

An RPG by Jeff Moore

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A+ Fantasy



BASIC SYSTEM RULES

A+ Fantasy and the A+ RPG System
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A+ FANTASY

In A+ Fantasy, Players take the roles of heroes in a medieval world of Knights, Wizards and Goblins.

A+ Fantasy is a Role Playing Game. In a game like this, the participants envision the lives of imaginary heroes and construct their adventures through the use of improvisational narrative.

There are two types of participants in A+ Fantasy: the Players and the Referee.

Each of the Players has three distinct goals:

1. Tell a good story
2. Evolve a unique character
3. Survive

1. Tell a good story

The Players sit around the table and listen as the Referee sets the scene for them. The Referee explains where the Players' characters are at the moment and the circumstances that brought those characters to this place. Each Player imagines what their character might be doing in the scene and then describes to the Referee and the other Players what their character is doing.

2. Evolve a unique character

As the Players and the Referee work together to tell the story, each player refers to a reference sheet known as their Character Record Form. This sheet reflects what a Player's character can do in the story and it is always changing. The longer the character is played in the game, the stronger and more diverse the character becomes. The character's options improve and successes become more likely.

3. Survive

Combat can be one of the most common activities in this sort of game. The Player's Character Record Form will tell the player how skilled their character is in battle. The Players will use this information and the rules that follow to keep their characters alive, to overcome obstacles and survive to tell another story.

The Referee

The Referee is charged with the task of presenting story sparks to the players to motivate response, and then placing obstacles in the way to impede that response. A+ Fantasy is a game of Adventure! Obstacles will often involve action and danger. (See The Wolf in the Woods, page 25.)

CHARACTER CREATION

To begin play, every Player (except the Referee) needs to create a Character.

A Character is a representation of an imaginary person whose actions the Player portrays during the course of a game session.

In order to know what a character can do, a player must define the Aspects and the Skills that a character possesses.

Every character in the A+ RPG system has a foundation that reflects those things that the character is good at.

AGILITY: The ability to control ones own body. A character's manual dexterity, coordination, and grace are all defined by this aspect.

BRAWN: The ability to exert force on and impact material things. A character's strength, muscle, and girth are all defined by this aspect.

COGNITION: Perception and the ability to process that which is perceived. A character's alertness, intelligence, and memory are all defined by this aspect.

DETERMINATION: Mental and emotional control. A character's willpower, discipline, and confidence are all defined by this aspect.

ASPECTS AND GRADES

Agility, Brawn, Cognition and Determination are collectively known as Aspects. Aspects are defined by Grade. A is the highest grade and D is the lowest.

A)stonishing
-- Highest Skill. Unequaled Ability.

B)rilliant
-- Expert Skill. Excellent Ability.

C)apable
-- Skilled. Above Average Ability.

D)ecent
-- Basic Skill. Average Ability.

ASSIGNING GRADES

To create a new character the Player assigns one of each of the following grades: **C, C, D, D** to one of each of the four Aspects. This gives every player 2 average and 2 above average Aspects to start with.

RANDOM ASSIGNMENT

A Player who is new to this game may have no idea how to approach assigning Grades to their character's Aspects. For this reason a random method has been provided.

Roll one six-sided die. This die looks like a square box or sugar cube. This is an ordinary sort of die like those found in many popular board games. These are the only kind of dice used in this game. Consult the table below.

RANDOM ASPECT GRADES

	Agility	Brawn	Cognition	Determination
1)	C	C	D	D
2)	C	D	C	D
3)	C	D	D	C
4)	D	C	C	D
5)	D	C	D	C
6)	D	D	C	C

Random character creation is provided as a convenience and is recommended for players who really don't know what kind of characters they wish to play. Its use is always optional.

MORE VARIETY

Experienced Players may be ready for a bit more variety in their characters. A player can reduce the value of any or both C Grade Aspects from C to C-. This will give the player 1 or 2 + partials that they can apply to any other Aspect. This will decrease the number of skills allocated to the reduced Aspects from two to one (the one skill left must be D Grade) while increasing the skills allocated to the improved Aspects by +1. See IMPROVING ASPECT GRADES (page 20.)

DIE ROLL MODIFIERS

The Grade of each Aspect will tell a player what die roll modifiers (DM) they are able to apply to their die rolls.

A	=	+3
B	=	+2
C	=	+1
D	=	+0

These Aspect Modifiers are combined with Modifiers for Skills to find a total modifier for the action.

SKILLS

Skills help define specific areas of interest and expertise for a character.

Every skill has a minimum Aspect requirement and some skills require that the character possess another skill as a prerequisite.

For each of the two Aspects that a player has assigned a C grade, the character gets 2 skills.

For each Aspect that has a C Grade, choose 1 Skill with a D grade requirement and 1 skill with a C Grade requirement.

Every new character will begin play with a total of 4 skills.

RANDOM SKILL SELECTION

For each C Grade Aspect roll or choose:

1 D grade skill and...
1 C grade skill.

Find the appropriate table for your C Grade Aspect on page 3.

Remember, random generation is optional. Players are free to simply choose the skills that they want.

AGILITY D

- 1) Contortionist
- 2) Cut Purse
- 3) Dexterous
- 4) Drive
- 5) Ride
- 6) Sneak

AGILITY C

- 1) Ambidexterity
- 2) Burglar
- 3) Dodge
- 4) Fletcher
- 5) Marksman
- 6) Rapid Reload

BRAWN D

- 1) Climb
- 2) Intimidate
- 3) Run
- 4) Stout
- 5) Strong
- 6) Swim

BRAWN C

- 1) Barbarian
- 2) Forge
- 3) Melee
- 4) Parry
- 5) Sailor
- 6) Savage Attack

COGNITION D

- 1) Cook
- 2) Detect Lie
- 3) Handy Man
- 4) Listen
- 5) Retentive
- 6) Spot

COGNITION C

- 1) Appraise
- 2) Apprentice
- 3) Enchanter
- 4) Healer
- 5) Hunter
- 6) Student

DETERMINATION D

- 1) Luck
- 2) Minstrel
- 3) Resilient
- 4) Tamer
- 5) Tell Lie
- 6) Willful

DETERMINATION C

- 1) Bless
- 2) Brave
- 3) Charm
- 4) Clergy
- 5) Disguise
- 6) Rational



SKILL DESCRIPTIONS

These are arranged alphabetically by Basic Skill. Advanced Skills are listed together with their basic counterparts. Generally, a Basic Skill provides the character with a +1 die roll bonus and an Advanced Skill provides the character with a +2 die roll bonus.

AMBIDEXTERITY (SWASHBUCKLER)

The character is able to effectively fight with a different Blade Weapon in each hand. One weapon must be a long sword, a short sword or a dagger and the other must be a dagger or a short sword.

This grants the character two attack actions on their turn instead of just one. However, both attacks are at a -2 penalty to hit. Attacks are Blade Weapon attacks and attack rolls are made based upon the Brawn Aspect. Bonuses for Melee and Warrior skills apply normally. Ambidexterity has an Agility Grade requirement of C.

Alternately, the fist can be substituted for one or both of the Blade Weapons. Fists are Holy Weapons and Holy Weapon attacks are based upon the Determination Aspect, with bonuses applied for Clergy or Priest skills.

The advanced form of this skill: Swashbuckler requires that the character already have the Ambidexterity skill and it has a minimum Agility Grade Requirement of A. The Swashbuckler skill reduces the penalty for the two attacks from -2 for each to -1.

APPRAISE (EVALUATE)

The character is practiced in determining the value of things. A basic success is sufficient when attempting to value most normal items. Valuing magical items is more difficult and requires a critical success.

Appraise has a Cognition Grade requirement of C. Characters with the Appraise skill add a +1 bonus to die rolls when attempting to determine the value of an item.

The advanced form of this skill, Evaluate, requires that the character already possess the Appraise skill and has a Cognition Grade requirement of A. Evaluate increases the die roll bonus applied when attempting to determine the value of an item from +1 to +2.

APPRENTICE (WIZARD)

The character can siphon magical energies to fuel the use of Spell Weapons. These weapons are: the Wand, the Tome, the Talisman, and the Orb.

Characters with the Apprentice skill add a +1 bonus to their die rolls when attacking with Spell Weapons. The Apprentice skill has a Cognition Grade requirement of C.

The advanced form of this skill, Wizard, requires that the character already possess the Apprentice skill and has a Cognition Grade requirement of A. The Wizard skill increases the attack bonus for using Spell Weapons from +1 to +2.

BARBARIAN (BERSERKER)

The character fights with a savage ferocity that sends opponents reeling.

When taking Free Attack actions (Rage Attacks and Retribution Attacks) the character can add +1 to their attack rolls. Barbarian has a Brawn requirement of C.

The advanced form of this skill, Berserker, requires that the character already possess the Barbarian skill and has a Brawn requirement of A. The Berserker skill increases the attack bonus for Free Attack actions from +1 to +2.

BLESS (CONSECRATE)

Once, at the start of each game day, a character can attempt to enhance the effectiveness of their personal weapon. With a successful check, the weapon does one more point of damage per success on the dice. This effect lasts until the next morning.

When attempting to enhance the power of a Holy Weapon, a character with the Bless skill can add +1 to their die roll. Bless has a Determination Grade requirement of C.

The advanced form of this skill, Consecrate, requires that the character possess the Bless skill and has a Determination Grade requirement of A. The Consecrate skill improves the die roll bonus for enhancing Holy Weapons from +1 to +2.

BRAVE (LION HEART)

The character is more resistant to fear and its effects.

If a character is Brave, any skill roll made to resist fear is made at a +1. Brave has a Determination Grade requirement of C.

The advanced form of this skill, Lion Heart, requires that the character already possess the Brave skill and has a Determination Grade requirement of A. Lion Heart improves the die roll bonus for resisting fear from +1 to +2.



BURGLAR (THIEF)

The character has experience in the dubious arts of breaking and entering. This skill deals specifically with a character's ability to pick or jimmy locks and to bypass obstacles designed to prevent entry, including snares, and traps or pit falls meant to capture or kill.

It is assumed that the character has the appropriate tools for the task. If the character wants to open a lock or disable a trap mechanism and does not have access to the correct thieves' tool, the character must obtain some other form of tool that can be reasonably assigned to the task. This then is referred to as an improvised tool. A character using an improvised tool must get a critical success on the die roll in order to succeed in picking the lock or disabling the trap.

A character with the Burglar skill adds +1 to their die roll when trying to open a lock without a key or disable a trap. The Burglar skill has an Agility Grade requirement of C.

The advanced form of this skill, Thief, requires that the character already possess the Burglar skill and has an Agility Grade of A. Thief improves the die roll bonus for picking locks or disabling traps from +1 to +2.

CHARM (CHARISMA)

The character has developed the ability to ingratiate themselves with others, or they may be naturally likeable or attractive.

When attempting to influence another's reaction, a character with the Charm skill adds +1 to their die rolls. Charm has a Determination requirement of C.

The advanced form of this skill, Charisma, requires that the character already possess the Charm skill and has a Determination Grade requirement of A. Charisma improves the die roll bonus for influencing others from +1 to +2.

CLERGY (PRIEST)

The character is strong of faith and has trained in the use of Holy Weapons. The church has chosen a group of close-combat weapons to carry its blessing.

These weapons have no edges and so have been selected by the church as "gentle" weapons. They are the Fists, the Staff, the Mace, the War Hammer, the Maul, and the Scepter. Holy Weapons do more damage to unholy creatures.

When brandishing a Holy Weapon, the character adds +1 to their attack rolls. Clergy has a Determination requirement of C.

The advanced form of this skill, Priest, requires that the character already possess the Clergy skill and has a Determination Grade requirement of A. The Priest skill increases the attack bonus for attacks with Holy Weapons from +1 to +2.

CLIMB (HUMAN FLY)

The character is skilled at finding foot or hand holds in surfaces like cliff faces or castle walls, and in using these features to move vertically.

The character adds +1 to die rolls when attempting to climb any surface, but particularly difficult or hazardous surfaces may require a critical success to properly navigate. The Climb skill has a Brawn Grade requirement of D.

The advanced form of this skill, Human Fly, requires that the character already possess the Climb skill and has a Brawn Grade requirement of B. Human Fly increases the die roll bonus for climbing from +1 to +2.

CONTORTIONIST (ESCAPE ARTIST)

The character can twist their body to slip through tight spaces or escape ropes and similar bonds.

Contortionist grants a +1 bonus to die rolls for escaping bonds or navigating tight spaces. Contortionist has an Agility Grade requirement of D.

The advanced version of this skill, Escape Artist, requires that the character possess the Contortionist skill and has an Agility Grade requirement of B. Escape Artist improves the die roll bonus for attempting to escape from bonds, or squeeze through tight spaces, from +1 to +2.

COOK (CHEF)

One character can attempt to prepare a nutritious meal for the group each night before the group rests. If this test is successful, the characters will recover two additional points of Life per success when they sleep through the night (see Rest and Recovery, page 19.)

A character with this skill can add +1 to their cooking die rolls. The Cook skill has a Cognition requirement of D.

The advanced form of this skill, Chef, requires that the character possess the Cook skill and has a Cognition Grade requirement of B. The Chef skill improves the bonus for cooking from +1 to +2.

CUT PURSE (PICK POCKET)

The character is skilled at removing items from another's possession without their knowledge. Cut Purse has an Agility requirement of D.

A character with the Cut Purse skill can add +1 to their die rolls when trying to take something from someone else without them knowing.

The advanced form of this skill, Pick Pocket, requires that the character possess the Cut Purse skill and has an Agility Grade requirement of B. Pick Pocket improves the die roll modifier for characters who are trying to take something from someone else without them knowing from +1 to +2.

DETECT LIE (SENSE MOTIVE)

The character has a knack for knowing when someone is telling them a falsehood.

If the character wishes to confirm the sincerity of someone to whom they are speaking, they can add +1 to their die roll when doing so. Detect Lie has a Cognition Grade requirement of D.

The advanced form of this skill, Sense Motive requires that the character possess the Detect Lie skill and has a Cognition Grade requirement of B. Sense Motive improves the die roll modifier for trying to determine when someone is telling the truth from +1 to +2.

DEXTEROUS (ACROBAT)

The character has trained their body and developed greater physical dexterity than others. This makes most Agility based tasks easier for them in general.

When attempting any Agility based test that is not related to a skill presented elsewhere, this character can add +1 to their die roll. Dexterous has an Agility Grade requirement of D.

The advanced form of this skill, Acrobat, requires that the character possess the Dexterous skill and has an Agility Grade requirement of B. The Acrobat skill improves the die roll bonus for general Agility tests from +1 to +2.

DISGUISE (CHAMELEON)

The character can alter the appearance of another person or themselves. The target of a disguise may still need to roll a Tell Lie / Deception skill test if they are required to interact while in their new guise.

When attempting to create a believable disguise, a character with the Disguise skill can add +1 to their die roll. The Disguise skill has a Determination Grade requirement of C.

The advanced form of this skill, Chameleon, requires that the character possess the Disguise Skill and has a Determination Grade requirement of A. The Chameleon skill improves the die roll bonus for creating a believable disguise from +1 to +2.

DODGE (SENSE DANGER)

The character is alert and instinctively reacts to danger. The character is more able to avoid being struck by thrown or projectile weapons.

When taking an evade action to prevent a successful attack from a Ranged Weapon, a character with the Dodge skill can add +1 to their die roll. Dodge has an Agility Grade requirement of C.

The advanced form of this skill, Sense Danger, requires that the character possess the Dodge skill and has an Agility Grade requirement of A. The Sense Danger skill improves the die roll bonus for evading Ranged Weapon attacks from +1 to +2.

DRIVE (CHARIOTEER)

The character can control the path of beast drawn overland vehicles such as wagons and carts. This skill might be used to race or pursue a similar vehicle, or in an attempt to force an enemy vehicle to crash.

When maneuvering a land vehicle, a character with the Drive skill can add +1 to their die roll. Drive has an Agility Grade requirement of D.

The advanced form of this skill, Charioteer, requires that the character possess the Drive skill and has an Agility Grade requirement of B. The Charioteer skill improves the die roll bonus for driving vehicles from +1 to +2.



ENCHANTER (SPELLBINDER)

Once, at the start of each game day, a character can attempt to enhance the effectiveness of their personal weapon. With a successful check, the weapon does one more point of damage per success on the dice. This effect lasts until the next morning.

When attempting to enhance the power of a Spell Weapon, a character with the Enchanter skill can add +1 to their die roll. Enchanter has a Cognition Grade requirement of C.

The advanced form of this skill, Spellbinder, requires that the character possess the Enchanter skill and has a Cognition Grade requirement of A. The Spellbinder skill improves the die roll bonus for enhancing Spell Weapons from +1 to +2.

FLETCHER (ARROWSMITH)

Once, at the start of each game day, a character can attempt to enhance the effectiveness of their personal weapon. With a successful check, the weapon does one more point of damage per success on the dice. This effect lasts until the next morning.

When attempting to enhance the power of a Ranged Weapon, a character with the Fletcher skill can add +1 to their die roll. Fletcher has an Agility Grade requirement of C.

The advanced form of this skill, Arrowsmith, requires that the character possess the Fletcher skill and has an Agility Grade requirement of A. The Arrowsmith skill improves the die roll bonus for enhancing Ranged Weapons from +1 to +2.

FORGE (WEAPONSMITH)

Once, at the start of each game day, a character can attempt to enhance the effectiveness of their personal weapon. With a successful check, the weapon does one more point of damage per success on the dice. This effect lasts until the next morning.

When attempting to enhance the power of a Melee Weapon, a character with the Forge skill can add +1 to their die roll. Forge has a Brawn Grade requirement of C.

The advanced form of this skill, Weaponsmith, requires that the character possess the Forge skill and has a Brawn Grade requirement of A. The Weaponsmith skill improves the die roll bonus for enhancing Melee Weapons from +1 to +2.

HANDYMAN (CRAFTSMAN)

The character is skilled at building or fixing things.

When attempting to build or repair something, a character with the Handyman skill can add +1 to their die roll. Handyman has a Cognition Grade requirement of D.

The advanced form of this skill, Craftsman, requires that the character possess the Handyman skill and has a Cognition Grade requirement of B. The Craftsman skill improves the die roll bonus for building or repairing something from +1 to +2.

HEALER (PHYSICIAN)

A character can only be the recipient of the healing skill immediately following a combat and only one time for each combat. A character can also receive one heal check in the morning after rest. A basic success on a heal check will restore 5 Life to the target, a critical success will heal 10 Life.

When attempting to administer healing to someone, a character with the Healer skill can add +1 to their die roll. Healer has a Cognition Grade requirement of C.

The advanced form of this skill, Physician, requires that the character possess the Healer skill and has a Cognition Grade requirement of A. The Physician skill improves the die roll bonus for healing skill checks from +1 to +2.

HUNTER (RANGER)

The Hunter Skill can be used to follow a trail through the wild or identify tracks. The Hunter Skill can also be used to gather food and increase the effectiveness of camping. Once per night spent in the wild, a Hunter can increase the Life Recovery from camping to 2 for a basic success, or 3 for a critical success. These bonuses stack with the Cook / Chef Skills.

When attempting to hunt, a character with the Hunter skill can add +1 to their die roll. Hunter has a Cognition requirement of C.

The advanced form of this skill, Ranger, requires that the character possess the Hunter skill and has a Cognition Grade requirement of A. The Ranger skill improves the die roll bonus for hunting from +1 to +2.

INTIMIDATE (TERRIFY)

The character can cause another to take action through the threat of violence. Though a functional way of influencing others, it will not win the character many friends, and a failed Intimidate check can often produce hostile results.

When attempting to bully another into doing something, a character with the Intimidate skill can add +1 to their die roll. Intimidate has a Brawn requirement of D.

The advanced form of this skill, Terrify, requires that the character possess the Intimidate skill and has a Brawn requirement of B. The Terrify skill improves the die roll bonus for intimidation from +1 to +2.

LISTEN (ACUTE HEARING)

The character is alert and more aware of sound than most people.

When attempting a sound based perception test, a character with the Listen skill can add +1 to their die roll. Listen has a Cognition requirement of D.

The advanced form of this skill, Acute Hearing, requires that the character possess the Listen skill and has a Cognition grade requirement of B. The Acute Hearing skill improves the die roll bonus for sound based perception checks from +1 to +2.

LUCK (FORTUNE)

The character seems to lead a charmed life. The character is capable of the most amazing feats apparently by virtue of nothing more than dumb luck.

One time per game session, the player can change the value of any one die that they have rolled to 6. This can change a failed roll to a successful roll, or it can improve a basic success, making it a critical success. Luck has a Determination Grade requirement of D.

The advanced form of this skill, Fortune, requires that the character already possess the Luck skill and has a Determination requirement of B. Fortune increases the players opportunity to change one die rolled from one time per game session to two times per game session.

MARKSMAN (SHARP SHOOTER)

The character is trained in the use of Ranged Weapons. These weapons are the Dagger, the Sling, the Short Bow, the Crossbow, the Longbow, and the Great Bow.

When using a Ranged Weapon, the character adds +1 to their attack rolls. Marksman has an Agility requirement of C.

The advanced form of this skill, Sharp Shooter, requires that the character already possess the Marksman skill and has an Agility Grade requirement of A. The Sharp Shooter skill increases the attack bonus for attacks with Ranged Weapons from +1 to +2.

MELEE (WARRIOR)

The character is trained in the use of Blade Weapons. These weapons are the Dagger, the Short Sword, the Battle Axe, the Long Sword, the Great Axe, and the Great Sword.

When wielding a Blade Weapon, the character adds +1 to their attack rolls. Melee has a Brawn requirement of C.

The advanced form of this skill, Warrior, requires that the character already possess the Melee skill and has a Brawn Grade requirement of A. The Warrior skill increases the attack bonus for attacks with Blade Weapons from +1 to +2.

MINSTREL (BARD)

The character can alter the moods or opinions of large groups of people through musical performance.

When attempting to sway a crowd with their musical performance, a character with the Minstrel skill can add +1 to their die roll. Minstrel has a Determination requirement of D.

The advanced form of this skill, Bard, requires that the character already possess the Minstrel skill and has a Determination requirement of B. Bard improves the bonus to die rolls for playing music from +1 to +2.

PARRY (DEFLECTION)

In order to take a Parry action the character must be armed with a Blade a Holy weapon or a Shield. A character armed with a Ranged weapon or with a Spell Weapon without a Shield cannot evade an attack from a Blade or Holy weapon.

When taking an Evade Action to prevent a successful attack from an opponent attacking with a Blade or Holy Weapon, a character with the Parry skill can add +1 to their die roll. Parry has a Brawn Grade requirement of C.

The advanced form of this skill, Deflection, requires that the character possess the Parry skill and has a Brawn Grade requirement of A. The Deflection skill improves the die roll bonus for evading Blade and Holy weapon attacks from +1 to +2.

RAPID RELOAD (RAPID SHOT)

The character can fire Ranged weapons more quickly.

A character with Rapid Reload can ignore the slow reload time of the Sling, the Crossbow, and the Heavy Crossbow, and can fire these weapons every turn. Rapid Reload has an Agility Grade requirement of C.

The advanced form of this skill, Rapid Shot, requires that the character possess the Rapid Reload skill and has an Agility Grade requirement of A. Rapid Shot allows the character to fire bow weapons that do not have the slow reload disadvantage (the Short Bow, and the Long Bow) twice per turn without penalty.

RATIONAL (COGENT)

The character's mind is not easily swayed by fantasy or illusion. As a result the character is more resistant to magical effects.

When taking an evade action to prevent a successful attack from a Spell Weapon, a character with the Rational skill can add +1 to their die roll. Rational has a Determination Grade requirement of C.

The advanced form of this skill, Cogent, requires that the character possess the Rational skill and has a Determination Grade requirement of A. The Cogent skill improves the die roll bonus for evading Spell Weapon attacks from +1 to +2.



RETENTIVE (TOTAL RECALL)

The character tends to remember things more accurately than others do. This makes most Cognition based tasks easier for them in general.

When attempting any Cognition based test that is not related to a skill presented elsewhere, this character can add +1 to their die roll. Retentive has a Cognition Grade requirement of D.

The advanced form of this skill, Total Recall, requires that the character possess the Retentive skill and has a Cognition Grade requirement of B. The Total Recall skill improves the die roll bonus for general Cognition tests from +1 to +2.

RESILIENT (DIE HARD)

The character clings to life more vigorously than most, as a result their Death attribute is higher than normal (Life attribute is unaffected.)

Calculate the Death attribute normally by finding the character's number of skills and multiplying this sum by negative one. To this total add an additional negative two. This is the character's new Death attribute. Resilient has a Determination Grade requirement of D.

The advanced form of this skill, Die Hard, requires that the character possess the Resilient skill and has a Determination requirement of B. Die Hard improves the bonus to the Death attribute from -2 to -4.

RIDE (EQUESTRIAN)

The character is a skilled rider of beasts, most commonly horses. This skill might be used to race or pursue another rider, or in an attempt to force a frightened mount to stand its ground. This skill is not for breaking a wild mount. Use the Tamer / Beast Master skill for that.

When traveling on the back of a riding beast, a character with the Ride skill can add +1 to their die roll to control or maneuver their mount. Ride has an Agility Grade requirement of D.

The advanced form of this skill, Equestrian, requires that the character possess the Ride skill and has an Agility Grade requirement of B. The Equestrian skill improves the die roll bonus for riding from +1 to +2.

RUN (SPRINT)

The character moves more quickly on his feet than the average person.

Find the character's Speed Attribute based upon the type of armor that they wear. Add +1 to this number. Run has a Brawn Grade requirement of D.

The advanced form of this skill, Sprint, requires that the character possess the Run skill and has a Brawn Grade requirement of B. Sprint increases the bonus to a character's base Speed from +1 to +2.

SAILOR (CAPTAIN)

The character is skilled in the maintenance and use of waterborne craft. The character has also learned the secrets of navigation by the stars.

When maneuvering a water vehicle, or when attempting to plot a course of travel (either by land or sea,) a character with the Sailor skill can add +1 to their die roll. Sailor has a Brawn Grade requirement of C.

The advanced form of this skill, Captain, requires that the character possess the Sailor skill and has a Brawn Grade requirement of A. The Captain skill improves the die roll bonus for sailing or navigating from +1 to +2.

SAVAGE ATTACK (IRON GRASP)

The character prefers power to finesse when charging into battle. They have perfected their skill with two-handed weapons for close combat. This applies to: the Battle Axe, the Great Axe, the Great Sword, the War Hammer, and the Maul.

For a character with the Savage Attack skill, a two-handed weapon does one additional point of damage per success. Savage Attack has a Brawn requirement of C.

The advanced form of this skill, Iron Grasp, requires that the character possess the Savage Attack skill and has a Brawn requirement of A. Iron Grasp allows the character to use two-handed weapons in only one hand. This frees the off-hand for a weapon (if the character also has the Ambidexterity skill they can now fight with a Great Sword in one hand and a Short Sword in the other) or for a shield.

SNEAK (SPY)

The character is skilled at slinking silently from shadow to shadow, unseen and unheard.

When attempting to move unnoticed, a character with the Sneak skill adds +1 to their die rolls. Sneak has an Agility Grade requirement of D.

The advanced form of this skill, Spy, requires that the character already possess the Sneak skill and has an Agility Grade requirement of B. Spy improves the die roll bonus from +1 to +2.

SPOT (EAGLE EYE)

The character is a keen observer. When searching for something hidden or if presented with an opportunity to notice something out of place, the character has a better chance than most to succeed.

When attempting a sight based perception test, a character with the Spot skill adds +1 to their die rolls. Spot has a Cognition Grade requirement of D.

The advanced form of this skill, Eagle Eye, requires that the character already possess the Spot skill and has a Cognition Grade requirement of B. Eagle Eye improves the die roll bonus for sight based perception checks from +1 to +2.

STOUT (ROBUST)

The character seems to fight on long after another would have fallen unconscious.

Calculate the Life attribute normally by finding the character's number of skills and multiplying this sum by two. To this total add three. This is the character's new Life attribute. Stout has a Brawn Grade requirement of D.

The advanced form of this skill, Robust, requires that the character possess the Stout skill and has a Brawn Grade requirement of B. Robust improves the bonus to the Life attribute from +3 to +6.

STRONG (STALWART)

The character is naturally burly. The character has greater physical strength than normal. This makes most Brawn based tasks easier for them in general.

When attempting any Brawn based test that is not related to a skill presented elsewhere, this character can add +1 to their die roll. Strong has a Brawn Grade requirement of D.

The advanced form of this skill, Stalwart, requires that the character possess the Strong skill and has a Brawn Grade requirement of B. The Stalwart skill improves the die roll bonus for general Brawn tests from +1 to +2.

STUDENT (SCHOLAR)

The character knows how to read and has spent some time learning how to find documented information. Characters without this skill cannot read.

When attempting to locate information using printed sources, this character can add +1 to their die roll. Student has a Cognition Grade requirement of C.

The advanced form of this skill, Scholar, requires that the character already possess the Student skill and has a Cognition Grade requirement of A. Scholar improves the die roll bonus for research tests from +1 to +2.

SWIM (DIVE)

The character is skilled at moving through water without sinking. It is assumed that most people in the A+ Fantasy world can swim well enough to keep themselves from drowning under normal conditions. A swim test is required if circumstances make it unusually difficult for most normal swimmers to succeed. Note: even the best swimmer can not stay afloat while wearing Chain or Plate Armor.

When attempting to swim under adverse conditions, a character with the Swim skill can add +1 to their die roll. Swim has a Brawn Grade requirement of D.

The advanced form of this skill, Dive, requires that the character already possess the Swim skill and has a Brawn Grade requirement of B. Dive improves the die roll bonus for swim checks from +1 to +2.

TAMER (BEAST MASTER)

The character has a natural affinity with normal animals. This refers primarily to mammals but may also be applied to some birds and on even rarer occasions to reptiles.

When attempting to befriend an animal, a character with the Tamer skill can add +1 to their die roll. Tamer has a Determination Grade requirement of D.

The advanced form of this skill, Beast Master, requires that the character already possess the Tamer skill and has a Determination Grade requirement of B. Beast Master improves the die roll bonus for animal handling checks from +1 to +2.

TELL LIE (DECEPTION)

The character can tell a convincing tale that almost anyone will believe.

When attempting to lie convincingly, a character with the Tell Lie skill can add +1 to their die roll. Tell Lie has a Determination Grade requirement of D.

The advanced form of this skill, Deception, requires that the character already possess the Tell Lie skill and has a Determination Grade requirement of B. Deception improves the die roll bonus for weaving falsehoods from +1 to +2.

WILLFUL (INDOMITABLE)

The character has unshakable focus. The character is more dedicated than normal and is not easily distracted. This makes most Determination based tasks easier for them in general.

When attempting any Determination based test that is not related to a skill presented elsewhere, this character can add +1 to their die roll. Willful has a Determination Grade requirement of D.

The advanced form of this skill, Indomitable, requires that the character possess the Willful skill and has a Determination Grade requirement of B. The Indomitable skill improves the die roll bonus for general Determination tests from +1 to +2.

LIFE AND DEATH ATTRIBUTES

During the course of a game, characters will encounter many dangers and suffer great injury. The Life and Death attributes are used to measure this injury and help to determine the current status of the characters.

This is not meant to be an accurate representation of injury and wounding. Characters in the A+ Fantasy game are adventure heroes and regularly avoid death and serious injury at every turn. It would put a serious damper on the adventuring spirit of the game if characters spent half of their time in bed with bandaged cuts and broken limbs.

There are only 4 health conditions for a character:

Uninjured
Injured

Unconscious
Dead

These four conditions are determined through use of the Life and Death Attributes.

If a character's current Life total is equal to their maximum Life, then the character is **Uninjured**. Use of the Healing / Physician skills will not work on Uninjured characters, as they are not needed.

If a character's current Life total is less than their maximum Life, but greater than zero, the character is **Injured**. An Injured Character can benefit from the use of the Healing / Physician skills.

If a character's current Life total is less than zero but greater than their Death, the character is **Unconscious**. An Unconscious character can benefit from the use of the Healing / Physician skills.

If the character's Life total is equal to or less than their Death, the character is **Dead**. A Dead character cannot benefit from the use of the Healing / Physician skill.

LIFE is equal to the character's total number of skills times 2.

New Characters have a LIFE of 8.

DEATH is equal to the character's total number of skills times negative one.

New Characters have a DEATH of -4.

SPEED AND DEFENSE ATTRIBUTES

The final two Attributes that define a character are Speed and Defense. Speed is used to determine both how quickly a character can react in combat and how far the character is able to move.

If the group would like to use miniatures to represent characters on the table top, then Speed represents the number of inches a character can move in a single turn. When comparing this scale with real life, 1 inch is roughly equal to 6 feet.

Speed is also used to determine who goes first in a conflict. By rolling one die and adding Speed a player is able to determine their character's Initiative.

Defense reduces the amount of Life that a character loses with each successful attack against them.

Speed and Defense are both based upon the armor that a character is wearing. Heavier armor slows a character down but provides greater protection. Lighter armor allows a character to move and react more quickly but provides little in the way of defense.

All new characters begin play with the equivalent of cloth armor and so have a Speed Attribute of 6 and a Defense attribute of 1.

STARTING EQUIPMENT

New characters in A+ Fantasy are little more than peasants. They begin the game with very little and must earn everything that they can during the game.

Every new character has sturdy clothes (this counts as **CLOTH** armor.) a dagger or a staff, and 10 copper coins.

FINISHING TOUCHES

Players are encouraged to look at the beginning skills that they have selected and consider the circumstances under which their character might have learned such skills. An interesting back story and a few little details about a character can really help to bring the character to life and enhance the experience of playing the character in the future.

ARMOR

Armor is heavy and cumbersome stuff and it will slow a character down. This affects a character's ability to move or react properly. The heavier the armor is the slower the character will be. A character's Speed Attribute is equal to seven minus their Armor's Defense Attribute.

A character wearing **Cloth Armor** has:

SPD = 6 DEF = 1

A character wearing **Leather Armor** has:

SPD = 5 DEF = 2

A character wearing **Chain Armor** has:

SPD = 4 DEF = 3

A character wearing **Plate Armor** has:

SPD = 3 DEF = 4

A character wearing nothing at all or garbed in light weight comfortable clothing will have a Speed of 7 and a Defense of 0.

HOW DEFENSE WORKS

Armor is defined by its material type and stops damage based upon which material type of armor is worn. Armor stops an amount of damage per attack equal to its Defense Attribute.

The use of a **Shield** will add +1 to the total amount of damage stopped with each attack, but a **Shield** does not reduce a character's Speed Attribute.

Armor is assumed to protect all parts of the body equally. The armor system strives to be heroic, not realistic. A beautiful female barbarian with flowing red tresses can enter battle against a fire-breathing dragon, wearing nothing but a chain-mail bikini, and be fully protected. She is wearing **CHAIN**.

Armor will stop damage from any of the four weapon types equally. **Spell Weapons** do not penetrate armor any more readily than **Blade Weapons**, for example.

The amount of damage blocked is per attack, not per success on the dice. A **Basic Success** on an attack roll and a **Critical Success** on an attack roll are both just one attack. Find the total damage done by all successes of the attack and then reduce this total once by the armor's value.



WEAPONS

Weapons are divided into four types. Each weapon type requires a different skill to use and is based upon a different Aspect.

The four weapon types are:

Blade Weapons
Holy Weapons
Ranged Weapons
Spell Weapons

BLADE WEAPONS are Brawn based weapons. They are the preferred weapons of most who frequently engage in close combat, and their use can be enhanced through the Melee and Warrior skills. These weapons are: the Dagger, the Short Sword, the Battle Axe, the Long Sword, the Great Axe and the Great Sword.

HOLY WEAPONS are Determination based weapons. These weapons are blunt/bashing weapons. Because they have no sharp edges, the church has deemed these weapons as gentler weapons and chosen to bless them. So blessed, the weapons are now the preferred weapon of devout followers of the church and inflict greater damage on unholy creatures. Attacks with Holy Weapons can be enhanced by the use of the Clergy and Priest skills. These weapons are: the Fists, the Staff, the Mace, the War Hammer, the Maul, and the Scepter.

RANGED WEAPONS are Agility based weapons. These weapons are preferred by hunters or those characters who value grace over girth, and their use can be enhanced by the Marksman or Sharp Shooter skills. These weapons are: the Dagger (thrown,) the Sling, the Short Bow, the Crossbow, the Longbow, and the Great Bow.

SPELL WEAPONS are Cognition based weapons and are really spell focus devices rather than actual weapons. Spell Weapons emit elemental damage, firing a burst of elemental energy at a target from a distance. Attacks from these weapons are enhanced by the Apprentice and Wizard skills. These weapons are: the Wand, the Tome, the Talisman, and the Orb.

BLADE WEAPONS

GRADE shows the Brawn Grade required to use the weapon. If a character uses a weapon with a Grade requirement that is higher than their associated Aspect Grade, then they must drop all positive modifiers to their die rolls.

DAMAGE is the amount of LIFE lost by the victim of a successful attack per success. A Basic Success does the listed damage, and a Critical Success does double that amount of damage.

Blade Weapons (Brawn)

Grade	Dmg	Description
A	6	Great Sword *
B	5	Great Axe *
B	4	Long Sword
C	4	Battle Axe*
C	3	Short Sword
D	2	Dagger

* Weapon requires 2 hands (cannot use a shield)

HOLY WEAPONS

GRADE shows the Determination Grade required to use the weapon. If a character uses a weapon with a Grade requirement that is higher than their associated Aspect Grade, then they must drop all positive modifiers to their die rolls.

DAMAGE is the amount of LIFE lost by the victim of a successful attack per success. A Basic Success does the listed damage, and a Critical Success does double that amount of damage. The damage number in parenthesis after the main damage number is the amount of damage done on Unholy Creatures per success.

Holy Weapons (Determination)

Grade	Dmg	Description
A	6 (8)	Scepter
B	5 (7)	Maul *
C	4 (6)	War Hammer *
C	3 (5)	Mace
D	2 (4)	Staff *
D	1 (3)	Fists

* Weapon requires 2 hands (cannot use a shield)

RANGED WEAPONS

GRADE shows the Agility Grade required to use the weapon. If a character uses a weapon with a Grade requirement that is higher than their associated Aspect Grade, then they must drop all positive modifiers to their die rolls.

DAMAGE is the amount of LIFE lost by the victim of a successful attack per success. A Basic Success does the listed damage, and a Critical Success does double that amount of damage.

Ranged Weapons (Agility)

Grade	Dmg	Description
A	6	Great Bow *
B	5	Longbow *
C	5	Crossbow **
C	4	Short Bow *
D	3	Sling **
D	2	Dagger (Thrown)

Maximum range is based on Weapon Grade.

A = Max Range of 30

B = Max Range of 20

C = Max Range of 10

D = Max Range of 5

* Weapon requires 2 hands (cannot use a shield.)

** SLOW RELOAD

The character must sacrifice an attack action each turn after firing to reload this weapon. As a result, the weapon can only be fired every other turn.

Also, Slow Reload weapons all require 2 hands (cannot use a shield.)



SPELL WEAPONS

Spell Weapons are made up of two components, **FOCUS** and **ELEMENT**. A Focus has the same basic qualities as any other weapon type.

GRADE shows the Cognition Grade required to use the weapon. If a character uses a weapon with a Grade requirement that is higher than their associated Aspect Grade, then they must drop all positive modifiers to their die rolls.

Magical energy flow is obstructed by barriers around the body. Therefore heavy armors reduce magical power. To reflect this, reduce Spell Weapon damage by 1 for every Defense point of Armor worn by the caster (including Shields but not Magical Defense Bonuses.)

DAMAGE is listed as # - A. That's Damage amount minus Armor. This refers to armor worn by the caster, not the target. A Basic Success does the listed damage, and a Critical Success does double that amount of damage.

Spell Weapons (Cognition)

Grade	Dmg	Description
A	7-A	Orb
B	6-A	Talisman
C	6-A	Tome *
C	5-A	Wand

All Spell Weapons have a Maximum range of 10.

* Weapon requires 2 hands (cannot use a shield.)

THE ELEMENTS

The Four Spell Weapon Elements are Earth, Air, Fire and Water. These are typically noted with the Weapon in the form of a prepositional descriptor.

of Stone (Earth)

of Fire (Fire)

of Lightning (Air)

of Ice (Water)

It is the Weapon's Element that determines which Techniques can be performed with it in hand, not its Focus. A character can use an Orb of Fire as easily as they can a Tome of Fire to perform the Flare Spell Weapon Technique. (See Weapon Techniques, page 20 for more information.)

ROLLING THE DICE

The A+ Fantasy game system is based on the idea that in order for characters to succeed at tasks where the outcome is uncertain, players must roll dice.

Success is determined as follows:

Roll a pair of 6-sided dice. At least one of the two dice must score a 6.

Scoring a single 6 is known as a **Basic Success**. A 6 on both dice, is known as a **Critical Success**.

A **Basic Success** is sufficient for completing most tasks. Sometimes, however, the player may ask the referee to allow them to try to do something that seems nearly impossible. Then, the referee may request that the player score a **Critical Success**.

Basic and Critical Successes also effect combat damage.

To make performing tasks easier, players get bonuses known as **Die Modifiers (DM)** that they can add to their die rolls. However, a player must modify each die separately and equally.

If a player applies +1 to one die, then they must apply the next +1 to the other die. There can never be more than a 1 point difference between the modifiers that are applied to the two dice.

The goal is to make one or both of the dice equal 6.

Examples:

If a character has a total DM of +1:

One die must be 5 or more for **Basic Success**.

The other die must be 6 for a **Critical**.

If a character has a total DM of +2:

One die must be 5 or more for **Basic Success**.

The other die must be 5 or more for a **Critical**.

If a character has a total DM of +3:

One die must be 4 or more for **Basic Success**.

The other die must be 5 or more for a **Critical**.

Each odd numbered increase to your DM improves your chance for a **Basic Success** and each even numbered increase improves your chance for a **Critical Success**.

ROLLING DOUBLES

When the dice rolled show each the same number value this is known as rolling **DOUBLES**. Rolling Doubles is good!

Any time anyone rolls **DOUBLES** when resolving any task, this event is recorded by the referee. This includes rolls made by the Referee as well as rolls made by the players.

Each roll of Doubles counts as a single event, a roll of double sixes is not more noteworthy than double twos, for example. This record is known as the **DOUBLES POOL**.

At the end of the session the referee divides the **DOUBLES** from the **DOUBLES POOL** equally between all players as **EXPERIENCE POINTS**.

Fractions are rounded up so that all players get an equal (**higher**) number of doubles from the pool.

For example: After a night of gaming there are 14 doubles in the Doubles Pool. There are 6 players so each player will get 2 Experience Points. However that still leaves 2 Doubles left over. That would mean that 2 players would get 3 Experience, while the remainder will only receive 2. So, we add an extra 4 Doubles to the Pool and give every one 3 experience points!

When improving Ability Grades a player may spend **10 Experience Points to advance a Grade by one PARTIAL**. A Partial is an interim step used when improving your Abilities.

Improving a C GRADE Ability by a Partial will change it from a C GRADE to a C+ GRADE.

Changing the C+ GRADE by a Partial (expending another 10 DOUBLES) will change it from a C+ GRADE to a B- GRADE.

XP for Role-Playing? XP is used to improve the numbers on your sheet. These numbers are used to modify Die Rolls. If you use XP to modify Die Rolls, then you get XP for making Die Rolls. Role-Playing is its own reward. More XP won't make your Role-Playing better. But you do have the opportunity to earn experience with every roll of the dice, and every use of a skill. Not simply for combat.

COMBAT

In adventure fiction, combat is a key element of action. The A+ Fantasy game system provides a mechanic for resolving this kind of action.

Players act in turns based upon their Initiative. This works just like any game where a die is thrown at the beginning of the game to see who goes first.

COMBAT SEQUENCE

Initiative:

Find your Speed based on the Armor worn. Roll 1d6 and add Speed. Participants act in order of this roll from highest (first) to lowest (last.)

All players roll for their characters and the referee rolls for enemy characters that the players must defeat.

Resolve ties by comparing Abilities in the following order:

AGILITY -- if still tied compare:

DETERMINATION -- if still tied compare:

COGNITION

If the characters are still tied after comparing all of the above Abilities the player closest to the Referee's right hand acts first, and Player characters act before Referee characters.

Participants roll for Initiative only once at the beginning of combat. This determines turn order for the duration of the conflict.

ON THEIR TURN:

If using figures, allow each player to move their character a total number of inches equal to their Speed.

Each player also resolves an Attack Action.

If a character does nothing but move during their turn, they may choose to move 2x their Speed.

If a character moves in a straight line towards a target they may move up to 2x their Speed and still attack. This is called a charge. If a character performs a charge, they may **NOT EVADE** until after their next turn!

FREE ATTACK ACTIONS:

Free Attack Actions can be taken only by characters engaged in close combat and armed with either a Holy Weapon or a Blade Weapon. There are 2 forms of Free Attack Actions: Rage Attacks and Retribution Attacks.

Rage Attack

These free attack actions occur any time a character defeats an enemy opponent in combat. As soon as the enemy figure falls (dead or unconscious) the character can immediately attack any other enemy figure in close combat range.

Retribution Attack

These free attacks are on the option of the player. Any time a player is hit in combat and takes damage, the player may opt to sacrifice their free Evade Action (See Evade Actions below.) If the character has not used their Evade Action yet this turn, they may instead counter attack their opponent immediately.

These attack actions do not gain the normal skill bonuses applied to standard Blade or Holy attack actions. Free Attack Actions are modified by the Barbarian and Berserker skills.

EVADE ACTIONS

Any target of a successful Attack Action can attempt an Evade Action **one time per turn only!** The target rolls to Evade. One success on the Evade Action roll eliminates One success of the Attack Action roll. This can turn a hit into a miss or reduce a Critical Success on an Attack roll to a Basic Success. Future Attack Actions against the same target in the same turn cannot be Evaded.

Characters must be wielding a Blade, Holy Weapon or Shield to evade Blade or Holy Weapon attacks!

DODGE:

Add the Aspect DM for **Agility** to evade:
Ranged Weapon Attacks.

PARRY:

Add the Aspect DM for **Brawn** to evade:
Blade and Holy Weapon Attacks.

RESIST:

Add the Aspect DM for **Determination** to evade:
Spell Weapon Attacks.

EVASION AND SKILL MODIFIERS

Further DMs to a character's Free Evade Action can be added if the character possesses the appropriate Evasion Skill:

Dodge adds +1 to evade Ranged Weapon Attacks. **Danger Sense** adds +2 to evade Ranged Weapon Attacks.

Parry adds +1 to evade Blade or Holy Weapon Attacks. **Deflection** adds +2 to evade Blade or Holy Weapon Attacks.

Rational adds +1 to evade Spell Weapon Attacks. **Cogent** adds +2 to evade Spell Weapon Attacks.

One success on an Evade action eliminates one success of an Attack action. A Critical Success on an Attack roll is actually two successes. A Basic Success on an Evade check will eliminate one of these successes. A Critical Success on the Evade check would be required to eliminate them both.

Example:

A Goblin attacks a character and rolls a critical success with its short sword (2 sixes! The referee records a double in the Doubles Pool.) The short sword does 3 points of damage per success on the dice and a Critical Success is two successes or 6 points of damage!

The character being attacked has not been attacked before on this turn, so he decides to attempt to parry the blow. The player rolls a 5 and a 2 on the dice.

Bonuses for the Parry Skill and a C grade Brawn gives the player a +2 DM for the Evade test. The +2 DM is divided between the two dice and the 5 becomes a 6 and the two becomes a 3. That's one 6! This is enough for a Basic Success.

The Basic Success on the Parry will eliminate one of the two successes rolled on the dice by the Goblin. This reduces the Goblin's Critical Success to a Basic Success and the character will now take only 3 points of damage.

The character is wearing Leather armor. This has a Defense of 2. The player reduces the damage total by 2 and loses 1 point of Life.

DISENGAGE ACTIONS

A character is said to be ENGAGED with an opponent if they have attacked the opponent in close combat (using a Blade or Holy weapon) or the opponent has similarly attacked them.

A character that is engaged cannot move during their turn unless they first roll a successful DISENGAGE ACTION. A Disengage Action requires a successful general Agility test. This test can be enhanced by the Dexterous / Acrobat skills. If the character is ENGAGED by more than one opponent, a Critical Success is required to successfully Disengage. Disengage is a FREE ACTION and does not count against the number of things a character can do on their turn.

USE OF THE HEALER / PHYSICIAN SKILL

After each combat where a character takes damage, the injured character can be the target of a Heal test. (See Healer / Physician skill description page 8.)

An injured character can also be the target of a Heal test at the start of each game day.

REST AND RECOVERY

Rest allows a character to regain lost Life.

A character gets: 1 Life with a nights rest in the field.
A character gets: 3 Life for staying in the Inn or if in the field, for doing nothing but resting all day long.
A character staying at the Inn gets: 5 Life in a day if they do nothing but rest all day long.

Recovery can be affected by skills (see the Cook / Chef skills, page 6, and the Hunter / Ranger skills, page 8.)



IMPROVING ASPECT GRADES

As a character advances their grade they are allowed to earn new skills. Additional skills will improve the character's LIFE and DEATH attributes and when the actual letter grade improves the DM based upon that grade will improve.

Each Aspect improvement adds to the total number of Skills allowed for that Aspect:

E = **Aspect DM +4 (Referee Character Only)**

A+ = 7 Skills total for this Aspect

A = 6 Skills total for this Aspect

A- = Aspect Grade is now A ...
Aspect DM +3

B+ = 5 Skills total for this Aspect

B = 4 Skills total for this Aspect

B- = Aspect Grade is now B ...
Aspect DM +2

C+ = 3 Skills total for this Aspect

C = 2 Skills total for this Aspect

C- = Aspect Grade is now C ...
Aspect DM +1

D+ = 1 Skill total for this Aspect

D = 0 Skills total for this Aspect

D- = Aspect Grade is now D ...
Aspect DM +0

F = **Aspect DM -1 (Referee Character Only)**

E and **F** Aspect Grades are listed here for use by the referee to demonstrate values above and below those that would be obtainable by the player. A child might have a Brawn of **F** (*Faltering Grade - below average*) for example, while a Dragon might have a Brawn of **E** (*Exceptional Grade - above normal maximum.*)



WEAPON TECHNIQUES

Another means by which a player can advance their character is by learning Weapon Techniques. These techniques are tied to a particular weapon or weapon type. As long as the character has the weapon in question equipped the character can access the techniques that they have learned for that weapon.

Techniques are special maneuvers and are meant to reflect moments of great heroic effort on behalf of the characters. For this reason, most techniques are limited in their frequency of use (a device to help keep these techniques from being overused.)

To learn a Technique, a player must spend their Experience Points on it, just like they do to improve their Aspects. **It costs 20 Experience Points to learn a Weapon Technique.** A Technique is not considered a skill. It will not affect Life or Death values.

Technique descriptions are presented with the following information:

WEAPON

The Weapon required to perform the Technique. The character must have this Weapon equipped. Some Techniques have lasting effects. The character is not meant to brandish the required weapon throughout the Technique's duration. However, if the character wields any other weapon during this time that does not match the Technique's requirement, then the lasting effect immediately ends.

SKILL

The Skill required to perform the Technique. The character must know this Skill and rolls a test on this Skill to attempt the Technique.

FREQUENCY

How often the character is allowed to perform the Technique. For example: Once a Day. This is time in game for the character, not real time.

SUCCESS

Does the Technique require a Critical or a Basic Success? Difficult Techniques can only be achieved through a Critical Success. Also, some techniques are Automatic, meaning that no Skill roll is required.

RETRY

If the technique is failed, can the player try again? If the answer is "yes," then a failed attempt to perform a technique does not count against its frequency.

COMMUNE

Weapon: Spell Weapon of Stone (Earth)
Skill: Apprentice
Frequency: Once an Hour
Success: Automatic
Retry: N/A

This Technique allows the character to understand the spoken language of one target and for the target to understand the caster's language. The target of the Technique must be willing to participate in the dialogue and both caster and target must grasp the Spell Weapon in order for the communication to take place. This conversation can last any amount of time, but once the target breaks contact with the Spell Weapon, the spell effect has ended. When a character learns Commune, they also learn Create Path, Stone Skin, and Stone Soup for free!

CREATE PATH

Weapon: Spell Weapon of Stone (Earth)
Skill: Apprentice
Frequency: Once a Day
Success: Automatic
Retry: N/A

Brandishing their Spell Weapon before them, the caster opens a path through overgrown areas allowing passage through the wilds. The trail is created wherever the caster walks for the next hour. At this point the spell ends, but the path left behind remains. The path will disappear over time as the plant growth in the area continues. When a character learns Create Path, they also learn Commune, Stone Skin, and Stone Soup for free!

CREATE WATER

Weapon: Spell Weapon of Ice (Water)
Skill: Apprentice
Frequency: Once a Day
Success: Automatic
Retry: N/A

The character can create roughly 2 quarts of water. The character must have a container to deposit the water in. The water is fresh, clean and suitable for drinking. When a character learns Create Water, they also learn Water Walking, Icy Stare, and Winter Coat for free!

DEVASTATING CHARGE

Weapon: Long Sword or Great Sword
Skill: Warrior
Frequency: Once a Hour
Success: Critical
Retry: Yes

The character moves up to 2x their speed in a straight line hitting every character on one side of their path as they pass adjacent to them (the player chooses which side they are attacking.) Any target who fails to evade, suffers critical damage. A critical success is required to perform this technique successfully. If failed, the character still moves, but no target is hit.

FIERY STEED

Weapon: Spell Weapon of Fire (Fire)
Skill: Apprentice
Frequency: Once a Day
Success: Automatic
Retry: N/A

Brandishing their Spell Weapon, the caster summons a horse of flames from the elemental plane of fire. The creature gives off light and heat but will not ignite combustibles or cause damage. The creature is in fact insubstantial to all but the caster who can ride the mount as a normal horse. The Fiery Steed has a speed of 12 and will last for 12 hours or until dismissed. When a character learns Fiery Steed, they also learn Firefly, Flare, and Magic Candle for free!

FIRE BALL

Weapon: Spell Weapon of Fire (Fire)
Skill: Wizard
Frequency: Once a Hour
Success: Critical
Retry: Yes

Brandishing their Spell Weapon before them, the caster can produce a flaming ball of fire that explodes damaging all in a 3 x 3 inch square area. Targets can attempt a Spell Weapon Evade test if they have not yet taken an Evade Action this turn. Every creature in the area that does not Evade suffers critical damage.

FIREFLY

Weapon: Spell Weapon of Fire (Fire)

Skill: Apprentice

Frequency: Once a Day

Success: Automatic

Retry: N/A

A tiny glowing fairy comes into being. The creature lasts until destroyed. In combat the Firefly will flitter around an opponent determined by the caster. This distraction causes the target to roll all Determination based skill tests (including Spell Weapon Evade tests) at a minus one on their die rolls. Because of its small size a critical success is required to hit the Firefly, but one hit will destroy it. Once destroyed the Firefly cannot be summoned again for one day. When a character learns Firefly, they also learn Fiery Steed, Flare, and Magic Candle for free!

FISTS OF FURY

Weapon: Fists, No Shield

Skill: Priest

Frequency: Permanent

Success: N/A

Retry: N/A

The character's Fists are deadly weapons. Any unarmed attack with the character's bare Fists does an amount of Holy Damage per success based on the character's Speed attribute. Fist damage equals Speed against Unholy Creatures or Speed -2 against other opponents. The Fists of Fury Technique can be used in combination with the Ambidextrous or Swashbuckler Skills as well as the Priest Skill.

FLARE

Weapon: Spell Weapon of Fire (Fire)

Skill: Apprentice

Frequency: Once a Day

Success: Automatic

Retry: N/A

Brandishing their Spell Weapon before them, the caster can shoot an exploding beacon into the air. This works like a signal flare helping others to pinpoint the caster's location. The Flare produces insufficient heat to ignite combustibles. When a character learns Flare, they also learn Fiery Steed, Firefly, and Magic Candle for free!

GENTLE FALL

Weapon: Spell Weapon of Lightning (Air)

Skill: Apprentice

Frequency: Once an Hour

Success: Automatic

Retry: N/A

So long as the caster has their Spell Weapon in hand, currents of the air support the character allowing them to fall from any height safely. When a character learns Gentle Fall, they also learn Invisibility, Magic Finger, and Whispering Wind for free!

HOLY AURA

Weapon: Any Holy Weapon

Skill: Priest

Frequency: Once a Day

Success: Critical (Automatic if not in combat)

Retry: Yes

Brandishing their weapon overhead the character calls upon holy power to send forth a wave of healing energy that does critical Holy damage to every adjacent character. A critical success is required to perform this technique successfully. Holy Damage is recorded in parenthesis next to the weapon's standard damage and this is the amount to use. This damage is actually positive energy. It harms unholy creatures but it heals everyone else!

HOLY RESURRECTION

Weapon: Any Holy Weapon

Skill: Priest

Frequency: Once a Week

Success: Critical

Retry: No

Placing their Holy Weapon gently into the hands of a fallen comrade, the character calls forth powerful energies to return the character to life. This process takes about 10 minutes and the fallen character cannot be more than 1 hour dead. Holy Resurrection will purify the body, purging it of poison, venom, disease or other ailments. The resurrected will have exactly zero Life, and they cannot be the target of a Healing Skill test until the next morning.

HOLY TREMOR

Weapon: War Hammer or Maul
Skill: Priest
Frequency: Once an Hour
Success: Critical
Retry: Yes

The character strikes their hammer on the ground creating a shock wave knocking down every creature in an area immediately in front of them. Targets may attempt a General Agility test (modified by Dexterous / Acrobat skills) to stay on their feet, but this counts as their one Evade Action for the turn. Holy Tremor affects a 3 inch x 3 inch square directly in front of the character. Knocked down targets suffer no damage but they may do nothing on their turn except get back up on their feet. A character that is knocked down cannot perform an evade action.

ICE COMET

Weapon: Spell Weapon of Ice (Water)
Skill: Wizard
Frequency: Once an Hour
Success: Critical
Retry: Yes

Brandishing their Spell Weapon before them, the caster can produce a freezing ball of ice that explodes damaging all in a 3 x 3 inch square area. Targets can attempt a Spell Weapon Evade test if they have not yet taken an Evade Action this turn. Every creature in the area that does not Evade suffers critical damage.

ICY STARE

Weapon: Spell Weapon of Ice (Water)
Skill: Apprentice
Frequency: Once a Day
Success: Basic
Retry: Yes

Brandishing their Spell Weapon, the character stares into the eyes of a target up to 10 inches away. The target must roll to successfully Resist Fear test or spend their next turn running away from the caster. When a character learns Icy Stare, they also learn Create Water, Water Walking, and Winter Coat for free!

INVISIBILITY

Weapon: Spell Weapon of Lightning (Air)
Skill: Apprentice
Frequency: Once a Day
Success: Automatic
Retry: N/A

Spell Weapon in hand, the character can move about unseen. A Sneak test may still be required to avoid making noise, but the character cannot be detected at all by visual perception tests. This effect lasts for 5 minutes once the spell is cast. If the character attacks or otherwise takes any action against another person while Invisible, the spell automatically ends. If the character does take that one opportunity to attack while Invisible, the target of the attack cannot Evade and the attack roll is made at +1 on the dice. When a character learns Invisibility, they also learn Gentle Fall, Magic Finger, and Whispering Wind for free!

LIGHTNING BOLT

Weapon: Spell Weapon of Lightning (Air)
Skill: Wizard
Frequency: Once an Hour
Success: Critical
Retry: Yes

The caster can produce a bolt of magical lightning that travels in a straight line from the caster's Spell Weapon to a distance of 10 inches. Targets in the path of the bolt can attempt a Spell Weapon Evade test if they have not yet taken an Evade Action this turn. Every creature that does not Evade suffers critical damage.

MAGIC CANDLE

Weapon: Spell Weapon of Fire (Fire)
Skill: Apprentice
Frequency: Once an Hour
Success: Automatic
Retry: N/A

The caster can produce a tiny fire that emanates from their Spell Weapon not much larger than a candle flame. The flame produces heat and light but will not ignite combustibles. The flame lasts one hour. When a character learns Magic Candle, they also learn Fiery Steed, Firefly, and Flare for free!

MAGIC FINGER

Weapon: Spell Weapon of Lightning (Air)
Skill: Apprentice
Frequency: Once an Hour
Success: Automatic
Retry: N/A

Spell Weapon in hand, the character can call an invisible force into existence. This invisible finger can push and prod objects with approximately the same amount of force and subtly as a real finger. It could be used to push something over or even hook and carry something if it is feasible for a finger to do this. The finger can move to a maximum range of 10 inches from the caster. The finger lasts as long as the caster concentrates on the spell. When a character learns Magic Finger, they also learn Gentle Fall, Invisibility, and Whispering Wind for free!

METEOR SHOWER

Weapon: Spell Weapon of Stone (Earth)
Skill: Wizard
Frequency: Once an Hour
Success: Critical
Retry: Yes

Brandishing their Spell Weapon before them, the caster can produce a hail of falling stones to damage all in a 3 x 3 inch square area. Targets can attempt a Spell Weapon Evade test if they have not yet taken an Evade Action this turn. Every creature in the area that does not Evade suffers critical damage.

MIGHTY CLEAVE

Weapon: Battle Axe or Great Axe
Skill: Warrior
Frequency: Once an Hour
Success: Critical
Retry: Yes

The character swings their axe around them, spinning and hitting every character that is adjacent to them in a 360 degree arc, doing critical damage. Victims of the attack are permitted an evade action if they have not already taken one this round.

RAIN OF DEATH

Weapon: Long Bow or Short Bow
Skill: Sharp Shooter
Frequency: Once an Hour
Success: Critical
Retry: Yes

Firing a handful of arrows into the air at once, the character causes a rain of deadly projectiles to fall in a 3 x 3 inch square anywhere within 10 inches of the archer causing critical damage to all that fail their Ranged Evade Action.

STONE SKIN

Weapon: Spell Weapon of Stone (Earth)
Skill: Apprentice
Frequency: Once a Day
Success: Automatic
Retry: N/A

Focusing energy through their Spell Weapon, the caster calls upon the elemental power of the earth to transform them. The caster's flesh is covered in a cold thin layer of gray stone. This counts as 1 point of armor defense but does not affect speed and does not reduce spell weapon damage. The stone armor lasts until the character is struck for critical damage. Any critical hit causes the stone skin to crumble and fall away. When a character learns Stone Skin, they also learn Commune, Create Path, and Stone Soup for free!

STONE SOUP

Weapon: Spell Weapon of Stone (Earth)
Skill: Apprentice
Frequency: Once a Day
Success: Basic or Critical
Retry: No

The character can drop a stone into a bowl of water to create a stew that will feed one person and will heal two points of lost Life per success on the skill test. When a character learns Stone Soup, they also learn Commune, Create Path, and Stone Skin for free!

WATER WALKING

Weapon: Spell Weapon of Ice (Water)

Skill: Apprentice

Frequency: Once an Hour

Success: Automatic

Retry: N/A

Spell Weapon in hand the character is able to walk on water. This lasts from the moment the character steps upon the surface of the water until they step again on dry land. When a character learns Water Walking, they also learn Create Water, Icy Stare, and Winter Coat for free!

WHISPERING WIND

Weapon: Spell Weapon of Lightning (Air)

Skill: Apprentice

Frequency: Once a Day

Success: Automatic

Retry: N/A

Brandishing their Spell Weapon before them, the character can whisper a message to anyone they know up to a mile away. The message is private and no one else will know that the message was sent or delivered. When a character learns Whispering Wind, they also learn Gentle Fall, Invisibility, and Magic Finger for free!

WINTER COAT

Weapon: Spell Weapon of Ice (Water)

Skill: Apprentice

Frequency: Once a Day

Success: Automatic

Retry: N/A

The character's entire body is covered in a layer of cold frost. The Winter Coat protects the character from all forms of natural weather elements. Desert heat, arctic chill, biting wind and driving rain have no effect on the character. The Winter Coat lasts for 12 hours. When a character learns Winter Coat, they also learn Create Water, Water Walking, and Icy Stare for free!

THE WOLF IN THE WOODS

The Referee tells the players that they are approached by the local innkeeper. The innkeeper lost his dagger in the woods nearby. The dagger belonged to his father and he would like it back, but he dropped the blade while fleeing from a hungry wolf that has moved into the area.

This is a **SPARK**. The players can now respond to the situation. Maybe they haggle with the innkeeper over a reward before they agree to enter the woods and risk an encounter with the wolf on his behalf.

The wolf is the **OBSTACLE**. The players' characters will most certainly be attacked by the wolf in the woods. The Referee needs to be prepared with game information about the wolf.

Wolf

C- C- C D, Sneak, Run, Listen, Hunter

Life 8, Death -4, Bite (Blade / DMG 3)

Fur (Natural Armor / DEF 1 / SPEED 8)

ATT +1 / PARRY +1 / DODGE +1

The information above is all that is needed to run a combat encounter against the wolf. Aspects are always presented in alphabetical order, A B C D. The wolf's **Agility** is C-. Its **Brawn** is C-. Its **Cognition** is C, and its **Determination** is D. Cognition not only represents Intelligence it is also used to show awareness and perception. The wolf is very perceptive of its surroundings and so it gets a high value.

With 4 skills, the Wolf gets 8 Life! He will be a challenge for a small group. If the group is larger, perhaps there are 2 wolves in the woods.

The wolf's bite is treated as a blade weapon and can be evaded with the Parry skill. Fur is Natural Armor. The Defense / Speed of Natural Armor will vary from creature to creature. Players with experienced characters will roll frequent critical successes. Creatures with high natural armor values help balance encounters as characters become more powerful.

Finally, the die roll bonuses that the wolf gets for combat are listed at the bottom for easy reference. These bonuses are due to the wolf's high Agility and Brawn Aspect Grades.

The dagger is the **GOAL**. After the wolf is defeated, the characters can find and return the dagger, collecting their reward!

CHARACTER RECORD FORM



CHARACTER		PLAYER	
TOTAL XP	UNUSED XP	RACE	GENDER
LIFE	DEATH	CURRENT LIFE TOTAL	

A)GILITY	B)RAWN	C)OGNITION	D)ETERMINATION	GRADE
				DIE MODIFIER

WEAPON	WEAPON TYPE	GRADE	DAMAGE	TECHNIQUES

ARMOR WORN	MATERIAL TYPE	DEFENSE	SPEED

SKILL	ASPECT	TOTAL DM	SKILL	ASPECT	TOTAL DM

POSSESSIONS AND MONEY	NOTES