REVISED
ARDUIN:

A PRIMER

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Compiled from material from
David A.Hargrave's
Forthcoming new game system

ARDUIN

INTRODUCTION

When the first volume of the Arduin Grimoire was published in 1977, fantasy role-playing games were a relatively recent development. As with any new development, over the course of time there have been many evolutionary changes in the FRP genre. So, even though the Arduin Grimoire trilogy is less than six years old, the time has come to present a revision of "Arduin". As with any revision, many things change. Not change for the sake of change, though – change for the sake of you the reader, player, and GM.

The most significant change is one of combat resolution. The new combat system summarized in this introductory booklet offers simplicity along with as much realism as you care to build in. Of course, combat isn't everything (or even the most important thing) in every FRP game. But the value of this innovative system reflects the high quality of <u>all</u> the new and altered material in the revised Arduin Grimoire.

This booklet is not intended to act as a complete system on its own, but it can be used in conjunction with the <u>Arduin Grimoire</u> trilogy. We welcome your comments (positive or otherwise), and have provided a feedback form for this purpose.

PRIMARY CHARACTERISTICS

Every player character is defined by a series of numerical characteristics. Ten of these are primary characteristics:

STR -- Strength
CON -- Constitution
AGIL -- Agility
DEX -- Dexterity
INT -- Intelligence
WIS -- Wisdom
CHA -- Charisma
EGO -- Ego (sense of self)
MECH -- Mechanical ability
SWM -- Swimming ability

refer to the Arduin Grimoire for generation of these characteristics, as it is outside the scope of this introductory booklet. Many of these factors are used in The generation of secondary characteristics.

There are five secondary characteristics:

CF - Co-ordination Factor. This helps to determine the order in which things happen. The formula for CF is:

$$\frac{DEX + AGIL}{2}$$

RF - Reasoning Factor. This is a measure of the character's ability to figure things out. The formula for RF is:

$$\frac{INT + WIS}{2}$$

END - Endurance. This is a measure of the character's physical staying power. The formula for END is:

$$\frac{EGO + STR + CON}{3}$$

MRS – The character's ability to resist th effects of
adverse magik. Each race has itws own Base MRS:

AMAZON – 8%   HOBBITT – 10%
DEODANTH – 33%   HUMAN – 5%
DWARF - 25%   ORC – 30%
ELF – 35%   PHRAINT – 1%
HALF ELF – 20%   URUK HAI – 30%
HALF ORC – 17%

Thus the formula is:

$$MRS = Base\ MRS + EL + CB + SA$$

    EL is simply the character's level. SA takes into
Account any relevant special abilities. If a character
Is +2 vs. spoken spells, for example, his MRS vs. spoken
Spells would be 2% higher than vs other magik.

    For CB, the class of the character must "match" the
type of magik being used against her. Mages, rune
weavers, priests, etc., are +5% vs. their own types of
magik. Users of multiple styles of magik (druids, for
example) are +5% vs. each type of magik they use.

HP – Hitpoints. The amount of damage the character can
take before dying. This computation is based on CON,
CON Bonus (CON-12, but never less than zero), in some
cases an Occupational Bonus (OB), and Base Hit Points
(BHP) by racial type. The formula is:

$$HP = CON + CON\ Bonus + OB + BHP$$

    For Assassins and Martial Artists, OB = +7
    For Fighters, Foresters, Barbarians, Outlaws
Paladins, Normals, Slavers, and Thieves, OB = +5
    For Bards, Druids, Medicine Men, Priests, Rune
Singers, Rune Weavers, and split class characters, OB = +3
    For all other characters, OB = +0

    A short list of racial BHP:

AMAZONS -- 16   HOBBITTS, FEMALE -- 11
DEODANTHS -- 20   HOBBITTS, MALE --12
DWARVES -- 19   HUMANS, FEMALE -- 15
ELVES, FEMALE -- 20   HUMANS, MALE -- 14
ELVES, MALE -- 21   ORCS -- 16
HALF ELVES, FEMALE -- 15 PHRAINTS -- 12
HALF ELVES, MALE -- 16   URUK HAI -- 18
HALF ORCS -- 13

COMPUTATION OF
THE BATTLE FACTOR

The Battle Factor (BF) is computed using various
characteristics, as well as weapon and armor values.
Addition may also be made for training, expertise,
special abilities, and experience. The formula is:

$$BF = STR + CF + RF + EL + AV + TR + WV + MB$$

STR, CF, and RF have all been defined previously.
EL is the bonus for experience and/or special abilities.

AV is the cumulative Armor Value.
TR is the bonus (if any) for training and/or expertise
with a particular weapon.
WV is the Weapon Value, for the weapon actually wielded.
MB is the bonus if the weapon has a magik + to hit.

   This BF formula is used for all melee weapon
determinations. For ranged weapons (e.g., a longbow), a
different formula is used:

$$BF = (CF \times 2) + TR + EL + WV + MB$$

The same definitions apply in this formula as with the
previous one.

   A short list of armor, giving AV and ENCM:

Armor	AV	ENCM
Canvas Armor (Full)	5	35%
Quilted Cloth	4	30%
Soft Leather (Full)	4	25%
Boiled Leather (Half)	6	20%
Boiled Leather (Full)	8	30%
Metal Scal (Full)	15	40%
Standard Chain (Full)	18	35%
Plate Mail (Full)	20	50%
Full Plate	24	60%
Lacquer Plate	15	35%
Small Metal Cap	1	none
Metal Helm (Open)	3	none
Helm (Full, w/visor)	5	5%
Small Shield	2	1%
Round Shield or Heater	4	5%
Tower or Kite Shield	8	10%
Arming Doublet (Full)	3	5%
Normal Clothing	0	none

   This is an abreviated list.

A short list of underline melee weapons, with their WV,
encumbrance (ENCM), impalement (IMP), randon critical
hit (RCH) and damage ranges (DAM):

WEAPON	WV	ENCM	IMP	RCH	DAM
Dagger	3	3%	1%	1%	2D4
Shortsword	3	3%	5%	1%	1D4+4
Broadsword	4	5%	4%	1%	1D6+6
2-Hand Sword	7	10%	3%	4%	1D10+10
Short Spear	3	5%	9%	5%	1D6+6
Quarterstaff	1	2%	-	-	1D4+4
Cudgel	1	1%	-	-	1D4+2
Katana	5	4%	2%	2%	1D6+6
Halberd (8')	9	14%	1%	7%	1D10+10
Battle Axe	5	6%	-	1%	1D6+6
Morningstar	4	6%	-	1%	1D8+8
Mace	2	3%	-	1%	1D4+6

(For the sake of brevity, only a few weapons are listed
here)
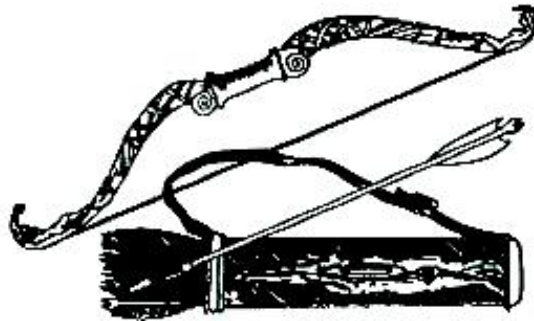
     A short list of underline missile weapons, giving missile WV,
ENCM, IMP, RCH, and DAM:

| WEAPON	WV	ENCM	IMP	RCH	DAM
Shortbow	5	3%	20%	15%	1D4+5
Longbow	15	7%	25%	25%	1D6+6
Hvy Crossbow	30	12%	35%	35%	1D8+8
Sling	5	none	5%	5%	1D4+4
Thrwng Knife	3	½%	50%	2%	1D4+2
Hvy Javelin	12	4%	20%	8%	1D6+6
Battle Axe	-15	6%	-	1%	1D6+6
Francisca	4	5%	1%	3%	1D6+6

     This is an abbreviated list. Where a melee weapon
can also be used as a missile, there will be a different
WV for each application. Some missile WVs might be
negative because the weapon is not designed for throwing.

ARMOR CONVERSION TABLE

In those cases where you need to convert a character
from the old Arduin AC system, the following chart
offers a simple alternative:

OLD AC	NEW AV	OLD AC	NEW AV
9	0	2+1	28
8	4	2+2	32
7	8	2+3	36
6	13	2+4	38
5	18	2+5	40
4	20	2+6	44
3	24	2+7	48
2	26		

   If the character's old AC (NOT COUNTING DEXTERITY
PLUSSES) is something like 6+3, take the base AC (6) and convert
it to AV (13), then add teh AC + (3), giving in this case an
AV of 16.
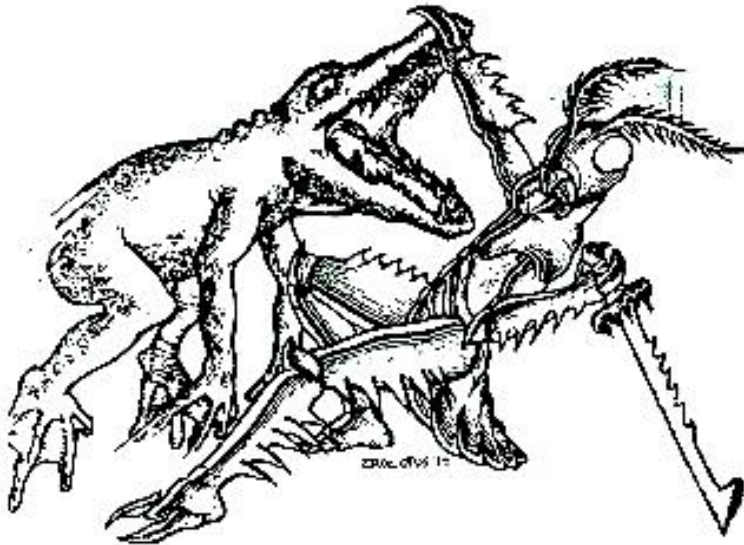
BATTLE FACTOR & COMBAT

To determine the character's BF with any particular weapon, you simply add the appropriate characteristics. For example, a character with STR of 12, an RF of 9.5 and a CF of 11.5 would have a base BF of 33. He is wearing full metal scale, with an AV of 15 (48) and he has a small shield (50), but no helm. thus, so long as he does not alter the armor he is wearing, his adjusted base BF would be 50, and could be used with any weapon. To this you could add 5 for warrior trainin with the broadsword as primary weapon (62). This character's weapon happens to be +1 to hit (63), and he is EL 2 (65).

If the same character broke his sword and had to fight with his dagger, the adjusted base factor (50) would be added to the dagger WV, 3 (53). He is still warrior-trained, for +5 (58) and EL 2 (60). The dagger has no magik plus, and it is within his secondary weapons class, for +1, thus giving him a new BF of 61. Of course, all these calculations can be done ahead of time, and only need to be done once for each weapon (so long as armor stays the same).

If this character is in melee, the following formula indicates his percentage chance to hit his opponent:

HIT CHANCE = ATTACKER BF + 50 - DEFENDER BF

Thus, if this fellow meets an enemy with a BF of 60, there is a 55% chance he will hit his opponent (65 + 50 - 60 = 55). Conversely, his opponent has a 45% chance of hitting him (60 + 50 - 65 = 45). It's that simple.

The missile BF is even simpler. Let us take another character, with a CF of 13.5. Boubled, this is 27. This character is a trained archer, for +25 (52). This is his base missile BF. He is EL 3 (55). His primary weapon is a longbow, with a missile WV of 15 (70). It is also his primary weapon, for +3 (73), and it is +1 (74). He happens to have a single +1 to hit arrow; with this arrow only, his missile BF would be 75.

The formula for missile attack is:

HIT CHANCE = MISSILE BF - DEFENDER AV

So, against a defender wearing full plate (+24), a full helm for +5 (29), a tower shield for +8 (37) and a full arming doulet for +3 (40), the attacker's chance to hit with his +1 arrow would be 35% (75 - 40 = 35). Magikal armor plusses would reduce this chance further, on a one-for-one basis.

IMPALEMENT

If a character hits his opponent with a weapon that
has an impale chance, make a second percentile die roll
to see if the weapon impales the victim. A broadsword
has a 4% chance of impaling, so a roll in the range 01 -
04 indicates impalement. Impalement results in double
damage to the target.

CRITICAL HITS & FUMBLES

To determine the character's chance of inflicting a
random critical hit (RCH), it is necessary to refer to
the BF. For the broadsword wielder with the BF of 65,
his RCH chance would be 6% (Round the BF to the nearest
10 (60)_, then take 10% of it for the RCH chance. Many
weapons also have an RCH factor listed. The character
gets the benefit of whichever is higher, the RCH factor
based on his BF, or that intrinsic to the weapon, BUT
NOT BOTH. Since the intrinsic RCH of the broadsword is
only 1%, this character's RCH would be based on his BF.
For the longbowman described above, the RCH based on
BF would be 7% (The BF of 75 rounds to 70, and 10% = 7).
However, the RCH intrinsic to the longbow is 25%, so the
character's RCH will be this higher value.
When the attack roll is made, a hit will be a
critical hit if the RCH percentage or less is rolled.
Thus, the longbowman with a 35% chance to hit would miss
on a roll in the range 36 - 00, hit on a roll in the
range 26 - 35, and inflict a critical hit in the range
0 - 25.
If the same longbowman had only a 15% chance to hit the
target, any hit would be a critical hit. He would
simply miss in the range 16 - 00, and inflict a critical

hit in the range 01 - 15. Moral: you can't crit if you don't hit.

Fumbles with weapons are also simply computed. Subtract the character's RCH factor based on BF from 10:

$$FUM\% = 10 - BF\ RCH$$

Don't use the weapon RCH! Also, note that neither the BF RCH nor the FUM may ever be less than 1% nor more than 9%. So 01 is always a critical hit, and 00 is always a weapon fumble. The weapon rch <u>may</u> be higher than 9%.

MAGIK AND COMBAT

Offensive magik falls into essentially two categories for the purpose of combat resolution. One category includes all "Save or Die (Sleep) (Be Paralyzed) (etc.,)" spells. The maik user simply has to avoid fumbling; if she does not fumble, the spell will "hit". If the target/victim does not save (by rolling his MRS or less on percentile dice), then the spell has ful effect. If he does save, the spell has no effect, or a lesser effect otherwise specified.

The other category includes "arrows", "darts", "bolts", "cones", or other projections of destructive force. the magik user needs to have a BF of her own to utilize such magik. The formula is:

$$BF = (CF \times 2) + TR + EL$$

Note that this is virtually identical to the missile BF computation; the difference is there is no WV or MB factor for magik (although it is certainly <u>possible</u> to have an artifact which would add to BF -- e.g., a ring of fire competence would be +2 for fire spells).

An EL 4 mage with a CF of 13.5 and training in the use of the spel "Flashpoint" would have a BF for spellcasting purposes of 56(4 + (13.5 x 2) + 25). Without training in this or similar spells, the BF would be only 31 (4 + (13.5 x 2)). this may actually be more owerful than the archer in the previous example for two reasons:

(1) Many forms of offensive maik are not affected by armor (so don't subtract AV of the target unless the magik <u>is</u> so affected).

(2) Many of these types of magik have an area effect. This BF simply indicates whether the <u>center</u> of the effect was on target. If the magik is off target, a portion of the effect may still hit the target. (This is a matter for GM adjudication).

Targets of this second category of offensive magik usually get a "save" try (rolling their MRS or less on a percentile roll), but even if they save, they will usually STILL TAKE HALF NORMAL DAMAGE FROM THE MAGIK.

ENCUMBRANCE

The more ironmongery a character has, the more encumbered he is going to be. In the context of this game, encumbrance has an effect in the short term only on the character's speed (how far he can travel in a melee turn).

As you may have noticed, most of the weapons and armor listed previously had an ENCM factor specified as a percentage. To determine the character's total ENCM, simply add the individual ENCMs for each item carried, <u>whether</u> <u>or</u> <u>not</u> <u>it</u> <u>is</u> <u>in</u> <u>use</u>. This total indicates the percentage of movement lost from the character's normal movement.

Going back to the swordsman in our first example, he has a broadsword, ENCM 5%, a dagger with ENCM 1% (6%), metal scale armor with ENCM 40% (46%), and a small shield (1% ENCM). Thus he has a total encumbrance of 47%.

Completely unencumbered, the swordsman would be able to move 115 fet each melee round (CF x 10). But he has lost 47% of his movement to encumbrance, so he can only move 53% of 115 feet, or about 61 feet. If you were using the CF count system, this would mean he could move 30.5 feet during each of his two actions per melee.

Not only warriors will be encumbered -- any character who carries a backpack, a staff, or any other relatively bulky or awkward things will have some encumbrance. GM adjudication may be required here.
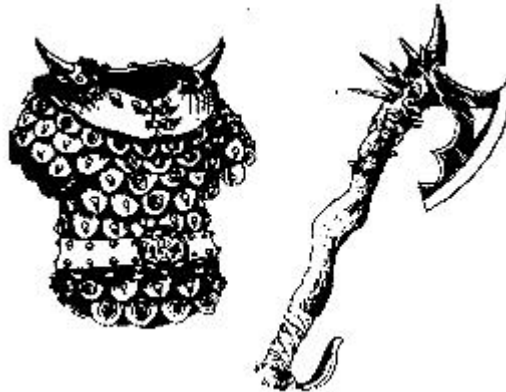
CF MELEE COUNTDOWN CHART

The Battle Factor method of combat resolution is best when used in conjunction with the CF movement system. This combination gives a very fast and realistic result.

This chart gives the number of actions for a given CF, and when they occur in the CF countdown:

CF

```
30 - 24 - 18 - 12 - 6                14 - 9.34 - 4.68
29.5 - 23.6 - 17.7 - 11.8 - 5.9      13.5 - 9 - 4.5
29 - 23.2 - 17.4 - 11.6 - 5.8        13 - 8.67 - 4.34
28.5 - 22.8 - 17.1 - 11.4 - 5.7      12.5 - 8.34 - 4.18
28 - 22.4 - 16.8 - 11.2 - 5.6        12 - 6
27.5 - 22 - 16.5 - 11 - 5.5          11.5 - 5.75
27 - 21.6 - 16.2 - 10.8 - 5.4        11 - 5.5
26.5 - 21.2 - 15.9 - 10.6 - 5.3      10.5 - 5.25
26 - 20.8 - 15.6 - 10.4 - 5.2        10 - 5
25.5 - 20.4 - 15.3 - 10.2 - 5.1      9.5 - 4.75
25 - 20 - 15 - 10 - 5                9 - 4.5
24.5 - 19.6 - 14.7 - 9.8 - 4.9       8.5 - 4.25
24 - 19.2 - 14.4 - 9.6 - 4.8         8
23.5 - 18.8 - 14.1 - 9.4 - 4.7       7.5
23 - 18.4 - 13.8 - 9.2 - 4.6         7
22.5 - 18 - 13.5 - 9 - 4.5           6.5
22 - 17.6 - 13.2 - 8.8 - 4.4         6
21.5 - 17.2 - 12.9 - 8.6 - 4.3       5.5
21 - 16.8 - 12.6 - 8.4 - 4.2         5
20.5 - 16.4 - 12.3 - 8.2 - 4.1       4.5
20 - 15 - 10 - 5                     4
19.5 - 16.63 - 9.76 - 4.89           3.5
19 - 14.25 - 9.5 - 4.75              3
18.5 - 13.88 - 9.26 - 4.64           2.5 *
18 - 13.5 - 9 - 4.5                  2   *
17.5 - 13.13 - 8.76 - 4.39           1.5 *
17 - 12.75 - 8.5 - 4.25              1   *
16.5 - 12.38 - 8.26 - 4.14           .5  *
16 - 10.67 - 5.34
15.5 - 10.34 - 5.17
15 - 10 - 5
14.5 - 9.67 - 4.84
```

*indicates a CF so slow that an action is only allowed every other melee round.

Start the CF countdown at the fastest CF count of highest CF (whether good guy or bad). All counts above that are irrelevant to the particular melee since nobody will be using them.