Basic One-Dice Gloranthan Epic Roleplaying System (BODGERS) Version 1.6

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1 Introduction

This role playing system uses simple dice rolls to de-emphasize complex rules and mechanics and to place more importance on role playing, where it belongs.

The system is based on a skill or statistic range of 0 to 10, with ten being equivalent to 100%. In normal everyday, non-stressful use a character with a skill of ten will always succeed in a normal skill usage. In difficult tasks or stressful situations however this is no longer certain. The system also extends beyond 10 (fully competent) to higher levels of skill (and statistic) which represent increasing mastery up to the extraordinary.

Where division is called for round the results mathmatically with 0.5 and greater rounding up and lower fractions rounding down. Generally this results in fractions often rounding upwards as a lot of the divisions are by two.

1.1 Time Scales

While the narrative of an episode will vary widely depending upon the characters' current circumstances, the minimum time unit is a round. A round is approximately equal to 6 seconds, giving ten rounds per minute. A character can only perform one action in a round. In most situations the GM will ask players to state their intentions at the beginning of each round.

2 Dice Rolling

All the dice used in this game are ten sided. The numbers generated by the dice are read from 0 to 9.

2.1 Unstressed

In normal unstressful situations dice rolls are from 0 to 9, the number rolled is added to the appropriate skill (or statistic) and any situational modifiers.

2.2 Stressed Dice Rolls

Under stressful conditions characters may make stupid mistakes or surpass their normal limits. To simulate this an open ended dice roll is made. Roll the dice normally, but if a zero is rolled roll again and subtract the number rolled. Likewise, if a nine is rolled roll again and add the scores. If the additional roll is a nine reroll again and add or subtract accordingly; continue this if further nines are rolled (thus there is no absolute limit to the number generated).

2.3 Success and Failure

If the result of the skill and dice roll is 10 or more the roll was a success (thus characters with 10 or more in a skill will always succeed in accomplishing normal tasks in unstressful conditions). If the result is less than 10 it indicates a failure, if zero or less (generally only achieveable during stress) it indicates a fumble (the more negative the worse the outcome). For successful results the higher the score the better. Generally 20, 30 & 40 etc. indicate significant performance levels.

2.4 Conditional Modifiers

If the conditions depart from the normal then situational modifiers may apply to dice rolls. Situational modifiers are

decided by the GM using the following as a rough guide:

Really easy	+10
Easy	+ 5
Normal	0
Difficult	- 5
Very Difficult	-10
Almost Impossible	-15
Impossible	-20

2.5 Combined Rolls

Often a character will be called to roll using the average of two (or more) skills or statsistics. This occurs when the outcome of an action depends on more than one ability. Combat is an example of this where the success depends on the characters basic combat ability (melee or missile) and also their skill with the weapon they are using. This is reflected in most systems of martial arts where students are initially taught basic unarmed combat techniques and much later taught how to apply these techniques using weapons. Thus a skilled fighter with an unfamiliar weapon is still a dangerous foe (although not half as dangerous as she is with her chosen weapon).

3 Statistics

Characters have 12 statistics grouped into four groups of three. The four groups are graces, physical, senses and mystical. From these are derived a number of secondary characteristics. Humans roll their stats on two ten-sided dice (0 to 9) + 1 generally this is divided by 2, but for taste/smell it is divided by 4 and for extra sensory perception it is divided by 5.

3.1 Graces

3.1.1 Appearance (APP)

(+1 for nobles)
Initial reaction rolls are based on APP.

3.1.2 Dexterity (DEX)

(+1 for wizards and women)
Contributes to combat abilities.

3.1.3 Voice (VOI)

(+1 for priests)
Singing ability equals VOI.

3.2 Physical

3.2.1 Constitution (CON)

(+1 for commoners and shamans)
Used to resist poisons and disease, also contributes to hit points and encumbrance allowance.

3.2.2 Size (SIZ)

(+1 for men and nobles)
Contributes to damage bonus and hit points.

3.2.3 Strength (STR)

(+1 for commoners and men)
Contributes to damage bonus and encumbrance allowance. To lift a very heavy object make a STR roll $\geq$ the object's mass (in kg) divided by 5.

3.3 Senses

3.3.1 Hearing (HEAR)

((2 dice + 1) $\div$3 for shamans)
Listen roll equals HEAR.

3.3.2 Sight (SEE)

((2 dice + 1) $\div$3 for shamans)
Scan and search rolls equal SEE.

3.3.3 Taste and Smell (TSM)

((2 dice +1) $\div$4 for humans, & -1 for shamans)
Taste and smell rolls equal TSM, humans are not noted for this ability.

3.4 Mystical

3.4.1 Extra Sensory Perception (ESP)

((2 dice +1) $\div$5 for humans except for shamans)
Used to see spirits and the spirit plane. Most humans spend too much time concentrating on the mundane world to be able to develop this ability.

3.4.2 Intuition (INT)

(+1 for women)
Insight into motives, situations and spells.

3.4.3 Power (POW)

(+1 for priests, shamans and wizards etc.)
Luck and also determines magic points.

3.5 Derived Statistics

3.5.1 Charisma = (APP + VOI + SIZ + POW) ÷4

(+1 for nobles, -1 for wizards)
Leadership potential; the ability to say follow me and be followed!

3.5.2 Evade = (DEX + STR - SIZ)

Ability to desparately dodge attacks and falling objects.

3.5.3 Melee = (DEX + STR + INT)÷4

Characters' raw ability in hand to hand combat.

3.5.4 Missile = (DEX + SEE)÷4

Characters' raw ability with missile weapons.

3.5.5 Damage Modifier (DM = (STR + SIZ)÷2 − 5)

3.5.6 Hit Points (HP = CON + SIZ)

The amount of damage a character can survive.

3.5.7 Magic Points (MP = POW)

The amount of mana available for casting spells.

4 Skills

Below is a list of the most usual skills, together with their base values.
Battlecraft 0
Climb 4
Crafts 0 (ie. Carpenter, Hunter, Merchant, Nomad)
Custom (culture) 0 (Own culture 5)
Dance 0
Evaluate 0
First Aid 0 (Cures 1 point)
Literacy (script) 0
Lore (subject) 0
Orate 0
Physician 0 (treat disease, poison and major wounds)
Ride 1
Speak (language) 0 (Own language 5 + CHA)
Stealth 1
Survival 1
Swim 2
Teach 0

4.1 Magic Skills

Ceremony 0
Enchantment 0
Summoning 0
Intensity 0
Duration 0
Range 0
Multispell 0

Melee Weapons

Skill	Weapon	Base	Dam	PA	SDR	ENC
1 Handed Slashing		1				
	Broadsword		+1	4	8	2.0
	Bastardsword		+2	5	11	3.0
	Battleaxe		+2	3	11	2.0
	Handaxe		0	2	8	1.0
	Shortsword		0	4	4	1.5
2 Handed Slashing		1				
	Greatsword		+4	5	12	4.0
	Greataxe		+4	4	10	3.0
1 Handed Crushing		2				
	Heavy Mace		+1	3	10	3.0
	Light Mace		0	2	7	2.0
2 Handed Crushing		1				
	Maul		+3	4	9	4.0
	Troll Maul		+4	5	12	6.0
1 Handed Flail		1				
	War Flail		+1	2	9	2.0
	Morningstar		+2	2	11	2.0
2 Handed Flail		1	+4	2	7	3.0
Quaterstaff		2	0	3	9	2.0
Spear		1				
	Short		+1	2	7	2.0
	Long		+2	3	8	3.0
	Pike		+4	4	9	5.0
	Polearms		+5	3	10	4.0
Hand-to-Hand		3	−3	0		
	Dagger		−1	2	3	0.5
Martial Arts		0	−1	1		
Shields		1				
	Small		−1	4	5	1.0
	Medium		−1	6	7	3.0
	Large		−1	8	8	5.0
	Hoplite		−1	10	9	7.0

4.2 Weapon Skills and Weapons

Weapons have minimum STR plus DEX requirements (SDR). Reduce the users skill by 1 for every point that the sum of their STR and DEX is below the minimum.

Missile Weapons

Skill	Weapon	Base	Dam	RA	Max Range	SDR	ENC [1]
Bow		1					
	Long Bow		+1	20 m	225 m	11	2.0
	Self Bow		0	20 m	120 m	9	1.5
Crossbow		3					
	Light		+1	15 m	225 m	8	4.0
	Heavy		+4	25 m	300 m	10	8.5
	Arballest		+6	30 m	425 m	11	11.0
Sling		1	0	20 m	100 m	7	1.0
Thrown Spear		1					
	Javelin		+1	5 m	STR ×8 m	9	1.5
	Dart		-1	5 m	STR ×6 m	6	0.5
Throw		2					
	Rock		-3	5 m	STR ×4 m	4	0.5
	Axe		-1	5 m	STR ×4 m	10	1.0
	Knife		-2	5 m	STR ×4 m	7	0.2

1. The ENC of bows, crossbows and slings includes 10 missiles. Extra arrows and quarrels are 0.05 ENC each and sling bullets and arballest bolts are 0.1 ENC each.

5 Increasing Skills and Statistics

5.1 Increase Roll

An increase roll is necessary to benefit from research or experience. Roll a stress roll for the skill in question, if the roll fails then the research or experience is useful otherwise it is not.

5.2 Skill Training

Training takes a number of weeks equal to the new value of the skill to raise it by 1 point. Every week the trainer makes a teach roll (stress roll), if successful no increase roll is required. Otherwise the pupil must make an increase roll to improve. If the teacher rolls 20 or more on the teach roll the pupil gains double benefits, if 30 or more treble etc. A fumbled teach roll subtracts a week (or two if less than or equal to -10, etc.).

Subtract 2 from the teaching roll for every student above the first one.

5.3 Research

Research takes the same time as training but an increase roll must be made in order to benefit from the research.

5.4 Statistic Increase

Statistics may be trained or researched in the same manner as skills but they are harder to learn and the process takes twice as long. When making an increase roll for statistics the character must make a stress statistic roll underneath the maximum value for the statistic. The maximum value for a statistic is the maximum plus minimum possible scores. This is 11 for humans, except TSM is 5 and ESP is 4 (except for shamans).

5.5 Experience

Whenever a skill or statistic is used under stress the GM *MAY* award an experience check to it. Generally no more than one check will be awarded in a skill for each episode or melee (unless very long). Each experience check is equivalent to a week of research.

At a suitable point or at the end of the scenario the GM may also award extra experience checks for role playing and achieving objectives. These points may be used on any skills or statistics that the player thinks are appropriate in the light of the character's actions and experiences during the scenario.

After these checks are awarded players should roll to see is anything was learned from these checks in the normal manner. Successful checks may result in skills and statistics increasing.

6 Encumbrance and Movement

6.0.1 Encumbrance Allowance (EA = STR + CON)

Characters are handicapped by carrying too much. This is expressed as mass (in kg) carried with respect to the char-

acter's encumbrance allowance. The degree of handicap is the encumbrance modifier (EM) in the table below. The encumbrance modifier is subtracted from all physical activity rolls (including combat) attempted by the character.

6.0.2 Movement Rate (Move = (DEX + SIZ) ÷5)

Fractions should be kept when calculating the basic movement rate. Encumbrance also affects the speed at which a character moves. A character (who is not extremely encumbered) may run for a number of minutes equal to their CON minus their EM. When running a character may not attempt any actions apart from evade. Alternatively a character may sprint at one and half times their running speed for a number of rounds equal to their STR minus their EA. After running or sprinting the character must rest for as many minutes as the minutes they ran or rounds they sprinted.

Encumbrance

State	ENC	EM	Move (m)	Run (m)
Light	$\leq 1\times$ EA	0	Move $\times 6$	Move $\times 10$
Moderate	$\leq 2\times$ EA	1	Move $\times 5$	Move $\times 8$
Heavy	$\leq 3\times$ EA	2	Move $\times 4$	Move $\times 6$
Very	$\leq 4\times$ EA	3	Move $\times 3$	Move $\times 4$
Extreme	$\leq 6\times$ EA	5	Move $\times 2$	
Over	$\leq 8\times$ EA	7	Move $\times 1$	
Maximum	$\leq 10\times$ EA	10	0	

7 Combat

Combat is divided into rounds which are notionally around 6 seconds long. Generally characters may perform one action per round, such as attacking in melee, firing a missile weapon, casting a spell, evading or loading a missile weapon. A special exception is made for characters who are throwing small missile weapons such as daggers, darts and rocks which are already held in their hands (this precludes them holding another weapon, but not a shield, at the same time). Characters may throw two previously prepared small missile weapons per round.

7.1 Melee Combat

Generally if characters are fighting each other, each makes a combat roll using whichever weapon they are carrying. The combat roll is the average of **melee** and the weapon being used. If both rolls fail the round was spent circling and feinting. If one succeeds then that character lands a blow on the other one. If both succeed the character with the higher roll is deemed to have hit and the other has made a successful parry.

7.2 Damage

If a character successfully hits another, roll a stress dice and add the weapon and users damage modifier to find out how much damage was caused. Thus a greatsword can merely scratch and a dagger can kill outright, but on average a greatsword blow does much more damage.

7.3 Parries

If the defender successfully parried the blow reduce the damage by the parry armour (PA) of the weapon or shield (NB. shields have much better parry armours than weapons).

If a character wants to do something else while in combat they may attempt a defensive parry, resolving combat as above but in the event that they succeed in beating the opponent's roll they do not hit them. However, for complicated tasks, skill rolls are at -5 due to the distractions.

7.4 Armour

All types of armour have a listed protective value measured in APs. Armour absorbs damage equal to its APs from any blow which hits. Armour is assumed to cover the entire body, even if it does not cover a particular location in practice.

Armour Type	AP	ENC
Clothes	0	$0 + \text{SIZ} \times \frac{1}{3}$
Soft Leather	1	$1 + \text{SIZ} \times \frac{1}{3}$
Hard Leather	2	$2 + \text{SIZ} \times \frac{1}{3}$
Cuirboulli	3	$3 + \text{SIZ} \times \frac{1}{3}$
Bezainted	4	$4 + \text{SIZ} \times \frac{2}{4}$
Ringmail	5	$5 + \text{SIZ} \times \frac{3}{4}$
Lamellar	6	$9 + \text{SIZ} \times \frac{5}{4}$
Scale	6	$9 + \text{SIZ} \times \frac{6}{4}$
Chainmail	7	$10 + \text{SIZ} \times \frac{6}{4}$
Brigandine	7	$10 + \text{SIZ} \times \frac{7}{4}$
Plate	8	$12 + \text{SIZ} \times \frac{8}{4}$

7.5 Missile Weapons

The chance to hit with a missile weapon is the average of the characters' **missile** ability and their skill with the weapon. Missile weapons are unopposed unless the target is actively evading them. If the roll succeeds the missile will hit.

Increase the chance to hit with missile weapons by 1 per 5 SIZ of the target (archery targets are SIZ 15 and therefore +3 to hit). Decrease the chance to hit by 1 for each full range modifier distance between firer and target. Note this subtraction does not increase the chance of fumbling.

7.6 Critical Hits

Better hits may cause more damage. For every 5 points above 10 or the opponents roll (whichever is higher) the attacker gets an addition critical effect. The attacker may choose from the following list.

- Choose which location is hit.
- Ignore half the opponents (non-parry) armour (may be choosen twice to ignore all armour).
- Ignore three points of the opponents parry armour.
- Roll an extra dice for damage, use the highest roll.
- Attempt to disarm (instead of wounding them) by exceeding STR + DEX + parry armour of weapon with damage.
- Attempt to break opponents weapon by rolling damage greater than 5 times the parry armour.

Example: An attack of 26 and a defence of 17 would result in a hit with 1 critical effect, versus a normal parry.

Example: An attack of 31 and a defence of 5 would result in an unparried hit with 4 critical effects, say hit the head (1), ignoring **all** armour (2) and rolling a second dice for damage (1). For story telling reasons the GM rules that the victim has been stabbed in the face!

7.7 Combat Fumbles

If a character fumbles while in combat use the tables below to determine the effect. The GM may of course substitute an alternative result of a similar severity if he or she wishes.

7.7.1 Melee Fumbles

0	Lose next round's action.
-1	Lose next two round's actions
-2	Shield strap breaks and shield falls off
-3	Fall, lose next action, take 3 rounds to get up
-4	Armour strap breaks, subtract 0 to 9 from AP
-5	Vision impaired, lose 0 to 9 from all skills, takes 1 round unengaged to clear each point
-6	Weapon dropped, lands 0 to 9 metres away
-7	Weapon shatters if stress roll fails +5 if iron, +2 per point of magic or enchantment
-8	Hit nearest friend (or self if no friends near)
-9	Hit self

7.7.2 Missile Fumbles

0	Lose next attack
-1	Lose next two rounds attacks
-2	Lose next two rounds for any activity
-3	Shield strap breaks, lose shield (if carried)
-4	Weapon strap breaks, lose melee weapon
-5	Armour strap breaks, subtract 0 to 9 from AP
-6	Missile weapon dropped, lands 0 to 9 metres away
-7	Weapon shatters if a stress roll fails. +5 if iron, +2 per point of magic or enchantment
-8	Hit nearest friend (or self if no friends near)
-9	Hit self

7.7.3 Natural Weapons Fumbles

0	May not defend next round
-1	Lose next round's actions
-2	Lose next 2 round's actions
-3	Strain muscle, – 1 HP & can't attack next round
-4	Fall, lose next action, take 3 rounds to get up
-5	Fall, twist ankle, lose next action, halve move, take 0 to 9 rounds to get up
-6	Armour strap breaks, subtract 0 to 9 from AP
-7	Vision impaired, lose 0 to 9 from all skills, takes 1 round unengaged to clear each point
-8	Distracted, all foes +3 to hit next round
-9	Hit nearest friend (or self if no friends near)

-10 to -19 subtract 10 to find fumble and also roll a die to find another.
-20 to -29 subtract 20 to find fumble and also roll two dice for others.
etc.

7.8 Combat Options

7.8.1 Totally Defensive

Add 5 to the character's skill but if they beat the opponent's roll all damage is resolved as if they had rolled 10 lower. Thus, they require 20 to hit the opponent etc.

7.8.2 Double Attack

If a character uses two weapons (or a weapon and a shield) they can opt to attack twice, but they forego their defence. In practice they roll once for each weapon and their opponent rolls normally. After rolling, the opponent chooses which of the two weapon attacks he wishes to counter. If his roll is greater than the attack it is deflected (the other attack will hit if successful); if it is less than the attack but still successful, a normal parry results. In any event, if the opponent has a successful attack (no matter how low) they

will hit the character performing a double attack because they have no defence.

7.9 Evade

If one character wants to leave melee or avoid being hit by a missile they may attempt an evade roll; if this is greater than the attack roll then they are successful. If an evade fails to completely avoid a blow, it may still negate criticals etc.

7.9.1 Passive Shield Use

A character may use their shield to actively cover hit locations rather than actively parrying. A small shield covers the shield arm and one other location, a medium shield two others, a large shield three others and a hoplite shield may be used to cover the chest, stomach, groin and upper legs. This tactic is most often used against missile fire or by ordered bodies of troops.

7.10 Spirit Combat

Participants make opposed MP rolls to determine the effect. The loser loses 1 MP for each 10 points or fraction thereof that they were beaten by. The combat options of totally defensive and dividing attention may be used in spirit combat (two weapon use is inapplicable).

All out attack may be used in spirit combat, where the attacker adds 5 to their spirit combat value, but the opponent will automatically hit them on a successful roll (regardless of how well the attacker rolls). Damage to the attacker is resolved as if their total was 9.

8 Wounds

Any damage which is not absorbed by parrying weapons or shields and armour reduces the HP of the target by the same amount. This represents wounds which remain until they are healed through skills or magic, or until the recipient recovers from them naturally with time. Characters should keep track of all their wounds individually and healing affects each one separately.

8.1 Wound Locations

The units of the final attack score determine where the wound was received. For minor wounds this is largely unimportant and only adds colour. However, for major wounds it is important to discover which location is incapacitated.

0 — Lower Left Leg	1 — Lower Right Leg
2 — Upper Left Leg	3 — Upper Right Leg
4 — Groin	5 — Stomach
6 — Chest	7 — Shield Arm
8 — Weapon Arm	9 — Head

8.2 Major Wounds

If a character suffers more than one third of their HP in a single blow they are deemed to have received a major wound. Major wounds represent broken bones and severe tissue damage. This will incapacitate a limb or floor the character depending upon location. The character will remain in this state until the wound is healed/recovers below the major wound threshold. They require a successful use of first aid or physician skill or divine healing magic to fully recover, otherwise they will not heal correctly and the character will be handicapped thereafter.

Reduce skills and movement rates which use that limb by the amount of damage in excess of the major wound level (until cured). If the character was hit in the abdomen they collapse to the ground and are unable to walk. If hit in the chest they are incapacitated until healed above the major wound threshold, except they may attempt healing magic on themself. If hit in the head the character is knocked unconcious (until the head is healed above the major wound threshold).

8.3 Critical Wounds

If a character suffers more than two thirds of their HP in a single blow they are deemed to have received a critical wound (assuming that they are still alive!). This will incapacitate the character and will sever limbs. Critical wounds represent severe broken bones and massive tissue damage. They require a successful use of the physician skill, heal body or regrow limb to recover at all. First aid and healing magic will stabilize the victim and add HPs but will not cure the damage, thus a severed limb will stay severed and major abdominal damage will remain.

Skills and movement rates which use a severed limb are unusable. If the character was hit in the chest or abdomen reduce CON by the amount by which the wound exceeded the critical wound level and they remain beddriden until cured above the major wound threshold. If the character was hit in the head reduce APP and MEM by the excess damage and they remain unconcious until cured above the major wound threshold.

8.4 Poison

All poison has a strength or potency (POT), generally ranging from 1 to 10. If a character ingests or is injected by

it, they must make an oppossed CON roll versus the POT of the poison. If the CON roll is greater than the poison roll then the character suffers no great ill effects from non-damage causing poisons (apart from feeling a bit sick) and halves the damage caused by damaging poisons, which is equal to the result of the POT roll.

8.5 Disease

If a character is exposed to a disease they must make a CON roll in order to avoid catching it. If the roll is a fumble the character catches the acute form, if it is -10 or less they catch the terminal form of the disease. Normal diseases reduce statistics by 1 per week, acute diseases reduce them by 1 per day and terminal diseases reduce them by 1 per four hours. Each time a point is lost the character may attempt a CON roll to reduce the severity (a fumble increases it).

The statistic(s) which are affected depends on the disease; wasting disease affects STR, chills affects CON, soul waste affects POW, shakes affects DEX, blotches affects APP, croaks affects VOI, and there are other diseases which affect the other statistics.

8.6 Fire

The strength of a fire is a measure of how much damage it does to inflammable objects and creatures which are engulfed by it. Typically, it will cause damage every round. Non-metallic armour resists fire damage until its AP is overcome by the cummulative effect of the heat.

Fire Source	Damage Modifier
Candle	-10
Torch	-5
Small Fire	0
Medium Fire	+5
Large Fire	+10
Furnace	+15
Volcano	+20

9 Magic

If a character knows a spell they may cast it automatically provided that they are free to concentrate on the task. If disturbed (ie. in combat) they must make a luck roll to succeed, If they take damage they must also make a CON roll at minus the damage received in order to maintain their concentration.

Memorizing a spirit magic and sorcery requires one point of INT per point of spell. Sorcerors may change which spells they have in memory by using a spell book or grimoir; spirit magicians have no such option.

9.1 Resisting Spells

If the target resists the spell both parties must make opposed POW rolls. If the target's roll is higher the spell has no effect.

9.2 Spirit Magic

Range POW $\times$10 metres.

Befuddle (1)
Bladesharp (var) +1 to hit and damage per point.
Bludgeon (var) +1 to hit and damage per point.
Control Species (1)
Coordination (var) +1 DEX & +1 combat per point.
Countermagic (var)
Darkwall (1)
Demoralize (1)
Detect Enemy (1)
Detect Magic (1)
Detect (Substance) (1)
Dispel Magic (var)
Disruption (1) causes 2 HP if successful, plus 1 for every 10 points the target's POW roll is exceeded.
Dullblade (var) -2 to damage per point.
Endurance (var) each point negates one encumbrance penalty.
Extinguish (var)
Fanaticism (var) add half again to the attackers skill. Combat as normal but if the opponent succeeds they will always hit as the attacker is unable to parry.
Farhear (var) divides effective range by 4 per point (+2 HEAR).
Farsee (var) divides effective range by 4 per point (+2 SEE).
Firearrow (1) missile damage becomes +6.
Fireblade(2) weapon damage becomes +6.
Glamour (var) +2 APP per point.
Glue (var) 5 points of STR per point.
Heal (var) heals 1 HP of damage per point and stops bleeding.
Ignite (1) causes a dice to inflammable targets.
Ironhand (var) +1 to hit and damage per point.
Light (1) Illuminates a 20 metre radius.
Lightwall (2)
Mindspeech (var) Allows mental speech with two others per point.
Mobility (var) Increases move by 10 m per point.
Multimissile (var) two extra missiles per point.
Protection (var) 2 points of armour per point.
Repair (var) fixes a broken item of up to 4 PA per point.
Second Sight (var) +2 ESP per point.
Shimmer (var) subtracts 1 per point from all attacks.

Slow (var) reduces movement rate by 10 m per point.
Speedart (1) +3 to hit and damage.
Spirit Screen (var) −2 per point from spirits' attacks.
Strength (var) +2 STR (& +1 DM) per point.
Vigor (var) +2 CON (& +2 HP) per point.
Visibility (1) Allows spirits to interact.

9.3 Sorcery

Spells are generally as before except the manipulations operate as described below.

9.3.1 Manipulation

A sorceror may not use a manipulation at a higher value than it is known.

Duration The number of points, determine the maximum duration of the spell on the table below.

MP Cost	Duration *minutes*	
0	10	
1	20	
2	40	
3	80	(1+ hours)
4	160	(2+ hours)
5	320	(5+ hours)
6	640	(10+ hours)
7	1280	(21+ hours)
8	2560	(42+ hours)
9	5120	($3\frac{1}{2}$ days)
10	10240	(1 week)
11	20480	(2 weeks)
12	40960	(4 weeks)
13	81920	(1 season)
14	163840	(2 seasons)
15	327680	(4 seasons)
16	655360	($1\frac{1}{2}$ years)
17	1310720	(3 years)
18	2621440	(6 years)
19	5242880	(12 years)
20	10485760	(24 years)

Intensity The effect of the spell generally increases linearly with intensity as explained in the spell description.

Multispell Each point of multispell allows another spell to be cast simultaneously.

Range The number of points of range determine the maximum range of the spell on the table below.

MP Cost	Range		
0	10	m	
1	20	m	
2	40	m	
3	80	m	
4	160	m	
5	320	m	
6	640	m	
7	1280	m	
8	2.5	km	
9	5	km	
10	10	km	
11	20	km	
12	41	km	25 miles
13	82	km	50 miles
14	163	km	100 miles
15	327	km	200 miles
16	655	km	400 miles
17	1310	km	800 miles
18	2621	km	1600 miles
19	5242	km	3200 miles
20	10485	km	6400 miles

9.3.2 Sorcery Spells

The chance of casting a sorcery spell is equal to the casters skill with the worst of the manipulations used. If no manipulation is used the spell may be cast automatically in a manner similar to other magic. The cost, in MP, of casting sorcery spells is 1 plus the number of points of manipulation used. If a casting roll is failed the cost is only one.

Animate (Substance)
Ranged, Active, Temporal
Each point of intensity animates 1 SIZ of the substance. The animation is clumsy with the casters DEX − 3 chance of successfully completing simple actions and a move of 5 metres per round. If combined with Form/Set (substance) the control is much better with the caster's chance of jumping, climbing or fighting.

Cast Back
Ranged, Passive, Temporal
Causes an attacking spell to boomerang back at its caster if it fails to overcome the MPs of the person protected by the cast back spell and is less than or equal to the intensity of the cast back.

Damage Boosting
Ranged, Passive, Temporal

Causes the object it is cast on to inflict an extra 2 points of damage when used in combat.

Damage Resistance
Ranged, Passive, Temporal
Resists any damage which is caused to the person protected by the spell. If an opposed roll of the intensity versus the damage is successful the blocks all the damage, if unsuccessful the spell has no effect.

Diminish (Characteristic)
Ranged, Passive, Temporal
Decreases a characteristic by the intensity of the spell.

Dominate (Species)
Ranged, Active until commanded – then Passive, Temporal
The caster must succeed in an opposed roll of the intensity of the spell versus the targets MPs.

Enhance (Characteristic)
Ranged, Passive, Temporal
Increases a characteristic by the intensity of the spell.

Fly
Ranged, Active, Temporal
Each point of intensity allows 1 SIZ to fly at a rate of 10 metres per round. Additional intensity over the target's SIZ increases the speed by 10 m per round.

Form/Set (Substance)
Ranged, Active, Temporal
Allows the caster to shape 2 kgs of solid substance per point of intensity or 2 cubic metres of ethereal substance.

The caster can cause the substance to arc towards a target for a MP cost of 1 per 2 kg or 2 cubic metres. The chance of hitting is a DEX −2 roll. The lance causes one dice of damage + 4 for every 2 extra kgs or cubic metres.

Glow
Ranged, Passive, Temporal
Produces a bright light source with a radius equal to twice the intensity in metres. It may also be used to partially blind a creature by casting it on its eyes. If successful the spell reduces combat and other visual skills by 2.

Haste
Ranged, Passive, Temporal
Each intensity increases movement rate by 10 metres per round. Also increases combat skills by the intensity.

Hinder
Ranged, Passive, Temporal
Each intensity reduces movement rate by 10 metres per round to a minimum of 1 metre per round. Also reduces combat skills by the intensity.

Holdfast
Ranged, Passive, Temporal
Sticks a 10cm by 10cm area of two objects together with a STR of 1. Additional intensity may be used to increase the STR by 1 or extend the area covered.

Mystic Vision
Ranged, Passive, Temporal
Allows the caster to see magic just by concentrating and each intensity increases ESP by 1.

Neutralize Magic
Ranged, Active, Instant
If the caster succeeds in an opposed roll of the intensity of the spell versus the strength of another spell the other spell is dispelled.

Palsy
Ranged, Passive, Temporal
If the caster succeeds in an opposed MP roll with the target this spell will immobilize a random hit location, if the intensity of the spell is greater than or equal to a half of the target's major wound threshold.

Phantom (Sense)
Ranged, Active, Temporal
Creates illusions. The table gives example effects for different intensities of spell. Visual illusions have a basic SIZ of 3; each point of intensity can be used to increase the opacity or the SIZ by 3.

Protective Circle
Touch, Passive, Temporal
Must be multispelled with Damage, Spell and/or Spirit Resistance to be effective. Produces a protective circle with maximum radius equal to the intensity of the spell which resists incoming objects (STR), spells (MP) or spirits (MP) with its intensity. The circle (or other shape) must be inscribed on the ground or other surface before the spell is cast.

Regenerate
Touch, Passive, Temporal
This spell restores damage caused by major and critical wounds. The intensity of the spell must equal or exceed the target's major wound value. Each level of intensity cures

Illusion Intensity Table

Intensity	*Odor*	*Sight*	*Sound*	*Taste*	*Touch*
1	rose	rippling water	whisper	water	soft caress
2	smoke	lightly stained glass	conversation	orange peel	punch (-3)
3	perfume	coloured glass	shout	lemon	dagger (-1)
4	ammonia	murky water	gunshot	whiskey	sword (+1)
5	H_2S	opaque	explosion		heavy mace (+3)
6	skunk oil	polished metal	stun grenade	coffee bitters	polearm (+5)

1 HP per week if applied within 10 minutes of the damage occurring or 1 HP per week if applied later. Any HP not restored when the spell expires are lost permanently.

(Sense) Projection
Ranged, Active, Temporal
This spell can extend the caster's senses to a point anywhere within the range of the spell. The view point is only 10 cm across and can be moved 10 metres per round and can be seen by means of magical vision spells. Magical weapons and spells targetted on the view point will affect the caster normally.

Sense (Substance)
Ranged, Active, Temporal
Causes the substance to glow if it is within range of the spell. Each level of intensity penetrates 2 metres of solid substance.

Shapechange (Species) to (Species)
Touch, Passive, Temporal
The intensity of the spell must be greater than or equal to the MPs of the target and the caster must succeed in an opposed MP roll. The SIZ, mental faculties and memories of the target remains unaltered by the spell. However, it will gain new skills (at base chance) with the new body.

Skin of Life
Touch, Passive, Temporal
Protects a creature of up to 5 SIZ per intensity from asphyxiation, drowning, smoke inhalation and the Smother spell. It does not protect from strangulation.

Smother
Ranged, Active, Temporal
Deprives the target of oxygen by suffocation if the caster succeeds in an opposed MP versus MP roll. If successful the target must make a CON roll each round or suffer half a dice of damage. Each round the difficulty of the roll increases by 1 (+4 on the second round, +3 on the third round etc). Each extra level of intensity reduces the initial roll by 2 (and therefore all subsequent rolls).

Spell Resistance
Ranged, Passive, Temporal
All incoming spells must succeed in an opposed dice roll of the number of MPs versus the intensity of the spell.

Spirit Resistance
Ranged, Passive, Temporal
Each level of intensity subtracts 1 from opponent's spirit combat values for all types of spirit combat.

Stupefaction
Ranged, Passive, Temporal

Tap (Characteristic)
Ranged, Passive, Temporal

Telepathy
Ranged, Active, Temporal
Allows the caster to communicate mentally with 2 others per point of intensity provided the are within range.

Teleport
Ranged, Active, Instant
Transports a SIZ upto the intensity of the spell to a previously prepared homing circle within the range of the spell.

Treat Wounds
Touch, Passive, Temporal
Intensity must be equal to the HP of the wound. The spell will slowly heal a number of HP equal to the duration (curing 1 HP at each duration eg after 10, 20, 40, 80 and 160... minutes).

Venom
Ranged, Passive, Instant
A poison of POT equal to the intensity of the spell is introduced into the target's system if the caster succeeds in an opposed MP versus MP roll.

9.4 Divine Magic

Divine magic is generally unaltered from RQ, except that skill modifiers are divided by 10%. Exceptions are noted below.

9.4.1 Common Divine Magic

Dismiss Magic (1 point) all magic is the same strength as divine now.
Divination (1 point)
Extension (1 point)
Find Enemy (1 point)
Find (Substance) (1 point)
Heal Wound (1 point) Requires 1 MP per point healed and can cure major but not critical wounds.
Mindlink (1 point)
Sanctify (1 point)
Soul Sight (1 point) +4 to sixth sense.
Spirit Block (1 point) +5 defense versus spirit combat.
Warding (1 point) Each point causes 2 points of damage.

9.4.2 Special Divine Magic

Absorption (1 point) Absorbs lesser or equal magic.
Berserk (2 points) double the attacker's skill. Combat as normal but if the opponent succeeds they will always hit as the attacker is unable to parry. Attacker ignores major wounds and incapacitation from critical wounds.
Cloud Call (1 point)
Cloud Clear (1 point)
Crush (1 point) +1 to hit and +2 damage per point.
Heal Body (3) Cures **all** wounds.
Lightning (1 point) causes a dice -1 damage; additional points add 4 damage.
Reflection (1 point) Reflects lesser or equal magic.
Resurrect (3 point) Caster must succeed in an opposed POW roll with the dead spirit.
Shield (1 point) 2 points of protection and 1 point of countermagic.
Sunspear (3 points) causes a dice +6 damage.
Thunderbolt (3 points) causes a dice +6 damage.
True (Weapon) (1 point) the minimum damage roll (before modifiers) is 9.

9.5 Ritual Magic

Ritual magic is basically composed of ceremonies, enchantments and summoning. It takes considerably longer to cast than spirit magic, divine magic or sorcery, but can have a permanent effect (usually by the expenditure of POW).

Ritual magic can be learned and memorized like other types of magic (all rituals are considered to be one point spells for the purposes of memorization and sacrifice).

When rituals are performed there is always a chance of failure. A stress roll is made using the appropriate ritual skill to determine the result. If the roll is failed then the ritual fails and any POW used has been lost. If the roll is a fumble any POW is lost and in addition other far worse results occur; for example, an item being enchanted is broken or large aggressive spirits (of random types) are summoned. If the roll was above 20 the ritual is twice as effective, three times if above 30 etc.

9.5.1 Ceremony

Ceremony ritual skill may be used to increase the chance of success in rituals. However, using ceremonies greatly increases the time it takes to complete rituals. The caster cannot increase the chance for a ritual by more than his ceremony skill. It takes 3 hours to increase the chance by 1, 12 hours to increase it by 2, 2 days (48 hours) to increase it by 3 and 8 days (192 hours) to increase it by 4 ($3 \times 4^{n-1}$). A character can only sustain a ceremony for as many days as they have points of CON. Thus increasing a ritual chance by 4 (8 days) is the practical maximum without extra magical support (it would take 32 days to increase it by 5).

During the time spent on a ritual the caster is unable to undertake any activity other than eating, drinking and taking short naps.

9.5.2 Grimoires

Alternatively, rituals can be cast with the aid of a grimoire which describes the procedure in detail and thus negates the necessity of actually learning the procedure by heart, or sacrificing POW for divine inspiration. However, the descriptions of ritual procedures in grimoires are often incomplete and thus the maximum casting chance when using a grimoire will be limited by the comprehensiveness of the grimoire. Generally this will be in the range 1 to 10 and should be kept secret. If a character wishes to determine how accurate the description in the grimoire is, the GM should make an appropriate ritual roll for them; a success will give the level within one point, a score of 20 or more will give the exact level. A fumble will give an entirely random level (the negative score rolled!).

A character cannot use a grimoire to exceed their own ritual skill level (thus the lower of the two levels is used). Ceremony cannot be used with a grimoire because of the character's lack of understanding of the ritual.

9.5.3 Ritual Enchantments

Armouring Enchantment Each point of POW expended increases the AP of an object of up to SIZ 1 by 2 AP or a SIZ 2 object by 1 AP. The ritual can also be used to armour larger objects and also creatures by expending proportionally more POW.

Binding Enchantment Creates an enchantment for binding specific otherworld creatures. Requires 1 POW for each statistic the creature possesses. Creatures may be bound to items or places.

Magic Point Matrix Enchantment Each point of POW expended creates a store for 1 or more magic points. The size of the store is equal to one plus a half of the ritual roll over 10. Thus a roll of 18 would result in a store for 1+4= 5 MP.

Spell Matrix Enchantment Each point of POW expended creates a matrix for 1 point of spell. The caster must know the spell being enchanted. Spirit and sorcery matrices require the caster to supply the MPs to fuel the spell. Divine matrices require recharging once the spell has been cast. Divine matrices can only be recharged as if the caster had cast the spell. Thus a one-use spell is non-rechargeable. A matrix created by an initiate is only rechargeable at high holy day ceremonies and a matrix created by a priest is rechargeable at seasonal holy days.

Strengthening Enchantment Increases the hit points of a creature by one per point of POW expended.

9.5.4 Conditions on Enchantments

Any number of conditions may be added to an object for the expenditure of a point of POW. The only condition that requires extra POW is an area-effect condition.

Area-Effect Conditions An enchantment can effect an area with a diameter in metres equal to the number of points of POW used for this purpose.

Attack Conditions Cause a spell to be cast at creatures or objects which enter the area, or touch the object. Target conditions can be used to further specify the target.

Link Spell Conditions Links one or more spells within an item to operate at once.

Link Magic Point Conditions Links a MP store with one or more spell matrices to allow the stored MPs to power the spell.

Target Conditions Specify who can be targetted.

User Conditions Specify who may use the enchantment.

9.5.5 Broken Enchantments

An enchantment can be broken by destroying the runes of enchantment. Enchanters usually hide or disguise the runes of enchantment so that finding them and destroying them usually takes time and intent.

Broken enchanted items can be restored for a cost of 1 POW per enchantment. Thus a heal 6 matrix would only require 1 POW, as would an elemental binding enchantment or a 1 MP storage enchantment! Conditions are restored automatically without cost.

9.5.6 Summoning Rituals

Rituals exist to summon a variety of otherworld creatures. During a summoning the summoner declares how many MPs he or she wishes to expend. If the summoned entity has more POW than this it fails to materialize.

10 Character Generation

10.1 DIY Character Generation

For every year (or fraction thereof) after the age of 14 the character receives 30 improvement points which may be used to purchase skills, statistics or magic.

At age 14 the character may automatically become initiated into the religion of their parents for the cost of 1 POW and 4 improvement points per year. Initiates may attempt a POW increase roll every year and get one improvement point in ceremony. Any increase in POW may be converted into divine magic for the cost of one improvement point.

Each improvement point counts as a week's training for the purchase of skills and statistics. No more than three points may be spent on a skill or statistic per year. The first point of a spirit magic spell costs two points, the next 4 and the third 6. Where knowledge of a spell is required for cult advancement the GM **may** allow it to be purchased at half price. No more than 3 points may be spent on magic per year.

10.2 Character Templates

10.2.1 Youth

Age 17, 12 points to spend (skill limit 4).

Battle	1	Lore Man	2	1H Crush	4
Climb	5	Lore Beast	1	Spear	2
Craft	3	Orate	2	Brawling	5
Dance	1	Ride	2	Bow	3
Devise	2	Speak other	2	Disrupt	1
Evaluate	2	Stealth	3	Heal	1
First Aid	2	Swim	4	Mobility	1
Literacy	2	Teach	1	Speedart	1

10.2.2 Young Barbarian Warrior

Age 19, 16 points to spend (skill limit 5).

Battle	4	Lore Man	2	1H Slash	5
Climb	5	Lore Storm	2	Spear	3
Craft	2	Orate	3	Brawling	6
Dance	1	Physician	2	Bow	4
Devise	3	Ride	3		
Evaluate	1	Stealth	3	Bladesharp	2
First Aid	4	Survival	3	Demoralize	1
Literacy	0	Swim	4	Heal	1
Speak other	2	Track	3		

10.2.3 Orlanthi Noble

Age 21, Initiate of Orlanth (Rex), -1 POW, but 6 POW increase rolls, 21 points to spend (skill limit 6).

Battle	4	Lore Man	4	1H Slash	5
Climb	5	Lore Storm	3	Spear	3
Craft	2	Orate	6	Brawling	4
Dance	4	Physician	0	Bow	4
Devise	2	Ride	5	Ceremony	4
Evaluate	3	Speak Other	3	Bladesharp	2
First Aid	4	Stealth	3	Demoralize	1
Literacy	2	Swim	4	Det Enemy	1
		Teach	2	Heal	1

10.2.4 Lunar Hoplite

Age 24, Initiate of Seven Mothers or Yanafal Tarnils, -1 POW but 10 POW increase rolls, 20 points to spend (skill limit 7).

Battle	6	Lore Man	3	1H Slash	6
Climb	4	Lore Lunar	3	Spear	7
Craft	5	Orate	4	Brawling	5
Dance	1	Physician	4	Javelin	6
Devise	4	Ride	3	Ceremony	4
Evaluate	4	Stealth	4	Befuddle	1
First Aid	5	Survival	3	Fireblade	2
Literacy	4	Swim	4	Heal	2
Speak other	3	Teach	4	Protection	3

10.2.5 Nomad

Age 26, 49 points to spend (skill limit 8).

Battle	3	Lore Beast	8	1H Slash	4
Climb	5	Lore Human	3	Spear	6
Craft	6	Lore Plant	4	Brawling	4
Dance	4	Orate	4	Bow	6
Devise	5	Physician	5	Bladesharp	1
Evaluate	2	Ride	8	Demoralize	1
First Aid	5	Stealth	4	Det Enemy	1
Literacy	0	Survival	8	Heal	2
Speak other	3	Teach	4	Protection	1

10.2.6 Wizard

Age 30, Priest of Invisible God, - 1 POW, but 16 increase rolls. 60 points to spend (skill limit 9).

Craft	5	Lore Human	6	Staff	4
Craft	3	Lore Plant	3	Ceremony	5
Dance	3	Lore World	5	Enchant	5
Devise	2	Orate	6	Summon	2
Evaluate	6	Physician	3	Duration	5
First Aid	4	Ride	3	Intensity	9
Literacy	8	Speak Own	8	Multispell	5
Literacy	6	Speak	5	Range	5
Literacy	4	Teach	5	Worship IG	1

10.2.7 Sage

Age 35, Priest of Lankhor Mhy, 19 POW increase rolls. 60 points to spend (skill limit 10).

Craft Scribe	6	Lore Human	5	Weapon	5
Craft	3	Lore Mineral	10	Ceremony	6
Dance	2	Lore World	10	Enchant	5
Devise	3	Orate	5	Summon	4
Evaluate	10	Physician	3	Detect Spells	4
First Aid	4	Ride	2		
Literacy	10	Speak Own	7		3
Literacy	10	Speak	4	Divination	1
Literacy	5	Teach	5	Worship LM	1

11 Converting RQ Characters

11.1 Statistics

Divide the RQ statistics by 2 (round up) to find the BODGERS statistics. Intelligence becomes intuition (INT!). Dexterity is RQ DEX divided by 2 or Dodge divided by 10 whichever is higher. Voice (VOI) is sing divided by 10 or the rolled value (whichever is higher). Eye sight (SEE) is the average of Scan and Search divided by 10, or the rolled value whichever is higher. Hearing (HEAR) is listen divided by 10 or the rolled value whichever is higher. Taste/Smell is taste analysis or smell divided by 10 or the rolled value whichever is higher. Extra Sensory Perception (ESP) is the rolled value. Calculate CHA from the new

statistics and then apply any modifiers the character has received. Hit Points are basically the same, but they might go up by one due to rounding.

11.2 Skills

Skills are equal to the old RQ skill divided by 10 (round mathematically). In cases where two or more skills are appropriate (eg. stealth) use the average of the skills. For weapon skills average the attack with a valid parry or dodge (thus 2 handed spear attack cannot be averaged with shield parry, only 2H spear parry or dodge). Shield attack skill is the average of shield attack and parry.

11.3 Magic

11.3.1 Spells

Generally sorcery and divine magic remains unchanged, but the number of points of variable spirit magic spells should be divided by 2.

11.3.2 Magic Items

Generally apply the above rules to all magic items. Magic point storage devices store half as many MPs (round up).

11.4 GMing RQ Scenarios

As HP values and armour values are basically unchanged from RQ there is no need for the GM to alter these. Skills values can be simply divided by ten when they are used and statistics can be divided by two if they need to be used in play.

Weapon damage should be converted to the new system, but damage bonus can be left in terms of dice if the GM does not want to bother to recalculate it.

Magic is slightly more tricky. Divine magic remains unchanged. With spirit magic the spells should remain the same but the maximum number of points of spells should be halved. The effects of sorcery are generally the same but actual intensities are halved. Generally the percentages added by spells are unaltered so that if they have already been incorporated into the figures they can be left unaltered. The damage done by spells such as Bladesharp has been halved so this should be born in mind if the spells have been included in the figures. Generally, available magic points should be halved, but the GM can increase this figure in order to suit the scenario and the strength of the characters.

Note that this system limits the effect of healing compared to RuneQuest; this limits the resilience of characters and may result in the GM having to moderate published scenarios downwards. Other than healing which is half as effective as RQ this system leaves the game balance unaltered.