

FATAL

From Another Time Another Land (2.0)

You may be reading this, and the thought might have occurred to you... “Why?” That is a very Moral question. Polishing a turd doesn’t make it not a turd. While I understand this mentality, I also understand that FATAL (while an awful system), was not *all* bad. The sexual content was what killed it for most people, but aside from that it was your average “OMG so complex” games that had tedious rules meant to drag out character creation.

This isn’t fun.

However, I decided to run games of FATAL (using the character generator the creators made to speed up character creation) and let me tell you...it went fine. More than fine, the game was entertaining and the system was alright when handling combat. It wasn’t perfect, but it is one thing: brutal. It’s very easy to die in FATAL, and if character creation wasn’t so tedious that aspect would be okay.

Adding on house-rules to make things more painless and creating more content to make the game a little more lively, I found myself actually enjoying running FATAL. One of the players recommended that I took a shot at remaking it. At first, I disregarded it as a ridiculous idea and that nobody would like it...which may still be true, but obviously I caved and decided to try it.

Now, to the big question...why bother? Well, I’m trying to make FATAL actually work reasonably well, and yes: I kept the title because people recognize it. People see it and think “Hey, that’s that shitty tabletop system with the anal circumference rules!” Admittedly I’m not making quadratic formulas to measure your anus, I’m going to try to keep true to the nature of the original game and keep it brutal in difficulty as well as having complicated rules. Originally this little recreation was going to see FATAL as a d20 system with a slightly different overlay...but I realized that defeats some of the fun of FATAL.

Now we’re where we are now. And I wholly understand if you, the reader, don’t like the idea of the project. It is a bit silly in the first place, and I’m not dedicating a whole lot of energy to it. But I do ask you read it and critique it as if it were a fresh and new system hot off the markets and not as “Fantasy Adventure to Adult Lechery” or as it was later known, “From Another Time Another Land” which I find is much more appealing and less...well, it gives me more of a fantasy RPG vibe and less of a bad 70s porno vibe.

This being said, understand that I am going to try and keep the original complexity of the system, and will be using higher level math than your average tabletop game. I, as the writer, am not Moral at math however I will be consulting people I know to help in that department. I hope you have fun with the system.

As a final note: The original violence from the game will be kept (though to a realistic level, and not a “ZOMG BLOOD ‘N CHOPPED OF PENISES” level. You have been warned.)

Character Creation

Players have ability scores which they roll the dice to determine their ability scores.

These ability scores are:

- Physique
 - Strength
 - Health
- Dexterity
 - Hand-Eye Coordination
 - Agility
- Intelligence
 - Spatial
 - Analytic
- Wisdom
 - Intuition
 - Drive
- Charisma
 - Facial
 - Vocal

Character's typical stats range from 1-300 before magical enhancements and level bonuses come into play. 100 is regarded as the "average" for an average person using that stat, granting no bonus or penalty. 1-19 is deemed incredibly weak in a stat while 300 is masterful in a stat.

Each stat has 2 sub ability scores which factor into skills while the "main ability scores" are used for non-skill related tasks. To determine a main ability score, add the two sub ability scores together then divide them by 2.

To determine a character's sub ability scores, they roll 6d100 divided by 2.

Life Points for player characters are equal to 25 + their Health modifier.

Skill Points for player characters are equal to 4 + Intelligence modifier.

Rolls in this system are done using 3d10 + modifier. This is done to preserve the unique dice rolling system FATAL presented which it used a "bell curve" roll using 3d10 instead of the typical 3d6.

Always round down.

A character can have a number of skill ranks in a skill equal to their level.

Characters move at a pace of 6 squares or 30'

Ability Score	Ability Modifier
1-19	-75
20-25	-70
26-30	-65
31-40	-60
41-45	-55
46-50	-50
51-60	-45
61-65	-40
66-70	-35
71-80	-30
81-85	-20
86-99	-10
100	+0
101-119	+10
120-125	+20
126-130	+30
131-140	+35
141-145	+40
146-150	+45
151-160	+50
161-165	+55
166-170	+60
171-185	+65
186-199	+70
300	+75

Races

Many races exist in the world of FATAL, from the strong Orcs to the keen Elves. Each race is unique in some way, possessing traits which define them. The races in FATAL are, for the most part, humanoid in nature. Non-humanoid races are typically reserved for monsters and monstrous NPCs.

Human

Varied in nature and able to fill in whatever roll they see fit to take up, humans make up the majority of popular worlds as well as the majority of adventurers. Some worlds have less humans, yet despite this they manage to find themselves in almost every realm imaginable.

Physical Description: Humans have a range of skin colors, eye colors, and hair colors. The most common hair colors are: Brown, Blonde, Black, and Red. The most common eye colors are: Blue, Green, Brown, and variants of these colors.

Sociality: Humans in medieval society rarely know how to read and write, and are more often than not laborers.

Relations: Most races regard humans with a sort of disgust. This is, by in large, because of the arrogance and greed which surrounds humanity. This isn't present in the everyday folk typically, however nobles and diplomats which interact with the other races are often this way, giving a snobby impression to the other races.

Religions: Human religion is incredibly diverse among cultures. Some humans are monotheistic, some are polytheistic, and others believe there are no gods (or if there are gods, they should stay out of human affairs). Most humans are polytheistic.

Variants: Half-breeds (or the more disrespectful term "mud-bloods") exist among all races; Half-Orcs, Half-Elves, Half-Kobolds, etc. While possessing physical qualities of both races, human blood tends to overpower the blood of the other race.

Languages: Humans have a common language known as "Ætar", however Ætar has many variations among different continents.

- **Ability Scores:** +2 to one main ability score
- **Land Speed:** 30'
- **Size:** Medium
- **Type:** Humanoid (Human)
- **Skilled:** +1 Skill Points per level.
- **Knowhow:** +1 to hit with any weapon held or to a single skill chosen.

Dwarves

Stonemasons who have made their home in the mountains, and live sedentary lifestyles as they forge weapons and armor. Some however are drawn to leave their home, either for glory or out of necessity.

Physical Description: Short and round, male Dwarves almost always have beards and those that do not are seen as insane or just flat out untrustworthy. Female Dwarves have no facial hair, but are just as tough.

Sociality: Dwarves tend to become stonemasons, blacksmiths, or builders. Due to being sheltered, they don't like jobs that require them to go outdoors.

Relations: Dwarves are seen as greedy and unfriendly due to their inherent nature to be just that. Though some suffer from this, others are very well mannered and do appreciate the company of others. These dwarves are very few and far between, however, further driving home the stereotype.

Religions: Dwarves prefer to be monotheistic despite the fact that there are many Dwarven gods, these gods vary from mountain to mountain. Each god is based on a type of mineral or rock one can find, with the most common deity being Harkast the deity of gold.

Variants: There are three major dwarven bloodlines: Black, White, and Brown. Black dwarves have dark skin and black beards, white dwarves have light skin and white beards, and brown dwarves have tan skin with brown beards. Black dwarves hate white dwarves, white dwarves hate black dwarves, and brown dwarves are in the middle. Black dwarves are typically immoral, white dwarves are typically moral, and brown dwarves tend towards neutrality.

Languages: Dwarves speak Dwarven, a harsh language whose origins stretch back far.

- **Ability Scores:** These vary depending on the bloodline of the dwarf.
 - **Black:** +2 Physique, +2 Strength
 - **White:** +2 Dexterity, +2 Intuition
 - **Brown:** +2 Health, +2 Wisdom
- **Land Speed:** 30'
- **Size:** Medium
- **Type:** Humanoid (Dwarf)
- **Shape Shifting:** Shape shift into a butterfly, chipmunk, or owl.
- **Hatred:** Dwarves who are struck in battle receive a +2 all Physique sub-ability scores. This lasts 1d6+1 rounds, and cannot be activated again in the same battle.

Elf

Serene and in-tune with nature, Elves are quick and in-tune with the magic that flows around in the world.

Physical Description: Elves have long and thin bright hair, and pointed ears. Their eyes don't have pupil, and they have heads shaped like diamonds. Elves do not have beards or body hair. The typical Elf stands at around 3 foot.

Sociality: Elves in their society take up jobs as farmers, mercenaries, writers, bards, and various other occupations. Rarely if ever, Elves do back-breaking physical labor unless it's related to taking care of nature.

Relations: Elves are seen as even more snobbish than humans by every other race than themselves. To themselves, Elves think they are the best race. Orcs and Dwarves hate Elves the most, however Orcs are usually the only ones to be physical about it.

Religions: Elves worship gods of the forest, or gods which revere the water. Because of this, some elves become sailors so they may watch over the seas for their deity. Elves are the most religious race.

Variants: There are three types of Elves which exist. Wood, Light, and Dark. Wood elves were widely described above. Dark elves live in the underground and are widely regarded as evil. They have all black skin. Light elves live outside of forests but not too far from them, and have all white skin. Light and dark elves, just like white and black dwarves, hate each other. The reason is unknown, though it's thought to be the holy and unholy forces influencing them. Only dark elves seek to destroy forests.

Languages: Elves speak Elven, a language which is very soft and relaxing.

- **Ability Scores:** These vary depending on the bloodline of the elf.
 - **Dark:** +2 Intelligence, +2 Intuition
 - **Light:** +2 Dexterity, +2 Agility
 - **Wood:** +2 Vocal, +2 Charisma
- **Land Speed:** 20'
- **Size:** Small
- **Type:** Humanoid (Elf)
- **Shape Shifting:** Shape shift into a cat, dog, fox, or rabbit.
- **Love of Song:** Elves can play any instrument (including being proficient in singing), and when they sing everyone in 30' heals 1d6+1 HP. This healing can be used 3 times in one day. Additional uses beyond these 3 deal 20 damage to the Elf.

Bugbear

Malevolent warmongering humanoids with a taste for flesh, bugbears are known to go to war with various races simply for the chance to eat them, sometimes even waging war with other bugbear tribes.

Physical Description: Bugbears tend to be covered in more fur than regular humanoids, this fur is often brown or black. They stand tall at around 6' to 7'.

Sociality: Bugbears are almost always either warriors, mercenaries, or soldiers in their society. And while many of them may claim to be kings, very few are.

Relations: Bugbears don't get along with any race, save for Kobolds who assist in their butchering of the world. Kobolds tend to ally with neighboring Bugbear tribes, taking slaves and trading to the Bugbears.

Religions: Bugbears worship deities of war and battle, taking pride in their fighting prowess and wishing for their gods to bless them each battle so they might have the chance to wrestle more supernatural threats than just humans.

Variants: Hate Born and Glory Born are the two known variations of Bugbears. The Hate Born are primarily seen in mercenary and raiding groups while Glory Born Bugbears seek the life of a soldier so they may serve their king.

Languages: Bugbears speak Rosk, a twisted language they share with Kobolds.

- **Ability Scores:** These vary depending on the bloodline of the bugbear.
 - **Hate:** +2 Physique, +2 Vocal
 - **Glory:** +2 Strength, +2 Intuition
- **Land Speed:** 30'
- **Size:** Medium
- **Type:** Humanoid (Bugbear)
- **Master of War:** Proficient with every weapon.
- **Tough Hides:** Bugbears receive a +2 to their Defense and a +5 HP.

Kobold

Kobolds are a race of nefarious and savage miners who butt heads with Dwarves often due to them making their homes in mines.

Physical Description: Kobolds are small humanoids with blue or red skin. They have human appearances save for the skin color and that their skin is cracked and rough.

Sociality: Miners and slavers, Kobolds use their prowess and viciousness for these two jobs. Their love of mining is because of their love for silver. Because of their love of silver, they often fight with Dwarves who mine silver as well.

Relations: Kobolds only get along with Bugbears, otherwise they have extreme prejudice towards other races.

Religions: They are monotheistic, only worshipping one deity: Ashaz, the deity of silver. While they might give reverence to 'servants' of Ashaz, he is the greatest of all.

Variants: There are two variations of Kobolds, red and blue kobolds. Blue Kobolds love silver, Red Kobolds love copper and tend to be less vicious unless provoked.

Languages: Kobolds speak Rosk, a twisted language they share with Bugbears.

- **Ability Scores:** These vary depending on the bloodline of the kobold.
 - **Blue:** +2 Hand-Eye Coordination, +2 Intelligence
 - **Red:** +2 Agility, +2 Facial
- **Land Speed:** 20'
- **Size:** Small
- **Type:** Humanoid (Kobold)
- **Tough Skin:** ½ damage from fire damage.
- **Pickaxe Attack:** Deal +4 attack and damage with pickaxes.

Occupation

Each occupation determines a character's skillset and ability to handle specific situations. Some are classed as certain types (Mercenaries being classified as melee occupation while Druids are classified as magic users).

Mercenary

Hired workers who strive to complete a job, be it dangerous or incredibly simple. Though the sword and shield are used by some mercenaries, others choose polearms or even bows to make their name known.

- **Alignment:** Any.
- **Proficiency:** All Weapons, Light and Medium Armor, Shields
- **Skill Bonuses:** +2 Aim, +2 Hagglng, +4 Weapon (Chosen)
- **Mercenaries' Guile:** Gain a bonus to Hagglng equal to half their level. This is applied when trying to bargain a better price with their employer.
- **Strong Arm:** When wielding a weapon in one hand and a shield or nothing in their other hand, they gain a +4 bonus to attack and damage.

Berserker

Strong and equally tough, these warriors are known to possess an unquenchable rage which they bring into combat.

- **Alignment:** Neutral or Unethical alignments.
- **Proficiency:** All Weapons, Light Armor
- **Skill Bonuses:** +2 Hunting, +2 Hurl, +4 Intimidation, +2 Knowledge (Nature), +2 Tracking, +2 Trappings, +4 Weapon (Chosen), and +2 Wrestling
- **Bloody Rage:** Upon being damaged, a berserker can enter a rage immediately. They gain a +10 bonus to Strength and Health.
- **Unstoppable Movement:** When moving their full movement speed towards an opponent, they gain a +2 to the amount of squares in which they can travel.

Knights

True and honorable, Knights rely on a lord to serve, to which they do this to the best of their abilities. Though knights are often depicted in shining armor and with a brazen sword, in their more casual attire they blend in with everyday folk.

- **Alignment:** Any Ethical.
- **Proficiency:** All Sword and Polearm Weapons, All Armor and Shields.
- **Skill Bonuses:** +2 Etiquette, +4 Intimidation, +2 Knowledge History, +2 Logic, +4 Persuasion, +2 Research, +2 Riding, +2 Search, +4 Weapon (Chosen)
- **Sired Armor:** When wearing a suit of armor, they gain +2 bonus to their Total Armor.
- **Brazen Sword:** When wielding a sword-type weapon, gain a +2d6 to damage against enemies who are Unethical.

Assassin

Contracted specifically to kill, and almost certainly in-tune with illegal conduct, assassins deal death to those they strike, and disappear into the shadows soon after.

- **Alignment:** Neutral or Immoral alignments.
- **Proficiency:** Dagger, Short bow, and Throwing Knives. Light armor.
- **Skill Bonuses:** +4 Ambidexterity, +2 Disguise, +2 Forgery, +2 Logic, +2 Persuasion, +2 Read Lips, +2 Search, +4 Stealth, +2 Toxicology, +4 Weapon (Chosen)
- **Shadow Strike:** When in stealth and making an attack that goes against the opponent, it deals a number of d6 in extra damage equal to ranks in Weapon (Chosen).
- **Low Blow:** Dealing damage with a dagger increases its damage dice so long as the assassin is in stealth.

Pickpocket

Skilled at stealing other's Morals, and leaving unseen, pickpockets make up a majority of small time criminals due to how easy it is.

- **Alignment:** Neutral or Unethical alignments.
- **Proficiency:** Dagger and Throwing Knives. Light armor.
- **Skill Bonuses:** +2 Appraise, +4 Stealth, +6 Pick Pocket, +2 Tumble, +4 Lock-picking
- **Swipe Cash:** On a successful Pick Pocket check, the pickpocket can choose to take all material wealth the character has on them without their knowing. This does not include worn clothing or held weapons.
- **Bribe For Your Life:** When the pickpocket has been reduced to 50% of their hit points, and they are hit with an attack that'd reduce their HP below that amount (including attacks which could bring them from 100% HP to 25% HP) they can spend silver pieces as an immediate action to heal a number of HP equal to 1 HP per 2 sp. spent.

Soldier

Dedicated to their countries, soldiers are common foot soldiers during wartimes.

- **Alignment:** Ethical or Neutral alignments.
- **Proficiency:** All weapons. All armor.
- **Skill Bonuses:** +4 Intimidation, +2 Knowledge (Dungeons), +2 Knowledge (Local), +4 Weapon (Chosen), +2 Wrestling
- **War Training:** Once per day, gain a bonus to attack and damage rolls equal to the soldier's level.
- **Weapon Training:** Gain a +4 bonus to attack and damage with a single weapon type.

Bounty Hunter

Those who hunt down and kill their targets, bounty hunters utilize a variety of skills in order to do this.

- **Alignment:** Neutral or Immoral Alignments.
- **Proficiency:** All light blade and bow weapons. Light armor.
- **Skill Bonuses:** +2 Aim, +2 Ambidexterity, +4 Hunting, +2 Intimidation, +2 Search, +4 Stealth, +6 Tracking, +4 Weapon (Chosen), and +2 Wrestling.
- **For A Moral Price:** When making an attack roll against an enemy whose bounty you've accepted has a bounty of over 1,000 sp. you gain a bonus to damage equal to +1 per 1,000 sp. (maximum of +10 at 10,000 sp.)
- **Whatever Will Do:** Take no penalty when using improvised weaponry.

Bandit

Simpletons who wield brutal weaponry to kill their foes, and take their money.

- **Alignment:** Any Immoral.
- **Proficiency:** All weapons. Light and Medium Armor.
- **Skill Bonuses:** +2 Aim, +4 Intimidation, +2 Stealth, +4 Tracking, and +4 Weapon (Chosen)
- **Big Words Hurt:** If an enemies' intelligence is higher than the bandit's, deal an amount of bonus damage to that enemy equal to the amount their intelligence is higher than the bandit. If the bandit's intelligence is higher, instead they deal damage to the enemy equal to how much their intelligence is higher than the enemies'. This doesn't work against another bandit.
- **Take a Hit:** Gain +1 HP per level.

Bard

Musicians who use their songs to inspire allies and demoralize enemies.

- **Alignment:** Any.
- **Proficiency:** All light weapons. Light Armor.
- **Skill Bonuses:** +2 Appraise, +2 Balance, +4 Comedy, +4 Knowledge (History), +2 Knowledge (Math), +6 Perform (Instrument or Sing), and +2 Tumble
- **Never Give Up:** Twice per day, grant all allies in line of sight a +4 bonus to attack and damage.
- **Little Jig:** Make a perform roll (TH 18), if this succeeds the Bard can grant themselves or any single ally within line of sight a +6 bonus to an attack or damage roll once per round. This bonus lasts for 1 minute, and is expended once used.

Healers

Those who focus in aiding their allies and helping them recover after or during battle.

- **Alignment:** Any.
- **Proficiency:** Dagger and Crossbow. Light Armor.
- **Skill Bonuses:** +4 Herbalism, +4 Knowledge (Nature), +2 Search, +8 Surgery, +2 Weapon (Chosen)
- **Combat Heal:** Make a surgery check (TH 10+target's amount of lost HP) to give an ally back 1d10+surgery bonus in HP. This cannot exceed the target's maximum.
- **Reduced Damage:** When being attacked, take ½ damage from the first attack of a round. All other attacks work as normal.

Ballisticians

Warriors who use ballistas to strike their enemies from afar to deal damage.

- **Alignment:** Any.
- **Proficiency:** Siege Weapons. Light and Medium Armor.
- **Skill Bonuses:** +4 Aim, +2 Intimidation, +2 Knowledge (History),
- **Ballista Training:** Increase the range of any siege weapon used by 1 square per character level.
- **Melee Help:** While manning a siege weapon which requires more than one personnel and you are attacked, take ½ damage.

Squire

The juniors to knights, learning under a knight in order to one day take up the sword.

- **Alignment:** Any Ethical.
- **Proficiency:** All weapons. All Armor.
- **Skill Bonuses:** +4 Weapon (Chosen)
- **Knightly Diligence:** Gain +50% more XP. When the Squire gains a level, they replace their level with a level in Knight and they replace all Squire's abilities with Knight's abilities. When changing to Knight, they're counted as a level 2 Knight.

Spy

Stealthy workers who engage in espionage. It is a rare though profitable profession.

- **Alignment:** Neutral or Ethical alignments.
- **Proficiency:** All weapons. Light Armor.
- **Skill Bonuses:** +2 Disguise, +2 Forgery, +2 Knowledge (Local), +4 Perception, +4 Read Lips, +4 Stealth, +2 Weapon (Chosen)
- **Disappear:** Once per day, the spy can go invisible using innate magic they have studied. They gain a +40 bonus to stealth and related checks.
- **No Knowledge:** Add level to damage when attacking while in stealth.

Sage

Scholars who have expertise in a wide variety of skills and practices.

- **Alignment:** Any.
- **Proficiency:** One weapon chosen by the sage. No Armor.
- **Skill Bonuses:** +2 Agriculture, +2 Appraise, +2 Architecture, +2 Cartography, +2 Craft (Chemistry), +2 Etiquette, +2 Forgery, +2 Herbalism, +2 Knowledge (All), +2 Language (Read/Write/Spoken) {Gain 2 bonus languages}, +2 Logic, +2 Perception, +2 Persuasion, +2 Research, +2 Ritual Performing, +2 Search, +2 Spellcraft, +2 Surgery, +2 Teaching, and +2 Toxicology.
- **Perfect Knowledge:** Three times per day, treat any knowledge roll as the maximum die rolled.
- **Mind over Matter:** Use intelligence bonus instead of constitution bonus to determine hit points.

Ruffian

Brutes who steal anything, they focus more on stealth than their bandit counterparts.

- **Alignment:** Unethical Neutral, Neutral Immoral, or Unethical Immoral.
- **Proficiency:** All weapons. Light and Medium Armor.
- **Skill Bonuses:** +4 Intimidation, +2 Stealth, +2 Weapon (Chosen), +4 Wrestling
- **Strike & Swipe:** Upon hitting an opponent, steal a number of sp. from the target equal to the bonus to damage added onto the dice. If the target doesn't have enough sp., the Ruffian gains a bonus to damage equal to the amount of sp. their target doesn't have on them.
- **Axe Sweep:** Twice per day, strike all opponents within melee weapon's reach.

Executioners

Those who kill for public executions. They don't typically adventure, but may from time to time.

- **Alignment:** Neutral or Immoral alignments.
- **Proficiency:** All weapons. Light and Medium Armor.
- **Skill Bonuses:** +2 Disguise, +6 Intimidate, +2 Knowledge (Local), and +6 Weapon (Chosen {typically executioner's axe})
- **Trained to Kill:** When attacking a helpless opponent, they must make a TH 15 Constitution check or they take double the Executioner's damage in addition to any additional damage from critical hits.
- **Scary Demeanor:** If an intimidate check had been made in the previous rounds, gain a bonus to damage equal to the intimidate check which had been made (using the most recent intimidate check which had been made).

Militiamen

Local yet unofficial law-keepers who seek to uphold peace for their specific towns.

- **Alignment:** Any Ethical.
- **Proficiency:** All weapons. Any Armor.
- **Skill Bonuses:** +2 Disarm, +2 Hurling, +2 Intimidate, +2 Knowledge (Local), +4 Parry, +2 Perception, +4 Weapon (Chosen)
- **Riposte:** When making a parry check and it is successful, make an attack roll back at the enemy which initiated the attack.
- **The Law:** Deal +level in damage against Unethical or law breaking enemies.

Sailor

Soldiers or bandits who take to the seas. A bandit who has taken to the sea is a pirate.

- **Alignment:** Any.
- **Proficiency:** All weapons. Light Armor.
- **Skill Bonuses:** +2 Balance, +2 Climb, +2 Gambling, +2 Parry, +2 Tumble, and +2 Weapon (Chosen)
- **Heart of the Sea:** Take ½ damage from water, ice, and sea-based attacks and spells.
- **Ship Fighter:** Gain a bonus equal to ½ level on attack, damage rolls, skill checks, ability checks, and saving throws while onboard your ship.

Spellcasting Occupations

All spellcasting classes follow the same progression for spells per day:

Spell Level	0	1	2	3	4	5	6	7	8	9	10
Spell Level Gained At	1 st	1 st	3 rd	5 th	7 th	9 th	11 th	13 th	15 th	17 th	19 th

Mage

Standard arcane spellcasters who use their studying of complex chants to cast spells.

- **Alignment:** Any.
- **Proficiency:** One weapon. No Armor.
- **Skill Bonuses:** +2 Aim, +2 Knowledge (Math), +2 Knowledge (Arcane), +2 Persuasion, +2 Ritual Performing, +2 Spellcraft, and +2 Symbology
- **Magic Points:** A mage has 20 magic points + their intelligence modifier. Upon leveling up, they gain +5 magic points.
- **Element Master:** Choose a single element. Increase all variables of spells cast from that element by +1. (This includes attack, damage, saving throw, etc.)

Sorcerer

Arcane casters who focus on the use of dark magic to destroy their foes.

- **Alignment:** Any Immoral.
- **Proficiency:** One weapon. No Armor.
- **Skill Bonuses:** +2 Aim, +2 Knowledge (Math), +2 Knowledge (Arcane), +2 Persuasion, +2 Ritual Performing, +2 Spellcraft, and +2 Symbology
- **Magic Points:** A sorcerer has 20 magic points + their charisma modifier. Upon leveling up, they gain +5 magic points.
- **Dark Caster:** Dark spells deal +50% damage, or if they aren't damaging spells they last twice as long.

Druid

Divine casters, using their contact with nature and the divines to cast spells.

- **Alignment:** Any Neutral.
- **Proficiency:** Sickle, Scythe, and wooden Weapons. No Armor.
- **Skill Bonuses:** +2 Agriculture, +2 Animal Handling, +2 Appraise, +4 Herbalism, +2 Knowledge (History, Astrology, Genealogy, Nature, and Religion), +2 Persuasion, +2 Riding, +4 Ritual Performing, +2 Spellcraft, +2 Symbology, +2 Toxicology, +2 Tracking, +2 Weapon (Chosen)
- **Magic Points:** A druid has 20 magic points + their wisdom modifier. Upon leveling up, they gain +5 magic points.
- **Woodland Caster:** When casting spells with a description which includes "nature", "woods", or "animals" they add a +1 to all spell variables.

Occultist

Casters of psychic magic who use their knowledge of the unknown to control foes.

- **Alignment:** Any.
- **Proficiency:** All Weapons. Light and Medium Armor.
- **Skill Bonuses:** +2 Aim, +2 Craft, +2 Disarm, +2 Disguise, +2 Etiquette, +2 Gambling, +2 Hurling, +2 Intimidation, +2 Knowledge (Math, Local, and Arcane), +2 Parry, +2 Perception, +2 Persuasion, +2 Ritual Performing, +2 Spellcraft, +2 Symbology, and +2 Weapon (Chosen)
- **Magic Points:** An occultist has 20 magic points + their intelligence modifier. Upon leveling up, they gain +5 magic points.
- **Melee Caster:** Take no penalties to casting psychic spells while engaged in melee combat at the same time.

Demonologist

Divine casters who use their divine magic to summon demons.

- **Alignment:** Any Immoral.
- **Proficiency:** Dagger and All Bows. No Armor.
- **Skill Bonuses:** +2 Aim, +2 Appraise, +2 Etiquette, +2 Forgery, +2 Intimidation, +2 Knowledge (Astrology, Religion, and Dungeons), +2 Language (Speak: Abyssal), +2 Perception, +2 Persuasion, +2 Ritual Performing, +2 Spellcraft, +2 Symbology, and +2 Trapping.
- **Magic Points:** A demonologist has 20 magic points + their charisma modifier. Upon leveling up, they gain +5 magic points.
- **Demon Caster:** When summoning a demon, grant the demon a +6 to all of their stats, and a +40 to their HP.

Skills	
Name	Ability Score
Agriculture	Intuition
Aim	Hand-Eye Coordination
Ambidexterity	Hand-Eye Coordination
Animal Handling	Intuition
Appraise	Analytic
Architecture	Spatial
Balance	Agility
Cartography	Spatial
Catching	Hand-Eye Coordination
Climb	Strength + Agility
Comedy	Facial + Vocal
Craft	Intuition + Drive
Disarm	Hand-Eye Coordination
Disguise	Facial + Vocal
Etiquette	Vocal + Intuition
Forgery	Hand-Eye Coordination
Gambling	Intuition
Haggling	Intuition + Vocal
Herbalism	Intuition
Hunting	Hand-Eye Coordination
Hurling	Hand-Eye Coordination
Intimidation	Facial + Vocal
Jump	Strength
Knowledge (Math)	Analytic
Knowledge (History)	Analytic
Knowledge (Genealogy)	Analytic
Knowledge (Astrology)	Analytic
Knowledge (Nature)	Analytic
Knowledge (Arcane)	Analytic
Knowledge (Religion)	Analytic
Knowledge (Dungeons)	Analytic
Knowledge (Local)	Analytic
Language (Read/Write)	Analytic
Language (Speak)	Vocal
Lock-picking	Hand-Eye Coordination
Logic	Analytic
Parry	Hand-Eye Coordination
Perception	Spatial + Intuition
Perform	Intuition + Drive
Persuasion	Vocal
Pick Pocket	Hand-Eye Coordination
Profession	Intuition + Drive

Skills	
Name	Ability Score
Read Lips	Intuition
Research	Analytic
Riding	Agility
Ritual Performing	Hand-Eye Coordination
Search	Intuition + Analytic
Spellcraft	Intuition + Analytic
Stealth	Agility
Surgery	Hand-Eye Coordination
Swim	Strength
Symbology	Intuition + Analytic
Teaching	Intuition
Toxicology	Analytic
Tracking	Spatial
Trapping	Spatial
Trickery	Facial + Vocal
Tumble	Agility
Weapon (Chosen)	Special
Wrestling	Strength + Agility

Weapon (Chosen) has special ability score prerequisites. This is all depends on the Size and Handedness of a Weapon. Weapons that are tiny or small sized and 1-Handed use Agility or Hand-Eye Coordination. Weapons that are medium or large sized and 1-Handed use Strength or Hand-Eye Coordination. Weapons that are tiny, small, medium, and large sized and 2-Handed use Strength or Hand-Eye Coordination.

Weapons

Melee Weapons

Weapon Names	Price	Type	Damage	Size	Weight	Weapon Group	Hands
Footman's Battle Axe	50 sp.	H	3d10	Medium	4 lbs.	Axe	2
Horseman's Battle Axe	30 sp.	H	1d12	Small	3 lbs.	Axe	2
Mace-Axe	60 sp.	H/P	3d10+4	Medium	7 lbs.	Axe	1
Hand Axe	10 sp.	H	1d10	Tiny	2 lbs.	Axe, Thrown	1
Club	—	P	2d6	Small	2 lbs.	Club	1
Great Club	10 sp.	P	3d8	Medium	4 lbs.	Club	2
Quarterstaff	1 sp.	P	1d10	Large	3 lbs.	Club	2
Sap	2 sp.	P	1d8	Tiny	3 lbs.	Club	1
Double-Edged Dagger	30 sp.	S	1d10	Tiny	1 lbs.	Dagger	1
Dirk Dagger	20 sp.	S	1d12	Small	2 lbs.	Dagger	1
Stiletto Dagger	50 sp.	S	1d20	Tiny	1 lbs.	Dagger	1
Holy Water Flail	50 sp.	P	3d10+3	Medium	12 lbs.	Flail	1
Footman's Flail	70 sp.	P	3d12+2	Medium	13 lbs.	Flail	1
Horseman's Flail	30 sp.	P	2d10+1	Small	6 lbs.	Flail	1
Horseman's Twin Flail	40 sp.	P	2d10+3	Small	7 lbs.	Flail	1
Morgenstern	40 sp.	S/P	3d10+3	Medium	8 lbs.	Flail	1
Garrote	5 sp.	—	3d8	Small	1 lbs.	Garrote	1
Maul Hammer	120 sp.	P	4d12+4	Medium	10 lbs.	Hammer	1
Footman's Warhammer	40 sp.	S/P	3d10+2	Medium	3 lbs.	Hammer	1
Cleaver	10 sp.	H	1d10	Tiny	2 lbs.	Knife	1
Knife	8 sp.	S	1d8	Tiny	1 lbs.	Knife	1
Blunted Light Lance	30 sp.	P	1d12+2	Large	5 lbs.	Lance	2
Heavy Lance	20 sp.	S	1d20+3	Large	10 lbs.	Lance	2
Blunted Jousting Lance	80 sp.	P	1d12+3	Large	6 lbs.	Lance	2
Long Spear	20 sp.	S	2d10	Large	5 lbs.	Lance	2
Medium Spear	10 sp.	S	2d10	Large	3 lbs.	Lance	1
Short Spear	5 sp.	S	2d10	Small	3 lbs.	Lance	1
Trident	8 sp.	S	3d6	Medium	6 lbs.	Lance	1
Footman's Mace	100 sp.	P	3d10+3	Medium	6 lbs.	Mace	1
Horseman's Mace	20 sp.	P	1d20+3	Small	4 lbs.	Mace	1
Footman's Pick	40 sp.	H	3d10+3	Medium	6 lbs.	Pick	1
Horseman's Pick	30 sp.	H	1d20+3	Small	4 lbs.	Pick	1
Awl Pike	20 sp.	S	2d10+2	Large	12 lbs.	Polearm	2
Bardiche	30 sp.	H	3d10+3	Large	6 lbs.	Polearm	2
Bec De Corbin	40 sp.	S/P	2d10/2d12+1	Large	7 lbs.	Polearm	2
Bill	50 sp.	S/H	2d10/3d10+2	Large	10 lbs.	Polearm	2
Bipennis	90 sp.	H	3d12+2	Large	12 lbs.	Polearm	2
Fauchard	20 sp.	H	3d10+2	Large	7 lbs.	Polearm	2
Glaive	30 sp.	H	2d10	Large	8 lbs.	Polearm	2
Guisarme	20 sp.	H	3d10+2	Large	8 lbs.	Polearm	2
Halberd	50 sp.	S/H	2d10/3d12+1	Large	10 lbs.	Polearm	2

Military Fork	20 sp.	S	2d12	Large	7 lbs.	Polearm	2
Partisan	50 sp.	S	2d12	Large	8 lbs.	Polearm	2
Ranseur	30 sp.	S	2d10+1	Large	7 lbs.	Polearm	2
Spetum	20 sp.	S	2d10+1	Large	7 lbs.	Polearm	2
Voulge	30 sp.	H	3d10+2	Large	10 lbs.	Polearm	2
Poleaxe	60 sp.	S/H	2d10/3d12	Large	10 lbs.	Polearm, Axe	2
Scythe	30 sp.	H	2d8	Large	5 lbs.	Scythe	2
Shield	Varies	P	1d2	Small	3 lbs.	Shield	1
Targe	20 sp.	S	1d8	Small	6 lbs.	Shield	1
Shovel	8 sp.	H/P	1d8	Medium	4 lbs.	Shovel	2
Sickle	10 sp.	H	1d12	Tiny	2 lbs.	Sickle	1
Sledgehammer	30 sp.	P	2d20	Medium	8 lbs.	Sledgehammer	2
Bastard Sword	120 sp.	H	3d12+1	Large	7 lbs.	Sword	1
Broad Sword	50 sp.	H	2d12	Medium	3 lbs.	Sword	1
Cut & Thrust Sword	90 sp.	S/H	2d10/2d12	Medium	4 lbs.	Sword	1
Falchion	60 sp.	H	3d6	Small	4 lbs.	Sword	1
Flamberge	300 sp.	S	3d10	Large	10 lbs.	Sword	2
Gladius	60 sp.	S/H	2d10/4d8	Small	3 lbs.	Sword	1
Long Sword	70 sp.	S	1d20	Medium	4 lbs.	Sword	1
Short Sword	50 sp.	S	3d6	Small	3 lbs.	Sword	1
Zweihander	250 sp.	S/H	2d10/4d12	Large	15 lbs.	Sword	2
Bull Whip	20 sp.	H	1d6	Large	3 lbs.	Whip	1
Cat-o-Nine Tails	5 sp.	H	1	Tiny	1 lbs.	Whip	1
Scourge Whip	10 sp.	H	1d6	Tiny	1 lbs.	Whip	1
Unarmed Strike	—	P	—	—	—	Wrestling	—
Gauntlet	200 sp.	P	1d4	—	2 lbs.	Wrestling	—

Ranged Weapons							
Weapon Names	Price	Type	Damage	Size	Weight	Weapon Group	Range
Hand Axe	10 sp.	H	1d10	Tiny	2 lbs.	Axe, Thrown	(Strength/10)'
Bolas	10 sp.	P	3d4	Small	2 lbs.	Thrown	(Strength/5)'
Boomerang	10 sp.	P	1d6	Tiny	1 lbs.	Thrown	(Strength/5)'
Short Bow	150 sp.	S	1d12	Medium	2 lbs.	Bow	60'
Long Bow	400 sp.	S	1d20	Large	3 lbs.	Bow	100'
Hand Crossbow	180 sp.	S	2d10+1	Medium	7 lbs.	Bow	80'
Crossbow	250 sp.	S	3d10+2	Medium	14 lbs.	Bow	120'
Dart	20 sp.	S	1d8	Tiny	0.5 lbs.	Thrown	(Strength/5)'
Hurlbat	20 sp.	S/H	1d20	Small	4 lbs.	Thrown	(Strength/10)'
Javelin	10 sp.	S	1d12	Medium	2 lbs.	Thrown	(Strength/4)'
Sling	—	P	1d8+1	Small	1 lbs.	Thrown	(Strength/2)'
Molotov Cocktail	5 sp.	P/F	1d20+1d10	Tiny	2 lbs.	Thrown	(Strength/10)'

Key:

- S = Stabbing
- H = Hacking
- P = Pounding
- F = Fire

If a “type” listing has H/S or something with a “/” it is regarded as doing both types unless the damage is also listed with a slash, in which it does the damage as respective to the type. (An H/S weapon deals 2d10/3d10, 2d10 on H, 3d10 on S).

Armor

Armor						
Armor	Cost	Weight	Armor Bonus	Agility Penalty	IP	Armor Type
Body Armor						
Clothing	20 sp.	3 lbs.	0	—	2	Light
Leather	50 sp.	7 lbs.	+3	-1	5	Light
Studded Leather	70 sp.	5 lbs.	+5	—	5	Light
Gambeson	10 sp.	2 lbs.	+7	—	5	Light
Brigandine	200 sp.	25 lbs.	+12	—	20	Medium
Scalemail	400 sp.	35 lbs.	+15	—	15	Medium
Chain Hauberk	1,000 sp.	30 lbs.	+16	-2	10	Medium
Breastplate	4,500 sp.	9 lbs.	+18	-2	25	Heavy
Muscle Mail	6,000 sp.	20 lbs.	+20	-2	25	Heavy
Head Armor						
Arming Cap	10 sp.	—	+1	—	2	Light
Nasal Guard Helm	30 sp.	2 lbs.	+4	—	10	Medium
Ribbed Helm	30 sp.	2 lbs.	+6	—	5	Heavy
Spangenhelm Helm	200 sp.	3 lbs.	+8	—	15	Heavy
Corinthian Helm	500 sp.	5 lbs.	+9	—	20	Heavy
Gladiatorial Helm	600 sp.	4 lbs.	+10	—	20	Heavy
Great Helm	500 sp.	3 lbs.	+12	-1	25	Heavy
Shield						
Buckler	30 sp.	2 lbs.	+2	-1	5	Light
Round Shield	50 sp.	3 lbs.	+3	-2	10	Medium
Kite Shield	60 sp.	3 lbs.	+5	-2	10	Medium
Heater Shield	70 sp.	3 lbs.	+6	-2	10	Medium
Body Shield	200 sp.	6 lbs.	+10	-15	15	Heavy

Characters have three armor slots: Body, Helm, and Shield. Combine all of the Armor Bonuses of each armor worn for the Total Armor or TA. IP (or Integrity Points) is how much soak value an armor has. Combine the IP of all armor together. When being damaged, instead of taking the damage the character can have the weapon deal damage to the armor’s IP. At 0 IP, the armor becomes useless.

When calculating someone's Total Armor, add the following together:

5 + Armor Bonus + Agility Bonus + Miscellaneous Bonuses

Wearing armor you're not proficient with only grants $\frac{1}{2}$ the bonus and IP.

Combat

The following chapter involves person to person combat. For combat involving armies, see the chapter on Mass Combat.

In combat, each round is 3 seconds. The hierarchy of time is as follows:

Seconds -> Rounds -> Minutes -> Hours -> Days -> Weeks

Timeframes above Minutes will be incredibly rare during combat. Combat rarely even comes down to a minute let alone an hour.

Surprise Round

If the combat begins with an ambush or similar "surprising" situation, this is regarded as a Surprise Round in which the attacker has a free round to act.

Initiative

Initiative is a roll which adds in Reaction Speed and any miscellaneous modifiers.

Life Points

Characters' Life Point total is equal to 25 + their Health modifier. When reduced to 20% of their LP (rounded down) the character falls unconscious. At 0 LP the character is dead.

Unconsciousness

This occurs when a character is reduced to 20% or less of their LP. However, there are other situations when a character may fall unconscious. Being brought to 0 LP by a nonlethal weapon will, some spells automatically may do this, being put to sleep does this, and bleeding out may cause a character to fall unconscious (and subsequently kill them). Some martial art maneuvers (such as a neck lock) may put a character into unconscious territory as well.

Duration of Actions	
Action	Duration
Move your movement speed	1.5 seconds
Attack with natural weapons	0.5 seconds
Attack with manufactured weapons	1 second
Attack with crossbow or bow	1.5 second
Charge	2 seconds
Bandage wounds	2d10 rounds
Dismount Horse	1 round
Draw and drink potion	1 round
Drop item from grasp	0 seconds
Drop to prone position on ground	1 second
Extinguish yourself (stop/drop/roll)	3 rounds
Load hand crossbow	2 rounds
Load wheel + ratchet crossbow	3 rounds
Mount a horse	2 rounds
Open a door in haste	1 second
Retrieve item from pack	3 rounds
Sheathe a sword	1.5 second
Unsheathe a sword	1 second
Stand up from a prone position	2 seconds
Spells	
1 st level spell	Varies (typically 1 second to 3 rounds)
2 nd level spell	
3 rd level spell	
4 th level spell	
5 th level spell	
6 th level spell	
7 th level spell	
8 th level spell	
9 th level spell	
10 th level spell	

Called Shots & Body Parts

Characters may decide they wish to strike an enemy in a specific body part, or maybe the character is subject to such an attack. Called Shots, if they deal enough damage, can be lethal. The larger an enemy is (such as monsters), these called shots may be less deadly however. Penalties listed on the table below are temporary. All penalties last for 3 rounds. These penalties don't stack with themselves, but multiple types apply.

Called Shot Effects			
Body Part	Body Part LP	To-Hit Penalty	Effects
Head	15%	-20	-5 Penalty to INT + INT Sub Ability Scores
Torso	30%	-0	No bonuses
Arm	20%	-10	-5 Penalty to attack
Hand	5%	-30	Drop anything held in hand
Groin	5%	-30	-5 Penalty to PHY + PHY Sub Ability Scores
Leg	20%	-10	Reduce move speed by 10'
Foot	5%	-30	-5 Penalty to TA

If a Body Part is reduced to 0 LP, it receives the penalty above, however it lasts until the Body Part is healed up beyond 0 LP. When a critical hit is initiated (a natural roll of 25+) graphic gore occurs in which a character may lose a limb or be severely disfigured. See the section on Graphic Gore for more details.

Infection

Being attacked by a hacking or stabbing weapon or being attacked by a creature's natural attacks may cause an infection. After combat, roll 1d% and on a 1-5 the character is infected with gangrene. If bitten by a rabid animal, the character is infected with rabies.

Multiple Weapon Attacks

As noted on the Duration of Actions table, some weapons allow for multiple attacks during a round if it doesn't exceed the 3 seconds a character has in a turn. Additionally, enough skill ranks in Weapon (Specific) can allow a character to gain multiple attacks. For every 10 ranks a character has in a weapon, they reduce the time it takes to use the weapon in a turn by 1 second (to a minimum of it taking 1 second in a turn).

Charging

Charging can be done with any weapon to cover more land, however when charging with a piercing weapon the character deals more damage. A character charging moves double their movement speed. In addition they deal an additional +5 damage for every 10' the character charges.

Smiting

Not to be confused with the action of smiting an evil foe, this is when the attacker knocks their foe off their feet. In order to smite a foe, make a regular attack against their TA. If the foe is hit, they must make a successful TH (opponent's Strength modifier) Agility roll or fall to prone to the ground. Upon falling prone, they take a number of damage from the opponent's weapon equal to the minimum possible damage it can deal. If the foe falls off a cliff or into some sort of hazard (like lava) they take the damage from that instead.

Types of Damage

In FATAL, the characters may be subjected to multiple types of damage. There are elements of damage which physical attacks deal (Hacking, Stabbing, and Pounding), however there are additional types of damage beyond that which are dealt through the magic or environment.

- **Hacking:** Slashing attacks made to slice or chop, typically with an axe or sword.
- **Pounding:** Bludgeoning attacks made to flatten or smash a foe, typically with a hammers, however fists are considered pounding weapons.
- **Stabbing:** Piercing attacks which thrust or ram into their foe, typically with the tip of a blade or polearm.
- **Fire:** Attacks which seek to burn or scald a foe.
- **Freezing:** Attacks which seek to freeze a foe.
- **Electrocuting:** Attacks which seek to electrify a foe.
- **Corroding:** Attacks which seek to erode a foe.
- **Sonic:** Attacks which are comprised of sound waves.
- **Wind:** Attacks which are comprised of powerful wind.

Falling Damage

Characters accelerate at a rate of 28.1 feet per second. This means in a turn, a character will have fallen 84.3 feet. For each second a character falls, they take damage. By the 6th second of falling, the character reaches terminal velocity and doesn't take any more damage than normal.

Seconds Fallen	Damage
1	1d20
2	2d20
3	3d20
4	4d20
5	5d20
6	6d20

Graphic Gore

When a character's natural attack roll is 25 or higher, they initiate graphic gore. If the character wasn't making a called shot previously, it is automatically made to the torso. The only types of attacks which can initiate Graphic Gore are physical attacks, unless otherwise stated.

To determine the result of the Graphic Gore, roll 3d10 and consult the appropriate table.

Hacking Head	
Roll	Result
<10	The hacking weapon enters the skull from the center, severing the left and right hemispheres. Cerebrospinal fluid spills forth as the foe dies instantly.
10-20	The hacking weapon enters the back of the skull, slicing the occipital lobe. The foe's eyes pop out of their sockets as they die instantly.
>20	The weapon enters the one of the sides of the skull, slicing the temporal lobe. The foe dies instantly.

Hacking Torso	
Roll	Result
<9	The bladder or kidney is hacked, blood and urine spill forth. The foe will be unable to stand or move for 1d10 days times the damage taken.
9-16	A lung is hacked, and the foe is unable to stand or move for 1d10 weeks times the damage taken.
17-22	The heart is hacked through the ribcage. A rib is splintered and sticks out of the torso. The foe dies in 1d6 minutes if it's not fixed.
>22	The foe's spinal cord is severed, and they die in 1d10 minutes due to blood loss.

Hacking Groin, Male	
Roll	Result
<6	
6-8	
11-14	
15-18	
19-22	
23-26	
>26	