



ADVENTURER

BOOK 1 CHARACTERS AND CONFLICT

FANTASTIC LOW-TECH ADVENTURE
IN A WORLD OF SWORDS AND SORCERY

Characters and conflict 4/12/2011v1.0

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In Principio

It's a simple premise that started this: that Gygax and Arneson had different inspirations than the one(s) that became D&D. From it (so far) has come at least two variants I really like: Mazes and Minotaurs and Xplorers ; these ask "what if the font of inspiration was Greek myths, or Science fiction. Really well done, check em out.

This, then, is that, but spun thusly: what if the first RPG wasn't D&D at all, but rather Traveller? I'm not even going to get into the possibility of this , I hasten to add, but rather just follow it up. Specifically, what if, as a result of TSR never having been formed or successfully launched, "the fantasy game" (as it was called) languished in a box in a garage for many years, until its designers ended up at GDW – which IIRC, predates TSR. For a variety of reasons, the genre was born with Traveller (probably via Star Wars to popularize it), and Fantasy becomes the red-headed stepchild of the industry. Adventure Simulations Games (as they are called) cater to an endless variety of SF settings and adventures, all ultimately derived from Traveler and an infinite variety of SF settings. Assume then that Gygax and Arneson finally convince GDW to try a new approach to travelling: "howzabout something like that Robert E. Howard/Lovecraft genre , but the swords and sorcery version more than the pulp horror of *Seeker* (by Chaosium games); you know, like in Fritz Leiber's stuff ? or, heck, Anderson's fantasy stuff..... Low tech, ya' know ? C'mon Marc, pleeeeeeze ?"

And so, in 1977, following the phenomenal success of book 8 (*Droidbots*), The Adventure game is dragged out and dusted off. Months later, Book 9 *Adventurer* is released. What might that look like ?

My goals: I'm always flirting with low tech traveler, and indeed some excellent variants have been produced (Mercator, Wanderer, Flynn's guide to magic, and probably others I have missed); ironically, I've also been on the "lets just not use D&D mechanisms and call it traveler" train, but it got me wondering –what if the mechanisms and design of Traveller were applied to the style and sensibilities of D&D ? And not just any D&D, but original three little books in a brown or white box edition D&D? What would the first fantasy roleplaying game look like if developed for Traveler?

Update:

Thanks to several of the OSR/OD&D blogs, this suddenly got wide circulation, which is great, as were the cudos ! Thanks Guys ! It happened a bit earlier than I expected, but the version (0.14) was *mostly* complete, if lacking polish.

Give it a try, critique and comment! I'm shifting development over to my Blog:

<http://docgrogard.blogspot.com/>

Comments there will do the most good !

Part I: Characters, Careers and Kit

In which we learn how to create a character and how to kill them.

Overview

Adventurer, as with Traveler, is about bold individuals who push off from normal careers and seek fame and riches in the wide world. Their past gives them the skills they will need to succeed, and their wits allow them to succeed when their skills fail or are insufficient. A typical Adventurer is far from a callow youth beginning his first trip from home; and yet, he is not yet a mighty and renowned hero (or wizard) sung of in epics.

He is a skilled and competent master of many different skills, yet it is deeds that bring success and fame. A character has a history, and a list of skills and traits with which to seek fortune; these are abstracted by the career system of traveler.

A character begins at age 14, with rolled stats (as standard), and chooses a career to attempt to enlist in. Every person and creature in Traveller has several characteristics that describe th emental and physical potential: Strength, Dexterity, Endurance, Intelligence, Education, Social standing and Reputation. . All but Reputation are standard to traveller. Once characteristics are generated, the character enters a career and generates the skills

that he will have when he enters play. Characters are more or less competent in the tasks that an adventuring life will require. No adventurer will have access to all the skills, but, conversely, they do have the opportunity to become very good at what skills they do possess. As the character spends more time in a career, more skills are gained, but the character ages, and faces a continuing risk of death (and thus requiring anew character). Eventually the character will either voluntarily decide to leave the chosen career or be unable to continue, and begin adventuring.

If a character Gains one or more levels in a skill (Level 1, Level 2 and so on) then he is trained in that skill. Each rank represents several years of experience using that skill. A character with Level 2–3 in a skill is a skilled professional in that field. A character with no levels in a skill counts as untrained, and will suffer a significant penalty to tasks involving that skill.

1. Characteristics

All characteristics except for reputation, are generated as per the Mongoose Core traveller rules, and have the same limits.

Traveller (and by extension, *Adventurer*) is based on the premise that what a character knows and learns is more important than what abilities they were born with. Nonetheless, while it is important not to let the characteristics become more important than the skills, the genre is full of examples where a protagonists raw makeup, be it strength, endurance or intelligence, makes the difference, particularly in a contest of equals. Accordingly, extreme scores provide a modifier to unopposed, non-combat or spellcastings task attempts (discussed in the section on skills).

<u>Stat</u>	<u>Mod</u>
0-2	-2
3-4	-1
5-9	0
10-11	+1
12+	+2

For opposed skilled task rolls, the characteristic affects the contest by providing a +1 to the character with the highest relevant characteristic.

Strength (STR): A character’s physical strength, fitness and forcefulness.

Dexterity (DEX): Physical co-ordination and agility, reflexes.

Endurance (End): A character’s ability to sustain damage, stamina and determination.

Intelligence (INT): A character’s intellect and quickness of mind.

Education (EDU): A measure of a character’s learning and experience as well as how familiar they are with the rules and traditions of the society they live in.

Social Standing (SOC): A character’s place in society.

Reputation: (Rep): A characters fame and influence and describes a characteristic which might be called fame or mass appeal in a modern or SF game. Reputation is included to take advantage of an aspect of S&S fiction that is somewhat lacking in later historical genres: that of advancement or growing fame.

The Barbarian starts as an unknown boy, who becomes known at home as a hardcase after a battle; he then kills a perilous giant boar and becomes known locally as a renowned fighter . When he goes to the city, he is once again no-one, although those from home know him. As time goes on, and if he survives, his reputation will grow –not always for the better (when he tries his hand at theft) but people do know of him, make way, look to gain his favor and such. Eventually, his fame is such that newcomers to the city have heard of him, and so on.

In Adventurer, REP is a measure of a characters success, for good or evil, and as a result, how well known and admired (or feared) the character is. Unlike SOC, REP is what one earns for oneself, above and beyond what fate has granted you at birth. Also, there is little differentiation between a good and a bad reputation, or between good or evil. Reputation is designed to represent that nebulous but powerful element that all mythic heroes possess and strive for. It is not simply being seen or heard about by lots of people. It is what poets and bards sing of, and opponents quail at while simultaneously attempting to steal.

Unlike other characteristics, reputation ranges from 0-6, and is not generated as per other characteristics.

When characteristics are generated, Reputation starts at 0.

Effective range

All fame is local, but the size of the locality is what varies. The higher ones reputation, the farther from one’s home it can be used. Note that the amount of rep levels is the same throughout this area. This is because of the nature of fame – a little fame is meaningless, and if they have heard of you at all (in terms that would matter) they’ve typically heard the best stuff possible. Plus, it makes it more heroic, and easier to implement in play. Thus, a higher reputation gives one more benefit over a larger area, with no reduction –until suddenly you are a nobody because you’re not as interesting as the local heroes.

Reputation may be used if one is within the following number of hexes* from the characters home, or main base (or current base, see optional rules)

Reputation	Distance	Rule of Thumb area
1	1	City /Barony/shire
2	2	Province/county
3	4	Principality/Duchy
4	8	Kingdom
5	16	Empire
6	32	Continent/Epic/you win

*This assumes use of the hex size suggested in the campaign rules: 1 week travel per hex

Effects

In general, and within ones local area, REP increases social standing, modifies the roll on attempts to intimidate or charm, and adds to the effect when a socially based roll is successful. Conversely, in certain situations, a high reputation will make a failure worse.

It is important to note that unless the character is at great pains to conceal his identity (and successful at it), the effects of reputation are mandatory.

When within the range of ones Reputation, add the reputation level to the characters SOC for all uses; note that this may not

affect foreigners or newcomers, or characters having a SOC equal to or higher than the the characters modified SOC (Parveneru upstart !)

When attempting to intimidate, recruit or use streetwise or courtly graces, use the reputation level as if it were a skill. While this may be subtracted in some cases (Jeffery Dalmer looking for a job in supermarket, for instance), do recall that a reputation as an unstable sociopath will often get people to do you favors as much as a reputation as a noble philanthropist.

In all other interactions involving social skills (bribes, favors, discounts), add the level of reputation to the effect of a successful roll. In extreme cases of bullying and fear, subtract the level from an unsuccessful roll. Similarly, failures at very public important skill tests should have their effect reduced by the reputation. Being snubbed in an attempt to be presented a court, for instance is can be a catastrophe to ones cred amongst the “important” people.

There is no unskilled use of reputation; effects of REP and REP based modifiers only apply to a character with a reputation greater than 0.

The effects of REP are not optional. A character attempting to keep a low profile either thru disguise stealth or misdirection within an area effected by REP will roll as normal, but the characters REP is subtracted from the final roll if the roll fails. Thus: “Hey – someone is sneaking out the back door of that tavern! Hey! It's HIM!”

REP can and will change in play, generally upward, with the caveat that it may not always be the same reputation, nor always wanted. A well known monster hunter who decapitates the Mayor will probably be more well known afterwards, but not for his previous deeds.

REP can be increased before play by career resolution and mustering out. Finally, a character may forgo any roll on the money benefits table to increase a REP from 0 to 1. Thereafter, see the section on increasing characteristics for details.

General comment on Reputation

Note that a general who is the SOC 15 emperor’s cousin might have a SOC of 12 or 13; if he starts getting famous, his effective SOC may come to exceed that of the emperor –with obvious consequences in both direction. (If curious, look up the relationship between Belisarius and Justinian in Byzantine history)

And yes, this is as close as I can get to the concept of *Level*, which is a defining mechanic in nowadays FRP games....especially the Big Famous One.

Character Races:

In many, S&S stories, humans and human variants are the main inhabitants, allies, heroes and villains.

While the various human varieties are often distinguished by skin color (generally very bright primary ones: Green, Blood red, chrome yellow, dead white, midnight black being quite popular), most of their differences are clearly societal. Nonetheless these societies are invariably described as *races*, despite the vagueness and unscientific nature of the term (yes, even then), and have clear differences to distinguish them, so who are we to argue!

Thus, if the referee wishes and allows, a character may come from a society or culture (or, yes, *Race*) different than the norm in the campaign and gain various advantages and disadvantages as a result. This is discussed in Book II.

For now, assume that all *characters* are human or human equivalent. Depending on the campaign, some backgrounds may give a bonus +1 to a stat, but any further modifications should generally be balanced by a corresponding minus.

2. Skills

If characteristics define what a character is made of, skills define what a character is able to do. Each character also has a set of skills, each potentially ranging from 1 to 5. In some cases, lack of a skill simply means that success is much less likely than if one has the skills (weapon use); in others cases, lack of a specific skill means that task cannot be accomplished (Magic spell casting).

Skills define how likely a character is likely to succeed at a task; If a skill is obtained, it is noted as <skillname> 1. If it is obtained again, the skill number is increased by 1. Obtaining riding skill three times would give a character "Riding 3".

This is discussed in more detail in using skills (below), but in general, the skill number is added to the dice roll for success. If untrained skill use is allowed, a -3 DM is applied; from this it can be seen that even Riding-1 represents a fairly competent level of skill use.

In general, and not taking into account the different granularity of skill types mentioned above, **a skill of 1 is well trained and competent, and 3 is the entry level to be considered an expert.**

Skills are obtained primarily from a characters career, but may also be improved or added to in play. Note that different careers have different subsets of likely skills, although, most can gain access to the skill sets of a different career.

Skills and granularity: game design issues

How detailed a skill is in terms of what it does and does not include is directly based on their relevance to the goal of this game (adventuring).

As an example, the farming skill is very broad – covering all aspects of running a farm, growing food crops, planting and harvesting, and can be applied more or less equally to any size farm. This is obviously not how farming works in any real world, but it is about what is needed for a peasant hero of the rebellion who might have to hide as a farm laborer, or a spy to impersonate a farming magnate at a carnival. It is not necessary for the skill to actually be able to model running a farm –until, perhaps, the character retires, at which point he is no longer an adventurer.

Weaponry skills, on the other hand are finely defined, as the difference between a spear and a sword, or a one and a two handed sword is very relevant to an adventurer.

3. Careers

Overview

A characters skill set is defined by a career; a career is the path he has taken throughout life up to the point that the adventure begins. Generally, a character will cycle thru four-year periods (terms) in which he will roll for survival position and/or promotion, and then reenlistment if the player *wishes* to resolve another four-year term. Each term will allow the player to roll for one or more skills on associated skill tables. Some conditions allow automatic skills to be received, such as initial enlistment and promotion (depending on the career). Once a player decides not to reenlist, or fails a roll to reenlist, the character enters play with the rolled skills and attribute changes, and with age increased by 4 years for each term completed. Characters may then need to make one or more aging rolls depending on final age after career resolution.

Career and past history

A character begins at age 14 and will (hopefully) enter a chosen career path. These are listed below. Note that as with skills, careers are more or less granular based on relevance to adventuring.

The following careers are available in the basic version of adventurer: *Barbarian, Fighting-man (or fighter), Cleric (or Priest), Magic user (or mage), Noble, Commoner and Other.* Each career has skill tables associated with it – Personal Development, Service Skills, Advanced Skills and Eldritch Education. In each term you spend in a career, pick one of these tables and roll 1d6 to see which skill you increase. You may only roll on Eldritch Education if your character has the listed qualification (usually Education 8+ or a certain Rank).

Fighter is the civilized man of arms insofar as he isn't a barbarian. Covers everything from thugs to foppish duelists, but mainly swords for hire in an age where standing armies were very small, and most were hired as needed.

Priests deal with gods that are interested in mortal worship of whatever kind; sometimes a priest's religion will be established and hierarchical, sometimes mendicant and anarchic. Priests tend to have less worldly skills than most, but have access to such advanced fields as literacy, mathematics and history.



Barbarian is added for genre specific reasons, and represents the precivilized instinct-driven human tribesman beloved of S&S. Kind of a Feral Ranger with a hangover, sword and poor impulse control.

Nobles represent those who rule, in whatever political system the players come from. Generally, this is a quasi feudal definition of nobility, with family ties and land ownership of paramount importance in determining power and status. In general, this career covers anyone of a noble family who is raised as a noble, not just the heir or actual rulers.

Commoners represent those who toil. In most preindustrial societies, and especially in S&S versions of preindustrial societies, this means farming of all sorts, and occasionally being a working townsman. The difference is accounted for by the characters skillset and EDU – more “townie” skills become available as ones EDU increases. In most S&S fiction, and in much of history, this class is invisible and generally ignored. A character with this background is assumed to be the exception, and one of the humble who are marked for greatness. Or, a rebel and bandit, depending on which side of the fence you are on.

Other: covers all kinds of adventurers not described in the rest of the careers. It is more than just a thief or a rogue, although it clearly includes those types. The actual nature of the Other career is determined by the initial skill chosen. As an example, one could have a nautical type by specifying Trade: Sailor or Profession: Ships Captain. A classic thief might have a Trade (locksmith) or simply take Burglar. A merchant could take Con/Persuade or Trade: bargaining perhaps with Profession: factor” or “Merchant”.

4. Career Resolution

A character gains skills and defines his past history by consulting the career resolution table and rolling 2d6 +/- any noted modifiers for the following events. .

Character generation follows the same pattern as classic Traveller with the following exceptions:

- Characters start at age 14. This is increased by 4 years for each term spent in Commoner or Noble careers. Aging is as normal in CT.
- *Draft:* If a player fails initially to enlist in a career, they automatically enlist in either Noble or Commoner (as determined by Social Standing) for an *involuntary term*. This replaces the Draft roll in CT. Following that term, the character may again attempt to enlist in any career, returning to noble or commoner if the enlistment roll fails. Repeat as needed.
- Note that both commoner and noble careers are available as an initial enlistment choice; however, characters may not attempt to enlist in another career thereafter following voluntary enlistment.
- The position roll replaces the commission roll in CT, but is otherwise the same. A character cannot roll promotion until successfully gaining position, and the roll is not repeated once successful.
- Multiple voluntary careers: Not allowed.

Enlistment: What you need to roll to enter that career. If you fail this check then you cannot enter your chosen career this

term. You must either spend a term as a commoner or a Noble depending entirely on your Social Standing.

If successful, the character will roll for all further events on that table until the players decides to muster out and begin adventuring, is denied reenlistment, or dies. Enlistment is not rerolled after it is successfully made.

If the initial attempt to enlist is unsuccessful, the player then enters either the commoner or noble career, as determined by social standing. This term is resolved and survival rolled for. If survived, the player may either roll for reenlistment in that career, or attempt once more to enlist in another career. If enlistment in a new career is again unsuccessful, roll for reenlistment, and repeat this step. A failed reenlistment roll forces the character to muster out and begin play...possibly by walking off a cliff.

Survival: Each career has a survival roll. If you fail this roll, you die. Before a survival roll is made, a character in any career except commoner or noble may take an additional -2 modifier. If the roll is successful, he may either take an extra benefit roll, or a +1 to REP.

Position: This only applies to the more hierarchical careers, and indicates that your character has begun moving up in said hierarchy. A character which succeeds at a position roll becomes Rank 1 in that career and gains an extra skill roll on any of the allowed skill tables. A character may attempt a position roll once per term, until successful. Thereafter, the player rolls for advancement. An advancement roll is allowed

in the term that a player succeeds at the position roll. Note: trying for position is optional.

Promotion: Each career with a position roll has a Promotion roll. You start at Rank 0 in your career. Each time you succeed at a promotion roll, you move onto the next Rank. You may only promotion once per term.

If you make a successful Promotion roll, then you gain an extra roll on any of the allowed Skills and Training Tables for this career. Some ranks have benefits associated with them,

such as extra skills or more benefits. You gain these benefits as soon as you attain that rank.

Reenlistment If the player succeeds in this roll, his character may continue for another term in that career. If a player does not wish to reenlist, or the roll is failed, career resolution ends, and the character consults the mustering-out table.

Note that unlike other versions and variants of traveller, multiple careers are not allowed.

Noble and Commoner careers (summary):

- *Noble* is automatically open to any character with the required social standing.
 - If a Noble succeeds in the position roll, rank is set according to social status in table of ranks.
 - A Noble can only gain one promotion from career resolution; mustering out may increase this.
- *Commoner* is automatically open to any character with the required social standing.
- If a player fails enlistment into a career, that term is an *involuntary term* spent as either a commoner or a Noble depending on Soc.
 - This replaces the Draft in LBB1.
 - A player who is involuntarily enlisted in the Noble or Commoner career due to a recruitment failure, may attempt to enlist in another career after resolving that term.

5. Optional career rules

More skilled characters

The above rules will generally create characters with 4-7 skill levels after 2-5 terms. While I would urge everyone to try and play characters without a huge list of skills, a more skilled character can be generated if the campaign is appropriate. Two optional rules are presented to this end.

- Allow a character to automatically succeed at survival and reenlistment rolls for one term, *once*. The player should choose the term (so as not to squander it on a term in commoner or noble due to a failed enlistment roll). Note that this automatic success is chosen before survival and reenlistment rolls are made, and applies to *both* survival *and* reenlistment for the current term; thus the character survives the current term and reenlists in the career for another term –which will require success **and** survival rolls as normal. In short, this only allows a character to continue, not to guarantee survival for mustering out. Note too that it only applies to reenlistment rolls, and cannot be used to guarantee enlistment.
- Allow a character to resolve one term as a Commoner, Noble or Other beginning at age 10, before regular career resolution. This represents a character's general childhood there is no reenlistment roll, and Survival is rolled at +1. Two skills are rolled for if the term is successfully survived, but the character may **not** roll on the advanced or eldritch education tables, and no enlistment skills are received. Following this term, the character is generated entirely as in the standard rules.

Multiple career hopping encourages munchkinization, so I discourage it, for much the same reasons as I encourage death as a result of a failed survival roll.

However, many have pointed out that the genre often has heroes from eclectic backgrounds, it allows a single term character to continue, and that not all players are munchkins. To which I usually respond “Who cares? Not me! Play on!” Nonetheless, it’s been an issue since day one *of the Traveller rules*, so it isn’t going away.

Accordingly, if the GM allows, a character failing a reenlistment roll or voluntarily leaving a career may attempt to enroll in another, different, career. The enlistment roll is modified by -1 for each term served previously, and a further -1 for each career served after the first. Do not count involuntary terms for this modifier.

Note that commoner and noble may be chosen, but for this situation, an enlistment roll of 5+ is required in addition to the SOC requirements.

Finally, once a second career roll fails either enlistment or reenlistment, the character enters play. Get out there and start pitching!

Different rule for failed survival for really caring and loving GMs who don’t want their player characters to feel all bashed and not taken care of...

I *strongly* advocate that characters that fail the survival roll should die, in keeping with both the setting ethos, **and** play

Multiple Careers

balance, and not just because I hate all players. The tables as written are intended to avoid skill bloat, as happened with many later iterations of Traveller, and dying during chargen is one way to keep skills valuable. Greedy players kill characters, both by taking too many terms, and entering careers that are unsuited for their characters survival, just to get the MaD SkilZ. However.....

The Survival Rule, if you must have one

If a character fails a survival roll, the character immediately musters out and enters play, ages two years, but gains no skills or benefit rolls for the current term. Note the amount that the roll was failed by and roll that many times on the Injury table, taking the worst result.

Injury Crisis: If any characteristic is reduced to 0, then the character dies anyway. *Suck it up and roll up a new one.*

Injury Table

1d6 Injury
1 Nearly killed. Reduce one physical characteristic by 1d6; reduce both other physical characteristics by 2 (or one of them by 4).
2 Severely injured. Reduce one physical characteristic by 1d6.
3 Missing eye or limb. Reduce Strength or Dexterity by 2.
4 Scarred. You are scarred and injured. Reduce any one physical characteristic by 2.
5 Injured. Reduce any physical characteristic by 1.
6 Lightly injured. No permanent effect.



Goddamn Dice....

6. Aging

The effects of ageing begin when a character reaches 34 years of age. At the end of the fourth term, and at the end of every term thereafter, the character must roll 2d6 on the Ageing Table. Apply the character's total number of terms as a

negative Dice Modifier on this table. If any characteristic is reduced to 0 by ageing, then the character dies.

Ageing Table

2d6	Effects of Aging
-6	Reduce three physical characteristics by 2, reduce one mental characteristic by 1
-5	Reduce three physical characteristics by 2.
-4	Reduce two physical characteristics by 2, reduce one physical characteristic by 1
-3	Reduce one physical characteristic by 2, reduce two physical characteristic by 1
-2	Reduce three physical characteristics by 1
-1	Reduce two physical characteristics by 1
0	Reduce one physical characteristic by 1
1+	No effect

7. Mustering Out

Overview

Benefits are gained when a character leaves a career for any reason other than failing a survival roll. There are either material benefits or cash benefits.

Benefits

Each Term successfully completed allows one roll on either the cash or benefits table.

- Characters mustering out at rank 3-4 gain one bonus roll, two bonus rolls for ranks 5-6.
- Characters Mustering out with Rank 4+ gain a +1 on the Benefits table.
- Characters with the Gambler skill at level 1 or better, OR a final rank of 5+ get a +1 DM to all rolls on the Cash table.

Material benefits

These are often the characters personal tools of the trade; few careers provide such in this period. However, when you leave a career in good standing with your previous employers, you

may be gifted with various pieces of equipment, social promotion, or even a land grant.

Once only, character may give up two rolls or one REP to choose any result **other than a 7** on the benefits table.

Cash Benefits

Money results indicate life savings, or a last five-fingered severance bonus. You may only roll on the Cash table a maximum of three times no matter how many rolls you are entitled to. If the character has any money after rolling on the Cash table then he may purchase personal equipment worth up to half this amount immediately.

REP effects

A character may trade any roll on the money benefits table to increase a REP by 1, or may trade one point of REP for one extra roll on material or cash benefits, this may exceed the normal limit of three rolls.

8. Beginning play

Your character begins his career of adventure and peril. Fight on !



Yeah, **sort of** like Charlie's Angels... only, well....**different**.

Career Table

	Fighter	Barbarian	Mage	Priest	Other	Noble	Commoner
Enlist	5+	6+	7+	8+	3+	SOC 10+	SOC 9-
+1	DEX 7+	END 9+	DEX 9+	SOC 9+	-	-	-
+2	END 6+	STR 9+	INT8+	EDU 9+	-	-	-
Survival	5+	6+	7+	5+	5+	4+	5+
+2	END 6+	STR 8+	INT 8+	EDU 8+	INT 9+		SOC 8+
Position	5+	4+	4+	10+		5+*	
+1	INT 7+	END 7+	EDU 7+	SOC 8+	-	INT 10+	-
Promotion	6+	7+	6+	8+		12+	
+1	SOC 9+	INT 8+	INT 9+	END 7+	-	END 10+	-
Re-enlist	7+	6+	4+	5+	6+	5+	7+ *

Table of Ranks

Initial Rank	Warrior	Savage	Apprentice	Aspirant	-	SOC A	Gentry/Lord	-
Rank 1	Veteran	Tribesman	Seer	Acolyte	-	B	Knight	-
Rank 2	Swordsman	Chief	Thaumaturgist	Vicar	-	C	Lord	-
Rank 3	Myrmidon	Chieftain	Magician	Cleric	-	D	Baron	-
Rank 4	Hero	Warlord	Warlock	Bishop	-	E	Earl	-
Rank 5	Champion	Jarl	Sorcerer	Prelate	-	F	Count	-
Rank 6	Lord	-	Wizard	Patriarch	-	-	-	-

* A noble making a position roll immediately gains the rank indicated on the table by their *rolled* SOC or B , whichever is higher

Acquired Skills Table

		Fighter	Barbarian	Mage	Priest	Other	Noble	Commoner
Personal Development	1	+1 STR	+2 STR	Cantrip	Chant	+1 DEX	+1 STR	Brawling
	2	+1 DEX	+1 DEX	+1 INT	+1 EDU	+1 INT	+1 DEX	+1 STR
	3	+1 END	+1 END	+1 INT	+1 END	Brawling	+1 END	+1 DEX
	4	Gambling	+1 STR	+1 DEX	+1 STR	Streetwise	Gambling	+1 END
	5	Brawling	Brawling	Carousing	Carousing	Carousing	+1 EDU	Carousing
	6	Carousing	Carousing	+1 EDU	+1 EDU	Lucky SOB or JoT	Carousing	Lucky SOB
Service	1	Blade	Survival -2	Dweomer	Blessing	Persuade	Gambling	Hunting dagger
	2	Blade	Toughness	Cantrip	Chant	Sleight of hand Lucky SOB or JoT	Carousing	
Skills	3	Riding	Toughness	Cantrip	Cudgel	JoT	Blade	Farming
	4	Bow	Brawling Blade or Bow Blade or Bow	Dagger Sleight of hand	Persuade	Blade	Riding	Farming
	5	Admin	Bow	Blade or Bow	Healing	Stealth	Hunting Courtly graces	Husbandry
	6	JoT	Bow	Admin	Healing	Burglary		Trade <i>Only if INT 8+</i>
Advanced Education	1	Toughness	Blade -2	Sorcery	Prayer	Trade	Lucky SOB	Streetwise
	2	Healing	Hunting	Dweomer	Blessing	Gambling	Diplomacy	Profession
	3	Hunting	Survival	Dweomer Courtly	Blade	Cantrip or Chant	Admin	Riding
	4	Stealth	Leader	Graces	Leader	Deception	Blade	Lucky SOB
	5	Leader	Riding	Advance	Admin	Diplomacy	Blade	JoT
	6	Crosstraining <i>EDU 8+</i>	Stealth <i>INT 8+</i>	Mystery <i>INT 8+</i>	Mystery <i>EDU 8+</i>	Crosstraining <i>INT 8+</i>	Cantrip <i>EDU 8+</i>	Admin
Eldritch Education <i>Only if</i>	1	Chant	Toughness	Wizardry	Miracle	Assassination	Assassination	-
	2	Stealth	Healing	Sorcery	Ritual	Courtly Graces	Deception	-
	3	Interrogation	Hunting	Sorcery	Interrogation	Any spell skill	Interrogation	-
	4	Admin	Chant	Diplomacy	Diplomacy Courtly	Forgery or Admin	Tactics	-
	5	Tactics	Tactics	Advance	Graces	Interrogation	Leader	-
	6	Lucky SoB	JoT	Mystery	Advance	Crosstraining	Crosstraining	

Automatic Skills

Enlist	Blade/ Brawling	Survival	Cantrip	+1 Edu	Any one skill from Other personal, service or advanced tables except crosstraining	Riding	Farming, Husbandry or trade Trade or JoT
Term 3	Tactics	Blade/Bow/ Brawling	Dweomer	Chant	Any Other Skill (except crosstraining) JoT or Lucky SOB	Hunting	
Term 5	Toughness	Toughness	Mystery	Blessing		Courtly Graces	Lucky SOB
Position							
Rank 1	Riding	Brawling	Cantrip	Chant	-	Courtly graces	-
Rank 3	Tactics	Blade	Dweomer Sorcery or Mystery	Ritual Prayer or Mystery	-	-	-
Rank 5	Admin Courtly graces	Blade			-	-	-
Rank 6		Leader	Wizardry	Miracle	-	-	-

Skill descriptions

Admin: In adventurer, Admin represents familiarity with how civilized cultures are run, local rules and customs, and the ability to move around without causing, or at least anticipating trouble with authorities. This helps somewhat even in very foreign cultures, as it is a conceit of the genre that civilized nations are all more or less the same at some level. If in a very foreign land, use of the skill takes a -1, with an additional -1 if the language isn't spoken. For ease of play, and due to the rarity of literacy, it also gives knowledge of common legal codes and practises, especially local law.

Animals: This skill is for the care of animals. The character is trained in animal care, and knows how to tame and train, and handle animals.

Assassination a very rare and unsavoury skill, assassination allows a character to do maximum weapon damage when striking from surprise with a one handed weapon, and make poisons. (for quick resolution, assume that poisons are either ingested, or delivered on a weapon). Cost is 1d6x1d6 x10 GP, take 1d6x1d6 days to make, and do d3 damage per effect point if successful. Ingested (or inhaled) does full damage, poisoned weapons do half. If unsuccessful, all time and money is expended, and the poisoner takes damage if the roll is < 5 as follows: 2=d6xd6 3 =d6, 4=d3).

Blade or Bow: Upon receipt of a blade or bow skill, the player immediately chooses one particular weapon from the appropriate table. Blade chooses from Hand to Hand Weapons, and Bow chooses from Missile weapons. Further receipt of blade or bow may be applied to previously chosen levels in a weapon, or in a new one. Note that player characters can use any weapon at no penalty, unlike NPCs, which take the usual -3 penalty for unskilled use.

Brawling: represents all forms of unarmed hand-to-hand combat. Note that all characters lacking the brawling skill (NPC and PC) ignore the usual penalty for unskilled use when fighting other characters also lacking the brawling skill. However, if the opponent does possess any level of brawling skill, the unskilled penalty is applied.

Burglary: Another unsavoury skill including lock picking, climbing, pick pocketing, and trap removal and spotting.

Carouse: Carousing is the art of socialising; of having fun, but also ensuring that other people have fun, of infectious good humour.

Con: Deception allows a character to lie fluently, disguise himself, perform sleight of hand and fool onlookers. Arguing with and fooling others for fun and profit.

Courtly graces: Streetwise for posh society.

Crosstraining: Player may roll on the same service table for any other career.

Diplomat: The Diplomat skill is for negotiating deals, establishing peaceful contact and smoothing over social faux pas.

Farming: The character can grow and harvest crops, raise animals, and generally slowly starve to death while putting spuds on his landlord's table.

Forgery: The character is an accomplished forger of coinage, and, if literate, documents.

Gambler: The character is familiar with a wide variety of gambling games, such as poker, roulette, blackjack, horse-racing, sports betting and so on, and has an excellent grasp of statistics and probability.

Hunting: The character is skilled in tracking prey, and hiding in the wilderness. Additionally, while traveling, the hunter may make a general hunting roll, and feed himself if successful, as well as one other member for each effect point if successful. Unfamiliar wilderness is at -1, alien at -2.

Healing: this medieval + a bit of fantasy version of Medic covers emergency first aid and battlefield triage as well as diagnosis, treatment, surgery and long-term care.

Interrogation: Without getting into gruesome detail, the character is proficient in getting information out of others by a variety of means, not all of which involve "getting pliers and going medieval on your ass". A successful persuade or CON roll (or just existing friendship) will allow an interrogation roll to gain info without torture. The roll determines how accurate or complete the information is, failure means nothing is gained. A failed initial persuade/con roll disallows further non-physical attempts. . Physical interrogation (yes, torture) inflicts 7 points of damage, -1 for each effect point of success, +1 for each effect point of failure. Apply the damage; if the victim survives, and the torturer is successful, the victim gets an END roll to mislead the torturer. Otherwise, out it comes. Players may take their REP as a bonus to this roll.

Jack-of-All-Trades: The Jack of All Trades skill works differently to other skills. Once per day, (per level) it allows one roll to be made without an untrained penalty.

Lucky SOB. For each level, a character can reroll any one roll by *anyone*, and take the second result.

Leadership: The Leadership skill is for directing, inspiring and rallying allies and comrades.

Persuade: Persuade is a more casual, informal version of Diplomacy.

Profession: lace collar career experience generally urban: Navigator, Scribe, moneylender, factor, etc. Character should generally only have one profession, with multiple levels.

Recon: A character trained in Recon is trained to be sharp-eyed and keenly aware of the immediate environment, able to scout out dangers and spot threats, unusual objects or out of place people.

Sleight of hand: Stage magic type stuff, as well as con game physical stuff.

Stealth: A character trained in the Stealth skill is adept at staying unseen and unheard. Sneaky stuff: hiding, silent move, exceptional climbing, etc. The flip side of recon in many situations.

Streetwise: A character with the Streetwise skill understands the urban environment and the power structures in society and is skilled at interacting with the less savoury, poorer or persecuted elements of society.

Survival: The Survival skill is the wilderness counterpart of the urban Streetwise skill – the character is trained to survive in the wild, build shelters, hunt or trap animals, avoid exposure and so forth.

Tactics: This skill covers tactical planning and decision making, from board games to squad level combat to fleet engagements.

Toughness: the character is a hardened veteran, and able to shake off wounds that might cause a rookie to freeze or go into shock. The first hit rule does not apply to this character, plus, and uses this skill to modify all END rolls.

Trade: wool collar career experience other than farming or husbandry. Generally urban: butcher, tinker laborer, sailor etc. Character can have multiple different areas, as well as multiple levels in one area.

Spell Casting skills

These are all new to Adventurer, and presented together for ease of reference. Note that any spell casting requires a corresponding spell skill. There is no untrained spell casting.

With each receipt of a spell casting skill in character generation, a character may choose a set number of spells from the appropriate list.

Magic users may choose INT -6 spells, and Priest/clerics may choose Edu-6 spells. Each receipt of a spell casting skill allows choice of another set of spells. Example:

Xylarthen the moderately Bright is a magic User with an INT of 10. When he first receives the skill Cantrip, he gains the spell casting skill Cantrip -1 and selects 4 spells (INT -6) from the Cantrip list: Detect magic, Hold Portal, Light and Magic Missile. If he gains Cantrip again, he has Cantrip -2 and chooses 4 more spells: Shield, Locate Object, Knock and Levitate

Note that there is no bonus for choosing the same spell twice. So don't. I tried to have one, and it breaks things. He will have chosen a total of 6 Cantrip spells. (INT-6 twice).

Cantrip, Dweomer, Sorcery and Wizardry: spell-casting skills for Mages (non-priest). Each gives access to a certain set of spells. In general, they go from weaker to stronger in the order listed.

Chant, Blessing, Prayer, Miracle: Spell casting skills for priests (non-Mages).

Advance: Player gains the next higher spell casting skill

Mystery grants access to a specialized casting skill: Summoning (AKA Goetry) Alchemy, Mesmerism and /or Necromancy

Mustering out table

		Fighter	Barbarian	Mage	Priest	Other	Noble	Commoner
benefits	1	blade/bow/Armor	blade or bow	dagger	Cudgel/armor	blade/bow	Steed	dagger
	2	Panoply *	+2 STR *	Scroll	Vestments	toolkit	favor	+1 End
	3	+1 STR	mount	+2 INT*	+2 EDU *	+ 2 DEX *	Panoply	blade/bow*
	4	mount	+1 DEX	Familiar	Patron *	Favor	Patron	mount
	5	+1 SOC *	+1 END	Magic Item	relic	Magic Item*	+1 Soc*	cudgel
	6	Patron	Secret	Secret	Favor	mount	Secret	Favor*
	7	Reputation	Reputation	Artifact *	Reputation	Reputation	Holding*	Freehold*
cash	1	10	0	20	0	25	50	5
	2	Secret	0	20	10	Secret	Secret	Secret
	3	20	10	30	20	Secret	50	10
	4	40	20	40	30	0	100	10
	5	80	30	50	40	50	100	20
	6	100	Secret	Secret	Secret	100	300	50
	7	200	100	Reputation	200	300	Reputation	Reputation
<i>Average</i>		41/73	10/27	26/26	17/50	29/79	100	16

* Can only be rolled once. Reroll if obtained a second time with +1

Mount an adequate riding beast.

Cudgel choice of club, staff, spear, or mace.

Armor Any armor other than plate or whatever the Nobility reserves for itself in the campaign; generally of high quality if desired.

Steed The Player has an excellent quality mount, plus a remount, and if desired a pack mount.

Blade any HTH weapon, generally of high quality if desired.

Bow any ranged weapon, generally of high quality if desired.

Holding is a minor noble property –a tower on the border, a mansion in the Capital, a manor in the interior.

Freehold is simply a small farm in the country or house in a town or village. In a major city, it’s probably more of an apartment or condominium style dwelling.

Favor A favor is a service owed the character by a powerful NPC. Generally, anything that a Patron would or could reasonably provide can be obtained with a favor, and incurs no explicit obligation. Note that calling it in *may* alienate the NPC in question.

Panoply Panoply includes the best type of armor (generally plate), any one weapon, good clothing, a banner or blazon or some such, and a good quality horse, all of which should normally cost many hundreds of gold pieces if available. For a Noble identifies his status and house. For anyone else Panoply identifies you as a recognized or licensed badass of one type or another.

Vestments are the priestly equiv of Panoply –they identify one as a member of the priesthood in addition to whatever else the benefit provides.

Reputation: reputation increases by 1.

Secret player has access to an important piece of information as regards the campaign, a map, a story, a rumor, a “ticket to

adventure”. Extra results of secret are best handled as more detailed or informative versions of a single secret.

Patron A patron is amore powerful NPC that will provide encouragement, guidance and (some) support for the character. Conversely, the character is a client, and required to perform tasks and errands, and generally provide support for the patron

Magical Benefits

Magical benefits assume that book II is in use. In a non-magical campaign, or one where no character is a spellcaster, replace relics/magic items with a secret, and artifacts with Reputation. In both cases the character gains the item rolled, but its effect is simply that of a source of secret information, or is so famous that mere possession boost a characters rep.

Scrolls are single use spells, or an extra spell pick. A scroll can contain any one spell, but is destroyed when the spell is cast if it is of a greater level than that which could normally be cast. Otherwise, it remains. Note that a scroll-based spell will always increase casting time to the next level.

Alternately, a scroll can be traded for an extra spell pick that the character could normally cast.

Familiar is a small intelligent animal that acts as a combination spy and servant; typically a familiar can speak to its master, and is at least as smart as a child.

Relics and Magic Items are small, useful but non-devastating magic items. For comparison, they should never have effects stronger than the first grade of spells. These items can be of any type the character wishes, but are always masterfully overworked decorated and unusable examples of their mundane form.

Artifacts are more powerful magic items, and generally contain a single second or third circle spells, or a spell from one of the Mysteries. Form is as other items or relics.

Character Improvement

Overview

Unlike regular traveller, an adventurer character does not begin at the peak of his or her career. They have enough initial training to succeed and stand out from the common people, but can (and should) improve as their epic continues. Accordingly, there is an explicit method of improving ones character, based on time and training.

During the course of play, a character may be actively training to learn new skills, improve existing skills, or increase physical statistics. It is assumed that increasing ones physical attributes is the most difficult, followed by learning entirely new skills, and finally improving existing skills.

A character must also have access to training equipment (which may be rudimentary) time, and if the skill is largely non-physical, a teacher. Note that in *Adventurer*, there are no correspondence courses or EZ guidebooks. Spell books are another matter, and spell training is covered separately.

The basic method is explained in terms of improving an existing skill; learning new skills and improving physical attributes are variants on those rules.

The Jack-of-all-Trades or Lucky SOB skills cannot be learned nor improved.

Improving Skills

The method for skill improvement is as follows. A character begins by making a successful dedication roll, which gives an immediate +1 temporary increase to the skill in question, and allows the character to embark on a training regimen for a given number of weeks. .

To gain a permanent increase, a character must (via successful dedication rolls) commit to at least two consecutive courses (or periods) of training or exercise

1. Specify a skill the character already possesses.
2. Make a dedication rolls to carry out a training periods. Failure means the training, does not occur, and the character must wait at least one month before trying again.
3. Immediately following the first training period, the character may make a dedication roll to enter a second period of training on the same skill which will make the increase permanent. If the second dedication roll is failed, or not attempted, the increase is lost, and no training on that specific skill may be undertaken for a month.
4. After two training periods, make a success roll to make the skill increase permanent. If this fails, the character may immediately attempt a dedication roll at +2 to embark on a third period of training, after which a success roll may be attempted again.

During a training period, a character has the advantage of the increased value of the skill. If training ends before the increase is made permanent, the skill increase is lost.

Dedication roll

To begin a training period, a dedication roll must be made. For a Deliberate program, a 6+ is required; for an Intense program, an 8 + is required. EDU of 9+ OR any skill at level 3+ gives a +1 to dedication rolls. (not cumulative).

Training Time

Once a player makes a dedication roll, the character embarks upon a training and/or study regimen depending on which training style is chosen. Both penalize missed weeks. NOTE:

Resolving a training period is not optional, and thus missed weeks may not be made up.

Intense Method: For the first, the player is assumed to be spending full time studying or training; normal tasks and duties must be ignored. This route is faster, but has more difficult dedication and success rolls. This requires time equal to the sum of the old level and the new level.

- For each skipped day (after the first) in the first period, a -1 is applied to any subsequent dedication roll for a second. For each missed day in the second period, a -1 is applied to the **success** roll.
- No other skill may be studied during an intense training period.
- All necessary conditions must also be available for the full training period (trainers, equipment, books, time).

Deliberate Method: Instead of the above calculation, a character may alternately commit to a training regime and still have a life (such as it is). This requires a number of weeks equal to the new level +1 , squared.

- For each skipped week after the first a -1 penalty is applied to the next dedication or success roll.
- All necessary conditions must also be available for the full time (trainers, equipment, books, time).
- Multiple skills may be trained simultaneously, but for each extra skill, the training time of each is that of the longest, and all success and dedication rolls take a -1 per extra skill studied.

Success

For a Deliberate program, an 8+ is required; for an Intense program, a 6 + is required. INT of 9+ gives a +1 to success rolls.

Improving Spell casting skills.

Increases in spell casting skills are learned by the standard rules (either method), but no increase in the spell casting skill is gained unless and until the increase becomes **permanent**. The character then becomes eligible for new spells as per

character generation (INT or EDU -6). Mechanics for learning new spells, as opposed to the spellcasting skills, are

detailed in the magic rules.

Learning new skills

Non-Spellcasting skills

Learning a new skill (as opposed to increasing an existing skill) is resolved in the same manner with the following modifications.

- For the first training period, the character does not gain the skill, but also does not take the standard -3 penalty for unskilled use.
- For the second period, the character does gain the temporary skill increase (from 0 to 1), which becomes permanent if the second period is completed and a success roll is made.
- If either dedication roll, or the final success roll is failed, the skill is lost and must be restarted from the beginning.
- The training time for intense training is doubled for the first training period.
- Training times and success rolls are otherwise the same as increases.

Spellcasting skills

New spellcasting skills are learned somewhat differently from other skills. No skill level is gained until the end of the second period, in which case, if successfully gained, it becomes permanent. Prior to this, the character may **not** use the skill. Additionally, A character with no spell casting skills requires double the normal time to learn the first spellcasting skill.

Standard magic and divine spellcasting skills must be learned from a mentor with a minimum of level 2 in the skill desired. Mysteries require a mentor of level 3 in the skill.

Skills and canon may be learned in any order, but the difficulty modifier is applied to dedication and success rolls.

Increasing physical characteristics

Increasing characteristics may only improve the character's undamaged characteristics; the player must be in good health with regard to the stat in question. Further, a characteristic that has been reduced by ageing cannot be further increased

Note that neither SOC nor REP can be improved by this method, nor may any stat be increased by more than 4 points after all mustering out procedures are finalized.

Otherwise, treat improving a characteristic as improving an existing skill with the following changes

- The intense method may be used, treating the character's improved stat as the number of weeks for a given training period.
- The deliberate method requires double the improved Stat, or 24 weeks, whichever is more.

Final success is achieved by rolling \geq the (improved stat. -3) with a minimum roll of 3+.

Characters as trainers

To learn or improve new spell casting skills, a non-character trainer must be used. Otherwise, character or non-player

character can act as a teacher if one is needed, according to the following caveats.

- If the attempt is being made to increase an existing skill, the player must simply have the skill at the student's goal level.
- If the attempt is made to learn a new skill, the character must have at least level -3 in the skill.
- For physical skills that require a trainer, the character must have the same characteristic at the original level or better.
- In all cases, the character wishing to act as a trainer must make a dedication roll equal to that of the training method to act as a trainer, with a modifier of +2

A trainer may only train one student, and may not be being trained at the same time. This is somewhat unrealistic, but firstly, players aren't generally professional educators (it is harder than it looks) and prevents abuse by round robin training.

Increasing Reputation.

The general rule is that one defeats something or someone of a greater reputation; a level of reputation is gained. Only one level is ever gained per event, regardless of the difference, as too great a success begins to look like luck. If only one character is involved, the level goes to him. If still alive, the loser loses one level. If many characters are involved, only one gains the extra reputation. The increase in reputation goes (in order) to the acknowledged leader; the highest SOC; whomever the winners unanimously nominate; or finally random assignment. Finally, to qualify for an increase, all

members of the group must have a reputation level less than the foe, opponent or situation. There are three situations that will allow increases.

The most obvious way is killing someone or something. If this is a pure one on one fight, the winner gains, and the loser loses (or dies). However, if multiple characters are involved, as we see in the Iliad, they become eligible to receive the increase if they did any damage whatsoever as long as the foe is alive (even a little bit). Note that to count, the opponent must be either dead or surrendered; incapacitated doesn't count –they

either have to be killed, or acknowledge defeat for it to work. A foe's reputation will almost always be set by the GM, possibly based on resources, influence of wealth.

Winning huge treasures is another way to establish and increase one's reputation. As a rule of thumb consider that the treasure's reputation is equal to who it would ransom. Thus, a dragon's hoard that would ransom a king would be a rep 4 treasure; a count or duke, a rep 3 treasure, and the local lord mayor would be a level 1 treasure. (From the above range table). Note that if you lose the treasure, you lose the level. This has to be an involuntary loss –spending it on the poor, raising an army, or on beer and hookers is just fine. In deed, the GM may require its expenditure to count –being generous was a great way to achieve fame –although being a cunning miser can work, too (Crassus in ancient Rome is a good example of a high Rep who was filthy rich and hoarded it)

Doing great deeds is the third, and most subjective; again, one vague rule would be to assess how big an area the deed's effect; sacking a city would be a rep 1 feat, whereas slaying a huge ogre that was harrowing the local area (Grendel) may be a level 2 deed. Saving the king from captors is likely a level 4 deed, and overthrowing the emperor and replacing him a level 5 deed.

Note that any given event can only count for a gain in reputation once; killing a huge rich dragon that is ruling a kingdom would only count for one rep level increase. If it matters (such as for assigning the point to a particular character), killing takes precedence over treasure, which trumps deeds.



Top o' the world, Ma...!

Part 2: Task Resolution

Overview

Task resolution is the fancy term for doing things. There are two mechanisms for resolving an attempt. In most cases, when a character tries to do something, a skill will be involved; this is called a *skill check*. Some tasks are resolved automatically; some require a successful dice roll. Where no skill is appropriate, the GM may call for a *characteristic check*.

The Referee should only call for either type of checks:

- When the characters are in danger.
- When the task is especially difficult or hazardous.
- When the characters are under the pressure of time.
- When success or failure is especially important or interesting.

The most common forms of task checks involves either one character attempting to succeed at a task, or two or more characters (or NPCs) opposing one another either at the same task (such as wrestling), or at the same time (such as a race). For a skill check, the

For a task involving an unopposed skill, the character rolls 2d6 and adds skill level and any appropriate situational or difficulty modifiers imposed by the GM **if the final total is 8 or more, the character succeeds. If the character is unskilled in the task in question, apply a DM of -3.**

For a task involving an opposed skill, each character rolls 2d6 and adds skill level and any appropriate situational or difficulty modifiers imposed by the GM. The character with the *highest* roll that is at least 8+ succeeds.

Skill Checks

Task Difficulties: To simplify task resolution, only three categories are used. A task is either so difficult as to make even expert use unlikely to succeed, so easy as to make even unskilled use very likely to succeed, and normal tasks. This maps the usual situations a GM encounters: when players need to roll but should only fail by a fluke, when players should not be able to succeed, but won't wreck the campaign if they do, and all else. When making a skill check, if a character does not have any levels in that skill, then he suffers a -3 unskilled Dice Modifier.

Very difficult tasks take a -3 modifier, and very easy tasks take a +3 modifier.

Situational Modifiers: If a character has help, such as good tools, competent aids or other beneficial circumstances, he receives a +1 or +2 DM to his skill check. Remember that this is a 2d6 resolution system, and is very sensitive to small modifiers.

Effect: Effect is the degree to which a skill check succeeds or fails; the effect is the final modified roll -8. If a task check is successful, this will be zero or positive. If the task check is unsuccessful, the Effect is negative. **Note that some modifiers are only added once success or failure is determined**, thus making successes better, and failures worse, but not altering the likelihood of overall success or failure. With spellcasting, final effect is the final, modified number generated above. For all else, when the quality of the success (or failure) is important, consult the appropriate table.

Success	
Final Effect	Degree of Success
0	Marginal
1-5	Average
6+	Exceptional

Failure	
Final Effect	Degree of Failure
Less than -6	Exceptional
-2 to -5	Average
-1	Marginal

Exceptional Success: The character succeeds in an impressive and elegant fashion.

Average Success: The character succeeds normally

Marginal Success: The character barely succeeds at the task, and may have to accept a condition on his success. He fixes the crossbow but it will be inaccurate. He finds a buyer for the goods but the buyer is untrustworthy.

Marginal Failure: The character almost succeeded, and the GM may permit him to scrape a success with a significant consequence. A character trying to jump across a chasm hangs onto the far side but can only pull himself up if he drops his backpack. A character trying to land a ship can run aground safely but the ship may never sail again. A burglar succeeds but leaves a clue to his identity.

Average Failure: The character has failed the task.

Exceptional Failure: The character failed as completely as is possible anything that can go wrong goes wrong. If attempting a repair, the object is further damaged or destroyed. In a social situation, he gets into further trouble.

Note that the Marginal failure result is optional, and if used should be applied in highly cinematic or important situations.

Optional: Going Faster or Slower You can choose, before you roll, to go faster, trading accuracy for time, or slower, trading time for accuracy.

Speed	Time modifier	Task Mod
Reckless	1/5	-1 and failure shifts effect one level worse
Hasty	1/2	-1
Planned	2x	+1
Methodical	5x	+1 and success shifts effect one row better

Please note Time required for most skill use is not closely defined, and the GM will have to determine the effects; generally, the reduction or increase should be some order of magnitude. Note two that as skill level rises, the benefits from this rule become less important due to the 2d6 curve.

Multiple Actions: A character can try to do two or more things at once, like firing a bow while also riding, or casting a spell while hiding from guards. For every extra thing that the character is doing, he suffers a -2 DM to all skill checks.

Opposed Checks: If two characters are opposing each other directly in a task, then the character that obtains the highest Effect wins. Fast or slow resolution may not be used.

Aiding Another Character: The result of one check can give a DM to the next. . Fast or slow resolution may not be taken. If fast or slow resolution is chosen, all related checks must use the same choice.

Task Chain DMs

The Previous Check	DM to Current Check	The Previous Check	DM to Current Check
Failed With Effect -6 or less	-3	Succeeded With Effect 0	+0
Failed With Effect -2 to -5	-2	Succeeded With Effect 1-5	+1
Failed With Effect -1	-1	Succeeded With Effect 6+	+2

Characteristic Checks:

These checks are used when the task is one not covered by an obvious skill, or where the character’s innate abilities are the most important influence on the result. This is typically invoked as a means for escapin g or reducing an area effect such as a blast (using dexterity), and/or resisting spell effects such as hypnosis (using INT).

To make a Characteristic test, roll a specified number of d6: 1d6 for the simplest checks or weakest spells or events, 2d6 for standard spells or physical events, 3d6 if difficult, and 4d6 if overwhelming. Scoring equal to or less than the specified characteristic indicates success. If the number of dice is unspecified, assume 2d6.

Characteristic tests can also be opposed, such as when no skill applies, and the situation is a pure contest of characteristics. Examples of such would STR for Arm wrestling, INT for a contest of riddles. In this case, simply add the characteristic to a 2d6 roll, and the highest roll wins.

Yes, in some cases a low roll is good, and in others high rolls are good. While some systems eschew such design issues, I have great faith that the typical gamer is able to handle such mind-twisting complexity. Plus, it works quickly and easily.

Money and Equipment

Coinage

In adventurer, it is assumed that while all realms and many cities have their own coinage, that basic market forces will allow us to define a common set of coins which can be spent to buy stuff. For Adventurer, there are four basic coin types: Copper, Bronze, Silver and Gold.

The poor and the peasant tend to use copper, the laborers and common workers bronze; merchants and professionals silver, and the wealthy and the governments, Gold. For flavor reasons I've named them as follows

**Copper As,
Bronze Sesterces,
Silver Denarius,
and
Gold Solidus.**

Their relative values are as follows:

1 Solidus = 25 Denarii = 100 Sesterces, = 400 As.

Partial and multiple value coins of all the denominations exist, especially at the lower end of the scale. To give some context, an As is about the price of a 1lb loaf of bread, a sesterces is a half days pay for the lowest paid workers, or a sit down common meal, 1 Denarius is a days pay for a semi-skilled laborer or low grade soldier, 2-4 denarius is a days wage for skilled worker (stonemason, carpenter) or skilled soldier (Legionary); a Solidus is a good draft animal such as an Ox, or an acre of unremarkable farmland.

Items are assigned to lists based on coinage type more than function; thus, some have a fairly large value in one list, and this indicates that while they could be bought with a higher grade currency, that they are more appropriate to the social class that uses that list. Conversely, they are less likely to be used by other social classes that use other lists. This mainly works in the upward direction: a peasant is unlikely to want (or need) to buy armor (generally on the Solidii list), whereas a rich man may well buy a 1lb loaf of bread; the difference is that the rich man can *also* buy 1lb of stuffed hummingbirds for lots more than 1 As if he wants.

Availability:

Given the above concepts, a limitation on availability is how many of the given social class exist in a given city, and access to sufficient coinage of the proper type. In general, an entire list will be available or not, largely for simplicity. The simplest determination is to look at the lower of wealth or population rating on the below table. Any given city has that list and all lower.

Item List	Minimum
As	1
Sesterces	3
Denarii:	5
Solider	7

Generally a list can be assumed to be available for barter at one level lower. Thus, Denarii items can be traded for at a city with a population or wealth rating of 4.

*One could add a list of modifiers for location and situation, but as this is a game of heroic adventure, **not** ripping accountancy, this is left to the GM to decide.*

Big Ticket Items

The unit of account for the fabulously rich, and actual transaction specie for nations is typically the Talent, which is a large weight of metal, typically silver or gold. In adventurer, this is notationally worth 6000 coins of whichever metal and typically weighs 70 lbs (~32 Kg assuming period coin sizes).

It's a buttload of money, and really big purchases, such as warships, castles and provinces would be priced in talents. In Silver in the late Roman republic, one Talent (6000 silver Denarii) could pay a triremes crew or 200 soldiers for a month. Gold talents (6000 Solidi) pay a legion (5000Soldiers) for a month; a trireme would cost about 4-6 Gold Talents.

Even a short perusal of the actual historical literature on item costs will show that it is extremely hard to know what items cost in ancient societies, let alone what their value was. Also, one finds a plethora of coinage systems, differing from realm to realm, and often city to city. In order to make such a mess somewhat playable, much has been abstracted, and some has been invented.

That said, I tried to keep a few constants in setting prices. First is that ratios were more informative than any statement of coinage value, especially given that it is not always able to clear about what coinage is referred to. The second is that what items are available is sharply defined by social class as much as location. In general, each of the main social classes had their own level of currency, with some overlap, and luckily enough they correspond somewhat to the types of money used.

Finally, I decided to adopt a standard similar to that of Augustan Rome, both for flavor reasons and documentation, which was a mix of official documents and private documents (often graffiti), which provides both a theoretical/official viewpoint of what things should cost, and what things cost to the actual consumers.

*Wikipedia estimates it as 20,000 dollars in 2004. So, given 10-20 x that for gold, I'd simply suggest using that as the equiv of a megacredit, abbreviated as GTal; with STal for silver talents.
SO, for now, consider 1Mcr = 1GTal.*

Note that a standard goldpiece price list is included as an appendix for those (justifiably) bored by this attempt at an economic flavor system.....

Copper/As

Used by peasantry or urban poor. Unprepared bulk foodstuffs, usually grains. Basic prepared food (sizzling weasel-on-a-stick), minimally prepared food (bread, small beer, poor wine) cheapest. day rates for odd jobs by children, slaves, beggars and the destitute or refugees ("here child take this note to that tavern", "okay, sweep the crossing ahead of me"); often a day rate at this level is the value of any dole or relief provided by a guild, church, city or state , delivered in basic grain or bread

Meal, crap (pulse)	1/2
1lb loaf, good quality	1
Egg	1/4
Small beer or wine, crap (1 pt)	1/4
Club (finished, studs, rope binding))	2
Pole, 10 ft	8
Torch (bundle of 6)	1/2
Sling	2
Staff	4
Wheat, 1 Bulk unit (makes ~ 16-20 1lb loaves or lots of porridge/gruel/Pulse)	32
As above, cheaper grain (Rye)	16
Meal, Cheap Loaf or gruel +cheap vegetables; stick food; standup or take away	1-4
Cheap ale or wine (1 pt)	1/2
Prepared Meal, basic	1-8
Ale or wine, average to good(1 pt)	1 -4
Waterskin	1
Arrows (20)	2
Javelin, short spear, cheap ²	12
Pouch	2
Stones (20, cast or shaped)	3
Cheap Sandals	2
Loincloth	1
Loincloth, rag	1/2
Clothing/tunic, rags	4
Clothing/tunic Poor	8
Loaf, bread 1lb	1
Ceramic household item (pot, plate, oil lamp)	1
Crafted (wood) Household item (Bucket, hoe, tin pot),	8-16
Bath or ,shave	1/4
Oil (food) 1 qt	1
Oil (fuel) 1 /2 pt	1
Cost to feed family of four urban, working poor, 1 week (male adult =40%)	15
Wage, odd job	1/2-3
Grunt/unskilled labor/ day	4

Bronze/small silver/Sesterces

Used by Urban common workers, yeoman farmers: sit down meal, raw bulk meat, base metal household tools; basic furnishing; non-metal weapons (bow, staff, club; common mostly wood weapons (spear, javelin) and shields. Cheapest food animals (chickens); base living rent; good drink (wine, ale). Day wage for working poor/grunt labor. ("you diggum heap big hole here, throw in much dung from big stink pile there, clean floor under pile much hurry hurry !")

Case (map or scroll)	4
Flint & Steel	12
Basic Tunic	4
Winter/heavy tunic	10
Rations, trail (day)	2
Rope, hemp (50 ft)	1
Sack (15 pound capacity)	1/2
Sack (30 pound capacity)	1
Shovel (iron shod)	6
Spike, iron	1/4
Saddle bags	120
Backpack (30 pound capacity)	80
Raft (rigged)	100
Bow, hunting	40
Dagger/Knife , basic	4
Axe, Hand or hatchet	6
Agricultural tool/improvised pole weapon	12
Quiver	10
Crossbow bolt (30)	4
Shield, light, crap	12
Sandals,(average to good	2-4
Shoes (cheap to good)	6-10
Shoes, Heavy/soldiers	12
Meal, prepared, sit down: basic to excellent	1-12
Good ale average wine /Fine wine	1/2-12
Rations, dried (sausage, cheese per day)	2
Meat: chicken, beef, Pork (3/4 lb)	¾ to 1 1/2
Meat: Fish (cheap, freshwater, or salt)	1-3
Live Chicken: eating/laying	1/ 2-4
Crossbow, light	60

Silver/Denarii: Tools, most metal weapons, clothing*, sit down meal, small food animals (pig, goat, sheep) or base draft animals (oxen in some periods draft horses in another); cheapest owned housing; good versions of Bronze coin items. Snob drinks. Day wage for basic worker, multiples for specialists (carpenter =2x, Jeweler 3x) or basic thug guard (1-3x). In general, Legionnaires were paid some where between a basic and specialist depending on the political climate; elites were often paid 2-4x more.

Gold/Solidi; large livestock (Ox, Cow), riding horses, land, Armor**; good quality silver coin items Snob foods. Day rate for Senior Officers/Knights/Experts (architect; fashionable sculptor; high civil service)

Note that the upper end of the scale would likely be paid in Talents, probably of account rather than actual weights; the transfer would happen later.

Arrow, silver (1)	1
Bottle (wine), glass	12
Amphora/ceramic container small (1 qt)	1
Amphora/ceramic container, large (2 gal)	4
Crowbar	1
Grappling Hook	1
Lantern	1
Tent	4
Mule	175
Donkey	125
Goat, Pig, sheep	10-20
Status food item (goose, pheasant)	3 -10
Cart or small wagon	50
Wagon, small	250
Mirror (small steel)	20
small fishing boat	~200
Cloak	1-2
Blanket	1
Boots (light to heavy)	2-5
Winter cape	75
Fishing gear (traps or net)	6-14
Axe, Battle ¹	30
Mace or Warhammer	20
Halberd or pike / military Pole Arm	100/50
Bow, military	50
Helmet	50
Leather Armor	50
Shield, military, basic to huge	5-20
clothing for peasant/laborer	2
Clothing for yeoman/common	4
Clothing for guild worker	8+
Horse, cheap, riding	200
Horse, average draft	250
Dagger, fighting, good quality	10
Sword good quality	100
Sword, Short, cheap	60
Sword, Two-handed ¹	150
Basic scroll or two dozen writing sheets	20
Boat (small)	500
Boat (Large)	2500
Fishing boat/Small sailing ship	5000

Rope, silk (50 ft)	5
Spell book (blank)	10
Book, scribed	5
House	100
Great Helm	5
Chain	16
Plate	80
Townhouse/farm	1000
Crossbow, heavy	25
Unskilled slave	20
Semi-skilled, slave	32-42
Cow, meat	1-4
Ox, draft; dairy cow	10
Horse, light riding	15+
Warhorse, medium	25+
Warhorse, heavy	50+
Horse armor (barding, chain +padding)	15
Horse Armor (plate)	50
Small Sailing Ship/fishing boat	200
Sailing Ship/Mansion +land	1,000
Small Galley (bireme, Laburnum)/Estate	6,000
Large Sailing Ship City mansion	10,000
Large Galley (trireme and up)	30,000
Land, country/acre	400
Land, city lot	
Mansion	
Palace	
Fortress (small)	
Fortress (large)	

* Clothing is surprisingly expensive seen through modern eyes. The material is farmed, but replaces food acreage (as cotton, flax or wool sheep, say) and requires lots of hand labor (spinning by a distaff is a lifetime 24/7 hobby). Both boost the prices, *especially* in communities with very little excess agricultural land.

** Armor is interesting, and more expensive than D&D would suggest when compared to cost of living. Some interesting constants I found were that a cheap or basic sword cost about the same as a small pack or draft animal, and mail armor cost about 4x a sword. A helmet cost 1/2 sword, as did a set of metal grieves. Shields were cheap, as were spears. Bows, too, relative to mainly metal items

Very select and incomplete bibliography:

Duncan-Jones - The economy of the Roman Empire
 Kenneth W. Hurl - Coinage in the Roman Empire

Part 3. Flashing Blades and Fearsome Creatures

In which we learn the mechanics of combat, and the nature of many of the creatures one may fight

Alternate Adventurer Abstract Combat System (AAACS)

Swords and Sorcery combat is often more literary than tactical ; much is abstracted in order to provide the story a visceral punch, and to advance it. The Mongoose SRD rules provide a reasonable compromise between the two approaches, and is included in a modified version (to allow for spellcasting, for instance) in appendix 1. The following cinematic/literary/abstract combat is presented for those wishing a quicker or at least less detailed resolution.



Overview

Combat is resolved as a series of skill checks using the appropriate weapons skill against an opponent. There are no automatic hits or misses, no fumbles, and no separate critical hits, although damage *is* increased by the final effect of the attackers skill roll. Success is achieved, and damage inflicted on a modified result of 8+ after all DMs are applied

Combat movement is represented as a track of ten steps ranging from 0 to 10, greater numbers indicating greater distance between the parties. a counter of some sort (a d10 is suggested) is placed next to the encounter, indicating the current range between the two combatants. The current combat step (1-10) defines five basic range categories : close, sword, pole, medium, long, Very Long.

Each round, the range counter will either remain the same, increase or decrease depending on the choices made by the leaders of the two opposed groups. The side winning initiative may change the range by one step ; thereafter, there are options that allow both sides to change the range. Once all changes are accounted for, the two sides resolve attacks at the current range. If all of one side is dead, fled or surrendered, combat ends. Otherwise, repeat the sequence until resolved.

COMBAT RULES

Starting range

The initial range for an encounter is either dictated by the plan of the GM, or any obvious situational issues. For example, entering a small room will constrain the maximum range possible. Where the situation allows a variety of possibilities, and neither surprise or ambush is an issue, use the Range Table to determine the initial range that the combatants begin at.

Indoors, other restricted area	1d6-1
Town or heavy growth wilderness	1d6
Outdoors, rough or wooded	1d6+1
Outdoors, mixed, light growth	2d6-2
Outdoors, open	2d6 +4

Roll	<i>prob</i>	Range
0	1	Close
1	2	Sword
2	3	Sword
3	4	Pole
4	5	Pole
5	6	Medium
6	5	Medium
7	4	Long
8	3	Long
9	2	Very Long
10	1	Very Long

Once the initial range is determined, the characters' figures (markers, chits, stones, whatever) are placed facing the encounters figures and the range counter is set to the rolled or predetermined value.

Tactical Movement

Initiative is determined, and movement and various combat options are declared and resolved in the movement phase.

Determine Initiative

At the beginning of each round, each sides' leader rolls a d6 + modifiers to determine initiative for this round. The winner becomes the moving side, and will alter the current range (or maintain it).

If one side begins combat surprised or ambushed, initiative is automatically won by the opponent in the first round.

Otherwise, roll 1d6, higher side wins, and is the moving side this round.

Modifiers:

- Tactics skill of leader
- Party member has highest recon of both sides +1
- Party has highest stealth of both sides +1
- Party has highest leadership of both sides +1
- Won initiative last round +1, and increased or decreased the range dice
- Declared a charge last round +1
- Declared Poltroonery last round +1
- Faster than opponents, same movement type +1
- Mounted vs foot +2,
- Flying vs non-flying +3
- Ambushed last round -3
- Failed morale check previously: -1 to -3
- If tied, characters are the moving side.

Designate Protected and battle line characters.

Each side designates which figures are being protected, non-moving side first. All remaining characters are part of the battle line. Protected characters may not be attacked until all characters in the battle line have been attacked.

A protected character may not attempt to flank or infiltrate.

At this point Characters may ready any weapon they have in their possession if they were *not* in HTH combat on the previous turn. Otherwise, a character must use the weapon in hand, or drop the current weapon and draw another: roll 2d6 + current weapon skill + range modifier of new weapon for 11+.

Failure leaves the character unarmed for this round.

Movement

Each side always moves together, and is assumed to be at the same range as all team members (exception: evading)

In movement, the range dice *may* be increased or decreased by one number by the leader of the moving side.

After the moving player alters the range (or not), either side may declare (or have to declare, see morale) a **charge** or **poltroonery**, non-moving side declaring first. Then, escape is assessed; if either side meets the requirements for escape, and decides to do so, combat ends immediately. Assuming that escape does not occur, both sides designate any flanking or infiltrating attempts, with the non-moving player (who lost the initiative roll) going first.

Charges and Poltroonery

A side declaring a charge immediately reduces the range by one; a side declaring poltroonery immediately increases it by one.

Note that a charging side will attack before all members of a non charging side. If both declare charges, this is ignored. Poltroon characters may not attack this round, and are attacked at +2 if engaged in HTH or missile combat.

At this point, the range die is fixed until after the combat phase is completed. Now characters may **escape**, and then attempt to flank or infiltrate their opponents with the non-moving side resolving all such attempts first.

Escape

Escape (ending the combat) occurs immediately when the range is Very Long and the moving side increases the range

- When range is Very Long, the moving side may opt to escape individually, and remaining characters may either stay at long range or reduce range as per a normal movement.
- If the final range is 10 after all changes are made to the range, (including regular movement, charges, dual poltroonery, etc) the non moving side may declare poltroonery and escape.

If either or both side meets the criteria for successful escape, and opts to do so, combat immediately ends.

Infiltrating:

A character may attempt to infiltrate the enemy group, typically to attack protected characters, or to gain a first strike. The character rolls 2d6+Stealth skill against a base target number of 13 -1/2 the value on the range die (round down) Some skills may allow an attack bonus if the attempt to infiltrate is successful. Note that infiltrating character attacks before all non-infiltrating characters. Infiltrating characters may be attacked normally by other non-infiltrating characters.

A character making an unsuccessful attempt to infiltrate cannot attack in the current round, and may be attacked by any other character, *including* protected characters that they attacked.

A character that fails an infiltration attempt is part of the battle line, a successful infiltrator does not.

Flanking:

When one of the sides has more members in the battle line, the excess characters may automatically be declared flankers. Flankers may either gain a +2 against any one figure in the enemy battle line, or may make an attack against a protected character.

If the flanker is attacked before he acts (such as by an infiltrating character), he may only attack the character attacking him. A character making an unsuccessful attempt to flank may not attack in the current round.

Combat

Following movement, all characters capable (or required to) make an attack resolve the attacks.

General rules

- All attacks are either Hand to hand, or ranged.

- Any attack at range is a missile attack, all other attacks are classed as Hand to hand (HTH).
- Hand to hand includes brawling and wrestling.
- Spells generally count as missile attacks.
- In all steps, initiative breaks DEX ties.
- Damage from an attack and all effects are applied immediately, before any other attacks are resolved.
- Characters may only make an attack if they have an opponent (or target) and are within range of their weapon.

Make attacks at the current range in the following order.

1. Infiltrating attacks are resolved before all other attacks
2. Any missile attacks are resolved in order of individual DEX
3. All charging attacks are resolved in order of individual DEX
4. Regular and flank attacks are resolved in individual DEX order, with initiative breaking ties.

Range effects

All weapons have modifiers depending on the range, and a maximum range beyond which they cannot be used. Weapons are more or less effective at different ranges depending on the type of weapon, and prejudices of the writer.

Hand weapons may not be used beyond pole range, and many only at sword or close range, whereas missile weapons are more varied

Skills effects

All player characters are considered to have a minimum skill level of 0 in all weapons. This avoids an unskilled penalty in melee, but also does not grant any bonus. Skill in a specific weapon or group of weapons is added to the attack roll.

Optional rule: Skill as a negative DM.

This rule adds a bit of complexity, and makes skill much more decisive. Specifically, in addition to adding ones own skill level to the combat roll, the opponents skill level is subtracted. The net effect is twofold: first, the general damage becomes more dependent on the weapons, as the effect addition is reduced in this situation; second, fights involving unbalanced skill opponents will tend to far more one-sided; not only will a more skilled character hit more often, but he will also be hit less often in turn. The other side of this effect is that for matched opponents, combat will tend to either be extended or will hinge on whatever other plusses are available.

An optional, extremely mean, but very fun rule (Mages and Peasants rule): The 0 level default does not apply to *any* character generated without any weapon skill, or to *any* mages. If a weapon skill is learned thereafter, this restriction is lifted unless one is a mage, in which case one is only skilled in weapons specifically learned.

Characteristic effects

All weapons in the table have a minimum and an advantageous rating for the appropriate characteristic. If used by a character with less than the minimum characteristic, the penalty noted is applied; if the characters characteristic is equal or greater than the advantageous value, then apply the noted (positive) DM.

Note that any character can use any weapon regardless of penalties for characteristics, although in theory, one must have a STR high enough to *carry* any weapon used. Note that most weapons are not as heavy as fiction suggests; and unless one is playing a three to five year old, this is unlikely to be an issue.

Armor and Shield effects

Armor applies a minus to all attack rolls. If a shield is used, it counts as a -1 armor effect .

In any combat round, a character may cancel one successful attack by using his shield to block it.; the shield is destroyed, but the character takes no damage.

Resolving attacks

Missile attacks

Characters making a missile attack may attack any allowed character on the other side. If the target is in HTH combat with the shooters own side, apply a -3 to the attack. On a natural 12, apply the attack to the shooters companion in the HTH combat, and determine if it is a successful hit as if he was the original target.

Thrown Weapons are a subclass of missile weapons. There are two kinds of thrown weapons: The first kind strike a single target and do damage from the force of their impact, such as throwing knives or a thrown rock. These use the normal rules for ranged combat. The weapon is noted as throwable on the weapons table, and the skill assumes that this is taught as well as HTH use.

The other kind of thrown weapon is a grenade or other explosive projectile that inflicts no damage from impact but typically delivers a harmful payload. *This is resolved with an athletics check.* If the second type of attack fails the projectile misses and is ineffective.

Dodging: Before any missile attacks are rolled, characters A, may opt to dodge. Missile attacks at a dodging character take a -2 modifier. A dodging character may make no attack (HTH or Missile) this round.

HTH attacks

Characters in the battle line may attack characters in the opposing battle line. No character may be attacked by two opponents unless all additional opponents are flankers or infiltrators.

Attacks are resolved by a 2d6 roll, with the attacker's relevant skills and the weapon range and armor modifiers applied. A final result of 8+ is a hit, and scores the damage listed by weapon type plus the effect of the roll (the number rolled -8). This effect roll is open-ended, and simulates all manner of critical, aimed and lucky attacks.

Defending option. Before HTH combat rolls are made, a character may declare that they are defending. To do so, the character must be armed with some kind of object capable of blocking or parrying. character makes no attack that round, but may all attackers take a -2 DM to hit; also, the defender may attempt to block one incoming attack by making a standard combat roll, with the effect of the hit included as a negative modifier. If the roll is successful, the hit has no effect. A character can both dodge and defend should the situation arise

Unarmed Combat(UC) is a subtype of HTH combat and includes all manner of close combat using brawling weapons. occurs only at range 1 or 0. At either range a character may use Brawling/UC skill if unarmed (dropping weapons is allowed) or armed only with a brawling weapon. Characters with specific skill levels in a brawling weapon may use either UC skill or the weapon skill. A character armed only with natural weapons may only take the defend option against other characters armed with natural weapons. UC is otherwise resolved as per standard combat, using the appropriate natural weapon from the weapon table, or the brawling weapon in question.

Grappling is another subtype of HTH combat. A character can attempt to wrestle or grab another person instead of making a normal combat roll (armed or UC); it is very abstract and involves all manner of wrasslin, twisting, pummelling gouging and dirty fighting up thru advanced martial arts. Grappling only occurs at range 0.

If neither opponents at range 0 wish to grapple, combat is resolved as normal. Otherwise, only the character with initiative may initiate grappling. The attempt is automatic if both opponents agree, and the combat is resolved as grappling. Otherwise, if only the character with initiative wishes to attempt a grapple, he must allow the opponent to attack first this occurs even if the target has taken the defend or dodge actions. Regardless of the success or failure, the initiating character and the opponent now make grapple checks, Roll 2d6 and add (current) STR plus any UC skill. The winner may do any one of the following:

- If armed, make an immediate attack.
- Knock his opponent prone.
- Disarm his opponent. If he succeeds by 6+ he can take the weapon away; otherwise it ends up on the floor.
- Throw his opponent up to three metres for 1d6 damage.
- Inflict damage equal to 2 + the Effect.
- Escape the grapple and move away (as if with a normal movement action).
- Continue the grapple with no other effects.
- Drag his opponent up to three metres.

Optional rule

There is no untrained penalty applied when *both* opponents lack the UC skill and are fighting unarmed or grappling. However, if one of the opponents has any level of brawling skill, the character lacking brawling does have to apply a -3

untrained penalty. If both characters have brawling, apply it as normal (see above) .

Damage

Each weapon lists the damage it inflicts on a successful skill check. Add the Effect of the final modified attack roll (skill check) to this damage.

Damage is applied initially to the target's Endurance. If a target is reduced to Endurance 0, then further damage is subtracted from the target's Strength or Dexterity, determined randomly. If, after damage is allocated, one stat is reduced to zero, the character takes a -1 to all further skill rolls (including combat); if two stats are reduced to zero, the character takes an additional -2 to all skill rolls, and must roll 2d6 below original END to remain conscious. If three characteristics are reduced to zero, the character must roll below original END to avoid death, otherwise falling unconscious.

Note that the first wound is handled differently in any combat. If the first wound reduces the characters endurance to 0, then the character is immediately unconscious; if the first wound reduces endurance and one other characteristic to zero, the character is killed.

Explosions, fire and area attacks

Magic spells and monsters, as well as siege engines and flame weapons may affect an area. All characters in the same range band reduce the damage by half if they roll below their Dex on 2 or 3d6 (depending on the effect)

Morale

If after all combats in the current round are resolved, either side is at 50% casualties or worse, morale must be checked. roll 2d6+ the current commanders leadership against a target of 8+; include the following modifiers:

- -2 Original leader a casualty.
- -1 if **any** battle line characters lack a weapon skill or if the sides protected characters were attacked this round. +1 great racial or national animosity vs opponents
- +1 if **all** battle line characters have at least a weapon skill of 2 **Or**
- +2 if **all** battle line characters have at least a weapon skill of 3

Failure automatically results in all non player characters **routing** (see below).

The player characters may decide to rout or not; if not, they take a -1 for all further rolls in this combat, and automatically lose initiative for next round.

Each non-routed or non-poltroon enemy may attack one of the routing figures at +2 to hit and damage.

A non-routing side that charged this round or is inherently faster may make a second round of attacks against the routers (at +2 hit and damage)

Following all such attacks, routed characters leave the combat, regardless of range, on a roll of 6+, surrendering otherwise.

Final Movement

If one side is significantly faster than the other (foot vs mounted, flying vs foot or mounted), that side (regardless of

initiative) *may* increase or decrease the range die by one *after* all combat is resolved in the final movement step.

Optional rules that add a bit of flavor in exchange for a bit of rules complexity

Morale: A side rolling a natural 12 becomes berserk, the morale test is automatically passed, and they are immune to all further morale tests. They must declare a charge each round.

Flanking and Infiltrating: A successful flanker or infiltrator normally attacks at the current value of the range die. This option allows the flanker to increase the range number by one, for purposes of that attack only. A flanker may increase the range value **or** decrease it by one. In both cases, the chosen range is used for any attacks by or upon the infiltrator. This does not alter the range die, and all involved remain at the same range as the party for all other purposes.

Scouts and guards: when declaring battleline and protected characters, each player may also designate some of the protected characters as guards, and some of the battleline as scouts.

Guards

All guards must be attacked (and may attack) before any other protected character may be attacked. And infiltrator attacking protected characters must make a stealth roll on 2d6+stealth to avoid attacking the guard, otherwise the guard must be the target.

Guards are otherwise unable to attack if not attacked in the current round.

Characters in the battleline may be declared as scouts. Once infiltrators are designated, each scout must attempt to detect

one infiltrator (randomly determined if there are multiple options). The Scout makes an opposed 2d6+recon roll against the infiltrators 2d6+stealth. If the scout succeeds, both the scout and the infiltrator join the battleline. A scout failing a roll against an infiltrator, or to return does not fight this turn and does not count as part of the battle line. Scouts **MAY** be chosen as a target by an undetected infiltrator.

If there are no infiltrators, a scout may roll 2d6+ recon skill for an 8+ to rejoin the battleline. Scouts do not count as part of the battleline unless they make one of the two rolls above to rejoin it.

Protected character actions: Protected characters may attempt to shoot or use spells in the combat phase, A protected character wishing to shoot or cast spells must roll 8+ to make the attempt; if failed, no other action is allowed. A protected character shooting or spellcasting may only be attacked by shooting or spellcasting until all members of the battle line have been attacked.

A protected character that does not roll to attempt to shoot or cast spells may only be attacked once all other protected characters who attempted to shoot or use spells (successfully or not) are attacked.

Sequence of play summary

1. Line up the two sides: players and the encounter facing each other. You will also need some means of keeping track of the range between the two groups. A d10 is suggested.
2. Roll for range
3. Roll for initiative
4. Designate protected or battle line figures, switch weapons; non-moving side first in all cases
5. Movement
 - a. Moving side may alter range
 - b. Declare charges or poltroonery, altering range as required; non-moving side declaring first
 - c. Declare Flanking or infiltrating non-moving side declaring first
 - d. Resolve flanking/infiltrating attempts
 - e. Escape
6. Combat
 - a. Resolve Infiltration Attacks
 - b. Missile attacks
 - c. Charge attacks
 - d. All other attacks
 - e. Morale.
7. Final Movement and
8. Repeat until dead, fled, or victorious.



Bronan the Wagnerian, leaving for work.

Hand to Hand Weapons

															<i>Short</i>	
	<i>MIN STR</i>	<i>- DM</i>	<i>ADV STR</i>	<i>+DM</i>	<i>weakened</i>	<i>Damage</i>	<i>None</i>	<i>Jack</i>	<i>Chainmail</i>	<i>Scale mail</i>	<i>Banded Mail</i>	<i>Plate Mail</i>	<i>shield</i>	<i>Close</i>	<i>Sword</i>	<i>Pole</i>
Bardiche	7+	-3	10+	+2	-4	3D+3	+4	+3	-2	-3	-3	-4	-2	-2	+1	-1
Battleaxe	5+	-3	11+	+2	-3	3D	+2	+2	-3	-3	-4	-4	-1	-1	+1	no
Bec de corbin#	6+	-4	9+	+1	-4	3D+2	0	-1	-1	-2	-2	-3	-1	-4	-3	0
Bill-Gisarme	7+	-3	10+	+2	-4	3D+3	+1	0	-3	-3	-4	-4	-2	-4	-2	+2
Blade/Shortsword	4+	-2	9+	+1	-2	2D	+1	0	-4	-5	-5	-6	-2	+1	+1	no
Broadsword	8+	-4	12+	+2	-4	4D	+5	+5	+1	0	-1	-2	-1	-8	+3	-2
Club**	5+	-4	8+	+1	-1	2D-3	0	0	-2	-3	-4	-5	-3	+1	+2	no
Cudgel/mace	5+	-1	8+	+2	-1	2D	0	0	-2	-3	-4	-5	-2	0	0	no
Dagger***	3+	-2	8+	+2	-2	2D-3	0	-1	-4	-5	-5	-6	-3	+1	-1	no
Fauchard	5+	-2	9+	+1	-3	3D	0	-1	-4	-5	-5	-6	-2	-4	-1	+2
Fauchard-Fork*	5+	-2	9+	+1	-3	3D+2	+1	0	-3	-4	-4	-5	-2	-4	-1	+2
Fist																
Flail	6+	-3	11+	+2	-3	3D	+1	+1	0	-1	-2	-4	0	-6	+2	no
Foil	4+	-1	9+	+1	-2	1D+4	+2	0	-4	-4	-4	-6	-2	-1	0	no
Foot																
Glaive #	6+	-2	9+	+2	-3	3D	+1	0	-2	-3	-4	-5	-2	-4	-2	+2
Glaive-Gisarme#	6+	-3	9+	+2	-4	3D+3	+1	0	-2	-3	-3	-4	-2	-4	-2	+2
Gisarme	6+	-2	10+	+1	-3	3D+3	0	0	-3	-4	-4	-5	-2	-3	+1	0
Gisarme-Voulge	7+	-3	11+	+2	-4	3D+3	+1	-1	-2	-3	-4	-4	-1	-3	0	+1
Halberd	7+	-2	10+	+2	-3	4D	+4	+3	-2	-2	-3	-3	-1	-2	+1	-1
Handaxe**	4+	-3	10+	+2	-3	2D+1	+2	+1	-3	-3	-4	-4	-1	-1	+1	no
Longsword	5+	-3	11+	+2	-4	2D+4	+4	+3	-2	-3	-4	-5	-2	-4	+2	-4
Lucerne Hammer#	7+	-4	9+	+1	-4	3D+3	+1	+1	0	-1	-2	-3	-1	-3	0	+1
Maul	7+	-3	12+	+2	-3	4D	+1	+1	-1	-2	-3	-4	-1	-3	+1	-2
Military Fork*	5+	-2	9+	+1	-2	3D+2	+2	0	-3	-4	-5	-6	-2	-4	-4	+1
Military Pick	6+	-3	10+	+1	-2	1D+4	+1	0	-1	-1	-2	-2	-1	-2	+1	no
Partisan #	5+	-2	9+	+1	-2	3D+2	+1	0	-2	-3	-4	-5	-1	-4	-3	+1
Pike	7+	-3	10+	+2	-4	3D	+1	0	-1	-2	-3	-5	-2	-4	-4	+4
Quarterstaff	6+	-1	8+	+1	-1	2D-1	+1	+1	-1	-2	-4	-5	-2	0	+1	no
Ranseur #	5+	-2	9+	+1	-2	3D+1	+2	+1	-3	-4	-5	-6	-1	-4	-3	+3
Saber	5+	-2	10+	+1	-3	2D+1	+3	+3	-3	-4	-5	-6	-2	-2	+1	no
Spear 2 Handed	5+	-2	9+	+2	-3	2D+1	+2	+1	-1	-2	-4	-5	-2	-2	+2	0
Spear, Long	6+	-1	9+	+2	-3	2D+2	+1	0	-1	-2	-4	-5	-2	-2	0	-1
Spear, Long 2 H	6+	-2	10+	+2	-3	2D+3	+2	+1	0	-1	-3	-5	-2	-3	-2	+3
Spear/Javelin**	4+	-1	8+	+2	-2	2D	+1	0	-2	-3	-4	-5	-2	-1	+1	-1
Spetum #	5+	-2	9+	+1	-2	3D	+3	+1	-2	-3	-4	-5	-1	-4	-3	+3
Trident 2 H	5+	-2	10+	+1	-3	3D-2	+3	+2	-2	-3	-4	-5	-2	-4	-2	+2
Trident**	5+	-2	9+	+1	-2	3D-3	+2	+1	-3	-4	-5	-6	-2	-3	0	no
Voulge #	8+	-3	11+	+2	-4	3D+4	+1	0	-3	-4	-4	-5	-1	-4	-3	+3
Warhammer	5+	-3	9+	+1	-2	2D+2	0	0	-2	-2	-3	-3	-1	-1	+1	no

hooked weapon: Target must make a riding roll to avoid being pulled off.

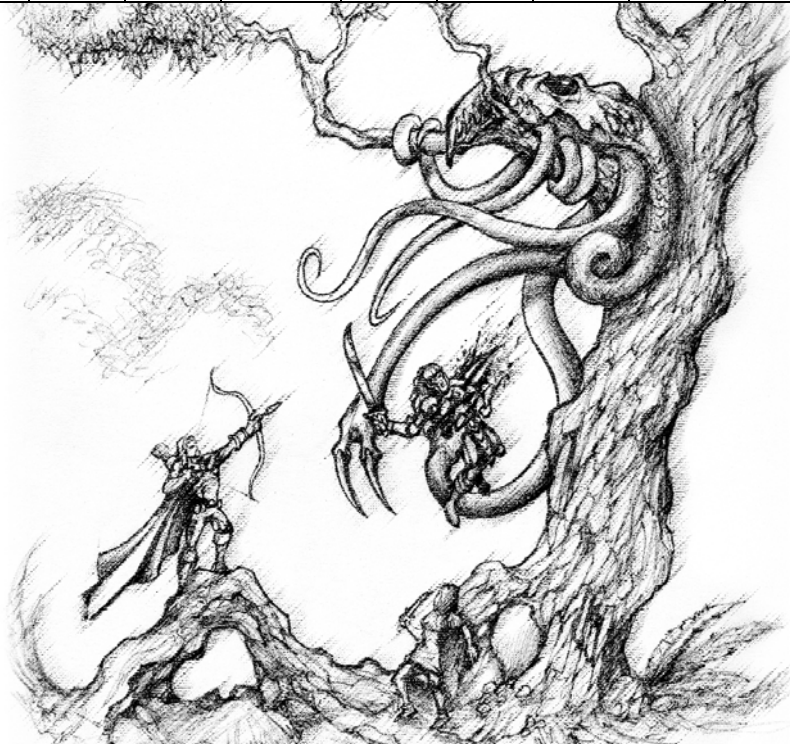
* Entangling weapon: target must make 8+ weapon roll to avoid being disarmed.

** Throwable weapon.

Missile weapons

	<i>MIN STR</i>	<i>-DM</i>	<i>ADV STR</i>	<i>+DM</i>	<i>Weakened swing</i>	<i>Damage</i>
Sling	4+	-2	11+	+1	-1	2D
Shortbow	6+	-2	10+	+1	-2	1D+3
Longbow	8+	-3	11+	+2	-2	2D+2
Composite Bow	9+	-3	12+	+2	-2	2D+3
Light Crossbow	5+	-2	9+	+1	0	2D
Heavy Crossbow	7+	-2	11+	+1	0	3D
Repeating Crossbow	8+	-2	12+	+1	0	1d+2
Rock/club	3+	-1	8+	+1	-1	1D
Dagger	5+	-2	9+	+2	-1	1D+2
Handaxe	6+	-2	10+	+2	-1	2D-1
Spear/Javelin	7+	-2	9+	+1	-2	2D

	<i>Nothing</i>	<i>Jack</i>	<i>Chain mail</i>	<i>Scale mail</i>	<i>Banded Mail</i>	<i>Plate Mail</i>	<i>Shield</i>	<i>Close</i>	<i>Short</i>	<i>Medium</i>	<i>Long</i>	<i>Very long</i>
Sling	-2	-2	-2	-3	-3	-4	-2	-1	+3	0	no	no
Shortbow	-1	-1	-6	-7	-7	-8	-2	-3	+2	+1	-5	no
Longbow	+1	+1	-3	-4	-4	-5	-2	-5	+1	+1	-4	no
Composite Bow	+1	+1	-2	-3	-4	-4	-2	-4	+1	+1	-3	no
Light Crossbow	+3	+3	+1	0	0	-1	-2	-4	0	-1	-8	no
Heavy Crossbow	+3	+3	+2	+2	+1	0	-2	-4	0	-1	-8	no
Repeating Crossbow	+3	+3	+1	0	-1	-2	-2	-4	-2	0	-10	no
									Sword	Pole		
Rock/club	-2	-2	-2	-3	-4	-5	-2	no	-1	0	no	no
Dagger	0	-1	-4	-5	-5	-6	-2	no	+1	-1	no	no
Handaxe	+2	+1	-3	-3	-4	-4	-2	no	-1	+1	-4	no
Spear	+1	0	-2	-3	-4	-5	-2	no	no	+2	-2	no



Lesson one: Ranged weapons really, really rock ! .

Assorted Other Threats and Aid Thereto

Diseases

Diseases reduce a character's Characteristics, usually Endurance. The character must make an Endurance check with the listed DM to resist the effects of the disease. If the character fails the Endurance check then he takes the listed damage and must make another Endurance check a few hours or days later, depending on the interval of the disease. Once an Endurance check has been passed, the character has fought off the disease.

Disease	DM	Damage	Interval
Pneumonia	+0	1d6+4	1d6 weeks
Plague	-3	1d6+2	1d6 days
Grippe	+1	1d6-2	1d6 days
Mummy Rot	-6	1d6+8	1d6 hours

Poisons

Poisons operate in the same way as diseases, but generally work much faster and often have a wider range of effects. Most poisons do not have an interval but apply their damage immediately.

Poison	DM	Damage
Arsenic	-2	2d6
Lotus	-1d6	Unconsciousness if Endurance check is failed
Black Lotus	-4	1d6 Intelligence

Weather

High winds and torrential rain can inflict a negative Dice Modifier of -1 to -4 to all skill checks. Extreme cold and heat will egenerally do 1d6 damage/day or hour to an unprotected character.

Falling

A character who falls suffers 1d6 damage per two metres fallen. High- or low-gravity worlds will increase or decrease the damage

Fatigue

A fatigued character suffers a -2 DM to all checks until he rests. The amount of rest needed is 3 - the character's Endurance DM hours. If a character suffers fatigue while already fatigued they fall unconscious.

Unconsciousness

An unconscious character may make an Endurance check after every minute of unconsciousness - if successful, he regains consciousness. If he fails he must wait another minute and can then try again with a +1 DM on the check for every check previously failed.

Injury and Recovery

Injured characters are either wounded or seriously wounded. A character is considered seriously wounded if he has lost at least one point from all three of his physical characteristics. As soon as one of his physical characteristics is restored, no matter how, he is no longer seriously wounded.

Seriously wounded characters who have somehow avoided unconsciousness cannot move except to hobble or crawl along at 1.5 metres per combat round. They also lose their minor action in combat.

Wounded characters heal naturally and can also benefit from medical care. When characteristic points return from healing, players may choose which characteristic regains the points and may split healing between characteristics if they wish.

Natural Healing

An injured character regains a number of characteristic points equal to his 1d6 + Endurance DM per day of full rest. If the character continues an active lifestyle he only heals a number of characteristic points equal to 1 + Endurance DM per day. Characters with a low Endurance DM (quite possibly from injury) may degrade (lose more characteristic points) over time if they are unlucky or cannot (or will not) rest.

A seriously wounded character only regains characteristic points equal to his Endurance DM per day of rest, which means that the character may never heal naturally and will even get worse if his Endurance DM is currently negative.

Medical Treatment

First Aid: Applying first aid restores a number of characteristic points equal to twice the Effect of the healer check. Points restored by first aid are divided as desired among all damaged physical characteristics. First aid must be applied within five minutes of the injuries being received to be fully effective. A character can still benefit from first aid up to an hour after their injury but they only receive a number of characteristic points equal to the Effect of the Healer check. Performing first aid on yourself is a Difficult (-2) task.

Surgery: A character that is seriously wounded (after first aid has been applied) requires surgery. Surgery restores characteristic points just like first aid but if the check is failed the patient loses characteristic points equal to the Effect. Surgery requires a hospital or sickbay. Once one characteristic is back to its maximum level the patient can benefit from medical care. Surgery does not benefit characters that are not seriously wounded. Performing surgery on yourself is a Very Difficult (-4) task.

Medical Care: Medical care restores 2 + the character's Endurance DM + the doctor's healer skill in characteristic points per day, divided evenly among all damaged characteristics. Medical care requires full bed rest.

Healing and Mental Characteristics

Characters may also suffer damage to their Intelligence or even their Education. Unless otherwise specified, each mental characteristic heals at the rate of one point per week.

Appendix 1

Tactical Combat system

This system based is the combat system provided in the Traveler SRD, and is provided for those wishing a less abstract combat resolutions system.

Each combat round lasts around six seconds of game time. Combat is begun by determining range, and then initiative for each character, who then act in order of initiative, from highest to lowest. Initiative is generally static, although specific actions may alter the value for the current round.

On a characters turn, actions are declared and then resolved by skill checks. If the action is an attack, the target may take a reaction action once it is declared, but before the resolution dice is rolled. If the attack is successful, damage is applied to the target. Other possible actions include spell casting, movement, healing, fleeing and others. Combat ends when all of one side is dead, fled or surrendered, or by mutual agreement of both sides.

Range

Short range has been divided into two subcategories, relevant only for Hand To Hand and Melee Combat. Missile weapons ignore this distinction.

Initiative

Initiative determines the order that characters act in, but it can also be spent to react to events.

If the combatants are all unprepared for combat, then each rolls 1d6 and adds their Dexterity to determine starting Initiative. If some of the combatants are ready for combat and some are not, such as in an ambush, the prepared characters are considered to get an automatic 6 on their roll, giving them an Initiative of 6 + Dexterity.

Change or clarification from SRD. Limiting the random factor to 1d6 makes DEX much more important in determining who goes first.

At the beginning of combat, characters who have the Tactics skill may make a Tactics check but must then add the Effect of this check to the Initiative of everyone in their unit. Note that if the tactics check fails, the effect will be negative.

Change or clarification from SRD; in Adventurer, one can make things worse with a botched tactics roll.

Dynamic Initiative

During the course of a round a character's Initiative score may be changed by reactions, recoil and hastening. Any changes affect your Initiative for one round only – either the current round if you have yet to act or the following round if you have acted already. Reactions reduce your Initiative in order to allow you to defend yourself from attacks. Recoil slows you down if you are using a weapon heavier than you can handle. Hastening your action lets you act sooner but at a penalty to your roll.

At the start of each combat round a character may declare that he is acting hastily. This gives him a +2 bonus to his Initiative

for that round only but all his actions receive a –1 DM. A character can only hasten once in a given round.

After a character has acted, and all dynamic initiative effects have been resolved, initiative is reset to the original rolled value.

Change or clarification from SR. I think this clarifies the actual text of the SRD. The reset to original init and the specification of carryover effect is made explicit.

The Combat Round

In a combat round each character gets a minor action and a significant action. Actions are taken in descending order of Initiative. If two characters have the same Initiative, the character with the highest Dexterity goes first. If they are still tied, then characters act simultaneously. When a character acts, he takes all his actions at once. This is referred to as the characters *action resolution* or simply his *action*.

Once everyone has acted a combat round is over and a new round begins. Initiative is not re-rolled but is dynamic, and may be adjusted up and down by actions taken during a round.

Minor Actions

- **Movement**
The character moves up to six metres. Difficult terrain, such as rubble, mud or thick underbrush can halve a character's movement, allowing him to move only three metres per movement action. Crouching also halves movement.
- **Changing Stance**
A character can change to any one of the three stances – prone, crouched or standing – as a minor action.
- **Drawing and Reloading**
The time taken to draw a weapon depends on its size and ease of use. The number of minor actions to ready or reload a weapon is listed in the description of each weapon. Most weapons take one minor action to draw and another minor action to reload, but some weapons are especially fast or slow.
- **Aiming**
A character that spends a minor action aiming at a target gets a +1 DM to his next attack on the target, as long as the character does nothing except aim until he makes his attack. A character may spend multiple actions on aiming, gaining a maximum aiming DM of +6 if he spends six minor actions on aiming.
- **Miscellaneous**
The Referee may permit a character to perform a skill check or other action as a minor action if the use of the skill does not require the character's full attention or complex physical actions.

Significant Actions

- **Minor Actions**
A character can take two minor actions instead of a significant action.
- **Miscellaneous**
A character may make a skill check or do something else as a significant action when such an action requires the character's full attention, concentration, complicated physical actions or some combination thereof.
- **Spell casting**
- **Attack**
The most common significant action is an attack. The basic attack action is trying to injure a foe with a melee attack or a ranged weapon. The attacker declares his target, and the foe may choose to react. The attacker then makes a skill check, and if successful, deals damage to his target. As with any other skill check, the standard roll for success is 8+.

Attack Action

Attacking is a standard skill check. The standard skill checks used in making an attack are:

- **Melee Attack** = 2d6 +HTH weapon skill +/- applicable DMs
- **Shooting Attack** = 2d6 + Ranged weapon skill +/- applicable DMs
- **Thrown Attack** = 2d6 + Thrown weapon skill +/- applicable DMs

Reactions

The more time a character spends reacting, the longer it will be until he acts himself. Each reaction lowers Initiative by 2 and applies a temporary -1 DM to the characters next action resolution (in the current or next round). There is no limit to how many times a character can react in a round but a character can only react once to each attack and the penalties from reacting are cumulative

A character can only react to attacks that he is aware of.

Dodge

A character that is being attacked may dodge, giving his attacker a -1 DM. If the character is in cover or has an obstruction to duck or dodge behind, the DM to hit him is increased to -2.

Parry

A character who is being attacked in melee can parry, applying a -2 DM to an attackers roll. A parrying character also has a -1 DM on all skill checks until the next round. Thus the characters next attack will be delayed (Init -2) and take a - penalty for each parry reaction. A character with a shield may take one free parry each combat round and apply the negative DM against the attacker's weapon (see table). This free parry does not count as a reaction or impose penalties to later skill checks.

Note that these do not apply to the effects of spell casting, which is not an attack.

Spell casting

Spell casting is essentially a subset of skill use during combat, and not an attack option. The mechanics of spell casting are discussed in the appropriate sections on magic, and apply here. Combat related modifications do apply, however.

- First, a spell caster must declare intent to cast and the specific spell at the beginning of the round when hasty actions are declared are made. Note that the two options cannot be combined.
- When the casters initiative occurs, the caster may cast the spell, or take 1 hit to abort it with no effect. Note that spells classed as hazardous may not be aborted, and must be cast, as long as the caster remains conscious.
- If a spell caster is injured before attempting to cast a spell, the caster must make a 2d6 <END or take a minus equal to the damage taken for the remainder of that round. Note that hazardous spells cannot be aborted, and, if the END roll is failed, must still be cast with the minus. Thus, the evil cultist loses control of his magic, and is consumed.

Remember: do not call up that what thou canst not put down.....

Other Actions

- **Free Actions**
Some actions are so fast they do not even qualify as a minor action – shouting a warning, pushing a button, checking your watch, and so on. A character can perform as many of these free actions as he likes in a turn, although if he performs several the Referee may require him to spend a minor or even a significant action on his various tasks.
- **Extended Actions**
Some skill checks will take longer than a single combat round to complete. Make a Timing roll for the task and then work out how many six second combat rounds it will take to complete. A character engaging in an extended action cannot do anything else but can abandon their action at any time and return to the normal Initiative order. A character who is hit by an attack while undertaking an extended action must make an 8+ roll using the skill in question with a negative DM equal to the amount of damage the attack causes (after armour). Failure indicates that this round's work does not count towards the completion of the task. Failure by six or more (an Exceptional Failure) ruins the task and the character must start again.
- **Delay**
A character does not have to act when his turn comes up in the Initiative order. He may act at any later point during the round, even interrupting another's actions to do so. When he acts, his Initiative is set to the count on which he acted. If the character has not acted by the end of the round he may choose to act

first in the next round, effectively giving up his actions in the previous round in exchange for an Initiative advantage. His new Initiative is set to one higher than that of the current first person in the order. When multiple characters are delaying and all wish to act first in the following round, their Initiatives are all set to the same score and they act in Dexterity order as normal.

Summary

During a round, a characters initiative may be reduced, changing when he will take an action. may take a variety of actions on their initiative, or a variety of reactions when attacked at any point in the round. Reactions allow a character to avoid damage or respond to an attack at the cost of lowered initiative and a cumulative penalty to later actions. Reactions made before a characters initiative reduce that rounds initiative. If a character makes a reaction after having acted on his initiative, the initiative penalty is applied next round.

Resolving Combat actions

Combat is resolved as a series of skill checks using the appropriate weapons skill against an opponent. . There are no automatic hits or misses, no fumbles, and no separate critical hits, although damage is increased by the final effect of the attackers skill roll. Success is achieved, and damage inflicted on a modified result of 8+ after all DMs are applied

Characteristic effects

When hand to hand or thrown weapons are used character strength will affect the skill roll via a positive or negative DM. Dexterity will affect any other ranged weapons. All weapons in the table have a minimum and an advantageous rating for the appropriate characteristic. If used by a character with less than the minimum characteristic, the penalty noted is applied; if the characters characteristic is equal or greater than the advantageous value, then apply the noted (positive) DM.

Note that any character can use any weapon regardless of penalties for characteristics, although in theory, one must have a STR high enough to *carry* any weapon used. Note that most weapons are not as heavy as fiction suggests; and unless one is playing a three to five year old, this is unlikely to be an issue.

Range effects

Personal combat is divided into a series of range bands: Most attack actions are effected by the range between the character acting and the target. All weapons have modifiers depending on the range, and a maximum range beyond which they cannot be used. Weapons are more or less effective at different ranges depending on the type of weapon, and prejudices of the writer. The weapons chart notes the modifiers for range; if a weapon s entry is “no”, it may not be used at that range. Hand weapons may not be used beyond pole range, and many only at sword or close range, whereas missile weapons are more varied

Sword	1 to 2 metres	1 square (hand weapon range)
Pole	2 to 5 metres	2-3 squares (spear to pike)
Short	5-12 meters	
Medium	12 to 50 metres	9 to 34 squares
Long	51 metres to 250 metres	35 to 166 squares
Very Long	251 metres to 500 metres	167 to 334 squares
Distant	501 metres+	334 squares+

Skill effects.

All player characters are considered to have a minimum skill level of 0 in all weapons. This avoids an unskilled penalty in melee, but also does not grant any bonus.

A characters skill with a weapon is always added to his skill roll when attacking. Additionally, it is subtracted from all attack rolls made against the character. Note that this is not reduced by any minuses to the attack roll due to reactions –a character always subtracts his full weapon skill from attacks.

Unskilled users take a -3 to attack rolls, and grant attackers a +3 to all attack rolls. Unskilled users may always parry or dodge

An optional, extremely mean, but fun rule (Mages and peasants rule):

The 0 level default does not apply to mages or *any* character generated without any weapon skill. If a weapon skill is learned thereafter, this restriction is lifted unless one is a mage, in which case one is only skilled in weapons specifically learned.

Terrain effects and Cover

Any sort of low wall, undergrowth, convenient rocks or other objects can serve as cover. Attacks made on characters who are behind cover suffer the negative cover DM on the table below. Crouching or prone targets (see overleaf) can claim cover one step higher on the table. If a character in full cover is crouching or prone they are impossible to hit but cannot return fire.

Cover	Cover DM
1/4 (undergrowth, small rock, corner of a building)	-0
1/2 (thick forest, low wall, crate)	-1
3/4 (jungle, trench, reinforced position)	-2
Full (pillbox)	-4

Armor and Shield effects

Armor applies a minus to all attack rolls. If a shield is used, it counts as a -1 armor effect **until** it is used to parry, in which case it applies the DM listed for the attackers weapon type. After a parry reaction, the shield provides no armor effect until the beginning of the next round.

Explosions, fire and area attacks

Magic spells and monsters, as well as siege engines and flame weapons affect an area. A character may dodge at the usual Initiative cost. A character that dodges may reduce the damage by 1d6 if he just dodges or by half if he dives for cover. A

Range	Distance to Target	Squares to Target
Close	Less than 1.metre	0 (combatants are in the same square)

character that dives for cover ends up prone and loses his next significant action.

Shooting into Combat

If a character is shooting a weapon at a target that is at Personal range to another combatant, then the attack suffers a -2 DM. If the attack misses, roll 1d6. On a 4+, the attack must be repeated against the nearest other combatant to the original target.

Stance

A character can be standing, crouched or prone.

A standing character uses the normal rules. A crouching character moves at half speed but can make better use of cover. If a crouching character is in cover, consider it one row lower on the Cover.

A prone character cannot make melee attacks or dodge. He may make improved use of cover like a crouching character and he may still parry melee attacks. All ranged attacks targeting him suffer a -2 DM penalty. At Close range, the penalty is reduced to +0; a prone character being attacked at Personal range grants a +2 DM to attacks against him.

Tactics and Leadership

The Tactics skill can be used to give an Initiative bonus to a whole unit at the start of combat. The unit commander may make a Tactics check, and everyone in the unit may increase (or decrease) their Initiative by the Effect of the check.

The Leadership skill can be used to affect another character's Initiative. The character with Leadership makes a Leadership check, and the target character's Initiative is increased (or decreased) by the Effect of the check. Making a Leadership skill check is a significant action.

Thrown Weapons

There are two kinds of thrown weapons: The first kind strike a single target and do damage from the force of their impact, such as throwing knives or a thrown rock. These use the normal rules for ranged combat. The weapon is noted as throwable on the weapons table, and the skill assumes that this is taught as well as HTH use.

The other kind of thrown weapon is a grenade or other explosive projectile that inflicts no damage from impact but typically delivers a harmful payload. *This is resolved with an athletics check.* If the second type of attack fails the projectile scatters in a random direction for (6 + Effect) metres. This is usually only important if the projectile explodes on or after impact.

Unarmed Combat

Unarmed combat is fundamentally the same as armed melee combat with the following changes. Grappling is possible when at close range, and skill level is handled slightly differently. There is no untrained penalty applied when *both* opponents lack the Brawling ability and are fighting unarmed. Thus they both make rolls for 8+ unmodified by skill to hit. However, if one of the opponents has any level of brawling

skill, the character lacking brawling does have to apply a -3 untrained penalty whereas the character with brawling applies the brawling skill as a positive DM. Note that it does not subtract from the unskilled character's roll – they will already be in enough hot water. If both characters have brawling, apply it like any HTH combat skill (see above) .

Grappling

A character can attempt to wrestle or grab another person instead of hitting him as a significant action. The attacker must move to close range and beat his target in an opposed brawling check against the opponent's relevant skill.

- Brawling if unarmed or lacking a HTH weapon; or if the opposing character decides to drop weapons and fight barehanded
- Weapon skill if armed with a HTH weapon.

In either case, apply appropriate close range modifiers for fist or weapon.

If the character making the grappling attempt loses, check the opposed roll –if it would be a successful hit, the grappler is hit for standard damage; if not, the grappler must retreat to sword range. Note that this does not count as an action on the part of the character opposing the grapple.

If he wins, he may do any one of the following:

- Knock his opponent prone.
- Disarm his opponent. If he succeeds by 6+ he can take the weapon away; otherwise it ends up on the floor.
- Throw his opponent up to three metres for 1d6 damage.
- Inflict damage equal to 2 + the Effect.
- Escape the grapple and move away (as if with a normal movement action).
- Continue the grapple with no other effects.
- Drag his opponent up to three metres.

Throwing an opponent always ends the grapple. With any other option the winner can choose to end or continue the grapple as he sees fit.

A character in a grapple cannot move or do anything other than make opposed Melee checks. Each time an opposed check is made the winner can choose an option from the above list.

Damage

Each weapon lists the damage it inflicts on a successful skill check. Add the Effect of the final modified attack roll (skill check) to this damage.

Damage is applied initially to the target's Endurance. If a target is reduced to Endurance 0, then further damage is subtracted from the target's Strength or Dexterity, determined randomly. If, after damage is allocated, one stat is reduced to zero, the character takes a -1 to all further skill rolls (including combat); if two stats are reduced to zero, the character takes an additional -2 to all skill rolls, and must roll 2d6 below

original END to remain conscious. If three characteristics are reduced to zero, the character must roll below original END to avoid death, otherwise falling unconscious.

Note that the first wound is handled differently in any combat. If the first wound reduces the characters endurance to 0, then the character is immediately unconscious; if the first wound reduces endurance and one other characteristic to zero, the character is killed.

Battlefield conditions

Certain battlefield conditions affect ranged and /or HTH attacks:

- Darkness: Low light gives a -1 DM to all attacks. Complete darkness gives a -4 DM.

- Smoke or Fog: Light fog or smoke gives a -1 to ranged attacks at greater than short range. Heavy Smoke gives a -1 DM to all attacks by obscuring the target; especially thick and impenetrable smoke gives a -2 DM.
- Extreme Weather: Driving wind, rain, snowstorms and so forth give a -1 DM to all attacks from poor visibility and an additional -1 to DM to ranged attacks at greater than short range from environmental interference in addition to low visibility.
- Note that some kinds of weapons may be rendered ineffectual by weather conditions.

Appendix 2 : Classic OD&D Adventure Gear

Humbly lifted from Swords and wizardry whitebox edition, SRD open content.....

Included for those who don't want to use the system based on Roman prices and Coins.

		Large Galley			30,000
Gear	Cost (gp)	Melee Weapons			
Backpack (30 pound capacity)	5	Weapon	Weight	Cost	
Bottle (wine), glass	1	Axe, Battle ¹	15	7	
Case (map or scroll)	3	Club	10	–	
Crowbar	5	Dagger	2	3	
Flint & Steel	5	Flail	15	8	
Grappling Hook	5	Axe, Hand	10	3	
Hammer & bundle of wooden stakes	3	Halberd / Pole Arm ¹	15	7	
Helmet	10	Mace or Warhammer	10	5	
Holy Symbol, wooden	2	Morning Star	15	6	
Holy Symbol, silver	25	Spear ²	10	2	
Holy Water, small vial	25	Staff ¹	10	1	
Lantern	10	Sword	10	10	
Mirror (small steel)	5	Sword, Short	5	8	
Oil (lamp), 1 pint	2	Sword, Two-handed ¹	15	15	
Pole, 10 ft	1	Table 13: Missile Weapons			
Rations, trail (day)	1	Weapon	Weight	Cost	
Rations, dried (day)	3	Bow, long	5	40	
Rope, hemp (50 ft)	1	Bow, short	5	25	
Rope, silk (50 ft)	5	Quiver ¹	–	5	
Sack (15 pound capacity)	1	Arrows (20)	1	5	
Sack (30 pound capacity)	2	Arrow, silver (1)	–	5	
Shovel	5	Crossbow, heavy	5	25	
Spellbook (blank)	100	Crossbow, light	5	15	
Spike, iron	1	Case ²	–	5	
Tent	20	Crossbow bolt (30)	5	5	
Torch (bundle of 6)	1	Sling	1	2	
Waterskin	1	Pouch	–	1	
Wolfsbane, Belladonna, Garlic	10	Stones (20)	–	1	
Table 11: Transportation		¹ 20 arrow capacity ² 30 bolt capacity			
Type	Cost (gp)	Armor			
Mule	20	Armor	Weight	Cost	
Horse, draft	30	Chain	50	30	
Horse, light riding	40	Leather	25	15	
Warhorse, medium	100	Plate	75	50	
Warhorse, heavy	200	Shield	10	10	
Saddle bags	10	Swords & Wizardry White Box SRD			
Saddle	25	Original System and Rules Authors: Dave Arneson and Gary Gygax			
Cart or small wagon	80	System Reference Authors: Jonathan Tweet, Monte Cook, Skip Williams,			
Wagon, small	160	Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce			
Horse armor (barding)	320	R.Cordell, John D. Rateliff, Thomas Reid, and James Wyatt Copyright © 2008			
Raft	40	Matthew J. Finch			
Boat	100				
Small Sailing Ship	5,000				
Small Galley	10,000				
Large Sailing Ship	20,000				