

The Lost Empires™ role playing game is a rules-light fantasy adventure game which is easy to learn and fun to play. Learn more at www.roguecomet.com.

Characters

Traits and Trait Points

Characters have traits such as combat bonuses, ability bonuses and hit points. With each 1,000 experience points earned you receive 1 trait point to spend on improving your scores.

Creating a Character

Starting characters begin **0 experience points (XP)** and have **10 trait points** to spend.

Character Traits

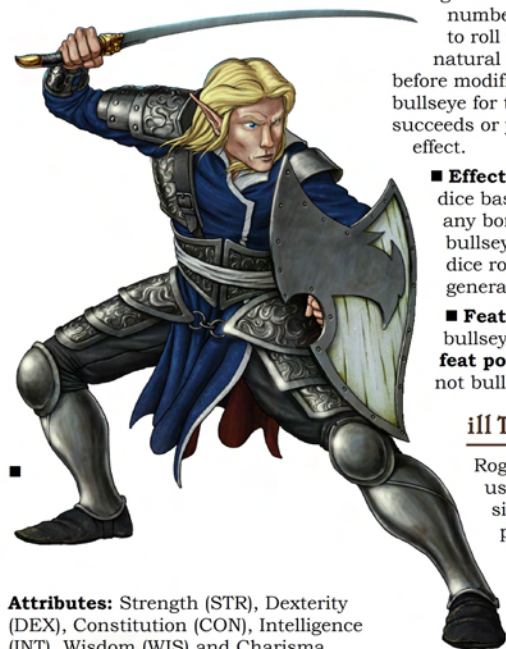
Record the following traits on a character sheet:

■ **Combat Bonuses:** Melee Attack (MA), Melee Damage (MD), Ranged Attack (RA), Ranged Damage (RD) and Saving Throw (ST).

■ **Skill Bonuses:** (Rogues only) Pick Pockets, Pick Locks, Climb Sheer Walls, Move Silently, Remove Traps, and Hide.

■ **Armor:** Armor Class (AC), based on armor worn.

■ **Points:** Hit Points (HP), Mana Points (MP, for Mages only) and Experience Points (XP). Hit Points are used to track damage. Magic (used by Mages only) requires Mana, which — like HP — can be drained.



■ **Attributes:** Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS) and Charisma (CHA). Attributes are scores which range from 3 to 18 (higher is better)

and describe the character's nature. Attributes do not normally affect dice rolls but are used for compatibility with other gaming systems.

■ **Profile:** A description (e.g. dimwitted, greedy, one-armed, etc.) which does not effect dice rolls but provides guidance on how you play the character.

The Core Mechanic

General Rules of Thumb

■ **Meet or Beat:** Dice rolls succeed when the result "meets or beats" a target number.

■ **Roll High:** Roll high to pass tests.

Bullseye Rolls™

An effect dice roll "bullseyes" when a natural (non-modified) die rolls its maximum value. Re-roll and add the new value to the previous total.

Bullseyes are open-ended, meaning you re-roll again and again until the die rolls less than the maximum value.

Conflict

Conflict is resolved by rolling dice in up to 3 stages: **1) Test** (resolved with a d20), which, if successful, has an **2) Effect** (damage, acrobatics or mana drain). When any effect roll bullseyes, earn **3) Feat** points by rolling a d6.

Combat

Any class can engage in combat.

■ **Test:** Roll a d20, add any attack bonuses and compare against target's AC to test for **success**. Any result greater than or equal to the target number succeeds and allows you to roll for damage (the effect). A natural roll of 20 (a die result of 20 before modifiers) means an automatic bullseye for the damage roll. If the test succeeds or you roll 20, you roll for effect.

■ **Effect:** Roll for **damage** using dice based on weapon type, plus any bonuses. Damage results can bullseye. With each acrobatics dice roll that bullseyes, you generate feat points.

■ **Feat:** For each damage roll bullseye, roll a d6 to determine **feat points**. Feat point rolls do not bullseye.

Ill Tests & Acrobatics

Rogues test for success when using skills such as moving silently. Only rogues can perform acrobatics.

■ **Test:** Roll a d20 and add any skill bonuses to test for **success**. Any result greater than or equal to 10 succeeds and allows you to roll for acrobatics (the effect). Example: a Move

Silently score of 4 adds 4 to the result which is compared to 10. A natural roll of 20 means an automatic acrobatics roll bullseye.

■ **Effect:** Roll for **acrobatics** using a d6. With each acrobatics dice roll that bullseyes, you generate feat points.

■ **Feat:** For each acrobatics roll bullseye, roll a d6 to determine **feat points**. Feat point rolls do not bullseye.

Arcane Powers

Whenever a mage uses arcane powers, they expend mana points. Only mages can wield arcane powers.

■ **Test:** Unlike combat and acrobatics test rolls, arcane powers test for success in the form of a **saving throw**. Saving throws are only allowed for some powers, and are rolled by the defender. Effect rolls take place first. In some cases the power may be overcast and have no effect so no saving throw would be needed.

■ **Effect:** Roll to **drain mana** using a die based on spell type (e.g. you roll a d8 to determine mana used to cast a d8 spell). Mana drain rolls can bullseye. With each mana dice roll which bullseyes, you generate feat points. If drained mana exceed mage's current mana points, then the spell overcasts (overcasting is described in more detail in the 'Arcane Powers' supplement).

■ **Feat:** For each mana roll bullseye, roll a d6 to determine **feat points**. Feat point rolls do not bullseye.

Feats

Effects (damage, mana drains or acrobatics rolls) which bullseye generate **Feat Points (FP)** which you can spend on one or more feats as follows.

Combat

FP	Name	Result
1+	Iron Constitution	Regain HP = Feat Points spent
1	Spring Attack	2 Moves
2	Rapid Attack	2 Attacks
3	Blocking Maneuver	+4 AC Bonus till your next turn starts
4	Furious Blow	+4 Melee attack and damage bonus on next attack
4	Lucky Shot	+4 Ranged attack and damage bonus on next attack

Arcane Powers

FP	Name	Result
1+	Mana Mastery	Regain mana = feat pts spent
1	Energy Surge	+2 HP
2	Arcane Shield	+4 AC bonus until your next turn
3	Swift Cast	Extra spell
4	Mystic Shock	If fails ST, opponent unable to act; -5 AC for one turn
4	Powerful Wield	Damage and area of effect doubled

Acrobatics

FP	Name	Result
1+	Second Wind	Regain HP = Feat Points spent
1	Deft Maneuvers	2 Moves
2	Reflex Tumble	+4 AC until your next turn begins
3	Rogue Luck	+4 ST bonus rest of encounter
4	Sneak Attack	Gain free attack with +4 attack bonus
4	Whirlwind Action	2nd turn immediately following this one

Improving Your Traits

Spending XP

As you earn experience, you can improve certain scores. Spending 1,000 XP will allow you to buy one of the following:

■ **1 Combat Bonus:** Add +1 to either Melee Attack, Melee Damage, Ranged Attack, Ranged Damage or Saving Throw bonus.

■ **1 Hit Point:** Add +1 to current HP.

■ **1 Skill Bonus:** Rogues add +1 to either Pick Pockets, Pick Locks, Climb Sheer Walls, Move Silently, Remove Traps or Hide skill bonuses.

■ **1 Mana Point:** Mages add +1 to their pool of Mana Points.

Trait Balance

■ No combat bonus may be more than three points higher than their lowest combat bonus.

■ Rogues combat bonuses may not be higher than their lowest skill bonus.

Armor Class (AC)

An **unarmored character** has **AC 10**. Adding armor will improve your AC:

Armor Class Bonuses

Type	AC Bonus	Lbs ¹	Cost
Chain	+4	50	75 gp
Leather	+2	25	5 gp
Plate	+6	70	100 gp
Ring	+3	40	30 gp
Shield	+1	10	15 gp

¹Magical armor weighs half normal

Converting AC & AAC

Armor Class (AC) + Ascending Armor Class (AAC) = 19 (e.g. AC 7 equals AAC 12 (19-7=12)).

Experience Points

XP awarded at gamemaster discretion.

Saving Throw

Roll a d20, add your Saving Throw bonus and check the result against a target number determined by the GM.

Basic Combat

Initiative

Initiative can be determined in one of two ways:

- GM deals initiative cards. Players (or player group) act from highest to lowest card. At completion of turn, player turns in card to GM.
- Each player (or player group) rolls a d10, ties act simultaneously.

Sequence

- Players roll d10 or draw card for initiative.
- Go in initiative order, ties act simultaneously.
- Repeat till battle ends.

Time

Combat Round = 1 minute, **Turn** = 10 minutes (i.e. 10 rounds).

Attack Resolution

Hits if die + bonuses \geq defender's AC.
Melee Attack Score = 1d20 + Melee Attack Bonus; **Ranged Attack Score** = d20 + Ranged Attack bonus.

Critical Hits and Fumbles

- **Natural 1** = Automatic failure (may mean dropped weapon, etc.).
- **Natural 20** = Automatic success, max damage and automatic bullseye.

Damage

According to weapon type. Successful melee attacks add Melee Attack Bonus; ranged attacks add Ranged Attack Bonus.

Death and Dying

When HP \leq 0, character is unconscious. Character dies when negative HP = level. Player's whose character dies create a new character with 7,000 XP less than their old character's XP, or 0 XP, whichever is greater.

Healing & Recovering Mana

Recover 1d6 HP and 1d6 Mana per day uninterrupted rest. Recovered HP and Mana can bullseye. 1 week rest = full recovery of both HP and Mana.

Monster Attacks & Saves

Attack Rolls = 1d20 + # Monster Hit Dice (max of +15). Hits if result \geq AC of opponent. **ST** = 19 - (# Hit Dice).

Special Combat

Unarmed Combat

Requires a successful attack roll. Normally inflicts 1d2 points of damage,

plus attacker's strength bonus to damage, if any.

Subduing Damage

To incapacitate instead of killing an opponent, pull the killing blow. When damage is done which would otherwise slay an opponent, you may choose to pull the killing blow and instead leave the opponent unconscious with 1 HP. Opponent will regain consciousness in 2d10 minutes under normal circumstances.

Two-weapon Fighting

Dual-wielding (using two weapons in melee, one in each hand) grants two simultaneous attacks with a -2 attack penalty on each attack roll. Damage is calculated normally, and both attacks have the potential to hit. Dual-wielding prevents using a shield.

Flaming Area Attacks

Flaming oil and moletov cocktail ranged attacks do 2d6 damage the first round, and 1d6 the following round. A splash does 1d3 damage in a 3' diameter. Flaming area attacks take two rounds. To ignite oil either 1) prepare and light flask for 1 round prior to attack, or 2) douse opponent and follow up in following round by throwing a torch. Only roll once for success though the attack takes two rounds.

Starting Money

3d6 X 10 gold pieces.

Classes

Warrior

Gear: No armor or weapon restrictions. **Abilities:** Combat bonuses.

Rogue

Gear: Leather armor. **Abilities:** Thieves are specialists who roll a d20 (as described in the previous "Skill Tests & Acrobatics" section) to perform these tasks: **Pick Pockets, Pick Locks, Climb Sheer Walls, Move Silently, Remove Traps, and Hide.** Thieves acquire bonuses which max out at +8. Thieves also can perform a **Sneak Attack** following a successful Move Silently or Hide roll where opponent is not aware of the rogue, receive +4 attack bonus for encounter's 1st attack roll. Does max damage and bullseyes if successful. Sneak attack bonus takes the place of the normal bonus for attacks made from behind and does not stack (e.g. it is +4, not +6).

Mag

Gear: No armor. **Abilities:** Powers.

Races

Fantasy races include Humans,

Dwarves, and Elves; other races are included at GM's discretion. Racial characteristics may be noted in the character's profile and factor into GM's judgment calls (e.g. GM announces "The elf with keen vision spots a wyvern flying miles above"). Elves and dwarves have nightvision.

Arcane Powers

A list of available arcane powers with rules on using them are described in the "Arcane Powers" supplement.

Gear

General Equipment

Item	Cost
Backpack (30 pound capacity)	5 gp
Barrel	2 gp
Bedroll	2 sp
Bell	1 gp
Block and Tackle	5 gp
Bottle (Wine), Glass	2 gp
Candle	1 cp
Canvas (sq. yd)	1 sp
Case (Map or Scroll)	1 gp
Chain (10 ft)	30 gp
Chalk, 1 piece	5 cp
Chest	2 gp
Crowbar	2 sp
Fishing Net (25 sq feet)	4 gp
Flask (Leather)	3 cp
Flint & Steel	1 gp
Garlic (1 pound)	1 sp
Grappling Hook	1 gp
Hammer	5 sp
Holy Symbol, Wooden	1 gp
Holy Symbol, Silver	25 gp
Holy Water	25 gp
Ink (1 oz)	1 gp
Ladder (10 ft)	5 cp
Lamp (Bronze)	1 sp
Lantern, Bullseye*	12 gp
Lantern, Hooded*	7 gp
Lock	20+ gp
Manacles	15 gp
Mirror (Small steel)	20 gp
Musical Instrument	5 gp
Oil (Lamp), 1 pint*	1 sp
Parchment (Sheet)	2 sp
Pole, 10 ft	2 sp
Pot, Iron	5 sp
Rations, Trail (day)	5 sp
Rations, Dried (day)	1 gp
Rope, Hemp (50 ft)	1 gp
Rope, Silk (50 ft)	10 gp
Sack (15 pounds capacity)	1 gp
Sack (30 pounds capacity)	2 gp
Shovel	2 gp
Signal Whistle	5 sp
Spellbook (Blank)	25 gp
Spike, Iron	5 cp
Tent	10 gp
Torch*	1 cp
Waterskin	1 gp
Wolvesbane	1 sp

* Torches burn one hour and light a 30 ft radius. A pint of lantern oil burns 4 hours. Normal lanterns light a 30 ft radius; bullseye lanterns cast light 60 ft long and 10 ft wide.

Melee Weapons

Weapon	Damage	Cost
Axe, Battle ¹	1d8	5 gp

Axe, Hand ²	1d6	1 gp
Club	1d4	0 gp
Dagger	1d4	2 gp
Hammer, War	1d4+1	1 gp
Lance	2d4+1	6 gp
Mace, Heavy	1d6+1	10 gp
Mace, Light	1d4+1	4 gp
Spear ^{1,2}	1d6	1 gp
Staff	1d6	0 gp
Sword, Bastard ¹	1d8	20 gp
Sword, Long	1d8	15 gp
Sword, Short	1d6	8 gp
Sword, 2-Handed	1d10	30 gp

¹Weapon can be used either one or two-handed. When wielded two-handed, gain +1 damage bonus. ²Can be used as both melee and ranged weapon

Ranged Weapons

Weapon	Damage	Cost
Arrows (20)	1d6	2 gp
Axe, Hand	1d6	1 gp
Bolt, Heavy (20)	1d6+1	2 gp
Bolt, Light (20)	1d4+1	4 gp
Bow, Long	1d4+1	60 gp
Bow, Short	1d4+1	15 gp
Crossbow, Heavy	1d4+1	20 gp
Crossbow, Light	1d4+1	12 gp
Dart	1d3	2sp
Javelin	1d6	5sp
Sling	1d6	2sp
Spear	1d6	1 gp
Stones, Sling (20)	1d4	0 gp

Ranged Rate of Fire & Range

Weapon	Rate of Fire	Range ¹
Axe, Hand	1	10 ft
Bow, Long	2	70 ft
Bow, Short	2	50 ft
Crossbow, Heavy	1/2	80 ft
Crossbow, Light	1	60 ft
Dart	3	15 ft
Javelin	1	20 ft
Sling	1	40 ft
Spear	1	20 ft

¹-2 "to-hit" per increment

Fast Packs

Suggested starting packs for new characters:

Pack A: backpack, bedroll, hooded lantern, 10 oil flasks, flint & steel, shovel, 2 sets of caltrops, signal whistle, pen & paper, waterskin, iron rations for four days

Pack B: backpack, bedroll, 10 torches, 10 oil flasks, flint & steel, chalk, 10 ft. pole, mirror, crowbar, waterskin, iron rations for four days

Pack C: backpack, bedroll, tent, 10 torches, flint & steel, hammer, 10 iron spikes, grappling hook, 50 ft. rope, waterskin, iron rations for four days

Monetary Value

Exchange	CP	SP	GP	PP
Copper piece	1	1/10	1/1,00	1/1,000
Silver piece	10	1	1/10	1/1,00
Gold piece	100	10	1	1/10
Platinum piece	1000	100	10	1

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