *both* sides of the table. The player and the GM get to be creative!

## Regaining Magical Points

Magical points that are expended need to be recovered over time. MPs are restored through rest and in the case of Blessed Magic, prayer. The general guideline suggested follows.

**Sleep:** 1 MP + HE bonus (per hour). Sleep restores MP for Magical and Blessed Arts specialists.

**Prayer:** 1 MP + MS bonus (per hour). An adventurer praying to his or her god restores MP for Blessed Arts specialists only.

For example, two adventurers, Bimfii and Ruwuun are resting to restore their respective MPs. Bimfii is trained in the Magical Arts and must sleep to restore his magical energy. He sleeps for 4 hours and restores a base 4 MP. Since his HE was only a 3, he receives no bonus to his MP restoration. Ruwuun is trained in the Blessed Arts and prays to her god for 2 hours. Her MS is a 5, a +1 bonus. Her 2 hours of prayer result in 4 MP restored (2 base MP + 2 for her MS bonus).



## Steps for Creating an Adventurer

Follow these easy steps to create an adventurer.

### Step 1: What Kind of Adventurer Are You?

Think about what you'd like to do as an adventurer. Do you like combat? What kind of combat, melee or ranged? Do you want to use magic? Refer to the chart in the attribute section for help determining where you will place points in the attributes that best fits your adventurer style.

Choose your name, gender, height and weight. Save choosing your age until after picking your specialization.

### Step 2: Choose Primary Training (Specialization)

Each adventurer has a history. Does yours include some training? Did you get weapon instruction from the town guard when you were an adolescent? Did the local sage take you in and show you how to harness the elements? Perhaps you were an orphan at a monastery and follow a particular deity.

Training specialization takes time. Here is the chart for training:

Specialization	Minimum Attribute(s)	Training Time	Training Time (secondary)
Combat, Melee	PS: 4, CO: 3, HE 3	2 years	4 years
Combat, Missile	CO: 4, QU: 3	3 years	5 years
Thievery, Locks	CO: 4, IN: 3	2 years	3 years
Thievery, Traps	CO: 4, IN: 3	3 years	5 years
Thievery, Stealth	CO: 4, MS: 3	2 years	4 years
Blessed Arts, Convert	MS: 4, IN: 3	4 years	6 years
Blessed Arts, Destroy	MS: 5, IN: 4, HE: 3	6 years	8 years
Blessed Arts, Heal	MS: 4, HE: 4	3 years	5 years
Magical Arts, Elemental	IN: 5, MS: 3	8 years	10 years
Magical Arts, Creation	IN: 5, MS: 4, HE: 3	10 years	12 years
Magical Arts, Illusion	IN: 5, MS: 5, HE: 3	10 years	12 years

Table 2-1

Note that the secondary training time column is for the dedicated training of another specialization. The GM may allow a starting adventurer to have a dual specialization (optional rule). The extra training time (and specialization) can also be added later on in the adventurer's career.

### Step 3: Allocate Your 24 Attribute Points

Spread the 24 available points between the seven core attributes. Put them anywhere you want. Remember, each attribute must have at least 1 point and can have no more than 6 points. High attributes provide bonuses to certain actions whereas low attributes incur penalties. Recall the attribute chart from the first chapter:

Attribute	1	2	3	4	5	6
MS - PS	-2	-1	0	0	+1	+2
LU	?	?	?	?	?	?

The seven attributes affect (help or hinder) the specializations as follows:

Attr.	Combat	Thievery	Arcane Magic	Blessed Magic
MS	Does not help or hinder	Does not help or hinder	Adds to the magical power	Required. Provides magic points
IN	Does not help or hinder	Helps with solving locks, traps.	Required. Provides magic points	Adds to the magical power.
QU	Faster adventurers act first.	Faster adventurers act first.	Faster adventurers act first.	Faster adventurers act first.
CO	Hitting opponents. Dodging. (Required for missile specialization)	Required. Unlocking locks, disarming traps. Dodging.	Hitting opponents with directed magic. Dodging.	Dodging.
HE	Extra damage points and better resistances to disease, poison, etc.	Extra damage points and better resistances to disease, poison, etc.	Extra damage points and better resistances to disease, poison, etc. Adds to the magical power	Extra damage points and better resistances to disease, poison, etc. Adds to the magical power
PS	Deal extra damage to foes. Parrying. Carrying gear. (Required for melee specialization)	Parrying. Carrying gear.	Parrying. Carrying gear.	Parrying. Carrying gear.
LU	Higher is better, lower may hurt...	Higher is better, lower may hurt...	Higher is better, lower may hurt...	Higher is better, lower may hurt...

Table 2-2

### Step 4: Allocate Your Damage Points

Allocate your 24 points across the 11 body locations. Take in to consideration the purchase of armor for your adventurer (next step). The **Gear** section has additional detail about armor and the body locations that each piece protects. Take care in protecting the critical areas such as the head, chest and stomach.

You can use the common DP allocation scheme in the **Damage Points** section to simplify this step. You can also use your adventurer background to help with the allocation too.

Remember to increase or decrease the adventurer's starting DP based on his or her starting Health:

Health	1	2	3	4	5	6
DP:	22	23	24	24	25	26

Table 2-3

## Step 5: Get Starting Supplies

Each starting adventurer has basic clothing and 5 silver pieces. Additionally, the adventurer gets to pick **five** items from the following starting supply list:

Item	Good For	Limits
Primary weapon	Any adventurer	One handed
Secondary weapon	Combat adventurers	One handed
Armor	Any adventurer	1 leather piece only (gloves, helm, vest, shirt, pants, boots)
Extra armor	Combat adventurer	1 extra leather piece (same list as above)
Shield	Melee Combat adventurer	See rules on shield use
Adventurer Gear	Any adventurer	Backpack, 1 sack, 1 water skin, 1 weeks rations, tinderbox, 3 torches, 1 50' rope, bedroll and blanket
Writing Gear	Any adventurer	2 empty books, 3 quills, 1 ink jar
Thieving Tools	Thievery (locks or traps)	Box of tools (picks, keys, traps, etc.)
Fashionable Clothing	Any adventurer	Expensive clothing
Extra Wealth	Any adventurer	Additional 10 silver pieces and 1 silver bar (worth 20 sp)

Table 2-4

Picks can be combined (traded up) to upgrade the choices. Here are a few options and limitations:

- The adventurer can trade 2 leather armor choices for 1 steel armor choice (except for armor suit).
- The adventurer can upgrade 2 primary weapon choices to get a two-handed weapon (melee or missile). Bows and crossbows come with a quiver and 12 arrows/bolts.
- The large shield counts as 2 choices (small shield is only one).
- The extra wealth choice can only be picked once.

The full list of supplies, armor and weapons can be found in the *Gear* section later in this document.

*Example 1:* Bimfii, an Elemental Magic specialist, chooses a staff (2 picks), writing gear (1 pick), a dagger (1 pick) and extra wealth (1 pick).

*Example 2:* Chankal, a melee specialist, chooses a hand axe (1 pick), shield (1 pick), a leather shirt (1 pick), a helmet (1 pick) and adventurer gear (1 pick).

There may be advantages to picking supplies as a group. Sharing picks between multiple adventurers may result in a stronger starting party. The GM should encourage players to choose their picks in a way that helps support the group if possible.

The GM may limit how much gear the adventurer can carry. The **Advanced Guide** has more information for encumbrance although a common encumbrance guideline is *5 units per point of PS*. For example, an adventurer with a 3 PS can carry 15 units of weight before becoming encumbered. Feats attempted by encumbered adventurers are generally harder to perform (+1 increased DR rank per unit over).

## Step 6: Complete the Adventurer

Now that the base adventurer has been built, complete the missing pieces:

**MP (magic points):** Calculate the starting magic points. See table 1-9 for the formula to determine MP.

**Initiative:** Calculate the base initiative (QU score + CO bonus). See the **Combat** section for additional details about initiative.

**Age:** Ensure the age aligns with the training choice(s) from step 2.

**Height, Weight and Gender:** Do these choices align with the adventurer you've just created?

**Other Physical Features:** Does your adventurer have any scars? Tattoos? Piercings? Is he or she blonde? Red-headed? These extra traits help make your adventurer more interesting and introduce great roleplaying elements.

**God(s):** If you picked a Blessed Arts specialization, create your mythos (and god) or pick from a GM option. It's important to reference this higher being during game play. Also, the GM may wish to tailor the scenario to the gods in play.

Adventurers that have chosen a specialization outside of Blessed Arts can also choose to align to a particular mythos. You can pick from one that another adventurer serves or again, pick from a GM option. There are advantages to multiple party members following the same gods (see the Conversion specialist's bonus to defense through prayer as an example).

**Other Traits (optional):** Adding other traits like fears, likes, and dislikes round out the adventurer.

**Adventurer Sheet (optional):** If you are using an adventurer sheet, fill out all the other areas on it. Add the DR of 4 to the sheet (assuming you are starting at PR 24). Fill out the offense and defense sections with the appropriate bonuses and penalties.

## Step 7: Play!

Prepare to play!



## Adventurer Actions

This game system encourages adventurers to try almost anything. The spirit of roleplaying is to be creative and to try to best the encounters through thought and heroic actions.

Basic actions are broken down into three groups.

**Combat:** actions in this group are related to any movements or attacks that are used to thwart foes. Combat is resolved with attack and defense rolls when needed. Attacks can be made in the traditional manner with weapons or with directed magic from elemental or creation specialists.

**Feats:** actions in this group relate to any non-automatic movements that challenge the adventurer. These are overcome by passing a Difficulty Rating check (found later in this section). Indirect magic from the arcane or blessed arts will often require DR checks for the caster and/or the target. Adventurers can accomplish feats such as jumping a pit or swimming upstream by passing a DR check.

**Survival:** actions that save an adventurer from death or permanent injury fall in to this group. The Resistance or Luck checks are used in survival situations. Details can be found in the **Adventuring** section.

## Combat

Every game system requires some rules with regard to combat. The goal in this game is to minimize the time spent looking up the rules and to reduce the amount of rolling.

Combat is structured in rounds (a period of time where all combatants move, attack, or defend). Within a round, each combatant gets a turn to do something. The combatant can attack, move or perform a special action on his or her turn in the round.

## Initiative (Taking Turns)

In a combat situation, who goes first? In this system, the combatant with the highest Quickness score plus Coordination bonus total gets to go first. Ties can be resolved by adding the Luck score or another applicable attribute in the particular situation. The GM can also let ties go simultaneously.

For example, two adventurers are facing a tough monster. Bimfii has a Quickness of 4 and a Coordination of 5 (+1 bonus), Ruwunn has a Quickness of 4 and a Coordination of 4 (no bonus) and the monster has a Quickness of 3 but a Coordination of 6 (+2 bonus). Bimfii and the monster tie and Ruwunn moves last. The GM elects to have Bimfii and the monster attack simultaneously (since the number of combatants is small). In a larger battle, the GM can ask for additional rolls or use other attributes as necessary.

If the combatant has an initiative score that is at least double of all the foes in the combat situation, he or she can attack or move twice (consecutively) in the round. If the initiative score triples that of all the foes, he or she may attack or move three times (consecutively) in the round. These do not count as Extra Attacks (found later in this section) and have no associated penalties. Extra Attacks can be used as normal after the initial attack(s) are through.

The adventurer enters each combat round declaring a Combat Attitude. There are three combat attitudes to choose from:

**Offensive:** the offensive attitude indicates that the adventurer will be offensive in nature and potentially more reckless in his or her behavior. The adventurer gains bonuses in attack and initiative but suffers penalties in defense.

**Defensive:** the adventurer chooses a more reserved posture, preparing to defend his or her position or fellow party members. This attitude provides benefits to defensive rolls while penalizing attack, initiative and other movement attempts.

**Balanced:** the adventurer elects to be ready for both offensive and defensive actions. This attitude provides no bonuses or penalties to attacks or defensive rolls.

**Aggressive (GM Option):** the adventurer describes his or her attack as an extremely hostile move or one without hesitation. This variation of the offensive attitude has all the Offensive bonuses and penalties but disables the Location Attempt (found later in this section). Successful attacks from this attitude generate additional damage (melee) or a second, penalty-free attack (missile).

The bonuses or penalties from the Combat Attitude are incurred at the start of the round and end at the completion of the round. At the start of the next round, combatants can declare a new Combat Attitude (or continue with the last). A combatant that does not declare a Combat Attitude assumes the Balanced behavior.

## Attacking

The fastest combatant attacks first regardless of combat type. Melee, missile and magic attacks can all go first. Any combatant may delay his or her turn in the round if desired.

When the adventurer attacks, the GM should listen for the player's description of their attack. Any reference to an attack on a foe's body location enables the Location Attempt in the attack. This added feature allows an adventurer to target a specific body part in their attack. Note that the Aggressive attitude disables the Location Attempt feature.

All attacks are comprised of a d6 roll plus the appropriate bonuses from Combat Attitude, attributes, and magical items. The Location Attempt requires a second d6 roll. The first d6 roll determines the success of the attack while the second d6 indicates a successful strike to the desired body location. If the first d6 roll fails to score a hit, the second d6 roll value is irrelevant. Note that if the Location Attempt feature is unavailable (Aggressive Attitude or if no location was called out by the player), the second d6 roll is not needed.

If the total value of the attack roll (first d6 plus bonuses and penalties) is greater than or equal to the defense roll (with bonuses and penalties), the attacker scores a successful hit. If the Location Attempt feature is available, the second d6 is rolled and must also be higher than or equal to the defense roll (defender's bonuses and penalties apply). If the Location Attempt roll also succeeds, the adventurer successfully hits the desired location. If the Location Attempt feature is unavailable or the second d6 roll fails, a random body part location roll is required to see where the adventurer scores a hit. The charts for body part location strikes are found later in this section.

### Attacker Bonuses and Penalties

The following chart provides the bonuses and penalties for attackers. The sum is applied to all d6 attack rolls.

Action	Bonus / Penalty	Detail
Offensive Attitude	+1 to initiative	
Offensive Attitude	+1 to hit	
Aggressive Attitude	+1 to initiative	
Aggressive Attitude	+1 to hit	
Aggressive Attitude	+1 DP	Melee attacks only
Defensive Attitude	-2 to initiative	
Defensive Attitude	-2 to hit	
Coordination: 1	-2 to hit	
Coordination: 2	-1 to hit	
Coordination: 5	+1 to hit	
Coordination: 6	+2 to hit	
Physical Strength: 1	-2 DP	Melee attacks only
Physical Strength: 2	-1 DP	Melee attacks only
Physical Strength: 5	+1 DP	Melee attacks only
Physical Strength: 6	+1 DP	Melee attacks only

Table 3-1

Indirect magic attacks (illusions, destroy, conversions, etc.) require DR checks instead of attack rolls. Initiative and defensive bonuses and penalties apply to indirect magic wielders regardless of their actions.

### Extra Attacks

Any adventurer that successfully hits an opponent may attack that opponent again (or a nearby, slower opponent) at a penalty. The penalty is an increase in difficulty rating of the foe. If the second attack hits, he or she may attack again at an additional penalty. These extra attacks continue (incrementing to-hit penalties) until a miss occurs, there are no more foes or the attacker wishes to stop. Note that extra attacks penalize the defense rolls.

Example:

Action	Sequence	Penalty	Result
Any Combat Attitude	1st attack	+/-	Hit
Any Combat Attitude	2nd attack	+1 DR rank	Hit
Any Combat Attitude	3rd attack	+2 DR rank	Hit
Any Combat Attitude	4th attack	+3 DR Rank	Miss
Turn over			

Table 3-2

A second attack from a Missile specialist using an Aggressive Attitude is not counted as an extra attack. The successive penalty would not begin until the 3rd attack.

The Blessed Arts Conversion and Destroy specialists can make successive actions - see the Magical Attacks section for details.

### Magical Attacks

Direct magical attacks follow the same guidelines listed in this section. Indirect magic use dies have a few differences from standard attacks.

Typically, the indirect magical attack is one that requires a DR check instead of an attack roll. When an indirect magical attack is used, Mental Strength or Intellect bonuses are applied to the roll. Blessed Arts specialists add their Mental Strength bonus and Magical Arts specialists add their Intellect bonus. See the *Feat* section for further information on use of indirect magic and MP costs.

Blessed Arts specialists also have extra action capabilities. The charts below detail the bonuses and penalties for successive attempts.

### Extra Conversions

Action	Sequence	Bonus	Result
Conversion	1st attempt	+/-	Successful, convert another (same or lesser)
Conversion	2nd attempt	-1 DR Rank	Successful, convert another (same or lesser)
Conversion	3rd attempt	-2 DR Rank	Successful, convert another (same or lesser)
Conversion	4th attempt	-3 DR Rank	Successful, convert another (same or lesser)
Conversion	5th attempt	-4 DR Rank	Failed or Out of MP
Turn Over			

Table 3-3

Once one individual is converted, others nearby are more apt to convert. They see the power of the converter's god and are more susceptible to the conversion process. Note that the Convert Specialist can continue until he or she fails to convert *or* runs out of MP. Targets of successive conversions must be of the same or lesser power rating than the first convert in this extra conversion attempt.

### Extra Destructions

Action	Sequence	Penalty	Result
Destroy Foe	1st attempt	+/-	Successful, destroy another
Destroy Foe	2nd attempt	+1 DR Rank	Successful, destroy another
Destroy Foe	3rd attempt	+2 DR Rank	Successful, destroy another
Destroy Foe	4th attempt	+3 DR Rank	Failed or Out of MP
Turn Over			

Table 3-4

Attempting to destroy multiple foes in the same round is a taxing action on the adventurer. Successive attempts become more difficult, hence the penalization in the chart above. Unlike the Convert specialist, the extra destructions are not limited to foes of a similar or lesser PR. Any foe can be destroyed (if the DR check passes). Note that some foes are allowed a Resistance or Luck check.

### Extra Torments

Action	Sequence	Penalty	Result
Torment	1st attempt	+/-	Successful, torment another
Torment	2nd attempt	+1 DR Rank	Successful, torment another
Torment	3rd attempt	+2 DR Rank	Successful, torment another
Torment	4th attempt	+3 DR Rank	Failed or Out of MP
Turn Over			

Table 3-5

The Destroy specialist can Torment foes instead of destroying them. This Torment action delivers a -1 penalty to all actions (attack, defend, movement) for a 0 MP cost or additional penalties for greater MP expenditure. The penalty in the chart above is for the DR check.

The Torment can continue the next round for each foe for the same MP expenditure as in the round previous.

## Defending

Every foe should get a chance to defend an attack (unless the foe is physically restrained, asleep or in some other defenseless state). A foe defends against an attacker two different ways:

**Option 1:** The foe rolls a defense roll (d6) and adds either the Coordination bonus (when dodging) or the Physical Strength bonus (when parrying). Additional bonuses or penalties from the Combat Attitude are added as well. If this total is higher than the attack, the defender successfully defends.

**Option 2:** The foe has a DR that is their static defense score. If the DR score is higher than the attacker's total, they defend. The DR is generally calculated for monsters as the PR divided by 6 (rounding up). Adventurers calculate their DR by dividing their PR by 7 (rounding up). There is more detail on the DR in this section and in additional monster guides. Note that the DR score is generally not modified as in option 1. The bonuses and penalties in Table 3-6 are not applied to the DR score unless the GM deems it necessary.

The standard defense is one that is called as the attacker is attacking. The adventurer may either try to parry or dodge. Parrying gets a PS bonus to the roll and dodging gets the CO bonus to the roll.

### Parry versus Dodge

Parrying is useful for melee combatants as they can use their Physical Strength to stop attacks. Dodging is best for those with higher Coordination scores. Missile attacks cannot be parried.

The following chart indicates defensive bonuses and penalties that are applied to the defense roll.

Action	Bonus / Penalty	Detail
Offensive Attitude	-2 parry, dodge, riposte	
Aggressive Attitude	-2 parry, dodge, riposte	
Defensive Attitude	+1 parry, dodge, riposte	
Coordination: 1	-2 to dodge	
Coordination: 2	-1 to dodge	
Coordination: 5	+1 to dodge	
Coordination: 6	+2 to dodge	
Physical Strength: 1	-2 to parry	
Physical Strength: 2	-1 to parry	
Physical Strength: 5	+1 to parry	
Physical Strength: 6	+2 to parry	
Two handed weapon	-1 to parry	
After Extra Attacks	-x to parry, dodge	x = number of extra attacks
Using Large Shield	No dodging at all	

Table 3-6

Parrying with a shield or weapon does not incur damage to that item. Shields can absorb damage - this applies to successful hits to the defender that can be deferred to the shield instead. See the *Gear* section for details on the small and large shield DP absorption.

### Riposte

When a successful defense by parrying occurs, the defender may choose to riposte. This is a quick, reactive attack by the defender that answers the initial attack. The riposte is made with the same bonuses and penalties in play from the Combat attitude in the current round.

The riposte does not count as the adventurer's attack in that round. The adventurer cannot riposte using extra attacks.

### Difficulty Rating (Static Defense)

If the GM wishes to reduce the number of rolls in combat, he or she can use the DR as the defense roll. This is generally used with monsters. The supplemental monster guides provide suggested DR values for the GM to use but as with all guidelines, they can be modified as needed.

GMs should assign the adventurers a DR score as well. The recommended DR for an adventurer is the PR divided by 7 (rounding up). For example, any adventurer with a PR 24 to PR 28 would have a DR of 4. The adventurer, upon reaching PR 29, would have a new DR of 5.

Assigning a DR for an adventurer is useful in surprise attacks (or Backstabs, see the *Feats* section for more details) or defending against a pick pocket. For example, a goblin thief trying to pickpocket an adventurer with a PR 24 would need to pass a DR (Moderate, 4) check.

## When Does a Successful Hit Occur?

A successful hit occurs when the attacker's total attack roll is equal to or greater than the defender's total defense roll (or DR). The defender's roll (or DR) beats the attacker's roll if it betters the attack roll.

For example, Hero Frunkdip is attacking a goblin. Frunkdip has a Coordination of 5 (+1 bonus) and is using a balanced posture (no bonus or penalty). The goblin will dodge (Coordination of 3, no bonus or penalty). Frunkdip rolls the d6 and gets a 4. Adding his CO bonus, his total is 5. The goblin rolls a d6 and gets a 4 also. Since the hero's attack total is 5 and the goblin's defense roll is a 4, Frunkdip hits! (the adventurer then rolls hit location, etc.). If the goblin had rolled a 6 instead, it would have successfully dodged.

## Hit Locations

All but a few foes have body locations that can be either targeted or randomly hit during combat. Monsters may not have the same body locations as adventurers; GMs should predetermine hit locations for each creature the group may face.

Generally, random Hit Locations are determined by a 2d6 roll. The table below can be used for hit locations on adventurers and humanoid foes. There are three options to choose from; the GM can choose whichever option he or she likes the best.

Dice Roll	Hit Location - Option 1	Hit Location - Option 2	Hit Location - Option 3
2	Right Hand	Primary Hand	Primary Hand
3	Left Hand	Secondary Hand	Primary Arm
4	Right Arm	Primary Arm	Secondary Hand
5	Left Arm	Secondary Arm	Secondary Arm
6	Head (neck)	Head (neck)	Chest (upper back)
7	Chest (upper back)	Chest (upper back)	Head (neck)
8	Abdomen (lower back / groin)	Abdomen (lower back / groin)	Abdomen (lower back / groin)
9	Right leg	Front Leg	Front Leg
10	Left leg	Back Leg	Front Foot
11	Right Leg	Front Foot	Back Leg
12	Left Foot	Back Foot	Back Foot

Table 3-7

Optionally, the GM may want to determine hit locations when a foe or adventurer is partially covered or concealed. For example, a goblin may be hiding behind an overturned table or around a turn in the hallway. Only part of his body may be exposed to attacks. The tables below suggest possible guidelines for partial hit locations.

**Upper Body Only (roll d6+1)**

Dice Roll	Hit Location
2	Head (neck)
3	Right Arm
4	Right Hand
5	Left Arm
6	Left Hand
7	Chest (upper back)

Table 3-8

**Lower Body Only (roll d6+1)**

Dice Roll	Hit Location
7	Chest (upper back)
6	Abdomen (lower back / groin)
5	Right Leg
4	Right Foot
3	Left leg
2	Left Foot

Table 3-9

**One Side Only (roll 2d6)**

Dice Roll	Right Side - Hit Location	Left Side - Hit Location
2	Right Hand	Left Hand
3-4	Right Arm	Left Arm
5	Head (neck)	Head (neck)
6-7	Chest (upper back)	Chest (upper back)
8-9	Abdomen (lower back / groin)	Abdomen (lower back / groin)
10-11	Right Leg	Left Leg
12	Right Foot	Left Foot

Table 3-10

Note that a successful hit to a missing body part (e.g. an adventurer has lost an arm previously) can be handled in different ways. The GM can elect to reroll the hit location or the hit can actually be counted as a miss (it would have hit the area if it was there). The GM could also choose to change the location of the strike to the nearest body part to the one that was lost. The GM should decide which guideline to follow when the situation arises.

**Inflicting Damage**

Damage is inflicted from an attack after a successful strike occurs. One handed weapons in melee combat deal 1 DP of damage whereas a two-handed melee weapon deals 2 DP. Missile weapons such as arrows and spears inflict 1 DP. Magical weapons may have bonuses to damage.

Adventurers with exceptional Physical Strength add their PS bonus value to the melee damage total. For example, a hero with a Physical Strength of 6 would deal an additional 2 DP with each successful melee strike. Missile weapons do not gain additional damage from exceptional PS scores.

Weaker adventurers (with PS scores of 1 or 2) are penalized in how much damage they can do. There are two ways to handle weak melee strikes. Option 1: a third d6 roll is required to meet the DR and do damage. Option 2: the total attack roll with the PS penalty must also be greater than the total defense roll (or DR) to do the weapon damage, otherwise the attack results in 0 DP inflicted. For example, if a hero with a PS of 1 (-2) needs a 4 on the attack roll to hit a foe, he must roll a 6 to do damage. A 4 or 5 hits but inflicts 0 DP.

**Permanent Damage versus Subdual Damage**

Not every attack is intended to deal permanent damage. Sometimes, an adventurer or foe may wish to simply knock out or incapacitate their opponents. Attacks using fists, feet or blunt weapons can deal subdual damage instead of actual damage to a foe. Each adventurer or monster has the same number of temporary DP as actual DP for each body part. Once the body location temporary DP reaches 0 or lower, that area is incapacitated. Additional guidelines for subdual damage are found in the **Advanced Guide** (TSRS1002).



**Inflicting Magical Damage**

Magical missiles (from elemental or creation magic) deal damage double to the MP spent in the attack. For example, a Creation Specialist directs 4 MP worth of raw energy at a foe. If this attack succeeds, it deals 8 DP.

Not all damage from magic comes from directed attacks. Using elemental magic to cause a rockslide can cause damage to foes; the GM will have to determine how much damage is done from the event.

The **Advanced Guide** has several pages of additional magic guidelines for GMs and players to consider.

## Feats

The GM should keep the game going by allowing actions to occur with little to no rule checking and rolling of dice. In some cases however, adventurers will try to do something that needs a check or may have a chance for failure. In these cases, the difficulty rating (DR) is available to keep the adventurers from getting too crazy with their actions.

DRs are overcome with a d6 roll and the added bonus or penalty of the attribute that closest matches the action. For example, finding a secret door (DR: Difficult, 6) requires a d6 roll plus the adventurer's Intellect bonus. A more interesting situation may be when an adventurer tries to jump a narrow pit (DR: Easy, 2) while heavily laden with supplies. If the adventurer is over encumbered, the penalty is added (see the *Starting Supplies* section for encumbrance guidelines). The GM may change the DR of the pit jump instead of adding the encumbrance penalty. If the adventurer is being chased while jumping the pit, the situation may increase the DR. The GM can use the DRs as a guideline but should always create the DR and any bonuses/penalties as the situation demands.

Additionally, GMs can also use the adventurer's Luck score in some way to shape the action results.

## Difficulty Ratings

Difficulty Ratings (DR) come in seven levels:

Difficulty Rating	Value Range	Example(s)
Automatic	0	Walking. Lighting a torch.
Easy	1-2	Climb a ladder. Jump over a hole. Ride a horse at a walk.
Moderate	3-4	Ride a running horse. Swim a small river.
Difficult	5-6	Jump over an advancing foe. Swim across a fast moving river.
Very Difficult	7-8	Bend huge steel bars. Lift overturned wagon by oneself.
Near Impossible	9-10	Jump across pit (ridiculous distance). Scale smooth wall while protecting oneself. Any crazy idea the adventurer comes up with that the GM initially laughs at.
Godlike	11-12+	Attempts at this level are reserved for adventurers of the highest Power Ratings.

Table 4-1

The Difficulty Rating is generally displayed in the manner (DR: *rating*, *value*). The *rating* is often communicated to player as reference whereas the *value* can be kept secret.

Each DR has two values in its range. Either can be used for that DR. A (DR: Moderate, 3) is slightly easier than (DR: Moderate, 4). The number associated to the DR check must be at least matched to be successfully performed.

Combat Attitudes affect DR checks. Any feat attempt during a round where an Offensive (Aggressive), or Defensive attitude has been declared receives a -1 penalty to the check. A Balanced approach suffers no penalties whatsoever.

Certain actions benefit from (or are penalized by) different attribute values. The GM must use logic to identify which attributes are needed for actions. The table below provides a few examples of the differences in what seem to be similar actions:

General Action	Specific Action	Attribute Needed
Locks	Finding a lock	Intellect
Locks	Knowing how to unlock the lock	Intellect
Locks	Picking (opening) the lock	Coordination
Traps	Finding a trap	Intellect
Traps	Knowing how to disable the trap	Intellect
Traps	Disabling the trap	Coordination
Unlocking Door	Knowing how to open the lock of the door	Intellect
Unlocking Door	Unlocking the door	Coordination
Opening Door	Opening the door	Coordination
Opening Door	Breaking down the door	Physical Strength
Riding	Riding a slow moving horse (Moderate DR)	Coordination
Riding	Riding a galloping horse (Difficult DR)	Physical Strength

Table 4-2

Any feat that is attempted on a willing foe or friend is treated as a DR (Easy, 2). For example, attempting to heal a party member in combat starts as an Easy DR and is modified by the situation as necessary.

## Difficulty Ratings and Magical Points

When an adventurer uses magic to perform a non-combat action, the magic points needed are generally based on the difficulty of the action. The chart below further details the DR to MP relationship.

Difficulty Rating	Minimum MP	Example(s)
Automatic	0	Lighting a torch w/ elemental fire. Turning a page in a book by thought alone.
Easy	1	Moving keys across a room using thought alone. Harnessing air to fill the sails of a small boat.
Moderate	3	Pushing a door closed and holding it there with force.
Difficult	6	Using wind to blow down a small house.
Very Difficult	10	Redirecting the water from a small river (water element) for a short period of time.
Near Impossible	15	Create a small hill from the earth. Creating a hurricane to destroy a small village.
Godlike	?	Causing a small volcano to erupt. Redirecting meteors to fall upon a village.

Table 4-3

The GM may determine that near impossible or godlike actions cost more than 15 MP. Some tasks may be so taxing that they exhaust the entire MP pool at once.

## Difficulty Ratings and Training Areas

Adventurers may attempt actions outside their training areas and specializations as needed. Without training, the difficulty increases for actions unfamiliar to the adventurer. Illustration 4-4 below indicates the difficulty between areas.

The chart illustrates the difficulty of performing an action within and outside an adventurer's specialization. For example, a starting adventurer within the Melee Combat specialization can automatically perform a melee action. Although Missile specialization is within the Combat training area, an attack with a missile weapon from this same adventurer is considered an increase in DR rank by 1.

The same adventurer attempting any Thievery or Blessed Arts actions would have to add 2 DR ranks to the effort. Any attempt at an Arcane Arts action would be an increase in 3 ranks of the DR check.

For example, the above adventurer attempts to open a lock. This adds 2 DR ranks to the effort. If the lock is a DR (Moderate, 4), it now becomes a DR (Very Difficult, 8) for this adventurer. Each increase in rank adds 2 points to the DR check.

Once an adventurer has trained another specialization, the DR checks change. For example, the adventurer above trains enough to upgrade his Thievery (Locks) area. Other Thievery actions add a +1 DR rank and Arcane Arts actions become a DR rank increase of +2. This progression of specialization and training allows adventurers to eventually become proficient in almost everything!

The GM may not allow certain specializations to be gained this way (e.g. Creation or Illusion Arcane Arts and Conversion or Destroy

Blessed Arts). They may require the adventurer to receive formalized training before gaining these specializations.

The GM can decide penalties for certain actions (in certain situations) for adventurers attempting actions outside their training areas.

*Important Note:* The minimum attribute requirements for specializations must be met when trying an action in that training style. For example, a melee specialist can't attempt an elemental magic action if he or she does not have the Intellect or Mental Strength requirements. Note that all adventurers can defend themselves by dodging, regardless of training or minimum attributes scores (i.e. no DR check is required to dodge). Parry is part of the melee specialization and should require a DR check for the untrained.

All adventurers can use stealth to some degree. However, those with the Stealth specialization can attempt to pick pockets, steal, and move quietly. This training also allows the adventurer a special surprise attack called a Backstab. This attack does not require an attack roll or a Location Attempt. The Stealth specialist must only pass a Stealth DR check to get an attack in the desired location. The target does not get a defense roll (the Stealth DR check was its defense). The Backstab surprise attack can be made with a missile weapon as well. Neither the missile or melee types of Backstab can be attempted when the adventurer is in a combat attitude other than Balanced.

The Backstab is unavailable to the untrained. Of course, nothing prevents a melee specialist from attempting stealth (DR check) and then striking a surprised foe (passing an attack roll and Location Attempt if desired).

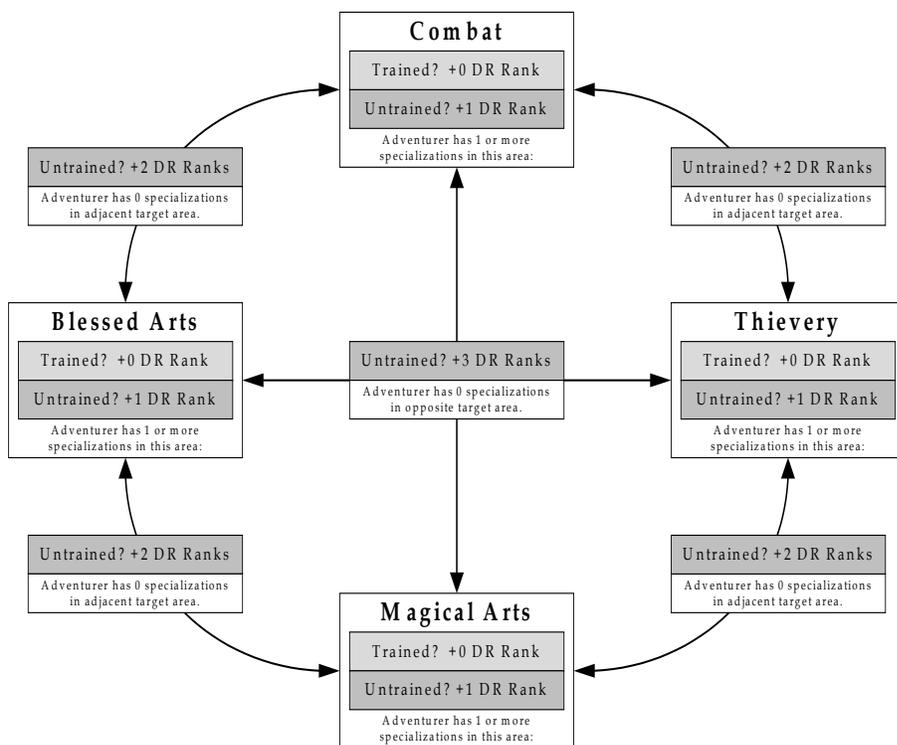


Illustration 4-4

## Adventuring

So, the players have created their adventurers and are ready to play. What's next? Hopefully, the GM has prepared an adventure or two for the players. The players will begin on a journey of developing their adventurer by rounding out their backgrounds, growing their power, finding treasure and surviving long enough to reap the rewards of the storylines.

How does an adventurer grow in power? Since the PR is a total of the adventurer's seven attributes, gaining power is achieved by adding to those attributes. Attributes can be increased as a reward after gaining enough experience.

## Experience

Experience is gained through successful and in some cases, unsuccessful actions. They are grouped into trained and untrained attempts and are kept track of by the GM.

Experience is different for each action; more experience is gained from more difficult actions. Experience is gained with both successful and failed actions of Easy level or higher. Table 5-1 provides experience information for all actions.

Action	DR	Experience	Additional Detail
Successfully performing action	Easy	1 point	Add to specialization skill (if applicable) or nearest attribute untrained skill group
Successfully performing action	Moderate	2 points	Add to specialization skill (if applicable) or nearest attribute untrained skill group
Successfully performing action	Difficult	3 points	Add to specialization skill (if applicable) or nearest attribute untrained skill group
Successfully performing action	Very Difficult	4 points	Add to specialization skill (if applicable) or nearest attribute untrained skill group
Successfully performing action	Near Impossible	5 points	Add to specialization skill (if applicable) or nearest attribute untrained skill group
Successfully performing action	Godlike	GM discretion	Add to specialization skill (if applicable) or nearest attribute untrained skill group
Successful Dodge or Parry	n/a	1 point	Any successful dodge or parry provides experience. This experience can go to CO and PS (respectively).
Failed action	All Others	1 point	Only get experience if untrained (no Auto)

Table 5-1

Note: The GM can award more or less experience as they see fit.

The failed action attempt only rewards experience to the untrained. For example, if an adventurer unskilled in opening locks fails to open a

lock (DR: Difficult, 5), he or she can still gain experience in the untrained area. An adventurer trained in thievery (locks) will get no experience when failing to open the same lock. Note that an adventurer should receive a maximum of 1 point per specialization on failed attempts per game day (24 hours in the game world). Failed combat actions (melee and missile attacks, and dodge or parry) should not receive experience.

What do these experience points do for the adventurer? If enough are gained, the adventurer gains an attribute point or an additional specialization! The number of points needed relate directly to the current PR of the adventurer. The charts below further detail these progressions:

Training Area / Specialization	Points Needed	What is Gained
Melee (Co)	PR	+1 to PS, CO or HE (player choice)
Missile (Co)	PR	+1 to CO or QU (player choice)
Locks (Th)	PR	+1 to CO or IN (player choice)
Traps (Th)	PR	+1 to CO or IN (player choice)
Stealth (Th)	PR	+1 to CO or QU (player choice)
Conversion (Ba)	PR	+1 to MS or IN (player choice)
Destruction (Ba)	PR	+1 to MS or HE (player choice)
Heal (Ba)	PR	+1 to MS or HE (player choice)
Elemental (Ma)	PR	+1 to IN or MS (player choice)
Creation (Ma)	PR	+1 to IN or MS (player choice)
Illusion (Ma)	PR	+1 to IN or MS (player choice)

Table 5-2

Seven of the training areas can be developed through experience instead of formal training. These are listed below.

Untrained Area	Points Needed	What Can be Gained
Melee (Co)	PR	Specialization (1 <sup>st</sup> time) or as above
Missile (Co)	PR	Specialization (1 <sup>st</sup> time) or as above
Locks (Th)	PR	Specialization (1 <sup>st</sup> time) or as above
Traps (Th)	PR	Specialization (1 <sup>st</sup> time) or as above
Stealth (Th)	PR	Specialization (1 <sup>st</sup> time) or as above
Heal (Ba)	PR	Specialization (1 <sup>st</sup> time) or as above
Elemental (Ma)	PR	Specialization (1 <sup>st</sup> time) or as above

Table 5-3

Certain Blessed or Magical Arts actions cannot be attempted by untrained adventurers without formal training. If the adventurer is trained within that general training area, it may be possible to gain the new specialization (GM discretion). For example, an adventurer trained in Melee Combat cannot gain the Creation specialization without first gaining the elemental specialization. Even then, they may not get the Creation or Illusion specialization unless formal training is received. An adventurer already formally trained in one of the three Arcane Arts can gain one or both of the other specializations easily.

Melee, missile and stealth actions can be attempted even if the minimum attribute scores in the corresponding specializations are unmet. Actions in other areas are likely impossible without the proper attributes.

Specializations cannot be achieved, even with enough experience points, if the minimum attribute scores are not met.

Some actions unrelated to a specialization still receive experience. These points are generally tracked against a specific attribute. When

the experience total for a specific attribute reaches the current PR, that attribute receives an increase. These points are not spent on additional specializations.

Miscellaneous Skills	Points Needed	What Can be Gained	Example
Using Intellect	PR	+1 to Intellect	Figure out puzzle; found secret door
Using Quickness	PR	+1 to Quickness	Outran the town guard
Using Coordination	PR	+1 to Coordination	Successful dodge.
Using Health	PR	+1 to Health	Save vs. poison
Using Physical Strength	PR	+1 to Physical Strength	Lifted a portcullis; successful parry

Table 5-4

Luck cannot be increased through experience.

*Important Note:* The starting adventurer (PR: 24) needs only to reach his or her PR in points (for the specialization chosen) to gain what is listed in the tables above.

The following chart lists the general attribute range (with bonuses) available to adventurers for MS, IN, QU, CO, HE, and PS.

<b>Attribute</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>
MS - PS	-3	-2	-1	0
<b>Attribute</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
MS - PS	0	+1	+2	+3
<b>Attribute</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>
MS - PS	+3	+4	+4	+5
<b>Attribute</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>
MS - PS	+5	+6	+6	+7

Table 5-5

The GM tracks the totals for each area throughout the adventures. Totals can be revealed at the adventure's end or at the discretion of the GM.

## Survival

Although each adventurer sets out hoping to defeat each foe without the risk of death or dismemberment, it is likely that he or she will run in to trouble along the way - trouble that can end the life of the adventurer. Luckily, there are checks used to escape death.

### Resistance Check (Save)

There are times when a particularly bad event happens to the adventurer. Maybe he or she is bit by a poisonous spider or is clawed by a diseased ghoul. What happens? The GM can allow a resistance or luck save. Both are different and optional (the GM doesn't have to use either).

The resistance save is used for physical effects like poison, disease, intense heat or holding your breath. A successful save occurs when a d6 plus Health bonus totals more than the DR of the event. For example, an adventurer has a 5 Health (+1 bonus) and is bit by a small spider. Due to its size, its poison is considered moderate (DR: Moderate, 3). The adventurer must roll at least a 2 (adding the +1 HE bonus) to get a total of 3 to survive whatever bad effects the poison would have done.

### Luck Check (Save)

In other cases, the adventurer is caught unawares or encounters something awful. In those situations, the GM can allow a Luck save. This is like the resistance save except Luck is used instead of Health. The GM can use the Luck score by itself or create a bonus (like the other attributes) for a roll chance to escape harm. Again, these are at the GM's discretion.

## Treasure

All adventurers love loot. This game system uses silver and gold for "money" although each are found in different shapes and sizes. Of course, there are more than coins and bars of silver and gold that can be found while adventuring.

### Money

The standard monetary trading unit is the silver piece (sp). Gold is very rare and has a conversion of 100 sp to one gold piece (gp). Silver comes in two common shapes; the coin (1 sp) and the bar (20 sp). Gold can also be found in the coin and bar with values 1 gp and 20 gp respectively. To complete the conversion process example, 1 gold bar (20 gp) is worth 2000 sp.

If encumbrance rules are in use, 100 coins (of either type) will equal 1 unit of weight and 5 bars (of either type) will equal the same 1 unit.

### Gems, Jewelry, and Other Treasure

Other valuable items can be used to buy whatever is needed. Not all treasure comes in the form of silver and gold. For example, gems, jewelry, artwork, tapestries all have value. The true values of these items are left up to the GM but are usually in silver piece value (unless they are really special!).

The value of items made of silver or gold can be calculated by weight. For example, a silver candlestick may weigh 2 units. It could be worth 200 sp (using the encumbrance rules). The same candlestick in gold may be worth up to 200 gp.

### Magical Items

Although very rare, some adventuring items like weapons and armor have been imbued with magical properties. Special and unique magical items can be found in other materials but the following chart lists a few options that might give the GM a starting point for ideas.

Item	Type	Value	Bonus	Detail
Magical sword	Longsword	5000 sp	+1 to hit	+1 to hit only (not to parry or damage)
Magical axe	Throwing axe	2500 sp	+/-	Returns to thrower
Helm of Speed	Steel Helm	10000 sp	+1 to QU	Makes the wearer faster!
Arrow of Pain	Arrow	1500 sp	+1 DP	Razor sharp, does twice damage

Table 5-6

Magic items should be rare and used sparingly. The GM should try to create very focused and interesting magic items. The GM should also be careful to limit powerful items early in the adventurer's career.

There are several additional manuals that provide unique magical items for game play. Several dozen magic items have been created for the GM to use as he or she wishes.

## Gear

Adventurers require weapons, armor and supplies to combat their foes and succeed in their quests. These items can be found as treasure or purchased from town and city marketplaces. Gear can become damaged and require repair or replacement. This section provides additional detail on all the items the adventurer needs.

## Weapons

Weapons come in three forms: one handed melee, two handed melee or missile weapons. All one handed melee and missile weapons do 1 point of damage with a successful hit while the two handed melee does 2 points of damage. [note: no rolling necessary]

Damage inflicted by melee weapons is also modified by physical strength (PS) bonuses or penalties. For example, an adventurer with a 5 PS using a simple one handed sword does 2 points of damage with a successful strike (weapon = 1, PS of 5 = +1).

A successful strike does not always score at least one point of damage. An adventurer with a simple sword and a 2 PS may not inflict any damage on a successful hit (see the **Inflicting Damage** section for more details).

The following table lists some of the weapons in this game system. Note: a long sword, short sword, rapier, and scimitar are all one handed swords. Note that using a dagger two handed does not generate 2 damage points!

Weapon	Type	Examples	Special
One handed sword	Melee	Short sword, longsword, scimitar, dagger	
One handed axe	Melee or Missile	Hand axe, throwing axe	Can be thrown
One handed hammer	Melee or Missile	Hammer, throwing hammer, club	Can be thrown
Two handed sword	Melee	Great sword, bastard sword	-1 to parry
Two handed axe	Melee	Battle axe, pole axe	-1 to parry
Staff	Melee	Quarter staff	-1 to parry
Bow	Missile	Short bow, long bow, cross bow	
Spear	Melee or Missile	Spear, javelin	
Dart	Missile	Dart, blowgun	

Table 6-1

There are numerous weapon types that can be introduced; new weapons are easily categorized - they are either one handed or two handed, melee or missile. Having a system that classifies weapons in to these four categories allows for weapon creativity while keeping to the simplicity of the guidelines.

Table 6-2 provides suggested values and weights for the common weapons in these guidelines. The GM can adjust them as necessary. The GM will also have to create values and weights for any new items as they are introduced.

Item (Weapons)	Value	Weight	Details:
Dagger	10 sp	1 unit	1H (melee or thrown)
Short sword	25 sp	2 units	1H
Long sword	50 sp	3 units	1H
Two Handed sword	100 sp	4 units	2H
Hand axe	10 sp	1 unit	1H (melee or thrown)
Battle axe	100 sp	4 units	2H
Pole axe	100 sp	5 units	2H
Fighting Hammer	20 sp	2 units	1H (melee or thrown)
Battle Hammer	75 sp	3 units	2H
Quarterstaff	150 sp	2 units	2H
Short bow	150 sp	1 unit	2H (1 DP)
Long bow	250 sp	2 units	2H (1 DP)
Cross bow	250 sp	3 units	2H (1 DP)
Spear	25 sp	2 units	2H (melee), 1H (thrown)
Javelin	50 sp	1 unit	1H (melee or thrown)
Dart	1 sp	1 unit	1H (thrown)
Arrows (12) and quiver	5 sp	1 unit	Missile
Bolts (12) and quiver	10 sp	1 unit	Missile

Table 6-2

## Armor

Armor is critical in this game as it protects specific areas. It is important to note which body locations are covered when using armor. Armor provides bonus DP to body locations. See the chart below for DP allocation.

Armor	Type	He	Ch	Ar	Ha	St	Le	Fe
Helmet	Leather	1						
Helmet	Steel	3						
Vest	Leather		1			1		
Vest	Steel		3			3		
Shirt	Leather		1	1		1		
Shirt	Steel		3	3		3		
Gloves	Leather				1			
Gloves	Steel				3			
Pants	Leather						1	
Pants	Steel						3	
Boots	Leather							1
Boots	Steel							3
Armor Suit	Steel		3	3		3	3	
Small Shield *	Steel	3	3	3	3	3		
Large Shield *	Steel	5	5	5	5	5	5	

Table 6-3

The last seven columns in Table 6-3 represent Head, Chest, Arms, Hands, Stomach, Legs and Feet. The points listed for each item provide additional DP for the areas specified (sans shield, see details below on how the shield works).

Once the armor receives damage, its protective DP value is lost. Armor requires constant repair (or replacement) to maintain its DP bonus.

Steel (metal) armor may impact the way arcane magic works. It is generally not recommended for the elemental specialization.

Special information about shields: the small shield can absorb the initial damage of attacks to the head, chest, stomach, shield arm and shield hand (up to 3 points) before armor and body locations begin to take damage. The large shield can absorb 5 points of damage affecting the head, chest, shield arm, shield hand, stomach and legs. When the shield reaches 0 DP, it's too damaged to protect the adventurer any longer. A shield can only be used by adventurers who have the mele specialization.

Item (Armor)	Value	Weight	Details:
Leather helm	25 sp	1 unit	Protecting head (1 DP)
Steel helm	100 sp	2 units	Protecting head (3 DP)
Leather vest	50 sp	1 unit	Protects chest and stomach (1 DP)
Steel vest	250 sp	3 units	Protects chest and stomach (3 DP)
Leather Shirt	100 sp	2 units	Protects chest, stomach and arms (1 DP)
Steel shirt	500 sp	4 units	Protects chest, stomach and arms (3 DP)
Leather gloves	10 sp	1 unit	Protects hands (1 DP)
Steel gloves	50 sp	1 unit	Protects hands (3 DP)
Leather pants	100 sp	2 units	Protects legs (1 DP)
Steel Pants	500 sp	4 units	Protects legs (3 DP)
Leather boots	100 sp	1 unit	Protects feet (1 DP)
Steel boots	250 sp	1 unit	Protects feet (3 DP)
Armor suit	1250+ sp	10 units	Protects chest, stomach, arms and legs (3 DP)
Small Shield	200 sp	2 units	Special area protection (special DP) - can be used to attack (1 DP)
Large Shield	500 sp	5 units	Special area protection (special DP) - can be used to attack (1 DP)

Table 6-4

### Adventuring Gear:

Item (Miscellaneous)	Value	Weight	Used For:
Adventurer's Gear	25 sp	2 units	Adventuring; contains Backpack, 1 sack, 1 water skin, 1 weeks rations, tinderbox, 3 torches, 1 50' rope, bedroll and blanket
Writing Gear	50 sp	1 unit	Contains 2 empty books, 3 quills and ink jar
Thieves Tools	250 sp	1 unit	Contains picks, keys, simple traps, etc.
Fashionable Clothing	100 sp	1 unit	Expensive clothing
Extra rope, 50'	1 sp	-	
Extra torches (2)	1 sp	-	
Extra large sack	1 sp	-	
Extra week rations	5 sp	-	
Extra tinderbox	5 sp	-	
Extra water skin	1 sp	-	
Extra backpack	5 sp	-	
Mule or donkey	500 sp	150 units	
Riding horse	2000 sp	200 units	
War horse	5000sp	300 units	
Wagon	1000sp	40 units	

Table 6-5

## Supplies and Services

Occasionally, the adventurer needs a place to stay or requires repairs of their armor. Below is a list of common services with suggested values:

Services	Value	Detail
Repair small shield	10 sp per DP (30 sp)	Blacksmith
Repair large shield	10 sp per DP (50 sp)	Blacksmith
Repair leather vest	5 sp	Leatherworker
Repair leather shirt	10 sp	Leatherworker
Repair leather pants	15 sp	Leatherworker
Repair leather gloves	5 sp	Leatherworker
Repair leather boots	5 sp	Leatherworker
Repair leather helm	5 sp	Leatherworker
Repair steel vest	5 sp per DP (15 sp)	Blacksmith
Repair steel shirt	5 sp per DP (15 sp)	Blacksmith
Repair steel pants	10 sp per DP (30 sp)	Blacksmith
Repair steel gloves	10 sp per DP (30 sp)	Blacksmith
Repair steel boots	10 sp per DP (30 sp)	Blacksmith
Repair steel helm	5 sp per DP (15 sp)	Blacksmith
Repair armor suit	250 sp	Blacksmith - a few days
Repair steel weapons	10 - 25 sp	Blacksmith
Repair bow	25 - 50 sp	Fletcher / Bowyer

Table 6-6

Table 6-7 provides suggested costs for services. The GM's campaign will likely dictate costs for supplies and services (e.g. a poor town or a big city with expensive shops).

Services	Value	Detail
Room at an Inn	5 sp	One night's stay, private room for 2
Inn common room	1 sp	On the floor near the fire
Full meal at Inn	10 sp	All the works
Beer, mead, ale	1 sp	One mug
Wine, local	2 sp	One glass
Wine, foreign	5-10 sp	Depends on variety or area
Hire local guide	5 sp	No combat (will run away) - per day rate
Hire guard	25 sp	Will fight (but will run if scared) - per day rate
Hire mercenary	50 sp	Will fight (will not run but could turn on party) - per day rate
Hire professional soldier	special	Loyal to employer - per day rate (10 sp per PR)

Table 6-7

As with the rest of the guidelines, these are only suggestions. The GM can alter any part of the tables in this section as needed.

## Game Master Considerations

The very important role of GM requires skills in preparedness, patience, flexibility and storytelling. The positive or negative outcome of a player's first roleplaying experience depends on a GM that develops these skills.

Most GMs know that they cannot expect the players to follow the storyline exactly as planned. GMs must adapt the scenarios as players move off the beaten path. However, the GM can plan for as much as possible. He or she should plan out the encounter (or encounters if small), generate the monster/foe statistics, and fill in as much of the back-story, plotline and actor personalities as possible.

## Designing Scenarios and Encounters

### General Guideline

An easy encounter is one where the average DR for the creatures is equal to the average DR of the adventurers. A tough encounter is any where the average DR for the creatures is greater than the average DR of the adventurers. A hard encounter is any where the average DR of the creatures is two or more ranks higher than the average DR of the adventurers.

Scenarios should be challenging and also designed as part of the overall storyline. Throwing mindless combat encounters at the adventurers outside the plot may cloud the plot line.

Build up encounters and scenarios to a final climax. Players should be able to get to the final piece of the puzzle, last villain or reward (note: they may not necessarily win or beat the last foe but at least let them get there).

Players should be able to perform enough actions in several encounters to help them achieve experience to gain specializations or attribute increases.

Design scenarios that are achievable for the adventurer group. For example, adding dozens of monsters to an encounter when the group lacks combat specializations may be deadly.

Provide a rich detail of the surroundings. When Arcane specialists are looking for elements to use, it's good to have those details already planned (location, amount, etc.).

Always remember that combat in this game system is quick and generally results in the loss of equipment (damaged armor and shields). Give the adventurers a chance to repair lost items or pick up replacements in between major encounters if possible. Several small encounters that require the adventurers to fight without armor should be okay but generally, try not to kill them too fast.

## Monsters and Enemies

There are hundreds of different monsters found in every roleplaying universe and this game system is no exception. While additional supplements beyond these core rules provide pre-generated statistics for common monsters, the DM can create monsters as he or she wishes.

The following section provides a few basic guidelines to help beginning GMs and players create creatures for adventures. It is recommended that GMs creatively design unique monsters for their game worlds.

## Basic Monster Design

Here are basic guidelines for creating monsters for this game system:

Attributes and Damage Points generally match Power Rating (with the exception of Luck; Luck is generally not used in the attribute point assignment). For example, a PR12 creature will usually have 12 DP and 12 points in their six main attributes (sans Luck).

**Mental Strength and Intellect:** Most creatures will have a higher MS to IN; remember, Intellect is mostly book smarts from formal education.

**Power Ratings:** Non human foes smaller than man sized are generally PR 11 (or smaller depending on the number of body parts. A PR 11 gives 1 DP in every body part with no armor at all. Man sized creatures tend to be in the PR 10 to PR 25 range. Larger creatures (like minotaurs, ogres and trolls) will probably average between 25 and 35 PR. Massive creatures and/or extremely tough creatures like dragons will likely have PR scores of 50 or better.

DPs are distributed logically across available body locations. For example, a giant worm will not have DP in a "left arm"; they have no arms or legs at all. Additionally, the GM should pre-allocate the 2d6 dice roll locations for each available body part (makes game play easier).

Initiative is calculated the same way as is done for an adventurer. It can be raised or lowered for any special actions the creature may have. Be creative!

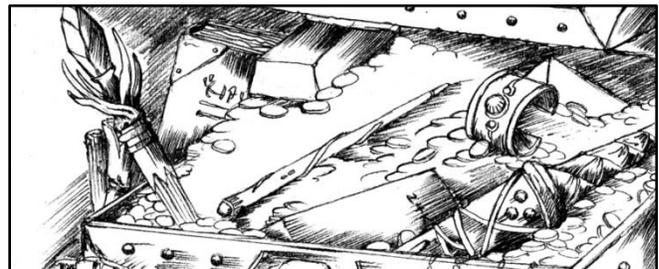
**Special attacks or defenses:** Give creatures the special attacks and/or defenses you think they should have. There is no sense in giving a large or intelligent creature a massive PR without some additional special actions. Again, be creative.

**Difficulty Rating (DR):** Monsters will have a DR that can be used instead of defense roll. This game system usually uses a guideline of PR/6 (rounded up) as a DR. For example, a Giant Bat with a PR of 9 would have a DR of 2. In some cases, the DR is raised by one or two points if the creature is very quick or has some special ability. For example, the Giant Snake is very quick and may have a DR of 3 although its PR is only an 11.

**Number Found:** This is totally up to the GM. Customize counts based on the adventurers, scenario and plot line. Just don't kill the party off too fast.

**Wealth:** Again, another customizable option for the GM. Also, use logic when assigning rewards for creatures. Would a giant rat really have 500 gold pieces and three magic swords? Probably not.

Although there are several monster supplements available, GMs can create whatever they wish and modify what has already been used.



# Appendix

## Acronyms and Glossary

### **Aggressive Attitude:**

The posture chosen by the GM for the player when the adventurer declares a particularly hostile or hasty Offensive attitude. It provides bonuses to offense but penalizes defense. Additional damage or attacks may be added.

### **Balanced Attitude:**

The standard posture or behavior for a combatant. This approach provides no bonuses or penalties.

### **CO: Coordination**

One of the seven core attributes for an adventurer. Used in attacking, defending and feats requiring agility.

### **Defensive Attitude:**

The posture or behavior chosen by a combatant at the start of a combat round. It provides bonuses to defense but penalizes offense.

### **DP: Damage Points**

The points used to determine injury and health for an adventurer. Each of the 11 body locations has its own DP.

### **DR: Difficulty Rating**

A rating given to a feat or action to measure its challenge level or complexity. DRs range from Automatic to Near Impossible.

### **GM: game master**

The Game Master (or Dungeon Master) is the person responsible for telling the story, guiding the players through the encounters and running the monsters.

### **gp: gold piece**

A unit of wealth that is hard to find in this game system. Also worth 100 sp. 100 gp = 1 unit (or about 5 pounds).

### **HE: Health**

One of the seven core attributes for an adventurer. Used to measure overall condition of the adventurer (resistance and damage taking). It is also used in determining MP.

### **IN: Intellect**

One of the seven core attributes for an adventurer. Used in actions where critical thinking and logic are required. It is also used in determining MP.

### **Initiative:**

Used in combat to determine the order of actions for combatants. Quickness and Coordination factor heavily in to this calculation.

### **Location Attempt:**

A secondary d6 roll used to determine if an attacker can hit a desired location. Is nullified if the first d6 roll (for attack itself) fails.

### **LU: Luck**

One of the seven core attributes for an adventurer. There are no rules in these guidelines that require Luck; this attribute and its use are left up to the GM.

### **Luck Check (Save):**

Like the Resistance check, the Luck save is used when chance or karma plays a part in the outcome of an action or event. The GM can use this check as needed and as often as he or she likes.

### **Magical Points (MP):**

A value used in magic use. These points are the maximum number of points available for the rested wielder of magic.

### **MS: Mental Strength**

One of the seven core attributes for an adventurer. This attribute is used for actions requiring common sense. It is also used in determining MP.

### **Offensive Attitude:**

The posture or behavior chosen by a combatant at the start of a combat round. It provides bonuses to offense but penalizes defense.

### **PR: Power Rating**

This score is used to reveal the relative power of an adventurer or creature. The PR usually matches the total attribute value and DP of an adventurer or monster.

### **PS: Physical Strength**

One of the seven core attributes for an adventurer. This attribute score reflects the raw strength of the adventurer and is used in actions such as lifting, breaking and doing damage after a successful melee attack.

### **Resistance Check (Save):**

The resistance check comes in to play when an adventurer or foe may receive a significant (permanent) injury or could die. This check has DR-like properties (Automatic - Godlike rating, number value).

### **QU: Quickness**

One of the seven core attributes for an adventurer. Used to determine initiative and relative speed (running away or chasing an enemy).

### **sp: silver piece**

The primary unit of treasure and trade in this game system. Worth 1/100 of a gp. 100 sp = 1 unit (or about 5 pounds).

### **Static Defense:**

A defense value given to a monster to avoid a roll. It is the same as the DR.

### **Unit: Weight measurement**

The primary way to measure weight in this game system. 1 Unit is up to and equaling 5 pounds.

Throwgames Simple Roleplaying System  
Core Guidelines  
Version 1.29  
By Thom Wilson  
TSRS 1001



## Bringing Your Brain Back to the Game

[Throwigames.com](http://Throwigames.com)