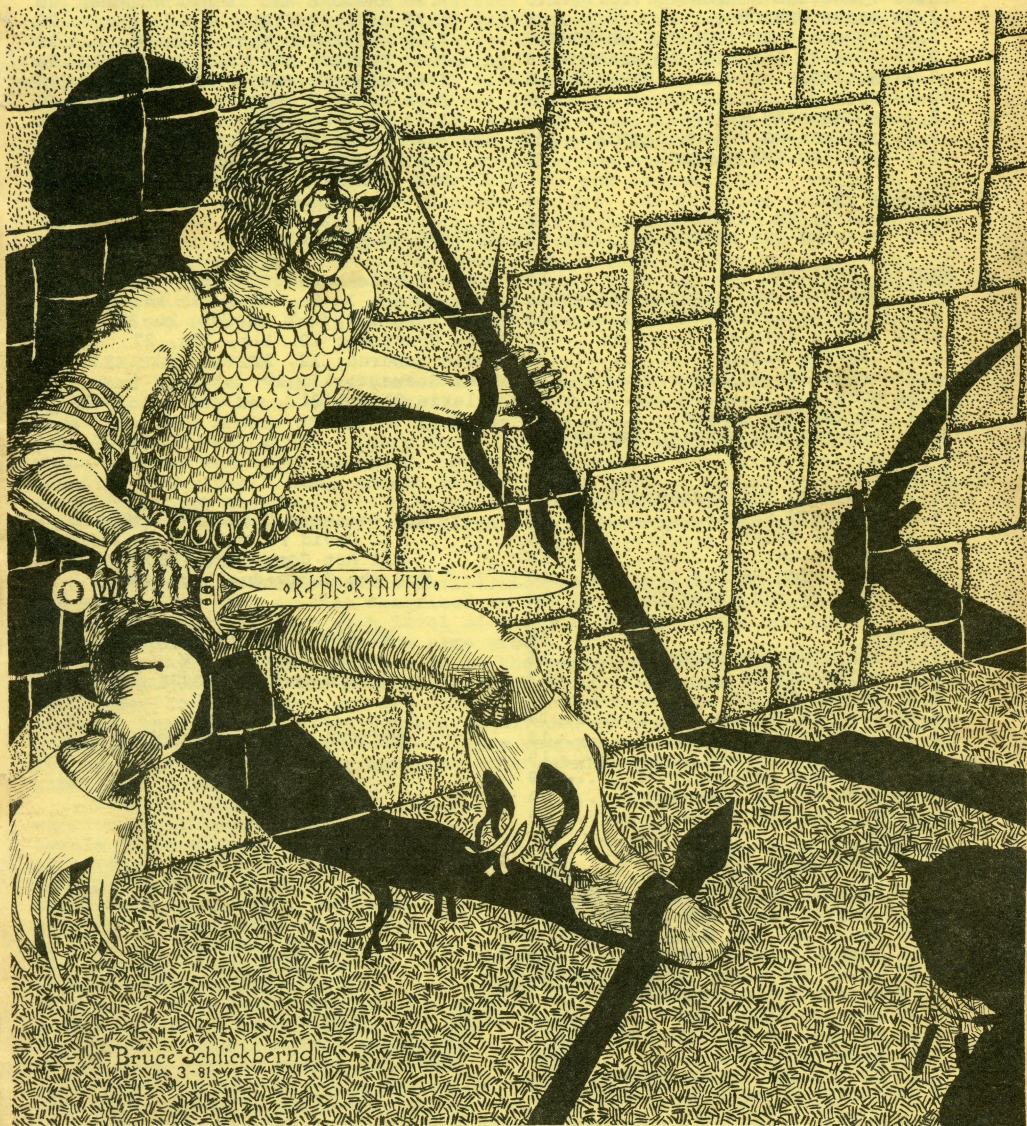


THE YSGARTH RULE SYSTEM



2: BATTLECRAFT

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REVISED SECOND EDITION

1 MASTERING THE ARTS OF WAR

The first of the three main training groups is generally linked together by orientation towards combat skills of different sorts. There are five main divisions or classes within this group. The essential profession in this group is that of the Warrior, which includes a variety of skills for armed combat. The other classes derive from the Warrior class and specialize in other areas and types of combat. Berserkers are warriors afflicted with uncontrollable battle-rage. Martial Artists specialize in unarmed combat. Assassins have additional skills for stealthy murdering. Thieves have additional skills in robbery. These five classes are all closely related, and it is expected that members of one of them will draw on the others to round out his character with a full complement of learned skills. Each of these five classes is a complete profession, and they are all within the same general group, so to combine a pair of classes the Experience Class addition for the second class is only 1. For example, the combination of Warrior(EC-2) and Assassin(EC-2) would be only EC 3. For the use of Experience Classes see I:8. As detailed there, such a character would have to use at least 25% of his Learned Skill Points on Warrior skills, and an equal percentage on Assassin skills.

Each of the classes or professions is described here with a selection of learnable skills fully described. These skills have various effects in combat and other situations, which are described with the skills. They are acquired by expending Learned Skill Points. Combat mechanics are in a later section.

1.1 LEARNING SKILLS

When learning these skills advancement and skill augmentation are possible by advancing the level of the skill. The cost in LSP for each skill is given. Each time that amount of LSP is spent on that skill it gives the character one full level of that skill. There is no limit on the number of levels of a skill which a given character may have. Different types of skills have different benefits with level. Many combat skills add to Defense Rating or Attack Rating, while Thief and Assassin skills often act to increase a percentage of achieving some goal. The exact effects are given in the description of that skill.

1.2 SKILL CONTRIBUTION

As is the case with Native Skills, Learned Skills are contributive. This process is the same as that described in I:5.1, with a few adjustments. The system is basically that each level of a skill learned gives one LSP of credit to the next skill learned in the same group.

The only difference notable is in the grouping. While most Native Skills were independant and very general, Learned Skills, especially in combat, are very specific in nature, and are divided into groups with many elements. For example, the group of Blade Weapons is divided up into a large number of different swords and daggers. Each of these weapons can be learned as a skill on its own, and doing so contributes to other blade weapons in the manner described previously.

To make things clear, a warrior might learn to use 10 levels of Broadsword at a cost of 40(4x10)LSP. This will give him 10 points of credit, on per level with Broadsword. He could use these free points in any way at all, for example, he could use them to learn 2 levels of Scimitar which costs 5/level. This would give him 10 levels of Broadsword and 2 of Scimitar. The 2 levels acquired from credit do not give further credit for another skill, and cannot in any way be used more than once. Further levels learned by spending LSP could, however be used for credit on another skill. It is key to keep careful track of skills and the sequence in which they are taken by the character. This also applies in the same fashion with non-combative skills where groupings are indicated.



1.3 COMBINED CLASSES AND OUT-OF-CLASS SKILLS

It is possible for a character to be both a warrior and either a priest or a mage or both by combining classes, with both classes as major classes. In this case the addition to the Experience Class would be the full EC of the added class. Thus Warrior plus Mystic might be EC 4(2+2), for example. There are no arbitrary restrictions on combining classes, though it is recommended that the character can be competent to function in either class. When classes which are not in the same general group are combined, the split of Learned Skill Points still works the same way. With 2 classes each must have 25% of the LSP, with 3 each must have 20% of the LSP. With 4 each must have 15% of the character's total LSP, and so forth. This same pattern applies with any class combination.

Warriors who are capable may learn spells or priestly powers without taking the class, as long as they do not exceed 25% of their LSP in a single class outside of their own. This limit is the point at which that class would have to be added as a second class and the EC of the character raised in an appropriate manner. This applies with any learned skills, not just magic. Thus no character may take more than 25% of his total LSP in any class outside his own without actually taking that class and the EC increase. There are no other restrictions on learning skills. The percentage maximum is reduced by 5% for each class added, as is the minimum per class.

2 WARRIORS

Warriors specialize in armed combat. The class includes men-at-arms, mercenaries, bandits, pirates, bodyguards, and knights, among the hundreds of professions which require the use of arms and armor. Warriors often also learn skills of other classes, especially Thieves, Assassins, and Martial Artists. There are also a number of skills included under this class which are popular to all types of characters, including riding skills. Warriors are Experience Class 2.

Skills here are grouped by general weapon type and are contributive within that type. The same applies in the case of shields, riding skills, and the Multiple-Weapon Skills, all of which are contributive groups. Damages are given where appropriate in terms of Weapon Damage Factor (WDF), which converts to the maximum damage/die range of the weapon when used by an average human of Damage Class 5. For example WDF:6 would be a weapon which does 1D6 damage at an average DC.

In addition to the skills listed it is possible to increase the damage with any weapon by improving a character's striking ability. This is outlined in section 2.3, and can be learned as a skill.

2.1 TRAINING YOUR WARRIOR

Your first major task after creating your character and working out his secondary characteristics is to pick his skills and decide on his background training. Native Skills add depth and breadth to the character, but it is the learned skills which really make a life or death difference in most cases.

Warriors need to learn combat skills to survive. Not all warriors need to be foe-mangling giants. There can be much more to combat than that. You should decide whether the emphasis of the character will be on attack or defensive abilities, and which weapons he should choose.

When starting out it is probably wise to cover both attack and defense to a moderate degree, and specialize in one or two weapons or attacks. As the character becomes more skilled you should branch out to a secondary weapon or two, or increase damaging and defensive ability.

Generally you should keep in mind the needs of the character, and at the same time make sure that he is well-rounded. Any character who excels to an outrageous degree in one weapon will be vulnerable in other areas. It is essential to maintain a rule of moderation. Think why your character has picked certain weapons, and have him use ones which are appropriate to his background. Consider where and how he learned, and you should be able to keep his skill selection consistent and logical. The least vulnerable character is one who is sensibly trained and not unbalanced in any way.

2.21 CLUB WEAPON SKILLS

These are the skills for the group of weapons which do damage as blunt-instruments, damaging by the impact of their weight in any of several different forms.

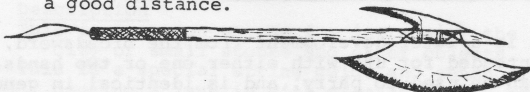
<u>Skill</u>	<u>Description</u>	<u>LSP Cost</u>	<u>WDF</u>
Cudgel	This includes all stick-type clubs, including any makeshift bludgeons, and other objects of 2 to 4 feet in length.	1	4
Hammer	This is a 2 to 4 foot long weapon with a shaft of wood and an iron head, derived from the common tool of the same name.	3	6
Staff	This is the quarter-staff or other 5 to 7 foot long weapons. It is usually capped with iron at both ends. It is used both to strike and to deflect weapons. It may be used to strike two times a round, or to strike once and add $\frac{1}{2}$ the Skill Level of the user to his Defense Rating.	7	4
Mace	This is a $1\frac{1}{2}$ to 2 foot rod topped with a spiked ball and used as a club. It is similar to the battle mace, but for use from horse-back or in close quarters. It is used with two hands.	2	8
Battle Mace	This is a mace with a 3 to 4 foot long staff and a much heavier head. It is used two-handed and primarily on foot. It is heavier than a normal mace and does more damage.	3	12



2.22 AXE WEAPON SKILLS

These are the skills for hafted edged weapons with their origin in the woodsman's axe and the tools of carpenters. Included are some pole-arms with blades rather than points, and a variety of axes.

<u>Skill</u>	<u>Description</u>	<u>LSP Cost</u>	<u>WDF</u>
Hand Axe	This is an axe with a single blade and a 3 foot haft. It is essentially similar to a woodsman's axe, and used mostly in close quarters. It is used with one hand.	3	6
Battle Axe	This is a single-bladed axe with a 3 to 4 foot long haft. It can be used in one or two hands and often has a spike to counter the curved blade. In some cases they also featured spearheads or hooks.	4	8
Double Axe	This is an axe with two opposing blades for use in two hands. They sometimes had a spearhead as well. Such additions should be treated as the parent weapon. It has a 4 foot haft.	5	10
Halberd	The Halberd is a pole-arm axe. It has a 5 to 7 foot 6 haft, a single blade, and usually a spike or point as well. They often featured a hook too for use in pulling mounted men from their horses. It can function as an axe as well, used two handed and at a good distance.	6	8



2.23 THRUSTING WEAPONS

This is a loose set of weapons and skills. The three main members are different, but share the essential similarity of relying on the puncturing attributes of a sharp point, and the deterrant and parrying qualities of that type of weapon. This is demonstrated in different ways.

<u>Skill</u>	<u>Description</u>	<u>LSP Cost</u>	<u>WDF</u>
Spear	With this 4 to 6 foot long haft bearing a sharp, almost blade-like point, we are not talking of the silly weapon used by the native warriors of Hollywood, but the functional weapon of the Greeks. This weapon is almost like a rapier, used two-handed to get some of the qualities of a quarterstaff. Parrying skills can be learned with the spear, and if quarterstaff is also known the spear can act as a staff for a blow with the butt for staff damage.	5	8

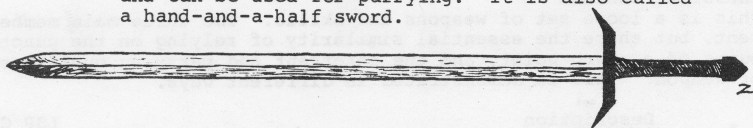
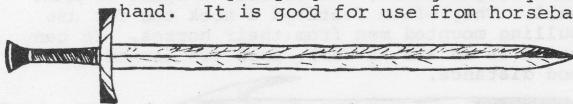
<u>Skill</u>	<u>Description</u>	<u>LSP</u>	<u>Cost</u>	<u>WDF</u>
Rapier	This is a sword which relies on its point and has no real edge. It is a thin, stiff blade with a sharp point. It is light and mobile and can be used for parrying if the skill is learned. It is related in concept to the spear, but for use with one hand.	8		6
Pike	This is a longer spear, with a haft of 6 to 12 feet. It need not have a metal point, and may only be hardened and sharpened wood. It is used mainly to stand against a cavalry charge, and can really cause problems for horses. It is of little use in close combat, but is easy and cheap to discard.	2		10



2.24 BLADE WEAPONS

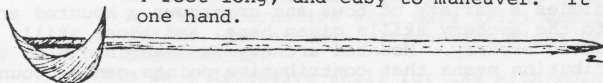
This is the group which includes all of the most popular weapons, primarily the swords in all of their unusual forms. The sword is the weapon of the upper classes in most cases, with the exception of the Falchion, and it is notable for its versatility and usefulness. In most cases medieval swords had no points, though there were exceptions. They were mainly light cutting or chopping tools. A variety of swords are described here for different nations and periods.

<u>Skill</u>	<u>Description</u>	<u>LSP</u>	<u>Cost</u>	<u>WDF</u>
Dagger	This is a weapon with a blade of a foot or less, usually with a small guard. It is used for both cutting and stabbing. It can be used for parrying.	2		4
Short Sword	This sword, also known as a gladius, is a short-bladed weapon, from 2 to 3 feet long. It is used for cutting and stabbing, and can also be used to parry. It is a short, stiff blade, good for getting through light armor at close range. It is primarily intended for close infighting in heavy ground combat. It is of Roman origin.	4		6
Broadsword	This weapon, also called the Spatha, was created in Germany during the dark ages. It is a long, two-edged sword used mainly for cutting. The blade is from 3 to 4 feet long, and usually diamond shaped. The broadsword often had no point, and could be used for parrying. It is generally used with one hand. It is good for use from horseback.	4		8
Bastard Sword	This is a later development from the broadsword, intended for use with either one or two hands. It can be used to parry, and is identical in general shape to the broadsword. It is 4 to 5 feet long, and can be used for parrying. It is also called a hand-and-a-half sword.	6		10



Greatsword	This is an even bigger and heavier broadsword. It is 5 to 6 feet in length, and used with two hands. It can be used for a limited parrying effect, and is exclusively for cutting use, like its smaller brothers. It is also called a two-handed sword.	7		12
Falchion	This is a cheaply made, single-edged sword made by the medieval equivalent of mass production. It is inexpensive, and used by city guards and many common types. The blade is about 3 feet long. It is very similar to a machete. It is used for cutting only, and can be used for parrying. It is a one-handed weapon, mostly used to hack with.	3		6

<u>Skill</u>	<u>Description</u>	<u>LSP Cost</u>	<u>WDF</u>
Scimitar	This is an excellent weapon for use from horseback, ideally suited to slicing. It is a curved blade of about 4 feet in length, sharp only on the outside edge. It is of middle-eastern origin, and is used with one hand. It can be used for parrying, but is not used to stab with.	5	10
Epee	This is a later weapon, similar to the broadsword in length, but with a thinner, stiffer blade, often employed for stabbing, though it does have an edge. It is relatively light, and well suited to parrying. It often has a basket guard, is 3 to 4 feet long, and easy to maneuver. It is held in one hand.	6	6



2.25 THROWN AND ARTICULATED WEAPONS

These two groups are put together because they involve similar uses and functions. Thrown weapons contribute at half value to articulated weapons, and articulated weapons contribute at half value to thrown weapons. Articulated missile weapons contribute fully to both other groups, and can take a full contribution from either or both other groups.

THROWN WEAPONS

These weapons are a variety of thrown missiles doing different degrees and types of damage. Skill levels with thrown weapons are added to MR.

<u>Skill</u>	<u>Description</u>	<u>LSP Cost</u>	<u>WDF</u>
Dart	This is a 6 to 10 inch weapon quite different from the modern toy. The dart is feathered and ideal for carrying poison, with a penetrating point up to 4 inches long. Weapon Range Factor is 3.	2	2
Javelin	This is a light weight thrown spear with a thin haft and head, and about 4 feet long. WRF 8.	3	6
Knife	This is smaller than a dagger and weighted for being thrown. They average about 6 to 8 inches long. WRF 2.	5	4
Hammer	This is a smaller version of the war-hammer used to throw. WRF 4.	3	6
Pilum	This weapon is similar to a javelin, but heavier, and thrown like a knife. It is 2 to 3 feet long. WRF 6.	5	6
Axe	This is a small hand axe used for throwing in the same manner as a thrown knife. WRF 4.	4	6

ARTICULATED MISSILE WEAPONS

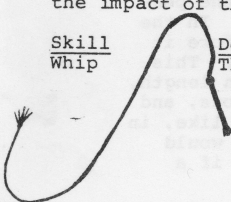
These are weapons thrown with the assistance of any sling-like mechanism, or which are made of flexible and entangling materials. These add to MR.

<u>Skill</u>	<u>Description</u>	<u>LSP Cost</u>	<u>WDF</u>
Sling	This is a common weapon for increasing the velocity of small stones and other objects. WRF 5.	5	3
Atlatl	This is a special string guide and enhancer for casting a javelin with greater force. WRF 10.	6	8
Bolo	This is an entangling weapon consisting of three balls connected by rope, used to incapacitate, strangle, or knock unconscious animals and people. It strikes three times per hit. WRF 4.	5	2
Net	This is used to envelope and entangle a target. It is weighted, and works in a manner similar to the Bolo, but does not do damage. WRF 2.	4	---

ARTICULATED WEAPONS

These are weapons with flexible elements for entangling or increasing the impact of the blow.

<u>Skill</u>	<u>Description</u>	<u>LSP Cost</u>	<u>WDF</u>
Whip	This is a weapon consisting of a handle with a long braided rope or leather strap which can be used to strike, lash, or entangle to a limited degree.	7	3



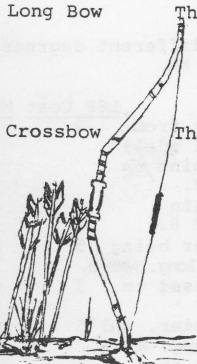
<u>Skill</u>	<u>Description</u>	<u>LSP</u>	<u>Cost</u>	<u>WDF</u>
Morningstar	This is a wood and leather handle with a spiked iron ball attached to it by a chain. The handle is about 2 feet long, and the chain is 1 or 2 feet long.	5		8
Flail	This is similar to a morningstar, but larger and unweildy, with a 4 or 5 foot shaft and usually three spiked balls at the end of 2 or 3 foot chains. It requires a lot of room to swing.	7		18



2.26 ARCHERY AND ASSISTED MISSILE WEAPONS

This class includes a variety of bows and crossbows. Mounted archery is half contributive to the archery skills given here, and these skills are half contributive to mounted archery. Mounted archery is described with the riding skills. Half contribution means that contributive points can be counted at half their value for that skill. Skill levels in archery are added to MR, not AR.

<u>Skill</u>	<u>Description</u>	<u>LSP</u>	<u>Cost</u>	<u>WDF</u>
Short Bow	This is a lighter, quicker bow, about 4ft long. A Short Bow is capable of up to Range Factor 10, as they are limited in potential pull by their length.	6		6
Long Bow	This is a more impressive bow favored by the people of the Kymric nations. They are 5 to 6 feet long with a larger draw than a short bow. They have a 14 as a weapon range factor, as they can be built with effectively unlimited pull for the character in question.	8		6
Crossbow	There are three types of crossbow, all sharing the same basic design, but they are different degrees of power and damage. Crossbows have limited range, but great damaging ability. Light crossbows are WRF 3, and the RC of the user does not apply. Mediums are WRF 6, and Heavy crossbows are WRF 9. The different damages are given by types. There is no difference in learning the different types. One skill fits all. User RC always counts as 5.	5		L4 M8 H16



2.27 MULTIPLE WEAPON AND PARRYING SKILLS

These are skills for augmenting actual weapon skills. They represent certain modified styles of weapon use, which apply with certain types of weapons as listed. Knowledge in other skill groups in no way applies in this group, though you must know how to use the weapons to which these skills are being applied.

<u>Skill</u>	<u>Description</u>	<u>LSP</u>	<u>Cost</u>
Double Dagger	This skill lets the character fight with a dagger in both hands, or use either hand with no penalty. If two daggers are used, one or both can be used to parry if that skill is known. A double parry adds twice as much to the character's DR. The penalty for using a dagger in the unfavored hand without this is -4 on AR and -2 on DC. Each level of this increases the character's ability to apply his attack or parrying skill. If the AR or DR is lower than the level of Double Dagger then the full AR or DR applies. If the AR or DR is higher it is averaged with the level of Double Dagger to find the applied AR or DR. Each level also reduces the penalties, adding 1 to AR and $\frac{1}{2}$ to DC, up to -0. In the case of a double parry the DR is doubled before it is averaged with the level of double dagger. This skill only applies with weapons under 2ft in length, though they need not be blade or point weapons, and could be such things as short sticks or the like, in which case the appropriate deflective skill would apply, for example beat, rather than parry, if a night-stick type weapon were used.	8	

<u>Skill</u>	<u>Description</u>	<u>LSP Cost</u>
Rapier & Dagger	This is the classic skill of fighting with a dagger in the unfavored hand and a sword in the favored hand. In most respects it works identically with the previous skill, though with different weapons. The dagger, which usually does less damage, is used mostly for parrying, though double parry and double attacks are possible. With edge or club weapons the block or beat apply in place of the parry, as detailed above. Also called "Florentine".	10
Rapier & Rapier	This is another skill in the same mold, but applying to two long weapons. It is in all ways the same as the previous two, except for the type of weapons. A club alternative with this skill would be single-sticks, and an edge alternative might be double-broadswords.	12
Parry	This is a defensive skill for use with point weapons of any nature, including daggers, spears, rapiers, pikes and epees. It consists of deflecting the foe's weapon with the edge of the weapon, guiding it to the side. It is not suited for use with non-point weapons, but will work against most other weapons. It cannot be used against missiles. Each level of skill with parry adds 1 to DR when in use.	5
Block	Weapons are divided into 3 attack groups, Point, Edge, and Club. Just as each has a different type of damage, there is a different defense for use with each type. The block is for use with edge weapons, including all swords and axes. It consists of using the flat of the blade to block the enemy blow and knock it aside. It works the same as parry.	4
Beat	This is the defense for use with club type weapons. It consists of whacking the enemy weapon away from the character. It works with any club weapon, just in the same manner as the two previous skills.	6

2.28 SHIELD USE SKILLS

There are a variety of uses for a shield. It shouldn't just sit there on the character's arm. It can be used offensively and defensively, and the defensive skills count on missiles as well as hand to hand attacks. The skill to use each different type of shield must be learned separately.

<u>Skill</u>	<u>Description</u>	<u>LSP Cost</u>
Buckler	This is a small, light, maneuverable shield, ideal for defensive use. It can deflect and block blows adroitly, and is worn on the forearm of the unfavored hand of the character. Each level adds 2 to the character's DR.	8
Round	This is the shield preferred by Vikings and the like. It is of moderate weight, and circular, sometimes with a spike in the center. Each level adds 1 to the character's DR.	6
Chevron	This is a heavier, chevron-shaped shield. It is harder to use defensively, and so the cost per level of deflection is high. Each level adds 1 to DR. It covers a large part of the character's body, and is often used on horseback.	9
Legionaire	This is a large rectangular shield, of the type favored by the Roman infantry. It can be used in a shield wall, but is not very maneuverable. It does cover a large portion of the character's body, however. Each level adds 1 to DR, but the levels cost.	12
Shield Bash	This is an attack which can be performed with any shield. It consists of punching or ramming an enemy with the shield. It knocks the character's SL with bash off the enemy's attack rating, and requires him to make a Saving Throw with a minus of $\frac{1}{2}$ the attacker's skill level against being knocked down. Before it succeeds the character must roll as if attacking with a weapon of the club group to see if he hits. Damage is minor, unless there is a spike on the shield, in which case the spike is treated as a dagger.	5

Note that any shield can be used merely to cover parts of the character's body without training. Training is needed to use them defensively. Shields and their protective values are given in the section on armor.

2.29 EQUESTRIAN SKILLS

These are a selected group of skills all of which relate to using a mount in combat. Several of them contribute in other groups. General riding must be learned to learn any of the others.

Skill	Description	LSP Cost
Riding	This is the ability to sit on and control a horse and ride with adequate skill. Higher levels indicate increased proficiency and ability to stay in the saddle without being unseated. In every difficult maneuver a rider should have to roll against his SL as determined by the GM to see if he succeeds. This skill contributes within this group only.	4
Mounted Combat	This allows the rider to fight with any weapon in which he is trained while he is mounted. Without this skill his AR should be lowered by 8 when he is riding. The first level of this skill makes that -4, the 2nd makes it -2, and each additional level raises the AR by one from -2, i.e. -2,-1,0,1... Mounted AR can be raised with this skill beyond the normal AR of the character with the weapon in use, but if the mounted AR is lower it should be used when mounted. This skill contributes only in riding.	8
Mounted Archery	This skill works exactly the same as mounted combat, but affects archery and crossbows in general.	10
Mounted Casting	This is another skill like the two above, but it applies to thrown type weapons in the same manner	9
Lance	This is a special skill for the use of the mounted lance or long spear, an essential weapon of medieval chivalry. It works in all respects as a normal weapon skill, and is a point weapon. It contributes only in riding.	5

Note that Mounted Archery contributes in either archery or riding, and can be contributed to by both, and that Mounted Casting does the same with thrown weapons and riding.

2.3 INCREASING WEAPON DAMAGE

Skill Points need not be used only to increase Attack Rating, though that is their primary use with weapons. They may also be used to increase the character's Damage Class with a given weapon, though to do so is rather more difficult.

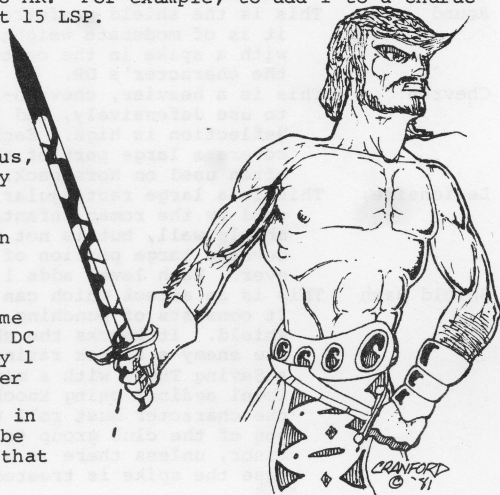
The cost for increasing the DC with a certain weapon is 3 times what it is for increasing AR. Thus for each 1 added to DC you have to spend 3 times as many LSP as for each one added to AR. For example, to add 1 to a character's DC with Morningstar would cost 15 LSP.

This can be rather expensive, but that keeps damage augmentation in perspective.

There is a limit to how far a DC may be increased. DC with a weapon may be increased by no more than the LSP cost of the skill. Thus, morningstar which costs 5 could only have 5 total added to the DC by a character. Thus a character with a base DC of 6 could have no more than 11 DC with morningstar.

Note that DC augmentation is contributive, but only with DC augmentation of other skills in the same group, and the 15 spend to add 1 to DC with morningstar would count as only 1 contributive LSP for flail or another contributable skill.

Range Class can be adjusted up in exactly this same manner, but must be done separate from raising DC with that missile weapon.

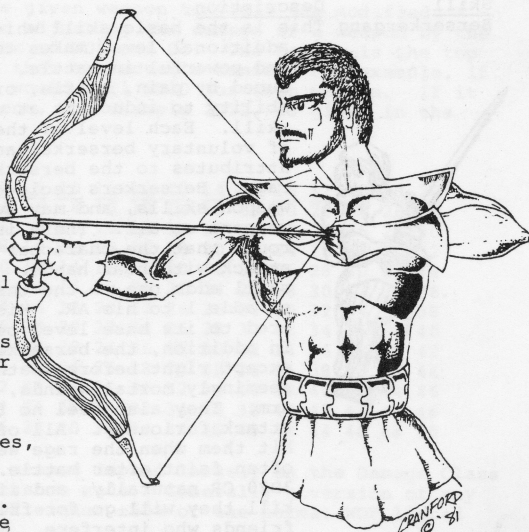


2.4 PLAYING THE WARRIOR

When you play your warrior you have to work hard to avoid falling into playing one of the many stereotyped personalities of the traditional warrior. By extra effort you can make your character transcend the type-casting and misconceptions which have been the bane of the class.

Warriors can be much more than mere fighters. They can be craftsmen who work to perfect the martial arts, psychotic killers, good men driven by circumstance into a world of blood and killing, cowards, fools, hopeful heroes, or hundreds of other fascinating types.

Think about what led the character into his profession. Think about how he feels about what he does, why he keeps at his craft, and what he gains from it. Think about his social life and his role in society. Don't let yourself be limited by the basic nature and obvious limits of the class. Take what you are given and use it as a skeleton on which to build a complete and real person. No one is born a warrior, and no one is just a warrior. All men are many things, and the failed hopes and aspirations within them, and their lasting dreams do much to shape their personality and actions.



3 BERSERKERS

By training this class is not far removed from the standard warrior, though they are often far removed by temperament. The berserker is in most respects a standard warrior, and he has access to all warrior skills as if he were a warrior. For learning skills and training treat him as a standard warrior, though perhaps a bit over-specialized towards offense.

The berserker is unique in that he is afflicted, or blessed, with a psychological disorder similar in ways to some forms of epilepsy, which causes him to enter a blood-rage in battle. In this state he may foam at the mouth, lose all sense of his surroundings, and strike out with unreasoning violence. As this is not a true fit, but rather a form of self-hypnosis it is possible for a berserker to develop a degree of control over this madness and channel the destructive energy to make him a fearsome creature in battle. He will have no sense of his own pain, withstand mortal wounds, and attack with unequalled fury. He may go so far as to tear foes apart with his hands and teeth, forgetting his weapons in his fury. He is a frightening, legendary creature, shunned by comrades and dreaded by foes.

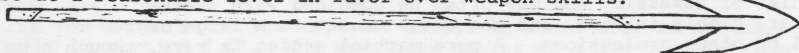


Training is essential in inducing and controlling the berserkergang, or blood-rage. While in most civilizations these were not trained skills, but learned by luck and observation, here we will define them for practical use and reference. In addition to the skill of inducing the berserk rage there is the essential knowledge of ending it, which keeps one from killing his friends.

Berserkers are Experience Class 3, and they can learn berserker skills in addition to warrior skills. Generally berserkers are born more than made, as a certain temperament is necessary for the berserker.

3.1 BERSERKER SKILLS

The skills which are special to the berserker are few, and they all relate directly to the berserkergang. A good berserker will strive to control these at a reasonable level in favor over weapon skills.



Skill	Description	LSP Cost
Berserkergang	This is the basic skill which makes a berserker. Each additional level makes the berserker more fearsome and powerful in battle. The berserk rage is induced by pain, battle, or the sight of blood. The ability to induce it at will is learned with this skill. Each level of the skill gives a 5% chance of voluntary berserkergang. There are a number of attributes to the berserker which apply during the rage. Berserkers receive no benefits from their weapon skills, and may even forget to use their weapons at all. There is a 50% chance per combat round that the character will drop his weapon and attack with bear hands. Every 3 levels with this skill adds one to the character's DC, and each level adds 1 to his AR. His DR is automatically lowered to its base level before any skill additions. In addition, the berserker will never go unconscious, except right before death. He will fight with seemingly mortal wounds, and even with a severed arm. They also feel no fatigue while berserk, and attack furiously. All of these things build up, and hit them when the rage wears off, so berserkers will often faint after battle. The rage wears off in 3D20 CR naturally, and if they run out of enemies to kill they will go for friends. They will also attack friends who interfere. They always fight hand to hand.	6
Control	This skill allows the berserker to effectively split his mind, so that he can exercise some control over his berserk rage. Each level of this skill gives him a 5% chance of control, meaning that he could retain his weapon, or avoid attacking a friend, while maintaining the rage.	7
Induce/Terminate	This skill lets the character voluntarily start or end the berserker rage. He has a 5% chance per level of this skill of starting or terminating the rage when he chooses.	8

3.2 PLAYING THE BERSERKER

No one much likes a berserker. Because of the uncontrolled nature of the berserkergang the berserker causes fear in both his comrades and his enemies, and they avoid him both in battle and socially. Many believe berserkers to be possessed by demons, or at least endowed with unholy powers.

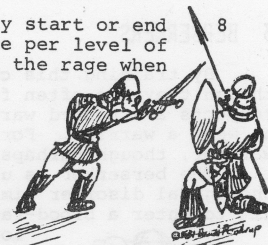
When you play a berserker you have to think about the type of misanthrope who would choose such an odious craft. While he is greatly honored and admired for his prowess, at the same time he would be shunned by other men and have no real friends. What effect would being such an honored outcast have on a man's personality.

Historically berserkers were anti-social, suicidal, self-indulgent, and showed very little concern for their fellows or themselves. They often behaved scandalously and counted on their fearsome image to protect them from retribution. As a berserker you have two choices. You may hide your skill/affliction, and live a life of deceit, or you can be open about your status, and take advantage of it. In either case you will probably not lead a normal or truly pleasant life.

4 MARTIAL ARTISTS

This class specializes in unarmed combat and defense, and includes some skills useful to a number of other classes. While you might refer to a man as a warrior or a berserker, the class martial artist is not a name of reference. It is rather a group of associated skills often used as an auxiliary to another class, or as a set of skills for a class of specially trained characters, perhaps in a religious order. The skills might even be passed on from father to son, or kept closely guarded by a secret society.

Martial Artists are Experience Class 1. They often take skills of warrior, thief or assassin, and may often be combined with another class. Martial artists are highly trained, and the class exists to a large degree for skills borrowed by other professions. A pure martial artist is rare, though a holy



order of a militant nature might concentrate exclusively on martial artist skills. Such orders are described in book #4.

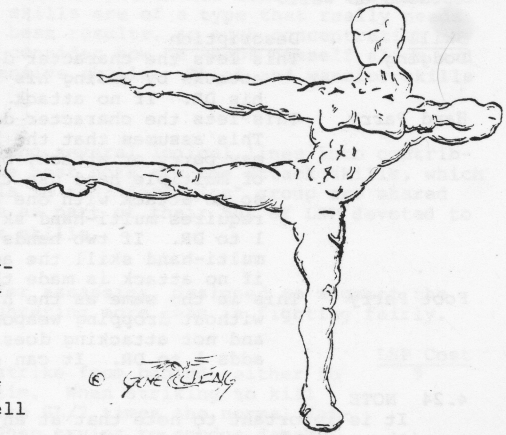
4.1 TRAINING THE MARTIAL ARTIST

When you decide to make a character a martial artist your next job is to decide what skills to give him. If he is in a martial order this may already be decided by that order. If not, you have to make some decisions.

Most martial artists aim towards using their skills for self-defense, though you might find an offensive orientation more suited to your particular character's personality.

Generally the guidelines for warriors apply here as well. Try to get a good selection as you advance, but concentrate on 1 main defense and a main attack at lower levels.

Try to keep your character balanced and trained in areas outside of martial artist, so that he will be well rounded.



4.2 MARTIAL ARTIST SKILLS

These skills are divided into several main areas, within which the skills are contributive. Skills are somewhat generalized, compared to real-world martial arts attacks and defenses.

4.21 ATTACK SKILLS

These are skills for offensive attacks, using feet, head, or hands as weapons. Combat is carried out exactly as if they were club-type weapons as described in the warrior section.

Skill	Description	LSP	Cost	WDF
Punch	This allows the character to strike once per round with a single balled fist.	1		3
Chop	This allows a blow with the edge of a stiffened hand once per round.	7		6
Kick	This allows a blow with a single foot each round.	9		8
Butt	This is a blow with the head, one of the hardest parts of the body.	6		4
Double-Chop	This is the skill of clubbing with both hands linked for extra damage.	8		8
Flying Kick	This lets the character leap foot-first at a foe, and strike him with both feet together. No other attacks may be used with this.	11		16
Hand & Foot	This lets the character attack with his favored hand and a foot in the same round. It works in the same manner as the multi-weapon attacks given for the warrior class, but the character can choose which of the attacks is at a minus.	5		---
Multi-Hand	This also works like the multi-weapon skills of the warrior, but allows two hand attacks in one round.	6		---

4.22 GRAPPLE SKILLS

These are skills for using the oponent's body and weight against him to grapple him or throw him.

Skill	Description	LSP	Cost
Grapple	This skill lets the character hold and grapple a foe in various ways for crushing damage. Damage done is taken overall at a rate of the attacker's DC/4 per round of successful grapple. The attacker must make an attack type roll to start the grapple, and each round the victim may make a save to escape on STR, minus the grappler's skill level. A mutual grapple is possible.	4	
Throw	This skill lets the character throw an oponent as he attacks, doing impact damage overall to him. He must roll to hit, and the damage done is the attackers DC/3 overall. The victim can make an AGI save and take half damage, and only 1 throw may be done every two rounds.	6	

4.23 DEFENSIVE SKILLS

These are skills in defending oneself from weapons and other unarmed attacks as well.

Skill	Description	LSP Cost
Dodging	This lets the character dodge weapon attacks and other attacks by adding his skill levels with dodging to his DR. If no attack is made DR is doubled.	6
Hand Parry	This lets the character deflect weapons with his hand. This assumes that the hand is free. A single hand may parry or attack, but not both. For the purpose of multiple hand use this counts as an attack, and so to attack with one hand and parry with the other requires multi-hand skill. Each level of parry adds 1 to DR. If two hands are used to parry with the multi-hand skill the addition to DR is doubled, and if no attack is made the base DR is doubled as well.	10
Foot Parry	This is the same as the hand parry, but can be done without dropping weapons. Only one foot may be used, and not attacking does not add to DR. Each level adds 1 to DR. It can come as a surprise to an enemy.	15

4.24 NOTE

It is important to note that at any one time only two limbs may be used to either attack or defend, and this is assuming one of the multiple attack skills is used. Attacks and defenses are interchangeable, and each takes up the use of one limb. In addition, one foot must be kept on the ground, unless the flying kick is used. Martial artists generally don't use their skills while in armor.

4.3 INCREASING DAMAGE

Damage increasing is done with Damage Strike, which is identical to the warrior skill, but is used with martial artist attacks. It applies to all of the attacks which are given above.

4.4 PLAYING THE MARTIAL ARTIST

When you play a martial artist one of the first things you probably want to consider is whether or not he is open about his skills. Does he run around breaking boards with his hands, or does he masquerade as something else? One of the most important elements of unarmed combat can be surprise, so he may want to look like a normal warrior, and use his skills subtly to aid himself and get out of tough scrapes.

You should also consider what responsibilities he feels for the use of his unusual skills, and how he feels about facing armed men unarmed, and how much he thinks of his own skills and the use to which he puts them. Think about the source of his knowledge, his training, and whether he has any mystic beliefs about it. Try to analyse when and how to use his skills.

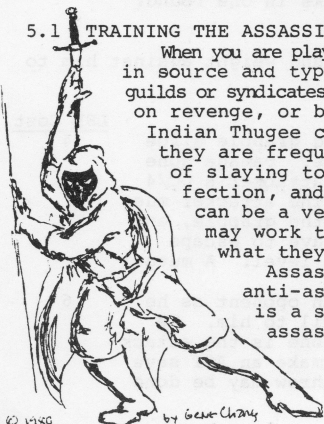
5 ASSASSINS

The assassin is a specialized warrior trained in killing people for pay. His skills include protective abilities, stealth, and quick, silent killing. Assassins usually have a good portion of warrior or martial artist skills as well as specialized skills of the assassin class. Mage assassins and religious assassination cults are also not uncommon. Assassins are EC 2.

5.1 TRAINING THE ASSASSIN

When you are playing an assassin there are many options open to you in source and types of training. Assassins can come from underworld guilds or syndicates. They can be loners working for pay. They can be bent on revenge, or be vigilantes. They can even be fanatics like the Indian Thuggee cult. Assassins are also often known for their style. They are frequently specialists, preferring certain modes and forms of slaying to others. In many cases they study one method to perfection, and even leave certain distinctive trademarks. This can be a very competitive field in many societies, and assassins may work to top each other and prove themselves the best at what they do.

Assassins often act as guards as well, being, effectively, anti-assassins, protecting a client from other assassins. It is a somewhat safer and less challenging occupation than assassination, though it is not nearly as exciting.



When you choose skills for your assassin you should consider specialization and areas of proficiency. These skills are of a type that really needs to be invested in heavily to draw the best results, so such concentration may be essential. In addition you should consider how he keeps himself alive and fed, and so look at practical and defensive skills. Thief and warrior skills should also be considered.

5.2 ASSASSIN SKILLS

Assassin skills are divided up along several logical lines into contributive groups of related skills. Of the most note are the attack skills, which are key to the class. The thief skills in the "deception" group are shared by assassins, and may be taken by them as part of their 50% of LSP devoted to assassin skills, as may thief movement skills.

5.21 ATTACK SKILLS

These are special attack skills for assassins, designed to augment the standard weapons, and for use in slaughtering more than in fighting fairly.

<u>Skill</u>	<u>Description</u>	<u>LSP Cost</u>
Backstrike	This is the ability to strike from behind, either to stun or kill the victim. When striking to kill damage is done equal to SL/2 times the normal damage of the weapon. When trying to subdue damage is normal damage divided by SL, but the target must make a CON save with a minus of the attacker's SL off the roll. He gets a location bonus of 50/SL off his normal location range. He also adds his SL into his normal bonuses when he rolls to hit. Subduing should be attempted with a blunt instrument, and results in unconsciousness for the SL of the assassin in minutes.	9
Garotte	This is a special weapon used by assassins to strangle targets from behind. It is a thin piece of knotted wire with handles at both ends. It is used to choke a victim or cut through his windpipe. It will kill in the victim's CON minus the assassin's SL rounds.	11
Vital Strike	This is the skill of striking with a weapon so that you get an increased probability of doing critical damage and hitting a vital organ. The character is plus his SL to hit and has a bonus of location of 50xSL. He also has the equivalent of 3xSL point of piercing effect, which can be looked up under critical hits in the combat section. It only works with 5-15 inch point weapons.	8

5.22 MANUAL SKILLS

These are skills of manual dexterity and deception useful for trapping or killing victims.

<u>Skill</u>	<u>Description</u>	<u>LSP Cost</u>
Set Traps	This lets the character set traps and snares, including automatically triggered crossbows, deadfalls, set spears and other deadly contraptions which he might choose to devise. Traps can be lethal or used to capture. They can also be used to set off an alarm. They can only be set if the material to do so is available. The chance that a trap will work without being spotted is SL/Target WIS x 60%. This does not mean that the trap will be successful. The GM will have to decide if the trap devised is practical and how much damage it does when triggered. This includes the ability to spot traps, with a bonus of SLx2% on spotting a trap as described above.	4
Poisoning	This is the skill of administering poison. The exact chance of success depends on the poison used, the target's abilities, and the method of administering it, but a rough guideline for success would be an SL x 8% chance of the victim taking the poison. The victim then gets an appropriate save. This includes the ability to test for poison with a SL x 5% chance of success in spotting poison when testing or examining.	9

5.23 DECEPTION SKILLS

These are skills of deception and misrepresentation useful for getting close to and surprising a target. Each skill gives a corresponding level in detecting that form of deception. Thief deception skills may also be taken.

Skill	Description	LSP Cost
Ambush	This is the skill of setting up a good surprise attack from an advantageous position with any number of men. If the assassin can set up in an area somewhat in advance of the victim's arrival he has a $SL \times INT/2$ chance of surprising the victim. It should be adjusted for the specific conditions. The chance of detecting an ambush is Detector's SL-Setter's $SL \times 3\% + 20\%$. Thus an ambush set by an SL 8 assassin would have a 32% chance of being spotted by a SL 12 assassin 8	6
Infiltrate	This gives the assassin a $SL \times 7\%$ chance of getting into most non-exclusive organizations as a full member and a $SL \times 3\%$ of getting into a household as an employee. It should be adjusted for those situations where special knowledge or connections would be needed. Spotting agents is done by the same formula as spotting an ambush, but using the Infiltration SLs.	
Trailing	This is the skill of following an enemy or target without being spotted, and without losing him as he goes through city streets, crowds, and wilderness. The chance of success is $SL \times 5\%$, and the chance of spotting a pursuer is (Spotter SL-Follower SL) $\times 2\% + 30\%$.	5

5.3 PLAYING THE ASSASSIN

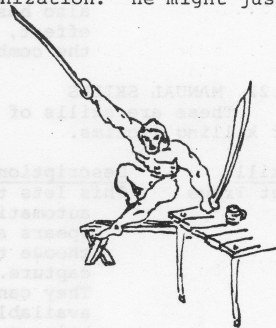
In playing an assassin it is important to remember that assassin skills are designed primarily as aids so that he can use his combat abilities most effectively, so you should certainly look into learning weapons in addition to basic assassin abilities.

Assassins suffer from a stygma much like that of the berserker. They have few friends, and most people assume that they can be bought and are not safe to trust. When playing your assassin think about how dedicated he is to his craft. Assassination lends itself to perfectionism, though on the other end of the spectrum he could try to be an anti-assassin or guard type.

Consider any trademarks or preferred patterns of your assassin, and what his main source of employment is. He might be attached to a cult, a powerful family, a government, or an underworld organization. He might just be a freelancer, or a self-motivated fanatic.

Most important is to think about how the character feels about killing. Does he enjoy it? Does he wish he did something else? Assassins can be traditionally cold-blooded, motivated solely by profit, driven by faith, homicidal psychopaths, or just normal guys in an unusual line of work. One important type of assassin which has been overlooked is the amateur social assassin who kills solely to advance himself socially or politically, or the fanatically loyal adjutant to a great leader who is obsessed with eliminating any opposition to his leader. Also of interest is the assassin as spy.

Whatever type of assassin you choose, it is a versatile class, and a great deal of pleasure can be gained from it.



6 THIEVES

The thief is a character who makes his living by any of a number of specific types of thievery. The class can be broken down into several areas of expertise, some of which are far from the traditional image of the thief. Most adventurers could be considered thieves, as they often end up taking some things which don't actually belong to them, and it is advised that thieves learn some warrior, assassin, or martial artist skills for self preservation. Thieves are Experience Class 1.

6.1 TRAINING THE THIEF

There is more than one kind of thievery. Any activity which involves taking possessions away from their rightful owner can be classed as thievery, whether the property is taken by stealth, violence, or fraud.

For practical purposes we can divide thieves into five general sub-classes by their area of interest and operation. These classes are distinguished by being oriented towards particular types of skills. They share a common source of training, the streets, taverns, and docksides of town and city, or in the case of brigands, the wild lands and unpatrolled highways. In either case they come from a background where a man or boy had to take what he needed to live by whatever means he could.

Confidence-This is one of the softer areas of thievery, relying in such things as fraud, deception, and various con-games. This group includes professional gamblers, forgers, counterfeiterers, and related types. These men take advantage of other's foolish dreams for their own profit. They should be shrewd judges of character and glib of tongue and thought. The skill areas which a con-man would want to excel in would be the deception skills and the gaming skills.



Extortion-This is the second area of soft-thievery, though it is a bit more harsh than confidence. These thieves take advantage of the past errors of victims, or the victim's fears to get a sizeable income. They prey mainly on the wealthy by means of blackmail, and the middle-class by means of extortion. It is an area with a great potential for profit, as a regular clientele can be established for "protection", "insurance", or to sell "silence". In this class skill in deception is needed, but for extortion combat and intimidation skills are of use, and investigation is good for blackmailing.

Cutpurse/Pickpocket-This is the least violent of the more physical types of theft. It is the area of the removal of property or money from the victim's person while in contact with him, without him noticing it. This includes purse-snatching, purse-cutting, pocket-picking, and all sorts of related manual theft. Key skills for this area would be the manual skills.

Burglary-This area covers the skills of breaking into a residence or business and removing all of the items of value. The specific skill group noted as Burglary Skills would be most appropriate here, as would a skill like evaluate item. Generally, movement skills are also useful here, as stealth makes burglary run more smoothly.

Robbery-This is the most violent and direct approach to taking people's money away from them. It includes such things as highway robbery, brigandage, pillaging, mugging, and armed robbery. Basically it consists of any crime where violence is done or threatened on a one-time basis to an individual or organization. For this area assassin and warrior skills help and are to the point.

6.2 THIEF SKILLS

Thief skills are divided into five separate groups of related skills covering the main areas of thief interest and training.

6.2.1 MANUAL SKILLS

These are skills which increase the character's ability to use his hands skillfully, including several light-handed thieving skills. They are contributive within the group, and some of them also allow the opposite effect to the main one.

Skill	Description	LSP Cost
Pick Pocket	This allows the thief to remove small items from the pocket of a victim, or place small items there without his noticing it. The chance of success on each try is $SLx5+DEX$, but the victim has a $DEX+WIS+SL$ percentage chance of catching him. The SL which counts in defending against this is any SL in this skill had by the victim.	8
Cut Purse	This is the simpler skill of cutting the strings of a victim's purse, freeing it for removal, hopefully without being caught. The chance of success and the chance of being caught are figured as above, but using SL in purse cutting.	5
Search Person	This is the art of searching the body of a non-resisting person. The chance of finding any concealed items is $DEX+JUD+(SLx3)\%$.	2
Palming	This allows the thief to remove small items from plain sight by distraction and concealed palming of the items. Generally it is limited to objects of palm size or less. The chance of success is worked out in	7

<u>Skill</u>	<u>Description</u>	<u>LSP Cost</u>
	the same way as picking pockets, but the chance of being caught is the total of the INTs of all who are present, divided by half the number of people present, as a percentage.	

6.22 'BURGLAR SKILLS

These are skills for gaining entry to a premises, finding and removing valuables, and getting out safely again.

<u>Skill</u>	<u>Description</u>	<u>LSP Cost</u>
Search Area	This is the skill of finding hidden panels, doors, passages, and the like. The chance of success is $DEX+JUD+(SL \times 3)\%$. Searching takes 1 minute per 5 square feet of area.	3
Search Object	This allows the character to search an object such as a piece of furniture, a musical instrument, a chest, or a tool for hidden drawers or compartments. The chance of success is found with the formula in the previous skill.	4
Conceal Item	This is the skill of hiding an item in a room or open area so that it will not be found. It decreases the chance of it being found by $SL \times 3\%$.	5
Pick Lock	This is the skill of opening locked doors without having to resort to brute force. The chance to pick the lock is $DEX+(SL \times 4)\%$, assuming he has the proper tools. This should be lowered with makeshift tools.	7
Open Silently	This allows the thief to try to open a door without any noise, so that he may surprise whatever is behind it. The chance of opening silently is $DEX+(SL \times 4)\%$. Some doors squeak, and the occupant may be watching the door.	2
Casing	This skill lets the thief observe a target so that he can enter it at the most favorable time, presumably when the premises is empty. The chance of success is $SL \times 5\%$.	3
Evaluate Item	This lets the character appraise the value of a stolen object, setting an approximate worth. The estimated value will be within a margin of error of $40-SL\%$.	6

6.23 DECEPTION SKILLS

These are skills of artifice, allowing the thief to deceive a victim in any of a number of ways, relating to fraud and conning.

<u>Skill</u>	<u>Description</u>	<u>LSP Cost</u>
Forgery	This is the skill of imitating the handwriting and signature on any sample which he has had a good opportunity to study. There is a $DEX+INT+(SL \times 3)\%$ chance that the forgery will fool even those people who are familiar with the victim's writing.	8
Disguise	With this skill the character may impersonate any person he has had a chance to observe. It includes skill in cosmetic alteration and mimicing of mannerisms. The general chance of success is $SL \times 5\%$, but this should be lower with immediate family members and higher with less familiar acquaintances.	7
Bribery	This is the skill of obtaining favors for subtly offered fees. The general chance of success is $CHA \times SL\%$, but this is lowered by the SOC of the subject, and if it doesn't work the subject may react very badly. Also necessary is an adequate bribe. Adequate means SOC ² marks minimum. For each 10 under adequate lower % of success by one. For each 20 over raise it by 1. It also depends greatly on the situation, so GM discretion is very important.	4
Conning	This is the skill of telling a convincing lie. The chance of being believed is $(INT+CHA)/4\% \times SL$. This is also changed for the situation and the gullibility of the person being lied to. The outrageousness of the lie is also important. Once again, use GM judgment.	6

<u>Skill</u>	<u>Description</u>	<u>LSP Cost</u>
Research	This is the skill of finding out information about a person for use in blackmail or operating a large-scale fraud. It is difficult to determine the chance of success exactly. It should depend on the SL of the character, and the presence of such information, at the discretion of the GM.	5
Intimidation	This is the skill of causing fear in others by a threatening violence. It involves a large degree of acting ability, and a knack for theatrics. The chance of scaring the victim into doing what you want is a rough SLx5%, as long as the desired result is not too outrageous, but it does depend on the resistance of the victim. Actually demonstrating willingness to do violence increases one's chances.	3

6.24 GAMBLING SKILLS

These are the skills of the professional gambler, both through skill at various games, and cheating at those games.

<u>Skill</u>	<u>Description</u>	<u>LSP Cost</u>
Dicing	This is the skill of playing various games with die wagering. Each SL increases the percentage of the character's winnings of the total money wagered by 1%. A character will normally leave a game with ±3D20% of his original stake.	6
Card Playing	This is the skill of betting well on cards and playing them properly. Additional skill levels act as is given above, but winnings are ±2D20%.	5
Boardgaming	This is the skill of playing boardgames for money, such as backgammon, chess, or fox-and-hounds. Skill levels work as given above, but winnings are only at ±1D20%. In a specific game, compare SL+D10 and higher wins.	4
Wagering	This is the skill of wagering on various sports. It includes tests of strength, trials of combat, races, and just about anything with a variable outcome. The take in this is determined by individual bets on specific events. The character should have an SLx5% chance of knowing which side to place a bet on in a 2 contestant event. Otherwise, use a percentage of SLx10%/# of contestants.	5
Cheating	When used in combination of any of the above skills this has the effect of doubling the SL for computing the different aspects. It includes such things as loading dice, palming cards, and drugging horses. Each time it is used there is a 30-SL% chance the cheater will be caught. Each level allows doubling of SL with one other skill, and the skills doubled should be noted. The SL with cheating of opponents are added to the % of failure.	9

6.25 MOVEMENT SKILLS

These are skills of the thief intended primarily for self-preservation and to train certain physical skills useful to the thief in moving and such.

<u>Skill</u>	<u>Description</u>	<u>LSP Cost</u>
Silent Movement	With this skill a thief may move without being heard by anyone nearby. His chance of actually being silent is AGIxSL/1.5%, adjusted by the GM for the terrain and wariness of any listeners.	5
Concealment	This lets the thief hide himself in available shadow or terrain features. His chance of not being seen is INTxSL/2%, but can be greatly modified by the availability of hiding places and whether he is being looked for or not.	4
Climbing	This is the skill of scaling walls and cliffs of the sort often encountered in covert activity. The chance of scaling a simple wall would be AGI+DEXxSL%. This would have to be modified for the sheerness of the wall and other conditions, such as spikes, barbs, ground glass, and other obstacles to the climber. The chance of success should be reduced by the height of the wall(ft)/5.	4

6.26 NOTE TO THE GAMEMASTER

Many thief skills involve complex actions and interactions, and a simple formula does not really suffice to handle these complexities. Thus, it rests with the GM to make the necessary allowances and adjustments so that the skill of the character and the conditions interface as well as possible. In most situations this is the role of the GM, and it is a bit heightened with thief skills. Flexibility and improvisation are key to GMing for the thief.

6.3 PLAYING THE THIEF

The thief is first and foremost a character who lives outside of the law and earns his bread by taking advantage of other, and liberating their goods without permission or approval.

A character who lives by such means is most likely to develop some unsavory character aspects and to take attitudes which are not accepted as normal by his society. Thus, when you play a thief you should remember the results which this will have in the growth of his personality.

The five sub-classes given in section 6.1 can be a major aid in determining your thief's personality. Once you know his place in that schema you have something to work on in building up his character.

Thieves need not be evil and bent on cruelty, though they may be. They can be as contrasting as Robin Hood and the Sherriff of Nottingham. Both were thieves in their way. Robin Hood stole with noble intentions and by threat of violence. The Sherriff of Nottingham stole in the guise of law by promise of violence and violence, but extracting money all the same, though his purposes were less than admirable. Both were thieves, though not called such, and they illustrate extremes of position and type of thief.

Between two such extreme examples there is a great range of possibilities, and you must find the form, style and level of thievery which suits your character, even though it may not be called robbery even by its victims, or even if it has the finest of goals.

7 THE MECHANICS OF COMBAT

Much of the use of these classes involves combat and the different uses of weapons in battle. This includes the employment of all of the combat skills given in this book, and the interaction of the secondary characteristics which are involved in combat which were detailed in book 1.

In combat the characteristics of the character are quite important. There are several characteristics which are important, and each of these should be noted.

Defense Rating is key in combat. It should be adjusted from the base in book 1, by adding any modifications from book 2, yielding a total DR, which should be used in combat.

Attack Rating should also be adjusted for skill, totalling the base and the skill modifications for the final AR.

Damage Class is modified in the same way.

Missile Rating is merely AR for missiles, and should be adjusted in the same manner.

Range Class can also be modified in the same manner as DC, but additional to it, for use with missiles. For the pattern of doing this see section 2.3.

Hit Points are important once a character has taken damage in combat.

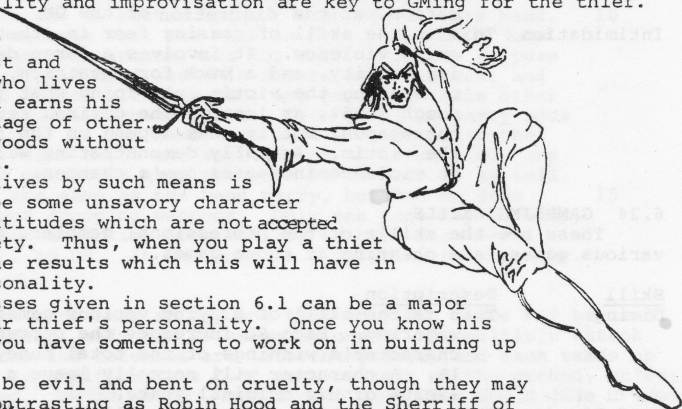
Fatigue Points are also important in combat to determine just when a character drops from exhaustion.

7.1 PREPARING FOR COMBAT

In preparing for entering battle a character must be equipped and armed in a manner appropriate to his needs and wants. Both weapons and armor should be suited to the character's abilities and desires. Outlined here are some points on determining the type of weapon used by a given character and the function and type of armor which he chooses.

7.11 WEAPONS AND DAMAGE

Different weapons do different degrees of damage as is shown in the skill section of this book. In addition, stronger and larger characters can use specially designed, larger weapons, and the interaction of the character's DC



with the Weapon Damage Factor of the given weapon to yield the modified damage of the weapon. The table for adjusting the damage of a weapon by the DC is given below, with a cross-index of WDF and DC. The result is the top of the die range for that weapon in that character's hands. For example, if the result were a 10, the character would roll 1D10 for that weapon. If it were a 24 he would roll the equivalent, for example 2D12, as given in the column to the far left.

DIE	DC	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
ROLLED	WDF	1	1	1	1	1	2	3	4	6	8	10	12	14	16	18	20	22	24	26	28
0	1	1	1	1	1	1	2	3	4	6	8	10	12	14	16	18	20	22	24	26	28
1D6/3	2	1	1	1	1	2	3	4	6	8	10	12	14	16	18	20	22	24	26	28	30
1D6/2	3	1	1	1	2	3	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
1D4	4	1	1	2	3	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34
1D6	6	1	2	3	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36
1D8	8	2	3	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38
1D10	10	3	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
1D12	12	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42
1D8+1D6	14	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44
2D8	16	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46
1D10+1D8	18	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48
1D20	20	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50

The size, weight, and WDF of a weapon depend largely on the Damage Class of the character, if the weapon is custom made. Generally a version of any type of weapon can be made with a WDF either $\pm 50\%$ of the normal WDF listed for the weapon. In the table to the right DC is given with weights of the weapons usable, and the highest WDF which the character can accommodate, as WDF is the function of the size of the weapon. What this means is best shown by an example. For example, a character with a DC of 10 could wield any weapon with a WDF up to 20. Such a weapon might weigh as much as 16lbs, and would have to be custom made for that character. By referring to the table above, we can see that that maximum possible weapon would do 1D30 in his hands. It should be noted that the table at the top can be modified and extended as necessary for more extraordinary characters.

7.12 MISSILE WEAPON RANGE AND DAMAGE ADJUSTMENT

Just as damage is adjusted in hand-to-hand weapons for type of weapon and the DC of the character, missile weapons have to have both range and damage adjusted, for things like Range Factor of the weapon (WRF), the Range Class of the character, the distance to the target, and the Damage Class of the character.

Range adjustments alter the probability of hitting a given target and the amount of damage done. On the first table given below you can find the Range Rating from the distance to the target and the total of the RC and WDF. The RR is subtracted from the missile-user's MR in combat. On the second table is the adjusted damage for a given attack. It is found by determining the damage range as is shown in section 7.11, and comparing that amount with the RR to determine the actual damage done, expressed as a die maximum.

RANGE RATING (RR)

WRF+RC	DISTANCE (yds)																			
	20	40	60	80	100	120	140	160	180	200	220	240	260	280	300	320	340	360	380	400
4	1	6	11	16	21	26	31	36	41	46	51	56	61	66	71	76	81	86	91	96
8	0	1	6	11	16	21	26	31	36	41	46	51	56	61	66	71	76	81	86	91
12	0	0	1	5	9	13	17	21	25	29	33	37	41	45	49	53	57	61	65	69
16	0	0	0	1	5	9	13	17	21	25	29	33	37	41	45	49	53	57	61	65
20	0	0	0	0	1	4	7	10	13	16	19	22	25	28	31	34	37	40	43	46
24	0	0	0	0	0	1	4	7	10	13	16	19	22	25	28	31	34	37	40	43
28	0	0	0	0	0	0	1	3	5	7	9	11	13	15	17	19	21	23	25	27
32	0	0	0	0	0	0	0	1	3	5	7	9	11	13	15	17	19	21	23	25
36	0	0	0	0	0	0	0	0	1	2	3	4	5	6	7	8	9	10	11	12
40	0	0	0	0	0	0	0	0	0	1	2	3	4	5	6	7	8	9	10	11

On the table below the adjusted damage is found from RR and Base Damage as found in section 7.11. The resulting number is a die-range maximum, i.e. 6 means 1D6, 10 means 1D10, etc.

BASE DAMAGE (from 7.11)

RR	1	2	3	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
2	1	2	3	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
4	1	2	2	3	4	6	8	10	12	14	16	16	18	20	22	22	24	26	28	28	30	30
6	1	1	2	2	4	4	6	6	8	10	10	12	12	14	14	16	16	18	20	20	22	28
8	0	1	1	2	3	3	4	4	6	6	8	8	10	10	10	12	12	14	14	16	16	22
10	0	1	1	1	2	3	3	4	4	6	6	6	8	8	8	8	10	10	10	12	12	16
12	0	0	1	1	1	2	2	3	3	4	4	4	6	6	6	6	8	8	8	8	10	12
14	0	0	1	1	1	1	2	2	2	3	3	4	4	4	4	4	6	6	6	6	6	10
16	0	0	0	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	4	6	6
18	0	0	0	0	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	6
20	0	0	0	0	0	1	1	1	1	1	1	2	2	2	2	2	2	2	3	3	3	4

These two tables together allow you to determine how far a missile may be shot, and just what it will do. For example, Korrik the Archer has a MR of 22 with a bow, a DC of 10, and a RC of 6. He wishes to shoot at a target an even 200yds distant. In this situation, his bow which has a maximum potential damage of 3D10 would do only 1D6, because the RR is 13. The MR would also be reduced to only 9.

7.13 ARMOR AND ITS EFFECTS

Armor is the primary form of defense for the warrior. It can make him virtually invulnerable, but he must pay in mobility for what he gains in protection. Armor need not be of a rigid and set nature. In this section guidelines for designing custom armor and for standard styles are given.

Armor serves two main functions. It can either deflect or absorb blows. The exact effect depends on the type of weapon used and the type of armor which it is used against. The interaction of these elements determines the relative protective values of different types of armor.

7.14 WEAPON CLASSIFICATION

Weapons are divided into three general categories, and which one each weapon is in is indicated with the skill. The three types, Club, Edge, and Point are described in detail here.

Club Weapons do damage by crushing and blunt impact. This classification includes quarterstaff, mace, flail, and most other blunt instruments. Clubs tend to be easy to hit with, but less than highly effective against most types of armor.

Edge Weapons damage by hacking, cutting, or slashing. The class includes swords, knives, and axes. They are fairly effective against armor, and fairly easy to hit with.

Point Weapons do piercing damage. This includes spears, lances, pikes, and arrows. They are the hardest type to hit with against various types of armor, but they penetrate somewhat more easily.

The deflective aspect of armor alters the Defense Rating of the wearer, and the absorbing effect lowers the attacker's damage.

7.15 ARMOR TYPES AND ADVANTAGES

There are a number of general types of armor, and each type is divided up into several components. Armor is given here as full units and by segments for those who wish to mix and match for a more personal type of protection.

Each piece of armor has a Deflection Value (DV) and an Absorption Value (AV). These depend highly on the type of weapon used. Given below are the overall DV, AV, cost, and weight of standardized armor. DV and AV are both broken down by weapon type (C/E/P).

ARMOR	DV			AV			AREAS COVERED	WEIGHT	COST
	C	E	P	C	E	P			
Leather	0	1	2	1	1	1	Chest, Abdomen, Groin, Pate, Thighs, Calves, Feet, Hands, Forearms.	12 lbs	40M
Studded Leather	1	2	3	2	1	1	Chest, Abdomen, Groin, Pate, Hands, Forearms, Feet, Calves.	16 lbs	105M
Ringmail	2	2	5	2	2	2	Upper Arms, Thighs, Chest, Abdomen, Groin, Neck, Throat, Pate	30 lbs	185M
Chainmail	2	3	6	3	2	4	Upper Arms, Thighs, Chest, Abdomen, Groin, Neck, Throat, Pate	25 lbs	320M
Light Plate	2	4	7	3	3	2	Chest, Abdomen, Groin, Back, Calves, Pate, Thighs, Arms, Neck, Throat, Feet, Hands.	40 lbs	450M
Heavy Plate	2	4	8	4	4	3	Chest, Abdomen, Groin, Back, Calves, Pate, Thighs, Arms, Neck, Throat, Feet, Hands.	50 lbs	600M

The standardized armor given above is a simple way to handle armor. The option to design one's own armor makes things a bit more interesting. In all cases the areas designated are the location areas of the body, which are explained in a later section on weapon damage location. Given below is a breakdown of armor into components, with their AVs and DVs.

ARMOR	DV			AV			AREAS COVERED	WEIGHT	COST
	C	E	P	C	E	P			
Leather									
Cap	0	.1	.2	2	1	1	Pate	½ lbs	2M
Jerkin	0	.4	.8	1	1	1	Chest, Abdomen, Groin	5 lbs	20M
Buskins	0	.3	.6	1	1	1	Thighs	3 lbs	12M
Gloves(each)	0	0	.1	1	1	1	Hands, Forearms	½ lbs	3M
Boots(each)	0	0	.1	2	1	1	Feet, Calves	3 lbs	8M
Studded/Boiled Leather									
Brigandine	.6	1.2	1.8	2	1	1	Chest, Abdomen, Groin	9 lbs	75M
Cap	.1	.3	.4	2	1	1	Pate	1 lbs	8M
Gauntlets	.1	.2	.2	2	1	1	Hands, Forearms	1½ lbs	10M
Ringmail/Scalemail									
Byrnie	1.0	1.2	3.0	2	2	2	Thighs, Chest, Abdomen, Groin	12 lbs	130M
Camail	.2	.4	.7	2	2	2	Neck, Throat, Pate	4 lbs	35M
Chainmail									
Hauberk	1.0	1.5	3.5	3	2	4	Thighs, Arms, Chest, Abdomen, Groin	18 lbs	200M
Camail	.2	.4	.6	3	2	4	Neck, Throat, Pate	5 lbs	50M
Light Plate									
Breastplate	.2	.4	.8	3	4	3	Chest	10 lbs	150M
Backplate	.2	.3	.6	3	3	2	Back	8 lbs	120M
Gorget	.1	.2	.5	3	3	2	Neck, Throat	4 lbs	65M
Helm	.2	.3	.7	3	4	2	Pate	3 lbs	60M
Visor	.2	.2	.1	3	2	1	Eyes, Mouth	½ lbs	15M
Rere-Brace	.1	.3	.6	3	3	2	Upper Arm(2)	2½ lbs	40M
Vambrace	.1	.3	.7	3	3	2	Forearm(2)	3 lbs	45M
Gauntlet	.1	.1	.3	3	3	2	Hand(2)	1 lbs	20M
Taces	.1	.2	.5	2	3	2	Abdomen	2 lbs	35M
Tuille	.1	.2	.5	2	3	2	Groin	2 lbs	40M
Cuisse	.1	.3	.6	3	3	2	Thigh(2)	3 lbs	50M
Jambe	.1	.2	.4	3	3	2	Calf(2)	2 lbs	30M
Solleret	.1	.1	.2	2	3	2	Foot(2)	½ lbs	18M
Heavy Plate									
Breastplate	.2	.4	.8	4	5	4	Chest	12 lbs	200M
Backplate	.2	.3	.6	4	4	3	Back	10 lbs	150M
Gorget	.2	.3	.5	4	4	3	Neck, Throat	5 lbs	85M
Helm	.2	.4	.7	4	5	3	Pate	4 lbs	80M
Visor	.3	.2	.2	4	3	2	Eyes, Mouth	1 lbs	20M
Rere-Brace	.2	.3	.6	4	4	3	Upper Arm(2)	3 lbs	50M
Vambrace	.2	.4	.7	4	4	3	Forearm(2)	4 lbs	60M
Gauntlet	.1	.2	.3	4	4	3	Hand(2)	1 lbs	25M
Taces	.2	.3	.5	3	4	3	Abdomen	3 lbs	45M
Tuille	.2	.3	.5	3	4	3	Groin	3 lbs	50M
Cuisse	.2	.3	.6	4	4	3	Thigh(2)	4 lbs	65M
Jambe	.1	.2	.4	4	4	3	Calf(2)	3 lbs	40M
Solleret	.1	.1	.2	3	4	3	Foot(2)	1 lbs	25M

As you can see full chivalric plate could be heavy and expensive, and there is a great range of possible combinations of different parts for personalised protection to suit specific needs.

As you can see, in the broken down armor DV is often given in fractional amounts. When you work out what you want, total the appropriate fractional DVs, and this gives the overall DV for that suit of armor. The AVs of the different areas apply to blows which strike in those areas when hits are located.

AV and DV are implemented in the following fashion. Each character should record his Defense Rating broken down for Club, Edge, and Point attacks. He should add any skill to his base DR, and add the given amount of DV to this for each given weapon type according to the armor which he is wearing. AV should be marked down for each area by weapon type. DR is always used as modified for armor. AV is treated as a subtraction from the DC of any weapon which strikes in that area.



For example, Joeeks the Warrior has full light plate in all areas, but has taken it piecemeal, as that covers more areas than the standard suit. He has a DV of 9 against point weapons. His DR is 5 base, plus 4 for skill with buckler. A barbarian spearman attacks him and faces a DR against his spear of $5+3+9=17$. He is lucky enough to hit in the thigh, where Joeeks has an AV of 2 against points. The barbarian's DC is 8(Raises spear to 1D14), minus AV it is a 6, so his spear does 1D10 in that area after armor rather than a standard 1D8.

7.16 SHIELD ADVANTAGES

In addition to the possible defensive advantages of shield use which are described in section 2.28, shields give advantages as armor in the areas which they cover. Given below are major shield types with the areas they cover and their armor equivalence, which is figured in like any other armor as explained in section 7.15. Shields are assumed to be protecting the areas listed, unless the player specifically states that he is moving the shield to cover an equal number of areas which must adjoin each other. Such a statement must be made before the round of combat begins. Shields have AV, but no DV unless shield skill is learned. Untrained DV is insignificant. AV is added to the AV of the armor which the shield covers.



SHIELD	AV	C E P	AREAS COVERED	WEIGHT	COST
Buckler	3	4 2	Left Forearm and Left Hand	5 lbs	80M
Round	2	2 2	Left Forearm, Hand, and Upper Arm	6 lbs	40M
Chevron	2	2 3	Left Chest, Forearm, Upper Arm, and Hand	10 lbs	120M
Legionaire	2	1 4	Left Chest, Thigh, Arm, Hand, Abdomen, Groin	12 lbs	60M

Note that if a character favors his left hand, rather than the right hand, as is more usual, the table above should read right instead of left, as shield and weapon would be reversed.

7.2 HAND TO HAND COMBAT

Hand to hand combat and most other forms of armed and unarmed combat consists of several elements. After the fighters are armed and armored there are three distinct phases to each round of combat.

Combat takes place in 6 second long Combat Rounds(CR). This round is the length of one complete attack and defense. An attack consists of first trying to hit the enemy. If this is successful, the blow is located to find where it hit. After that is done, damage is determined.

The basic values needed for all of these actions have already been covered, either in this book or book 1. In the following sections we will look at the three parts of an attack, and any appropriate modifications. Combat includes a limited random element, and the tables in this section help introduce that element in play in the form of die rolls for hitting, locating, and damaging.

7.21 HITTING IN HAND TO HAND

Hitting a target in hand to hand is a simple matter of rolling a D20 and comparing it with a mark needed to hit which is found from the Attack Rating of the attacker and the Defense Rating of the defender.

In beginning combat you need to know the AR of the attacker with the weapon in question, and the DR of the target, taking into account any modifications for weapon type, armor, and skills. These two values are compared on the table below and a "mark" is found. The mark is the minimum number which the attacker must roll on a 20 sided die to successfully defeat the defenses of his foe and strike him somewhere on his body.

It should be noted that no matter what is actually needed as the mark to hit, a 20 always hits and a 1 always misses. If 20 or less is needed to hit a 20 is a critical hit. If 1 or more is needed to hit a 1 is considered a fumble. The effects of critical hits and fumbles are explained at the end of the combat section.

Another important note is that any bonuses or additions, including from magical or superior weapons are added to AR or DR, whichever is appropriate, not to the roll itself.

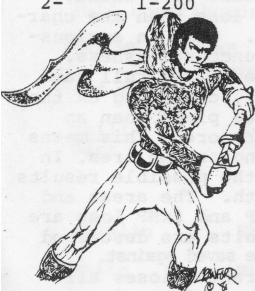
DR	AR	3	6	9	12	15	18	21	24	27	30
3	14	13	12	11	10	9	8	7	6	5	
6	15	14	13	12	11	10	9	8	7	6	
9	16	15	14	13	12	11	10	9	8	7	
12	17	16	15	14	13	12	11	10	9	8	
15	18	17	16	15	14	13	12	11	10	9	
18	19	18	17	16	15	14	13	12	11	10	
21	20	19	18	17	16	15	14	13	12	11	
24	21	20	19	18	17	16	15	14	13	12	
27	22	21	20	19	18	17	16	15	14	13	
30	23	22	21	20	19	18	17	16	15	14	

After you've hit a target you can go on to figure out just where you hit him by locating the blow.

7.22 BLOW LOCATION IN HAND TO HAND

When a blow hits it is located in one of a large number of major areas into which the body is divided. Just what happens when it hits a given area is determined in the section on damage. Blow location is done by rolling a set of die and consulting the table which is given below and to the right. Just what die are rolled depends on the mark needed to hit in that particular instance, as found in section 7.21. The die range determined from different marks to hit is found on the table which is below and to the left.

LOCATION	RANGE	LOCATION TABLE	Roll
Mark	Range	Area	
15+	1-1000	Pate	068
11-14	1-900	Left Eye	070
8-10	1-800	Right Eye	072
7-8	1-700	Mouth/Cheek	082
6	1-600	Throat	091
5	1-500	Neck	111
4	1-400	Left Hand	131
3	1-300	Left Forearm	165
2-	1-200	Left Upper Arm	214
		Left Chest	303
		Right Chest	392
		Right Upper Arm	441
		Right Forearm	475
		Right Hand	495
		Abdomen	590
		Groin	640
		Left Thigh	720
		Right Thigh	800
		Left Calf	875
		Right Calf	950
		Left Foot	975
		Right Foot	000



Rolling some of the location ranges can be tricky, but here are some guidelines. For 1D1000 roll a triple percentile. For 1D900 roll (1D6/2) 3 times, add them together and subtract 1, rounding up, with a normal %ile for the 2 other digits. 1D800 roll 1D8-1 and a %ile. 1D700 is a tough one, roll 1D8-1, ignore 8s, and use a %ile for the last 2 digits. 1D600, just roll 1D6-1 and a %ile. 1D500, roll 1D10/2, subtract 1 and round up, plus a %ile for the last two digits. On 1D400 roll 1D4-1 and a %ile. For 1D300 roll 1D6/2, subtract 1, and round up. 1D200 roll 1D6/3 minus 1, rounded up. After a bit of practice these calculations come without thinking.

Location Range is figured from the mark to hit as it is used, with all modifications already figured in.

In reading the location table always round your roll up. The numbers given are the maximum for that area. For example, left hand which reads 131 is actually any number from 112 to 131, as 112 is the first number above 111, the end of the neck. In the same way, left forearm goes on from there as 132-165, and so it carries on.

Location is essential before actually finding the damage, as damage has different effects in different areas. Naturally, location works a little bit differently against larger creatures, and the option to adjust location is also available.

To adjust location, look at the table to the right, which gives some popular target areas cross-indexed with a Location range. The number thus found is a base from which to roll that range. For example, if you had a LR of 300 and were aiming for the left hand, you would roll 1D300 and add 130, as indicated to give the highest probability of hitting in that area. Voluntary aim for location modification should be announced before combat.

The second table to the right is for location on larger than mansize creatures both from the ground against erect creatures and from the front against up-right creatures. If both Location Range and a Size Adjustment

apply, divide LR by 100 and use it as a percentage of the Size Adjustment to find a new range. For example, LR 500 would alter a 500-1000 range to 700-1000 or 500-800 at the players choice, or any 300 spread. Always round up to nearest 100. This new range is 50% of the original range (500/10=50%). See tables above for Range and Size adjustments.

TARGET	LR:200	300	400	500	600	700	800	900	1000
Pate-Neck	0	0	0	0	0	0	0	0	0
Left Hand	130	130	130	130	130	130	130	130	130
Right Hand	385	335	285	235	185	135	85	35	0
Groin	515	465	415	365	315	265	215	165	115
Either Leg	800	700	600	500	400	300	200	100	0

LOCATION BY SIZE

SC	LN/HT	4 Legs	Erect
21	8ft	1-1000	1-1000
24	9ft	1-900	100-1000
28	10ft	1-900	100-1000
37	12ft	1-800	500-1000
43	13ft	1-800	600-1000
51	15ft	1-800	700-1000
60	17ft	1-800	800-1000
73	19ft	1-600	800-1000
99	23ft	1-500	800-1000
144	30ft	1-500	800-1000
145+	31ft+	1-100	800-1000



7.23 GIVING AND TAKING DAMAGE

Most of the aspects of damage determination are given in earlier sections. These sections include full explanations of damage adjustment for various factors from the base damage per weapon given in the sections on weapon skills. The actual damage resulting should be a single die roll, after all modifications and adjustment. Generally it should be fairly close to the original damage indicated by the WDF, though it might be greatly reduced by armor. WDF converts directly to a die range, for example a WDF of 10 is 1D10. This is modified for Damage Class, which is adjusted for armor in the area which is struck.

More important here is the ability of a character to withstand damage once it has passed his defenses, and just what the damage does to him. As we saw in section 7.22 damage can be taken in any of some 22 areas of the body. It can also be taken overall from concussion and other forms of attack. Resistance to damage is based on the character's Hit Points. When he is injured damage is subtracted from these. The HP determined in book 1 are his overall HP. From these are found the specific HP of different areas of the body. Below and to the left are the areas of the body with the percentage of the total HP in each area. Damage is subtracted from the HP of the area hit, or in the case of overall damage from the overall HP.

Area	% of HP	1xHP	2xHP
Pate	15%	U	D
Left Eye	3%	I	D
Right Eye	3%	I	D
Mouth/Cheek	10%	I	D
Throat	5%	U	D
Neck	14%	I	D
Left Hand	7%	I	S
Left Forearm	12%	I	S
Left Upper Arm	18%	I	S
Left Chest	50%	I	D
Right Chest	50%	I	D
Right Upper Arm	18%	I	S
Right Forearm	12%	I	S
Right Hand	7%	I	S
Abdomen	45%	U	D
Groin	35%	U	D
Left Thigh	38%	I	S
Right Thigh	38%	I	S
Left Calf	26%	I	S
Right Calf	26%	I	S
Left Foot	10%	I	S
Right Foot	10%	I	S

Overall	100%	U	D
---------	------	---	---

A second important factor is just what the damage does. There are 5 possible results of damage. The least important is a wound, which is any case of damage less than the character's total HP in an area. Next in seriousness are incapacitation or unconsciousness. These result when a character takes full damage in an area (HP=0 or less), depending on the area. The most serious takes place when an area loses 2 times its HP or more. This means death, or severing, depending on the area. In the case of overall damage the possible results are unconsciousness and death. The areas and the possible results at 1xHP and 2xHP loss are shown to the left. The results are described below. The lesser effects may be saved against.

Unconscious (U)-The character loses all consciousness for a number of rounds equal to 3 times the number of HP below 0 in that area. A CON save made delays fainting.

Incapacitated (I)-The part of the body is unusable by the character. This should hinder mobility seriously in that area, and make such things as weapon use impossible. AGI or DEX save.

Severed (S)-This means that a limb is removed from the body at the point indicated.

Death (D)-This means that the area hit has received sufficient damage for the wound to

kill the character. No save is allowed against this or severing.

Generally a character can withstand a fair amount of damage, but there will always remain the possibility of a single fatal or extremely serious blow.

7.24 PRONE AND IMMOBILE TARGETS

It may often happen that a character wishes to kill a person who is immobile or partially immobile, because of sleep, unconsciousness, or any of a number of factors. In determining the results of this some GM discretion is necessary. Immobility can be divided into three areas. The least severe is the group of disoriented or partially conscious targets. The second is the group of disabled, prone, and bound targets. The third is for totally unconscious, or totally immobilised targets.

Some modifications are made when a target is stunned, disoriented, or unprepared, in the case of a frontal attack. They can attempt to defend themselves, but they are taken sufficiently off-guard that any additions to DR for defensive skill do not count. These modifications are figured into all aspects of the attack, including location.

When a target is bound, disabled, or knocked to the ground and not yet fully conscious, or able to move well enough to defend themselves, they fit in this group. This includes characters who are attacked from behind, and basically all those who are not defending themselves, but are still moving, or can see the attack, but are limited severely in their movement. Such targets automatically have a DR of 13-SC. This counts in all areas of combat while they are in this state.

A target who is completely immobile, asleep, unconscious, or whatever, is a different matter. On such a target it can generally be considered that any character hits on rolling within the targets SC added to his level of skill with that weapon using a D20. In addition, his Location Range should be 1-400 minus 10 times the same quantity(SC+Skill Level).

Damage is also modified on such targets. Against the first group it is normal. On the second group it is doubled, and on the third group it is multiplied by 3. It should be noted that all aspects of armor are not changed in any way by the state of the target.

A character who is in the group 1 state may try to attack, but his AR is reduced by any skill levels and treated as his natural AR without any training. Characters in the other groups may not attack at all.

When a character has surprise on his side is up to the GM, and often determines when targets are in group two. Some skills of Assassins and Thiefs help get surprise, and circumstances often warrant it. It should be noted that on a frontal surprise attack the target is in group 1, while on a surprise attack from behind he is in group 2.

7.25 MULTIPLE STRIKES

In some cases highly dextrous characters using small weapons may get in more than one hit with that weapon in a single round. The number of strikes per round is found on the table to the right from DEX and WDF. Each of these strikes is rolled like a standard

attempt to hit, with the same probability of success. AR and DR are used as standard for each, and the target's DR modifications apply to each. If one misses another may hit, and if one hits, the others must be rolled for. If a character chooses to make his DR 0 he may take double the usual number of hit attempts.

If he halves his total AR he may do the same. If he does both, he may triple his attempts. However, 1* may not be doubled by a single reduction, and doing both doubles not triples, and 1** may not be modified.

WDF	DEX						
	5	9	12	15	19	24	
2	1	2	3	4	5	6	
4	1	1	2	3	4	5	
6	1*	1	1	2	3	4	
8	1*	1*	1	1	2	3	
10	1**	1*	1*	1	1	2	
12	1**	1**	1*	1*	1	1	

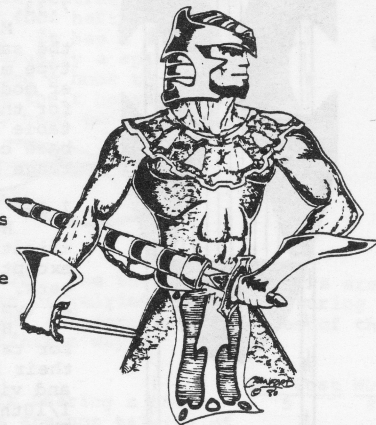
7.26 GENERAL COMBAT EXAMPLE: HAND TO HAND

The arena is crowded. To a rousing cheer the local hero, Jokesh the Mighty, steps forward. The crowd hushes at the arrival of his foe, Bjortak the Grim, a warrior from the north. Jokesh has a broadsword(AR5+SL9=AR14, WDF8xDC11=1D20 damage), and is in chainmail(DV:2/3/6, AV:3/2/4), he has a buckler on his left arm(AV:3/4/2, SL8+DR7=DR15). Bjortak has a battle mace(AR4+SL8=AR12, WDF12xDC14=3D10 damage), he wears studded leather(DV:1/2/3, AV:2/1/1). Jokesh has 50HP and Bjortak has 33HP. They have DEX of 13 and 12, so each hits only once per CR. Bjortak's total DR against the broadsword is 6, and his AR is 12. Jokesh's total DR against the mace is 17, and his AR is 14. Jokesh needs an 11 to hit Bjortak, who needs a 16 to hit him.

They meet. Jokesh hits with a roll of 18. The armor reduces his damage to only 2D12, and he rolls 12. This is located on 1-900 with a 531, the abdomen, where Bjortak can take 15 points with no penalty(45% of 33). Bjortak rolls a 16 and also hits. His damage is reduced by the armor to 1D34, and he rolls 23HP of damage, located on 1-1000 in the 749, right thigh. Jokesh has 19 points there, less than the damage done. He rolls an AGI based save to keep using the presumably broken limb. This roll must be made at the start of each round.

In the 2nd CR Jokesh rolls his save. His base is 13, and 5 is added to this mark for the number of HP over his HP in the thigh, so he needs an 18. He gets it and stays up. Then he attacks. He rolls a 17 and hits. He rolls a 557 for location, again hitting the abdomen. He rolls 12 points on his 3D6 damage, bringing Bjortak's total abdomen damage to 24, with a result of unconsciousness, unless he can make a CON save with a modification of minus the damage over full, so he must roll better than his base of 14+9 to stay conscious, so actually only a roll of 20 will keep him up. This roll is made the next round. In this same round Jokesh rolls an 8 to hit and misses Bjortak.

At the start of the next round Bjortak rolls to stay conscious and, by the gods, he rolls a 20. In spite of his near-mortal belly wound he stays in battle. Jokesh must roll another 18 or better to stay standing. He rolls a 3 and goes down at the start of the round. Because he is down Jokesh's defensive skills do not count, so his DR goes down to 5 and Bjortak only needs a 12 to hit. Jokesh's AR is also reduced to 5, and he needs a 14 to hit from the ground. Jokesh rolls a 16, hits in the left thigh(646), and does 11 HP of damage there. Bjortak rolls a 19 and also hits, locating in the left chest



(236) and doing 22 points of damage, not a lethal blow.

This round Jokesh may rise again if he makes the 18 save which he failed last round. He rolls a 14 and stays down. Bjortak must once again roll a 20 to stay conscious. He fails miserably, with a 2, and falls to the ground. This means that he will stay unconscious for 9 rounds, or almost a minute. Jokesh may take his time to crawl over and kill his opponent. The battle is over in the 4th round, with a rather bloody conclusion.

7.3 MISSILE COMBAT

Combat with missile weapons partakes of many of the aspects of hand-to-hand combat, and is partially introduced in section 7.12. There are some basic aspects of missile combat which have already been detailed, such as Range Class, Damage Class, and Range Rating.

Missile attacks are divided by Combat Rounds. Each round allows one missile attack, and in almost all cases no defense is possible, though there are partial exceptions, as is explained in the section on defense while using missiles.

In the following sections the practical applications of missile attacks and damage are explained.

7.31 HITTING WITH MISSILES

Hitting with missiles is fairly simple. The Missile Rating of the character with the given missile weapon is treated as the AR and used on the table in section 7.21, using the normal DR of the target. The process for hitting is basically identical to that used in hand-to-hand combat.

As detailed in section 7.12 the Range Rating of the character for the weapon in use, Range Class, and distance to the target should be subtracted from the character's MR before determining the mark to hit. This adjustment is the main difference from hand to hand combat. RC balances out the range in question when missiles are used, and WRF represents the ease with which the missile covers distance.

7.32 MISSILE BLOW LOCATION

This is done exactly the same way as in hand-to-hand, with location modification from the mark to hit determined after modifying the MR for the RR in that situation. Missiles are never located in a special way because of the size or shape of the target.

7.33 MISSILE DAMAGING

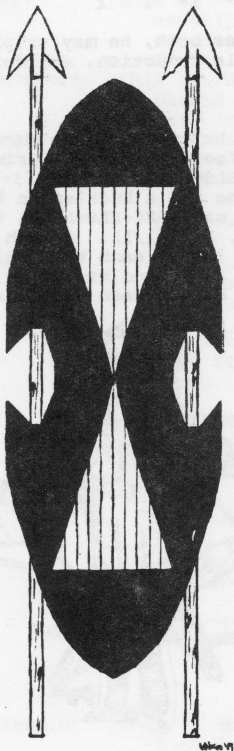
Missiles do damage just like hand weapons of the same type, and there are point, edge, and club type missiles. However, missile damage has a further modification in addition to DC and armor effects for the range involved. This is found on the second table in section 7.12. This table gives the damage base compared with the RR to find the actual damage range done.

7.34 PRONE AND IMMOBILE MISSILE TARGETS

Here there are some changes. All of the modifications applicable in section 7.24 apply here, except for the third type of totally immobile targets. They should be treated instead as the same as type 2.

Here there is also an additional modification for targets who are deliberately prone to modify their DR. They may choose to reduce their profile and visible area to $\frac{1}{4}$ their SC in flat terrain and $\frac{1}{10}$ th normal SC in broken terrain with good cover. This is then used to find the base DR, probably increasing it considerably. Prone characters should have their firing ability limited with most weapons at the GM's discretion. Some, like crossbows are

fairly easy to use while prone, while bows are a good bit harder, and the effectiveness of a javelin is greatly lessened if the caster is not standing erect. The notes for hand-to-hand combat can be used as a guideline for missiles as well.



Objects which are fired at and are normally non-mobile can be treated as having a DR of 13-SC, and run as such with normal missile combat.

7.35 SPEED OF FIRE AND RELATED FACTORS

Some missile weapons are easier to use quickly than others. This can make quite a difference in the usefulness of a given weapon. All thrown or articulated missile weapons may be fired once per round in combat, as long as appropriate projectiles are available. This becomes more complex with bow type weapons. A normal bow may be fired once per round, but it is more difficult to fire a crossbow rapidly. The number of CR to fire a crossbow is $40 / (\text{STR} + \text{Crossbow SL})$, rounded up. This means that a character with a SL of 8 with crossbow and a STR of 13 could fire once every two CR. A crossbow cannot be fired more than once per CR.

7.36 MAGICAL AND TECHNOLOGICAL WEAPONS

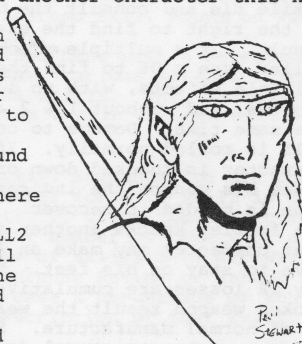
In the book on mages there are skills given for firing magical and technological missiles from items and from the character's body. Firing such weapons is a learnable skill, varying with the type of missile and the item from which it is fired.

7.37 LINE OF FIRE

It is always important to have a good grasp of the character's line of fire with a missile. Both GM and player should be fully aware of such things as which characters are in hand-to-hand and firing missiles, and if a character is firing a missile near to or even through another character this needs to be pointed out.

When a character is firing at a target which another character is engaged with in hand-to-hand and misses, there should be a chance that he hits his comrade instead. Generally, when a character misses like this he should roll a percentile die to see if he hits any of one or more characters who are near the missed target. There should be around a $SC - \frac{1}{2}SL$ of Shooter percentage chance per person near the target of being hit. For example, if there were 3 men in hand to hand with a large creature and they had SCs of 15, 12, and 13 each, and a SL12 friend missed their foe with a missile he would roll a %ile. 01-09 would hit his 1st friend, 10-15 the second, and 16-22 the third. A roll of 23+ would be a clean miss of all the available targets.

Keeping track of relative positions in mixed missile and hand-to-hand combat can be very useful and often rather exciting, depending on the situation. It can also help to know the terrain of a battle, and what kind of cover or obstacles might come into play. This can be important to a defense-oriented character in saving his skin, as well as to a thorough GM.



7.38 MISSILE COMBAT EXAMPLE

Kasaman the Archer, a master of the longbow, has an AR of 35 with his longbow. His RC is 15 and his DC is 12. He is perched on a cliff overlooking the road where Mortheg the Merchant is passing some 100 yards away. He has a guard of 3 men, and Kasaman's aim is to slay Mortheg and his 3 men before they know what has hit them. Kasaman has two henchmen, Vort and Murdo as his guards.

Kasaman takes his time and fires for Mortheg, who gets no DR, because of total surprise, and is thus treated as DR -2, because he is fat, with a SC of 15. Kasaman has a bow with a WRF of 14, and his RD is 15, so with a range of 100yds, his RR is easily 0. Thus he will do full damage, and has no modifications to hit. His mark to hit is a 2, so his location class is 1-200. He fires. He hits with a 14, and locates with 1D200, rolling 014, hitting in the pate. Mortheg is wearing a leather skullcap with AV1 against point weapons. Kasaman's arrow normally does 1D6, raised to 2D8 by the modified DC of 11 after the skullcap. He rolls a 7 for damage, knocking the poor merchant dead, as he had only 22HP overall, and only 3 in the pate.

In this terrain it will take the retainers 5 rounds to get to where Kasaman is perched, and his two men will engage them on the second round. In the first round Kasaman fires. The DR of his target is 9, and he is wearing leather armor. He needs a 6 to hit, and locates on 1-600. He hits with a 15 and locates in the 018, another pate shot. With 2D8 he does 9 points in this fellow's pate, dropping him in his tracks, quite dead as he had only 30HP overall, and 4 in the pate.

The two remaining guards engage Vort and Murdo on the second round, and Kasaman fires on one of them, needing a 6 to hit again. He rolls a 16, hits

in the abdomen, rolling 520 on 1D600, and does 14 points after armor, just short of the 15 needed to knock the 33HP man unconscious. Murdo kills the other man with a lucky blow, however, and only one is left, already wounded.

This round the remaining man is attacked by Vort, Murdo, and Kasaman. The mark for the archer is the same, but he rolls a 4 and misses. Vort has a SC of 18 and Murdo's is 19. Kasaman's SL is 24, so he has a 6% chance of hitting Vort, and a 7% chance of hitting Murdo. He rolls a 87, and so may scare them a little, but misses. They finish off the guard, completing a quick and effective assassination and demonstrating the effectiveness of sniping.

7.4 FUMBLES AND CRITICAL HITS

As has been noted before rolls of 1 and 20 when trying to hit are a bit special, being the extremes of possible results. A 1 always misses, and a 20 always hits, no matter what the character actually needs to hit. If a character needs a -5 to hit, a 1 still misses. If he needs a 27 to hit a 20 still hits. In addition, if he needs more than 1 to hit a 1 is a fumble, and if he needs less than 20 to hit a 20 is a critical hit. What this means is explained here

7.41 HAND-TO-HAND FUMBLES

In hand-to-hand there are a number of possible types of fumbles and results. After you roll the one, it is assumed that you have missed, or have struck a badly judged and non-damaging blow. The next step is to roll a %ile die and consult the table

	# FUMBLE RESULT	ROLL
result. If a multiple effect is rolled, use a D6 to find the multiple effects, with no duplicates, and without 1 & 2 at the same time. Damage to oneself is rolled normally. If a character is knocked down or loses his weapon the indicated time is needed to recover. If the fumbler knocks another down, that character may make an AGI save to stay on his feet. Multiple results all happen at the same time and any CR losses are cumulative for recovery from the fumble. In the case of a broken weapon result the weapon in question should break automatically if it is of normal manufacture. Superior or Magical weapons should get a saving throw or take structural damage at the discretion of the GM, but they should be less likely to break. Round %ile roll up	1 Strike Comrade	10
	2 Strike Self	13
	3 Trip(fall for LCR)	26
	4 Stumble(knock comrade down for LCR)	30
	5 Drop Weapon(1D3CR to retrieve)	47
	6 Break Weapon(magic weapons may save)	60
	Roll 2 of above	80
	Roll 3 of above	90
	Roll 4 of above	96
	Roll 5 of above	00

that character may make an AGI save to stay on his feet. Multiple results all happen at the same time and any CR losses are cumulative for recovery from the fumble. In the case of a broken weapon result the weapon in question should break automatically if it is of normal manufacture. Superior or Magical weapons should get a saving throw or take structural damage at the discretion of the GM, but they should be less likely to break. Round %ile roll up

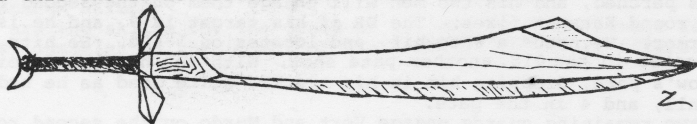
A fumble in hand-to-hand represents totally botching an attack, missing, and doing something utterly uncoordinated in the process.

7.42 MISSILE FUMBLES

Missile fumbles work in the same general way as hand-to-hand fumbles, but some results are unlikely or improbable, so different effects are on the fumble table, which is given below. The table is divided up by the types of weapon, because with certain weapons results are possible that are not possible with others. Rolls are made with 1D100 on the right hand chart, and the types of weapons are given along the top of the chart.

THROWN MISSILES	ARTICULATED MISSILES	BOW TYPE MISSILES	ROLL
Hit Comrade	Hit Comrade	Hit Comrade	30
Hit Comrade	Hit Comrade	Break String	55
Fall Down(LCR)	Break Weapon	Break String	75
Knock Comrade Down(LCR)	Break Weapon	Break Weapon	90
Hit Self	Hit Self	Hit Self	00

Clearly and naturally it is harder to hit oneself with a missile than with a hand weapon, and assisted missiles, like bows and slings can break. When such weapons break they cannot be easily fixed. It is also unlikely an archer will trip or fall from firing, though there is a chance that a thrower will, and this should be treated like a hand combat fall.



7.43 CRITICAL HITS

On a roll of 20 a blow is considered to be critical. This means that the blow has effectively hit a vital organ or area. This is fairly simple to deal with, and the exact effect depends on the area hit. Generally a critical hit can be assumed to do the full HP of the specific area hit, plus the damage of the weapon, disregarding armor. This means the area will at least be incapacitated. A second critical hit would definitely either sever or kill. The roll may even make a normal critical fatal.

At the discretion of the GM more detail should be added by the type of weapon in question. Point weapon criticals in the limbs should not be considered as fully incapacitating, but in the body they should be looked on as having pierced a vital organ, causing unconsciousness with a CON save against death, and in the head they should cause unconsciousness and brain damage, with a save against death. Point eye criticals blind and cause a death save, while throat criticals cause voice loss, though neck criticals do little. Edge criticals in the head areas are standard, except the eye, where they blind. Edge criticals in the throat are fatal, and there is a save against death in the neck. In the limbs they incapacitate. In the body they are standard effect. Club criticals can be considered broken bones in the limbs. In the pate and other head areas this causes unconsciousness. In the chest it is only a broken rib or two. In the abdomen the critical breaks the spine, as it does in the neck, causing paralysis from that area down. Broken bones cannot be used, and are incapacitated.

Some level of GM discretion is essential in critical determination, as the situation may make a large difference. Missile criticals are treated the same as hand-to-hand criticals for the same type of weapon. Above all the GM should be firm, and stick by the effect of a critical once he decides on it by these guidelines.

7.5 SUBDUING OPPONENTS

When attacking you may not wish to slay an opponent outright, especially if you plan to question him or have other uses for him. There are several ways to do this. One of them is to aim for the legs and other incapacitating areas and do normal damage. Another is to strike to subdue. When striking to subdue you need only do half of the target's HP in a given area on a single blow to cause him to make a save against having that area knocked out. For example, you could trip a character by hitting his leg with a hard, flat blow, or disarm him with one to the arm. Such a blow to the head would knock him unconscious. These blows do $\frac{1}{2}$ the damage rolled, and are treated as club attacks. The damage counts even if the save is made. In the head the save is CON, as it is in the torso. In the arms it is DEX, and in the legs it is AGI. Unconsciousness from this type of attack lasts for the attacker's DC in CR. To get this effect you must announce your intention to subdue in advance.

7.6 COMBAT FATIGUE

Combat can be tiring, so some guidelines are needed for determining just how fatiguing fighting is. Generally a simple formula is used to find the amount of fatigue from a given period of combat. The formula is $(CON+DC)/(WDF+AV)$ Fatigue Points lost per Combat Round. When a character reaches 0 FP he collapses from exhaustion. There is a minimum cost of 1FP/CR of combat. Use top AV. Round up.

7.7 COMBAT MOVEMENT AND TIME

Combat takes place in Combat Rounds, 6 second periods in which there is 1 attack from each combatant involved. In this period a character may move his Movement(MV) in feet walking, or up to 3 times that amount when running or trotting. Distance is measured in feet relative to the characters, not to miniatures, so on a 25mm scale 1ft would be about 5mm. If a character moves full distance he may not attack, $\frac{1}{2}$ movement halves DR & AR, $\frac{1}{4}$ movement lowers them to $\frac{1}{4}$, etc. See I:4.7, p.13.

