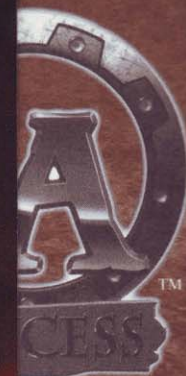


ARMOR

Type	Protection	Restrictions	Standard Price
Arm Guards	1	Cannot be worn with body armor.	25 dinars
Chain Mail Body Armor	3	-1D to all <i>Reflexes</i> skill rolls; -10 feet to Speed	250 dinars
Helm	1	-1D to all <i>Awareness</i> skill rolls	15 dinars
Leather Body Armor	2		100 dinars
Leg Guards	1	Cannot be worn with body armor.	35 dinars
Shield	1		25 dinars
Steel Plate Body Armor	5	-2D to all <i>Reflexes</i> skill rolls; -1D to all <i>Awareness</i> skill rolls; -20 feet to Speed	1,000 dinars

WEAPONS

Item	Base Damage	Standard Price	Base Skill	Weapon Speed
Arrows		10 for 5 dinars		
Battle Axe	5	25 dinars	Fighting	3
Bolo	1	30 dinars	Hurled Weapons	4
Crossbow Bolts		1 dinar		
Breast Dagger	1	15 dinars	Fighting	6
Bow	3	50 dinars	Marksmanship	3
Chakram	4	500 dinars	Hurled Weapons	3
Chobos	3	20 dinars	Fighting	6
Club	3	10 dinars	Fighting	4
Crossbow	5	75 dinars	Marksmanship	1
Javelin	6	40 dinars	Hurled Weapons	2
Knife	2	20 dinars	Fighting	4
Lasso	0	5 dinars	Fighting	3
Morning Star	6	50 dinars	Fighting	1
Net	0	15 dinars	Fighting	2
Quarterstaff	3	5 dinars	Fighting	5
Sarissa	5	50 dinars	Fighting	1
Scythian Bow	4	150 dinars	Marksmanship	2
Sling	3	15 dinars	Hurled Weapons	3
Sling Shots		5 for 1 dinar		
Spear	3	15 dinars	Fighting	3
Sword				
Short	3	50 dinars	Fighting	6
Broad	4	55 dinars	Fighting	5
Long	4	60 dinars	Fighting	5
Serrated	5	70 dinars	Fighting	4
Squiggily	5	75 dinars	Fighting	5
Two-handed	7	100 dinars	Fighting	2
Kopis	4	80 dinars	Fighting	4
Trident	5	60 dinars	Fighting	2
War Hammer	4	40 dinars	Fighting	3
Whip	1	25 dinars	Fighting	5



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RANGE CHART



Point-Blank: Base Defense Total = 1



Short: Base Defense Total = 2



Medium: Base Defense Total = 3



Long: Base Defense Total = 4

IF YOU'RE NOT
HAVING FUN,
YOU'RE NOT
PLAYING RIGHT.

<u>Level of Activity</u>	<u>Body Points Restored</u>
Full rest	5 per day
Light (walking)	3 per day
Heavy (running, fighting)	1 per day

The
HERCULES & XENIA
THE LEGENDARY JOURNEYS™
Roleplaying Game

WARRIOR PRINCESS™

FASHION

Type	Standard Price
Bandoleer	2 dinars
Belt	1 dinar
Boots	5 dinars
Cloak	3 dinars
Codpiece	2 dinars
Dress	10 dinars
Gauntlets	10 dinars
Hats	2 dinars
Jerkin	8 dinars
Robe	4 dinars
Sandals	1 dinar
Shoes	2 dinars
Skirt	4 dinars
Strophion	1 dinar
Toga	2 dinars
Tunic	6 dinars
Zoma	1 dinar

FOOD & DRINK

Item	Standard Price
Ale	1 dinar per gallon
Bread	1 dinar per two loaves
Cake	1 dinar
Cereal	1 dinar per pound
Cheese	1 dinar per wheel
Eggs	1 dinar per dozen
Fish	1 dinar per fish
Fruit	1 dinar per dozen (can be an assortment)
Gruel	1 dinar per two bowls
Meat	1 dinar per meal (Pork, Mutton, Goat, Fowl)
Milk	1 dinar per two gallons
Nuts	1 dinar per 100 nuts
Olives	1 dinar per 30 olives
Pastries	1 dinar per two pastries
Shellfish	1 dinar
Stew	1 dinar per bowl
Vegetables	1 dinar per dozen (can be an assortment)
Water	Free
Wine	3 dinars per gallon (1 dinar per glass)
Yogurt	1 dinar per pound

MISCELLANEOUS ADVENTURING STUFF

Item	Standard Price
Candle	2 for 1 dinar
Grappling Hook	10 dinars
Hammer	15 dinars
Iron Spikes	5 for 1 dinar
Marbles	50 for 2 dinars
Quiver	10 dinars
Rope	50 feet for 5 dinars
Sack	5 for 1 dinar
Torch	3 for 1 dinar
Water Clock	45 dinars

MUSICAL INSTRUMENTS

Item	Standard Price
Castanets	10 dinars
Cithara (bass lyre)	50 dinars
Cymbals	15 dinars
Flute	20 dinars
Harp	75 dinars
Hydraulis (water organ)	100 dinars
Keras (Horn)	25 dinars
Lyre	40 dinars
Rattles	5 dinars
Salpinx (trumpet)	20 dinars
Syrinx (Pan flute)	10 dinars

TRANSPORT

Type	Standard Price
Carriage	100 dinars
Cart	50 dinars
Chariot, Riding	75 dinars
Chariot, War	
• Year-of-the-Gorgon Chevus <i>Thunder</i> .	110 dinars
• Year-of-the-Minotaur General Chariots <i>Dominator</i> .	130 dinars
Horse	30 dinars
Mule	20 dinars
Pony	25 dinars

ATTRIBUTES & SKILLS AT A GLANCE

COORDINATION

Hurled Weapons
Instruments
Lockpick
Marksmanship
Pick Pocket

ENDURANCE

Resist Disease
Resist Poison
Run
Swim

REFLEXES

Acrobatics
Charioteering
Dance
Dodge
Fighting
Juggling
Ride
Sneak

STRENGTH

Climb
Leap
Lift

AWARENESS

Animal Handling
Conceal
Hide
Invent
Omen Interpretation
Perception
Read Lips
Remember
Search
Track

CHARISMA

Bargain
Beg
Bluff
Command
Flirt
Intimidate
Persuade
Singing
Storytelling

KNOWLEDGE

Astrology
Cultures
Disguise
First Aid
Gaming
Geography
History
Leatherwork
Legends
Monsters
Navigation
Pantheon
Philosophy
Reading/Writing
Scholar
Smithing
Speaking
Streetwise
Survival
Trading

METTLE

Battle Cry
Stay Up
Willpower

Fame Score

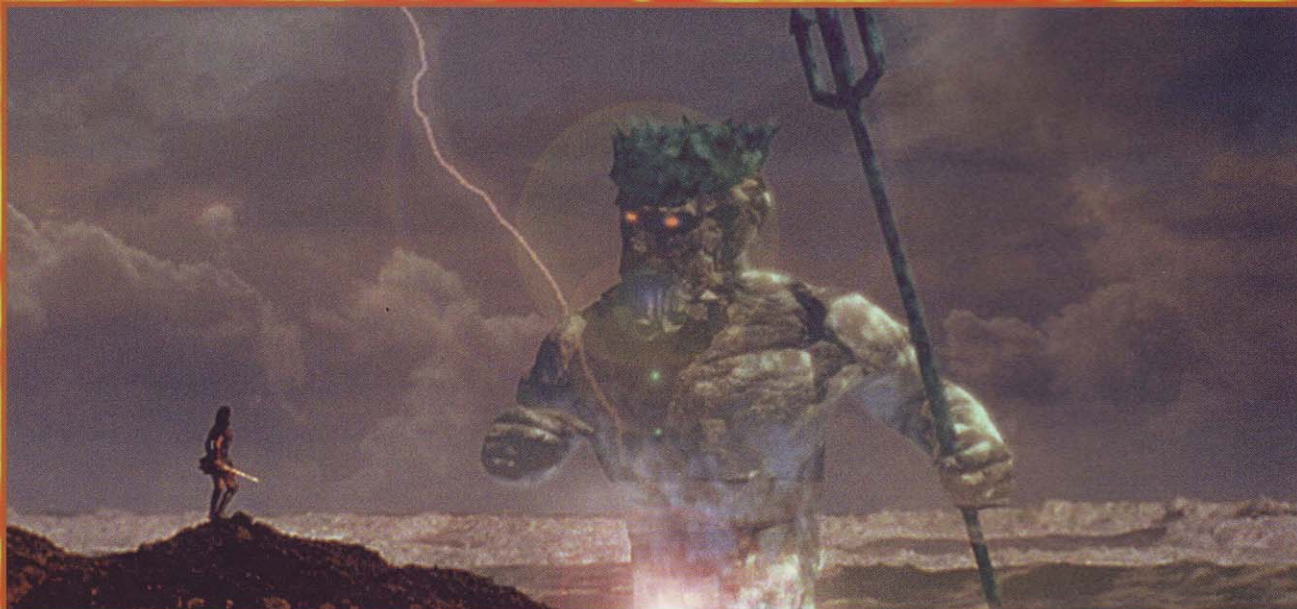
Reputation

0	Completely Unknown ("And you are...?")
1-10	Hero-In-Training
11-20	Town Hero
21-30	Hero
31-40	Champion
41-50	Protector
51-60	Vindicator
61-70	Vanquisher
71-80	Legend
81+	Demigod [†] ("I'm speechless...well, I guess not completely.")

WRITING MATERIALS

Item	Standard Price
Ink	1 dinar per vial
Papyrus Scroll	3 dinars
Roller	2 dinars
Scroll Labels	1 dinar per pack of 25
Vellum	5 dinars
Writing Implement	2 dinars

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ATTRIBUTES & SKILLS AT A GLANCE

COORDINATION

Hurled Weapons
Instruments
Lockpick
Marksmanship
Pick Pocket

CHARISMA

Bargain
Beg
Bluff
Command
Flirt
Intimidate
Persuade
Singing
Storytelling

ENDURANCE

Resist Disease
Resist Poison
Run
Swim

KNOWLEDGE

Astrology
Cultures
Disguise
First Aid
Gaming
Geography
History
Leatherwork
Legends
Monsters
Navigation
Pantheon
Philosophy
Reading/Writing
Scholar
Smithing
Speaking
Streetwise
Survival
Trading

REFLEXES

Acrobatics
Charioteering
Dance
Dodge
Fighting
Juggling
Ride
Sneak

STRENGTH

Climb
Leap
Lift

AWARENESS

Animal Handling
Conceal
Hide
Invent
Omen Interpretation
Perception
Read Lips
Remember
Search
Track

METTLE

Battle Cry
Stay Up
Willpower

QUALIFIER

DIFFICULTY

Very Easy	1
Easy	2
Moderate	3
Difficult	4
Very Difficult	5
Heroic	6
Very Heroic	7
Ultra-Heroic	8
Demi-God-Like	9
God-Like	10

GAME MASTER OPTION: DAMAGE TYPE

Roll 7D and consult the chart below. Generating a value higher than seven means you as Game Master get to choose.

Roll	Damage Type
0	Laceration
1	Gash
2	Deep Bruise
3	Scrape
4	Puncture
5	Internal Wound
6	Broken Bone
7	Concussion



RANGE CHART



Point-Blank: Base Defense Total = 1



Short: Base Defense Total = 2



Medium: Base Defense Total = 3



Long: Base Defense Total = 4

BATTLE GAME MECHANICS

1. Determine the order of attacks in the exchange.
2. Roll dice for attacks and defense.
3. Go to step 1.

<u>Level of Activity</u>	<u>Body Points Restored</u>
Full rest	5 per day
Light (walking)	3 per day
Heavy (running, fighting)	1 per day

The HERCULES & XENIA

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Roleplaying Game

WARRIOR PRINCESS™

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GAME MASTER OPTION: HIT LOCATION

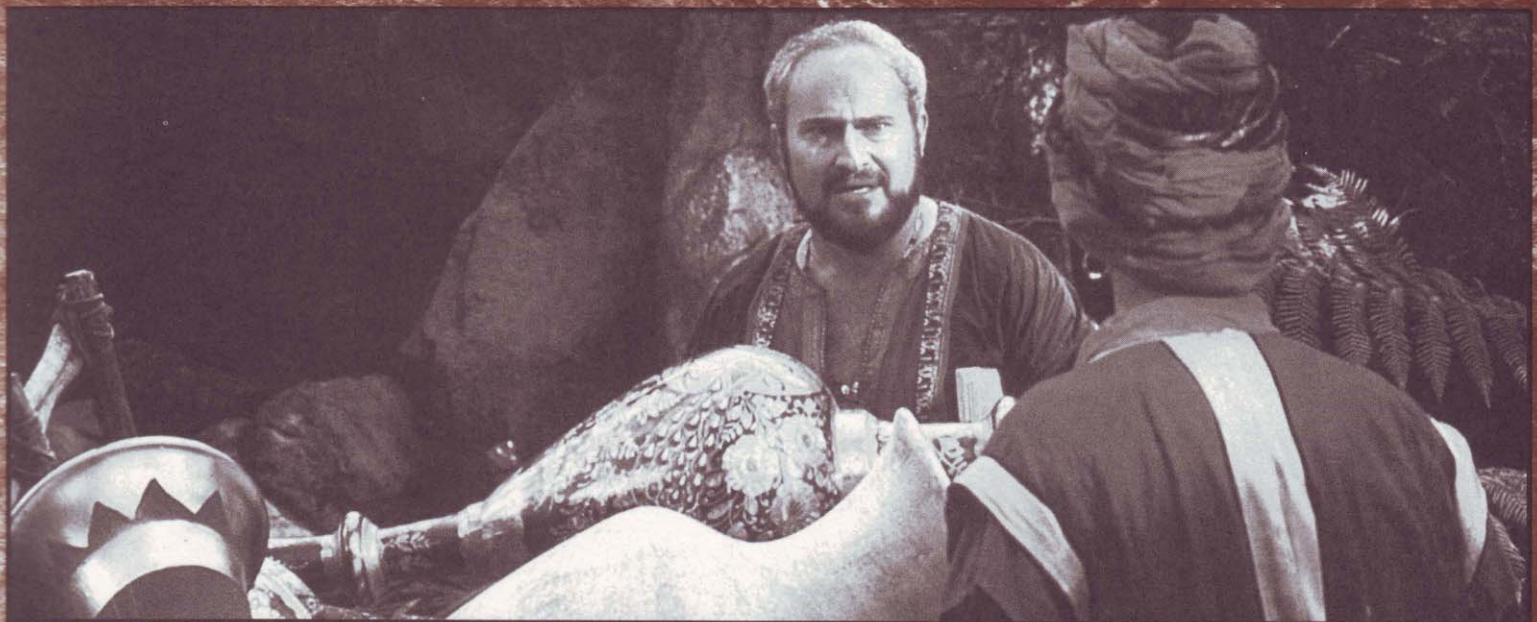
Roll roll 8D and consult the following chart. Generating a value higher than eight means you as Game Master get to choose.

Roll	Body Location
0	Right Hand
1	Left Hand
2	Right Leg
3	Left Leg
4	Right Foot
5	Left Foot
6	Abdomen
7	Chest
8	Head

Fame Score

Reputation

0	Completely Unknown ("And you are...?")
1-10	Hero-In-Training
11-20	Town Hero
21-30	Hero
31-40	Champion
41-50	Protector
51-60	Vindicator
61-70	Vanquisher
71-80	Legend
81+	Demigod [†] ("I'm speechless...well, I guess not completely.")



DEFENSE TOTAL MODIFIERS

Situation	Defense Total Modifier
25% Cover	+1
50% Cover	+2
75% Cover	+3
Moonlight	+1
Full Darkness	+3
Called Shot	+2
Immobile/Paralyzed	-1
Blinded	-2

Note: See the Range Chart to determine the base Defense Total.

DETERMINING DAMAGE

Body Points Lost = Base Weapon Damage + Attack Effect Value - Armor Protection

Attack Effect Value = Attack Skill Total - Defense Total

GENERIC ADVERSARIES

10 Thugs. All stats are 2D except: *Reflexes* 3D, *fighting* 4D. **Special Moves:** Swarm (*fighting*; **difficulty:** opponent's Defense Total; attackers attack as a single entity, causing a base damage of 1 per participating thug). **Body Points** 10. **Character Points** 1. **Fame** 0. **Speed** 30. **Sword** (5).

