

Playtest Kit v1.5

2d20 Quick Start

New: This version has updated **Armor and Hit location** rules along with an example armory for GM’s to use. Its recommended that each character be allowed to choose 3 weapons (2 melee and 1 ranged) along with whatever armour they feel they would choose. For testing purposes please test the main rules (if you haven’t tried version 1.1) before using any of the optional rules.

We rolled back to the Earlier V1.1 and then looked how best to address players speed concerns through optional rules that were extrapolated from that version. We then folded in the 1.3 skill reshuffle and added a small scene so that you can try out the combat system in this new version.

As always we look forward to reading your feedback on the Forums.

Benn

2d20 Quick Start Rules

**The 2d20 System in Brief:**

**ROLL TWO TWENTY SIDED DICE:** The 2d20 system uses the roll of 2 twenty sided dice to determine the number of successes rolled in combat or skill tests. Usually just one success is required, but some situations or environments may cause the difficult to increase and 2 or more successes required.

**ROLL EQUAL OR UNDER YOUR ATTRIBUTE+SKILL:** Each roll of a d20 is made versus a target number of your Attribute + Skill Expertise. Each d20 that rolls equal to or under your Attribute + Skill is a success. If you roll under your Skill Focus (usually between 1-3) you gain an extra success.

**BUY EXTRA D20’s WITH A THREAT POINT:** Players can take a risk and choose to roll up to three more d20’s at the cost of one Threat for each extra d20.

**BUY EXTRA D20’s WITH A LUCK POINT OR DECLARE SOMETHING:** You have three Luck points, letting you declare something minor or add a d20 to a test, which counts as if it had rolled a 1.

**EXTRA SUCCESSES LET YOU DO COOL STUFF:** If you have extra successes over and above the difficulty we call this Momentum. You can spend Momentum on extra damage, more targets, doing something better, more dramatic, describing a cool maneuver or something crazy.

**THREAT POWERS THE DRAMA:** ‘Threat’ points go in to the Threat pool that the GM uses to activate NPC’s before player characters, to activate powers or special abilities of NPC’s, to cause unfortunate environmental or situational changes to the player characters and more.

**REPERCUSSIONS ON A 20:** If a player rolls a 20 this causes a Repercussion, these are usually inconvenient things chosen by the GM, (you cause the guard to be suspicious as you talk your way past him, you step out of cover to get the shot and so on). If the player does not roll a success but rolls a Repercussion it’s a Critical failure and something worse befalls the character (you accidentally shoot you friend with an arrow you meant for the mercenary he’s fighting). Alternatively in both cases the GM can simply take two Threat points for each Repercussion.

**DAMAGE IS ROLLED WITH SIX-SIDED DICE WHERE ONLY THE 1,2 and 6 COUNT**: Combat Dice or [CD]s are six-sided dice. You add any results of a 1 or 2 together to find out the damage rolled and ignore any 3, 4 or 5’s. Any 6’s activate weapon abilities, if any. Sometimes a weapon has a fixed bonus. *Why [CD]? Sometimes you might need to roll 1d6 to get a result from 1-6 so this keeps it clear when your rolling Combat Dice or normal dice.*

**IN SUMMARY:**

* GM decides the Difficulty (number of successes required) to perform an action
* Player chooses to spend LUCK or THREAT Points to get extra D20’s
* Player rolls d20’s trying to roll under their Attribute+Skill Expertise on each dice
* Every d20 rolled under a characters Attribute +Skill Expertise = one success
* Every d20 rolled under a characters Skill Focus adds another success
* If a player gets as many successes as the Difficulty they past the test.
* If a player gets more successes than Difficulty these extra successes are spent as Momentum.

***Example:*** *Garn the Gorgeous desires to leap onto his horse's back. The GM assigns a Difficulty of 2. Garn's Attribute + Skill Expertise is 15. His Skill Focus is 3. Garn spends 2 THREAT to add another 2 d20s. He rolls four d20s. The d20s come up 2,13,15, and 18. Garn needed a 15 or less to succeed, so three of his four dice are successes.  One of those successes (the 2) is lower than his Skill Focus, so it counts as two successes. Garn has four successes, two more than the Difficulty. These two surplus successes become Momentum. Garn jumps onto his horse's back and can spend two momentum to do so really, really well; perhaps pushing his horse into a gallop escaping his would be pursuers…*

**More Detail:**

**Risk**

While all players roll a minimum of 2d20 on every test they attempt, they have two resources they can call upon to improve this dice pool. The first of these are Luck points. Luck points are limited resources. A character only has three they can use in any given session. When spent, a Luck point allows a character to make minor declarations about the plot, heal all vigor damage, or add one or two successes to a skill test. For each Luck point spent to add successes, the character gains an extra d20 that has *already* rolled a natural 1, scoring one success, or two if the character has any ranks of Skill Focus for that skill. Luck points must be spent before any dice are rolled for the test, and if they would generate enough successes by themselves to succeed, the character may choose not to roll any additional dice, avoiding any risks of Repercussions (see below).

The second resource a character can use are Threat points. Each character has an unlimited pool of Threat points, and each one spent allows the player to roll one extra d20. No more than three additional d20s may be purchased in this way, and Threat points come with two distinct risks. The first risk is repercussion, which are described in more depth below, but in brief: each natural 20 rolled creates additional problems for the character, and the more dice rolled, the more chance of these problems arising. The second risk is retaliation. When the player chooses to pay a Threat point, the player hands that point to the GM, who may use his (limited) pool of Threat points to fuel NPC special effects, interrupt the Player characters’ actions, or cause other problems later.

**Consequence**

A Consequence is a negative side effect caused by the roll of a 20 on a d20. Example Consequences include becoming off balance, drawing unnecessary attention, leaving yourself exposed to retaliation, or some other incidental problem. The more Consequences rolled the larger the effect. If a GM cannot think of a suitable Consequence (or doesn’t want to create one now), he may choose add 2 Threat points to his pool for every 20 rolled and move on. Example Consequences are listed in the attached adventure but these are not exhaustive.

A character suffers a Consequence whenever a 20 is rolled on a skill test.

**Types of actions**

Characters get three types of actions: Standard actions, Restricted actions and Free actions.

**1 Standard Action Each Turn, plus:**

**1 Restricted Action and 1 Free Action *OR* Unlimited Free Actions (within reason!)**

A character can make one standard action each turn, along with either: one restricted and one free action, or unlimited free actions. Standard actions include skill tests of all sorts including combat, Restricted actions include actions where some degree of concentration is needed such as moving in combat, Free actions include instinctive actions such as talking. A list of example actions is included in the adventure.

**Combat**

As combat features heavily in this adventure, additional focus is presented on the Combat rules. Combats are run using the rules presented on page one but there are some important distinctions that need to be drawn.

**Action Order**

Player characters can choose the order in which they act. Each character completes his turn, action moves to the next player character, and when all player characters have acted in that round, then the NPCs act. The GM can spend Threat to make an NPC act earlier in a round if he wishes. For this playtest, the number of Threat points this costs for each creature is listed in the adventure.

**Making an Attack**

Under most circumstances, an attack is a skill test with a basic difficulty of 1, though the circumstances of the attack may increase this. Melee combat attacks use the Melee combat skill. Ranged attacks use the Ranged combat skill for bows, crossbows, and thrown weapons, and Siegecraft for siege weaponry.

**Parrying/Dodging/protecting another**

A Player character or Nemesis NPC may make as many Defensive actions as they wish. While the first defensive action is free, it costs a Threat point to take a second defensive action. This increases to 2 threat points for a third and 3 threat points for a fourth, and so on. Defensive actions change the test from being a test against a set difficulty (usually 1) to being an opposed test (to see who gets the most successes). Acrobatics is used to dodge ranged attacks and Parry is used to parry melee attacks

Sidebar/

Opposed test; Both parties roll their skill tests and compare results. The character with the best result may spend momentum as normal. Any unique difficulties faced by one party count as bonus momentum equal to the degree of difficulty. Player characters win ties – they’re the protagonists, after all.

/Sidebar ends

Sidebar/

Bonus momentum; Some talents and equipment grant bonus momentum. Each bonus momentum acts as if an additional regular success was rolled by the character. Bonus momentum can only be used if the character rolls at least one success or pays a Luck point.

/Sidebar ends

**Hit locations [UPDATE]**

If an attack is successful, the defender is asked where the blow has landed. If the defender is uncertain this can be done by rolling 1d20 and comparing it to the location chart on the character sheet. Hit location is used to determine which piece of armour is used to soak damage and in later rules will be the basis of an optional Injury table.

Optional Rule: No hit locations. GM’s who do not wish to use hit locations are advised to simply treat all hit location rolls as torso hits.

**Damage**

If an attack is successful a character rolls damage. Combat Dice ([CD]) are six sided dice that only roll damage on a 1 or a 2 and any 6’s trigger special effects the weapon might have. Damage is written in a formula like 1+[cd]4 this means that the character rolls 4 combat dice and adds the result to 1. Particularly strong or perceptive characters may have bonus damage that they can add to this. For example a Sword with 1+[cd]4 rolling a result of 1, 2, 4, 5 would equal 1+2 rolled damage, plus 1 fixed damage. The 4 and 5 give no result. The total is 1+2+1 = 4 damage.

Character may have a Damage Bonus – this is additional Combat Dice rolled alongside the weapon damage.

**Armour/Cover [UPDATE]**

Armour/cover is written in the same formula as a weapon. When a character has armor or cover the result of the armour roll is subtracted from the damage dealt. Armour often covers hit locations differently. For example if you had taken 2 damage to your left arm and had Mail Hauberk of [CD]2 you would roll two Combat Dice hoping to get at least a total of 2 to negate the damage. When armour rolls an effect it prevents 2 points of damage and breaks. A break reduces the soak it provides to the target location by [CD]1.

Armour can be field-repaired with a Crafts test, taking an hour. The difficulty of the Crafts test is equal to the number of times that the armour has broken since the characters last visit to a town. Success returns [CD]1 of lost Soak, with each Momentum spent returning an additional [CD]1 soak or reducing the time taken by ten minutes (to a minimum of 10 minutes). It is usually easier for a character to replace armour in the field than to keep repairing it. If in a town armour is replaced or repaired as a part of regular upkeep.

Armour is encumbering but this encumbrance is usually governed by the difficulty decision that the GM makes when a test is called for. Often a character who shuns armour will find themselves in a better position when they need to be fast on their feet. A character who does not wear armour gains 1 bonus momentum for all Acrobatics and Athletics tests.

Optional Rule: Static Armour. Rather than rolling for armour soak a GM may prefer to assume that an average result (1) has been rolled. Armour is damaged as normal by momentum spends.

Example armours can be found in Appendix One

**Momentum spends**

In combat common momentum spends include

|  |  |
| --- | --- |
| 1 Momentum | Reroll any or all damage dice |
| 1 Momentum | Break armor (as if the armour rolled an effect) |
| 1+ Momentum | Add 1 to the damage roll |
| 1+ Momentum | Roll 1 extra damage dice |
| 2 Momentum | Inflict half damage to a second random location.  Armour is rolled as normal. |
| 2 Momentum | Leap on the back of an angry animal. |
| 2 Momentum | Take an additional standard action, increasing the difficulty of that action’s test by one. |
| 3 Momentum | Choose which hit location is struck by the attack (instead of rolling or the defender picking) |

The GM should feel free to encourage their players to come up with their own momentum spends If a GM thinks that a cost is too expensive they are empowered to change the cost to better suit their game. Options listed above as costing 1+ Momentum may be purchased multiple times on a single test.

Out of combat Momentum spends might include

|  |  |  |
| --- | --- | --- |
| 1 Momentum | Athletics test | Save a person climbing with you from falling |
| 1+ Momentum | Lore test | Ask the GM one question relating to the test per Momentum spent, which the GM must answer truthfully. |
| 1 Momentum | Stealth test | Wave a character past a sentry |
| 3 Momentum | Persuade test | Convince an innkeeper to give all the PCs VIP treatment. |
| 5 Momentum | Linguistics test | Identify the street that an NPC lives on from a single sentence. |

**The momentum pool**

Just as the GM should not hold up action for too long trying to think of repercussions players struggling to think of a good way to use momentum can place the momentum in the momentum bank. It costs 1 momentum to place any momentum in the bank. Any player can spend momentum from the bank so long as that player scores a single success on a skill roll and the GM thinks that other players could influence their action.

**Range and movement**

In action scenes, areas are divided into zones - simple divisions based on noteworthy features in the area. These zones are used when determining how far a character can move or attack, as well as for other purposes where distance is a factor. Zones may have a range of terrain effects, depending on what sort of environments they represent - a zone filled with shipping crates may provide cover, while one filled with waist-high water might be more difficult to cross. The zone a character is currently in - as well as all objects and creatures in that zone with him - are regarded as Close range. All zones immediately adjacent to the character's current zone, and all creatures and objects within, are considered to be Medium range. All zones beyond that are at Long range, with some particularly distant zones considered Extreme range.

A character can move anywhere within Close range as a free action, Medium range as a Restricted action, or Long range as a Standard action. If a zone contains some form of “difficult terrain” the GM may require an Athletics skill test to enter, leave, or cross that zone. Failure may mean that the character is delayed or harmed in some way.

**Injury**

Every player character has two separate trackers for physical wounds, Vigor and Injury. Vigor is a set of points equal to a character’s Physique, plus any ranks of Resistance Expertise he possesses. A character can “heal” vigor quickly and easily. A character can make a Healing (Healing is a skill that lets you heal simple wounds) test as a standard (difficulty 1) action to recover one Vigor, plus one more for each Momentum spent. If a character takes 5 or more damage in one hit, after reductions for Soak, then that character suffers an Injury. Injuries need the Chirurgery skill to recover with the difficulty equal to the number of Injuries the character is suffering from. Injuries are much more serious with each injury increasing any Physique, Strength, Agility, or Coordination skill test difficulties by one. A character who suffers four Injuries is dying, and unable to act, and will die if he takes any more damage.

For example a character with two injuries now increases all Physique, Strength, Agility, or Coordination based skill tests by 2 levels of difficulty (meaning their minimum difficult is now 3).

**Note that an optional rule for more detailed injuries is under discussion.**

**Resolve**

Every player character has two separate trackers for mental wounds, Resolve and Trauma. Resolve is a set of points equal to a characters Willpower, plus any Discipline Expertise ranks he possesses. A character can “heal” Resolve quickly and easily. A character can make a Counsel test as a standard (difficulty 1) action to recover one Resolve, plus one more for each Momentum spent. If a character takes 5 or more Resolve in one hit that character takes a Trauma. Trauma needs the Counsel skill to recover with the difficulty equal to the number of Trauma taken. Trauma are much more serious with each Trauma increasing any Awareness, Intelligence, Willpower or Personality skill test difficulties by one.

For example, a character with two traumas now increases all Awareness, Intelligence, Willpower, or Personality based skill tests by 2 levels of difficulty (meaning their minimum difficult is now 3).

Appendix One. New Armour

Example Armours

**By location**

**Helms (choose one)**Warhelm (Soak 3, Blinding, Heavy, Helm, Juggernaut)  
Glaring Visage (Soak 2, Blinding, Fearsome, Heavy, Helm, Juggernaut)  
Half helm (Soak 2, Heavy, Helm, Juggernaut)

Coif (Soak 2, Helm, Noisy)  
Horrific mask (Soak 1, Fearsome, Helm, Heavy, Juggernaut)  
Armoured Cap (Soak 1, Helm,)

**Breastplates (choose one)**Back and Breast (Soak 3, Heavy, Juggernaut)  
Heavy Mail vest (Soak 3, Heavy, Juggernaut)

Mail vest (Soak 3, Noisy)  
Brigandine vest (Soak 2)  
Cuirboili lamellar vest (Soak 1, quick repair)  
Padded doublette (Soak 1, seaworthy)

**Sleeves & leggings**Imperial plate (Soak 3, Heavy, Juggernaut, Loud)  
banded sleeve (Soak 2, heavy, Juggernaut)  
Mail (Soak 2, Noisy)  
Brigandine sleeves (Soak 1)

Cuirboili Bracers (Soak 1)  
Padded sleeve (Soak 1, seaworthy)

**Example suits**  
**Hoptlite**  
Warhelm(3), Back and Breast(3), Bracers and Greaves (1)

**Cheap Suit of mail**  
Halfhelm or coif (2) Mail vest (3) mail sleeves (2)and cuirboili trousers (1)

“Noisy 1”

**Full suit of mail**

Halfhelm or coif (2) Mail vest (3) mail sleeves and trousers (2)

“Noisy 2”

**Mercenaries suit of heavy mail**

Halfhelm or coif (3) Heavy Mail vest (4) 1 banded sleeve 1 (3)mail sleeve and trouser (2)

“Noisy 1”

**Knight’s suit of plate armour**

Warhelm(5) Back and Breast(5),banded sleeves and leggings (4)

“Heavy, Juggernaut(included)”

**Noblemans suit of plate armour**

Warhelm(5) Back and Breast(5),Imperial plate sleeves and leggings (5)

“Heavy, Juggernaut(included),Noisy”

**Cobbled together suit of scraps**

Warhelm(3) Brigandine Vest (2),banded plate sleeve (2) brigandine sleeve (1)mail leggings (2)

**Armour special rules**  
**Blinding:** This helmet is hard to see through all observation tests are at +1 difficulty  
**Heavy:** This armour takes its armour rating in restricted actions to wear properly. If these actions are not taken it will only offer 1 Soak until these actions are completed.  
**Helm:** This armour can be donned in a single restricted action regardless of the heavy rule.  
**Fearsome:** This armour increases any display by +1[cd]  
**Juggernaut:** Every three pieces of heavy armour worn properly increases the soak of all heavy armour by 1. Every time the character gains the Juggernaut rule they suffer a difficulty increase of 1 to all physical actions except Melee and Parry  
**Noisy:** This armour is difficult to keep quiet. Every three pieces of loud armour increases the difficulty of Stealth actions by 1. The GM may add additional penalties as they see fit.  
**Quick repair**: This armour reduces the difficulty of repairing it by 1.  
**Seaworthy**: This armour piece confers no penalty to sailing or swimming.

## Appendix Two The Aquilonian Armoury

The world is a dangerous place. Most men find it necessary to be armed in some fashion. Whether they are minding a stall or marching to war it is rare to find a person without a blade of some sort.

Sidebar/

Building a weapon.

GMs are encouraged to be imaginative and forage throughout history for strange weapons. Weapons by design are all built with a set cap. Just as Conan doesn’t favour any particular weapon over another there is no “Best weapon” with each weapon being roughly equivalent

The baseline weapon is an Arming sword. However, any weapon can be used as an initial template

|  |  |  |
| --- | --- | --- |
| Arming sword | | |
| Grip | Damage | Effects | |
| 1H | 1+[CD]4 | Parry 2 | |

For every increase in damage or additional Quality added Grip must increase or a negative quality must be added. Qualities can be traded more or less one for one but abilities that offer only a situational improvement (unforgiving, armour piercing burning etc) may count as half a quality. Ultimately it’s the GMs decision to allow any particular weapon into his game and its entirely fair to create weaker weapons for mobs to carry. Consider a piece of scrap iron it’s hard to believe that a player would voluntarily choose this over a “real weapon” but this might often be what NPCs have when they enter a fight.

**If the GM feels any particular weapon unbalances their game they should have no qualms about restricting it.**

|  |  |  |  |
| --- | --- | --- | --- |
| Sharpened Scrap Iron | | | |
| Enc. | Grip | Damage | Effects | |
| 4 | 1H | 1+[CD]3 | fragile | |

Sidebar ends/

#### Unarmed Strike

A combination of fists, knees, elbows, feet, and other body parts can inflict a fair amount of damage, though few are trained to capitalise properly on the use of the body as a weapon.

An unarmed strike uses the Unarmed Combat skill instead of the Close Combat skill. A character cannot use the Parry Response Action with an unarmed strike, unless the attacker is also using an Unarmed Combat attack.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Damage | Enc | Grip | Qualities |
| Unarmed Strike | 1+[CD]2 | — | 0H | — |
| Plate Gauntlet | 1+[CD]3 | n/a | 0H | Vicious 1 |

Swords

The aquilonian knight considers the sword to be the most virtuous of weapons. There are four common types of sword in use by Aquilonian subjects. These are Arming swords, Broadswords, Falchions and Longswords.

The arming or knightly sword is a single handed cruciform sword typically used with a shield in full armour. While responsible for the rise of Aquilonian the knightly sword is beginning to fall out of fashion. The dominance of cavalry plate has led some to adapt this blade into the sturdier Broadsword or to discard it except for ceremonial attire.

Despite this the arming sword remains a versatile weapon capable of aiding the defence as readily as it does the attack.

|  |  |  |
| --- | --- | --- |
| Arming sword | | |
| Grip | Damage | Effects | |
| 1H | 1+[CD]4 | Parry 2 | |

The Broadsword is both a refinement of and an adulteration of the knightly sword and as such can be found in battered ruins as well as freshly forged for the field. Where the knightly sword concerns itself with defence the broadsword looks to level its opponent as quickly as possible whilst still maintaining the overall nobility of the traditional arming sword.

|  |  |  |
| --- | --- | --- |
| Broadsword | | |
| Grip | Damage | Effects | |
| Unb | 1+[CD]5 | Vicious 1 | |

A falchion is a single-edged sword whose design combines the weight and power of an axe with the versatility of a sword. The shape concentrates more weight near the end, thus making it more effective for chopping strikes like an axe or cleaver. While Falchions are usually found amongst lower ranked guardsmen it has started to be seen amongst some of the more practical knights and nobles.

|  |  |  |
| --- | --- | --- |
| Falchion | | |
| Grip | Damage | Effects | |
| Unb | 1+[CD]4 | Vicious 2 | |

Like its cousin the Broadsword, the creation of the longsword is primarily due to the need to preserve “knightly honour” while still acknowledging the wider availability of plate armour.

The Longsword is a straight double-edged blade over a meter in length. It is usually held with both hands, though some may be used single-handed from horseback and a mighty warrior might wield it as an arming sword. All parts of the blade are used in the attack and nearly every longsword is in some way different from another with common additions being Barbs, grooves, parrying hooks, ridges and skull-crusher hilts.

|  |  |  |
| --- | --- | --- |
| Longsword | | |
| Grip | Damage | Effects | |
| 2H | 1+[CD]5 | Vicious 2 | |

Daggers and Knives

A dagger is a double-edged thrusting thrusting blade that while smaller than a sword is deadly in the hands of a skilled and opportunistic fighter. Often considered a secondary weapon there are few seasoned knights who do not carry one as a last resort. Daggers are often made as companion blades and match the design of an arming sword or other similar blade.

While few like to admit it the “little cousin” of the arming sword has become even more useful now that plate is more common. Able to find a gap in armour and slip inside, more than one unseated knight has been permanently dispatched by a simple peasant with a dagger and fell intent. There are four common Aquillonian daggers, Anelaces, Misericordes, Poignards and Rondels.

The Anelace, is a long dagger that can be easily carried at the small of the back or girdle. Aquilonian Archers often use these in pairs when forced into melee

|  |  |  |
| --- | --- | --- |
| Anelace | | |
| Grip | Damage | Effects | |
| 1H | 1+[CD]3 | Armour Piercing 1, Parry 1, Hidden 1 | |

A Misericorde or Stiletto is a short dagger with a long slender blade. Its narrow shape, ending in a rigid pointed end, allows it to finish off severely wounded opponents in heavy armour. The pointed, stout blade can pass through or break most mail and find gaps in the stoutest plate armor.

|  |  |  |
| --- | --- | --- |
| Misericorde | | |
| Grip | Damage | Effects | |
| 1H | 1+[CD]3 | Armour Piercing 2, Unforgiving 1 | |

Poignards are lightweight courtly daggers worn more off the battlefield than on. Its more martial brother the Rondel features a reinforced hilt but is functionally similar. These daggers are as much practical tools as weapons and their possession is not immediately suspicious except to the most paranoid of guards.

|  |  |  |
| --- | --- | --- |
| Poignards & Rondels | | |
| Grip | Damage | Effects | |
| 1H | 1+[CD]3 | Armour piercing 1, Unforgiving 1, Hidden 1 | |

Clubs, Flails, and War Hammers

A Club is a simple weapon that uses a heavy head on the end of a handle to deliver powerful blows. Where a club has spikes arranged around the head it’s called a Morning star. A mace is a metal or stone club that has a solid studded head forged from the same material as the handle. Maces are a common weapon found amongst priests claiming piety and commoners claiming poverty.

The flail is a weapon found amongst peasant levies as the addition of metal studs to the agricultural flail is a quick modification that can ready a large number of peasants without great expense. Some military flails use a longer chain and a heavy spike encrusted ball to provide the same crushing momentum that the regular two handed flail.

A Warhammer is similar to a mace although the head is an asymmetric mass with a striking head and a sharp spike. Warhammers are infrequently found amongst the noble knights of Aquilonia but the weapon is often found among more brutal warlords and vagabonds, as is the Horseman’s pick, which exaggerates the Warhammer’s spike and minimises the striking head to an afterthought.

|  |  |  |
| --- | --- | --- |
| Club | | |
| Grip | Damage | Effects | |
| 1H | 1+[CD]3 | Stun, Knockdown | |

|  |  |  |
| --- | --- | --- |
| Flail | | |
| Grip | Damage | Effects | |
| 2H | 1+[CD]4 | Armour piercing 2, knockdown | |

|  |  |  |
| --- | --- | --- |
| Horseman’s Pick | | |
| Grip | Damage | Effects | |
| 1H | 1+[CD]3 | Armour piercing 2, Vicious 2, backlash 1 | |

|  |  |  |
| --- | --- | --- |
| Mace | | |
| Grip | Damage | Effects | |
| Unb | 1+[CD]4 | Armour Piercing 1, Vicious 1 | |

|  |  |  |
| --- | --- | --- |
| Military Flail | | |
| Grip | Damage | Effects | |
| Unb | 1+[CD]4 | Armour Piercing 2, Knockdown | |

|  |  |  |
| --- | --- | --- |
| Morning Star | | |
| Grip | Damage | Effects | |
| 1H | 1+[CD]4 | Vicious 1 | |

|  |  |  |
| --- | --- | --- |
| Warhammer | | |
| Grip | Damage | Effects | |
| Unb | 1+[CD]4 | Armour Piercing 1, Knockdown, Unforgiving 1 | |

Battleaxes

Found more as a decoration than on the battlefield, the battleaxe is seen as an old fashioned weapon by the majority of Aquilonian knights. With its heavy blade the Battleaxe can be an uncompromising weapon capable of hideous wounds. Powerful attacks with it tend to leave the wielder momentarily exposed as axes are want to stick fast in the wounds they make. Forester axes are often seen where peasants are forced to defend themselves and these use the same profile.

|  |  |  |
| --- | --- | --- |
| Battleaxe | | |
| Grip | Damage | Effects | |
| Unb | 1+[CD]4 | Vicious 3, Backlash 1 | |

Whips and Nets

While not weapons in the classical sense Whips and nets fufill the vital function of capturing opponents without causing them unneccessary harm. Whips are lengths of salted leather swung in such a fashion that they cause a hearty crack. Whips are often used to handle untrained animals and they are predominantly a weapon of fear. Nets are often used in a fashion similar to a buckler only to be thrown over an opponent in an attempt to ensnare them.

|  |  |  |
| --- | --- | --- |
| Whip | | |
| Grip | Damage | Effects | |
| 1H | 1+[CD]3 | Fearsome 3, Grapple, Reach | |

|  |  |  |
| --- | --- | --- |
| Net | | |
| Grip | Damage | Effects | |
| 1H | 1+[CD]3 | Nonlethal, Grapple, Thrown, Parry 2 | |

Pole Arms

Polearms are close combat weapons where a combatant’s reach is extended for the purpose of avoiding enemies and increasing the striking power of the weapon. Polearms cover any type of weapon affixed to a haft of considerable length. Common polearms include the Quarterstaves, Spears, Lances, Pikes, Poleaxes and Mauls.

A quarterstaff is a peasant and forester’s weapon that consists of a length of hardwood between five and seven feet in length, sometimes these weapons are bound with metal tips but it is Justas common for a straight branch to be whitled into shape.

A spear is a pole weapon consisting of a shaft, usually of wood, with a sharpened head. The head may be simply the sharpened end of the shaft, or it may be of another material fastened to the shaft, such as obsidian, iron, or bronze. The most common design is of a metal spearhead, shaped like a triangle or a leaf. Other designs include wings or Lugs behind the spear point to prevent the spear from cutting too deeply and to assist in blocking

The lance tends to be both longer and stouter than a regular spear and fairly unsuitable for throwing, or for use in melee. Where the lance excels is in the cavalry charge. Its extra mass amplifies the speed of the mount to create devastating wounds but despite the extra mass, the force of impact often makes the lance a disposable weapon after one or two hits.

Pikes are long spears best suited to defending a cities walls or protecting archers from cavalry. Often deployed in close formations these 15 ft long spears require strong woods such as well-seasoned ash for the pole, which has led to Aquilonian enthusiasm for conquering the older forests of the west.

Pole-axes are broad headed axes mounted on the shaft of a spear. There is a lot of variety in design and these polearms go by a variety of names such as Sparth, Dane Axe or even Halberd. Poleaxes are the favourites of guardsmen as they are intimidating and can be used non-lethally to hold back crowds when escorting nobles through city streets.

Mauls are long-handled sledgehammers with heads of lead or iron. Archers; in particular light bowmen are occasionally equipped with Mauls so they can be employed in constructing light stockades and barriers.

|  |  |  |
| --- | --- | --- |
| Quarterstaff | | |
| Grip | Damage | Effects | |
| 2H | 1+[CD]4 | Stun, Knockdown, Reach | |

|  |  |  |
| --- | --- | --- |
| Spear | | |
| Grip | Damage | Effects | |
| Unb | 1+[CD]4 | Armour Piercing 1,Unforgiving 1, Reach | |

|  |  |  |
| --- | --- | --- |
| Barbed Spear | | |
| Grip | Damage | Effects | |
| Unb | 1+[CD]4 | Vicious 1, Reach | |

|  |  |  |
| --- | --- | --- |
| Lance | | |
| Grip | Damage | Effects | |
| Unw | 1+[CD]4 | Vicious 2, Fragile, Reach, Cavalry | |

|  |  |  |
| --- | --- | --- |
| Pike | | |
| Grip | Damage | Effects | |
| Unw | 1+[CD]3 | Armour Piercing 2, Vicious 2, Superior Reach | |

|  |  |  |
| --- | --- | --- |
| Poleaxe | | |
| Grip | Damage | Effects | |
| 2H | 1+[CD]4 | Vicious 2, Reach | |

|  |  |  |
| --- | --- | --- |
| Maul | | |
| Grip | Damage | Effects | |
| 2H | 1+[CD]4 | Knockdown, Stun, Reach | |

Shields

A Shield is weapon that has a wide face designed to prevent blows from landing. The most common Shield is the Targe which is a simple round one handed shield about a foot and a half in diameter usually made of wood and leather with a central Boss of bronze or steel. Various shields from other lands have become commonplace including the smaller Zamoran Buckler, and the massive Argossian Hoplon.

|  |  |  |
| --- | --- | --- |
| Zamoran Buckler | | |
| Grip | Damage | Effects | |
| 1H | 1+4[CD] | Shield 1 | |

|  |  |  |
| --- | --- | --- |
| Targe | | |
| Grip | Damage | Effects | |
| 1H | 1+3[CD] | Shield 2, | |

|  |  |  |
| --- | --- | --- |
| Hoplon | | |
| Grip | Damage | Effects | |
| Unw | 1+3[CD] | Shield 3 | |

Ranged Weapons.

Francisca Throwing axes

The Francisca is an curved throwing axe with an arch-shaped head, terminating in a prominent point at both corners. The Francisca has a tendency to bounce unpredictably upon hitting the ground making it difficult for defenders to block.

|  |  |  |  |
| --- | --- | --- | --- |
| Francisca | | | |
| Grip | Damage | Range | Effects | |
| 1H | 1+[CD]4 | Short | Close quarters, Munition | |

Javelins

The javelin is a light spear designed primarily for use as a ranged weapon. The javelin is usually thrown as its light and fragile nature makes it less than ideal in melee. It is not uncommon for a javelin user to carry as many as three javelins at a time.

|  |  |  |  |
| --- | --- | --- | --- |
| Javelin | | | |
| Grip | Damage | Range | Effects | |
| 1H | 1+[CD]3 | Medium | Close quarters, fragile, munition, reach, AP 1 | |

Slings

The sling is strictly a weapon for peasant auxiliaries. But even though no nobleman would consider using it, it is still an effective way to rain death down on opponents. Slings are occasionally used to capture fleeing thieves in some towns so see some use amongst townsguard.

|  |  |  |  |
| --- | --- | --- | --- |
| Sling | | | |
| Grip | Damage | Range | Effects | |
| 2H | 1+[CD]3 | Short | Volley, stun (note a sling can be fired single handed but not reloaded) | |

Bows

There are two main types of bows commonly found in Aquilonia. The cavalry or hunting bow is a 3 ft recurved bow that is usually kept for hunting game. It has a light draw and is quite fast to use. The War or Longbow is a 5-6 ft long straight bow that uses its size to add extra power and range to its arrows.

|  |  |  |  |
| --- | --- | --- | --- |
| Hunting Bow | | | |
| Grip | Damage | Range | Effects | |
| coordinated | 1+[CD]3 | Medium | Volley, Cavalry | |

|  |  |  |  |
| --- | --- | --- | --- |
| War Bow | | | |
| Grip | Damage | Range | Effects | |
| coordinated | 1+[CD]3 | Medium | Volley, Armour piercing 1, | |

Crossbows

A crossbow is a ranged weapon that consists of a bow mounted on a stock. Crossbows shoot projectiles (bolts or bullets) and most crossbows are made of layered wood and horn glued together and bound with animal tendon. Crossbows can be slow to reload. Qaw are drawn by special hooks attached to a belt while heavier crossbows including the Arbalest need more elaborate tools. There are three types of Crossbow used Aquilonia; the Stonebow, the Qaw and the Arbalest.

|  |  |  |  |
| --- | --- | --- | --- |
| Qaw (Light Crossbow) | | | |
| Grip | Damage | Range | Effects | |
| 1H | 1+[CD]3 | Short | Volley, Unforgiving 1 | |

|  |  |  |  |
| --- | --- | --- | --- |
| Stonebow (Pellet Crossbow) | | | |
| Grip | Damage | Range | Effects | |
| 1H | 1+[CD]3 | Short | Volley, stun | |

|  |  |  |  |
| --- | --- | --- | --- |
| Arbalest (Heavy Crossbow) | | | |
| Grip | Damage | Range | Effects | |
| Unw | 1+5[CD] | Short | Vicious 1, Unforgiving 1 | |

## Weapon Overview

Weapons in *Conan* are defined by a number of different factors. These factors help determine a weapon’s effectiveness in combat, any special abilities it may possess, and other relevant information.

A ranged weapon will have all of the following categories, in addition to Encumbrance, Reliability, Restriction, and Cost, which function in the same way as they do for all other items. Melee weapons do not have a Range or Firing Mode.

### Range (Rng)

All weapons have an effective range (Reach, Close, Medium, or Long). Any test to hit a target outside this range (closer or further away) is made at plus one difficulty step per band. For example, using a Medium range weapon to hit a target at close range is one difficulty step higher, and using it to hit a target at Extreme range is two difficulty steps higher.

### Damage (Dmg)

The weapon’s normal damage, before any modifiers for a character’s damage bonus, actions taken, or Momentum spent. This basic damage is expressed as a static value, then two or more [CD].

### Firing Mode(Mode)

Ranged weapons come in one of Two main categories, Thrown and Missile weapons. Thrown weapons are individually tracked missiles that must be retrieved before they can be used again unless otherwise stated it should be assumed that a ranged weapon is a Thrown weapon. Missile weapons are any weapons where the individual projectile is tiny and subject to the Volley special rule. Classical examples include throwing knives, a bow and arrow or a crossbow. Individual projectiles are not tracked and like many things in *Conan*, the ammunition for Missile weapons is abstracted to reduce book-keeping and reinforce the action-packed gameplay.

#### Thrown weapons

Thrown weapons are expended as soon as they are fired or cast at an opponent. This might be one of a rider’s three javelins or their sole throwing axe. Thrown weapons are usually recoverable unless listed as Fragile or Primitive. Recovering a Thrown weapon is assumed to be possible unless there is a mitigating factor that prevents recovery.

Thrown weapons that have the Close Quarters ability and are used within reach count as regular melee weapons for all intents and purposes. Often Thrown weapons are considerably weaker than a dedicated melee weapon but there is no additional penalty for using a thrown weapon with the Close Quarters ability.

Occasionally Very heavy weapons such as a ballista will be designated as a Thrown weapon. While the ballista itself is not cast aside after firing its ammunition is so potent that it is tracked individually.

#### Projectiles

Projectiles are an abstracted amount of ammunition that is defined as “enough ammunition for a combat scene”. Every weapon utilises ammo in a different manner and rather than have a lot of unnecessary minor distinctions between weapons, ***Conan*** wants to emphasise action over book keeping. All Projectiles are utilised depending on the rules of the weapon it is a Projectiles for, hence all Projectiles are for a specific class of weapon. All weapons of the same class use the same Type of Projectiles.

There is no set definition for Projectiles. They may be described as a quiver of exotic arrows or a belt of daggers. This description has no in game effect, and it is up to the GM to decide the flavour of a Projectile when it is used or discovered.

Under normal circumstances, Projectiles are not expended through the normal use of a weapon. Characters are assumed to be reasonably careful with their ammo most of the time, retaining reusable arrows and gathering repair materials when they come to hand. An archer can keep firing for entire combats without noticeably diminishing their supply, should nothing untoward happen. Reloads are lost in one of two ways.

* Attrition. The GM may choose remove a Reload from the player character’s weapon by spending 2 threat.
* Usage. Some weapons can choose to “Volley” and expend a Reload in a single attack, or for some other use (such as the Covering Fire Response Action). The exceptions to these are weapons with a mode of Thrown, which handle Reloads differently, as described below.

Should a character find themselves out of Projectiles they can make a Diff1 Survival or Diff2 Ranged combat test to manufacture a primitive reload. This is a standard action and follows the improvised weapons rules.

#### Volley

Missile weapons are commonplace, often using up trivial amounts of ammunition in most circumstances, but able to fire quickly enough to expend large quantities of projectiles if necessary. A weapon with the Volley special rule can be fired normally using the normal profile for the weapon. Alternately, the weapon can 'Volley', spending one ***Reload*** in order to gain one d20 on the attack roll, and an additional [CD] on the damage roll.

#### Fast Volley

Weapons capable of firing very rapidly are quite rare in the world of Conan. Normally traps and exotic weapons of the Far East are the only Fast Volley weapons. A weapon with Fast Volley can be fired normally using the normal profile for the weapon or it can 'volley', and spend one or two projectiles, adding d20 to the attack roll and an additional [CD] to the damage roll for each Projectile spent.

### Size

This section defines weapons by one of a number of sizes, which determines how they can be wielded.

#### One-Handed (1H)

The weapon may be used in one or two hands without penalty.

#### Two-Handed (2H)

The weapon may be used in two hands without penalty. Most weapons may be used in one hand, but the difficulty of any tests made to use the weapon are increased by two steps.

#### Co-Ordinated

#### The weapon must be used in two hands. Any attempt to use this weapon single handed requires GM sanction and the expenditure of a Chronicle point, which offers no additional benefits.

#### Unbalanced

The weapon is heavy, and difficult to wield in one hand for any but the strongest people. If the wielder has a Strength of 9 or higher, the weapon is considered to be One-Handed. If the wielder has a Strength of 8 or lower, then the weapon is considered to be Two-Handed.

#### Unwieldy

The weapon is bulky and cumbersome, not easily wielded. An attack made with an Unwieldy weapon has a difficulty two steps higher than normal, and the Repercussion range is increased from 20 to 19-20, or further if the character is suffering from Dread. These penalties are removed if the character takes the Brace action. Unwieldy weapons are always Two-Handed.

### Weapon Qualities

In all cases, where weapon qualities have a variable rating (denoted by an X), this stacks with any modifiers from spending Reloads or other circumstances. For example, a weapon with Spread 1 that gains Spread 2 for any reason, now counts as having Spread 3.

Also, note that if a weapon has multiple qualities that are activated by Effects, they all activate.

#### Armour Piercing X

A weapon with Armour Piercing ignores X points of armour Soak for each Effect generated during its damage roll, where X is the rating of this quality. An Armour Piercing 2 weapon that rolls three Effects would pierce six points of Soak.

#### Ammo (quality)

Some weapons use unusual or specialised ammunition, which grants particular effects when the wielder spends one or more Reloads to ‘Volley’. This quality will note the weapon quality the weapon gains when a Reload is spent in such a way.

#### Backlash X

A weapon with the Backlash quality deals X damage to the attacking player for every Effect rolled. The damage is done to a random hit location and ignores armour. This is often used to simulate weapons that place the wielder at a momentary disadvantage when used to their fullest.

#### Blast (Close, Med)

The weapon produces a burst of explosive force that can lay low several enemies at once. For each Momentum spent, the weapon strikes an additional target within the blast’s range, starting with the one nearest to the initial target. Additional characters hit by the blast may make their own Dodge Response Actions, against a fixed difficulty of D2, rather than opposing the firer. All Blast weapons have Spread 1 as standard. Damage should be rolled once for all targets. Generally, the firer is not hit by the blast of his own weapon, but accidents do happen. At a GM's discretion, a character using a blast weapon may be hit by his own blast as a Complication.

#### Incendiary X

The target is set alight and gains the Burning status effect for a number of rounds equal to the number of Effects generated. As per Burning, at the end of the target’s turn it suffers [CD]X damage to a random hit location and one mental damage. Wounds inflicted by Burning ignore armour Soak. Any Effects rolled increase the number of rounds that the character is aflame.

#### Cavalry

This weapon may be used from horseback as an unbalanced weapon.

#### Close Quarters

This ranged weapon may be used against targets within Reach without penalty.

#### Fearsome x

Every Effect generated causes the victim to lose X resolve. Fearsome weapons can be used during a display but when this is done the weapon adds X to the number of [cd] rolled during the display.

#### Grapple

When a weapon with the Grapple quality rolls an effect, the weapon wraps around the target. The grabbed target is unable to move or take action except to attempt an Acrobatics or Athletics test to escape, with a difficulty equal to the number of effects rolled. A character with the Grappler talent may add effects from this quality to any momentum spend that they use to maintain a grapple.

#### Gruesome

A weapon with the Gruesome quality inflicts the Bleeding status for a number of rounds equal to the number of Effects rolled. If the character is already bleeding, the status is extended by a number of rounds equal to the number of Effects generated.

#### Hidden X

The weapon is easy to conceal, or designed to be disguised as something else. When the weapon is hidden, any search of the character requires an Observation test, with a difficulty equal to this trait’s rating, to locate the hidden weapon. You may spend Momentum on an attack roll in order to stow the weapon away immediately after the attack, hiding it. This costs two Momentum for Hidden 1 and Hidden 2 weapons, and one Momentum for any weapons with Hidden 3 or better.

#### Knockdown

If one or more Effects are generated on the damage roll, the target is knocked prone unless it can pass an Athletics test with a difficulty equal to the number of Effects generated.

#### Nonlethal

The weapon is not designed to inflict harm directly. When rolling damage dice from this weapon, disregard the damage inflicted and count only the number of Effects generated. The weapon always counts as generating one Effect, in addition to those generated on the roll.

#### Parry X

The weapon is exceptionally good at parrying incoming attacks. When in melee, if a character using a Parry X weapon makes a parry attempt, he gains Soak equal to [CD]X against melee attacks until the start of his next turn. A character wielding two Parry X weapons adds their ratings together: twinned swords, or a sword and shield, make for a formidable combination.

#### Pious X

The weapon has been crafted to face eldritch creatures. It counts as Vicious X when its victim is a Sorceror or creature summoned by their evil works.

#### Reach

A character with a Reach weapon can withdraw from a melee engagement as a Free Action if no enemy combatants have a reach weapon. The first close combat attack made against a character with a Reach weapon has its difficulty increased by one step. A weapon with Superior Reach treats regular Reach weapons as if they did not have Reach.

#### Shield

Shields are especially good at warding their users from harm. A character wielding a Shield gets a 1 threat discount on parry actions and may attempt to make Parry and Defend Other Response Actions against ranged attacks as well as melee attacks. Shields do NOT offer the 1 momentum discount on a Quick strike. As well as being weapons Shields usually offer a degree of Soak which can stack with armour and other weapons for a maximum of 5 soak. Shields automatically have the Parry special rule to a minimum of 1.

#### Spread X

A weapon with spread affects a larger area. For each Effect generated, roll X additional hit locations. These additional hit locations suffer half of the attack’s damage, rounded down. This is affected by Soak, as normal.

#### Stun

A weapon with the Stun quality inflicts the Staggered condition on the target if one or more Effects are generated. This condition lasts for one round for each Effect.

#### Torrent

The weapon does not fire conventional projectiles, but rather a stream of flame or deadly liquid that can be swept back and forth over an area to affect a group, or overcome cover. Torrent weapons cannot affect targets beyond Medium range, and ignore all Soak gained from Cover. A Torrent weapon is otherwise treated as a Blast (Close) weapon.

#### Toxic X

The weapon’s attacks are not merely damaging, but leave a potent toxin present, which ravages the target’s body. If one or more Effects are rolled, the target must attempt a Resistance test at the start of each turn, with a difficulty equal to the number of Effects generated. If this test is failed, then the target immediately suffers 1+[CD]X damage. This damage ignores Soak. Three successful Resistance tests will end the effect.

#### Unforgiving X

Unforgiving weapons are either exceptionally precise or capable of inflicting much greater harm on a direct hit. If the wielder takes the Exploit Weakness action, he gains the Vicious X and Armour Piercing X qualities on the subsequent attack.

#### Vicious X

A weapon with the Vicious quality deals X additional damage for each Effect generated.

#### Vile

Vile weapons leave deep wounds that will not easily heal. Every damage roll where one or more effect is rolled causes one Injury, which must be healed before the character can benefit from any other type of healing. Supernatural means of regaining wounds remove this effect automatically, before having their normal effect.

### New Weapon Qualities

**Improvised weaponry.**

Whether grabbing for a branch or heavy rock, there are times when a character must grab whatever comes to hand and simply make do. As a standard action a character can make a D1 Survival or D2 Close Combat test to find an improvised weapon. Improvised melee weapons are the least useful weapons as they are often primitive, usually fragile and seldom sharp. Damage is usually *1+3CD* with momentum adding *Vicious* *X*. 3 momentum can be spent to replace the *Fragile* effect with *Primitive*.

Where a projectile for a missile weapon is being constructed the Fragile & Primitive effects Apply to the entire reload. This projectile is unable to use the volley rules unless 2 momentum is spent.

Sidebar/

Fragile: When a [CD] is rolled the weapon splinters or otherwise breaks in some way. Reduce the basic damage by 1[CD]

Primitive: When a [CD] is rolled the weapon loses 1 level of effect (eg Vicious 3 becomes Vicious 2) until a standard action (Smith D1 or Survival D2) repairs the weapon.

/Sidebar ends

**Crafted weaponry**

Once the fight is over it may be necessary for the weapon to be reinforced for later use. If the *fragile* effect has not caused the weapon to break a Smith D2 or Survival D3 test can be made to permanently replace the *fragile* effect with *Primitive*.

**Forged weaponry**

When working in a decent smithy a weapon smith can manufacture any weapon they are culturally familiar(GM’s decision) with or have otherwise appraised (D2 Smith roll) they can also seek to make their own creations with a D4 test. These creations are seldom very different from existing designs but may at the GMs prerogative trade any one effect for an extra [CD] of damage or vice versa. Forged weapons cannot replicate *Primitive* weapons as they sacrifice raw power for consistency and endurance. Forged weapons can be made *fragile* should the smith desire it but this is fairly rare.