

Long Live the Fighting Men and Magic-Users!!!

Adventurer's Handbook



By

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Concerning Current Trends...

In our fast paced real world, many gamers rarely, if ever, can keep an ongoing role-playing game campaign afloat. Chaotic time schedules and real life commitments seem to place the plundering of ancient tombs and the rescuing of fair maidens from ferocious beasts on the backburner. Sometimes, gaming friends gather once or twice a year, and are then deterred at starting a game because the time needed to create a character would devour valuable playing time. Who really wants to spend forty-five minutes on building a character that may get one night of 4-6 hours of use if the sap is lucky?

This RPG is designed and intended for one-shot use. In contrast to almost all other RPGs on the market today, this one has no rules for character advancement. The treasures and magic gained and the tales that the heroes scribe are the rewards of this game. This game assumes that the characters are not novices at start, but powerful enough to handle the greater than mundane perils that would inhabit a fantasy world. This is intentional. Character generation is fast. The inherent simplicity makes this a decent introductory RPG to novices. Jump right into the lands of your imagination.

That is not to say that this game couldn't be modified to accommodate long-term play. This is a very basic framework that lends itself to a high degree of customization. Play on! As long as there are ancient artifacts to recover, new lands to explore, mighty emperors' jeweled thrones to usurp, or long forgotten tombs to loot, this game will never grow old or stagnant.

For those that do not know what a role-playing game is, there are lots of resources on the Internet and in print to explain the hobby. Essentially, most players take the role of some fantasy hero to explore an imagined world, while one player is the game master, providing the challenges for the player's to overcome. Winning and losing are not a clearly defined as in, say, a board game or a card game. There is no game board, (although, miniature figures can be used if desired, creating a sort of playing board) as most of the action occurs in the mind of the player's.

The materials needed to enjoy this game and unlock worlds of high adventure are this book, the GM Guide for the master player, some pencils, scrap paper, and at least 2 dice per player, Graph paper may come in handy for creating maps. While some find miniatures enhance the gaming experience, they certainly are not necessary.

The Heroes

The players create the characters of the tale to seek out renown and riches. First, the player chooses what role they wish to play. They select the character type they want and annotate their abilities on a piece of paper, an index card, or a character sheet. Next, they roll 1d6+3 for the character's Luck ability score, (this is explained later) and annotate it. Next, the character is equipped according to its class. Finally, the players name the character and devise any other descriptors or background information they wish. They are now ready for action! Here is the list of classes and their roles in the fantasy world.

Warriors are powerful fighters. They are very adept in the use of martial arms and armor. Hence, they are allowed to use any weapons and armor. Warriors can use a decent amount of magic items, but have no spell casting ability.

Wizards are able to cast any spell on their spell list. Some of these spells are mundane while others are powerful and fantastic. The downside is that they are very inept at fighting. Wizards can wear no armor, as it interferes with their ability to cast spells. They may, however, use any magic item.

Dwarves are a stubborn yet loyal race of smallish humanoid fighters that originate from the kingdoms of caverns and mines underneath the earth. They may wear any armor and use most weapons. Dwarves are very resistant to magic and cannot cast spells. Because of this, only special martial magic items like weapons, shields, or armor may be wielded by their kind. They can see in the dark as a human can see in normal daylight.

Elves are a tall, slender, mystical race of humanoids with great life spans that hail from the ancient forests of the world. They can hold their own in a fight, but can also cast certain spells, due to their innate magical nature. They may wear only specially crafted Elven armors, but use all weapons and any magic items. Elves have keen senses and can see for great distances in detail, generally as far as visually possible.

Halflings are a race of short folk that resemble human children with round bellies, curly hair on their heads on the tops of their feet, (for which they never cover with, shoes as there are proportionally larger and the bottoms are almost as hard as leather.) Since they generally hide away from the most of the world in their shires, their lack of exposure to the other cultures, both malevolent and benign, makes them very resistant to foreign concept of magic. In spite of this, they may use any magic item. They are also very strong-willed. Above all, Halflings are remarkably proficient with ranged weapons, especially thrown rocks. They can wear any armor and use any weapon that is not restricted cause of their size.

Ability Scores:

Ability	Warrior	Wizard	Dwarf	Elf	Halfling
Armed Combat	5	11	5	7	9
Ranged Combat	5	11	5	5	3
Unarmed Combat	7	11	7	9	9
Spell Casting	-	5	-	7	-
Magic Resistance	9	5	3	5	5
Luck	Roll 1d6+3	Roll 1d6+3	Roll 1d6+3	Roll 1d6+3	Roll 1d6+3
Avoidance	7	7	9	5	5
Fortitude	7	9	5	9	5
Willpower	7	5	5	7	5
Damage Number	4 points	2 points	3 points	3 points	2 points
Wounds	30 points	20 points	25 points	25 points	20 points

Armed Combat (melee combat or striking with hand held weapons)

Ranged Combat (missile weapon usage)

Unarmed Combat (fighting without weapons or feats of strength and brawn)

Spell Casting (channeling arcane energy for a spell)

Magic Resistance (resisting the effects of magic)

Luck (pure luck, a catch all if not covered elsewhere, rolled randomly)

Avoidance (evading physical danger, performing acts of stealth)

Fortitude (withstanding pain, poison, or change to physical form)

Willpower (resisting charms and fear)

Damage Number (the amount of points of damage inflicted with a successful attack roll)

Wounds (the amount of points of damage one can withstand before death)

Equipment:

Armor Damage Absorption:

Light (leather) = 1 point

Medium (chain)= 2 points

Heavy (plate) = 3 points

Shield (causes a -1 penalty to the incoming attack.)

Heavy armor slows movement and mobility.

Melee Weapons:

Dagger	2 GP	Usable as a second weapon for two weapon fighting. Can be thrown at a range of X
Hand Axe		Usable as a second weapon for two weapon fighting. Can be thrown at a range of X
Short Sword		Includes
Mace		Usable by all
Sword		Normal weapon
Warhammer		Used mostly by Dwarves, two handed version prohibits use of shield
Spear		Can be used as melee or missile weapon, with or without shield
Two-handed sword		Two handed, prohibits use of shield; not usable by Dwarves and Halflings
Battle-axe		Two handed, prohibits use of shield; not usable by Dwarves and Halflings
Polearm		Two handed, prohibits use of shield; not usable by Dwarves and Halflings

Missile Weapons:

Short Bow		Range of X,
Long Bow		Range of X, not usable by Dwarves and Halflings
Elven Long Bow		Range of X, only usable by Elves
Crossbow		Takes two rounds to use, one to load it and one to fire. Can be used while prone
Hand Crossbow		Range of X; Can be used while prone

Because damage is inflicted based on the character, there are no restrictions as to which weapons can be employed by what class, with the exception of course that smaller classes, i.e., dwarves and Halflings cannot wield certain larger reach weapons. Certain weapons do certain things in given circumstances.

Magic and Spells

Wizards and elves are able to tap into the various magical energies of the fantasy world to create magical effects. Most magic, however, comes from magic items and artifacts. When spells are cast, the magic user must roll a success on his Spell Casting roll. A failure results in the caster taking 1d6 worth of wound damage. Obviously, wounded caster will think twice before casting a spell, as this spell failure damage might be fatal for a mage with less than 6 wounds.

Armor: creates a mystical glowing armor on the caster, able to withstand 4 points of damage, for 1d6 rounds.

Charm: A failed Willpower roll means the single target is charmed by the individual, and will see them as friendly. This lasts indefinitely so long as the charmed creature is treated well.

Comprehend: Arcane writings and unknown languages become understandable to the caster. The spell works once per item. Spell failure results in the caster never being able to decipher the written word on that particular item.

Fear: Enemies within a radius of 30' indoors or 30 yards outdoors of the caster must roll a willpower success, or flee at full speed away from the source.

Fire Flame:

Healing: The caster can heal 2d6 worth of damage, in addition to any blindness or other impairments, except for curses. Only once per day may a recipient be healed.

Immobilize: This freezes the target in place, immobile and unable to move for 1d6 rounds.

Lightning: The target(s) is/are struck by lightning.

Protection:

Rage: The target loses control for 2d6 combat rounds. The fight as a 3, but avoidance goes to an 11.

Resistance: Magic Resistance ability decreases to 3 when rolling for effects from spells causing fire, cold, lightning, etc. for 2d6 combat rounds.

Shield: Allows the caster to wield a magical force shaped like a shield for 2d6 combat rounds.

Silence: Cast on one area or one target, sound is unable to emit from such for 2d6 hours per area or 2d6 rounds per individual.

Slumber: A failed Magic Resistance roll causes all within a 20' radius of the target area to fall fast asleep for 2d6 rounds.

Smoke:

Summon:

Teleport: This allows the caster and the possessions he holds to teleport to a location other than the current. The caster must be able to visualize the locale.

Transform: The target is turned into a common creature, no larger than man-sized. The recipient of the spell must roll a successful Fortitude test or be unconscious for 1d6 rounds. This works once per day, per individual. The transformation is permanent until dispelled, or transformed to the original or other form.

Visibility: darkness or sight.

The Guts of the Game

The notation “2d6” refers to rolling two, six-sided dice, the most common kind found in other games. The entry stating 1d6+3 means roll one die and add three to the result. The numbers listed below are the minimum results the players must roll on a 2d6 in order to succeed at such tasks. Once the players have chosen their classes, they should annotate the following abilities.

Dice method and probabilities for resolution:

2d6	Probability of this score or less	User’s ability
12	1/36	Untrained / unfamiliar
11	3/36	Untrained but familiar
10	6/36	Moderate training and familiarity
9	10/36	Well trained and familiar
8	15/36	Well trained and experienced veteran
7	21/36	Expert in practice, great proficiency
6	15/36	Master
5	10/36	Great Master
4	6/36	Grand Master
3	3/36	Superior Master
2	1/36	(Beyond mortal reach)

Combat

Eventually, the heroes are going to end up in a battle. It is the staple of all fantasy stories. When this occurs, combat ensues. It is tracked in rounds. How long is a round? The answer is, as long as it takes for each combatant to act once. There is no set time frame in this game, unlike in other RPGs. This game is very abstract, as it is intended.

Armor absorbs hits and therefore subtracts from the amount of wound damage inflicted. A defender wielding a shield causes a -1 penalty to the attackers roll for success and subsequently modifies the damage when a failure occurs, as seen below.

Melee combat: When two or more combatants are engaged in fighting with hand held weapons, both or all sides roll for armed combat. If neither side scores a success, no damage is inflicted on either combatant. If both sides succeed, the combatant with the higher roll has won that round. The winning combatant's damage number is the amount of wounds inflicted on the loser. In addition, if one side succeeds and the other fails, the lower result is subtracted from the higher result, (regardless of the winner, as some characters may succeed on a low number, while others may fail on a high number.) That result is added to the winning combatant's damage number, which increases the amount of wound points of damage inflicted to the loser. This amount is then modified by armor, as stated above. A successful tie inflicts damage on both combatants. If more than one participant is engaged, each rolls only once per round, and the totals are compared individually to each combatant.

Missile Combat: When attacking with weapons that propel or hurl ammunition, the attacker rolls for ranged combat. Unlike Armed or unarmed combat, if the attack is successful, and if the target is able to react, an Avoidance roll may be made by the target to avoid effects. If the target is unable to react, for example they are surprised, engaged in melee, or unaware of the attack, they do not roll for Avoidance, but are considered to have rolled a "2" (this effects damage). Avoidance failure means damage is applied in the same manner as armed combat, (lower roll subtracted from higher roll, that amount plus attacker's damage number is inflicted as wounds on the target, modified by armor.) If the character is aware of the inbound missile attack, they may use shield as cover, and the -1 penalty is subtracted from the Ranged combat roll. Unaware targets cannot use their shields. Firing into a melee is very dangerous, and to hit the intended target requires both a Ranged combat success, rolled first, and a successful Luck roll. A failed Luck roll but a successful Ranged Combat rolls mean one of the engaged combatants other than the intended target are hit, as determined randomly. If the Ranged Combat roll fails, the missile flies wide, and no one is hit.

Wounds: taken away when damage is inflicted. Can be restored by rest or magic.

Fleeing: fleeing an engagement allows for a parting shot, i.e. attack roll without being able to defend.

Charging: Movement rates aren't given. If charging, roll Luck to see if you beat someone before they shoot and arrow or spell at you.

Adventuring

Adventurers do more than slaughter beasts! They have to get to the monsters to fight them. In order to do so, they might have to scale castle walls, or avoid traps in labyrinths, or jump a chasm on horseback. Sure any adventurer worth his weight in Gold Pieces can ride a horse, swim in shallow waters, or climb a tree. Try climbing that same tree with a hungry fiend-bear on your heels! There is no need to make checks for success during mundane actions. When stress or time becomes a factor, success is not guaranteed. Here are some suggestions to deal with such events.

Opening Doors: A successful Unarmed Combat roll allows the brute force to bust open a door held fast.

Searching: One must be lucky to find the hidden, and most roll a Luck success to detect traps before they are sprung or find concealed or hidden doors. This check is allowed only once per area, or in the case of a locked chest or such, one item. If the search fails, the adventurer cannot attempt to search again. Of course, when a trap is sprung by haphazard travel, traps may force the heroes to roll to save against the effects, (Fortitude for poison, avoidance for a pair of boulders smashing together, etc.)

Acrobatics: Avoidance

Stealth: Avoidance

Swimming: Unarmed combat

Climbing: Unarmed combat

Riding a Horse: Luck

Fighting from a Horse: Armed combat with a bonus of sorts

Shooting from a Horse: Ranged combat with a bonus of sorts but with only certain weapons

Treasure

Magic Items:

Weapons:

Armor:

Shields:

Scrolls:

Rings:

Potions:

Misc:

The following table is for reference only! Ranger and Barbarian are just not in the rules, (not yet at least, if they ever do make an appearance.

Ability	Warrior	Wizard	Elf	Dwarf	Halfling	Ranger	Barbarian
Armed Combat	5	11	7	5	7	5	5
Ranged Combat	5	11	5	5	3	5	11*
Unarmed Combat	7	11	9	7	9	7	5
Spell Casting	-	5	7	-	-	9*	-
Magic Resistance	9	5	5	3	5	7	5
Luck	Roll 1d6+3	Roll 1d6+3	Roll 1d6+3	Roll 1d6+3	Roll 1d6+3	Roll 1d6+3	Roll 1d6+3
Avoidance	7	7	5	9	5	5	7
Fortitude	7	9	9	5	5	5	5
Willpower	7	5	7	5	5	7	7
Damage Number	4 points	2 points	3 points	3 points	2 points	3 points	4 points
Wounds	30 points	20 points	25 points	25 points	20 points	25 points	35 points