

# Simply Deadly Fantasy

The realms of fantasy are dangerous places full of dire foes, monsters, and diabolical dark lords. Those who dare to venture beyond the relative safety seldom return but venture they must for the forces of darkness are always on the move, always growing in number, always expanding their grasp on the free and good. Heroes are needed to watch the borders and frontiers where ancient evils lurk in forgotten burial mounds and monsters roam, unleashed from the dark breeding pits of the enemy.

In Simply Deadly Fantasy, the players create their own heroes who venture into the wilds and strongholds of the forces of darkness to claim glory and treasure. Of course, such moral distinctions are a little one sided and they could just as easily be orcs and goblins striking out into the deadly lands of those nasty humans and elves that have claimed all the best places for themselves. One player takes on the role of Confabulator, controlling a world full of people and creatures, often created by themselves. Simply Deadly is collaborative game rather than a competitive one, even the Confabulator is rooting for the heroes even if they are controlling the villains. It is not necessary that the fantasy world be fair, life and death seldom are, but it is necessary that player's characters receive some degree of leniency, indeed, the luck rule puts some of that leniency directly in their hands rather than those of the Confabulator.

The intent of these rules is to be comprehensive, simple, and direct. They are organized more from the perspective of the Confabulator than the players and thus focus on concerns of setting and structure before characters and combat.

## Generating A Percentage

A number from one to one hundred is generated by rolling a ten-sided die and multiply the result by ten then roll it again and add the second result. Treat the '0' on the die as a ten on the first roll and a zero on the second so '00' is read as 100. This type of roll is frequently used in play to determine the results of the character's actions. If the roll is equal to or less than the skill rating being tested the action succeeds. If doubles are rolled the result is exceptionally successful or unsuccessful as the case may be.

## Characteristic Rolls

As they are an inherent part of a character, Characteristic rolls are made at Characteristic + 20 + 5 per level.

## General Difficulties

Not all activities are created equal. The game master may assign a difficulty level to actions. For example: working in bad light is challenging and working in darkness is Hard.

Easy +20  
Routine +10  
Average 0  
Challenging -10  
Hard -20

## Resistance Rolls

A roll to overcome an effect, be it physical, social, or even magical is made by rolling a percentage against the appropriate Characteristic +5 per level. Resistance is deliberately difficult or nothing would ever get done. Even contests of stealth and Awareness are handled by a simple resistance roll with the active party (usually the sneaker) making the success roll and the passive party making the resistance roll.

## Status

**Status** is very important in the fantasy world with most wealth and power being transferred along family lines. A character begins with silver pieces equal to their Status per level.

<u>Status</u>	<u>Station</u>
0	Animal
1	Slave
2 - 3	Peasant
3 - 4	Entertainer
4 - 10	Farm Folk
8 - 12	Town Folk
6 - 10	Peddler
12 - 15	Merchant
10 -14	Guilder
15 -17	Guild Master
15 - 20	Knight
18 - 24	Noble
25	King

## Characteristics

Characteristic ratings provide a broad picture of an individual's capabilities. Every species has a set of base ratings which help to describe it in game terms.

Characteristics are determined adding 1d10 - 5 from the racial ability scores. Each species should have some characteristic modifiers to distinguish them from humans, these must always total to zero as they represent trade-offs rather than advantages.

**Coordination** measures the character's lightness of foot and ability to move with grace and precision.

**Intelligence** measures the character's ability to learn and solve problems with reason.

**Awareness** measures the general acuity of the character's senses and their overall alertness and awareness of their senses.

**Strength** measures the character's build, muscular development and size within their broader size class.

**Personality** measures the character's sense of self, Personality, force of personality.

**Hit Points** represent the amount of physical punishment a creature can take before dying. They are figured as Strength +5 per level..

## Experience Levels

As a character grows and develops they get better at their skills, resistance rolls, and gain hit points. Each level gives a 5 point bonus to the character's skills and hit points. Each skill increase can be traded for 1 point Characteristic increase. Skill and characteristic increases cannot be stacked only one can be applied each level.

### Earning Experience Points

Every 1000 experience points earned in play increases the character's level by one.

Under normal circumstances, just living is good for 200 experience points per year of game time. Defeating a foe in combat or court is worth 10 experience points plus the foe's level and minus the victor's.

Succeeding in a skill roll with a chance of success less than 50 is worth 1 experience point. Every day spent in training at a cost of 1 silver piece per day in addition to living expenses is worth 1 experience point.

## Skills

Having a skill gives a ten percent bonus plus a five percent bonus per level to actions relating to them.

A character can develop ten skills per level. It is possible to change which skills are developed from one level to the next but this must be declared the level before the change is made as it takes time to study and learn the new skill.

**Athletic**

Acrobatics (Coordination)  
Climbing (Coordination)  
Stealth (Coordination)  
Riding (Coordination)  
Swimming (Strength)

**Craft**

Blacksmith (Strength)  
Brownsmith (Strength)  
Construction (Strength)  
Cooking (Awareness)  
Painting (Personality)  
Sculpture (Personality)  
Whitesmith (Intelligence)

**Environmental**

Farming (Awareness)  
Fishing (Awareness)  
Husbandry (Intelligence)  
Survival (Awareness)  
Tracking (Awareness)

**Fighting**

Axes (Strength)  
Blunt Instruments (Strength)  
Flails (Strength)  
Shields (Strength)  
Swords (Strength or Coordination)  
Unarmed (Strength or Coordination)

**Knowledge**

Alchemy (Intelligence)  
Each Language (Intelligence)  
Geography (Intelligence)  
History (Intelligence)  
Medicine (Intelligence)  
Mathematics (Intelligence)

**Magic**

Spell Points (Awareness or Personality)  
*Damage Type Attack*  
**Bestow Ability** (Intelligence)  
**Conjure Material** (Intelligence)  
**Control Creature** (Intelligence)  
**Counter Spell** (Intelligence)  
**Detect Thing** (Intelligence)  
**Enhance Skill** (Intelligence)  
**Heal Creature** (Intelligence)  
**Impair Skill or Characteristic** (Int...)  
*Realm Portal* (Intelligence)  
**Project Each Sense** (Intelligence)  
*Attack Protection* (Intelligence)  
**Summon Creature** (Intelligence)  
*Creature Transformation* (Intelligence)

**Perform**

Acting (Personality)  
Oration (Personality or Intelligence)  
Pick Pockets (Personality)  
Play Instrument (Personality)  
Singing (Personality)

**Shooting**

Artillery (Intelligence)  
Bows (Strength or Coordination)  
Crossbows (Coordination or Awareness)  
Slings (Coordination or Strength)  
Throwing (Strength or Coordination)

**Social**

Courtwyse (Intelligence)  
Governance (Intelligence)  
Leadership (Personality)  
Lying (Intelligence or Personality)

**Technical**

Boating (Strength)  
Engineering (Intelligence)  
Devise (Intelligence)  
Mechanisms (Intelligence)  
Sailing (Awareness)

## Traits and Abilities

Different creatures have different capabilities than humans which are represented by special traits. The experience point cost of the abilities is listed in parentheses “( )”.

### **Amphibious (100)**

The creature is adapted to live on land and in the water. While it cannot breathe under water it can hold its breath ten times as long as a human can and moves at full pace in both environments.

### **Aquatic (0)**

The creature is fully adapted to live in water, it can swim at full speed but moves at half speed on land. It breathes water through gills or osmosis but cannot breathe air.

### **Armour (50)**

The creature's hide is covered in thick scales or plates providing armour that takes 4 points of damage to penetrate and can absorb 40 points of damage. This is affected by the creature's size as usual.

### **Burrowing (100)**

The creature can dig through dirt and stone at a rapid pace, a full yard per round. Which is ridiculously fast really. Fast burrowing moves at a 2 yards per round.

### **Exceptional Hearing (100)**

The creature gets +5 to hear noises and can distinguish small differences in sounds giving a +5 bonus to playing musical instruments, singing, and speaking languages.

### **Exceptional Sight (100)**

The creature gets a +5 to spot hidden things and sneaking foes and to hit with shooting weapons.

### **Exceptional Smell (100)**

The creature gets +5 to detect things by smell and can distinguish details that others might not. The bonus applies to tracking and cooking and detecting sneaking foes that are up wind.

### **Extra Arms (100 per pair)**

The creature has more arms than a human. The downside of this is that each arm is weaker than a human arm would be. Thus, for a four armed creature, a human one handed weapon would require two arms.

### **Fast (500)**

The creature can move twice as fast as a human. This normally indicates a horizontal, quadruped stance and the creature will often have no hands or arms as a result.

### **Huge (-200)**

Huge Creatures can have a Strength between 24 and 72 and are +20 to be hit, receive four times the normal amount of Armour Points and can carry 20 pounds per point of Strength

### **Immortal (100)**

The creature ceases aging upon achieving adulthood and lives forever as long as it is not killed.

### **Immunity (500)**

The creature cannot be harmed by a specified type of damage or attack.

**Impel (1000)**

The creature can move things around without touching them by applying its force of will. The strength of this force is normally equal to their Personality, Coordination equal to their Intelligence and range is thrown. Otherwise it acts much the same as an invisible person standing at a distance and moving things around.

**Intangibility (1000)**

Whether it is partially out of vibrational synch with the universe or displaced into another dimension, physical objects pass right through the creature. Thus it can only be struck by attacks which can reach it and it can walk through walls, floors, and so forth. If the creature can materialize it can attack and be attacked when it does so.

**Invisibility (1000)**

The creature cannot be seen by any means, including infrared or ultraviolet light. That does not mean there is no trace of its passage. A Awareness Roll is required to target an invisible creature.

**Large (-100)**

Large creatures can have a Strength between 12 and 36 and are +10 to be hit, receive twice the normal amount of Armour Points, and can carry ten pounds per point of Strength.

**Medium (0)**

Medium creatures have a Strength between 6 and 18 and are the base level so prices are set around their abilities. They can carry 5 pounds per point of Strength.

**Natural Weapon (100)**

The creature is equipped with sharp teeth and claws with which to rend its prey. Natural weapons are not particularly good against armour which is twice as effective against them.

**Night Vision (100)**

The creature can see equally well in daylight and darkness.

**Nocturnal (0)**

The creature sees well in the dark but poorly in daylight. They are still blind in total darkness.

**No Hands (-500)**

The creature lacks fine manipulators with which to wield weapons and tools. It takes a -20 to any such attempt.

**Resistance (500)**

The creature is mostly immune to a hazard such as naturally occurring poisons, receiving a +20 to resist it.

**Power (Level x 1000)**

The creature has supernatural powers which it can use at will. The spell level of the power is added to the creature's level.

**Small (100)**

Small Creatures have a Strength between 3 and 12 and are -10 to be hit, receive one half the normal amount of Armour Points, and can only carry two and a half pounds per point of Strength.

**Tentacles (100 per tentacle)**

One or more of the creature's limbs are exceptionally flexible allowing them to entangle and grasp very well but don't gain the advantage of leverage bones provide. This increases their Strength by five when grappling, reduces it by five when climbing and striking with close combat weapons.

**Tiny (200)**

Tiny creatures have a Strength of less than 6 and are -20 to be hit, receive one quarter the normal Armour Points, and can only carry one and a quarter pounds per point of Strength.

**Tough (500)**

The creature's skin is like leather, giving it 10 extra Hit Points.

**Undead (500)**

The creature may be dead and rotting away but it is animated by unholy magic. The undead are immune to poison, disease, and morale. They no longer eat food as men know it but must kill living things to live. While their senses are dim, the undead get a +10 to detect living creatures.

**Venom (500)**

The creature is poisonous. If it has natural weapons the moderate poison is delivered by the teeth or claws. If not the creature's flesh is poisonous mildly toxic to the touch and strongly toxic if eaten.

**Vulnerable (500)**

The creature is easily damaged by a specific type of attack, taking double damage from it.

**Wings (1000)**

The creature's broad pinions allow it to fly at twice the normal speed. Creatures that are winged and Fast move at four times the normal speed but only in the air.

# Bestiary

Herein is a sampling of creatures foul and fair intended to provide examples and inspiration rather than being an exhaustive list. Those with a cost of less than 1000 can be played by players. The cost is added to the normal cost of achieving second level but does not increase the cost of further levels.

## Beastmen

These mutant critters combine various aspects of human and animal, generally having an animal head, legs, and tail but a very hairy human torso. Goats, boars, and hyenas are particularly common.

Cost: 800

Awareness 12

Coordination 10

Intelligence 9

Personality 9

Strength 12

Traits: Tough

Natural Weapons

## Dragons

Ancient winged lizards which grow to enormous size, they are renowned for their love of treasure. Some dragons can breathe fire or other deadly substances. Dragons grow throughout their long lives. Baby (level 1) dragons are small, young (level 2 -3) dragons are medium, adult (level 4 - 6) dragons are large, and old (level 7 +) dragons are huge.

Cost: 2400+

Awareness 12

Coordination 8

Intelligence 11

Personality 12

Strength 7 / 13 / 16 / 22

Traits:

Immortal

Wings

Tough Night Vision

Small to Huge

## Dwarves

A race of short but broad craftsmen and miners.

Cost: 100

Awareness 11

Coordination 11

Intelligence 10

Personality 12

Strength 10

Traits:

Night Vision



**Elves**

A fair race of magical beings who never grow old.

Cost: 600

Awareness 12  
 Coordination 12  
 Intelligence 10  
 Personality 11  
 Strength 9

Traits:

Immortal  
 Night Vision

**Faeries**

Tiny race of magical beings, closely associated if not related to Elves.

Cost: 800

Awareness 11  
 Coordination 13  
 Intelligence 10  
 Personality 9  
 Strength 5

Traits:

Immortal  
 Tiny  
 Wings

**Gatoroids**

These bipedal reptiles are more humanoid than raptor dinosaurs but are ferocious and callous.

Cost: 400

Awareness 10  
 Coordination 10  
 Intelligence 9  
 Strength 12  
 Personality 11

Traits:

Amphibious  
 Natural Weapons

**Giants**

Huge humanoids which often have elemental affinity to their environment such as stone like skin in the mountains or fire resistance in volcanoes.

Cost: 1600

Awareness 8  
 Coordination 8  
 Intelligence 8  
 Personality 12  
 Strength 30

Traits: Huge

### **Goblins**

A small and clever but nasty race said by some to be related to Orcs or Elves as they are more magical than orcs.

Cost: 100

Awareness 11  
Coordination 12  
Intelligence 10  
Personality 11  
Strength 8

Traits: Nocturnal, Small

### **Gryphons**

Half lion, half eagle all predator, these rare creatures are occasionally ridden into battle by great heros.

Cost:2300

Awareness 13  
Coordination 12  
Intelligence 8  
Personality 12  
Strength 18

Traits: Fast

Large  
Natural Weapons  
No Hands  
Wings

### **Horses**

The fast and strong quadrupeds are often ridden by men.

Cost: 900

Awareness 12  
Coordination 10  
Intelligence 5  
Personality 11  
Strength 20

Traits: Large

Fast  
No Hands

### **Humans**

This unpleasant and hostile race is prolific and often warlike, beware their lair.

Cost: 0

Awareness: 10  
Coordination: 10  
Intelligence: 10  
Personality: 10  
Strength: 10

### **Imps**

This bat winged race may be related to demons in some way.

Cost: 1200

Awareness 11  
Coordination 11  
Intelligence 10  
Personality 11  
Strength 9

Traits: Winged

### **Leviathans**

These huge lizards are often used as beasts of war by Gatoroids and Orcs.

Cost: 400

Awareness	10
Coordination	5
Intelligence	4
Personality	12
Strength	26

Traits: No Hands  
Natural Weapons  
Huge

### **Minotaurs**

A beastman the size of an ogre, vicious, stupid and berserk these guys tend to wander into mazes, get lost, and lurk therein awaiting unsuspecting victims.

Cost: 1400

Awareness	12
Coordination	10
Intelligence	7
Personality	13
Strength	20

Traits: Natural Weapons  
Large  
Tough

### **Ogres**

A brutal race of man-like monsters, Ogres are always hungry and tend to cannibalism.

Cost: 1000

Awareness	9
Coordination	7
Intelligence	8
Personality	10
Strength	20

Traits: Large  
Tough

### **Orcs**

A crude and cruel race bred for war by the forces of darkness.

Cost: 0

Awareness	11
Coordination	10
Intelligence	9
Personality	9
Strength	11

Traits: Nocturnal

### **Pythons**

These enormous snakes can swallow a calf whole, they're strong and fast, but fortunately lack the venom sacs of their smaller cousins.

Cost: 700  
Awareness 13  
Coordination 13  
Intelligence 3  
Personality 11  
Strength 20  
Traits: Large  
No Hands  
Tentacle

### **Pegasi**

The winged horse of legend is somewhat smarter than a normal horse if a bit flighty.

Cost: 1900  
Awareness 12  
Coordination 10  
Intelligence 7  
Personality 11  
Strength 20  
Traits: Large  
Fast  
No Hands  
Wings

### **Ratlings**

These creatures may be the offspring of wererats and normal rats or perhaps the result of an even more sinister force.

Cost: 500  
Awareness 13  
Coordination 13  
Intelligence 10  
Personality 8  
Strength 7  
Traits: Disease Resistance  
Tentacle (Tail)

### **Rats**

These clever little animals follow humans around, eat their garbage, and contribute to population control by spreading disease.

Cost: 0  
Awareness 13  
Coordination 13  
Intelligence 6  
Personality 8  
Strength 3

Traits: Disease Resistance  
Tiny

### **Serpents**

These snakes are pretty scary, fast, venomous, and ill tempered, one would do well not to stick one's hand in a dark hole where they are resting or tread on one in the dark.

Cost: 0

Awareness 15

Coordination 15

Intelligence 3

Personality 9

Strength 6

Traits: Small

Natural Weapons

### **Skeletons**

These walking dead have been hanging around too long.

Cost: 0

Awareness 10

Coordination 11

Intelligence 8

Personality 12

Strength 9

Traits: Vulnerable to Blunt Weapons

Undead

### **Rippers**

These large beasts resemble wolves but are much larger, smarter, and often ridden by Goblins.

Cost: 1200

Awareness 13

Coordination 10

Intelligence 12

Personality 11

Strength 18

Traits: Large

Fast

Natural Weapons

No Hands

### **Wee Folk**

Small cousins to men and dwarves, they are natural thieves and scouts due to their small size and woodcraft.

Cost: 0

Coordination 12

Intelligence 10

Awareness 11

Strength 7

Personality 10

Personality 11

Traits: Small

## **Wights**

These folk who have once fallen victim to age or violent have risen again in undeath.

Cost: 400

Awareness	9
Coordination	9
Intelligence	9
Personality	11
Strength	11

Traits: Undead

## **Zombies**

These freshly risen corpses feel no pain and hunger for the flesh of the living.

Cost: 300

Awareness	9
Coordination	8
Intelligence	8
Personality	11
Strength	12

Traits: Undead

## Career Specialty

To represent a character's education and career training, select one skill category as a career specialty. This gives the skills in that category a + 10.

**Athletic** skills are associated with climbing, swimming, diving and jumping as well as sports activities like chasing a ball around with a stick.

- Acrobatics (Coordination)
- Climbing (Coordination)
- Stealth (Coordination)
- Riding (Coordination)
- Swimming (Strength)

**Craft** skills are used to make things by hand, including works of art and machined parts. A blacksmith works in steel, a brownsmith in copper and bronze, and a whitesmith in silver and pewter. (In case you ever wondered as I always did.)

- Blacksmith (Strength)
- Brownsmith (Strength)
- Construction (Strength)
- Cooking (Awareness)
- Painting (Personality)
- Sculpture (Personality)
- Whitesmith (Intelligence)

**Environmental** skills are used to survive in the wild, to track game, find water, and determine if plants are edible. Husbandry is used to breed and train animals.

- Farming (Awareness)
- Fishing (Awareness)
- Husbandry (Intelligence)
- Survival (Awareness)
- Tracking (Awareness)

**Fighting** skills are associated with hitting people with blunt and sharp instruments and avoiding the same.

- Axes (Strength)
- Blunt Instruments (Strength)
- Flails (Strength)
- Shields (Strength)
- Swords (Strength or Coordination)
- Unarmed (Strength or Coordination)

**Knowledge** skills provide a grounding in a specific branch of useful information. They may provide clues or the ability to pass as a member of a profession.

- Alchemy (Intelligence)
- Each Language (Intelligence)
- Geography (Intelligence)
- History (Intelligence)
- Medicine (Intelligence)
- Mathematics (Intelligence)

**Magic** skills are used to learn and power spells. A spell is made up of a subject and an effect. Each subject and effect combination is a spell but adjustments to scope are not, they just make casting it harder but are implicit in the general body of knowledge the spell-skill represents. Note that the Characteristic for any spell might be Awareness or Personality but this will be uniform across the list for the school of magic.

Spell Points (Awareness or Personality)

*Damage Type* **Attack**

**Bestow Ability** (Intelligence)

**Conjure Material** (Intelligence)

**Control Creature** (Intelligence)

**Counter Spell** (Intelligence)

**Detect Thing** (Intelligence)

**Enhance Skill** (Intelligence)

**Heal Creature** (Intelligence)

**Impair Skill or Characteristic** (Intelligence)

**Realm Portal** (Intelligence)

**Project Each Sense** (Intelligence)

**Attack Protection** (Intelligence)

**Summon Creature** (Intelligence)

**Creature Transformation** (Intelligence)

**Perform** skills are used to act, tell jokes, sing and otherwise entertain an audience. Performance skills are often used as a cover to infiltrate high class establishments.

Acting (Personality)

Oration (Personality or Intelligence)

Pick Pockets (Personality)

Play Instrument (Personality)

Singing (Personality)

**Shooting** skills are used to hit targets with ranged attacks.

Artillery (Intelligence)

Bows (Strength or Coordination)

Crossbows (Coordination or Awareness)

Slings (Coordination or Strength)

Throwing (Strength or Coordination)

**Social** skills are used to understand and get along with other people. Courtwyse is the customs of the court and can save a character's life if they must stand before nobility. Governance is the art of ruling and managing an estate be it a farm or a kingdom. Leadership is used to command warriors and sway the favour of the populace. Lying is used to deceive and misdirect.

Courtwyse (Intelligence)

Governance (Intelligence)

Leadership (Personality)

Lying (Intelligence or Personality)

**Technical** skills are used to repair and operate technological devices. Engineering is used to build bridges and engines of war. Devise is used to figure out traps and secret passages. Mechanisms is used to create mills, traps, and secret passages.

Boating (Strength)

Engineering (Intelligence)

Devise (Intelligence)

Mechanisms (Intelligence)

Sailing (Awareness)



## Perks

Player characters can choose one of the following perks to help distinguish their character and make them stand out. The characters and animals gained by this choice are in no way immune to harm or death and will be lost if abused or treated badly.

- 01 - 07 Auspicious Stars
- 08 - 14 Blessing
- 15 - 21 Curse
- 22 - 28 Dolorous Stars
- 29 - 35 Heirloom
- 36 - 42 Home
- 43 - 49 Taint
- 50 - 58 Liege
- 59 - 65 Patron
- 66 - 72 Pet
- 73 - 79 Prophecy
- 80 - 86 Retainer
- 87 - 93 Steed
- 94 - 00 Title

### **Auspicious Stars**

The character was born under good astrological indicators. Choose a season, spring, summer, autumn, or winter. During that season they receive one additional point of Luck on the first day of the season.

### **Blessing**

The character has been blessed by a saint or prophet. This blessing provides a +5 bonus to resist disease, poison, and magic.

### **Curse**

The character has been cursed by a witch or sorcerer or someone else's saint or prophet it can be hard to tell the difference sometimes. This curse gives them a -5 penalty to resist disease, poison, and magic.

### **Dolorous Stars**

The character was born under bad astrological indicators. Chose a season, spring, summer, autumn, or winter. During that season they receive one less point of Luck or lose one on the first day of the season.

### **Heirloom**

The character has inherited a valuable item they could not normally afford. Its value should be equal to twice their status and can be equipment like weapons and armour.

### **Home**

The character has inherited a modest home appropriate to their status. This could be a covered merchant waggon with two tired, old work horses.

### **Liege**

The character is sworn to the service of a noble who they can turn to for help and protection. They also receive equipment equal to their Status in silver pieces from their lord in exchange for service.

### **Patron**

The character is employed by a rich and noteworthy individual like a merchant prince, guildmaster, or magician who pays their living expenses and materials in exchange for work. The patron is generous so long as they are kept happy.

**Pet**

The character has a trained animal that will respond to simple orders like “attack” or “stay” the animal must be small or tiny and one level below the character.

**Prophecy**

The character is the object of some obscure mumbo jumbo about “the chosen one.” Due to a birthmark or rare trait they are easily identified as such and desperate people will always be looking to them to make things right. Rumour has it their mother is a virgin.

**Retainer**

The character has a loyal servant who travels with them and will follow reasonable orders but take no part in dangerous activities the character will not take equal part in. The retainer is one level lower than the character. While they will endure the character’s dangers and hardships they expect to be provide for and to, eventually be highly rewarded.

**Steed**

The character has a trained large riding animal. This is usually a horse but more exotic mounts can often be found.

**Taint**

At some point in the character’s ancestry there was an indiscretion that brought something strange and new into their heritage. The character has one ability costing 100 experience points.

**Title**

The character possesses an official position or piece of land by way of inheritance. This should be in keeping with their Status, for instance a peasant might have rights to water his swine in the stream by the bridge but a knight might have a fief or manor house. A noble title is not out of the question with knighthood, baronial status, or even principedom (though not first in line) all being possible.

## Creating A Character

1. Select race from those permitted by the game master.
2. Select or roll for one perk.
3. Add 1d10 - 5 to each characteristic
4. Select ten skills, the skill rating is the indicated characteristic + 10 + 5
5. Pick one skill block as the career specialty and add 10 to skills from it.
7. Roll 1d10 + 5 for Status
8. Spend Status silver pieces on equipment

## Luck

The fantastic realm is a tough place and people die horribly all the time. While there is a certain low comedy to this in its own right, player characters get a little extra leeway in the form of luck. Each year on their birthday (either assume the first day of the season or roll 1d12 for the month and 1d30 for the day if you have them) they receive 3 Luck points which can be used to overcome ill luck. Each luck point can be spent to automatically turn a failure into a success. Characters with auspicious stars receive one additional luck point, and those with dolorous stars lose one.

## Sample Careers

The following examples of skill selection need not be considered hard and fast. The players are free to select whichever skills they wish.

### **Entertainer**

Travelling players and acrobats earn their bread by performing for commoners and nobility alike. This gives them excellent access to folk from all walks of life. Entertainers are considered dishonest and lazy but the thrill of the crowds keeps them on the road.

Status < 10

Personality > 13

Specialty: Perform

Skills:

- Acrobatics
- Acting
- Common Language
- Knives
- Play Instrument
- Pick Pockets
- Singing
- Stealth
- Unarmed
- Throwing

## **Knight**

The noble warrior of the feudal system is provided with heavy arms and armour by their patron in exchange for service and fealty. In times of peace, young knights errant are often found on the roads seeking renown and fortune.

Status >13

Strength 13+

Specialty: Fighting

Skills: Axes

Blunt Instruments

Courtwyse

Law

Leadership

Riding

Swords

Shields

Spears

Throwing

## **Man At Arms**

The trained soldiers of the nobility are drawn from the common classes. Trained to fight in formation and enforce their lord's will they may not have the glory of the knight but they come in greater numbers and generally have more discipline.

Status > 9+

Strength > 12

Specialty: Fighting

Skills: Axes

Climbing

Construction

Crossbows

Riding

Shields

Spears

Swimming

Throwing

Unarmed

## **Outlaw**

The rough justice and inequities of the feudal system drive many young men into the woods where they waylay travellers with the time honoured greeting of "stand and deliver."

Status < 10

Strength > 9

Specialty: Shooting

Skills: Boating

Axes

Blunt Instruments

Bows

Climbing

Lying

Stealth

Survival

Swimming

Unarmed

## **Magician**

A traditional professional magician, learning spells from the books of their master and providing minor charms and potions to the masses for a price.

Status > 9

Intelligence > 12

Specialty: Magic

Skills: Alchemy

Additional Language

Ancient Language

Brownsmith

Spell Points

Conjure Darkness

Conjure Illusion

Fire Attack

Physical Protection

Counter Control

## **Priest**

A servant of the gods of light who preaches to their flock and provides spiritual guidance and protection.

Status > 9  
Personality > 12  
Specialty: Performance  
Blunt Instruments  
High Language  
Leadership  
Oration  
Play Instrument  
Singing  
Spell Points  
Unarmed  
Conjure Light  
Heal Faithful Worshippers

## **Barbarian**

Warriors from a tribal cultures are much sought after as mercenaries due to their fearsome reputation and ignorance of proper wages.

Status < 9  
Strength > 12  
Specialty: Fighting  
Additional Language  
Axes  
Climbing  
Riding  
Stealth  
Survival  
Swimming  
Thrown  
Tracking  
Unarmed

## Equipment

Characters receive one silver piece per point of Status per level to spend on equipment. It is assumed that incidental lifestyle expenses like clothing, are covered by their patron or past experiences. Prices are rendered in shillings or silver pieces at a standard of 1/10 oz. Coinage will come in a wide range of metals and denominations. But accounting grows tiresome when there is adventure in the wind.

## Encumbrance

It's not really worthwhile to track every pound being carried around. A character carrying no more than the clothes on their back and a single one handed weapon is considered to be stripped down and receive a +10 to Athletic skill attempts. Characters in full heavy armour or carrying a loaded pack are considered heavily laden and take -10 to Athletic skill attempts.

## Lifting And Carrying

Normally a character can lift 10 pounds per point of Strength but can only carry 5 pounds for any real length of time. Clearly a Faerie and a Giant with a 12 Strength are not able to lift and carry the same amount of stuff. Tiny characters can only lift 1/4 as much. Small characters can only lift 1/2 as much. Large characters can lift 2x as much and huge characters can lift 4x as much.

Back Pack	3s
Barrel, 20 Gallon	5s
Book, 100 pg	20s
Chest, 2 cu ft	15s
Chest, 4 cu ft	20s
Ink, Dram	5s
Lamp Oil, Pint	2s
Lantern, Brass	8s
Pot, Gallon	8s
Pot, Quart	4s
Quills	24/1s
Rope, 10yd	1s
Scroll, 5 pg	4s
Wineskin, 1qt	1s
Boat, 6 man	10s
Cart	12s
Oar	3s
Sail	6s
Wagon	16s
Dog	2s
Ox	10s
Riding Horse	15s
War Horse	20s
Work Horse	10s
Common Clothing	1s
Fine Clothing	5s
Extravagant Clothing	25s
Sandals	1s
Shoes	2s
Boots	3s
Beer, gal	1s
Lodging / night	1s
Rations / day	1s
Wine, qt	2s

Leather Armour	5s
Mail Armour	15s
Plate Armour	30s
Shield	5s
Tower Shield	10s
Club	1s
Dagger	2s
Dart	2s
Flail	12s
Great Axe	15s
Great Sword	15s
Javelin	3s
Mace	9s
Pole Arm	12s
Spear	4s
Staff	2s
Sword	10s
Bow	3s
Long Bow	6s
Crossbow	12s
Sling	1s
Arrows	12/ s
Crossbow Bolts	12/s
Sling Bullets	24/s

## Vehicles

A chariot is a two wheeled vehicle that carries only two people, it's relatively fast and drawn by as many as six beasts. A Cart is a two wheeled vehicle that carries a load of around 54 cubic feet and is generally drawn by one or two beasts or even half a dozen humans. A wheel is a four wheeled vehicle which carries around 108 cubic feet and is drawn by between two and eight beasts.

## Boats and Ships

Water craft are generally made out of wood, which is light and floats well. The wood is thick but bear in mind that wood takes double damage from metal weapons. Sails, oars, and cargo handling require crew. Galley slaves are prone to revolt during boarding actions. Slaves are generally a more expensive, long term investment and thus are more often used navies than merchants, though, before the advent of cannons, the distinction can be hazy.

A raft is a series of logs lashed together to form a simple floating platform, the logs themselves are often the cargo as lumber is always in demand in towns and cities. A barge is a more refined version of a raft with raised sides which allow it to carry cargo. A canoe is a light weight boat, often fashioned from reeds or tree bark. The boat here is a large row boat suitable for towing a sailing ship into port or unloading an armed party of a dozen men on shore. A long boat is a seaworthy ship with a primitive sail, much loved by reavers and raiders. A galley is an oared ship with a primitive sail. A bireme is a large galley with two decks of oars. A trireme is a huge galley with three decks of oars. A cog is a simple sailing ship with average sails and one mast. A caravel is a simple sailing ship with average sails and two masts.

Galleys and cogs can mount two Ballista or a catapult. Biremes, Triremes, and Caravels can mount four Ballistae or two Catapults

Primitive Sails can only provide motive power with the wind behind the ship. Average Sails can provide motive power with the wind in the rear and rear sides. Advance Sails can provide motive power with the wind from the rear, rear sides and front sides by "tacking" into the wind.

## River Boats

A river provides excellent motive power, in one direction. Rivers deep enough to allow a ship to pass will also be wide and slow enough to allow sailing and poling upstream. Poling upstream on a fast river is impossible. When sailing upstream subtract the river's movement rate from the sail's movement rate. You need a strong wind to go up a fast river.

### Nautical Movement Rates

	Combat	Travel
Calm	0	0
Breeze	3	1 Hex
Windy	6	2 Hexes
Gale	12	3 Hexes
Rowing	4	2 Hexes
Poling	1	1 Hex
Swift River	12	3 Hexes
Slow River	6	2 Hexes



	Type	Length x Width x Height	Armour	Cargo	Crew
Raft	Shallow, Poled	20 x 15 x 1	7 / 45	5t	2 / 6
Barge	Shallow, Poled	30 x 15 x 1.5	8 / 77	7.5t	3 / 9
Canoe	Shallow, Rowed	12 x 2 x 1.5	5 / 11	0.3t	1 - 2
Boat	Shallow, Rowed	20 x 4 x 2	6 / 30	1.5t	6
Galley	Sail and Oars	80 x 15 x 4	12 / 284	20t	30
Bireme	Sail and Oars	100 x 15 x 8	16 / 524	30t	70
Trireme	Sail and Oars	120 x 20 x 12	20 / 940	40t	125
Long Ship	Sail and Oars	120 x 20 x 4	15 / 451	160t	40
Cog	Sail	80 x 25 x 10	18 / 737	160t	12
Caravel	Sail	100 x 25 x 10	18 / 855	200t	20

# Magic

Spells are broken down by their scope and effect. The level of a spell is the amount of energy used to cast it and the difficulty of doing so. While spells are broken down into structures each spell is unique, thus it takes a different spell to summon a wolf than a demon.

## Spells

Each spell is learned as a combination of an Effect and a specific subject. Broader subjects are higher cost spells but are still learned as a skill. For instance Control Lesser Toad Demon and Control Demons. It is allowable to upgrade a less broad spell to a broader one if the opportunity to learn it is available but in doing so, the original spell is subsumed.

Spells are difficult to learn and are closely held secrets of different orders of magicians. It takes one week per level of the spell is needed to learn a spell from a book, scroll, or teacher.

## Books and Libraries

As they can only know a few spells by heart, most wizards keep volumes of recorded spells from which to study and actively trade knowledge with their colleagues.

## Power

Each day, a magician receives power points equal to their Personality or Awareness plus five per level. Casting a spell does not require a success roll if power points equal to 5x the spell's level are used. If no power points are used the magician can attempt to cast the spell using their Spell Casting skill minus 5x the level of the spell but if it fails they take one damage point per level of the spell.

## Effects

Casting a spell produces an effect, the scope of which can be modified to take effect at a distance, last longer, or cover a larger area.

*Damage Type* **Attack**

**Bestow** *Ability*

**Conjure** *Material*

**Control** *Creature*

**Counter** *Spell*

**Detect** *Thing*

**Enhance** *Skill*

**Heal** *Creature*

**Impair** *Skill or Characteristic*

*Realm* **Portal**

**Project** *Each Sense*

*Attack* **Protection**

**Summon** *Creature*

*Creature* **Transformation**

## Scope

Spell effects can be adjusted by the magician at increased cost and difficulty. This doesn't count as another spell, it's just harder to pull off.

Area

Duration

Instant

Concentration

Persistent

Enchantment

Range

## Subjects

If the effect describes what happens, the Subject describes what the effect happens to. Subjects are the recipient of the scope effect Breadth. Those listed here are by way of example and should not be considered exhaustive.

### Abilities:

General: All Abilities

Broad: Physical, Mental, Magical

Specific: Each Ability

### Attacks:

General: Divine, Infernal

Broad: Energy, Physical, Psychic

Energy: Fire, Force, Radiance

Psychic: Disorient, Insinuate, Wrack

Physical: Slash, Impale, Blunt, Rend

### Creatures:

General: Living, Undead, Unliving

Broad: Fish, Mammal, Reptile

Specific: Human, Horse, Orc, Wolf

### Skills:

General: All Skills

Broad: Each Skill Block

Specific Each Skill Category

### Spells:

General: All Spells

Broad: Each Effect or Each Subject

### Things:

General: Everything

Broad: Animal, Vegetable, Mineral

Specific: Gold, Swords, Trees, Warriors

### Materials

General: Anything

Broad: Organic, Inorganic, Arcane

Specific: Wood, Stone, Steel, Gold, Fire

### *Damage Type Attack* (0)

The target of the spell takes 10 damage per level of Attack. If the spell's range is "Touch" the caster must make a successful fighting skill attack to strike the target. If the spell's range is greater than Touch the caster must make a successful ranged attack roll. Damage Types: Blunt, Burning, Slashing, Freezing, Crushing, Rending

### **Bestow Ability** (Cost of Ability / 100)

The target of the spell receives a special ability. As there are few abilities that are of much use for only an instant this is mainly done with concentration or duration.

### **Conjure Material** (1)

A portion of a substance or an item is created out of thin air or snatched from a distant locale. As with Portal the actual distance to the item is irrelevant. Items created will be no better than what the magician themselves can craft. Materials: Air, Earth, Ice, Metal, Water, Wood

### **Control Creature** (1, Resisted)

The target must obey the caster's commands. If they cannot understand the caster they will do their best to stay close to them and protect or assist to the best of their ability.

### **Counter Spell** (Level of target Spell)

The magician creates mystical interference that prevents spells from taking effect and ends existing effects. The level of a counter spell must exceed the level of the spells being countered.

**Detect Thing (0)**

The spell locates and marks the desired item or material. This spell generally needs range or area to be of much use.

**Enhance Skill (1/ +5 Skill or +1 Characteristic)**

The spell increases a chance of success by five percent per level due to environmental conditions.

**Heal Creature (1 / 5 Damage)**

The target of the spell is healed 5 damage per level of Heal.

**Impair Skill or Characteristic (1 / -5 or +1)**

The spell decreases a chance of success by ten percent per level. Impairs a full skill category or field of endeavour, such as all activities related to sight.

**Realm Portal (2)**

The spell creates an extra spacial link between two places allowing things to pass between them. The magician must know the location the portal opens to well or a sigil or mark that can be visualized must be on it for the spell to work at all.

**Project Sense (0)**

The spell allows the magician to see, hear, or smell things beyond their normal scope. The location must be known to the magician or a sigil marked on it that they can visualize to focus their senses. It is possible to scan by moving a point of view at flying speeds from the caster's location.

**Each Attack Protection (1 / ( 5 /50))**

The spell creates a 5 / 50 point per level barrier which absorbs damage before the target. An area effect protection spell counts as large and can absorb twice as many damage points.

**Summon Creature (creature's cost /1000)**

A creature is conjured up from some other place. The creature's level is the level of the spell.

**Creature Transformation (level + level)**

The target's species changes to another. The target's level plus the new form's level modifier is the level of the spell.

## Scope

Spell effects can be adjusted by the magician at increased cost and difficulty. This doesn't count as another spell, it's just harder to pull off.

### **Individual** (1 space)

**Area** (Yards 1, 10 Yards 2, 100 Yards 3, 1000 Yards 3)

The spell affects everything in a radius of one yard per level of the spell.

### **Breadth** (specific 0, broad 5, general 10)

Spells are generally quite specific, locating or affecting specific type of item or kindred. A spell that affects elves, swords, gold, or rocks would be specific. A spell that affects humanoids or weapons would be broad. Affecting all animals, plants, undead, or

### **Duration:**

A spell's effects are generally either instant and enduring like burns or a mound of dirt that's been piled up by magic or they are maintained by the magician's concentration. Increasing the duration of a spell makes it independent of the caster and it will continue until the time is elapsed whether they live or die.

### **Instant** (0)

The spell lasts for only the instant it takes to effect its change upon the world. Thus earth that is moved stays moved and what not. The magic cannot create any permanent material though it can conjure material for a brief instant.

### **Concentration** (0)

The spell lasts only as long as the caster focuses their attention on it. They can only move at a walk while maintaining the effect and must make a Personality (in its role as Willpower) roll to not lose it when injured.

### **Persistent** (minute 1, hour 2, day 3, week 4)

The spell lasts until the period ends but can be renewed without casting it at the end of that time.

### **Enchantment** (5)

The spell lasts forever and ever. Enchantment is used to create magic items.

### **Range** (Touch 0, Throw 0, Missile 1, Sight 2, League 3, Realm 4)

The spell's effect can be targeted beyond the magician's reach. Casting a spell on an object which is then thrown at the target is an old trick but it still works, the object must be marked with a suitable rune.

Thrown range is the damage of the spell. Missile range is 10 x Thrown range and Sight is 10 x Missile. League range is 10 x Missile. Realm range is 10 x League range.

## Logistical Considerations

A roleplaying game is in part a resource management game. Travel and healing take time but if there is no pressing cause, the tension of the passage of time is lost.

### Travel

Journeys to exotic locals are the essence of adventure. Sadly it takes a long time to get anywhere interesting on foot. Riding isn't much faster in the long haul but it is less tiring. Most knights travel with a couple riding horses as well as their war horse.

Foraging Travel	10 miles / day
Normal Travel	20 miles / day
Forced March	30 miles / day

### Healing

One hit point per level is regained for each day spent resting. No healing is possible while travelling unless the wounded party is resting in the back of a wagon.

### Hazards

There are many ways to die, badly. Not all of these involve violence. Disease, poison, falling, and drowning are often the lot of adventurers.

### Drowning

A Swimming skill roll will usually avoid drowning, for a while. After that, a character can only hold their breath for ten rounds. Once that's gone they take 1d10 temporary damage that is regained at a rate of 1d10 per round of gasping for air, should there be any to be found.

### Falling

Falling damage is 1 point per foot fallen with a successful acrobatics roll reducing the damage by 5 points.

### Disease

In an area where there is a plague or disease, make a resistance roll to avoid infection. Minor diseases like food poisoning and the flu are quite commonplace, giving a -10 to all activities. A Strength roll can be made each week to overcome them. Major illnesses can prove debilitating and even deadly, take a -20 to all activity and make an Strength roll to recover and survive after one week. More involved rules for specific diseases could be contrived if the game master feels the need. A Medicine skill roll can be made to avoid the results of any failed Strength rolls to contract, overcome, or survive a disease.

### Poison

Poisons have a toxicity level that affects the Strength roll to resist their effects: weak poisons +20, normal poisons +10, and strong poisons 0. Should the Strength roll fail, Weak poisons cause 1d10 points of damage, normal ones 2d10, and strong ones 3d10.

## Random Encounters

Sometimes a random encounter is useful to get the game moving when it has stalled out and lost momentum. Because encounters need to scale with the experience and size of the opposition can be increased in size relative to the party. Generally speaking, weaker foes should number about twice the number in the hero's band, evenly matched foes should be about equal in number. The Confabulator need not fear the occasional appearance of an over powering foe, sometimes discretion is the better part of valour and the heroes should chose their fights carefully.

### Urban

Acrobats  
Actors  
Cat  
Dancers  
Dogs  
Ghost  
Magician  
Mercenaries  
Merchant  
Messenger  
Musicians  
Noble  
Pilgrims  
Poet  
Prophet  
Rowdies  
Servant  
Soldiers  
Urchins  
Thief  
Watch

### Rural

Chicken  
Dogs  
Bandits  
Peddler  
Geese  
Cattle  
Sheep  
Knight  
Giant  
Goats

### Peasants

Men at Arms  
Ogre  
Yeoman  
Wench  
Lord and Retinue  
Werewolf  
Witch

### Wilderness

Adventurers  
Barbarian Hunters  
Barbarian Warband  
Elf Wardens  
Ranger  
Deer  
Dragon  
Giant  
Gryphon  
Nomads  
Serpent  
Trappers  
Troll  
Wolves  
Woodsmen

### Dungeon

Adventurers n  
Cultists  
Dwarves  
Goblins  
Orcs  
Ogre  
Prisoners  
Slaves

### Snakes

Dragon  
Fiend  
Rats  
Ratlings  
Giant Roaches  
Wraith  
Skeletons  
Zombies

## Reactions

Upon meeting new people (or monsters) their initial response is anything but certain. In civil situations, like the streets of a city they are less likely to be openly hostile but behaviour and appearances are key factors. Any of the normal relationship modifiers apply, though friends and family would not be considered new people (or monsters). People wandering around armed and armoured among civilians will find them less than friendly. Similarly if there is a general hue and cry or alarm raised in the area, reactions to strangers will be less positive.

05 -	Hostile
06 - 15	Aggressive
16 - 35	Fearful
25 - 50	Cautious
51 - 70	Indifferent
71 - 85	Friendly
86 - 95	Excited
96 +	Estatic

-20 Armed Group  
-20 Hue and Cry

## Relationships

The way characters interact with each other can be roleplayed between the game master and the players but it can also be handled with rules. This has the advantage of allowing the players to see negotiation as having fair and controllable results rather than being at the mercy of the game master's fiat. Using a few rolls to make social activities can reduce the amount of frustration inspired violence against non-player characters.

Most relationships start with some prior history or preconceived bias. This gives a basis for modifiers to success rolls.

Monster	-30
Enemy	-20
Rival	-10
Foe	-10
Stranger	0
Acquaintance	+5
Ally	+10
Friend	+20
Family	+30

The actions of a character will further modify a relationship, repeated actions will eventually have a permanent impact on the relationship. Threats improve the chance of immediate compliance but permanently damage the relationship and automatically make the reaction roll result hostile. Flattery works in the short term but comes to be expected..

Violence	-20
Threats	+10 / -10
Rudeness	-10
Politeness	+10
Generosity	+10
Flattery	+10 / -10



## Recruiting

Usually, it's not a good idea to wander around asking people to join in dangerous adventures. At the very least, the local lord will take issue with any attempt at mass recruiting. In major centres, mercenaries and labourers can be hired. Recruiting, training and equipping a group of youngsters is time consuming but may avoid some of the loyalty issues that come with recruiting mercenaries. A character of noble stature (Status 15+) can recruit in their own realm without fear and may have access to trained men at arms.

Recruiting takes a week unless town criers and hand bills are employed, in which case it takes only a day. After that, it will be at least a month before more recruits can be sought as those available in the area have already been found.

It will take at least a month of training to turn a raw recruit into a green soldier. The most equipment they are likely to have is bad shoes and a club. A single trainer can work with up to 20 recruits at a time. Mercenaries will gladly train raw recruits as it's a lot safer work than combat.

Hiring specialists is more difficult, roll tk to locate a specialist for hire.

### Potential Recruits

	<u>Village</u>	<u>Town</u>	<u>City</u>
Recruits	1d10	2d10	3d10
Mercenaries	-	1d10	2d10

## Treasures

The status of the opposition is generally indicative of the amount of treasure they will be carrying. There will likely be three times as much hidden in their lair. Bear in mind that captured arms and armour are very much the spoils of war and can be used to equip one's own followers.

Chance of Magic Item 5% x Level

### Magic Weapon

- Divine Attack
- Cold Attack
- Fire Attack
- Penetrate Armour
- Infernal Attack
- Enhance Skill

### Magic Potion

### Magical Armour

- Cold Protection
- Divine Protection
- Infernal Protection
- Fire Protection

### Magic Jewellery

- Ring
- Necklace
- Bracelet
- Pendant
- Crown

### General Magical Effects

- Healing
- Bestow Aquatic
- Bestow Flight
- Bestow Impel
- Bestow Invisibility
- Bestow Intangibility
- Transform Into Fish
- Transform Into Bird
- Transform Into Wolf

## Combat

Battles are resolved in rounds of about six seconds during which each combatant gets to take a turn. These turns are taken in order of Awareness scores with ties being broken by the higher Intelligence score.

### Movement

Normal creatures walk 36 yards per turn. Fast creatures move 6 spaces per turn. If a square grid is used, diagonal movement costs 1.5 spaces of movement. Indoors a space is about 5 feet it is about 5 yards. Running doubles a creature's movement but it cannot attack while doing so.

### Shooting

In order to shoot a target, the attacker must be able to see them. Concealment is anything between the shooter and the target that makes them harder to see, while cover is anything hard enough to stop the projectile behind which the target is hiding.

Stationary 0  
Walking -10  
Long Range -20  
Concealment -10  
Cover -20 prone allows low cover  
Target Size

### Ranges

Thrown range is twice the weapon's damage in yards. So a spear with a Damage of 15 can hit targets out to 30 yards. Missile range is the weapon's Damage times twenty, so a ballista hurled spear with a damage of 20 has a range of 400 yards.

Anything over half that range is at long range and -20 to be hit.

### Fighting

Only targets in the same area can engage in close combat. Sure they could be lined up along the line of two adjacent areas but it's easier to simply assume they aren't and entering the enemy's area initiates the fighting. Close combat attacks with weapons like swords are opposed by the target's Fitness and Fighting skill if they are aware of the attacker. Even if they are unarmed, they can dodge and avoid their foe. Unlike shooting, moving and fighting doesn't make attacking harder, instead it gives a 10 point charge bonus to damage but the attacker's skill cannot be used to oppose attacks.

Longer Weapon +5 to initiative\*  
Rapid Strike Two Attacks, No Parry  
Power Strike - Double Damage No Parry  
Guarded Strike - One Attack, May Parry  
Defend or Avoid - No Attacks. +20 to one Parry

An additional weapon allows an additional attack or parry.

\*A ready missile weapon always gets this bonus against all melee weapons if the attacker had to move to enter combat.

Parry -20

## Damage

Each weapon has a damage value which is added to the target's damage total if it hits them. If the attack roll scores doubles, the damage is doubled.

If the target has resistance to the attack type it takes half damage but its armour may still take full damage if the armour is not also resistant.

If the target is vulnerable to the attack type they take double damage from it but again, their armour may not.

When a creature or object has taken more damage points than it has hit points, it is unconscious or otherwise incapacitated. Living organisms lose one hit point per round when incapacitated due to bleeding or shock. When they have taken more than twice that they are dead or destroyed. The additional hit points characters receive due to their level actually represent skill and fate reducing the amount of damage suffered from each blow.

**Armour** has a number of damage points that will penetrate it and a number of damage points that will destroy it. Metal weapons do double damage to leather armour. Wooden weapons do half damage against metal armour. Blunt weapons half the penetrate value of flexible armour and thus penetrate it more easily but do less damage to it. Wood is equivalent to rigid leather. If an attack does less than half the armour's penetrate value it is entirely deflected and causes no harm to the armour or the wearer.

### Random Damage (Optional)

If more variety is desired in damage results add the attack roll's one's die and subtract the tens die from the base damage before applying the size modifier.

## Critical Hit Table

If straight up damage accumulation lacks visceral thrills, critical hits can be spiced up with this table. Roll 1d10 and cross reference with the success roll's value to find out how messed up the target is. This is in addition to the normal double damage, it's just a description of why the damage was doubled. There are a number of critical hit special effects.

**Stunned:** The target cannot take any action beyond falling down on their next turn.

**Hobbled:** The target cannot walk or run but can manage one space of shaky movement, which counts as running if they want to shoot.

**Bleeding:** The target is taking an additional point of damage per level each round on their turn. The damage is level based because hit points increase per level but the character doesn't really get bigger, they just get better at avoiding serious injury.

**Dying:** The target is taking an additional five points of damage per level.

## Morale

It is rare that a force will fight to the last man without fleeing or surrendering. If a group of foes lose half their number or a powerful hero or monster they must make a morale check or flee en-mass. Roll a percentage against their Leader's Leadership skill with a -20 if the enemy outnumber them or have a fearsome hero or monster. If the roll fails they will flee on their turn or surrender or cower if they cannot flee. While player characters are immune to morale checks, their allies and retainers are not.

## Weapons

Fist	Strength - 5 Damage, +10 To Hit
Kick	Strength - 3 Damage
Club	Strength -2 Damage, + 10 To Hit
Dagger	Strength - 2 Damage
Hatchet	Strength Damage
Axe	Strength +2 Damage,
Mace	Strength Damage, +10 To Hit
Sword	Strength Damage
Flail	Strength +3 Damage, 10 To Hit
Staff	Strength + 3 Damage, Long, Two Handed
Polearm	Strength + 5 Damage, Long, Two Handed
Great Sword	Strength + 5 Damage, Two Handed
Poll Axe	Strength + 8 Damage, Two Handed
Rock	Strength - 5 Damage, Thrown
Dart	Strength -3 Damage, Thrown
Javelin	Strength Damage, Thrown
Spear	Strength Damage, Long, Thrown
Sling	Strength -2 Damage, Missile, Two Handed
Bow	Strength Damage, Missile, Two Handed
Longbow	Strength + 2 Damage, Missile, Two Handed
Crossbow	Strength + 5 Damage, Missile, Reload
Ballista	30 Damage, Missile
Scorpion	15 Damage, Missile, Area
Catapult	50 Damage, Missile
<u>Armour</u>	<u>Penetrate / Destroy (Type)</u>
Leather	4 / 40 (Flexible Leather)
Cuirbolli	8 / 80 (Rigid Leather)
Maile	12 / 120 (Flexible Metal)
Plate	16 / 160 (Rigid Metal)
Shield	8 / 80 Wood, +10 Parry
Tower Shield	12 / 120 Wood, Counts As Cover

Simply Deadly Critical Hits					
	Head 1	Chest 2 - 3	Arm 4 - 5	Abdomen 6 - 7	Leg 7 - 10
11	Cracked on the noggin and stunned	Rib dislocated cannot run	Hand wrecked, cannot hold anything	Winded hard, crumples and drops	Foot pegged right through, can manage hopping walk
22	Poked in the eye, temporarily blinded	Multiple ribs cracked, can only hobble around	Wrist sprained, hand useless	Lunch makes a comeback, vomit flies everywhere	Bleeding graze on calf
33	Cut across forehead is bleeding into eyes	Heart skips and stutters, drops to knees stunned	Elbow dislocated, can barely grip	Bloody bleeding gash gives good view of intestines	Right through the meat of the thigh, can still hobble along
44	Cracked skull and concussion, dizziness	Spine dislocated, movement is painful, can only hobble	Shoulder dislocated, can only walk	Impact causes internal bleeding	Femur cracked, can still hobble along.
55	Knocked right out, can look forward to killer headaches	Several ribs broken, can only hobble struggles to breathe	Wrist broken, drop held item, cannot hold anything	Deep wound bleeds extensively	Calf torn open, can hobble around bit
66	OW! Right in the eye, blinded on one side	Sternum dislocated, causes difficulty breathing	Hand severed, cannot clap	Stomach bursts and contents burn in gut	Ankle broken in three places
77	Ear destroyed causing permanent hearing loss	Lung collapses, struggles to breathe	Fascia snapped, arm dangles uselessly	Guts torn out and dangling all over the place	Knee cap destroyed, cannot stand will never heal
88	Jaw broken and several teeth lost, cannot chew or talk	Broken rib penetrates heart, dying fast	Arm severed below the elbow, bleeding out	Guts blasted out and onto anything behind them	Deep puncture in thigh pierces artery
99	Spine severed at the neck, permanently paralysed	Heart stops, target dies	Wound passes through upper arm into lung	Spine severed just above hips, will never walk again	Leg shredded below the knee, cannot walk or run
00	Skull crushed, brain turned to jelly	Rib fragments perforate heart and lungs	Arm comes off right below the shoulder in a bloody shower	Spine torn out and scattered in pieces	Legs blown off and bleeding out fast.

## Realms

A high level game will often become involved in the affairs of kingdoms. While Simply Deadly Fantasy is not a war game such matters will often come to the fore. Rather than dealing in money the primary matter is available man power and resources. These are set by the primary terrain type in the 20 mile hexes on the world map. If the map is not marked with a hexagonal grid, it is a simple matter to produce an overlay in this day and age.

	Population	Man Power	Economy
Coast	100	4	Fishing
River	200	10	Fishing, Trade
Swamp	50	1	
Village	500	20	Farming
Town	1000	40	Farming, Trade
City	2000	80	Farming, Trade
Desert	25	1	Sand Quarry
Plains	100	4	Herding, Farming
Hills	50	2	Herding, Mining
Mountains	25	1	Mining, Quarrying

Manpower indicates the number of people who can readily be spared from the general economic activity to build things or fight wars.

## Roads

A road can be as simple as a well worn track or a raised bed with layers of sand, gravel, and stone cobbles to redirect rain water and resist decay. Roads between settlements are assumed to be clear, raised earth and gravel, with simple wooden bridges across streams and ferries at rivers. It is assumed that there are merchants and teamsters and waggons which ply these roads moving goods and raw materials. Roads between cities will generally be cobbled and may even bridge rivers.

## Settlements

Villages, Towns, and Cities will be located where sufficient food and water is available to support the population. Only half of the population will live in the settlement with the rest inhabiting the surrounding area, farming and herding to support the population centre. The area around a settlement is relatively built up and developed.

## Resources

Sand is an important part of foundations and cement and can be quarried in deserts, river valleys, and hills. Stone is needed to build stone walls and buildings and can be quarried in hills and mountains. Coal can be used to feed forges and can be quarried in hills and river valleys. Wood is used in virtually all construction, for supports, joists, and scaffolding. Forests are harvested for wood. Beasts of burden are used to transport materials and are herded on hills and plains. Herding other animals provides leather, wool, and meat.

## Fortifications

Strong walls provide security and allow an army to project power without being vulnerable to attack in the open. Thus fortifications are key to controlling territory. Simple earthen works can be raised in a day or so, a palisade in a week if wood is readily available, stonework requires a month and stone often needs to be quarried and transported. Most of this is assumed to be provided out of the existing local economy and only needs to be given thought when heading out to carve out new territory in uncharted wildernesses which will multiply the required man power and costs by a factor of two for every hex away from the required resources.

Wooden Building	18 cubic feet / man day
Stone Building	6 cubic feet / man day
Earthen Work	27 cubic feet / man day
Stone Wall	3 cubic feet / man day

## Wages

Labourer	1 shilling / day
Specialist	3 shillings / day

**Labourers** include masons, soldiers, sailors, carpenters, teamsters, and drovers. The exact distribution isn't important. It's assumed that the foreman sorts it all out. The support in things like clothing, shoes, and food is provided by the portion of the population that isn't readily available for massive public works projects.

**Specialists** include engineers, architects, shipwrights, navigators, foremen, officers, and millwrights. Assume 1 specialist for every nine labourers, or rather one out of every ten workers.

## Mass Combat

Armies number in the thousands. Each unit represents a hundred men. This allows us to figure a number of hits equal to the average skill in the unit. Of course, the large numbers largely round off the high and low end results making poorly skilled units even less likely to hit and highly skilled units less likely to miss. Damage verses armour determines the general effectiveness of a unit.

Attack = Weapon Skill x Damage / 100

Defence = Hit Points + Penetrate Armour

Morale = Leadership skill

Casualties = 1d10 + Attack - Defense

A mass combat hex is one hundred yards, which gives longbows and crossbows a two hex range. Naval combat also uses mass combat hexes.

A unit is assumed to occupy the full hex and control the hexes surrounding it well enough to prevent the passage of enemy units. This is called a "zone of control."

Simply Dead Fantasy	
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Species: _____	Birthday: _____
Profession: _____	Age: _____
Experience Points: _____	Luck Points: _____
Level: Hit Points	Perk: _____
Awareness: _____	Abilities: _____
Coordination: _____	_____
Intelligence: _____	_____
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