

Basic Ruin Quest (BRQ)

(By Stephen J Wells, © MMX)

These are basic role-playing rules for a fantasy adventure game of swords & sorcery. Players take roles as warriors, wizards and others, making quests into mysterious ruins, seeking riches and magical power... Welcome to *Ruin Quest* !

CREATE YOUR OWN CHARACTER

Every player needs a character. Roll 3d6 (re-roll one if desired) for each of the six basic characteristics (also called 'stats'):

- Strength (STR):** Raw muscle-power to lift, carry and hit hard.
Intelligence (INT): Wits, learning ability, memory and perception.
Wisdom (WIS): Will, mental strength, spirit and magical aptitude.
Dexterity (DEX): Reflexes, agility, co-ordination and balance.
Constitution (CON): Health to survive injury, disease, poison etc.
Charisma (CHA): Physical attractiveness, leadership and charm.

Bonuses: These characteristics give bonuses in various situations, e.g. Strength modifies combat damage; Dexterity modifies initiative. The bonus for each is the $STAT - 10 / 2$, rounded down.

Other attributes are derived as follows:

- Size (SIZ):** Normal human males roll 2d6+6 (females roll 2d6+3).
Height: 45 + SIZ + STR, in inches (divide by 12 for feet (ft)).
Weight: SIZ, in stones (multiply by 14 for pounds (lb)).

Hit Points (HP): $SIZ / 2$, rounded up.
This is the damage you can take before significant injury results; however, you can stay alive until you fall below minus your CON.

Heroic Defence (Dodge): DEX %
This ability may enable you to dodge getting hurt, if you are lucky!

Movement Rate (MOV): 10 (paces movable in a full round)
A normal rate for humans not encumbered by armour or equipment.

Age: 14 + d6 years, initially.

Skills are stated as a percentage chance to succeed. Each skill has an initial base chance equal to the related characteristic (or a multiple). Start with these, at the given values: Spot INT; Listen INT; First Aid WIS; Evaluate WIS; Jump DEX; Throw DEX; Climb DEXx2; Ride CON; Swim CON; simple weapon STRx2; missile weapon DEXx2.

Languages: Speak = $INT \times 5\%$; Literacy = $(Speak - 50) \times 2\%$.
Common tongue/script, plus one per INT bonus (own nation's first).

Personality: Assign CHAx5% amongst up to 5 traits chosen from: Brave/Cowardly; Chaste/Lustful; Energetic/Lazy; Forgiving/Vengeful; Generous/Selfish; Honest/Deceitful; Just/Arbitrary; Merciful/Cruel; Modest/Proud; Pious/Worldly; Prudent/Reckless; Temperate/Indulgent; Trusting/Suspicious; and/or 'Passions' (Love/Hate/Loyalty for something).

Basic Description Optionally roll d6 for each of these (or choose):

D6	Skin Colour	Skin Tone	Eyes	Hair Colour	Hair Texture
1	Black	Very Dark	Dark Brown	Black	Bald
2	Brown	Dark	Light Brown	Dark Brown	Frizzy
3	Yellow	Dusky	Hazel	Light Brown	Shaggy
4	Ruddy	Medium	Grey	Auburn	Curly
5	Olive	Pale	Green	Red	Wavy
6	White	Very Pale	Blue	Blond/e	Straight

(Further rules are available for Non-humans, Heritage, Point-buy Character Builds, Advantages/Disadvantages, and/or Distinctive Features - see later).

Write the basic characteristics & attributes on your *Character Sheet*.
Name: Give your character a name – soon you can try to win one!

YOUR LIFE OF ADVENTURE BEGINS...

Be inspired by a typical adventurer's humble origins, or carry on!

PROFESSIONAL SKILLS

Your character could be a 'bumpkin', straight off their home farm. However, it is normally assumed that they will already have spent a few years gaining skills in a profession - see those detailed below. Each has particular requirements and will give different benefits: those underlined are gained automatically, up to NINE other skills and/or abilities may be chosen from those listed. Skills chosen will be at the relevant STAT x 3%, unless otherwise noted.

Warrior Required: STR 9+, CON 7+. Age: +3 years.
Benefits: 3 Weapon/Shield skills; [Trained for heavy armour]; Other Weapon skills; Expertise* with up to 3 weapon skills (martial arts); Ride; Track; First Aid; Jump; Swim; Throw; Survival; Languages.
Gear: Ring Mail; Weapons chosen; Riding Horse (if Ride chosen).
(* **Expertise** in a weapon gives an extra attack on a special hit and conveys one special combat ability per 25% skill with that weapon).

Thief Required: DEX 9+, INT 6+. Age: +3 years.
Benefits: Hide; Sneak; Sleight*; [Trained for light armour]; Spot; Listen; Climb; Pick-locks; Small weapons; Jump; Throw; Evaluate; Bargain; Fast Talk; Insight; Streetwise; Thieves Argot (a language).
Gear: Soft Leather armour; Weapons chosen; Lockpicks (if chosen).
(* **Sleight** can be used to pick-pockets, and also allows one extra attack per 25% skill when an unaware opponent is back-stabbed).

Cleric Required: WIS 9+, Holy Traits*. Age: +4 years.
Benefits: Mace*; Shield*; Miraculous Power**; [Trained for heavy armour]; First Aid*; Oratory*; Ride*; Other blunt weapons*; Holy Language*; Literacy; Insight; Singing.
Gear: Ring Mail, Light Mace*; Small Shield*; Holy Symbol.
(* **Holy**: Religions favour different skills/traits/weapons/languages. A typical cult promotes the skills noted above and members who are Brave, Pious, Just, Honest & Generous. Others vary – see later).
(** **Miraculous Power**: Clerics receive a spiritual link to their gods, allowing them Power to invoke miracles. Initially **POW** = $WIS / 3$).

Mage Required: INT 13+, WIS 6+, DEX 6+. Age: +3d6 yrs.
Benefits: Magic skill; Magical Power; Basic Spells*; Extra Spells*; Magic Staff; Familiar Spirit; Literacy; Languages; Arcane Skills* - Alchemy, Enchanting, Linguistics, Lore mastery, Sensitivity, Sorcery (Ceremony), Spellcraft, Wizardry (Metamagic). [*See details later*].
Gear: Magician's robes & hat; Spell components; Staff; Dagger.
(**Magic skill** starts at $INT \times 1\%$ and is for casting spells. NB: Wearing armour interferes with spell-casting, so mages are not trained in it).
(**Magical Power**: Mages develop their own mental capacity, gaining the Power to cast spells. Initially **POW** = $WIS / 3 + INT$ bonus).
(**Basic Spells**: $2 \times INT$ bonus 1st power-level, and $3 \times INT$ bonus 0th).
(**Arcane skills** start at $INT \times 1\%$; each 25% gives one arcane ability).

Other skill bases: Bargain CHA; Oratory CHA; Play Instrument DEX; Survival WIS; Sing CHA; Weapon(melee) STR; Weapon(missile) DEX; Sleight DEXx0; Pick-lock DEXx0; Track INTx0; Fast Talk CHAx0; Insight WISx0; Streetwise WISxX; Crafts DEXx0; Lores WISxX. ('x0': 01-05 succeeds untrained; 'xX': no chance untrained).

STARTING OUT

You start out with clothing suitable to your status, any gear obtained from your profession, an adventurer's pack and 3d6x10 silver pieces.

YOUR LIFE OF ADVENTURE CONTINUES...

Now you are ready. Set forth and win fame, wealth and glory!

Basic Ruin Quest (BRQ) - The Game System

SKILLS : HOW TO SUCCEED IN LIFE

Your character has skills, which they can use to be successful in life. When using a skill, roll d100 and score your skill percentage or less to succeed (rolling over the skill% is a failure). *Easy!*

TRAITS : ROLE-PLAY YOUR PERSONALITY

Your character also has traits, similar to skills, which can help them. When acting according to one of your traits (Bravely, Proudly, etc), roll for it: Success *doubles* a skill you are about to use (for one roll).

EXPERIENCE : IMPROVE YOUR CHARACTER

As in real life, to improve skills you have to use and practice them. When your character succeeds, mark the skill with a 'tick' (just one).

Later, when there is a pause in the game, you and the other players can try *Increase Rolls* for each ticked skill, to see if they improve. Roll d100 once for each ticked skill: scoring *over* the skill gains an increase for it - roll a d6 and add the result to that skill's value.

HEROIC DEFENCE : HOW TO BE A HERO

Defence is your ability to dodge misfortunes and so be truly heroic. Unlike an ordinary skill, it can only increase by *good role-playing*. The game-master (GM) awards 'experience points', each worth +1%. Normally you'll get 1 per game session, but you may earn up to 3 for excellent ideas, characterization, heroism or *anything that adds fun!*

CRITICALS, SPECIALS & FUMBLES

Much better or worse rolls than normal give better or worse results. *Critical success* occurs when 1/20th skill% or less is rolled, *or 01*; *Special success* occurs when 1/5th skill% or less is rolled; A roll of 96-00 always fails, and 01-05 always succeeds for common skills (but not for certain specialist-only skills).

Fumbles occur when 96+critical% or more is rolled, *or 00*. The results differ from normal. Generally: Special is twice as good; Critical three times as good; and a Fumble is amusingly disastrous.

(To tell quickly if you rolled a Special or Critical, multiply your roll by 5 or 20: if that's still under or equal to your skill, you've done it!)

CHARACTERISTIC ROLLS

Sometimes the GM may ask for a *Characteristic Roll* instead of a skill roll, usually when no skill applies (also known as a 'resistance roll', 'stat roll', 'STR/DEX/INT/etc roll' or 'saving throw'). The target will be a relevant characteristic multiple, e.g. CON x 5. (The GM will tell you which characteristic and *maybe* the multiple). Roll d100 to see if you make it (or find the multiple you *do* make).

These rolls will often be against unfortunate events, e.g. to avoid falling into a pit, to resist effects of a spell, or to survive poisoning. Bonuses or penalties may apply to the roll (e.g. if you hold a blessed holy item, or the spell or poison is stronger than usual). These cases give a modifier which alters the characteristic value for that roll.

(E.g. Draheena the Thief has a magic ring which grants a +2 bonus against a dragon's fiery breath. The GM requires a DEXx5 roll to evade damage from the flames. Her superb Dexterity of 18 is thus effectively enhanced to 20 for the roll, making a DEXx5 target of 100%! But remember that rolls of 96 or more always fail...)

If characteristics directly conflict (e.g. STRvSTR in arm-wrestling), one side rolls their STAT x 5 modified by (10 – the opposed STAT).

DAMAGE, INJURY & DEATH

Adventures being dangerous, characters frequently risk getting hurt. Suffering damage reduces your *Hit Points (HP)* by a given amount. While you still have a positive number of HP, you are relatively OK.

If damaged to 0 HP or less, you are more significantly injured: the body-part bearing the brunt of it is incapacitated - roll *Hit Location*:

D20	Hit Location
19, 20	HEAD
13 - 18	(odd: L) ARM (even: R)
10 - 12	CHEST
7 - 9	ABDOMEN
1 - 6	(odd: L) LEG (even: R)

If damaged to -5 HP or less, you are *seriously injured* (likely with bones broken in the hit location); if damaged to -10 HP or less, you are *grievously injured* (hit location probably maimed or severed); and if damaged to below minus your CON, your character is *dead*.

HEALING & RECOVERY

Successful use of First Aid skill repairs d3 hit points (*Special* 2d3; *Critical* 3d3) but only works before other healing. Magical healing may be available, but natural healing restores only d3 HP per week.

COMBAT

Resolve melee and similar situations in a series of 12-second rounds.

Initiative: Roll *d12 + DEX bonus* for your character, and likewise for each participant – the highest goes first, and each acts in turn.

Actions: You can normally *Move* and *Attack* once each round, and may also perform certain *Free* actions (parry, dodge, speak briefly).

Move: You can move up to *MOV / 2 squares* (equal to MOV paces, as moves are usually regulated in 5ft-squares, about 2 paces across), or forego attacking and move up to twice as far (*i.e. MOV squares*). Some activities are move-equivalent actions, e.g. readying weapons.

Attack: Attempt to hit any opponent within reach, or within range of missile weapons. Roll d100 for your weapon skill: Success scores a hit and deals damage according to the weapon, plus any bonus. (*Specials* double damage dice; *Criticals* do too *and* ignore armour).

The Golfball Effect: Hits dealing 10+ damage require a SIZx5 roll to avoid knock-back of 1ft per point (then DEXx5 v falling) and cause 1hp damage to any parrying weapon/shield or armour that it strikes. They may also have additional effects, according to weapon type:
Pierce: Impale (weapon sticks in, can't move/heal till it's removed)
Crush: Stun (CONx5 or lose attacks & parries till end of next round)
Slash: Bleed (if hurt, CONx5 or lose 1hp each subsequent round)

Casting a spell is usually an attack-equivalent action, but sometimes takes longer (such as a full round, or even more).

Opponents within reach get a *Free Attack* at you if you cast a spell, or shoot/hurl a missile, or incautiously move past/away from them.

Parry: You can normally parry as a free action once per round, with shield/weapon skill. Success reduces damage by your shield/weapon Armour Points (*Specials* block 2 x AP; *Criticals* block all damage). If this doesn't stop all the damage, your shield/weapon loses 1AP and the remainder will still hurt you, unless you avoid it otherwise...

Dodge: *Heroic Defence* is your last chance to evade damage of any kind, though sheer luck. Roll d100: Success reduces damage by 10 (*Specials* reduce damage by 20; *Criticals* negate all damage). Using *Defence* in combat requires stepping back, or falling prone. If unable to move, or you are prone or unaware, your chance is *halved*.

Armour: Your armour reduces weapon damage by it's AP (except for criticals) but doesn't affect other types of damage, so – *beware!*

WEAPONS	Dmg	AP	Special	Weight	Cost	Notes
Brawl	(d3)	-	Crush	-	-	<i>Fist/Kick/Grapple</i>
Longsword	d8	8	Slash	3.5 lb	£300	<i>Or Impale</i>
Broadsword	d8	10	Slash	4.5 lb	£200	
Shortsword	d6	10	Impale	2.5 lb	£160	
Great Sword	2d6	9	Slash	8.0 lb	£600	
Dagger	d4	6	Impale	1.0 lb	£40	
Battle Axe	d8	8	Slash	2.5 lb	£100	
Great Axe	2d6	8	Slash	4.5 lb	£200	
Mace	d6	10	Crush	2.5 lb	£80	
Warhammer	d8	10	Crush	4.5 lb	£140	
Quarterstaff	d6	8	Crush	3.5 lb	-	
Club	d6	8	Crush	2.5 lb	-	
Spear	d6	8	Impale	4.5 lb	£20	
Long Spear	d8	8	Impale	6.0 lb	£100	
Small Shield	-	12	Knock	7.0 lb	£200	<i>Gives 25% cover</i>
Medium Shield	-	15	Knock	9.0 lb	£250	<i>Gives 50% cover</i>
Large Shield	-	18	Knock	11.0 lb	£300	<i>Gives 75% cover</i>

(Melee Weapons: Basic skill STR%; add full STR bonus to damage).

MISSILES	Dmg	AP	Special	Weight	Cost	Range Increment
Bow (short)	d6	3	Impale	1.5 lb	£300	240ft
Crossbow (md)	2d4	7	Impale	11.0 lb	£300	150ft
Dagger	d4	10	Impale	1.0 lb	£40	20ft
Sling	d4	10	Crush	0.2 lb	-	240ft
Spear	d6	9	Impale	4.5 lb	£20	45ft

(Missile Weapons: Basic skill DEX%; add half STR bonus to damage, round down).

ARMOUR	Type	AP	Mov	PF	Weight	Cost	Description
Cloth	-	1	-	-	6.0 lb	£120	<i>Hvy clothing/jacket</i>
Leather	L	2	-1	-	9.0 lb	£200	<i>Leather hauberk</i>
Ring mail	M	3	-2	/2	14.0 lb	£700	<i>Ringmail hauberk</i>
Cuirboilli	M	3	-2	/2	12.0 lb	£900	<i>Leather cuirass etc.</i>
Chain mail	M	5	-2	/2	30.0 lb	£2000	<i>Chainmail hauberk</i>
Plate-and-mail	H	7	-3	/10	45.0 lb	£10,000	<i>Plate cuirass etc.</i>

(PF: Penalty Factor that applies to DEX-based and Magic skills if armour worn).

CHANDLERY	Weight	Cost	Notes
Adventurer's Pack (with useful items)	40.0 lb	£200	<i>Inc. items marked *</i>
Backpack	2.0 lb	£40	*
Rope (hemp, 50ft)	20.0 lb	£20	*
Iron Rations (1 week)	7.5 lb	£100	*
Bedroll	3.0 lb	£10	*
Waterskin	5.0 lb	£15	*
Torch	1.0 lb	0.1	<i>*(2)</i>
Tinderbox (with flint & steel)	0.2 lb	£20	*
Pole (10ft)	10.0 lb	0.3	
Silk Rope (50ft)	8.0 lb	£200	
Standard Rations (1 week)	20.0 lb	£20	
Lantern	6.0 lb	£240	
Lamp grease (per pot)	1.0 lb	0.6	
Boots	3.0 lb	£8	
Lockpicks	-	£600	
INN or TAVERN:			
Ale (per pint)	-	£1	
Meal	-	£1	
Good Meal	-	£5	
Fine Meal	-	£20	
Inn Floor (night)	-	£1-10	
Inn Room (night)	-	£20+	
OSTLERY:			
Riding Horse	-	£500	
Cavalry Horse	-	£1000	
War Horse	-	£5000	
Mule	-	£400	
Hunting Dog	-	£340	
Saddle	-	£200	

SPECIAL ITEMS & SERVICES:			
Flaming Oil (per flask)	2.0 lb	£200	<i>d6/rnd for 3 rounds</i>
Holy Water (per vial)	0.5 lb	£500	<i>2d6 v undead</i>
Potion of Curing	0.5 lb	£1000	<i>D8 healing (light)</i>
Lucky Amulet (+1)	0.1 lb	£2000+	<i>-1d6 magic damage</i>
Identification of Magical Item	-	£500	
Library access to Wizard's Spell Book	-	£500	<i>x Level, per Month</i>
Magic Scroll (1st Power spell)	0.5 lb	£1000	
Skill Training (one month)	-	£1000	
Characteristic Training (two months)	-	£5000	
Magic Dagger (+1)	1.0 lb	£400	<i>+1 damage</i>
Magic Sword (longsword, +1)	3.5 lb	£3000	<i>+1 damage</i>

HEAD	SERIOUS & GRIEVOUS INJURIES
1. Chin	S: Jaw broken [level 5]: lose/break d20 teeth, -1 CHA. G: <i>Spurt! Spurt! Spurt!</i> Carotid artery slashed: bleed 1hp/sec (light).
2. Nose	S: Nose broken [level 2]: lose 1 CHA. G: Nose broken and brain damaged: lose 3 lots of d6 INT/WIS/DEX.
3. Skull	S: Skull fractured [level 4]: concussion (amnesia, fainting, etc). G: Skull broken [level 10]: coma until 'Rest' period complete.
4. Ear (L/R)	S: Ear sliced/ripped off: deafened on that side. G: ...and skull broken (see above).
5. Eye (L/R)	S: Eye blinded. G: Eye destroyed (50% for other eye, too) and skull fractured (above).
6. Neck	S: <i>It's a bleeder!</i> Jugular vein pierced: bleed 1hp/rnd (light). G: Neck severed/broken: bleed/choke 1hp/sec until dead (critical!).
CHEST	
1. Liver	S: Ribs broken (d6): see below. G: Liver failure [level 3]: bleed 1hp/hour (serious). Survivors lose d3 CON.
2. Lungs	S: Ribs broken (d6): see below. G: Lung punctured [level 3]: bleed 1hp/turn (light). Survivors lose 1 CON.
3,4. Ribs	S: Ribs broken (d6): movement painful (half walking speed, max.) [level 2]. G: Ribcage smashed [level 8]: never mends.
5. Shoulder	S: Collarbone broken [level 2]. G: Arm severed at shoulder: bleed 1hp/rnd for 10mins (R serious/L critical).
6. Heart	S: Ribs broken (d6): see below. G: Heart punctured [level 4]: bleed 1hp/sec (critical). Survivors lose d6 CON.
ABDOMEN	
1. Groin	S: <i>"Ouch!"</i> Genitals damaged: bleed 1hp/min for 3 mins. G: <i>"What a rip off!"</i> Genitals lost: bleed 1hp/min for 6 mins [level 4].
2. Hip (L/R)	S: Hip broken [level 9]: permanent limp, move reduced by 1". G: Pelvis shattered [level 10]: crippled permanently.
3,4. Guts	S: Intestinal damage: bleed 1hp/min for 10 mins [level 4]. G: Eviscerated: bleed 1hp/turn [level 6]. Lose d3 STR & CON.
5. Stomach	S: Stomach punctured: bleed 1hp/hour [level 4]. G: Stomach ruptured: bleed 1hp/turn [level 6].
6. Kidneys	S: Kidney damage: bleed 1hp/min for 10 mins [level 4]. G: Kidney failure - bleed 1hp/turn (serious). Lose d3 CON.
ARM	
1. Hand	S: Fingers sliced/ripped off (d4). G: Fingers lost and hand smashed [level 6] - permanently useless.
2. Wrist	S: Wrist broken [level 4]. G: Hand severed at wrist - bleed 1hp/min for 1 min* (light).
3,4. Forearm	S: Forearm broken [level 4]. G: Forearm severed - bleed 1hp/min for 3 min* (light).
5. Elbow	S: Elbow broken [level 5]. G: Arm severed at elbow - bleed 1hp/min for 3 mins* (light).
6. Upper Arm	S: <i>"How humerus!"</i> Upper arm broken [level 5]. G: Upper arm severed: bleed 1hp/min for 6 mins* (light).
LEG	
1. Foot	S: Toes (d6) torn off: permanent limp, move reduced by 1". G: Foot shattered [level 5]: crippled permanently, move halved.
2. Ankle	S: Ankle broken [level 3]. G: Foot severed -bleed 1hp/min for 3 mins* (light), move halved.
3,4. Shin	S: Shinbone broken [level 6]. G: Lower leg severed: bleed 1hp/min for 6 mins* (light), move halved.
5. Knee	S: Knee broken [level 7]. G: Leg severed at the knee: bleed 1hp/min for 6 mins* (light), move halved.
6. Thigh	S: Thighbone broken [level 8]. G: Upper leg severed: bleed 1hp/min for 10 mins* (light), move halved.

Breaks: Rest for d3xLevel days (Move: CONx5 or 1hp) & Recover for Level weeks.
* Crushed limbs bleed until amputated, or given the indicated level of healing.

d100	Combat Fumbles [M: Missile weapons; N: Natural weapons]
01-05	Lose next parry [N: lose next dodge]
06-10	Lose next attack
11-15	Lose next attack and parry [N: lose next attack and dodge]
16-20	Lose next attack, parry and dodge [N: lose next attack-sequence and dodge]
21-25	Lose next d3 attacks
26-30	Lose next d3 attacks and parries [N: lose next d3 attacks and dodges]
31-35	Shield falls off [M: or bowstring breaks; N: Strain muscle - dodge halved for duration]
36-40	Shield falls off & lose next attack [M/N: as above, and lose next attack]
41-45	Armour location falls off [N: Strain muscle - dodge halved for duration]
46-50	Armour location falls off & lose next attack and parry [N: as above, and lose next attack-sequence]
51-55	Fall: lose parry and dodge this round [N: lose attacks and dodges this round]
56-60	Twist ankle: movement halved (until end of combat)
61-63	Twist ankle and Fall (apply both of the above two results)
64-67	Vision hindered: Attack x1/2 (d3 rounds unengaged to fix)
68-70	Vision impaired: Attack and Parry x1/2 (d6 rounds unengaged to fix)
71-72	Vision blocked: Lose Attack and Parry (d6 rounds unengaged to fix)
73-74	Distracted: Foes attack at x2 next round
75-78	Weapon dropped [N: Strain muscle - lose one attack for duration of combat]
79-82	Weapon knocked away (d6 yards, d8 for direction) [N: as above]
83-86	Weapon damaged (save v. crushing blow or lose 4AP) [N: as above]
87-89	Weapon shattered (save v. crushing blow or destroyed) [N: as above]
90-91	Hit Friend or self if no friend near (may dodge)
92-93	Hit Friend for special damage (may dodge)
94-95	Wide Open: Foe hits (may dodge) [M: Hit friend nearest target]
96-97	Foe scores special hit (may dodge) [M: Special hit on friend nearest target]
98	Foe scores critical hit (may dodge) [M: Critical hit on friend nearest target]
99	You've blown it - roll twice more
00	You've blown it badly - roll thrice more

d100	Magic Fumbles
01-10	Simple spell failure - spell is forgotten but no Power points are lost
11-20	Spell failure - spell is forgotten and Power is lost
21-30	Dazed - cannot perform actions except dodge, for 1 round per Pow expended
31-40	Stunned - cannot perform actions except dodge, for 1 min per Pow expended
41-50	Fatigued - suffer d6 subdual damage per Pow expended
51-60	Confused - mindlessly wander/act randomly for 1 round per Pow expended
61-70	Headache - cast chance halved for 1 hour per Pow expended
71-75	Deafened - caster suffers total deafness for 1 hour per Pow expended
76-80	Blinded - caster is struck blind for 1 hour per Pow expended
81-85	Altered Range - alters to max/min (furthest from intended, or 20ft/Pow if none) and targets nearest to there
86-89	Altered Direction - alters randomly and affects target nearest to specified range (or 20ft/Pow if none)
90-91	Alternate Spell - an alternative spell known to the caster, randomly selected, of the same level (else lower)
92-93	Random - spell targets a random creature in the vicinity, anyone but the intended recipient
94-95	Reversed - spell effect is approximately the reverse of that intended, in some unpredictable way (GM whim)
96-97	Runaway Power Drain - all caster's remaining Power is sucked into the spell, intensifying it accordingly, and the caster immediately suffers subdual damage identical to the total power expended
98	"How unfortunate! This is simply not your day." Roll twice more
99	"How shameful! Magic may not be your calling." Roll thrice more
00	"How tragic! Head explodes - killed instantly." Take d6 damage per level of intensity, to the head (skull); or, optionally, roll below: d10: (1) Deafened 1-10 weeks; (2) Blinded 1-10 weeks; (3) Mute 1-10 weeks; (4) Insomnia and Nightmares 1-10 months [only regain d6 Power nightly]; (5) Virulent Skin Disease [painful and hideous until magically cured, -10 Cha, -3 Con.]; (6) Muscle Spasms [random attacks cause limpness and exhaustion, cast chance halved, -1 Con & Str per month]; (7) Intense Migraines [-2 Con, cast chance halved]; (8) Arthritic and Enfeebled [Str, Dex, Con halved]; (9) Creeping Senility [Int -1 per month]; (0) Discovery! [new spell-variation found, one level higher than original, with effects enhanced accordingly. INTx5 to transcribe...]

COMPLICATIONS

Some rule details that might have been confusing to include earlier.

Traits: When a trait has been ticked, it can't give another bonus until the tick is removed by checking increase-rolls. The GM may award 'anti-ticks' (crosses) for actions against a particular trait: these cause the trait to automatically *decrease* (unless canceled by a tick).

Experience: When a skill increases, rather than rolling a d6 and then adding the result, a player may decide simply to add +3 instead. Any skill Increase Roll of over 100 – INT gains an increase even if the skill percentage is higher, allowing progress even beyond 100%.

Encumbrance: Carrying capacity = STR x SIZ lbs. Carrying over half that *encumbers*, halving Move, Initiative & Dex-based skills.

Fatigue: Extended exertion requires a CONx5 roll to avoid *fatigue*, which halves Move, Init & all skills (and then *exhaustion*, x1/10th). Recovery from fatigue takes 1 hour of rest (or exhaustion, 8 hours).

TRAINING

Skills can also be improved through *training* from a teacher who has greater skill. The right to give training is normally reserved to *skill masters* (90%+), who will expect payment for their time. For each month spent training in a skill, characters can try *one* Increase Roll. Characteristics can also be improved through training obtained from specialists (normally non-player sages). For each *two month* period spent training, characters try to roll *over* the STATx5: success means they gain +1 on that characteristic.

INCREASING POWER

A mage, cleric or anyone of magical ability can increase their Power by overcoming/resisting an opponent's willpower (*see below*). This earns a 'tick' for their Power, giving them potential for *Power Gain*.

Later, when attempting Increase Rolls, a roll of *over* POWx5 means their POW increases by 1 point. Mages/Clerics can redirect any gain into their staff, familiar or holy symbol to make future gains easier.

TRICKY SITUATIONS

Sometimes you may find yourself in situations which are *difficult* – this might put you at a disadvantage and some skills may be *halved*. Other situations may be *easy*, giving the advantage of *doubled* skills. (Some may even be *very easy/difficult*, putting skills at *x10* or */10*).

Difficult (x1/2): Attack while Prone/Held; v Mounted; Med.Range.

Very Difficult (x1/10): Target invisible (also parry); Long Range.

Easy (x2): Attack from Rear; or from Above (v Prone, etc); v Held.

Very Easy (x10): Attack v Incapacitated, Asleep or Helpless; etc.

YOU FACE MANY DANGERS (and various Spot Rules)

Fall: Inflicts 1d6 damage per 10ft (one die less if Jump succeeds).

Fire: Normally inflicts 1d6 damage per round of exposure.

Drowning: CONx10,9,8,etc per round; take d6hp/rnd after one fails.

Poisons: Even if armour not penetrated CONx5 (or x10) is required.

Aiming (melee): Chosen location can be hit with a *Difficult* attack.

Aiming (missile): Takes a full round, then *Easy* attack (or as melee).

Surprise: Successful Hide/Sneak gives an extra round of actions.

Long Weapons: Can attack first in first round, or hold 'at bay' (the opponent closing in suffers an extra *Easy* free attack against them).

Darkness: Semi: Attack/Parry *Difficult*; Total/Invisible: *V.Difficult*.

Flee Melee: Enemies get a free *Easy* attack which cannot be parried.

Missile Ranges: 2xNormal x1/2; 3xNormal x1/4; DEXft or less x2.

Target Size: Huge (*giant*) x2; Small (*dog*) x1/2; Tiny (*rat*) x1/10.

Cover: Can't parry projectiles, but roll % for blocking by any cover.

Shoot into Melee: Hit random target (if *Aimed*, miss hits randomly).

Grapple: (Free Attack) Parry but not Dodge; STRvSTR to hold.

Overbear: (FA) Natural leap attack STR+SIZ v STR to knock down.

Knock-back: (FA) Suitable attack STR v STR to knock as *Golfball*.

Charge/Set: Mount damage bonus; Add SIZ for knock-back.

Mounted Combat: Skills are limited to *Ride* skill% when mounted.

Superior Position: Height/mounted makes melee attacks *Easy* (x2).

Knockout: Suitable attack to head does 'subdual' damage only.

Off-Handed: Weapon use off-handed is half normal skill (*Difficult*).