

# **Legends of The Land RPG**

## **by Simon Washbourne**

(A variant of Legends of Middle Earth RPG by Jeffrey Schecter)



# **Part One**

## **Introduction**

### **What is Legends of The Land?**

Legends of The Land is a role-playing game (RPG), set in the world of The Chronicles of Thomas Covenant, by Stephen R Donaldson. It uses the same basic rules as those found in The Legends of Middle Earth by Jeffrey Schecter. Thanks to Jeffrey for allowing me to plunder his game. There is also a version coming soon that uses the d20 rules by the Wizards of the Coast, that are available under the Open Gaming License.

This document does not go into great detail about The Land and it is therefore a good idea to be familiar with the books, especially if you are planning to run the game yourself! I recommend you check out the 'Land Tribute' site, which is linked to my website, where you downloaded this game.

If you are new to RPG's you may be wondering what this whole role-playing thing is, or at any rate, why one needs this booklet to do it. In a RPG, a group of friends get together and pretend to be people they are not and have adventures in a world they do not live in, dealing with people and situations that don't actually exist. In other words they tell a fictional adventure story by just talking to one another about what their fictional selves would do in the circumstances they find themselves in. How well their characters do things is determined by using these rules as guidelines and rolling dice where appropriate. These rules are designed to help you decide when rolling dice is appropriate and how to determine the results.

Most of the players create characters to portray during the game. However, one player, called the Gamemaster or GM, must take on the role of the entire rest of the world. It is the GM's job to mediate conflicts and provide opportunities for fun and adventure. The GM describes the world (here, The Land) and allows situations to develop according to the input of the players (through their characters).

The goal of Legends of The Land is to be as conducive to creating Donaldson-like stories as possible. Hopefully, you will be able to do that using these rules as your guide. At the end of the day, these rules are only guidelines to help you design your characters and determine the outcome of character actions. However you should never let the rules get in the way of a good story and if you want to ignore them or change them then by all means go ahead. Just be sure that the changes you make reinforce similar situations and themes to those of The Chronicles.

# Part Two

## Characters

### Player characters

In Legends of The Land, every player character (PC) is created using a simple five step process. Select a race for your character, then a Role, spend extra points on skills, choose passions and then spend points to finales and round off your character. With this method, you will be able to create almost any denizen of The Land, from a Giant like Saltheart Foamfollower, a powerful Lore Lord like Mhoram or a stoic Haruchai like Bannor.

Each character is defined by a few sets of values and statistics: Attributes, Skills, Passion, Story Tokens, Special Abilities, Flaws and Artefacts.

### Attributes

There are three attributes and these give a very rough measure of your characters natural make up – whether she is tough, noble or wise or perhaps naturally a bit of an all-rounder. These attributes and their descriptions are as follows

Prowess	general, all round athleticism and fitness
Bearing	a measure of presence and self-confidence
Lore	this represents knowledge and understanding

Choose the following one of the following four sets of numbers and allocate one of each number in the chosen set to your three stats. So if I choose set #2, I might allocate the 7 to my character's Bearing, 8 to Lore and 9 to Prowess.

Set #1: 8, 8, 8  
Set #2: 7, 8, 9  
Set #3: 6, 8, 10  
Set #4: 6, 9, 9

### Skills

These are basic talents, knowledge and learned techniques that may be possessed by a character. They are divided into three groups that are based on the three attributes and there are eight in each group, although you can add more if you need to. However, the skills are intended to encompass a wide range of specialist skills, to avoid the character sheets becoming one long list of little-used skills, so add new ones only very sparingly.

The average rating of a skill is 8, 6 is poor and 4 is abysmal. 12 is competent, 14 expert, 16 is a master and 18 is a grand master. 20 is the peak of human achievement. Player characters will start with a minimum of 6 in their skills (if set #3 or #4 is chosen for their attributes).

## **Skills and their associated attributes**

<b>Prowess</b>	<b>Bearing</b>	<b>Lore</b>
Acrobatics	Deceit	Art
Alertness	Friendship	Beast
Archery	Intimidation	Heal
Melee	Leadership	Land
Riding	Words of Power*	Lillianrill (Wood)*
Stamina	Rhetoric	Perform
Stealth	Truth	Rhadamaerl (Stone)*
Strength	Willpower	War
*****	*****	*****

## **Passions**

These define a character's strongest emotions and desires. They can be love or hatred (of places, people, things, ideas and so on), envy, conscience, a destiny, a drive or motivation, a feeling and so on.

## **Flaws**

These are things that are weaknesses in your character. They are things that the enemy might be able to exploit (like Covenant's disbelief) or they are fears (like Covenant's fear of heights). If you take a Flaw, you have extra points to spend on other things for your character.

## **Story Tokens**

Are a form of 'meta-game currency' that can be spent by players to insert brief facts into the story that weren't previously known or fleshed out or to unlock their characters most potent powers.

## **Special Abilities**

These are unique or rare qualities possessed by characters and include things like the long life of Giants and Bloodguard and the great magical powers of the Lore Lords.

## **Artefacts**

These are items of power possessed by the character. Examples from the Chronicles would be Covenant's White Gold Ring, The Krill, A Lomillialor Staff, a pot of Graveling and so on. Some items cost more points than others.

## **Despair**

Despair starts at 0. It is a measure of the characters current state of well-being – the higher the value, the worse she is feeling. As the character experiences set backs or losses, or learns of the corruption of the Land by Lord Foul and his minions, her

mental state suffers. Keep tab of Despair. When Despair exceeds Willpower, then the character's flaws start to show themselves more and more.

## Pick your character's race

<b>Giant</b>	Strength +5, Stamina +2, Intimidation +1, Riding -5, Acrobatics -2, Sea (Lore) +2. Special Ability; Long Life. Base Story Tokens 1
<b>Haruchai</b>	Strength +2, Stamina +2, Willpower +2, Deceit -2, Base Story Tokens 1
<b>Common Man</b>	+2 to one appropriate skill of culture, +2 to any other skill (or +1 to two skills of choice) Base Story Tokens 3.
<b>Ramen</b>	Alertness +1, Acrobatics +2, Stamina +1, Land +1, Stealth +1, Beast +1, Base Story Tokens +1
<b>Stonedowner</b>	Strength +1, Stamina +2, Willpower +1, Art +2, Base Story Tokens 3
<b>Woodhelvenin</b>	Acrobatics +2, Art +2, Stealth +1, Land +1, Base Story Tokens 3

## Pick your character's role

<b>Bloodguard</b>	(Only Haruchai). Strength +2, Willpower +2, Stamina +2, Acrobatics +2, Melee +2, Alertness +2, War +1, Special Abilities; Virtual Immortality. Passion; Blood Oath
<b>Gravelingas</b>	(Only Stonedowners). Rhadamaerl +2, Land +1, Strength +1, Art +1, Truth +1, +1 Story Tokens.
<b>Healer</b>	Healing +2, Land +2, Truth +2, Friendship +2, Special Ability; Absorb Wounds
<b>Hirebrand</b>	(Only Woodhelvenin). Lillianrill +2, Land +2, Art +1, Truth +1, +1 Story Tokens
<b>Lorewarden</b>	Friendship +1, Land +2, Art +1, Words of Power +2, Rhetoric +2, Truth +2, Willpower +2, Special Ability; Long Life
<b>Outsider</b>	****details to follow****
<b>Ramen</b>	(Only Ramen) Alertness +2, Art (marrowmeld) +1, Stealth +2, Land +1, Beast +1, Special Ability; Blending. Passion; Ranhyn
<b>Scout</b>	Alertness +2, Riding +2, Stealth +2, Land +1, Beast +1.

<b>Sailor</b>	Sea (Lore) +2, Boat (Prowess) +2, Acrobatics +2, +1 Story Tokens
<b>Unfettered</b>	Land +2, +2 to any one specialist skill, +1 to any Passion, +1 Story Tokens
<b>Warrior</b>	Archery or Melee +2, War +2, +2 to be spent as desired Special Ability; Fields of Blood.

### **Increase Skills**

The third step in creating your character is to spend ten more points on increasing your character's skills. You may not assign more than three of these points to any single skill at this stage. If you wish, you may lower one skill by two points to increase one other skill by one point.

### **Create Passions**

The fourth step involves creating two or three passions for your character. Some passions come automatically from Race or Role. You have three points to allocate to these passions. It is not recommended that character's start with only one passion as this creates a rather single minded or dull character. You could create even more passions for your character in the last step.

### **Create Flaws**

You may choose a flaw for your character. This is a fairly strong trait that hampers his actions or affects him in some way. The flaw(s) will come into play as Despair increases. All characters need to have a flaw but some characters can have two (or in rare cases three – speak with your GM) flaws. For each extra flaw after the first, you can take 2 extra points to spend in the final stage of character creation.

Flaws could be phobias or weaknesses such things as nightmares, vertigo, cowardice, blindness, disbelief, obsessions, paranoia, stuttering, indecisiveness, rages, nervousness, forgetfulness and so on.

### **Finishing touches**

The final step is to take ten more points (plus any from any extra Flaws you have taken above) and use these to increase skills on a point for point basis (no more than three points to be spent on any single skill), passions at 2 points each with no passion being rated above 3, extra Story Tokens for 2 points each. You can also choose a new special ability or artefact by paying points as set out in the rules for them.

## Skills in detail

Acrobatics	The skill used for tumbling, rolls, leaps, balancing and even climbing. It is useful for characters that will encounter physical obstacles, could be used in combat and for moving in high places.
Alertness	Represents physical reactions as well as senses – it is a general awareness and the ability to respond to what is going on around. It is used for spotting hidden details, things at a distance and waking up from sleep, fully aware of the situation.
Archery	Includes skill with all missile weapons and throwing weapons.
Art	Sculpting, painting and so on. Includes the Ramen craft of Marrowmeld.
Beasts	The ability of the character to deal with, train or empathise with animals. Also represents a knowledge of the animals of The Land.
Boat	The skill of boathandling, simple repair, sailing and general river-sense
Deceit	A skill that lets a character lie convincingly and to craft cunning disguises. It is the least noble of the skills and its purpose is only to fool other people. Its use is often used to ill purpose.
Friendship	A character's raw charm and their talent at making and keeping friends. It is more telling of true, close friends than hangers-on hoping to bask in reflected popularity. It is useful for very sociable characters.
Heal	The lore of healing, the skill to repair hurts, mend broken limbs and cure illnesses. Also used to know how to properly use Hurtleam, Alanth berries and Rillinure dust.
Intimidation	The talent of the character to scare or threaten others. It enables a character to get what he wants by sheer brute social force. It is a crude method, unlikely to garner many allies but often it is the only way to get things done quickly.
Land	The lore of The Land. Knowledge of its geography and history, legends and people. Also the knowledge of survival in the wilds, as your character knows what can be eaten and how to make the best campsites etc.
Leadership	The skill of leading others and inspiring them to follow. Used to command troops, and rule. It is a useful skill for characters who may find themselves in a position of political power as it can also represent the ability to make wise executive decisions.
Lillianrill	the use of Earthpower through wood and plants. Usual effects are Light/Heat, Flame, Test of Truth, Harden or Mend, Entangle or Growth and so on.
Melee	This is skill in close quarters fighting, whether it is with fists, swords, spears and so on. Can be used for throwing weapons instead of Archery, if it is higher.
Perform	Determines your character's talent at the creation and production of music, singing, poetry, and so on.
Rhadamaerl	the uses of Earthpower through stone or rock. Similar uses to that of the Lillianrill.
Rhetoric	A character's ability to debate and to put up a convincing argument when their philosophy or ideas are called into question. It is useful for Lorewardens and leaders in particular.

Riding	The skill of horsemanship. It is a common skill amongst those characters who travel a lot, like Scouts and Warriors.
Stealth	This skill represents a characters ability to move without being noticed, to blend in with a crowd, to pick locks and perform other acts that require silence.
Stamina	Represents the hardiness and overall health and endurance of the character. It is used to resist injuries, disease and fatigue from lack of sleep or hard labour. Also used for running Contests and so on.
Strength	Used for making tests that require sheer brute power, such as lifting heavy objects, battering down doors and so on.
Truth	The skill that lets a character know when others are hiding, misrepresenting or only partially telling the truth. It can also be used to convince others that you are telling the truth but only when you actually are.
War	An aspect of Kevin's Lore – that of battle strategy and warcraft. Where best to stage an ambush, how to use the land to the best advantage, how best to hold ground and strategies and battles of the past.
Willpower	A measure of mental strength and fortitude. It is used to throw off temptations, suggestions and enchantments. It is useful to those who might often find themselves in political or magical conflict. It is also the skill against which Despair is measured, to see when your characters Despair gets the better of her and her Flaws start to surface.
Words of Power	The 'magic' of the land, also known as Kevin's Lore. There are seven Wards of Kevin's Lore and at the time of the first Trilogy, only two of them were known to the Lore Lords. This is the ability of Lorewardens to tap into the Earthpower and make things happen. Enables a Lorewarden to make the following effects – Lords Fire, Warding, Locate, Suggest, Empathy and Shielding (****Details to follow****).

### **Special Abilities**

Absorb Wounds (2)	the ability of a healer to take onto her own body the wounds suffered by someone else, then heal them herself (more quickly than the original person would).
Ally (1-4)	you have a great ally that is willing to come to your aid. You may bring them into a scene by spending a story token and describing a reasonable reason for their arrival, or you can go to them to seek their help, without spending the token. This special ability costs 1 point for an ally of approximately the power and influence of a starting character, 2 points for one of slightly more power and influence, 3 points for distinctly more powerful and 4 points vastly more.
Blending (2)	(requirement Stealth 12+) The ability to merge with the terrain and remain unmoving and completely invisible to any who pass, even if looking straight at the character within touching distance. It does require 1 Story Token to activate.
Fields of Blood (2)	(requirements Melee or Archery 10+). Unnamed characters take a penalty when fighting you.

Hear me out (1)	(requirements Rhetoric 10+). Once per scene, you may force all activity around you to come to a halt whilst you make an appropriate speech.
Innocents Ward (3)	(requirements Archery and Melee 8 or less.) Spend a Story Token when an enemy of yours would attack your character. He is made safe from the attack. You need to describe a suitable reason that the enemy does not try to kill your character, but you have full narrative control for that part of the scene.
Inspire Followers (2)	(requirements Leadership 10+). Spend a Story Token to 'activate' one of your followers or companions Passions. If the chosen Passion is already activated, it gains a temporary bonus of +1 until the end of the scene.
Long Life (1)	You have an extended lifespan and will only die after five or more centuries of life, unless you are slain.
Many Friends (3)	your character has many friends in many places. Your character can bring one of her friends into the scene by taking the narrative control for that part of the scene and spending a Story Token. Friends are of about the same power and influence as a starting character and are likely to have the abilities or skills needed by the character in the circumstances. So a character could say "Aha, my friend Shaull has a home near here, he can always put a few weary travellers up for the night". The friends tend to fade into the background after a while.
Mighty Prowess (2)	(requirements Acrobatics, Riding, Melee or Archery 12+) At any point during a scene, you may spend a Story Token to activate this ability. You gain narrative control for the rest of your character's part of that scene. You cannot control other characters actions, but your character can pull off outrageous manoeuvres and stunts appropriate to the skill. Your character can, for example slay or defeat as many unnamed enemies as she has in her chosen Prowess skill, if appropriate (i.e. if Melee or Archery). You may take this Special Ability more than once, so your character could, for example have Mighty Prowess (Archery) and Mighty Prowess (Riding) at a cost of 4 points.
Rank (1-6)	Depending on the characters Role, there are ranks within that. With Rank, one can order as many unnamed friendly characters as one has in Leadership or Intimidation (your choice) x Rank to do your characters bidding. This is at a cost of 1 Story Token. Each Rank also has its own title, depending on Role and some have fewer than 6 ranks (the points cost is in brackets after the rank):

<b>Bloodguard</b>	<b>Gravelingas</b>	<b>Healer</b>	<b>Hirebrand</b>
Third Mark (0)	Student (0)	Student (0)	Student (0)
Second Mark (2)	Gravelingas (1)	Tender (1)	Hirebrand (1)
First Mark (4)	Craftmaster (2)	Healer (2)	Craftmaster (2)
	Hearthrall (3)	Elder Healer (3)	Hearthrall (3)
<b>Lorewarden</b>	<b>Scout</b>	<b>Sailor</b>	<b>Warrior</b>
Student (0)	Courser (0)	Sailor (0)	Eoman (0)
Lorewarden (1)	Scout (1)	Second Mate	Warhaft (1)
Elder (2)	Trailfinder (2)	First Mate	Haft (2)
Eldest (3)		Captain	First Haft (3)
Lore Lord (4)			Hiltmark (4)
High Lord (6)			Warmark (5)
<b>Ramen</b>	<b>Unfettered</b>		
Winhome (0)	there are no ranks		
Cord (1)			
Thrall (2)			
Manethrall (4)			

Virtual Immortality (2)      Your character will live forever, unless slain.

## Artefacts

Items of Earthpower such as Lords Staffs, Covenants Ring, The Krill, Hurtloam, Rillinure dust and so on are all Artefacts. Not all characters will have one of these extraordinary items, but they can often add great colour and interest to a game.

Each Artefact may possess powers that range from simple excellence of quality to the most potent of Earthpower. Some Heal and become used up (Hurtloam) and others will carry on until destroyed or 'unmade'. Amok could be considered an Artefact of this latter type.

The different Artefact powers may cost a number of points from 1 to 4. Artefacts can have more than one power and may even have many. The cost would then be the total combined cost of all the powers the item has. A list of some possible powers is set out below.

## Some Artefact Powers

Concealment	Holder of Spells
Far seeing	Message to Far
Fell Weapon	Mighty Implement
Power Focus	Powers of Light
Harder Armour	Self Serving
Healing properties	Warning Signal

## **Elaboration**

The last thing to do to finish your character is to spend some time to think about their history, appearance, personality and specifically to devote some time to the character's current situation. In fact, you will have done much of this when you were generating your characters skills and so forth and, ideally, you will have discussed your character concepts with the other players and with the GM. During this process, you can establish links with the other characters – do they already know one another? Are they friends? Related perhaps? Why are they friends? How did they meet? Perhaps you could even role-play their meeting, before the start of the game proper.

If there is a Bloodguard in the group, he probably needs a Lorewarden to protect, preferably one of the PC's. If there is no Lorewarden, he could protect a NPC Lorewarden or, if the players have a Healer, Hirebrand or Outsider in the group, he could be assigned to one of them. You need to work these sort of relationships out with the other players and the GM.

# Part Three

## Drama

### System Basics

When a character is attempting a task to which the outcome is in doubt, dice (normal 6 sided ones) are rolled to determine the outcome. The dice rolled are totalled up and compared with the value of the relevant skill. If the total is equal to or under the skill value, the character succeeds. If the total is over the value, the task is either botched or has become more complicated and difficult. The number of dice thrown depends on the difficulty of the task, as follows

- Simple tasks use 1 dice
- Moderate tasks use 2 dice
- Difficult tasks use 3 dice
- Very difficult tasks use 4 dice
- Heroic tasks use 5 dice
- Legendary tasks use 6 dice

Throwing dice for a character checking her aptitude against a static situation is called a **Test**.

#### *Example*

*Lord Mara with a Words of Power skill of 13 is attempting to find the right word that makes the pages of a secret text become visible. It is a rare word, but not unheard of, so the GM sets the difficulty at 3 dice. The player rolls 3 dice, getting 5, 3 and 2 for a total of 10. Lord Mara successfully recalls a Word that will bring the text forth on the page.*

When two characters are facing off against each other, each side takes turns making rolls (as in a Test) and the first to fail loses. The initiator of the conflict chooses the number of dice that will be used. Each roll after that must use **at least as many dice** as the previous one. Throwing dice in this manner, where two characters (or more) are competing is called a **Contest**.

#### *Example*

*Lord Mara and her companions are now following the directions in the hidden script and are crossing a high mountain pass. When they make camp, they are ambushed by a small group of ur-Viles. Lord Mara is no warrior and decides to run (use her Stamina of 8) and one of the ur-Viles (Stamina 12) gives chase. Since Mara made the first move, her player chooses to roll 1 dice initially (Simple). She automatically succeeds (cannot roll more than 8 on a dice). The GM for the ur-Vile sets the next roll at 3 dice (Difficult). He barely passes with 4, 6 and 2 (12). The player must now roll 3 dice under 8 for her character to get away. She could up the dice to 4 (Very Difficult), but this would be too hard. She rolls 3 dice and gets 4, 4 and 4 (12). Mara is not quick enough and is caught by the ur-Vile.*

## Bonuses and penalties

The number of dice in a roll assume a rather sterile environment that is not often going to be encountered in a game and does not take the player (rather than character) into account. Because of this there are bonuses and penalties to the Task or Contest. Each bonus on a roll eliminates one dice (before rolling) and each penalty adds a dice. Typically only one or two dice will be added or removed in this way. The number of dice in a roll before bonuses and penalties are applied is called the **base dice** and the number after is called the **rolled dice**.

Bonuses and penalties may be applied in a Test or in a Contest. In a Contest, it is only the base dice that must increase with each successive roll – for these purposes, the rolled dice are not taken into account. A condition could often apply both a bonus to the character and a penalty to the opposition. In these cases, only apply either the bonus or the penalty, not both.

### *Example*

*The Scout Trevok decides to hide from the ur-Viles rather than run. He has a Stealth of 14 and the ur-Vile's Alertness is 10. Trevok gains a bonus to his skill because it is dark and there is plenty of cover. However, the ur-Viles gain a bonus because there are lots of them looking for him. Trevok sets the dice at 5 (but 4 with the bonus) and succeeds with 1,4,5 and 3 (13). The GM does not raise the difficulty for the ur-Viles so roll 4 dice (5, less the bonus) and fail with 5, 5, 5 and 6 (21). Trevok dives for cover and the ur-Viles miss him.*

## Story Tokens

Each character in Legends of The Land has a number of Story Tokens that are replenished at the beginning of each game session – typically from 2 to 6. Story Tokens serve several functions, but essentially they are a device for players to have some input in the ongoing development of the plot or story. They can be “spent” to activate certain Special Abilities, and to work great Earthpower. However, those are all functions of other devices that simply utilize Story Tokens. In and of themselves, Story Tokens may be used for two things: Dramatic Editing and re-rolls.

Re-rolls are simple enough. Whenever you have made a roll and don't like the results, spend a Story Token to do it over. That's it.

Dramatic Editing is simple once you understand and are comfortable with the concept. Whenever a player wishes, she may spend a Story Token to add a vague or relatively straightforward element to a scene that was either not defined or clearly defined before. Test or Contest rolls are generally not needed, unless they affect other named characters. The player does this by narrating the scene for her character as she adds in the element that she desires. Another use, especially as this game is not all about great long equipment lists and so on, would be to suggest an item that a character might have on his person, say a length of rope, that wasn't clearly defined

before the adventure but that is quite possible that the character might have thought about bringing along. Spend a Story Token and you have it.

#### *Example*

*The GM describes the scene. “Your characters are on the narrow rocky ledge, overlooking a drop to the river valley several hundred feet below. As she failed her Acrobatics roll, Lord Mara loses her footing and falls off the ledge, plummeting rapidly towards the ground. The drop would be hundreds of feet and would certainly kill her”.*

*The player states (after “paying” the Story Token) that there is a scrub growing out of the side of the cliff, just twenty feet below and she manages to grab this, thus stopping her fall. Now all she has to do is get back up again. Luckily, Brenn her Bloodguard has brought rope (the player of Brenn spends a Story Token), rummages in his backpack and brings out the desired item.*

Spending 2 Story Tokens can bring about greater changes to the action, perhaps changing events completely (if done quickly enough and seamlessly enough) or making more long-term changes to what is going on.

#### *Example*

*The GM describes the scene. “Your characters are on the narrow rocky ledge, overlooking a drop to the river valley several hundred feet below. As she failed her Acrobatics roll, Lord Mara loses her footing and falls off the ledge, plummeting rapidly towards the ground. The drop would be hundreds of feet and would certainly kill her”.*

*The player of Brenn states “As I see her lose her footing, I leap to her aid, just grabbing onto her wrist before she has a chance to go over the edge and plummet to the ground hundreds of feet below. Then I pull her to safety, using my great strength”.*

### **Passions**

During a scene where the player can reasonably state that one of his characters Passions might drive him to a better performance, he can take a bonus equal to the level of his Passion, on his Tests or Contests for the duration of that scene. Passions only add bonuses to Tests and Contests though, they do not give narrative rights like Story Tokens, where Dramatic Editing does not require rolls to be made.

#### *Example*

*Another companion of Lord Mara, her guardian Brenn has the Passion ‘Protect Lady Mara’ at level 1. When the ur-Viles attack, Brenn’s player states that he should be able to use his Passion to protect her. He will therefore gain a +1 bonus on contests with the ur-Viles through the rest of the scene in which Mara is in direct danger. Once she is safe though, the bonus no longer applies.*

## Battle

Close combat is resolved in the same manner as any other Contest, with Melee being the key skill. Bonuses may be applied for superior arms and armour (not taking into account Artefacts), terrain advantage, surprise and superior tactics. A character with War (Lore), might be able to set up an ambush for example, that gives all friendly characters and troops a bonus.

If a character is doing something else whilst fighting, such as combating two enemies at the same time or running, using magic and so on, they take a penalty.

When a character fails a roll, he has been struck, disarmed, shoved, knocked to the ground, stunned, or otherwise affected by his opponent. The loser must take a Test against an appropriate skill (usually Acrobatics to remain standing, horsed or whatever or Stamina most often when if struck), using base dice equal to their opponent's last roll in the Contest. If the character succeeds this Test, he has merely given the other side an advantage (they gain a bonus during the next Contest, of combat at least), and is not decisive. If this test is failed, their enemy has somehow won the combat.

### *Example*

*Brenn is protecting Lord Mara from an attack by the ur-Viles. Brenn has 14 in melee. He has a bonus for his Passion of "Protect Lord Mara". There are three ur-Viles, so they each gain a bonus for their weight of numbers (the GM deciding that they are "un-named and therefore will attack as a mass, with just one dice roll for the result of all three). They have skill of 12 each. The ur-Viles attack, so the GM picks the difficulty of 4 (reducing dice rolled to 3, including bonus). The dice come up 4, 6, & 6 – they failed. Brenn's player rolls 3 dice (-1 from the original 4 for his Passion bonus) and succeeds with 2, 2 & 5. Brenn leaps forward, knocking two of them off their feet, leaving just one to deal with for the time being.*

*The one still standing loses his bonus for numbers, so the GM rolls 4 dice for the ur-Vile swinging his sword at Brenn, needing 12 or less. The dice come up 1, 1, 4 & 4 – success! Brenn's player decides this time to up the stakes and goes for 5 dice (rolling 4 because he still gets his bonus). He gets 3, 3, 6 & 4 meaning that he failed. The ur-Vile manages to get a blow on Brenn. Brenn's player rolls against Stamina of 14 and succeeds, so avoids a bad injury, but will take a penalty on future Tests or Contests.*

*However, meanwhile, Lord Mara has not been idle and begins to call upon the Earthpower.....*

Archery (or throwing weapons) is even simpler. It is a standard Test, with the number of dice used determined by the distance between your character and his target. Use 1 dice for point blank, 2 for close, 3 for medium, and 4 for the limit of the range of the weapon. There would be a penalty for things like the target being in cover, darkness/poor visibility, the target has a large shield or for quick erratic movement and so on. The attacker may also choose to take a number of extra penalties for a precise shot.

An arrow cannot be dodged, but there are Special Abilities that can be used, or your character can use Alertness to notice he is being fired upon to take defensive manouevers. When a character is struck by an arrow, he must check his Stamina against the number of dice equal to (5 minus the range dice, plus the attackers precision penalties). If this Test is failed, the target has succumbed to the wound and is either dead (un-named characters) or out of the fight. If he succeeds, he is wounded but not out of the fight.

### **Words of Power; Using Earthpower**

Artefacts

Character development

\*\*\*\*This is all there is so far. Keep checking back for updates\*\*\*\*