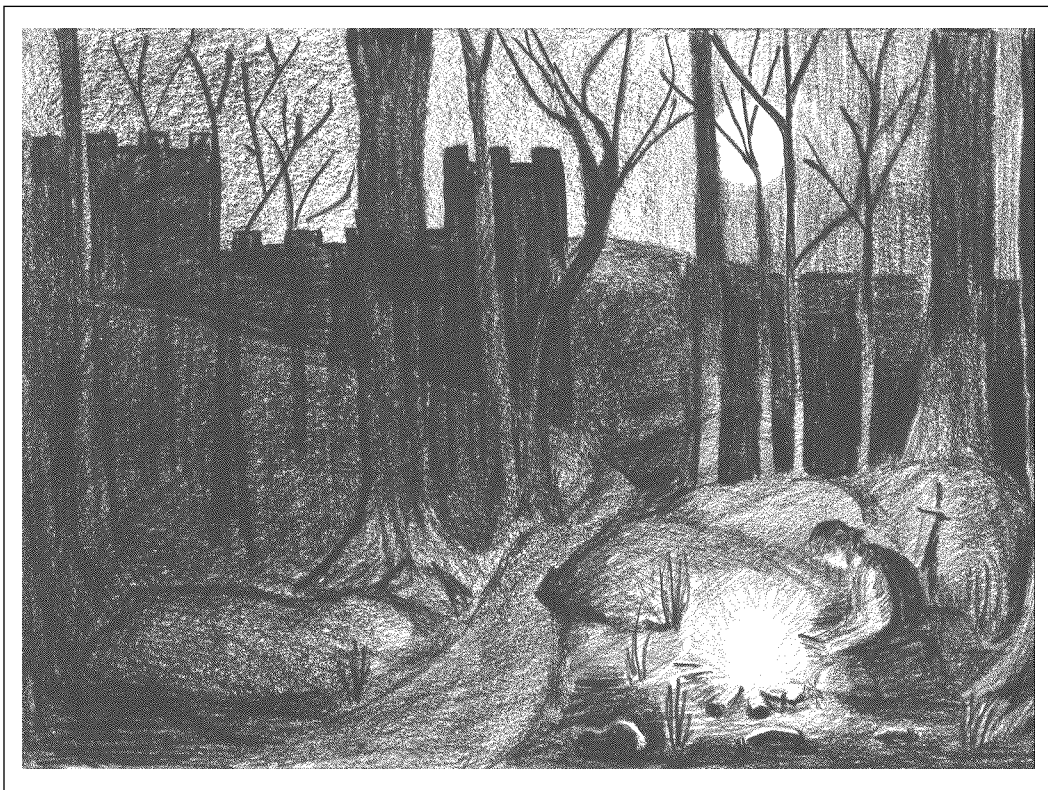


DARK FANTASY[®]



Book 1

The Main Rulebook



by

Tim Barrett
(as at June 8, 1998 10:34 am)

I would sincerely like to thank all those who have contributed to Dark Fantasy. Suffice to say that without the help that I have received it would never have come this far.

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Please direct any comments to me via email to **barretttt@aztech.com.au**.

Have Fun,

Tim.

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Table of Contents

Table of Contents.....	1	Skills	25
List of Tables.....	4	Modifying Attributes	26
1 Introduction.....	6	Improved Bases	26
A Brief History of the Universe	6	Filling in Skills on the Character Skills Sheet.....	26
An Introduction to Dark Fantasy	7	Character Suggestions	26
How to use Dark Fantasy	8	Skill Level Descriptions	26
2 Role-Playing	9	Barbarian	27
What is Fantasy Role-Playing?	9	Brigands, Bandits and Outlaws	27
Winning and Losing.....	9	Knight	29
Using Dice	10	Forester	30
3 Basic Concepts.....	11	Mage	31
What Does a Game Master Do?	11	Soldier.....	31
The Character	11	Paladin	32
What Is The Character?	11	Priest.....	33
The Facets of Creating a Character.....	11	Rogue.....	33
The Attributes	12	Mercenary.....	34
The Attribute Brackets.....	12	Equipping The Character	35
The Secondary Attributes	12	Effective Weight.....	36
The Character Personality Type	13	Armour, Shields & Weapons	38
The Character Profession.....	14	Armour Descriptions	38
The Character Sheet.....	15	Body Armour	38
The Getting of Wisdom	15	Arm Armour.....	39
Combat	15	Leg Armour	39
Dark Fantasy Conventions	15	Shields	40
General Notes	15	Generic Armour Types	40
Game Master's Discretion.....	15	Armour Statistics.....	40
Dealing with Fractions and Numbers	16	Melee Weapons	41
Addition and Subtraction of Numbers	16	Melee Weapon Descriptions	42
Modifiers to Rolls, Chances and Values.....	16	Melee Weapon Bases	44
Percentage Decreases.....	16	Missile Weapons.....	44
Calculations Involving Negatives.....	16	Missile Weapon Descriptions	45
Pro-Rating.....	16	Missile Weapon Bases	45
Skill Success	16	5 Character Advancement	46
Maximum Chance of Success.....	16	Experience	46
Reference to Combat Statistics	16	Magic Experience	46
4 Character Generation.....	17	Fighting Experience.....	46
What are we Generating?	17	Rank Progression.....	47
The Processes of Generating a Character	17	Advancing in Magic Rank	48
Conceptualising the Character	17	Advancing in Fighting Rank	48
Attribute Generation	18	Skill Experience Modifiers.....	50
Randomly Generating Attributes	18	The Process of Learning	50
Female Characters	20	Learning Ratios.....	50
Final Attribute Determination	20	Skill Learning Ratios.....	51
Assigning a Character's Attributes.....	21	Missile Weapon Learning Ratios	52
Attribute Brackets	21	Weapon Learning Ratios.....	53
Completing the Attributes on the Char Sheet	22	Weapon Proficiency Points	54
The Special Column	22	Applying Weapon Proficiency Points.....	54
Finalising the Character's Background, Etc.	22	Increasing Body & Critical Hit Chances.....	54
The Character's Profession	23	Increasing Defence with Proficiency Points	54
The Character's Physical Description	23	Skill Proficiency Points	54
Eyes, Hair, Complexion & Other Features	23	When Skill Proficiency Points are Awarded.....	54
Height and Weight	23	Applying Skill Proficiency Points.....	55
Age.....	23	Skills Not Learnt by Use	55
Handedness	23	Training	55
Generating the Secondary Attributes	24	Definition of Training	55
Generating Initial Body Points	24	The Learning Modifier	55
Generating Initial Might	24	Skill Increase Costs	55
Generating Initial Defence.....	24	Pro-rating the Character	56

Pro-Rating Fighting Experience	56	Thrown Weapons	82
Calculating Proficiency Points	57	Missile Weapon Ranges	82
Pro-Rating Secondary Attributes and Ranks	58	Learning the use of Missile Weapons	83
Pro-Rating Missile Weapon Skills	58	The Attribute Bonus for Missile Weapons	83
Pro-rating General Skills	58	8 Game Mechanics	84
6 Skills	59	Movement	84
Basic Concepts of Skills	59	How Fast Do Characters Move?	84
What is a Skill?	59	Terrain Effects on Movement	84
Creating a New Skill	59	Fire	85
Using Skills	60	Ignition of Materials.....	85
Making Skill Rolls.....	60	Chance of Ignition.....	86
Simplifying Skill Use	60	Damage From Fire	86
Chance of Success	61	The Flaming Weapon.....	86
Modifiers to Skill Success Chances	61	Effects of Fire Damage	87
Attribute Modifiers to Success Chances	61	Drowning	87
Situational Modifiers to Success Chances	62	Falling	87
How to Modify the Chance of Success.....	62	Damage from Falling	87
Minimum Chance of Success.....	62	Modifiers to Falling Damage	87
Order in Which Modifiers are Applied.....	62	Sleep	88
Skill Score Modifiers to Fumbles	62	9 Optional Rules	89
Skill Descriptions and Modifiers	63	Attribute Related Optional Rules	89
7 Combat	72	Age Ceiling on Attributes	89
An Overview of Combat	72	Height and Weight	90
Statement of Intent	72	Encumbrance	91
Initiative	73	Effective Weight	91
Initiative Modifiers.....	73	Encumbrance Rules.....	91
The Attack Roll	73	Endurance Loss Modifiers	92
The Critical Hit.....	74	Learning & Skills	92
The Body Hit.....	74	The Learning Modifier (L.M.)	92
The Normal Hit.....	74	Carry Overs with Weapons	92
The Automatic Miss	74	Training	93
The Fumble.....	74	The Experience Modifier	93
Parrying	75	Skill Training	93
Fully Defensive Fighting.....	75	Weapon Training	93
Parrying Multiple Attacks	75	Customising Weapons and Armour	94
Parrying Missiles.....	75	Customising Melee Weapons.....	94
Taking Damage	76	Customising The Bow.....	94
Defence.....	76	Customising the CrossBow	95
Shields	76	Customising Slings.....	95
Shield Protection Against Missiles	77	Customising Thrown Weapons	95
Armour	77	Customising Armour.....	95
Might	77	Body Armour	95
Body Damage	77	Wearing Several Layers of Armour.....	97
Fighting When Wounded.....	77	Optional Combat Rules	98
Recovery from Battle	78	Severe Fumbles	98
Regaining Defence	78	The Mortal Blow	98
Regaining Might.....	78	Bleeding & Hit Locations	99
Recovery from Body Damage.....	78	When a Character Bleeds.....	99
Modifiers to Recovery Rates	78	The Mechanics of Bleeding	99
Recovery from Serious Wounds.....	78	Determining Hit Location.....	99
Dying From Wounds	78	Shields	100
Melee Weapons	78	Shields Taking Damage	100
Melee Weapon Attack Statistics.....	78	Shield Weights.....	100
Melee Weapon General Statistics.....	79	Effects of Fatigue	100
Missile Weapons	80	Endurance Loss From Exertion	100
Missile Weapon Attack Statistics.....	80	Exhaustion in Battle.....	101
Missile Weapon General Statistics.....	80	Game Effects of Endurance Loss.....	101
Missile Firing Rates.....	81	Endurance Point Recovery.....	101
Bow Fire Rates.....	81	Miscellaneous Combat Rules	101
Crossbow Fire Rates	81	Blindness.....	101
Sling Fire Rates	81	Left Handedness	101

Wrong Handed Weapon Use	102	Atrophication of Attributes Due to Disuse.....	110
The Use of Two Weapons	102	Skill Atrophication Due to Disuse	110
Fleeing	102	Amount of Use Modifiers to Atrophication	111
Charging into Melee	102	Regaining Knowledge Lost Due to Disuse	111
Improvised Weapons	102	Age Effects on Attributes.....	111
Weapon Breakage.....	103	Rustiness	112
Missile Weapon Breakage.....	104	Increasing Attributes.....	112
Disarming	104	Age Related Attribute Increase	113
Knocking Over	104	Getting Drunk	114
Mounted Combat	105	Determining Drinking Capacity	114
Optional Combat Modifiers	106	Sobering Up	114
Character Based Modifiers	106	The Effects of Alcohol	114
Fighting Rank Modifier	106	Very Optional Errata (The Comic Relief Section)	114
Attribute Modifiers	106	Optional Role Playing	114
Wounds.....	106	Optional Rules	115
Exhaustion	106	Amputation Squirting.....	115
Encumbrance	107	Optional Attribute Generation.....	115
Weapon Usage Modifiers	107	Optional Skills.....	115
Minimum Strength Rating.....	107	Optional Encumbrance.....	115
Situational Modifiers	107	Optional Tables.....	116
Surprise & Awareness	107	Addition to Riding Table	116
Position	107	The Optional Torture Table	116
Facing an Unarmed Opponent.....	107	The Optional Weather Table	116
Size of Target	108	Optional Spells	116
Movement Modifiers for Missiles	108	Optional Monsters	117
Environmental Modifiers	108	The Multicoloured Slime Mould Pudding Cube ..	117
Terrain	108	Quotable Quotes	117
Lighting	109	Dark Fantasy Future Products	118
Wind Modifiers for Missiles	109	Glossary.....	120
Order of Applying Modifiers.....	109	Appendix	124
Other Miscellaneous Rules	110	Combat Tables	124
Atrophication	110	Index	126

List of Tables

Attributes Table.....	19	Hit Locations Table	100
Attribute Increase Costs Table.....	21	Endurance Loss Rates Table.....	101
Attribute Brackets Table	22	Weapon Breakage ChancesTable	103
Skills Table	25	DisarmingTable	104
Improved Bases Table.....	26	Knocking Over Results Table.....	105
Skill Level Descriptions Table.....	27	Awareness Effects for Attacker Table	107
Prices and Effective Weights Table	36	Awareness Effects for Defender Table	107
Generic Armour Type Descriptions	40	Position Modifiers Table	107
Generic Armour Type Statistics Table.....	41	Size Modifiers Table.....	108
Melee Weapon Bases Table	44	Movement Modifiers for MissilesTable	108
Missile Weapon Bases Table	45	Terrain Modifiers Table.....	108
Fighting Experience Awards Table.....	46	Lighting Modifiers Table.....	109
Situational Mods to Experience Table	47	Wind Modifiers for MissilesTable.....	109
Rank Progression Table	48	Order of Application of Combat Modifiers Table	109
Defence Increase Rates Table	49	Attribute Atrophication Due to Disuse Table	110
Experience Modifiers Table.....	50	Skill Atrophication Due to Disuse Table	110
Skill Learning Ratios Table	52	Amount of Use Modifiers for Atrophication Table	111
Missile Weapon LR's Table	53	Level of Use Modifiers for Atrophication Table	111
Weapon Learning Ratios Table.....	53	Increasing Attributes Table.....	113
Skill / Weapon Increase Costs Table	56	Time Modifiers to Attribute Increases Table.....	113
Skill Level Descriptions Table.....	56	Tips For Players	115
Skill/Weapon Proficiency Cost Table.....	57	Tips For Game Masters.....	115
Skill/Weapon Proficiency Cost per Point Table	57	Critical Success Chances	124
Skill Success Table	61	Special Success Chances Table	124
Attack Results Table	74	Damage Modification Table	125
Fumble Table	75		
Missile Weapon Parry Chances Table	76		
Shield Protection Table	76		
Shield Protection vs Missiles Table	77		
Melee Weapon Attack Statistics Table	79		
Melee Weapon General Statistics Table	80		
Missile Weapon Attack Statistics Table	80		
Missile Weapon General Statistics Table	81		
Bow Fire Rates Table.....	81		
Sling Fire Rates Table.....	82		
Thrown Weapon Fire Rates Table	82		
Missile Weapon Ranges Table.....	83		
Speed of Movement Table	84		
Movement Rate Mods for Terrain Table	85		
Ignition Capacity Table.....	85		
Ignition Rating Table	86		
Falling Results Table	87		
Ground Mods to Falling Damage Table	88		
Age Ceiling on Attributes Table	89		
Height and Weight Table	90		
Height Modifiers Table.....	91		
Encumbrance Effects Table	92		
Weapon Carry Overs Table.....	92		
Body Armour Table	96		
Leg Armour Table.....	96		
Arm Armour Table.....	96		
Helmets and Head Protection Table.....	97		
Severe Fumbles Table	98		
Bleeding Rates Table	99		

Chapter 1

Introduction

Within us all there is a great painter, athlete, writer or just a warm, wonderful human being. In this high pace, high stress world, however, it is often easy to lose touch with that part of ourselves. Role-Playing is a means to express the creative, fun, adventurous part of ourselves in an evening of entertainment.

Dark Fantasy is a game where the Players are transported to a Fantasy world of Magic and Mystery. There, the nature of the universe is very different to our world. There are great mythical creatures, enchanted forests, ruined castles, and the forces of light and darkness ever struggling for the upper hand.

The game, known as a “Campaign”, is run by one person called the Game Master. Much like the author of a novel, and limited only by the extent of their imagination, the Game Master creates the entire world in which the campaign is set, much as J.R.R Tolkien did in the Lord of the Rings. Against this backdrop, each of the Players creates a Character that then interacts with this fantasy world.

It could be a light hearted adventure, or the ultimate struggle to save the world from a terrible peril. The length of the game is open ended as a game could last for as little as an hour or for many years. It is simply up to those playing the game.

Role-Playing takes many forms, though for us Fantasy is a source of great joy and creates an atmosphere that in itself generates a feeling of warmth and contentment. In another time and another place one can be free of the shackles that bind our everyday lives. It is for this reason that we have chosen this setting for Dark Fantasy.

The purpose of all this is simply enjoyment. Rather than reading a novel, the Players and Game Master get together and play out their own story. There is no winning or losing but simply the chance to be someone in this fantasy world.

Good Luck and Have Fun!!!

A Brief History of the Universe

In the beginning there was magic and from this magic the universe was forged. Over the millennia that followed the universe grew and eventually the Earth was formed. It too was woven with magic though, after time, something unique happened. The planet changed in such a way that allowed elements became bonded to a soul and life emerged.

For thousands of years life evolved, leaving behind many species who struggled against one another for the upper hand. Eventually, one species, man, became dominant and slowly they grew to understand the universe and its magic. Some used magic for good and others used it for their own ends to gain power and wealth.

Soon man had learned enough of the physical universe to make tools and weapons and before long they began to fight amongst themselves, slowly spiralling the world into the “Age of Darkness”. In this age, man looked to wheels, levers, science and conventional religion to solve their problems and slowly, but surely the Magic in man died. Before long, the world took on the appearance of a world ruled by the laws of science and not magic.

Dark Fantasy is set in the Age of Darkness in Europe from 800 to 1200AD though history is not quite as we have been taught. There are knights, chivalry and holy wars though, the world has not yet forgotten Magic. It is an age of legends and dreams.

An Introduction to Dark Fantasy

It is cold outside. The rain hasn't stopped for days though the open fire in the centre of the tavern offers you warmth and comfort. The ale is sweet and the smell of smoke reminds you of home.....

For years now you have heard the tales from the bards of legendary leaders and mighty empires. From the one they called the Lion of Macedon, who conquered all the lands to east as far as the rising sun before the age of thirty, only to fall to the treachery of those closest to him, to the evil barbarian hordes to the north who periodically flood the civilised kingdoms in a red tide of blood and destruction.

Tales tell of the mighty Roman Empire, raised from humble beginnings on the backs of its mighty legions. It is claimed that once Rome ruled the land from sunrise to sunset before crumbling and splitting under two centuries of barbarian onslaughts. The darker stories, told by the bards late at night as child and adult alike huddle close to the comforting heat and light of the fire, tell of the evils that aided the barbarians; the misshapen men and noisome creatures who could overwhelm even the sturdiest of yeomen and crush the bravest of knights.

The Roman Empire was supposed to rule for 500 hundred years, but no one in your village has ever seen a legionnaire, or paid a tax to a Roman government. It was all long ago and far away. You are not sure that you believe half the stories anyway, although it would be a marvel to see a real legionnaire - 7 feet tall, with swords of glistening steel and eyes of fire. Or see a Roman road, raised overnight by magic and running straight as an arrow for league upon league regardless of what was in the way.

The tales from history speak of many things, of many kingdoms that have long since passed into dust and of great, fearsome creatures that will tear a man limb from limb with their razor sharp claws. The heroes live on in song - the mighty Pendragon whose banner flew for 90 years in a reign of peace, to bright Brigitte of the Bow, who could strike a man down with a single arrow before they could even see her in the distance. The stories are full of mighty lords and ladies, who ruled kingdoms and fought battles, who went on quests to return victorious, who fought and died in battles in far off places.

Always, the stories speak of magic - it is claimed that magic can do anything, but no one in your village has ever seen any. The stories talk of armies raised from the ground, of armies destroyed by balls of fire and lightning striking from a clear blue sky. Some speak of Charlemagne, a great mage and founder of the Palace School of the Triad who taught others his craft and brought peace to the land.

The worst and the best stories are always the ones told in the winter, with snow around the house and the winds howling through the rafters. They tell of the Dark One, who is said to lead the barbarian hordes and fell creatures in an Ages old campaign of destruction against the forces of Light. The tales tell of the great battles against impossible odds - the Two Hundred at Thermopylae who held back ten thousand screaming barbarians for three days until the forces of the Light could be mustered, but they also tell of the victories of the Dark, when the barbarian hordes of the Mongols sacked Rome and ended the Roman Empire.

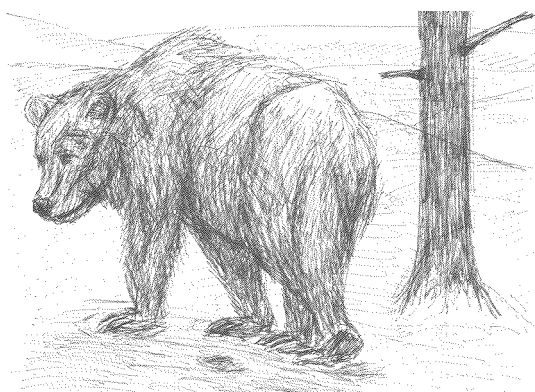
But all this is just stories around the hearth, to entertain and amaze, and while away the long winter nights. Nothing ever happens here in the village. It is a peaceful life herding the sheep and tending the crops, with the peddlers every spring and autumn, and every second year a tinker to bring news from far off lands. Often though, you wonder what is at the ends of the roads leaving the village, what it would be like to have an adventure...to see the world...or a city, which are said to hold as many as five hundred people and where every building is made of stone and the streets are paved with gold.

Maybe you will find out one day, after all, this is the Age of Legends.

Such is our Dark Fantasy.

How to use Dark Fantasy

The way to use Dark Fantasy is to skim read it, and then go back and reread all the rules. There are also Optional rules scattered throughout the books, and a major section devoted to Optional Rules at the end. These Optional Rules are optional because they are often fairly complex and make running a Game of Dark Fantasy more difficult. They do, however, add realism to the game. It is therefore best to use any Optional Rules you like, and ignore those that seem too complicated.



Chapter 2

Role-Playing

What is Fantasy Role-Playing?

For over twenty years people have been playing Role-Playing games. These involve taking on another personality, or “Character”, in an alternate reality. Various rules and guidelines are used to simulate the life of this “Character”, and another person known as the Game Master, or “GM”, is responsible for the creation of the world in which this Character lives, and creating persona's for all the other people who inhabit that world.

The Players of the game are responsible for individual Characters that exist in the world created by the Game Master. These individuals are known as “Player Characters” and are distinct from “Non-Player Characters”, who are the people that are controlled by the Game Master.

Role-Playing is similar to acting in several ways. Firstly, it is an acquired skill, which takes time to master and secondly, it involves acting, thinking, and feeling as your Character does. We would like to stress that although good Role-Playing, and involvement with your Character, is strongly endorsed, over involvement can be detrimental. A six month fit of depression due to the death of a Character, for example, is extreme and counter-productive, so never forget that it is ONLY A GAME!!!

Winning and Losing

There are no losers in Dark Fantasy. A game of Dark Fantasy is “won” if everyone enjoyed themselves. The enjoyment in role-playing games should come from the portrayal of alternate personalities, sometimes with abilities far beyond our own. Within the game a Player may have their Character be or do almost anything. In the long term, the only bounds to a Character's activities are the Player's and Game Master's imagination.

Enjoyment should be derived from Playing a Character rather than achievement. The importance of achievement is often overstated and there is a tendency for Players to want to “get ahead” by whatever means they can. In Role-Playing, this is often achieved by cheating, gaining maximum benefit from rules and the like. Role-Playing should never be viewed as a contest of any form. It is a tool for gaining pleasure and escape, not a method of boosting egos and proving superiority.

The aim of Role-Playing is to play the Character well, have fun and create a situation that is worthy of a tale. Role-Playing can be viewed as a type of interactive fiction where the Player Characters are just like the Characters in a novel. The only difference is that they have their destiny chosen for them by the Players and Game Master. Below is an example of Role-Playing. Imagine yourself in the world we are describing. You are a young peasant boy who has just been thrown out of home by his parents. You are sad and lonely and armed only with a small knife, half a loaf of bread and the clothes on your back. The time has come for you to face the world.

The sun is shining brightly as it is the middle of the day, though the air is brisk. Sad and lonely you set off to find your destiny by following the old beaten trail through the village. The trail leads out of the village and after a short distance it enters a lightly wooded area where you spent many hours playing as a child. The trail narrows as you continue through the woods. The terrain slowly changes from flat land to softly undulating hills. As you travel on, the trees become thicker, eventually obscuring your view of the sun and you begin to feel tired and hungry.

As a Role-Player you will have many possible choices of action for your Character. In this example you have no choice of what you do, as we are telling the story. In the game, the actions of the Character would be totally up to you.

Over a rise ahead you see an ancient tree. As you approach you see its huge roots inviting you to sit. You pull a small piece of bread from your loaf and as you sit eating you hear the birds singing in the trees and a faint sound of water. You finish your mouthful and continue on, heading towards the sound of water. Eventually you come to a wide, fast flowing stream that you decide to follow upstream. After a while you come to a waterfall and on the other side of the stream there is a cavern and from within there is a dim glow...

What would happen if you decided to jump the stream and investigate? Situations such as this will constantly arise in a Role-Playing game. It would be possible for the Game Master to arbitrarily decide what happens but this leaves nothing to chance. What we do instead is to use dice to introduce a random element.

Using Dice

In a Role-Playing game, chance must be represented, whether it is the chance of a random event occurring, or the likelihood of a skilled archer hitting a target. Such chances are normally represented in Dark Fantasy as percentages, and the outcome of an event may therefore be determined by rolling Percentile Dice. Percentile Dice are simply two 10 or 20 sided dice where one die represents tens and the other represents units. Thus all numbers from 00 and 99 are attainable, and a roll of 00 is taken to represent 100. An archer, for example, may be assigned a 90% chance of hitting the bulls-eye (meaning that they will hit it 9 out of 10 times). In game terms, if the Player rolls 90 or under on Percentile Dice, their Character is considered to have hit the bulls-eye.

It is a convention in Dark Fantasy that when chances are concerned, the lower the result of the roll, the more favourable the outcome. For example, if a Character has a 50% chance of successfully breaking a window with a stone then the margin of success of the roll determines the degree of success obtained. In this example, a result of 01 would suggest a bulls-eye hit whereas a result of 49 or 50 may suggest that the Character just managed to hit the window. A result of 51 would mean that the Character just missed and a result of 00 would mean that the Character missed by a mile. As Percentile Dice are used so widely in Dark Fantasy, a table is given called the *Skill Success Table on (p 61)*, which rates the relative success of the action according to the roll and its relation to the chance of success of the action.

Besides Percentile Dice, Dark Fantasy uses 4, 6, 8, 12 and 20 sided dice for various game effects. Because the game is so often referring to dice, an abbreviation is used which takes the form "XdY", where "X" is the number of dice to be rolled and "Y" is the number of sides the dice shall have. "3d8", for example, means that we must roll three eight sided dice and add the results. Occasionally we will refer to die such as a d3. There is no die with three sides, though it is easily represented by rolling a 6 sided die and regarding a roll of 1 or 2 as a result of "1", a roll of 3 or 4 as a "2" and a 5 or 6 as a "3".

Different combinations of dice may also be used to get different distributions of numbers. We can get a range from 20 to 80 with the majority of values being around 50, for example, by using 4d4 then multiplying the result by 5. This system is used to represent Attributes in Dark Fantasy rather than a linear system (Such as percentile dice) where all values from 1 to 100 are equally likely.

Chapter 3

Basic Concepts

This section of the rules gives a general introduction to some of the main concepts of Dark Fantasy.

What Does a Game Master Do?

The Game Master is responsible for designing the world and campaign in which the Players will play their Characters. Dark Fantasy is a set of rules and guidelines for how a Game Master may achieve this, although it does not define any specific world.

The concept of designing an entire world and all the people in it may seem a little daunting, though when it comes down to it there are many strategies that can be used to simplify the task. One is that the Game Master need only create things in as much detail as the Players require. A guard on a town gate, for example, will need little more than a basic personality and perhaps a physical description. However, a person that may be of importance to the Characters must be defined in much greater detail. These concepts are further discussed in *Book 3, in the Section entitled Non-Player Characters (p 18)*.

The Character

This section outlines the basic concepts involved in creating a Character. The application of these concepts is explained in the *Section entitled Character Generation (p 17)* where guidelines are given for committing a Character to paper.

What Is The Character?

A Character is a person in another time and place. Like people in real life, Characters are living, breathing, thinking people with fears, doubts, emotions and humanity, but they exist within a game. A Character may be someone you aspire to be, desire to be, would despise being, or may be somewhat similar to yourself.

The Facets of Creating a Character

A Character is made up of a Personality, Background, Attributes and Skills. The Attributes of the Character are those elements that give them a real and physical quality such as strength, Intelligence, etc. In generating the Attributes there is a random element, although the final Attributes of the Character may be manipulated by the Player to suit their conception of the Character.

For the Character to be consistent, they must have a defined set of moral values. They must have their own judgements of what is right and wrong, good and evil and so on. They should have a code of ethics (or lack thereof), beliefs, disbeliefs, defined fears, and most importantly, a basic philosophy of life. For example, if our Character heard of a princess being held captive by a horrible beastie, would they; 1) Rush to her rescue, kill the beast and return her safely to her home; 2) Wait for a reward to be offered; 3) Ignore it; 4) Rush in, kill the beast, kill the girl, rush

out; 5) Rush in, kill the girl and save the beast; or what? Only the Player can decide.

Creating a personality and background for the Character is important as it gives a fullness to the relatively meaningless numbers that represent tangible aspects of the Character. The Character's background will define and limit the skills that they have acquired throughout their life. These may be skills such as fishing, fighting, the use of a bow, or even something as simple as cooking. Finally, it is important to have an idea of the physical appearance of the Character, so as to complete the concept of the person they represent.

The Attributes

In Dark Fantasy, each Character has a set of Attributes that measure the qualities of the Character. They range from 1 to 95, with an average of 50. The higher the Attribute value, the greater the Character's strength in that Attribute. A Strength rating of 1, for example, would represent someone so feeble they would be bed-ridden. An old grandmother would have a Strength of around 20, and an olympic weightlifter would have a Strength of over 90. All of the Dark Fantasy Attributes are listed below.

Speed: (Spd) is a measure of the overall leg strength of the Character including how fast they can run, how far they can jump, etc.

Strength: (Str) is a measure of how strong a Character is. The Character's Strength relates mainly to the arm and upper body strength of the Character.

Bulk: (Bulk) represents the physical weight of the Character.

Appearance: (App) represents the physical attractiveness of the Character (particularly to the opposite sex).

Agility: (Agl) is the Attribute which represents reaction speed, balance, nimbleness of fingers, and the like.

Endurance: (End) is a measure of stamina, fitness, health & resistance to physical adversity.

Will: (Will) is the measure of the will power of the Character.

Mind Power: (MP) is the Attribute which represents the Character's ability to reason, their intellect, and so on.

Empathy: (Emp) represents the sensitivity, intuition and affinity for magic that a Character has.

Leadership: (Lead) is a measure of the Character's ability to rule over others, and their general charisma.

The Attribute Brackets

In order to make Attributes more useable within the game, Dark Fantasy groups set ranges of Attribute values into "Attribute Brackets (Br)". This value will often be used when calculating the chance of success for different actions. Note that Brackets can be between -3 and 7 with the average being 0.

The Secondary Attributes

In addition to the main attributes, the Dark Fantasy Character has three Secondary Attributes that represent the Character's ability to avoid or absorb Damage in combat. These Attributes are Body, Might and Defence. The Character's Body rating is a representation of how much physical damage is required to kill the Character, Might represents the ability to ignore or cope with the effects of light wounds, and Defence basically represents the Character's ability to avoid attacks. Although these definitions would imply independence, there is some degree of overlap between the concepts.

Body: This Secondary Attribute is a measure of the amount of physical Damage that the body can take. A boxer, for example, may have a high Body rating, as they can take a great deal of physical punishment. The Character's Body is also a representation of how tenaciously the Character clings to life when wounded.

The Character's Body score is a numerical rating. As a rough guide, a Body rating of 5 or less would represent a person who is weak and fairly easy to kill. The average person would have a rating of around 10, and a great warrior may gain upwards of 30 body points! The Character's Bulk is factored into their initial Body rating as it would take more to kill a large Character than a small Character.

Might: Might is made up of several parts. Firstly it represents the ability of a fighter to be able to move his body in such a way as to reduce the damaging effects of a blow. Secondly, Might also reflects to a certain extent, the ability to ignore Damage.

If a Character suffers Might Damage they may be bruised, scratched and shaken, but no real permanent harm will be done, though their ability to prevent more damage being done to themselves is lessened. If the Character's Might is reduced to zero then they would generally be quite bashed about and would have lost the potential or fervour required to withstand further onslaught. Any further Damage inflicted will be taken off the Body Rating of the Character.

Although it may take some time to recover from the pain of minor wounds, the fatigue and willpower related portion of Might can be recovered quickly. It is for this reason that, as will be described later, the Character will heal up to half the Might Damage taken fairly quickly while the remainder will take longer to heal.

Defence: Defence represents the Character's ability to totally avoid incoming blows, use whatever weapon they have to deflect their opponents attack, or out-manoeuvre their opponent in a battle. If a Character loses Defence in battle, it can be for a number of reasons. The opponent has learned part of the way that the Character defends themselves, the Character loses position slightly, the attempt to parry or jump out of the way causes slight strain in a muscle, or some or all of the aforementioned.

Summary of Secondary Attributes:

Body: Ability of the Character's body to absorb Damage.

Might: The ability of the Character to ignore the effects of wounds and not be physically affected by Damage.

Defence: The ability of the Character to dodge blows.

The Character Personality Type

Dark Fantasy uses a classification known as "Character Personality Type" to determine how quickly characters learn skills. For example, a person who feels close to nature will learn skills of the wild quickly, but may have trouble coping with large towns and cities. A number of Personality Types are given, though these are in no way meant to restrict the type of character being played. They merely represent different types of people who learn skills differently.

Do not in any way limit the Character by fitting them neatly into one Personality Type or another, as the Personality Types are only used to determine how quickly the Character will learn their skills and it is a simple process to create a new Personality Type to suit the Character.

The Character Personality Type only represents personality, whereas their "Profession" represents what they actually do, and thus the Character's base level in that skill. Some example Personality Types are listed below. The *Section entitled Learning Ratios (p 50)* details how these Personality Types affect the rate at which the Character learns skills.

Note: A Character may have more than one Personality Type and have secondary personality traits. In this case, the Character may be assigned a "Primary Personality Type" and one or more "Secondary Personality Types". If the Character fits neatly into a Personality Type then this is considered as their Primary Personality Type.

Aggressive (Fighters): Those who are physically oriented and have combative personalities.

Artistic (Artists & Craftsman): This is a Personality Type that derives pleasure from beauty, or have a love for a finished, polished work.

Dominating: (Leaders) Those who seek to rule over others and need to dominate and lead.

Lovers of Magic (Magi): Magi are those who seek knowledge of the universe and its workings. They are "scientific" and philosophical in nature. They often use magic, and tend to be proud of their wondrous powers.

Lovers of the Wild (Foresters): Character's who love the outdoors, appreciate nature and its ways and need the freedom of the wild.

Money Loving (Merchants): Characters who are materialistic, always seeking profit, and enjoy interactions with other people.

Religious (Priest): Character's who may philosophise, but ultimately have faith in an ideal. They have a need to serve something or someone.

Show-offs (Entertainers): Entertainers are natural extroverts and “show-offs”. They enjoy standing up in front of a crowd and being the centre of attention.

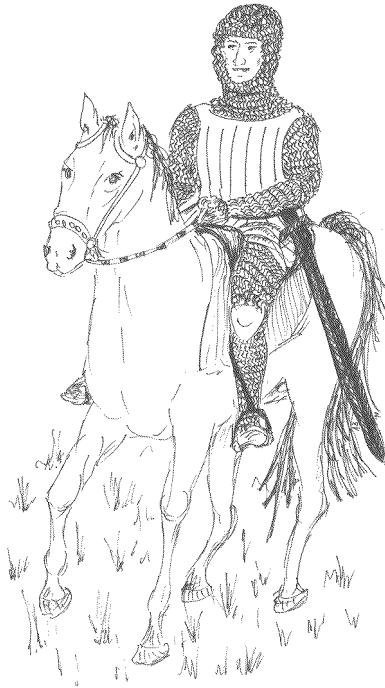
The Underhanded (Thieves): This Personality Type is concerned with stealth and underhanded acts. Thieves are subtle and sneaky and are driven by the excitement of living on the edge.

Summary of Character Personality Types:

Basic Personality Type list: Fighters, Artists, Leaders, Magi, Foresters, Merchants, Priests, Entertainers and Thieves

The Character Profession

A Character Profession is a representation of what the Character has been trained to do or what they are doing with their life; Basically, the Character's job. The Character Profession may be virtually occupation, such as Adventurer, Mercenary, Soldier, Wanderer, Woodsman, or Mage.



Generally, the Character's Personality Type will match their Character Profession, as people tend to pursue a vocation that suits their personality. There is, however, a poignant touch of reality about a warrior who only wants to be a cook. The Character's Personality in no way should limit their profession, though the Character will tend to perform poorly in any occupation that their personality does not suit.

As with the Character Personality Type, we have listed a range of possible Character Professions to use. This is by no means an exhaustive list. Some Characters may also require more than one Character Profession and this should be allowed provided it represents the Character. It should be noted that there is no advantage in having multiple Character Professions. It is simply a game mechanic to make creating and playing a Character easier. Some sample Characters, based on the professions listed below, are given in the *Section entitled Character Suggestions (p 26)*.

Example Character Professions:

Barbarian, Knight, Forester, Mage, Soldier, Paladin, Priest, Rogue, Warrior, Other (described below)

It is possible to have an ordinary, everyday occupation such as Blacksmith, Craftsman or Shopkeeper. In such a role, the Character may be called upon to unite a village against bandits stealing food, etc. A Character could have been raised as a Blacksmith by their father whilst possessing a deep understanding of the mysteries of the universe or great skill with a sword.

The Character Sheet

A Character is a very complex entity, and we use a “Character Sheet” to keep track of all the information. The Dark Fantasy Character Sheet consists of four pages of Character information. The First page is known as the “Main Character Sheet”. This sheet contains all the information about the Character's Attributes, Secondary Attributes, Appearance, Experience and Weapon Skills. The second sheet is known as the “Character Skills Sheet”, and contains all the information about the Character's generic skills and missile weapons. The third sheet carries all the information about the Character's equipment, and the fourth is a personality and background sheet. Additional sheets may be used to carry information about spell and powers if the Character is a Mage.

The Getting of Wisdom

As a Character gains experience, their skills and abilities improve. For ordinary skills, learning simply occurs with use of each individual skill. If a Character is successful in the use of the skill then their ability in the skill slowly increases. Because of the complexity of Combat and Magic there is a different system of learning. Experience gained in these areas is measured by what is called “Fighting Experience Points” and “Magic Experience Points” respectively. The degree of experience the Character has in Magic or Fighting are measured in “Ranks”. At Rank 0, the Character has little experience, and once the Character gains Rank 10 or higher they would be considered a master.

Combat

An integral part of a fantasy Role-Playing System is the Combat System. In Dark Fantasy, combat operates in 4 second time frames called Rounds. This four second time period is generally long enough for all those in a melee to have an attack at their opponent. There are a great variety of weapons that may be used in Dark Fantasy and each has its own special properties. A large weapon such as a mace is very slow, but inflicts a great deal of damage when it hits. A dagger on the other hand is a quick weapon but does not do as much damage.

The basic process of combat is that an initiative roll is made to determine the order in which the combatants will strike. After this roll is made, each of the combatants makes an attack roll which determines the type of hit that will be scored on the opponent. The attack rolls are made on percentile dice and the lower the result the better. If a hit is scored then the attacker rolls dice to determine how much damage was done by the hit. The damage that is done by a hit depends on the weapon as well as the Strength of the Character wielding it.

The damage is applied to the defender according to the type of hit scored. If the result is that the defenders body total is reduced to zero or below then they will die.

Dark Fantasy Conventions

There are several conventions used throughout Dark Fantasy. In order to read and understand the rules it is necessary to have at least an idea of these conventions. Do not spend too much time on this section at first. Get an idea of what the conventions are then refer to this section as required.

General Notes

Any abbreviation used in Dark Fantasy is included in the Glossary at the back of the rules, along with a brief description of many of the terms that are unique to Dark Fantasy. If you have difficulty understanding a term, then first consult the glossary or refer to the index for where detailed information may be found.

Game Master's Discretion

The rules of Dark Fantasy are designed with realism in mind but there will be times when the rules given may not be appropriate. The best way to run a campaign is to follow the rules where they seem reasonable, and if they don't, then use “Game Master's Discretion” or “GMD”

Dark Fantasy does not have rules for every situation and therefore some things are left up to the Game Master to determine. There is one fundamental rule that may be applied with Game Master's Discretion; whenever in doubt, roll percentile dice, with the lower the result the better.

Dealing with Fractions and Numbers

Unless otherwise specified, if a number is a fraction, and a whole number is required, anything up to and including 0.49 is rounded down, and anything above this (including 0.5) is rounded up.

Addition and Subtraction of Numbers

In Dark Fantasy there is a difference between adding or subtracting a value to a number, and adding or subtracting a percentage of that number. For example, if we add 10% to a score of 50, the score then becomes 55, whereas if we add 10 to it, it will become 60. Both systems are used in Dark Fantasy.

Modifiers to Rolls, Chances and Values

A Modifier is a value that enhances or detracts from a capacity to successfully perform a particular action. In Dark Fantasy, a Modifier may be applied to either the Roll, Chance or both. There is a difference between the two.

Percentage Decreases

When increasing or decreasing Attributes by a fixed percentage, the percentage reduction is always based on the normal value rather than the current value. As Attribute values change, the percentage values stay the same.

Calculations Involving Negatives

Often, the end result of the calculation is assumed to have a minimum value of zero, although the parts making up the calculation may be negative.

Pro-Rating

Pro-Rating is a process whereby a Character may have Skills and abilities advanced out of game time. The advancement of the Character should follow the normal rules and would be very similar in effect to grossly accelerated play. This concept is detailed in the *Section entitled Character Advancement (p 46)*.

Skill Success

Dark Fantasy has a system whereby the degree of success of almost any action can be evaluated in a standard manner. This is done using the *Skill Success Table*, which is found in the *Section entitled Chance of Success (p 61)*. The table gives a level of success ranging from a Fumble to a Critical Success, according to how well the Player rolls in relation to their level of Skill or Success Chance. The table specifically applies to the use of standard skills, though it may be used in any situation except combat where a degree of success must be determined.

Maximum Chance of Success

In Dark Fantasy it is possible to advance in a Skill to a point where the listed Success Chance is greater than 100%. However, in Dark Fantasy a roll of 98 or 99 represents an Automatic Failure and a result of 00 represents a Fumble (as defined in the *Section entitled Skill Success Table (p 61)*). Even if a Character has a Success Chance greater than 100 the result indicated on the table still applies, and they may suffer an Automatic Failure or Fumble though a Character with such skill will have very minor fumble effects.

Reference to Combat Statistics

In Dark Fantasy there are several types of Hits. There is the Normal Hit; a special hit called the Body Hit which gets past the defences of the Character, and the Critical Hit which also penetrates the Character's Armour. There is a convention in Dark Fantasy to simply list a Hit Chance as three consecutive numbers separated by a slash; e.g. 70 / 10 / 3. The first number is the Character's Normal Hit Chance, the second is the Body Hit Chance and the third is the Critical Hit Chance. This convention is also followed in listing the statistics of Combative Spells.

Chapter 4

Character Generation

What are we Generating?

The Dark Fantasy Character should be a complete person with physical features, personality, detailed background, etc. It is important that a Character does not become a collection of game statistics.

The Processes of Generating a Character

In generating the basic Character it is very important to have interaction between the Player and the Game Master so that the Character will fit neatly into the Campaign. It is up to the Game Master to determine how much free choice they will let their Players have in designing their Characters. The more complete the personality and background, the easier it is to Role-Play the Character and generally the more fun it is to play.

When Generating a Character:

- 1) Think of a basic concept for the Character (Personality, Background, etc.)
- 3) Determine Attributes and associated values.
- 4) Fully define Personality, Background, Name.
- 5) Assign Profession and Personality Type.
- 6) Determine exact Physical Appearance.
- 7) Determine Secondary Attributes.
- 8) Determine Appropriate Skills.
- 9) Determine Equipment.

Conceptualising the Character

Theoretically, there is no limit to the variety of personalities or backgrounds possible for Dark Fantasy Characters. In some situations, however, the Game Master may wish to design a campaign around certain types of Characters even to the point of generating the entire Character and giving it to the Player. The Game Master, for example, may decide that a Character has lost his memory, and has been raised as a humble peasant, where in fact the Character is the heir to the throne of a great kingdom.

The Character Personality Types and Professions given in the *Section entitled The Character Personality Type (p 13)* may be used to design the Character. Alternatively, the Player and Game Master may prefer to develop the Characters from the ground up, and then assign the Character Professions and Personality Types. Note that if the classifications given do not fit the Character, simply create new ones, using the those that are listed as a guide.

Generally, the campaign will be flexible enough to accommodate any sort of Character that the Player may wish to play. If the Player decides to develop their Character based on the campaign then a good place to start is for the Game Master to give a basic outline of the world in which the Character is being played. This introduction would give the Player a framework on which to base their Character. Without the basic campaign information it is difficult to formulate a Character concept.

The Game Master must be careful to ensure that the background information they give us the sort of information that would be general knowledge amongst the inhabitants of the world. Based on this information the Player should decide on a type of person they would like to play. Although there is no limit to the type of person that can be played, some personalities will make life difficult for an inexperienced Game Master. Through interaction with the Game Master, the personality and background can be further developed and eventually the Character will take form.

Example:

GM: The land is cool and wet. There are vast forests to the north, a great sea to the east, mountains to the west and to the south there are desert lands. In the centre, most of the civilisation lies. There is a town and several villages scattered around through low hills.

Player: I would like to play a Character who comes from the town, perhaps an underworld type figure.

GM: The town is fairly small though it has a thieves guild that organise most of the crime in the town. If you want to be in the underworld and stay alive you would really have to be in the guild.

Player: OK. Perhaps I am moderately high up in the guild.

GM: No Problem.

The Attributes of the Character are then rolled and the Player decides to spend points mainly on further developing his Agility and Speed. Any interesting Characteristics that come out in the rolls may either be factored into the Character's personality or removed by the allocation of points. Once the Attributes are done, the personality and background can be further defined along with the Character's Skills. Once the Character's Personality and Background have been fully developed they should be recorded on the Personality and Background sheet. If there is more information than will fit onto one sheet then use additional sheets.

Example (cont.):

Player: I would like the Character to be a bit of a coward and run away when the going gets tough. The reason why he got into the guild in the first place was because his father left when he was six and his mother died when he was twelve and he had no other way of supporting himself. He attained his position through sliming up to the right people.

The personality and background of the Character should be developed together and should only be limited by the creative imagination of the Player and/or the Game Master. The more detailed it is, the easier and often more fun it is to play the Character. We cannot stress enough the importance of developing a Character's personality and role-playing it well.

Attribute Generation

There are two basic methods of Attribute Generation: Roll them, or simply assign them. There are 10 Attributes which must be determined. They are: Speed (Spd), Strength (Str), Bulk, Appearance (App), Agility (Agl), Endurance (End), Will, Mind Power (MP), Empathy (Emp) and Leadership (Lead).

Randomly Generating Attributes

The most common way of determining Attributes is to generate them randomly. In Dark Fantasy, even random Attribute generation is not totally random, as the Player has 60 points to assign to Attributes after the dice rolls have been made. In this way it is possible to make the Character fit its original concept. If the rolls are unsatisfactory then simply roll the Character again, but bear in mind that it is not necessary to have high values. The important thing is to have a set of values that represent the sort of Character that you want.

Dark Fantasy Attributes are rolled using four sided dice, although the procedure is a little more involved than simply rolling the dice. Firstly, there are two sets of Attributes that have dice in common with each other, and one Attribute is partially determined from a couple of other Attributes. Secondly, there are 60 points that the Player may spend to increase the Attributes of the Character. If the Character is Female, then the values are slightly adjusted.

Below is a table showing how each of the Attributes is randomly calculated. Most of the Attributes are generated by rolling 4d4 and multiplying this value by 5. This rolling gives a minimum value of 20, a maximum value of 80 and an average value of 50.

Attributes Table

Speed:	$(4d4) \times 5$
Strength:	$(2d4) \times 5$ (included in Bulk) + $(2d4) \times 5$
Bulk:	$(2d4) \times 5$ (included in Strength) + $(2d4) \times 5$
Appearance:	$(4d4) \times 5$
Agility:	$(4d4) \times 5$
Endurance:	$(4d4) \times 5$
Will:	$(4d4) \times 5$
Mind Power:	$(4d4) \times 5$
Empathy:	$(4d4) \times 5$
Leadership:	$(2d4) \times 5 + (MP + App) / 4$

Generally there is a bit of calculation involved in generating Attributes and thus it is recommended that the Player writes all the Attributes on a piece of paper and then transcribes the values onto the Character sheet when they are finalised. Below is a list of the steps involved in randomly generating Attributes:

- 1) It is easiest to get the non-standard Attributes out of the way first. Strength and Bulk share 2d4. Roll 2d4 and write this value in small letters in pencil next to Strength and Bulk. Leadership only has 2d4 that are random so roll another 2d4 and write this value next to Leadership.
- 2) The next step is to determine the independent portion of the connected Attributes. Roll 2d4 for both Strength and Bulk then add the values rolled to the values already there.
- 3) Roll 4d4 for all the Attributes that have not yet been touched. This gives the raw diced values for each Attribute.
- 4) Take the diced values for MP and App and add them. Divide this value by 4 and add the unrounded value to the value obtained by rolling the 2d4 earlier rolled for Leadership.
- 5) Now all the basic scores are determined, the values for all Attributes are multiplied by 5 to give the actual Attribute score. In the case of Leadership, the value may need rounding. It is rounded as usual (0.5 + rounded up else round down).
- 6) The Dark Fantasy Character generation rules assume a male Character is being generated. If this is not the case then the Attributes are slightly modified as outlined in the *Section entitled Female Characters* (p 20).
- 7) The Character generation rules will generate an “average” person in the campaign world. It is a tradition, however, that Player Characters are exceptional examples of human development, so in order to help get the Character more you want, that the Attributes of the Character may be altered as detailed in the *Section entitled Final Attribute Determination* (p 20).

At this point the Player should make some decision as to the approximate age of the Character.

OPTIONAL RULE: Check that the Attribute values being assigned do not exceed the limits as defined in the *Section entitled Age Ceiling on Attributes* (p 89).

8) These scores are the actual Attributes of the Character and as such can now be written on the main Character sheet. The scores go in the column marked “Score (N / C)” under “N” representing “Normal Attribute Values”.

9) There is a chance that the rolled Character will not meet the satisfaction of the Player or Game Master. If the expenditure of points to alter the Character's Attributes does not make the Character satisfactory then one has two options; either accept the challenge or roll up another Character.

Summary for Randomly Generating Attributes:

- 1) Roll 2d4 for Str / Bulk and Lead.
- 2) Roll second 2d4 for Str & Bulk.
- 3) Roll 4d4 for all remaining Attributes.
- 4) Add MP & App Dice, Divide by 4, add to Lead.
- 5) Multiply all values by 5 to gain Attribute scores.
- 6) Modify Attributes if Character is Female.
- 7) Add 60 points where desired.
- 8) Put Scores in "Normal" column of main Character Sheet.

Female Characters

In reality there are many differences between men and women. Most of these differences are far too subtle to be represented in terms of numbers on a page. There are, however, Attributes that will be different between men and women.

The average woman weighs less than the average man and thus Bulk for Female Characters is reduced by 6. Average arm and leg strength is also slightly lower for women than it is for men and thus Strength is reduced by 7 and Speed is reduced by 6. Due to the general nature of women being more emotionally responsive, and more attuned with their environment than men, 5 is added to the Empathy score for women. Finally, due largely to necessity through child birth, Females have 5 added to their Endurance scores and 5 added to their Will score.

There are other differences between men and women that are important but cannot be represented in terms of Attributes. The society of the Dark Ages tended to oppress women. They were down-trodden, and thus they had to develop other means of keeping their heads above water. They may, for example, be very subtle in nature, and get what they want by quiet manipulation rather than brute force. Women tend to be more sensitive and less aggressive than men and if the Character is no exception to the rule then this should be taken into account when determining learning rates for Skills.



Summary for Female Characters:

- Reduce Bulk by 6
- Reduce Strength by 7
- Reduce Speed by 6
- Add 5 to Empathy
- Add 5 to Endurance
- Add 5 to Will

Final Attribute Determination

If the Attributes are randomly rolled, then the Player is awarded 60 points that may be spent on increasing them. As the value of the Attribute increases, more points must be spent to increase the score. On the table below, the increase cost column represents the number of points that must be spent for the Attribute to increase by the second number of points. That is, if the Increase Cost is 3/2 then for every 3 points spent on the Attribute, the value of that Attribute will be increased by 2. Note that no more than 30 points should be spent on any one Attribute.

Attribute Increase Costs Table

Attribute Range	Increase cost
0 - 39	1/2
40 - 64	1/1
65 - 74	3/2
75 - 79	2/1
80 - 84	3/1
85 - 89	4/1
90 - 94	5/1

Example: We wish to increase a Character's Speed, which is currently at 68. We have only 13 points left to spend. Spending 3 points will take it to 70, another 3 will take it to 72. We now have 7 points left and decide to increase Mind Power from 80. Spending 3 points takes it to 81, another 3 takes it to 82 and we have 1 point left. This point may only be spent to increase an Attribute that is less than 64.

There are a few rules that must be followed when increasing Attributes. Firstly, when increasing Strength, points must be spent to increase Bulk as well. That is, for every 2 that Strength increases by, Bulk must also increase by 1, with the appropriate number of points being deducted.

Example: A Character has a Strength of 65 and a Bulk of 60. If Strength is increased by 2 (costing 3 points), then Bulk must be increased by 1 (costing 1 point). After this expenditure, the Character's Strength becomes 67, his Bulk becomes 61 and 4 points have been spent.

In creating a Character, a Player may also voluntarily reduce any of the Attributes of the Character so that the scores fit the image of the Character he or she wishes to play. These points are lost, and may not be added to any other Attribute. No Attribute may be reduced below 20, and in the case of Attributes with common dice, the minimum level of the Attribute is determined by the common dice. There is no specific rule, although the fact that the Attributes are connected should not be ignored by the Player or Game Master.

Summary for Final Attribute Generation:

60 points to spend.

No more than 30 to be spent on any one Attribute.

For every 2 points Strength is increased by, Bulk must be increased by 1.

Assigning a Character's Attributes

The other option for generating Attributes is to simply write down the desired values. Although subject to misuse, simply assigning Attributes is a very effective way of getting exactly the Character you want to play.

In generating Attributes there is a tendency for some Players to try to make their Characters extremely powerful. This is really a self defeating process as the fun in Role-Playing comes not from conquest over others and feeding the ego, but rather from simply playing. A mindless oaf who is as strong as an ox and a brilliant whimp, for example, are an excellent combination of Characters that would be exceptionally good fun to play. It is also more fun and more of a challenge to work up from the bottom with the sort of Character that the Player would like to play, rather than start the game with an overly powerful Character.

There are a couple of other things that should be taken into account when assigning the Attributes of a Character. If the Character is female then it is important to take note of the difference in Male and Female statistics as outlined in the *Section entitled Female Characters (p 20)*.

OPTIONAL RULE: The other thing to take into account is the age of the Character as outlined in the *Section entitled Age Ceiling on Attributes (p 89)*.

Attribute Brackets

Dark Fantasy groups Attributes into "Brackets". These are used for convenience and give a general indication of the relative level of each Attribute. Brackets are structured such that the average person and those slightly above and below average will have a Bracket of zero. As the Bracket is often used as a modifier to chances, this means that the listed chances assume an average person is attempting the action.

The Brackets are to be written on the main Character sheet in the column entitled “Br.”. The Brackets are listed on the *Attribute Brackets Table on (p 22)*, along with two other values. These two other values are based on specific Attribute scores. They are Damage Modifier (Dam Mod) which is based on Strength, and Yards per round (Yds/Rnd) which is based on Speed.

Attribute Brackets Table

Score	Bracket	Damage Modifier	Yds/Rnd
0-10	- 3	0.05	11
11-20	- 2	0.2	17
21-40	- 1	0.5	22
41-55	0	1.0	26
56-65	1	1.3	30
66-75	2	1.6	33
76-85	3	1.8	36
86-90	4	2	39
91-92	5	2.4	41
93-94	6	2.7	43
95*	7*	3*	45*
96	8	3.2	47
97	9	3.4	49
98	10	3.6	51
99	12	3.8	53
100	15	4	55

*Natural Human Maximum

Completing the Attributes on the Char Sheet

Thus far we have the “N”ormal Attribute Value column filled in, and the “Br”ackets column filled in. The other half of the Score column is for Current values of the Attributes. Optionally, Attributes may change during play and when they do the current values are written in this column.

OPTIONAL RULE: The next thing to fill in is the 10% column. Dark Fantasy often uses values that are 10% of the Attribute score. For convenience, these values are rounded and placed in the column marked “10%”. Simply divide the Attribute score by 10 and round as usual.

The Special Column

The “Special” column in the Attributes section can not be fully completed at this stage. The values for Yds/Rnd and Dam Mod can be obtained from the *Attribute Brackets Table on (p 22)*.

OPTIONAL RULE: The Loss Mod of the Character cannot be calculated until the Character's equipment is worked out. This is detailed in the *Section entitled Endurance Loss Modifiers (p 92)*.

Finalising the Character's Background, Etc.

Now that the Character's Attributes have been completed, the Character's Background and Personality should be finalised. From these we can establish the Character's Primary and Secondary Personality Types (if any) as well as the Character's Profession.

The Personality Type of a Character is simply a representation of a nature of the Character. There are a limited number of Personality Types listed in the *Section entitled The Character Personality Type (p 13)*. This is by no means an exhaustive list and should in no way restrict the Personality of the Character. If the personality of the Character fits neatly into one or more of these listed personality types then it is a simple job for the Game Master. If not, then it is up to the Game Master to put a title to the Character's Personality Type and assign appropriate learning values for that Personality Type. (as discussed later).

Note: A Character's Personality Type is not an arbitrary straight jacket placed over a Player's actions rather, it is a reflection of the Character's personality.

Once the Personality Type(s) of the Character have been determined, it is up to the Game Master to determine the relevant Learning Ratios for the Character by looking at the values given for Personality Types with similar personality traits. This will be further explained in the *Section entitled Character Advancement (p 46)*.

The Character's Profession

The Character's Profession is a classification of how the Character spends their time. If they are employed as a Blacksmith then this is considered to be their Profession. If they spend their time wandering from place to place then they may be classified as a Wanderer.

The Character's Profession may be used as a model to create the Character, as it is linked heavily to the Attributes and particularly skills of the Character. In the *Section entitled Character Suggestions (p 26)*, the Character Professions are used as a basis for example Characters.

The Character's Physical Description

Eyes, Hair, Complexion & Other Features

Basically, it is up to the Player to decide how they want their Character to look and thus decide on features such as Eyes, Hair and Complexion. There is also space in the Physical Appearance section entitled "Other" and this is for the Player to fill in with any special or unusual physical features of the Character. A good physical description of the Character will help to give it a more realistic feel.

Height and Weight

The Height and Weight of a Character are selected by the Player, assigning values that are roughly reflected by the Character's Bulk.

OPTIONAL RULE: Height and Weight may be calculated based on the Character's Bulk and speed. This is described in the *Section entitled Height and Weight (p 90)* in the optional rules.

Age

In the Dark Ages, boys over 14 were considered to be men, and if necessary were expected to fight. The Dark Fantasy Character generation rules are designed to generate a Character that is ready to play in the Dark Fantasy world. The age that is assigned to the Character should be determined by the Player and Game Master according to the History of that Character.

Handedness

Back in the good old days, handedness was important. Because the majority of the population was right-handed, defences were designed to take advantage of this. Castles, for example, had all the access stairwells shaped so as to allow full swings from right-handed defenders and cramp attacks from right-handed attackers.

A Character may be left handed, right handed or ambidextrous. A Character's Handedness may simply be assigned though it should be noted that being Ambidextrous is very rare. If desired, percentile dice may be rolled to determine the handedness of the Character. A result of 01 to 02 means the Character is ambidextrous, 03 to 23 indicates left handedness and otherwise the Character is right handed.

Summary

01 to 02	Ambidextrous
03 to 23	Left-Handed
24 to 00	Right-Handed

Generating the Secondary Attributes

Once the Attributes of the Character have been generated, the Secondary Attributes may be calculated. The values for these depend largely on the predetermined aspects of the Character, and are part of the section on the Character sheet labelled "Secondary Attributes, Armour and Shield".

Generating Initial Body Points

Every Character starts with of 4d4 Body Points. This Base is then modified by the size, personality and experience of the Character.

Firstly, 2 x the Bulk Bracket is added to the Character's Base Body total. In addition to this, a Character will have a greater amount of points if their personality and/or background is combative or physically oriented. Add up to 1d4 for a physical or combative personality and up to an extra 1d4 for a physical or combative vocation. It is up to the Game Master to determine the extra amount to be added to the Character's Body total.

It is possible to add a fraction of a d4 to the Character's Body. If the Game Master feels it is appropriate he may add a d3, d2 or 1 point to the Character's Body rating for either Profession or Personality Type. As the Character advances in Fighting Experience the Body point total may be increased.

Summary for determining additional Initial Body Points:

For a Character with a Primary Personality Type of Fighter with a Profession of Fighter add 1d4 for Personality Type and 1d4 for Profession.

For a Character with a Secondary Personality Type of Fighter with a Profession of Mercenary add 1d2 for Personality Type and 1d4 for Profession.

For a Character with a Primary Personality Type of Wanderer with a Profession of Farmer add d2 for Personality Type and 1 point for Profession.

Generating Initial Might

Might has a base of 2 x Endurance Bracket of the Character, with the minimum possible value being zero. The Player also has the option of adding more to Might as Fighting Experience is gained.

Generating Initial Defence

The Character's Base Defence value is 2 x Agility Bracket. For beginning Characters 1d3 is added to this base to represent inherent ability, with the total having a minimum value of zero. Defence is also rapidly increased with Fighting Experience as outlined in the *Section entitled Character Advancement (p 46)*.

On the Character sheet the full Defence Rating of the Character should be written before the slash and the current value should be written after it. There is quite a large amount of space provided as Defence is lost and gained rapidly in combat.

Summary

Body: 2 x Bulk Bracket + 4d4 + up to 1d4 for Profession and +1d4 for Personality
Might: 2 x Endurance Bracket (Minimum 0)
Defence: 2 x Agility Bracket + 1d3

Skills

A Character's starting Skills are based on their Profession and background, and the Game Master should assign the Character's skills appropriately. The Character may advance their skills either through general use or through training. Below is a table listing the standard Dark Fantasy Skills, their Base Chance for success, and the Attributes that modify the Character's chance of successfully using the skill.

Skills Table

Skill	Base	Modifying Attributes
Acting	5	Lead,Will,MP
Animal Lore	5	MP,Emp
Blacksmithing	5	Agl,MP
Carpentry	10	Agl,MP
Climbing	15	Agl,Str,Height
Counting	25	MP
Disguise	5	MP
Evaluation	5	MP
Farming	5	MP
First Aid	10	MP,Agl,Lead
Fishing	25	Agl,MP
Gambling	10	Agl,Lead,MP
Herb Lore	0	MP
Hiding	10	MP,Agl,Will
Law	20	MP
Legend Lore	0	MP
Perception	30	MP
Persuade	10	Lead,MP,App*
Pick Locks	5	MP,Agl
Pick Pockets	2	Agl
Plant Lore	0	MP,Emp
Playing (per inst.)	0	Agl
Read/Write Lang.	0	MP
Riding	0	Emp,Agl,Spd
Sailing	0	MP
Singing	8	Lead
Sleight of Hand	0	Agl
Sneaking	15	Agl,MP
Speaking	30 - 80	(see Skill Description)
Streetwise	0	Lead,MP
Torture	20	Lead,MP
Tracking	10	MP
Trapping	20	MP,Agl
Weather Watch	5	MP

*Appearance is only valid in this skill, if it is the opposite sex that the Character is trying to persuade.

There are 34 basic Skills listed in Dark Fantasy and it is up to the Player and Game Master to create any other Skills that may be required, based on those provided. Note: There is also no need to worry about any skill that is not used by the Character. If the Character ever comes to use the skill, simply transcribe it onto the Character sheet at the appropriate base level.

Unless the Character has a personality suited to that particular skill, their Base Chance of success will be derived from this table. The Personality Type of the Character may affect the Base Chance of success of particular skills. The Personality Type of the Character also influences the rate at which a Character may learn a Skill. The "Modifying Attributes" listed for each Skill are discussed in the *Section entitled Modifying Attributes (p 26)*.

Modifying Attributes

On the *Skills Table on (p 25)*, each of the Skills is given a set of Modifying Attributes. When a skill is used, the Brackets of the Modifying Attributes affect the chance of successfully using the skill. The "Attribute Bonus" is calculated as described below. Once calculated, the Attribute Bonus is added to the Character's chance of success.

For 1 Modifying Attribute:

Attribute Bonus = 5 x Attribute Bracket.

For 2 Modifying Attributes:

Attribute Bonus = 3 x 1st Attribute Bracket + 2 x 2nd Attribute Bracket.

For 3 Modifying Attributes:

Attribute Bonus = 3 x 1st Attribute Bracket + 2nd Attribute Bracket + 3rd Attribute Bracket.

The Attribute Bonus for each Skill should be written in the "Att Bonus" column of the Character Sheet.

Improved Bases

Some Personality Types are naturally better at some skills than others. Therefore, certain Personality Types will have base skill levels greater than the average person. These are listed below for each Character Personality Type.

Improved Bases Table

Fighters: Riding (5), Climbing (20)

Artists: Carpentry (30), Evaluation (10), Pick Locks (10), Perception (35), Weather Watching (10)

Leaders: Acting (10), Persuade (20), Streetwise (5)

Magi: Counting (30), Plant Lore (3), Herb Lore (1)

Foresters: Animal Lore (10), Climbing (20), Plant Lore (5), Riding (10), Tracking (20), Weather Watching (20), Herb Lore (2)

Merchants: Counting (35), Evaluation (15), Streetwise (10)

Thieves: Acting (10), Evaluation (15), Gambling (15), Hiding (15), Perception (35), Pick Pocket (10), Pick Lock (6), Sneaking (22), Streetwise (10), Trapping (25)

Priests: Persuade (15)

Entertainers: Acting (10), Persuade (15), Pick Pockets (5), Play Instrument (10), Singing (15)

Healers: First Aid (15), Persuade (15), Herb Lore (2)

Filling in Skills on the Character Skills Sheet

The Base Chance of Success for each of a Character's skills should be written lightly next to the Skill on the Character sheet. This value will increase as the Character is developed and thus there is little point in filling in the score column.

The LR column of the Skills section is for the Character's Learning Ratio for each skill. These are defined on the *Skill Learning Ratios Table on (p 52)*.

Character Suggestions

Below is a Guide to some popular professions for Dark Fantasy. These may be used as templates for Character's in the Dark Fantasy campaign.

The statistics listed with each Profession are given as a guide only and should not restrict the Character in any way. They merely give an idea of what is usual for this kind of Character.

Skill Level Descriptions

The table below gives describes the level of competence of the various skill score brackets. These descriptions are used to describe the level of skill that the Character has with both weapons and ordinary skills, and this is further explained in the *Section entitled Character Advancement (p 46)*.

Skill Level Descriptions Table

Skill Level	Description
Base to 50	Unskilled
51-70	Competent
71-85	Skilled
86-90	Exceptional
91-95	Masterful
96+	Grand Master

The best way to use these suggestions is to decide how skilled and powerful you want the Character to be. Use the values given below as a guide then decide on the Character's exact weapon skills, etc. and calculate the relative experience of the Character from this. This process is described in the *Section entitled Pro-rating the Character (p 56)*.

Barbarian

Description: Great warriors with little concern for manners, culture, or the finer things in life. Killing, raping and pillaging is their love.

Typical Personality Type: Fighter

Typical Fighting Rank: 3-5

Example Attributes:

Attribute	Range	Average
Speed:	40 - 90	55
Strength:	70 +	80
Bulk:	60 +	80
Appearance:	30 - 65	43
Agility:	40-70	50
Endurance:	60+	70
Will:	60+	80
Mind Power:	40-70	44
Empathy:	20-40	30
Leadership:	40-65	41

Typical Skills:

The Barbarian spends little time on skills and therefore the skills will be largely dependant on the Background of the Character where skills such as Sailing may have been learnt to some degree.

Typical Weapon Skills:

Weapon	Skill Rating
Hand Axe	Competent - Skilled
Spear (1)	Skilled
Battle-axe	Competent - Skilled

Typical Equipment:

Hand Axe, Battle Axe, Spear, Studded Leather Armour, shield.

Brigands, Bandits and Outlaws

Description: When hardship became too much for people in Dark Ages society, one way out for them was to become outlaws. People who became desperate and had nothing to lose often took up the way of the brigand to survive. They abandoned the lawful system that had left them out in the cold and became lawless fugitives who preyed on anybody they could. Bandits and brigands lived in the countryside where they could hide from representatives of the law. They tended to move often and their hideouts were often quite ingenious in concealment. Areas of turmoil and poverty lead to increased brigandry, and there will be more outlaws operating in such areas.

There are different kinds of bandits. There are desperate farmers who turn to crime because they can't support their families in any other way, there are also ruffians who are out for the loot they can pick up at anyone's expense. There are as many types of brigands as there are reasons for brigandry from self gratification to the nobility of Robin Hood.

Outlaws are generally poorly equipped in a military sense but their weaponry is adequate for their purpose. Bandit arms and armour are what they have been able to scavenge or improvise because they can't just walk into any town and buy their equipment. Armour is rare except for things like leather jerkins and quilted cloth vests.

Bandits are assumed to be quite untrained and unpractised at proper fighting. They all have the primary or secondary class of fighter, though, as they have the necessary aggression and combative instinct to fight. Their morale will generally be quite low but in the case of desperadoes they will likely fight in a very determined way as they have nothing to lose and everything to gain.

Typical Personality Type: Fighter

Typical Fighting Rank: 1-4

Example Attributes:

Attribute	Range	Average
Speed:	40+	55
Strength:	50+	65
Bulk:	40-75	60
Appearance:	Any	50
Agility:	Any	50
Endurance:	50+	60
Will:	Any	50
Mind Power:	Any	50
Empathy:	Any	50
Leadership:	Any	50

Most bandits will be Fighting Rank one or two but it is possible for an old and successful bandit or an ex-man-at-arms turned renegade to achieve the higher ranks listed. Outlaws wear up to generic armour type 3 but no more than this unless they have been incredibly lucky and somehow obtained better armour.



Typical Skills:

Outlaws would have developed Skills from their previous profession but would also may have developed forest survival skills depending on their abode. Some typical Skills would be:

Climbing (30+), Hiding (50+), Perception (50+), Sneaking (50+), Tracking (50+), Trapping (30+), Weather Watching (30+)

Typical Weapon Skills:

Common weapons amongst outlaws are easily obtainable ones such as hand axes, spears, clubs and daggers. They use weapons that are not too hard to learn as they do not have the time to spend hours practising esoteric and difficult fighting techniques. They will use bows if they can get them because they are good ambush weapons, but will also resort to slings if they have the patience to learn the art. The spear, with its all round capability and its ease of manufacture and maintenance, is probably the most common weapon amongst outlaws.

Examples:

Weapon	Skill Rating
Hand Axe	Competent - Skilled
Spear (1)	Competent - Skilled
Spear (2)	Competent - Skilled
Short Bow	Unskilled - Skilled

Typical Equipment:

Equipment would usually be based on their Environment. Outlaws would have to have some weapons, Protective clothing, etc.

Knight

Description: Knights are very powerful warriors due to their superb equipment and because they have diligently trained since an early age to be able to fight. When a squire has been trained sufficiently to warrant becoming a knight he is a very good warrior. Thus, no low Rank knights will ever be found.

There is an important thing for the Game Master to note at this point. There is a tendency for some games to unrealistically portray all knights as extremely powerful and very chivalric Characters who are two dimensional and larger than life. This was not so in the Dark Ages. Knights were professional, highly trained fighters who were nobles by right of strength. Only some were chivalric and aspired to high nobility but it is to be noted that knights were real people with human faults and vices.

Some knights, mostly in situations of somewhat more entrenched aristocracy than was the case in Dark Ages England, were not so keen on the warrior aspects of knighthood, concentrating instead on administration or whatever.

Typical Personality Type: Fighter

Typical Fighting Rank: 4-7

Example Attributes:

Attribute	Range	Average
Speed:	60+	65
Strength:	60 +	75
Bulk:	60 -80	65
Appearance:	40+	50
Agility:	55+	60
Endurance:	60+	68
Will:	45+	60
Mind Power:	40+	50
Empathy:	45+	50
Leadership:	60+	70

Typical Skills:

The Knight may have quite diverse skills and were generally reasonably well educated. Some example skill scores are given below.

Law (60+), Perception (40+), Persuade (30+), Riding (50+), Speaking (75+)

Typical Weapon Skills:

Some common weapons for knights are: two handed sword, bastard sword, broadsword, longsword, dagger, mace, morning star, battle axe, lance, spear (both for boar hunting and for improvised lance use), bow (mainly for hunting).

Weapon	Skill Rating
Hand Axe	Skilled +
Spear (1)	Skilled +
Spear (2)	Skilled +
Longsword	Competent - Grand Master*
Broadsword	Competent - Grand Master*
2 Handed Sword	Competent - Grand Master*
Morning Star	Competent - Grand Master*
Mace	Competent - Grand Master*
Lance	Competent - Grand Master

* A Knight will not be exceptional in all these weapons. Usually they will pick a favourite weapon and concentrate on perfecting it in addition to having some skill in one or two other weapons. They will always at be at least reasonably competent with Hand-axe and spear.

Typical Equipment:

Gambeson, Chain Mail, usual weapons used, good clothes, skins, shield, horse, perhaps a squire.

Forester

Description: Foresters are experts at surviving in the wild and have tremendous survival skills. They tend to shy away from cities, crowds and civilisation. Generally a Forester would also have the Personality Type of Forester.

Typical Personality Type: Forester

Typical Fighting Rank: 1-4

Example Attributes:

Attribute	Range	Average
Speed:	60+	75
Strength:	45+	55
Bulk:	40-60	50
Appearance:	Any	50
Agility:	60+	70
Endurance:	60+	75
Will:	60+	70
Mind Power:	Any	50
Empathy:	60+	75
Leadership:	up to 65	45

Typical Skills:

The forester would tend to have numerous survival skills based on their chosen method of survival. Some examples are given below:

Animal Lore (40+), Climbing (30+), First Aid (20+), Fishing (40+), Herb Lore (10+), Hiding (50+), Perception (50+), Plant Lore (30+), Sneaking (50+), Tracking (50+), Trapping (30+), Weather Watching (50+)

Typical Weapon Skills:

Weapon	Skill Rating
Hand Axe	Competent - Skilled
Spear (1)	Competent - Skilled
Spear (2)	Competent - Skilled
Short/LongBow	Skilled - Grand Master
Thrown Dagger	Competent - Masterful
Thrown Spear	Skilled - Masterful

Typical Equipment:

Thick protective clothes, knives, Spear, Bow, Cooking Utensils, Skins.

Mage

Description: The Mage is a student of the arts. They study and contemplate life's mysteries and attempt to solve them. There are those Mages that follow a particular path, and there are those that learn whatever they can.

Typical Personality Type: Mage

Typical Fighting Rank: 0

Example Attributes:

Attribute	Range	Average
Speed:	30-80	50
Strength:	25-70	45
Bulk:	Any	50
Appearance:	Any	50
Agility:	Any	55
Endurance:	Any	50
Will:	40+	60
Mind Power:	60+	75
Empathy:	60+	75
Leadership:	Any	55

Typical Skills:

Skills that may be developed by some Mages are: Acting, Counting, Evaluation, Herb Lore, Legend Lore, Perception, Persuasion, Read/Write and Sleight of Hand.

Typical Weapon Skills:

Typically a Mage has no desire to learn to fight though it is possible through their own devices or through the necessity of self defence they have learnt to fight. One of the more common weapons for a Mage is a staff, as they can carry it easily and it is useful for self defence.

Typical Equipment:

There is really no such thing as a typical mage. They could dress ordinarily or in very ornate clothes, they may carry tomes and magical components or they may not. Much of the equipment being carried by the mage depends on which kind of Magic they use.

Experience:

See *Book 2 Arcane Law* for details on the experience level of a starting Mage.

Soldier

Description: Soldiers are the common troops of feudal times. They swear allegiance to a lord who provides them with arms and armour and they fight in his army. Men-at-arms did not train overly much, but were usually reasonably competent. There were some veterans of many battles who would be very good fighters but, conversely, there were some unskilled or inexperienced fighters as well. The Rank of a given man-at-arms should depend largely on the nature of his lord, by degree of training, etc.

Being a Soldier in a Dark Fantasy world, the Character would be taught basic weapon skills with a few common weapons such as Hand Axe and Spear, and would be required to be quite fit.

Typical Personality Type: Fighter

Typical Fighting Rank: 2-5

Example Attributes:

Attribute	Range	Average
Speed:	40+	55
Strength:	40+	55
Bulk:	38-75	55
Appearance:	Any	50
Agility:	Any	50
Endurance:	50+	60
Will:	Any	50
Mind Power:	Any	50
Empathy:	Any	50
Leadership:	Any	50

Typical Skills:

The Typical Skills of the average soldier would be based largely on their occupation and experience before they became a soldier. Skills such as Farming or Blacksmithing would be common amongst average soldiers.

Typical Weapon Skills:

Weapon	Skill Rating
Hand Axe	Competent - Skilled
Spear (1)	Competent - Skilled
Spear (2)	Competent - Skilled

Typical Equipment:

Splint or Leather armour, Spear, Hand-axe

Paladin

Description: The Paladin is a Knight of purity. Their Personality Type may vary as they could be Fighters, Foresters or even Priests, though they strive for values of chivalry and righteousness. They would tend to be strong, fearless, empathic and agile whilst potentially being narrow minded and stubborn.

Typical Personality Type: Fighter/Priest

Typical Fighting Rank: 5-9

Example Attributes:

Attribute	Range	Average
Speed:	55+	65
Strength:	60+	70
Bulk:	55-70	60
Appearance:	60+	70
Agility:	60+	70
Endurance:	60+	70
Will:	70+	80
Mind Power:	60+	70
Empathy:	60+	70
Leadership:	70+	80

Typical Skills:

The Skills of the Paladin would depend very much on the individual, though some examples would be: Acting (30+), Counting (20+), Evaluation (30+), First Aid (30+), Law (70+), Perception (50+), Read/Write (50+), Riding (60+), Speaking (90+), Tracking (20+)

Typical Weapon Skills:

The Paladin would tend to have better combative skills than a Knight. They may have developed skills with several weapon combinations.

Typical Equipment:

Excellent Quality Clothes & Armour, Horse, Weapons, Skins & Furs, etc.

Priest

Description: Being a priest involves a great deal of devotion to the Church, God or a religion. There is often religious dogma and rituals associated with this, though it is possible that a priest may simply spend their time in noble pursuits such as caring for the sick and needy. It is possible that Priests may use some form of magic - usually channelled from the source of their religious beliefs. There are also dark priests that dabble in evil rather than good. It is possible that priests are also knights as they were in the crusades.

Typical Personality Type: Priest

Typical Fighting Rank: 0

Example Attributes:

Attribute	Range	Average
Speed:	Any	50
Strength:	Any	50
Bulk:	Any	50
Appearance:	40+	50
Agility:	Any	50
Endurance:	Any	50
Will:	Any	50
Mind Power:	40+	60
Empathy:	60+	70
Leadership:	55+	60

Typical Skills:

Acting (20+), Counting (30+), Evaluation (50+), Law (50+), Perception(40+), Persuade (30+), Read/Write (70+)

Typical Weapon Skills:

Like the Mage, the typical Priest is not trained in any weapon. As usual, there are possible exceptions.

Typical Equipment:

Depends on the background of the Character.

Rogue

Description: The work of a Rogue is filled with subtle manipulation, picking pockets, and petty crime. Normally they have the Personality Type of Thief and tend to be agile and fast, and often quick witted, but have little Empathy.

Typical Personality Type: Thief

Typical Fighting Rank: 0-2

Example Attributes:

Attribute	Range	Average
Speed:	65+	75
Strength:	Any	50
Bulk:	Any	50
Appearance:	Any	50
Agility:	65+	75
Endurance:	Any	50
Will:	to 80	40
Mind Power:	Any	50
Empathy:	to 70	35
Leadership:	to 80	40

Typical Skills:

The Rogue would tend to have skills such as: Acting (30+), Climbing (30+), Evaluation (20+), Gambling (30+), Hiding (50+), Law (10-20), Perception (40+), Persuade (20+), Pick Locks (15+), Pick Pockets (30+), Sleight of Hand (10+), Speaking (around 30), Streetwise (40+).

Typical Weapon Skills:

Weapon	Skill Rating
Dagger	Competent - Exceptional
Shortsword	Competent - Skilled
Garotte	Competent - Skilled
Thrown Dagger	Competent +

Typical Equipment:

Lock Picking Equipment, Poor quality clothes.

Mercenary

Description: Mercenaries are experienced soldiers that sell their services for money. They often hire themselves out as units of varying sizes but they can also be found as individuals. Their equipment and general wealth varies considerably, not only between individuals but also within one mercenary's lifetime.



Typical Personality Type: Fighter

Typical Fighting Rank: 4-8

Example Attributes:

Attribute	Range	Average
Speed:	Any	65
Strength:	60+	70
Bulk:	60 +	65
Appearance:	Any	50
Agility:	Any	50
Endurance:	65+	75
Will:	Any	50
Mind Power:	Any	50
Empathy:	Any	50
Leadership:	Any	50

Typical Skills:

The Mercenary would tend to have a small range of highly developed skills which they would use to sell their services. Usually, their skills would be combat oriented.

Typical Weapon Skills:

Weapon	Skill Rating
Hand Axe	Competent +
Spear (1)	Competent +
Spear (2)	Competent +
Shortsword	Competent +
Longsword	Skilled +

The Mercenary would tend to have an Exceptional Skill in one or two other weapons.

Typical Equipment:

Armour varies considerably between mercenaries. Mercenary units will be armoured as appropriate for their culture and the type of infantry or cavalry they are. Generic armour types 6, 8 and 13 are some common combinations of armour for individual mercenaries (See the *Section entitled Generic Armour Types (p 40)*).

Mercenaries use just about any weapon they can get their hands on with the exception of heavy chivalric weapons such as bastard sword and two handed sword.

Equipping The Character

The possessions with which a Character starts will depend very much on what they have done in the past, as well as when and where they start. If, for example, the Character is a young boy who has decided to run away from home then the equipment he starts of with will be whatever he can get his hands on as he leaves. Equipment for such a Character may be a loaf of bread, a bit of cheese, a cloth to wrap it up in, a bit of string and a kitchen knife. On the other hand, a Dark Fantasy Character may start the game as an experienced warrior and thus may have a set of good armour, swords, axes, bows, etc.

The Dark Ages society was not as rich as our society is today. Generally, for example, each person would have one set of clothing that they wore until it was worn out and generally this would take several years. Nobles, of course, are an exception to this rule.

The average wage was very low, so low in fact that without some sort of support it was very difficult to live. Many people worked for themselves and grew their own food as it was too expensive to buy and thus money was seen as being fairly unimportant to all except those that had it. Prices for goods and services had little consistency and could vary enormously over short periods of time and short distances. It is for these reasons that giving prices for goods is fairly pointless. It would serve just as well if the Game Master simply decided how much something would be at the time.

In order to get things in perspective, *4.11.1 Prices and Effective Weights* shows an approximate price for goods and services as compared to the average income, which would be around 1 to 2 silver pennies per day. Most of the items listed are simply out of the question for the average person.

Items such as swords and heavy military weapons were also generally reserved for use by those who were given the right by the crown. A peasant seen with a bastard sword, for example, would be cut down by a knight without hesitation.

Effective Weight

Effective Weight (E. Weight) is a measure of how difficult something is to carry and how heavy it is. Carrying the weight of a mattress in a backpack would not be so bad, but carrying the mattress would be very encumbering. Effective Weight is therefore a simplification of this concept to give a guide to how encumbered a Character is.

Encumbrance is a factor that should be considered by the Game Master and some penalties should be applied to a Character's physically oriented skills and combat chances if they are encumbered. A full system for encumbrance is given in the optional rules. Note that torso Armour is written as a percentage. This is because the weight of the armour is related to the size of the body of the Character wearing it, and Effective Weight is a percentage of the Character's weight.

Prices and Effective Weights Table

Service	Price*	
Accom. (Dorm / day)	1 day	
Accom. (Room / day)	1 week	
Food	Price*	
Ale	1/4 day / pint	
Bread	1 day / loaf	
Meal (cold)	3 / 4 day	
Meal (hot)	1 day	
Clothes	Price*	E.Weight
Cloak (cheap)	4 -6 mths	0.2
Robe	2 - 6 mths	0.5
Tunic (leather)	8 mths	0.5
Tunic (linen)	1 mth	0.2
Misc. Items	Price*	E.Weight
Candles (tallow)	1 wk / lb.	1 / lb
Coffin	1- 2 wks	100
Horse (riding)	1.5 - 2 yrs	NA
Horse (war)	2 - 3 yrs	NA
Lantern	3 wks	3
Lamp oil	2 wks /gal.	3 / gal
Parchment	1 day / sht.	0.05
Quiver	1 wk	1
Rope	1 day / yrd	1 / yard
Sack	1/ 4 day	0.1
Saddle (riding)	4 mths	10 - 40
Saddle (war)	1 year	60
Tinderbox	1 wk	2

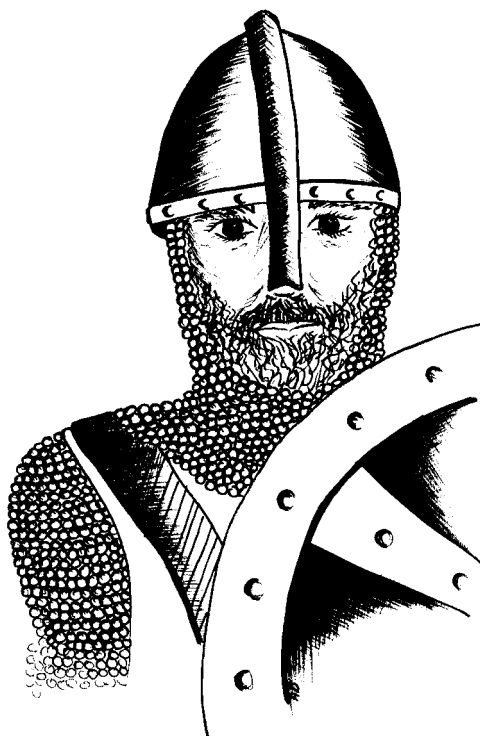
Torso Armour	Price*	E.Weight
Chain Hauberk	1 1/2 yrs.	9.5%
Cuir-Bouilli Hbk.	4 mths	6%
Gambeson	1 mth	1%
Heavy leather vest	2 mths	2.5%
Ring Hauberk	6 mths	5.5%
Scale Hauberk	8 mths	13%
Soft Leather vest	2 mths	1%
Std. Leather Hbk.	5 mths	4.5%
Splint Surcoat	4 mths	10.5%
Other Armour	Price*	E.Weight
Cap (leather)	1 wk	0.02
Coif (mail)	4 mths	4.5
Leather Trews	1 mth	1
Shield (small)	1 mth	5
Shield (medium)	2 mths	10
Shield (large)	5 mths	15
Weapons	Price*	E.Weight
Arrows (per 20)	2 weeks	1
Axe (battle)	8 mths	4.5 - 5.5
Axe (hand)	3 mths	1.5 - 2.5
Axe (throwing)	4 mths	1 - 2
Axe (wood)	2 mths	3 - 5
Bow (longbow)	6 mths	1 - 2
Bow (short)	4 mths	1 - 1.5
Club	0 - 2 wks.	2.5 - 5
Crossbow (Lgt.)	6 mths	3 - 5
Crossbow (hvy.)	14 mths	6 - 10
Crossbow bolts	1 day each	0.1
Dagger	1 mth	0.5 - 1.5
Flail	6 mths	5 - 6
Halberd	6 mths	5.5 - 7
Javelin	2-3 mths	1.5 - 2.5
Knife	3 wks	0.3
Lance	2-3 mths	5.5 - 7
Longsword	6 mths	2.5 - 3.5
Mace	4 mths	4.5 - 6
Morning star	8 mths	4 - 5.5
Pike	2 mths	6.5 - 8
Sling	2 wks	0.25 - 0.5
Sling Bullets (20)	1 wk	1
Spear	2 mths	2.5 - 3.5
Staff (iron-shod)	2 mths	3 - 5
Sword (short)	4 mths	1.5 - 2.5
Sword (2 handed)	1 year	5 - 9
Sword (Bastard)	1 year	4 - 5

* Price is listed in terms of amount of work on an average wage that would be required to buy the goods.

Armour, Shields & Weapons

Armour is the last thing stopping damage to the body. There are many types of armour listed in Dark Fantasy, some of which, such as Plate, did not exist in the Dark Ages. Plate only appeared early in the 14th century, and even then, few more than the king and a select few knights had the honour of wearing this glorious armour. There has never been a point in time when plate was freely available to the general population, and Characters, even if existing in the times when plate existed, would have to be of great power and nobility to obtain a suit. The most common form of armour was mixed and matched. Plate greaves, for example, may have been worn with a chain hauberk. Plate armour has been included to allow Dark Fantasy to be set in other periods, and as a point of comparison.

We have enclosed a list of common armour types and their statistics for convenience, and have also included in the optional rules a system for customising your own armour type if desired.



Armour Descriptions

Body Armour

Gambeson: A padded coat generally tying up at the sides, and covering the abdomen, chest, groin, and shoulders. It is the basic form of armour, and may be worn underneath all other types of armour.

Light / Heavy Leather: This is the use of natural leather or skins for protection. Because of the natural toughness of leather, it offers reasonable protection for its weight. Heavy leather could be merely thick leather, or several layers of thin, light leather sewn together.

Splint Surcoat: This is a coat of heavy material that has metal plates sewn into it. It can be worn over other types of armour, but is quite encumbering.

Studded leather: This form of armour is relatively heavy leather strips interwoven and studded together. Its degree of protection varies greatly depending on the thickness of leather used, and thus the statistics for this form of armour may be reduced or increased at the Game Master's Discretion.

Ring Mail: This is a form of armour that has many and varied forms. It is essentially a leather coat, or perhaps some other material, that has metal rings sewn on to it.

Cuir-Bouilli: This armour is leather that has been cured and hardened. It is boiled in wax, and becomes very rigid, thus offering very good protection for its weight.

Chain Mail: Chain Mail is a collection of many thousands of small links or rings interwoven together. It is quite good armour, but takes far longer to make than most of the other types of armour and is very heavy.

Scale Mail: This form of armour is a coat with metal plates sewn into it in a fish scale arrangement, hence the name.

Brigandine: This form of armour has metal plates or strips sewn or riveted between two pieces of leather.

Lorica Segmentata: This armour is relatively light, with excellent protection value. It consists of metal bands sewn into a leather undercoat. This form of armour was that used by the Roman Legions, and was not made in the Dark Ages. Perhaps it may be found as an old family heirloom somewhere. It is not for general use.

Plate Armour: This form of armour should not be generally used in Dark Fantasy, because it is out of period and tends to unbalance combat. A basic guide to its effectiveness is given on the armour table, but this will alter at the Game Master's Discretion according to the period.

Arm Armour

Vambrace: A Vambrace is a plate protecting the forearm and elbow. We have listed several types of Vambraces, and all are fairly easily distinguished apart from the splint Vambrace, which is flat metal plates riveted to thick leather.

Extended Chain Hauberk: The chain hauberk is very good, in that it is fairly simple to extend the sleeves to cover the arms. This obviously will provide protection for the arms, but slow their movement down slightly.

Leg Armour

Chain Leggings: These are effectively a pair of trousers made from Mail. They are fairly restrictive, but offer reasonable leg and Groin protection, particularly from sharp weapons.

Greaves: Greaves are like Vambraces to cover the lower portion of the leg.

Extended Hauberks: The hauberks on the *Body Armour Table* on (p 96) assume a half hauberk. This can be made into a full hauberk, by increasing its length to come down to the knees. Only ring, scale or chain hauberks can be extended under these rules. A gambeson, for example, could be extended, and quite often was, but the overall result was small and thus is represented only as giving a Protection Modifier of - 0.5 as opposed to 0.

Leather Cap: The leather cap has very little effect in game terms. It was commonly worn under the other helms as an inner layer for softness and comfort. It should for example go under a chain mail coif under almost all circumstances, to prevent hair being caught.

Hardened Leather Cap: This is a cap of Cuir-bouilli, that was worn as a small gesture towards protecting the head.

Cuir-Bouilli Helmet: A more extensive version of the hardened leather cap. It was an actual helmet made from Cuir-bouilli.

Chain Coif: This is somewhat similar to a balaclava made of chain mail. It fits over the head, leaving the face free, but draping down over the neck. It is usually also worn underneath the larger helms.

Norman Helm: This is the most common form of head covering. It took on several shapes and forms, but comprised of several segments riveted together and had a nasal which was a piece of metal coming down from the helm and covering the nose, offering some protection to the face.

Helmet: This is similar to the Norman Helm though it does not have a nasal.

Roman Helm: The Roman Helm is not a typical Dark Fantasy helmet but would generally go with Lorica Segmentata. It is helmet that has a solid top and flaps covering the sides of the head and the back of the neck.

Full Helm: This was a helm that covered all of the head and face, as well as much of the neck. The only real points of exposure were the eye slits, and the small breathing holes. The helm, although it completely covered the head, was not designed for maximum efficiency. Sometimes called a pot helm, it just sat on the head.

Crusader's Helm: This type of helm is not used in standard Dark Fantasy. It goes with the elaborate sets of plate armour developed late in the fourteenth century and later. It was specifically shaped so that the blows that might hit it would glance off it. This type of helm was used in most of the later sets of plate armour that are often seen as examples of armour in encyclopaedias. One of its best features was the fact that it had a visor that could be raised when needed.

Shields

Shields: Shields in the Dark Ages took many forms. They ranged from the rather large Norman kite shields (large shields), down to a variety of small shields that generally buckled onto the arm. These were known as bucklers, and are referred to in Dark Fantasy as “small shields”. The third type of shield, “Medium shields” are those which fit in between the two. They would generally take the form of round shields around two feet in diameter, made of wooden slats held together with iron braces and leather facing.

Generic Armour Types

For the purpose of simplicity, we have included a list of armour combinations that were common in the Dark Ages. It is suggested that these combinations of armour be used under normal circumstances, as the data for individual sections of the body (given in the optional rules) were only included so as not to limit those Players and Game Masters that have a unique idea for a Character requiring unlisted combinations of armour.

Generic Armour Type Descriptions

- 1: Normal Clothes
- 2: Quilted Vest.
- 3: Leather Jerkin.
- 4: Heavy Leather Vest.
- 5: Studded Leather Vest, Studded Leather Vambraces, Leather Cap, Helm.
- 6: Ring Mail Half Hauberk, Padded Gambeson, Leather Cap, Helm.
- 7: Cuir-bouilli Breastplate and Skirt, Cuir-bouilli Greaves, Vambraces and Helmet, Leather Cap.
- 8: Leather Undervest, Studded Leather Half Hauberk, Studded Leather Greaves, Splint Vambraces, Leather Cap, Cuir-bouilli Helmet.
- 9: Padded Gambeson, Chain Half Hauberk, Leather Cap, Helm.
- 10: Extended Ring Hauberk (legs), Norman Helm, Leather Cap, Studded Leather Vambraces.
- 11: Padded Gambeson, Chain Mail Half Hauberk, Splint Vambraces, Leather Cap, Norman Helm.
- 12: Light leather Vest, Scale Mail Half Hauberk, Leather Cap, Helmet.
- 13: Scale Mail Half Hauberk, Padding, Splint Arm Armour, Splint Greaves, Leather Cap, Norman Helm.
- 14: Padded Gambeson, Full Chain Hauberk, Chain Coif, Little Woollen Cap (for comfort), Pot Helm.
- 15: Leather Undervest, Brigandine Breastplate, Full Splint Leg and Arm Armour, Scale Coif, Norman Helm.
- 16: (The Best Dark Fantasy Knight): Padded Gambeson, Full Chain Mail Hauberk (Arms and Legs Extended down), Splint Surcoat, Leather Cap, Chain Mail Coif, Full Helm

Armour Statistics

In the description of the various types of armour, values are given which indicate the protective capacity of the armour as well information about how much it will encumber the Character. The few sections below give an outline as to the meaning of these values that are also further described in the *Section entitled Combat (p 72)*.

Protection Value

The Protection value (Port Value) of the Armour is the amount of damage it will absorb when hit.

OPTIONAL RULE: **Protection Modifier**

The Protection Modifier (Port. Mod) is a value that is subtracted from the opponents chance of scoring a critical hit. If the Character is wearing no armour then three is added to the opponents Critical Hit chance and every piece of armour worn reduces this value.

OPTIONAL RULE: **Encumbrance Percentage**

The Encumbrance Percentage (Encumb.%) is a percentage of the Character's Body weight based on the type of Torso Armour they are wearing. To calculate the Effective Weight of the Character's Torso (Body) Armour, its Encumbrance% is multiplied by the Weight of the Character. For example, if a Character weighs 200lbs and is wearing a Brigandine (with an Encumbrance% of 10) then the Effective Weight of the Brigandine is 10% of 200 = 20lbs.

For the purpose of calculating the Encumbrance Value of the Character, the Torso Armour's Encumbrance Percentage may either be simply added to the Percentage of Body weight of all the other equipment being carried by the Character, or the Character's total Effective Weight may be calculated by multiplying the Character's Weight by the Encumbrance Percentage of their torso armour and adding the E.Weight of all other equipment.

Effective Weight

As described in the *Section entitled Effective Weight (p 36)*, Effective Weight is a value that is given to each item that is being carried. If the item is easily carried then the effective weight will be close or equal to its weight in pounds. If, however, the item is very bulky then the Effective Weight will be much higher than its physical weight.

Generic Armour Type Statistics Table

Type	Prot Value	E. Weight +	Encumb.%	Prot Mod
1	0	0	0	0
2	1	0	1	1
3	1	0	1	1
4	2	0	2.5	1
5	5	4	4.5	3
6	6	3	6.5	3
7	6	2.7	6	4
8	6	3.8	5.5	4
9	7	3	10.5	3
10	7	7.6	5.5	3
11	8	4.6	10.5	4
12	9	15.5	14	3
13	11	7.1	14	5
14	12	20.5	10.5	5
15	13	17.6	11	5
16	15	14.5	31	6

It is to be noted that when wearing full face helms the normal penalties described in the optional rules *Section entitled Body Armour (p 95)* will apply.

Some armour types have the same value in protection but weigh considerably more than others. This is due to the armour that is being worn. Unfortunately there are some types of armour that offer good protection but are very heavy and bulky. Their advantage is that they are cheap and it for this reason that they are widely used. When choosing armour it should not be done by looking for the best statistics. The Game Master and player should choose a suitable combination for the personality and background of the Character.

Melee Weapons

The Melee Weapon section of the Character sheet is fairly complex at first glance, but in practice it is easy to use. A summary has been provided below of the meaning of each of the areas in the Melee Weapons section on the Character sheet.

Attribute Bonus: The Character's Attributes affect the chances of hitting in combat. This is further explained in the *Section entitled Attribute Modifiers (p 106)*. The Attribute Bonus for Melee Weapons is equal to: (3 x the Character's Agility Bracket) + (1 x the Character's Mind Power Bracket) + (1 x the Character's Strength Bracket).

Damage Modifier: This is the value calculated earlier from the Character's Strength. It is a multiplier to the damage done by the Character in combat, and for this reason it is repeated here in the melee weapons section of the main Character sheet.

Melee Weapon: The title of the weapon being referred to is written here.

Hit (N/C.): The Hit chance that the Character has with each weapon is written in this column. This has room for the Normal and Current Hit Chance of the Character (denoted by the columns marked “N” and “C”). In Dark Fantasy there are optional rules that may cause a reduction in hit chance, and if this happens then the current value is recorded in the “C” column.

It is to be noted that the base Hit Chances given are for those with a combative mentality. Those that do not have the Primary Personality Type of Fighter have a base value of half the listed Chance, with the exception of those who have Secondary fighting mentality who suffer a penalty of about - 5 at Game Master’s Discretion.

Body: In Dark Fantasy there is a special type of Hit called a Body Hit. The base Body Hit chance for each weapon is listed on the weapons table, and may be increased with experience.

Critical: Another special kind of hit, the chance of which is listed in the weapons table. This value may also increase as the Character gains experience.

Damage: This is simply the amount of Damage done by the weapon.

Init Mod: In Dark Fantasy, for each period of combat a roll is made to determine who goes first. The Init Mod is the Character’s bonus to the roll as defined in the *Section entitled Initiative (p 73)*.

OPTIONAL RULE: End. Loss: In combat the Character will become tired as he continues to fight. This column displays the rate at which the Character will lose Endurance. The rate of loss depends on the Endurance of the Character, the Equipment being carried as well as the weight of the weapon as compared to the Character’s Strength. This is further outlined in the *Section entitled Exhaustion in Battle (p 101)*.

OPTIONAL RULE: MSR: MSR is an abbreviation of “Minimum Strength Rating”. This is the base amount of Strength required to effectively wield the weapon. This is further described in the *Section entitled Minimum Strength Rating (p 107)*.

LR: LR is short for “Learning Ratio”. It is a value that determines how quickly the Character can learn to use the weapon effectively. The Learning Ratios are listed on the weapons table although for people without a fighting mentality the values given are doubled. As the Character’s skill increases, the Learning Ratios also increase and thus this column is for the current Learning Ratio. This is further described in the *Section entitled Learning Ratios (p 50)*.

Dashes: In the process of gaining experience, the Character will gain points (called proficiency points) in a weapon. While these points may not be sufficient to increase the skill level of the Character in that weapon by 1 straight away, these left over points can be accumulated until there are enough to increase the Character’s skill.

Melee Weapon Descriptions

The *Section entitled Melee Weapons (p 78)* gives a table listing statistics for the melee weapons used in Dark Fantasy. Below is a description of each of the weapons listed on the table.

Brawling: The bare fist is perhaps the most complex of all the weapons. Brawling, especially against an armed and armoured opponent requires a great deal of will, or stupidity, depending on which side of the fence you sit. It is for this reason that the chance to hit with a bare fist is substantially lower for those who are not of a fighting personality.

Generally a fist fight will be more complex than just punches being swung. gives details of how to knock someone over, and the use of these rules, as well as the initiative of the Game Master may make for many interesting tavern brawls.

In the same category as bare fists come many other miscellaneous weapons, as listed below. Each of these does 1d3 damage, but may do something extra as shown.

Ladles, wooden spoons, blunt sticks etc.: d3 + 1 damage

Beer Mugs, solid objects (Hand held): d3 + 2 damage

Brass Knuckles, Gauntlets etc.: d3 + 3 damage

Spiked Gauntlets: d3 + 3 or d3 + 4 damage, and 1 is added to the normal Critical Hit chance.

Battle Axe: This is a large, double edged axe that is wielded with two hands. It is around three feet in length, and is very heavy.

Broadsword: This is a wide, double edged sword some 3 to 4 feet in length. It differs from the Longsword in that it is far wider, and is not used at all to thrust, thus having little point.

Club: A club is really a large lump of wood, generally about 3 feet in length, that is held at the light end.

Dagger: This is a weapon similar to a short sword, though generally shorter, and sharper. It is often, but not always, double bladed, and can range in length from a few inches to about 1 foot in total length.

Flail: This weapon is an adaption of a farming implement. It is rather like a Morning Star in many ways. It consists of a long handle, to which is attached by a short chain, a heavy metal head which was often spiked. The head would generally be a spiked piece of metal about one inch thick, and up to about 8 inches long. The overall length of the weapon is about four and a half feet.

Halberd: This is a very large and unwieldy weapon. It is generally about six feet in length, and is a pole topped by an axe head with spurs and protrusions. Any weapon with a long pole, and some form of spiked blade on the end may be classed as a Halberd in terms of weapon statistics.

Hand Axe: This was an extremely popular weapon in the Dark Ages. It is useful not only for melee, but can be used for chopping wood, or if well balanced, it can be thrown. They are also fairly easy to make, and resembled small axes of today.

Lance: This is a weapon designed for use from horseback. It is a shaped pole some 12 to 15 feet in length. It was a weapon of Knights and its use was not at all common in the Dark Ages.

Longsword: A Longsword is a one handed weapon between three and four feet in length. Although reasonably slender, the length of the sword made it relatively difficult to wield. It was a common weapon amongst knights.

Mace: A Mace is a heavy, club like, weapon that consists of a handle 2 to 3 feet in length, with some form of head. The head takes many different forms, the most common of which is flanged with sharp points and blades.

Morning Star: The morning star in Dark Fantasy is a spiked ball on a chain approximately 1 foot in length, which was then joined to a handle of approximately the same length. The Morning Star will be fumbled on a roll of 99 or greater. Also, as described in the *Section entitled The Fumble* (p 74), 20 is added to the roll on the Fumble Table and 30 is added to the roll on the Severe Fumble Table because the weapon is so unwieldy.

Pike: A pike is a very heavy weapon that amounts to a long, heavy spear. They may be up to 15 feet in length and were generally used in massed formations. It is not a weapon that can be used in hand to hand melee, as the offensive tip would be far beyond the distance of any attacker in a melee.

Scimitar: A scimitar is a type of sword that has one curved edge, and is extremely sharp. Like most swords, it is about three feet in length.

Spear: Spears, along with hand axes, were the most popular weapon in the Dark Ages. This is because they were reasonably damaging, were versatile (i.e. they could be thrown), they were easy to make, and easy to use. Spears are usually around 6 feet in length. Techniques for one and two handed spear are quite different.

Staff: A Staff is a straight piece of wood approximately 6 feet in length. The figures given assume some binding for strength as well as iron tips. If the staff does not have these features, then it is classed as an improvised weapon. If it is iron bound, then damage is d4 + 5.

Sword (Bastard): In Dark Ages society, none but the nobles carried Bastard Swords. This is a sword that can be used with either one or two hands, and is used in a slashing fashion. Its length ranged between 3 1/2 and 4 1/2 feet.

Sword (Short): This is a sword with a blade some 2 feet in length. It is usually double edged, and is used in a similar manner to a dagger, in that it has a point and can be thrust. A Dirk, as listed under thrown missile weapons, is a Shortsword that has been balanced for throwing.

Sword (Two-Handed): Two handed swords are very heavy, and approximately 6 feet in length. Generally they were not exceptionally sharp, and came into common use as an effective attack against plate mail, which did not exist in the Dark Ages. It is for this reason that two handed swords should also be rare or non-existent in Dark Fantasy. They are extremely difficult to use in enclosed areas.

Melee Weapon Bases

In the *Section entitled Character Suggestions (p 26)* an outline was given for a range of Character classifications that included information about approximate skill levels the Character should start with, and which weapons they are likely to have used.

The Base Hit chances for melee weapons that the Character has never used depend on the personality of the Character. The table below lists Base Hit chances for Characters that have the Personality Type of "Fighters" and those that do not. In reality, Personality Type distinctions are not so definite, and thus it is left to the discretion of the Game Master to determine the final Base Hit chances. As a guide, a Character with no inclination for fighting should have the Non-Fighter bases, which are 50% of the Fighter values.

Melee Weapon Bases Table

Weapon	F Bases*	NF Bases
Brawling	50	25
Battle Axe (2)	20	10
Broadsword	25	13
Club	30	15
Dagger	30	15
Flail (2)	35	18
Halberd (2)	30	15
Hand Axe	30	15
Lance	15	8
Longsword	20	10
Mace	25	13
Morning Star	15	8
Pike (2)	20	15
Scimitar	20	10
Spear(1)	30	15
Spear(2)	35	18
Staff	35	18
Sword, Bastard (1)	20	10
Sword, Bastard (2)	25	13
Sword, Short	30	15
Sword, 2 Handed	25	13

*F Bases are the Bases for Characters with a Primary Personality Type of Fighter, the NF Bases column is for total non-fighters. A Character with a Secondary Personality Type of Fighter starts with a base 5 less than a Character with a Primary Personality of Fighter.

Missile Weapons

As for Melee weapons, there is little point in filling out this section until the Character is advanced. Below is a basic summary of what each of the spaces in the Missile Weapons section of the Character sheet refers to. Columns not referred to are identical to those described in the *Section entitled Melee Weapons (p 41)*.

Attribute Bonus: The Character's Attribute Bonus for Missile weapons is a percentage modifier to the Character's Hit Chance with Missile Weapons. The Character's Agility Bracket x 10 as a percentage is added to the Character's Hit chance with all missile weapons. This is further described in the *Section entitled Attribute Modifiers (p 106)*.

Body & Crit: These are similar types of hits to those done by melee weapons, though for Missile Weapons they are a straight percentage of the normal Hit Chance of the Character. As the chance to Hit with Missiles may vary greatly, simply write the value given on the table in this space and perhaps in small letters the corresponding chances under normal circumstances.

Dam: This is a column where the Damage of the Missile Weapon is recorded. This is identical to Melee Weapons.

Shots/Rnd: This replaces the End. column from the Melee Weapon section. This column gives information as to the number of shots the Character is capable of firing in a round. Firing rates are found under the description of each of the Missile Weapons in the *Section entitled Bow Fire Rates (p 81)*.

Missile Weapon Descriptions

Bows: The bow is a simple but effective missile weapon consisting of a bent shaft with flexible twine stretched between its ends. Bows can take several forms, which have been simply classified in Dark Fantasy as being Long or Short Bows. A Longbow was anything up to 7 feet in length, and required a very strong man to use it properly. A Short Bow was around 3 feet in length, and was generally far easier to pull back because it was made from more flexible materials.

Crossbows: A crossbow is a very small, but extremely powerful bow mounted laterally on a handle with a trigger of some kind, and perhaps a cocking mechanism. In Dark Fantasy, crossbows are classed into two groups: Heavy and Light.

Slings: A device for hurling lead balls or rocks great distances. It normally consists of a leather pouch, with two cords approximately 4 feet in length attached to it. The projectile is placed in the pouch or pocket, and it was then whirled about the head until the point of release, where one cord was released. Slings thus require a reasonably open space to use, and are not a good weapon in thick forest or enclosed spaces.

Thrown Weapons: Thrown weapons is a classifications that includes daggers, short swords, javelins, spears and hand axes. Although the five thrown weapons are extremely diverse in terms of damage and appearance, they are similar in that they are thrown, and thus follow similar rules.

Missile Weapon Bases

The Base Chance of success with any Missile Weapon is not based on Character Personality Type but rather the individual weapon, as the aggressive personality required to effectively use Melee Weapons is not required when using Missiles. The Base Hit Chance for all Missile Weapons is given in the table below.

Missile Weapon Bases Table

Weapon	Base
Bow (Long)	20
Bow (Short)	25
CrossBow(Hvy)	25
CrossBow (Lt)	35
Sling	0
Thrown Axe	10
Thrown Dagger	15
Thrown Dirk	10
Thrown Spear	30
Javelin	40

Chapter 5

Character Advancement

Once the basic Character concept has been finalised, the specific skills and the level of experience of the Character must be determined.

Experience

The concept of Experience was described in the *Section entitled The Getting of Wisdom (p 15)*. As a Character gains experience in Combat or Magic, they are awarded Experience Points.

Magic Experience

Unless the Character is a user of Magic or has experienced a rare glimpse of the wonder of Magic, he will have no Magic Experience. If a Character has witnessed magic then they will have some magic experience as described in the *Section entitled Magic Experience (p 10)* in Book Two, *Arcane Law*.

Fighting Experience

A Character's Fighting Experience is a measure of the knowledge a Character has of combat. As a Character fights at close quarters he learns how to use weapons as well as how to avoid blows from their opponents, though it is possible to gain some skill simply from observing. In Dark Fantasy, missile weapon use does not come under the heading of Fighting Experience as it does not involve face-to-face confrontation and the actions involved in using Missile weapons do not add to the Character's knowledge of fighting.

Below is a guide as to how much Fighting Experience should be gained from combat situations. It is to be noted that the amount of Experience gained by the Character is always up to the discretion of the Game Master and if he feels that, because of the situation, the Character would have gained more or less Experience from a battle then the awarded Experience should be modified accordingly.

Fighting Experience Awards Table

Action	Exp's
Per Normal Hit scored	5
Per Body Hit scored	10
Per Critical Hit scored	20
Per point of Defence Damage taken	1
Per point of Might Damage taken	2
Per point of Body Damage taken	3
Per Round of Combat	3*

*This value is multiplied by the opponents Fighting Rank with a minimum of one point per round

(if opponent is Fighting Rank 0). For opponents who do not have a Fighting Rank as such it is up to the Game Master to assign an equivalent value.)

There are many other events that may take place in the course of combat and once again it is up to the Game Master to award Experience as he sees fit. Acts of extreme bravery, well organised assaults etc. should be rewarded with generous Experience awards. The table below gives some example Modifiers to the Experience award according to the actions of the Character.

Situational Mods to Experience Table

Situation/Act	Multiplier to Exp's
Risk Life to save others	x 2 to x 4
Extreme Bravery	x 2 to x 4
Badly Wounded	x 2
Ingenious plan	x 1.5 to x 10

Multipliers to Experience awards may be granted by the Game Master for any situation he feels is worthy. The multipliers suggested above are only given as a rough guide.

As a Character fights, they learn the techniques of fighting, and thus increase their skill in all aspects of combat. The connection between Fighting Experience and increasing skill comes through what are known as "Weapon Proficiency Points". For every 30 Fighting Experience points the Character gains, they gain 1 Weapon Proficiency Point. These Weapon Proficiency Points may be applied directly to the Character's combat skills. This is further explained in the *Section entitled The Process of Learning (p 50)*.

Rank Progression

Experience Points in Dark Fantasy are grouped into Ranks. Whenever the Character's Experience Point total exceeds the starting level of the next Rank then they progress to the next Rank. Each Rank requires more experience to attain.

The *Rank Progression Table on (p 48)* lists the amount of Experience points required to attain each new Rank. The scale is the same for both Magic and Fighting experience. The table only lists Ranks up to 12 and then gives a formula for calculating required Experience for subsequent Ranks. It should not be possible, except under extreme circumstances, for a Character to progress beyond Rank 12. In the case of Fighting Experience, this is an excessive level of skill that would not be obtainable by a normal human. In the case of Magic, once a Character or being attains a Rank of greater than 12 they are no longer considered a meaningful part of the every-day world as they are effectively removed from the game and become part of the cosmic order.

It is to be noted that each new Rank represents a significant jump in level of skill of the Character. The *Section entitled Pro-rating the Character (p 56)* describes the relative meaning of each of the Ranks and the Game Master should make sure they understand the significance of each Rank before assigning Ranks to starting Characters.



Rank Progression Table

Rank	Experience Points
1	0 - 300
2	301 - 1000
3	1001 - 2000
4	2001 - 4000
5	4001 - 8000
6	8001 - 16000
7	16001 - 32000
8	32001 - 64000
9	64001 - 128000
10	128001 - 256000
11	256001 - 512000
12	512001 - 1024000
13	1024001
14+	1000 x 2 ^{Rank-2}

As the Character progresses through the Rank, they will gain benefits. The Game Master should, if possible, predetermine any benefits the Character will attain when reaching the next Rank, and then apply these benefits as the Character progresses through the Rank. This applies mostly to Fighting Experience where the Character has the option of assigning points to either the Secondary Attribute of Body or Might. The Character's Defence is automatically incremented as their experience increases.

It is to be noted that Experience and Ranks are simply game constructs to represent the level of skill of the Character. It should really be of no concern to the Player how much Experience their Character has and more importantly how much more he needs to get the next "advantage". Worrying too much about levels of Experience will detract from Role-Playing and foster irrational behaviour in Characters.

Advancing in Magic Rank

For every Magic Rank the Character attains he gains 1 Magic Point to be applied to one of their areas of Magical Expertise as described in the *Section entitled Areas of Magical Expertise (p 25)* in *Arcane Law*. These areas of expertise relate to the Mage's capacity to concentrate on spells, increase range etc.

Advancing in Fighting Rank

There are several benefits for the Character associated with advancing in Fighting Rank. Firstly, when a Character advances in Fighting Rank they automatically add 2 to their Might Rating. In addition to the natural progression of Might and Defence as Ranks and Experience increase, the advancing of one Fighting Rank entitles the Character to an additional +1 to Critical Blow Chance or + d3 to the Body Hit Chance of the most used weapon and either +1 to Body points or +d3 to Might points.

In the case of the +1 to Critical Chance and +1 to Body points, these additions are applied as soon as the new Fighting Rank is attained. If the Player chooses to add a d3 to Might or Body Hit chance then the dice is rolled at the beginning of the Rank and the points are gained evenly throughout the progression through that Fighting Rank, with one at the end. The additional 2 points of Might that are attained in increasing by one Fighting Rank may be added to the value rolled for the Character (if he chooses to increase Might) and as such be gained evenly throughout the Rank. If the Character does not choose to increase Might by adding the 1d3 then simply add one to the Character's Might at the start of the Rank and the other in the middle of the Rank.

As the Character gains Experience, the Character's Defence Rating is increased and Weapon Proficiency points are gained. The Character gains 1 Weapon Proficiency Point for every 30 Fighting Experience Points he attains. The rate at which the Character gains Defence points depends on the Fighting Rank of the Character. i.e. the greater the level of Experience of the Character, the greater the amount of Experience Points that must be gained in order to increase Defence. This is detailed on the *Defence Increase Rates Table on (p 49)*.

Below is a table giving the rate at which a Character's Defence is increased according to their Fighting Rank. A value is also given in brackets for how many Defence points are gained within that particular Fighting Rank.

Defence Increase Rates Table

Rank	Defence Points	Gained /Exp's	Accum Defence*
1	1/30	(10)	0
2	1/70	(10)	10
3	1/100	(10)	20
4	1/100	(20)	30
5	1/200	(20)	50
6	1/400	(20)	70
7	1/800	(20)	90
8	1/800	(40)	110
9	1/1600	(40)	150
10	1/3200	(40)	190
11	1/6400	(40)	230
12	1/12800	(40)	270
13	1/25600	(40)	310
13+	$1/100 \times 2^{R-4}$	(40)	350

*Accum Defence is the total amount of Defence Points accumulated in previous ranks when starting the next.

Example: A Character has 1234 Fighting Experience points. From the *Rank Progression Table on (p 48)* we establish that the Character is Fighting Rank 2. To determine how many Defence points the Character has (in addition to their previously determined base) we look at the *Defence Increase Rates Table on (p 49)* above and see that the Character would have gained 10 Defence points while at Fighting Rank 0 and 10 while at Fighting Rank 1. The rate at which Defence is now gained is 1/100 (that is 1 Defence Point per 100 Fighting Experience points) and therefore in this Rank so far he would have gained 2 Defence points (one at 1100 and one at 1200 Experience Points). Therefore, in total, the Character would have gained 22 Defence points from Fighting Experience and will be due for another Defence point at 1300 Fighting Experience points.

OPTIONAL RULE: A final advantage in advancing in Fighting Rank is that double the Character's Fighting Rank is added to the Hit Chance for every melee weapon. It is to be noted that this increase is not actually part of the Character's weapon skill but is rather an addition to the Hit Chance. It does not affect the Character's Body or Critical Hit chances. For example, a tenth Fighting Rank Character finds himself in a spot without any weapon, with a giant charging towards him at great speed. Their offsideer throws him a mace, a weapon that they have never used before, but due to their great experience, they have an extra 20 Base Chance to hit the giant with the mace (with a usual Base Hit Chance of 30%), thus giving him a 50% chance to Hit, with a normal chance to score a Critical Blow or Body Hit.

The Fighting Rank is a measure of Character's combat ability. It is not a physical thing, and exists only within the game, and thus although the Rank of a Character may be known to the Player, it is not something a Character could ever consider.

Summary of Fighting Rank Progression:

- Add 1 to Critical or d3 to Body Hit rating of most used Weapon
- Add 1 to Body Points or d3 to Might
- Add an additional 2 points to Might
- Add 2 to Hit Chance of all weapons
- Gain Defence as per the *Defence Increase Rates Table on (p 49)*
- Gain Weapon Proficiency at a rate of 1/30

Skill Experience Modifiers

Skills are learnt through practise and usage. The more we use particular Skills, the better they will become. The first few times we use a new Skill we learn all of the basics and therefore tend to learn a lot in a short period of time. In Dark Fantasy this is represented by using a series of Modifiers the amount of Experience that is awarded to the Character for the first few uses of the Skill. the *Experience Modifiers Table* on (p 50) below shows that the first time the Character does something the Experience award is multiplied by 10, the second time it is multiplied by 5 and so on.

This table applies to both Magical and Fighting Experience awards as well as Skill Proficiency point awards (as will be described later).

For Fighting Experience, the Modifier applies to the Experience award for an entire combat. For Magic Experience, the Experience Modifiers would apply to the Character's first few Experiences with Magic which would be likely to be simply witnessing the casting of a spell

For Skills, the Experience Modifiers apply directly. When the Character uses a Skill successfully, he gains 1 "proficiency point" as described in the *Section entitled Skill Proficiency Points* (p 54). The first time the Skill is successfully used the Character will gain 10 Skill Proficiency points, the second time the Character will gain 5 points and so on.

Example: A Character in their first fight earns 15 Fighting Experience points before running from the battle. In this case the experience awarded should be something in the order of 150 Fighting Experience points (though the value may be reduced by the Game Master due to the cowardice of the Character).

Experience Modifiers Table

Experience	Exp Modifier
1st	x 10
2nd	x 5
3rd	x 3
4th	x 2
5th +	x 1

The Process of Learning

In order to keep track of the skill level of a Character we must have some way of translating the Character's experience into increased skills. Dark Fantasy uses a system of "Proficiency Points" to do this. Proficiency Points are gained by the training in or use of skills and this applies both to Weapon Proficiency and Skill Proficiency Points, although the systems of allocating points are slightly different for skills and combat. Weapon Proficiency points are gained at the rate of 1 per 30 Fighting Experience Points, or may be gained by training in weapon use. Skill Proficiency points are gained through training with the skill, and through the successful use of the skill.

Proficiency Points are used to increase combat and ordinary skills. It is, however, more difficult to learn some skills than others. Learning to use a sword, for example, would be much more difficult than learning to light a fire. It is for this reason that all skills in Dark Fantasy have a measure of how difficult they are to learn. This is known as the "Learning Ratio" or "LR".

Learning Ratios

The Learning Ratio applies not only to skills, but also to the use of weapons in combat, as some are more difficult to learn than others. The Learning Ratio is in fact a ratio of the number of Proficiency Points that must be spent to increase the skill score.

The Learning Ratio is given as a ratio. E.g. 4/1. In this example, the Character would have to spend 4 proficiency points in order to increase the skill score by 1. There are odd occasions where a LR of say 3/2 will occur. In this case it takes three proficiency points to increase the skill score by 2.

For all skills, including weapons, the Learning Ratios are determined by the Character's Personality. A Character with an Artistic personality, for example, is bound to learn related skills fairly quickly whereas to learn a skill such as fighting with a particular weapon would be slow in comparison to a Character with an aggressive personality.

Once again the systems for Skill and Weapon Learning Ratios are slightly different. Each melee and missile weapon used in Dark Fantasy has its own individual Learning Ratio. For melee weapons, there are two lots of Learning Ratios given on the table. One set is for those of Primary Personality Type of Fighter and the other is for those that are not. This is further explained in the *Section entitled Learning Ratios (p 50)*. For Missile Weapons there is only one set of Learning Ratios given as there is no personality type that has any particular empathy with Missile Weapons. If the Game Master feels it appropriate, then it is possible to modify the Learning Ratios up or down to fit a particular Character.

The Learning Ratios for skills are given in a large table cross referencing each skill with each Personality Type. The table is designed as a guide for the Game Master, who must allocate Learning Ratios for the Character's skills as they see fit. This procedure is further explained in the *Section entitled Skill Learning Ratios (p 51)*.

Skill Learning Ratios

The *Skill Learning Ratios Table on (p 52)* gives a list of all the Dark Fantasy Personality Types and the Learning Ratio for a Character with the Primary Personality Type listed. If the Character has no Secondary Personality Type then the Learning Ratio for each skill is simply read off the table.

If the Character does have a Secondary Personality Type, the Game Master should assign a Learning Ratio based on the Primary Personality Type of the Character and then modify this value according to the secondary personality traits of the Character.

Example: A Character has a Primary Personality Type of Mage and a Secondary Type of Forester. The Learning ratio for Animal Lore for a Mage is 8/1 whereas for a forester is only 2/1. Depending on the strength of the Character's empathy with the wild, anything between 3/1 and 7/1 would be appropriate for this Character.

The values given are only meant as a guide as there is so much variation in personalities and so many factors that may influence the final Learning Ratio that a Character should have. If the Character has a Personality Type that is not listed, then it is up to the Game Master to simply use the table below as a guide to determine what sort of Learning Ratio the Character should have for each of their skills.



Skill Learning Ratios Table

Skill	Fighter	Artist	Leader	Mage	Forest.	Merc.	Priest	Entert.	Thief
Acting	5/1	3/1	2/1	4/1	5/1	3/1	3/1	3/2	2/1
Animal Lore	8/1	8/1	8/1	5/1	2/1	8/1	6/1	7/1	8/1
Blacksmith.	3/1	2/1	4/1	5/1	4/1	4/1	5/1	4/1	4/1
Carpentry	3/1	3/1	4/1	5/1	4/1	4/1	5/1	4/1	4/1
Climbing	3/1	4/1	4/1	4/1	2/1	3/1	4/1	3/1	1/1
Counting	2/1	1/1	3/2	1/5	2/1	1/4	1/2	1/1	1/2
Disguise	5/1	5/1	4/1	5/1	5/1	4/1	5/1	4/1	3/1
Evaluation	3/1	1/1	2/1	1/1	4/1	1/2	2/1	3/2	1/2
Farming	2/1	2/1	3/1	4/1	1/1	3/1	2/1	3/1	3/1
First Aid	4/1	5/1	5/1	3/1	4/1	5/1	2/1	5/1	5/1
Fishing	4/1	5/1	6/1	5/1	2/1	6/1	6/1	6/1	6/1
Gambling	2/1	3/1	2/1	3/1	2/1	3/2	3/1	1/1	1/1
Herb Lore	9/1	8/1	9/1	4/1	4/1	9/1	5/1	8/1	9/1
Hiding	2/1	3/1	2/1	3/1	2/1	3/1	3/1	1/1	1/1
Law	4/1	4/1	3/1	2/1	5/1	2/1	2/1	3/1	3/1
Legend Lore	10/1	10/1	8/1	7/1	10/1	8/1	7/1	4/1	10/1
Perception	8/1	4/1	5/1	6/1	6/1	5/1	8/1	6/1	4/1
Persuade	5/1	4/1	1/1	4/1	5/1	2/1	3/1	3/2	3/1
Pick Lock	4/1	4/1	4/1	4/1	5/1	4/1	5/1	3/1	1/1
Pick Pocket	3/1	3/1	3/1	4/1	4/1	2/1	4/1	3/2	1/1
Plant Lore	10/1	9/1	10/1	5/1	3/1	8/1	6/1	9/1	10/1
Play Instr.	5/1	5/1	5/1	6/1	6/1	6/1	6/1	3/1	4/1
Read/Write	10/1	8/1	8/1	3/1	12/1	8/1	2/1	10/1	8/1
Riding	2/1	5/1	2/1	5/1	3/2	5/1	5/1	4/1	5/1
Sailing	3/1	4/1	4/1	5/1	3/1	3/1	5/1	4/1	3/1
Singing	8/1	6/1	8/1	8/1	8/1	7/1	8/1	3/1	6/1
Sleight of Hand	7/1	7/1	7/1	9/1	7/1	6/1	12/1	3/1	2/1
Sneaking	3/1	4/1	3/1	4/1	2/1	3/1	4/1	1/1	2/3
Speaking	2/1	3/2	1/1	1/1	2/1	1/1	1/1	1/1	2/1
Streetwise	5/1	4/1	3/1	5/1	5/1	3/2	4/1	3/1	1/1
Torture	4/1	4/1	3/1	4/1	4/1	4/1	4/1	4/1	4/1
Tracking	5/1	6/1	4/1	5/1	2/1	5/1	6/1	6/1	4/1
Trapping	5/1	6/1	5/1	5/1	3/1	5/1	6/1	6/1	4/1
Weather Watch	2/1	3/2	2/1	3/2	1/1	2/1	2/1	2/1	2/1
Trapping	5/1	6/1	5/1	5/1	3/1	5/1	6/1	6/1	4/1
Weather Watch	2/1	3/2	2/1	3/2	1/1	2/1	2/1	2/1	2/1

Missile Weapon Learning Ratios

In Dark Fantasy, each of the missile weapons is equally difficult for all Personality Types to learn. If a Character is created who's personality lends itself to or away from the learning of missile weapons then the Game Master may elect to modify the Learning Ratios accordingly.

Note that Missile Weapons are treated as skills for the purposes of learning and use the system of acquiring skill proficiency points to increase the skill level. Below is a table listing the Missile Weapon Learning Ratios.

Missile Weapon LR's Table

Missile Weapon	LR
Bow (Long)	4/1
Bow (Short)	3/1
CrossBow(Hvy)	2/1
CrossBow (Lt)	3/2
Sling	5/1
Thrown Axe	2/1
Thrown Dagger	3/2
Thrown Dirk	2/1
Thrown Spear	2/1
Javelin	2/1

Weapon Learning Ratios

Each Melee weapon in Dark Fantasy has its own Learning Ratio. Although all of the weapons vary in terms of difficulty of use, they are affected uniformly by the personality of the Character. For the purpose of determining weapon LR's, personalities are broken into two categories: Fighting and Non-Fighting. If the Character has a Primary Personality Type of Fighter then they are awarded the Fighting LR's. If not then they are generally awarded the Non-Fighting LR's. If the Character has a Secondary Personality Type of Fighter then it is up to the Game Master to decide which of two values the Character should be awarded. If, however, the Character has a reasonable aggressive streak then the Fighting Learning Ratios should be awarded.

The reason for two different sets of Learning Ratios is that learning to fight requires courage and determination. Without the will to get in and fight, the weapons are harder to learn. At the option of the Game Master, if a Character has a particularly non-aggressive personality then the LR's for weapons may even taken one step higher than the Non-Fighter LR's.

Weapon Learning Ratios Table

Weapon	F LR's*	NF LR's
Brawling	1/2	1/1
Battle Axe (2)	2/1	3/1
Broadsword	3/1	4/1
Club	2/1	3/1
Dagger	1/1	2/1
Flail (2)	3/1	4/1
Halberd (2)	3/1	4/1
Hand Axe	1/1	2/1
Lance	2/1	3/1
Longsword	3/1	4/1
Mace	2/1	3/1
Morning Star	4/1	5/1
Pike (2)	1/1	2/1
Scimitar	3/1	4/1
Shield, Small	2/1	3/1
Shield, Medium	2/1	3/1
Shield, Large	2/1	3/1
Spear(1)	1/1	2/1
Spear(2)	1/1	2/1
Staff	2/1	3/1
Sword, Bastard (1)	4/1	5/1
Sword, Bastard (2)	4/1	5/1
Sword, Short	1/1	2/1
Sword, Two Handed	5/1	6/1

*F LR's are the LR's for Fighters, the NF LR's column is for all others.

Weapon Proficiency Points

Weapon Proficiency points are the points that are awarded to the Character and applied to the Character's skills so that they may increase. As mentioned earlier, for every 30 Fighting Experience points a Character gains, they gain 1 Weapon Proficiency point. These points are applied to the Character's weapon skills. When the Character gains an amount of Weapon Proficiency Points equal to the Current Learning Ratio of the weapon, the hit chance may be increased by 1 point.

Applying Weapon Proficiency Points

The Learning Ratios for weapons are given above, although these values will change as the Character's skill increases. "Current Ratios" represent the fact that the better you get in using a weapon, the harder it is to continue to improve. The way in which Learning Ratios are affected by the Character's skill level is outlined in the *Section entitled Skill Increase Costs (p 55)*.

When a weapon proficiency point is earned and it is not sufficient to improve the skill in the nominated weapon by 1 point, then a dash is placed in the "Dashes" column of the Character sheet under the weapon section. When the number of dashes is equal to the Current Learning Ratio of the weapon then the "Hit" of the weapon is increased by 1 point and the dashes are removed.

Increasing Body & Critical Hit Chances

A Character may elect in combat to concentrate not so much on the general use of the weapon but rather the methods opponents use to avoid blows, as well as their weak spots in combat. If this is done then a Character may add to their "Critical" or "Body" Hit chances using weapon proficiency points. The Learning Ratio increasing the Body Hit chance is 4 times the Current Learning Ratio of the Weapon, Critical Hit is 10 times the current Learning Ratio.

The cost to increase any part of a Character's weapon skill, whether it be the hit chance or Body critical chance, is based on the current level of skill in that weapon. Thus the modifiers given in the Skill Progression Table are applied before any multipliers for increasing Critical or Body chances.

A Character's Body Hit chance with a weapon may not exceed 1/3 of the normal hit chance, and the Critical hit chance may not exceed 1/2 the Character's Body Hit chance.

Increasing Defence with Proficiency Points

Defence is separate from weapon skills in that it will increase independently of the weapon being used. A Character may elect to increase their Defence with Proficiency Points. The Defence learning ratio is $(\text{Fighting Rank} + 1)/1$ for those who have a Primary Personality Type of Fighter and $(\text{Fighting Rank} + 2)/1$ for those who do not. For example, a Character with a Fighting mentality and a Fighting Rank of 1 will have a Defence Learning Ratio of 2/1. Note: A Character may only apply every third proficiency point to improving their Defence.

Skill Proficiency Points

Skill proficiency points are awarded for any successful use of the skill in a situation where the Character stands to learn something. The points are applied to the skills as they are with weapons, but they are gained somewhat differently.

When Skill Proficiency Points are Awarded

Simply put, if the Character is using the skill in order to achieve some result, and succeeds in the use of the skill or fumbles the skill use and realises the mistake, then the Game Master should award 1 Skill Proficiency Point to that skill. As in gaining Experience, more is learnt from the first few uses of a skill than in subsequent uses and thus the award of this proficiency point is subject to Experience Modifiers as given in the *Experience Modifiers Table on (p 50)*. That is, the first successful use of a skill will yield 10 skill proficiency points.

Applying Skill Proficiency Points

As with weapons, skills have a Learning Ratio, and Proficiency points must be applied to the skills in order to increase them. The Learning Ratio represents the difficulty for each class to learn the individual skill. The Learning Ratio that is given for each skill may be thought of as a base learning ratio. As the Character gains proficiency in a skill it becomes harder and harder to improve any further. To simulate this, the given base skill Learning Ratios are multiplied by the values given in the *Skill / Weapon Increase Costs Table on (p 56)* to give what is called the “Current” Learning Ratio. It is to be noted that this value changes as the Character increases in skill.

Example: A Character has a base Learning ratio for Hiding of 2/1, and has a skill in hiding of 54. From the *Skill / Weapon Increase Costs Table on (p 56)* the effective LR would be 4/1. This is arrived at by multiplying the first number of the base LR, by the multiplier from the *Skill / Weapon Increase Costs Table on (p 56)* which was in this case 2. Now, the Character must gain 4 skill proficiency points, before increasing their skill score to 55. A tally should be kept of the number of unused Skill Proficiency points the Character has for each skill and this total should be reduced to zero whenever sufficient points are gained to increase the skill itself.

Skills Not Learnt by Use

Some skills will not advance by use. Legend Lore is a good example of this as it cannot be improved by successful rolls. If a Bard only told stories then he would not learn new ones, so to improve Legend Lore one must study and thus the skill training rules are used. Other skills that fall into this category are Herb Lore, Plant Lore, Law and Animal Lore. These skills may only be improved by the rules for “Training”. Other skills may be learnt by both study and successful use.

Training

Any skill may be improved through training and study. There is a major difference between training with skills and with weapons. For combat, Fighting Experience is gained and then Weapon Proficiency points are awarded based on the experience. Skills on the other hand have skill proficiency points awarded directly. This is an important distinction: in the case of skills, “experience” refers to Skill Proficiency points whereas as far as combat is concerned it is actual Fighting Experience points that are gained.

Definition of Training

Training is defined as a concentrated effort in learning and improving a skill. For combat, this may constitute hitting a tree with an axe or may involve sparring with another person. Generally one would assume that combat training would involve some work on technique, some work building up Strength etc. Most other skills simply require practice.

The amount of time a Character may spend in “training” is left up to the discretion of the Game Master, though as a rough guide a Character should not be allowed to spend more than their Will Bracket in hours of “training” per day. The rest of the time is considered as being simply practice, or rather, use of the skill, resulting in the odd proficiency point being awarded as the Game Master sees fit.

Full rules for Training are given in the *Section entitled Training (p 93)*. A more simple system would be to estimate the average rate of Proficiency point gain per hour, then multiply this by the average amount of time spent training.

The Learning Modifier

The optional rules gives details of a Learning Modification system that adjusts the learning rate of the Character based on their intellect. That is, the brighter the Character, the faster they learn. This rule need not be used as it is simply another rule to add realism to the game.

Skill Increase Costs

As described earlier, it becomes more difficult for a Character to increase proficiency in skills as the Character’s skill level increases. The section below details the mechanics behind this process.

The increase costs are multipliers that are applied to the learning ratios of skills and weapons according to the level of proficiency of the Character. The learning multiplier applies to all skills (including missile weapons) and weapons. The *Skill / Weapon Increase Costs Table on (p 56)* gives a multiplier to the basic Learning Ratio according the level of the Character’s skill score.

Skill / Weapon Increase Costs Table

Skill Score	Multiplier to LR
1 - 50	x 1
51 - 70	x 2
71 - 85	x 4
86 - 90	x 10
91 - 95	x 25
96 +	x 60

Example: A Character has a basic Learning Ratio of 4/1 for a particular skill. Their current score in this skill is however 74 and thus the Learning Ratio of the Skill is subject to a multiplier from the above table of x 4. This makes the Current Learning Ratio for this skill for this Character 16/1. Thus in order to increase their skill score to 75 the Character must earn 16 Skill Proficiency Points.

Pro-rating the Character

Pro-Rating is a way of developing a Character outside the Game. This can be done either by deciding how long the Character has spent developing themselves, then calculating the amount of experience the Character would have gained. Alternatively, decide the level of Skill that the Character wishes to attain, then estimate the amount of time it would have taken. This second method is recommended for the sake of simplicity, particularly when developing Starting Characters.

Pro-Rating Fighting Experience

The best way to Pro-Rate combat is to get a feel for how developed you would like the Character to be, what weapons they have used and the kind of skill level the Character should have in their chosen weapons. The table below gives a verbal description of the level of competence of the various skill score brackets and is identical to the table found in the Character Generation Section. These descriptions are used to describe the level of skill the Character has with both weapons and ordinary skills.

Skill Level Descriptions Table

Skill Level	Description
Base to 50	Unskilled
51-70	Competent
71-85	Skilled
86-90	Exceptional
91-95	Masterful
96+	Grand Master

If a Character has not done any fighting then they will be unskilled. It is possible that a Character may have done a small amount of sparring, or some amount of weapon training without having been involved in any combat. In this the Character's skill level would be above the base but should still be in the unskilled category.

If the Character has had combat experience, they may have used several weapons. Anyone trained to be a soldier, for example would be trained in Hand Axe, Spear and the use of a shield. These are such standard weapons that almost any warrior would be practised in their use though they are not the sort of weapons that a warrior would develop a masterful skill in. In contrast to the basic soldier, a Knight would have skill in a variety of weapons, and would tend to have a favourite weapon such as a Bastard Sword or a Two-Handed Swords into which they put most of their efforts.

With this pro-rating method, the Character's total combat experience is determined by the weapon skills they have and it is therefore important to get a clear picture of the Character's weapon skills. The pro-rating process is started by assigning exact skill levels to each of the weapons selected for the Character.

Calculating Proficiency Points

Once the skill levels for each weapon are assigned, the amount of proficiency points that would have been required to develop the Character to this level is calculated. There are two tables provided for this calculation, the first gives the number of proficiency points that were required to up to a range of base skill levels, and the second lists the amount of proficiency points required to advance from that base level to the Character's current skill level. The process for this is best illustrated with an example:

Example: The Character has a Hand Axe Skill of 88 with a LR of 3/2 and a base Skill Level of 30. The first step is to calculate the amount of points required to advance the Character to a skill of 50. To get to 50, the cost is $1.5 \times (50-30) = 30$, to get to 85 (the closest category below the skill score) is an additional 150. From the *Skill/Weapon Proficiency Cost per Point Table on (p 57)*, the cost of advancing from 85 to 88 is 15 per point (45 total). Therefore the total amount of Proficiency required by this Character to advance to a skill of 88 in Hand Axe is $30 + 150 + 45 = 225$ Proficiency Points.

As 1 proficiency point is gained per 30 fighting Experience points, the total experience points the Character would have earned would have been $225 \times 30 = 6750$. Note that this process should be completed for each weapon.

Skill/Weapon Proficiency Cost Table

LR	To 50	Skill Level			
		To 70	To 85	To 90	To 95
1/2	0.5 x (50-Base)	20*	50*	75*	138*
1	1 x (50-Base)	40*	100*	150*	275*
3/2	1.5 x (50-Base)	60*	150*	225*	413*
2	2 x (50-Base)	80*	200*	300*	550*
3	3 x (50-Base)	120*	300*	450*	825*
4	4 x (50-Base)	160*	400*	600*	1100*
5	5 x (50-Base)	200*	500*	750*	1375*

*Note: To Calculate the Skill/Weapon Proficiency Cost up to any point, the cost up to 51 must be calculated as shown then, added to the values shown for higher levels.

Skill/Weapon Proficiency Cost per Point Table

LR	Skill Level				
	50-70	71-85	86-90	91-95	96+
1/2	1	2	5	13	25
1	2	4	10	25	50
3/2	3	6	15	38	75
2	4	8	20	50	100
3	6	12	30	75	150
4	8	16	40	100	200
5	10	20	50	125	250

The Character may also have improved their Body and Critical Hit Chances with their weapons. In order to pro-rate these, assume a LR of 8 x the Character's LR for the weapon to increase Body Chance by 1 point and 20 x the Character's LR to increase their Critical hit Chance by 1 point. Note that only Character's who are quite devoted to fighting Technique will add more than 1 or 2 points in these areas. It would be highly unusual for a Character to improve their Body chance by more than 10, and their Critical Chance by more than 5.

It is possible to improve Defence with a Ratio of $(\text{Fighting Rank} + 1) / 1$ Proficiency Points per Defence Point. This may be considered in the Pro-Rating process if required though the normal rates of Defence increase would normally be sufficient.

Once the Weapon skills of the Character have been determined, and the total Proficiency and Experience has been calculated, the Character's other attributes may be Pro-Rated based on their Fighting Rank.

Finally, either 1 is added to the Critical Chance of the most used weapon, or d3 is added to the Character's Body Chance with the most used weapon.

Pro-Rating Secondary Attributes and Ranks

The Secondary Attributes are Pro-rated based on the Fighting Experience of the Character. For every Rank advanced by the Character, an additional d3 may be rolled for Might or 1 may be added to the Character's Body total. The additional advances are outlined below.

Pro-Rating Defence

The Character's Defence total increases with Fighting Experience. The *Defence Increase Rates Table on (p 49)* outlines the rate at which the Character's Defence increases, how many Defence points are granted that Rank, and how many Defence points have been allocated up to that point as a result of Fighting Experience.

Pro-Rating Might

The Character gains 2 additional Might points for every new Fighting Rank Attained. In addition to this, the player may elect to add 1d3 to the Character's Might total for each new Rank instead of adding the 1 point to their Character's body total.

Pro-Rating Body

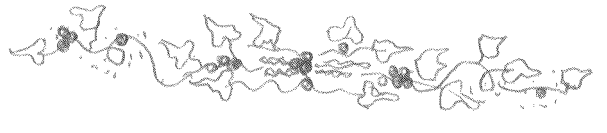
One point may be added to the Character's Body Total for each Rank they advance. This point is only added if the Player does not elect to roll a d3 to add to Might.

Pro-Rating Missile Weapon Skills

Advancing the Character's Missile skills is a similar process to advancing the Character's ordinary skills. As far as the learning process goes, each Missile Weapon is an individual skill that the Character must gain proficiency in.

Pro-rating General Skills

Skills are best pro-rated in a similar fashion to Combat Skills. What is important is to determine the level of skill that the Character wishes to attain, then look at how much time this development would have taken. The Character should develop in any skills which they use or train with. This includes missile weapon skills.



Chapter 6

Skills

Basic Concepts of Skills

This Section of Dark Fantasy describes each of the Skills in detail and gives guidelines for their use.

What is a Skill?

A Skill is any ability that a Character may acquire during the course of their lifetime. Dark Fantasy has a list of Skills that are considered worthy of game representation. The Character's Skill rating is a measure of the Character's ability in that Skill and although it may correspond to the Character's normal Chance of Success when using the skill, it should not be viewed simply as a percentage chance.

There are some Skills that the Character may have that do not require representation in game terms, such as the Character's ability to start fires. In the Dark Ages starting a fire was not quite as simple as lighting a match, but was an acquired skill that took some time to learn. The reason that it is not included as an ordinary Skill in Dark Fantasy is that, like many other such Skills, it is an extra complication.

Although Weapon skills in Dark Fantasy follow some of the normal Skill learning rules, melee weapon learning is based on the system of Fighting Experience and is therefore different to learning normal skills. Missile weapons, however, are learnt in the same way as normal skills though they are not discussed in this section.

Creating a New Skill

It is quite possible that a Skill may be required that is not listed on the Skill tables given in Dark Fantasy. The way the Skill system has been structured, however, allows the Game Master to create new Skills based on those that are given. Say, for example, a Character is a traveller and a scholar. If the Character has a keen interest in places they travel then the Player may wish for their Character to have the Skill of cartography. This was a rare skill in the Dark Ages and may be likened in many ways to reading and writing though to draw a map which has a good pictorial representation of the land as well as accurately representing distances is a difficult skill.

To design the new Skill, it is best to look first at other comparable Skills in the *Section entitled Skills* (p 25) and examine the Learning Ratios and Base Skill levels. For the Skill of Cartography, several Skills should be examined to determine the base values and Learning Ratios such as Counting, Perception and Read/Write. For the purposes of learning, the Skill is most like Read/Write, though because Perception and Counting play a part the Learning Ratios should be modified by these Skills as well.

If we look at the *Skill Learning Ratios Table* on (p 52), we could guess that the Character above may, for example, have a LR of 1/1 for Counting, 6/1 for Perception and 8/1 for Read/Write. The value that is finally decided upon is fairly arbitrary though a Learning Ratio of around 5/1 for this Character to learn Cartography would be appropriate. The Skill Base for this Character would be about 15 in accordance with the average Improved bases taken from the *Section entitled Improved Bases* (p 26)

Using Skills

When a Character wishes to use a Skill the Player simply rolls percentile dice and compares the result of the roll with the Chance of Success that the Character has with the Skill. For most Skills, the Chance of Success is a percentage chance based on the Character's Skill Rating, which is then modified according to the situation and the Character's Attribute Bonus. With some Skills, the Chance of Success is determined first by the situation and then modified by the Character's Skill Rating.

For example, no matter how good a Character is at Hiding, they would not be able to hide in the middle of an open field or in an empty room. By the same token, even someone with very little skill in hiding would be likely to hide successfully in thick underbrush. Game Master's Discretion, therefore, is often required to determine the exact result. In such situations, the Character's skill should only be considered to the degree to which it is relevant.

The *Section entitled Chance of Success* (p 61) outlines the modifiers that may apply to the Character's chance of success in using the Skill, and also includes a table that is used to determine the Character's degree of success for any situation. This table is known as the "Skill Success Table".

Making Skill Rolls

Whenever the Character uses a Skill, a roll is made. In some situations, several successful rolls must be made in order for the Character to achieve success, such as climbing a tall, limbless tree where a roll might be made every 10'. In the description of Blacksmithing it indicates that only one roll is made to determine success. This is only for the sake of simplicity, and in order to make the Skill more realistic the blacksmith might make several rolls to determine the level of success at each stage of a particular task.

In some situations, the Roll may make little difference to the result. In our example of attempting to hide in an open field, the level of success of the Roll would make little difference as there is only so much the Character can do with their Skill.

It is generally the Player who makes Skill rolls. This is simply because it adds to the enjoyment of playing the game. There are, however, situations in which it is not appropriate for the Player to know a roll has been made, or in some situations, it is not appropriate for the Player to know the result of their roll. The Skill of Perception is a good example of this. Often, the Game Master may know that there is something there but does not wish the Player to know unless their Character knows. In this situation, the Game Master would make the roll, without the Player's knowledge, and then if the results indicate the Character has noticed something, then the Player should be informed. Perception is a unique Skill in that it is used often, sometimes without conscious intention. The Game Master should ask the Players to make perception rolls whenever there is something unusual that they might notice (and so they don't keep looking until they find something it may be appropriate to ask them to make rolls when there is indeed nothing to find).

One other thing to consider is Fumbling. The concept of a fumble is that the Character doesn't know they have done anything wrong. If the Player is a good Player, even if they know their Character has Fumbled, they will play the Character as if they didn't know.

Simplifying Skill Use

There is a great deal involved in using Skills in Dark Fantasy: Learning Ratios, Modifiers, etc. This involves a lot of calculation that may interrupt the flow of the game. The best way to get around this problem is to guess! The systems are developed in detail so that if necessary, accurate values may be obtained. The full system is also given so that the Game Master can get a feel for the sort of magnitudes and even rough values that would be expected from various circumstances. It is therefore recommended that rather than always using the systems to the letter, the Game Master get a feel for situations and modifiers and use educated guesses rather than calculating results exactly.

Chance of Success

Thus far, the Character has been assigned a Base Skill Rating for each of their Skills. These ratings do not assume that the Character has used the Skill before, indeed, generally, the Base Skill Rating represents the Character's chance of success the first time the Skill is used. Whenever a Character uses a Skill, a roll is made to determine the degree of success. As is a convention in Dark Fantasy, the lower the roll the better the result.

The constant that always applies to skill rolls is the Skill Success Table. This is a table that gives a title and meaning to various degrees of success that a Character may attain in using a Skill. They range from a "Critical Success" to a "Fumble". Throughout the rules of Dark Fantasy, these levels of success are referred to, especially in the Skill section.

Skill Success Table

Result	Title / Level of Success
01	Critical Success (Special) If Chance is 0 or less, add 10 to chance and roll again.
1/20 required result	Critical Success
1/5 required result	Special success
Up to / = required result	Success achieved
1-5 over required result	Some small problems encountered
6+ over required result	Failure
98 or 99	Automatic Failure
00	Fumble

Example: A Character has a Chance of Success of 68. When they roll for the Skill, a result of 01 to 03 will be a Critical Success, 04 to 14 will be a Special Success, 15 to 68 indicates success, 69 to 73 Some Problems Encountered, 74 to 97 Failure, 98 or 99 Automatic Failure and 00 is a Fumble.

No matter what the Character's chance of success, results of 98 or 99 always indicates an Automatic Failure and 00 indicates a Fumble. This applies even if the Character's Skill Score is over 100. It is however, to be noted that the higher the Character's Skill Score, the less the effect of a Fumble or Automatic Failure.

Modifiers to Skill Success Chances

There are several things that affect the Character's chance of success in using a Skill. They are covered in the Sections below.

Attribute Modifiers to Success Chances

The score that a Character has in a Skill is the relative chance the Character has of succeeding in the use of that Skill. This score takes into account only the knowledge and experience the Character has with the Skill, and not the Attributes of the Character or the circumstances under which the Skill is being used.

The manner in which Attributes affect Skill success is outlined in the *Section entitled Modifying Attributes (p 26)*. The Character's basic chance of success is their Skill score. The Character's Attributes modify the chance of success by adding a percentage to the Skill score, determining the final chance of success the Character has before Situational Modifiers are taken into account.

The *Skills Table on (p 25)* gives a list of the Attributes that modify the chance of success in each of the listed Skills. The Attributes are listed in order of importance. In the Skills section of the Character sheet there is a column labelled "Att Bonus".

This Attribute Bonus is then taken as a percentage of the Skill score and added to the Skill score in order to determine the Character's chance of success. This system means that the Character's Attributes always contribute the same amount to the Skills of the Character. It also means that the Character will gain a modifier to their chance of success in a Skill of between minus 30% and plus 70%, with the average person having a modifier of 0%.

Example: A Character had a Sleight of Hand skill of 34. They have an incredible Agility (Bracket 5) so their Attribute Bonus is 50%. This means that 50% of 34 is added to his score, making his normal chance with this level of skill 34+17=51%.

There are circumstances, however, when the Attribute Bonus is inappropriate as a modifier to the Skill score. If, for example, the Skill sneaking were used in the situation where the Character was in darkness but had seen the room a moment ago then memory, or rather Mind Power, becomes more important than Agility.

It is therefore important to keep in mind that the Attribute Bonus system is just a simple system for allowing Attribute scores to modify Skill chances. There is no reason why the Game Master cannot apply whatever modifiers they wish to the use of a Skill.

Situational Modifiers to Success Chances

As well as the more constant modifiers such as Attributes, the Character's Success chance may be modified by the situation. There are also many Modifiers that are specific to the particular Skill and these are listed with the individual Skill descriptions in the *Section entitled Skill Descriptions and Modifiers* (p 63).

It is not possible to list all environmental Modifiers for all skills. The only way to have these modifiers applied is by using Game Master's Discretion. For guidelines on Modifiers, consult the *Section entitled Optional Combat Modifiers* (p 106). Once again, if all else fails, simply apply whatever modifier seems appropriate.

How to Modify the Chance of Success

In Dark Fantasy we make a distinction between adding a value to a Chance of Success and adding a Percentage. This was outlined in the *Section entitled Addition and Subtraction of Numbers* (p 16) but it is a very important concept to understand. If, for example, we had a Chance of Success of 10% then if we added 10% to it, the chance would become 11% which is proportionally not much of an increase. If, however, we add 10 to this Chance then it becomes 20% and this is double the chance we had before.

The reason for the two systems is that sometimes the Modifier would have a blanket effect as it bears no relation to the Character's Skill. Other times, the amount the Skill is modified would depend largely on the Skill level of the Character.

Minimum Chance of Success

There is a convention in Dark Fantasy that states that there is a minimum Chance of Success for any event. That is, there is a chance of doing anything, no matter how remote. The system has the following guidelines:

If a Character has a Chance after Modifiers of 0 or less then it is still possible to succeed. If, on the first roll, the result is a 01 then 10 is added to the Chance of Success and another roll may be made as per normal. If, by the rolling of 01 then the addition of 10 to the Chance the Character's Chance is increased above 0 and on the next roll a result of this new Chance or less is rolled then the Character is considered to have succeeded. If a succession of 01 rolls are made then 10 may be added to the Chance each time only until the Chance of Success is above 0.

This system simply means that miracles can and do happen.

Order in Which Modifiers are Applied

There are several Modifiers that may be applied to Skills and the order in which these modifiers are applied may make a difference. The order in which Modifiers should be applied is firstly, Attribute Modifiers and secondly any Situational Modifiers.

Skill Score Modifiers to Fumbles

No matter how high the Skill score of the Character, the Chance of a Fumble or Automatic Failure is a constant, as given on the *Skill Success Table* on (p 61). Even if the Character has a Skill score of over 100, the chance of a Fumble is 1 in 100 and the chance of an Automatic Failure is 1 in 50 (98 or 99). The Skill score of the Character, however, does affect the outcome of an Automatic Failure or Fumble. The Skill descriptions often give a specific outcome for these results. These should not be taken too literally, however. If the Character has a very high Skill score the outcome may not be as bad as the tables indicate. Simply use discretion and perhaps roll again and compare the result to the Character's Skill score to determine how bad the failure is.

Even those with exceptional skills fail or perform very badly on occasion. It is difficult, however, to represent this accurately on a scale of 1 to 100. It is important to keep in mind that those with exceptional scores may score a fumble result but this would generally be a significantly milder form of failure than an amateur scoring the same result.

Skill Descriptions and Modifiers

The common Dark Fantasy Skills are described below.

Acting: This is a skill that involves not only acting in the classical sense, but also the ability of the Character to deceive people into believing the emotion that they are displaying. The success chance is modified according to the difficulty of the action, and how much acting is involved. When acting for sustained periods (such as assuming an alternate persona), a roll should be made every so often, perhaps once per day, or whenever the Character meets a new person that may suspect something.

To detect a flaw in a Character's acting the observer must make a perception roll of one better success type than the actor. On the whole the act may be quite believable. A successful perception roll would simply indicate that the observer noticed a few small clues that lead them to believe it is an act.

Animal Lore: This is the knowledge of animals and their ways. The knowledge may include eating and sleeping habits, knowledge of uses for skins etc., and advanced knowledge may extend as far as knowing diseases of the animals, and perhaps how to treat them. The skill is modified according to the familiarity with the particular animal, and may depend on region as well as many other factors.

Blacksmithing: This skill is the crafting of metal including fashioning weapons and armour. Success depends on the quality of the equipment and materials that the Blacksmith is using, and a fumble may, for example, create a beautiful sword that will break the first time it is used. The level of success in Blacksmithing also determines the "Weapon Breakage Chance" (See optional rules) of weapons. The better the result, the lower the WBC. Below is a guide to the Blacksmithing results.

Success	Meaning
Critical Success	Beautifully crafted (1/2 min WBC)
Special Success	Very well made (min WBC)
Success	Reasonable (average WBC)
Some Problems	Not Great (High WBC)
Failure	Poor (2 - 3 x max WBC)
Automatic Failure	Unusable
Fumble	Flawed *

*Some weapons crafted with a fumbled roll may look fine but have a flaw that will cause them to break on the first hit. At GMD the fumble result may mean that nothing is produced.

Carpentry: Carpentry is the skill of fashioning things from wood. The skill may take many forms from carving wood to making furniture etc.

Climbing: The base chances given for climbing are fairly low simply because they assume that the Character is attempting to climb a difficult surface, say a very steep rock face with some footholds. Below is a list of different surfaces, and their modifiers to the chance of success.

Situation / Surface	Modifier
Climbing an average tree	+70
Scaling a moderate rock face	+20
Vertical rock face with many holds	0
Castle wall	-20 to -50
Scaling a slippery surface	-10 to -30 (additional)

Typically a climbing roll should be made every 10' of ascent and descent. A failure in ascent means the Character may go no further, and a failure in descent would generally mean a fall, unless another roll is made to prevent it. A fumble or automatic failure will almost always result in a fall.

Counting: This is a skill that allows the Character to deal with numbers larger than your number of fingers. Counting also deals with simple mathematical operation that may be performed in the mind and as the level increases so does the complexity of possible operations. For example the average peasant with a counting of 25 would be able to add and subtract relatively small numbers and perform very simple multiplications and divisions. The seventy year old, tenth rank Mage with a counting of 96 would perhaps be capable of solving simultaneous equations!

Detect Magic: This skill represents the ability of a Character to sense the presence of magical power. This skill is further Described in Book 2 *Arcane Law*.

The range from the object has the following modifiers to the success chance.

Range	Modifier*
Touching	+ 20
Aura	+ 15
Up to 5'	+ 5
6' - 10'	+ 0
11' - 30'	- 10
31' - 60'	- 25
61' - perceptual range	- 40

*Modifiers only apply if the Character has a greater than 0 chance to Detect Magic.

These modifiers only apply to those who have any chance of success in the skill, whether it be due to high Empathy, training in Detect Magic or both. The average man cannot pick up a magical object, get a + 20 because he is touching it and thus have a chance to detect that it is magical. There are also positive modifiers to the chance to detect magic based on the strength of the magical emanation (Game Master's Discretion).

Disguise: This is the ability to make yourself appear as someone else or mask one's own identity. Modifiers come into play according to the difference in features and size, etc., of the Character and the new identity. A roll for disguise is only made once and this determines how well disguised the Character is. If the Character rolls a fumble then they will believe that they have done a good job, but anything other than a fumble or result of 98 or 99 on the part of the observer will result in detection of the disguise.

To detect a disguise normally a Character must make a perception roll of equal or better success rating to the disguise roll. An equal rating will indicate that the observing Character may be suspicious of the disguised person, but may not be able to pin down exactly what disturbs him about the other Character. The Character making the detect roll may be assigned heavy modifiers according to the situation.

This use of this skill assumes that some basic equipment is being used such as a change of clothes, carefully placed stuffing and perhaps a wig. If the Character is using more elaborate methods such as cosmetics or spends a large amount of time on the disguise then the chance of success will be accordingly increased.

Enchant: The ability to be able to enchant objects. See Dark Fantasy Book Two *Arcane Law* for further details.

Evaluation: The ability to gauge the value of items of all descriptions. Below is a table giving the degree of accuracy of the evaluation according to the level of success.

Success	Accuracy
Critical Success	+/- 2%
Special Success	+/- 5%
Success	+/- 10%
Some Problems	+/- 20%
Failure	+/- 50%
Automatic Failure	No Idea
Fumble	Sure of very incorrect value

Farming: The ability to grow crops and the like. This is a skill that would normally only be of use as a measure of how good a Character is at farming rather than any practical use during play.

First Aid: First aid is a knowledge of medical techniques that will be of some benefit to the Character. The low level of First Aid skill most Characters have assumes that many of the folk remedies and treatments known to them are completely spurious. First Aid skill may stop bleeding (defined in the optional rules) as well as enhancing the recovery of a wounded man.

OPTIONAL RULE: The chance to stop bleeding is equal to the Character's First Aid chance assuming the bleeding Character has a result of 10 on the *Bleeding Rates Table* on (p 99). For every level lower than this the chance to stop bleeding is reduced by 5 and for each level above the chance is increased by 5. The following table gives the amount of time the bleeding takes to stop, as well as the increase in body recovery according to the degree of success of the roll.

Success	Body Recovery	Time until bleeding stops
01 roll	+3 per 10 days	Stops almost instantly
Critical Success	+3 per 10 days	d2 rounds
Special Success	+2 per 10 days	d4 rounds
Success	+1 per 10 days	d6+3 rounds
Some Problems	No effect	Rate reduced by 2 levels
Failure	No effect	No effect
Fumble	1 per 10 days	Harm Caused*

*This may be left up to the Game Masters creative imagination depending on the situation.

The Bleeding Table gives rates of bleeding according to a roll. The reference to reducing the bleeding rate by 2 levels simply means the bleeding rate becomes what it would be if the result of the roll had been 2 better than it was.

The effectiveness of a First Aid roll would also depend largely on the materials being used. The two ways in which bleeding may be stopped are by applying bandages and by the use of cauterisation. When using bandages the quality is important. If a torn shirt is used as a bandage, a modifier of - 5 may be applied to the Character's First Aid chance or + 5 may be given for very high quality bandages.

Cauterisation is something that does not have a lot to do with the First Aid skill of the Character. It involves burning the flesh around the wound until the bleeding stops. It is a very brutal way of stopping bleeding, but it is very effective. The problem with cauterisation is that it may well kill the Character, though it is often worth the risk in order to stop the Character bleeding to death. The damage done from cauterisation is dependent on many factors that may slightly increase or decrease the damage done to the victim. There is a slight trend for wounds that bleed more to take more cauterisation and thus the victim may suffer more damage. A very high Agility or First Aid skill of the cauteriser may also slightly reduce damage.

The base Damage for cauterisation is d3 + 1 which assumes that a torch or something similar is used. If at the Game Masters discretion the wound may only require a hot dagger to cauterise then the damage may be accordingly reduced to d3 or d2. The damage that is done from cauterisation comes straight off the body of the Character. If the total damage done by cauterisation exceeds the body total of the Character then the Character will die but this may take some hours. When a wound has been cauterised the victim will suffer the effects of shock and be incapable of doing anything much but writhe around for (8 + Endurance Bracket) minutes. A Character who will die from the cauterisation will be delirious until their death.

Fishing: The knowledge of fish, their movements, breeding habits, how to catch them, clean and cook them, and which ones are edible and which are not. A fishing roll should be made for every hour that the Character is trying to catch fish. The skill of fishing as represented assumes that some basic equipment such as line, rod, simple bait is being used, and there are fish to be caught.

Gambling: The ability to make money in a game of chance. Includes knowledge of cheating, etc. A roll for gambling should be made every 15 minutes and the degree of success of the roll indicates how well a character is going. How the skill applies depends very much on the situation, and how much the particular game can be rigged by the Character or their opponents.

Herb Lore: This skill is the knowledge of the part of the plant kingdom known as herbs. It involves knowledge of many herbs including their properties, appearance and the location in which they may be found. As a Character's Herb Lore rating increases it represents the increasing knowledge that the Character has of the uses of substances and how to make potions from the substances. The drugs and potions that may be found in the dark Fantasy world are described in *The Campaign Book* in the Section entitled *Drugs and Potions* (p 12).

The level of skill a Character has in Herb Lore is quite dependent on the surroundings in which they grew up. A Character who has been raised in the city, for example, would have been exposed to far less dangerous or useful substances than a person who has spent their life in the country and has been told not to eat certain types of berries, plants, etc. Thus the starting Herb Lore of a Character is up to the discretion of the Game Master. Some potions are more complex to create than others, and this will be indicated in the individual substance description under "Difficulty".

The potions or drugs that the Character initially knows are up to the Game Master to decide and must be based on the region that the Character is in and what he or she may have been exposed to. As a guide to the number of potions the Character knows, the sum total of the difficulty ratings of all potions should not exceed the skill score that the Character has in Herb Lore.

Hiding: The ability to be able to conceal ones body from sight. The amount of cover with which a Character has to conceal themselves is by far the most important factor in hiding. In some cases a person who wishes to hide will be automatically successful. It does not take a great deal of skill, for example, to hide behind a house. Conversely, in some situations there is absolutely no chance of hiding, such as in the middle of a bare room.

Examples of the assumed situation are woods with moderate undergrowth or a reasonably cluttered room. More or less than this will increase or decrease the chance of hiding. Note that the Hiding skill not only involves positioning one's body but also perceiving the best hiding places available and making sure that all possible factors are taken into account, such as whether any part of the hidden person is showing from the angle that the searcher is looking.

It is possible to detect a Hiding Character with a Perception Roll, though the chance is left Game Master's Discretion. Under these circumstances, the Character's Perception Rating should be used not as a Chance of Success, but rather as a modifier to the Chance of detection the Game Master assigns to the Hiding Character. This chance should be based on the chance of an exceptionally perceptive person (perception 100) seeing the Hiding Character.

Law: Knowledge of the systems of justice and law. Low level would include knowledge of the basic law traditions such as the penalties for stealing, murder etc.

Legend Lore: This skill is the Bardic memorisation of the oral traditions, history and lore of an entire culture. Low level in the skill would indicate knowledge of a few tales of mythical heroes etc.

Perception: This skill deals with any instance where the Character may detect something out of the ordinary. It can be anything from detecting a person hiding behind a tree, or a piece of clothing left on a branch, to noticing a shady looking man doing a quick deal in a corner stall in the market place. The Perception rating of the Character is a measure of their perceptiveness, and it is left up to the Game Master to assign a chance of spotting the out of the ordinary. Below are some examples of modifiers to Perception:

Situation	Modifier
Character distracted	0 to -50 to chance
Character wounded	Chance X% of body lost
Character in pain	Depends on level - as for wounding
Object concealed	Chance Based on level of Concealment*
Character is alert	+5 to +20 to chance

*Chance should be Chance of seeing object x Perception Rating (See Hiding)

The effectiveness of Perception is also dependent on the range to the thing being perceived and which senses are being used. Below is a table giving modifiers purely for range on hearing, noting that situational modifiers should be added to these effects.

Range (In Yards)	Hearing Modifier
5 or less	+50
6 - 10	+20
11-15	0
16-20	-10
21-25	-30
26-30	-70

The values given assume a fairly soft noise in a quiet environment such as a person walking on a clear night. A loud shout from a man one mile away, for example, may be heard on a normal perception roll with no modifiers. The game Master should assign modifiers for the anything that may affect the Character's chance of making a successful perception roll.

Persuade: The ability to speak well and sway a person or persons by intellect or emotion. The base chance of success of a Character assumes that the person being persuaded does not want to do what he is being asked but has no good reason to refuse. If the Character is uncaring on the matter then a bonus of + 30 may be applied to the Character's chance and a penalty of up to - 20 may be applied if the Character is resolute that they will not do what they are being asked. In addition to this penalty the persuader's chance is modified by the Will Bracket of the target x 5, thus increasing the chance for a weak willed individual or decreasing it for a target who is strong willed.

Pick Locks: The ability to open locked devices without the correct key. The base chance for picking locks assumes that the Character has some basic tools with which to pick the lock. If the Character has more advanced tools then a bonus of up to 25% of the Character's skill may be awarded. With certain types of locks the Character will have differing chances of success and it may require different amounts of time to pick them. If the Character is familiar with a type or "brand" of lock then a bonus of + 30 to + 50 may be added to the success chance. Below is a list of times taken and chances of success for picking locks of various degrees of difficulty.

Lock Type	Pick Time	Modifier
Average house lock	10 seconds	+ 30
Good house lock	15 seconds	+ 10
Good lock	30 seconds	0
Strongbox lock	1 minute	- 10
Complex lock	up to 1 hour	- 15 to - 40

The time that a lock will take to pick will depend on the type of success that a Character gains. Below is a table giving the modifiers to the base picking time, and results of the various levels of success.

Success Level	Time Result
Critical Success	10% of base time
Special Success	50% of base time
Success	Base time
Some Problems	Base time + roll again
Failure	Base time x d3 then give up
Fumble	Break tools and / or jam lock*

*The exact consequences of this are left up to the discretion of the Game Master.

Pick Pockets: The ability to remove something from a person without them noticing. To notice a pocket being picked the victim must make a perception with a level of success superior to that gained by the picker of his pocket. Failing the roll when picking a pocket generally means that an opportunity did not present itself and the Character may try again, assuming of course that the victim did not make his perception roll.

Failure when cutting a purse or stealing something like a bracelet results in automatic detection by the victim. This is due to the nature of the two differing operations. If one does not get an opportunity to pick a pocket then one does not try, but the victim may still detect the intention. Failure with cutting purses means the victim felt a tug on his belt or whatever.

In stealing from a person's body a fumble will result in automatic detection. A modifier may be applied to the pick pocket roll depending on the accessibility of the item of between + 10 and - 25 to the chance of success.

Plant Lore: Knowledge of plants, their uses and Characteristics. A Character's skill in plant lore is a representation of knowledge of the plant kingdom. This skill does not include the knowledge of herbs or poisons that are covered under Herb Lore. The two skills are mutually exclusive and thus there is no carry over between them.

Play Instrument: This is the ability of a Character to play a specific musical instrument. There is some carry over from one instrument to another. The chance of success represents the chance of producing a passable performance.

A proper musician who fails their roll simply fails to inspire any real response in his audience and possibly misses a few notes as well. A fumble is likely to mean that a string snapped or the instrument was dropped half way through the chorus. The Character may gain a bonus of up to + 20 for songs with which he is familiar.

Read/Write Language: Ability of the Character to read and write. It is to be noted that the learning ratio for this skill is based on English and may vary according to the language used. It is also to be noted that reading and writing was not a common skill in the Dark Ages. It was considered amazing for a very learned scholar to be able to read without mouthing the words and placing his finger on the page to keep his place as he went along. Thus a score of 30 may be considered to indicate extreme literacy. This skill is only improved by extensive use, which may be classified as training.

Riding: This skill generally refers to the Character's ability to ride a horse but may be applied to other animals. A riding roll must be made whenever the rider wishes to manoeuvre the horse. Modifiers are based on the ease or difficulty of the required manoeuvre. A roll must be made to control a non-warhorse when it is confronted by strange smells or sounds, fire, fearsome creatures, the smell of blood etc. Consult the *Section entitled Mounted Combat (p 105)* for a guideline to the practical uses of the riding skill. Below is a table of sample modifiers to the riding roll.

Situation	Modifier
Jump Obstacle	- 5 to - 40
Sudden Direction Change	- 5 to - 30
Horse Wounded	- 10 + 1/2% Body damage taken.
Trample	+ 20 to - 20

Sailing: Knowledge of all aspects of sailing. It represents the ability of the Character to handle craft in the water.

Singing: The ability of a Character to sing. It may include ability to make the voice suit the mood, carry, or whatever. The meanings of the varying degrees of success are similar to those given for playing instruments (see above). A fumble when singing may involve a cracking of the voice or a coughing fit in the middle of the rendition.

Sleight of Hand: Sleight of hand is a skill involving Agility. It involves complex and intricate movements with the hands. This skill may be used as a pick pockets skill, and the chance is 1.5 x the Character's Sleight of Hand Skill. Examples of Sleight of Hand are things such as card tricks, which cup is the ball under type tricks, etc. If a perception roll of one level less than the trickster's Sleight of Hand roll is made, then the observer can see that there is something tricky going on, and if they succeed by two levels then the observer will understand the trick.

Sneaking: The ability to move silently. The chance of success depends largely on the surface being crossed. A critical success with this skill means that there is absolutely no sound to be heard. The varying degrees of success are a measure of how quiet the sneaker is, based on a comparison of a critical success meaning no sound and a failure meaning that a normal amount of sound would be made.

For the sneaker to be heard, the victim must roll a success that is one category better than the result gained by the Character sneaking. An automatic failure with sneaking does not necessarily mean being heard, but 50% is added to the listener's perception skill. A fumble will mean that the sneaker is automatically discovered.

The base rate of movement for a sneaking Character is 2 yards per round. One roll is made for every 20 seconds of sneaking under normal circumstances. The following modifiers may be applied to sneaking depending on the situation and assuming the movement rate listed above.

Situation	Modifier
Bare Stone	+40
Grass	+20
Forest (Little undergrowth)	-10
Forest (Leaf strewn)	-25
Forest (Much undergrowth)	-40
Wooden Floorboards	-10 to -45

The speed which the Character moves will largely determine how successful the Character will be in sneaking.

Speed (Yds/Rnd)	Modifier
1	+20
1.5	+10
2	0
2.5	-10
3	-20

In a non-critical situation where the Character using stealth has taken reasonable precautions such that there is only a very small chance of being detected per short time period the Game Master may decree that a generalised sneaking roll be made every half hour or so. The Game Master should remember that all the tiny chances of detection accumulate over time and make sure that the final chance of detection is a reasonable one.

Speaking: Knowledge of the language. Speaking is not like any other skill in that it is really only a measure of the comprehension of the complete language being used. It is not improved by usage except in an environment where the average speech is of a higher standard. A peasant at the royal court will eventually learn to improve his eloquence.

Streetwise: Knowledge of the street. Where to find certain people, who to trust, where to buy black market items, etc. Low levels of expertise indicate that the Character knows the shadier regions of their town and where it is best not to be found late at night. They may also have a rough idea of where to contact criminals. With higher proficiency levels the Character will gain a much broader knowledge of the less reputable people in their, and perhaps other towns if they have travelled. High levels of streetwise mean that the Character can make contacts very easily and understands the underworld very well. If such a character is ever in a place where they are a stranger, they will still be able to find who or what they want from the underworld. Certain situational modifiers may apply to the skill of streetwise.

Situation	Modifier
Has a contact	+ 10 to + 50
Bribe	+ 1 per d3 silver pieces
Obtain Poison	- 10 to - 50 depends on quality
Obtain Proscribed Goods	+ 20 to - 30 depends on availability
Hire "Help"	0 to + 40
Avoid trouble	+ 50 to 0
Obtain Information	+10 to - 40

A streetwise roll must be made once per day or once per situation as appropriate. The better the degree of success the more the Character will gain. It should be noted that failure in an attempt to gain a poison can be a serious health risk.

A Character may also use his streetwise skill to determine if any particular person is involved with the underworld. The base chance for this is equal to the Character's 1/2 Perception + 1/2 Streetwise. The chance is modified according to the amount of exposure the Character has had to the person under investigation.

Torture: Torture is a complex skill, but basically involves knowledge of how to get information. The dungeon with dripping water, a foul stench of death and the cries of the maimed and dying is the home of the skill of torture. Low levels in the skill of torture indicate only a very basic knowledge of the different methods of inflicting pain. As the skill increases, the demented minds begin to show their true creativity and the process becomes very effective. The aim of the torturer is usually only to gain information without killing the victim or rendering them incapable of ever giving the information even if they wanted to. The chance of success at torture depends on both the torturers skill and the Will of the victim.

The system for gaining information uses “Torture Points”. After the Character’s torture resistance total has been accumulated, the victim will break. A Character has a resistance to torture equal to 10% of their Will score + their Will Bracket x 15. The base time period for torture is equal to 1 hour. This is modified up or down by (15x the Will Bracket) of the victim. In this period torture points are gained as described in the table below.

Success Level	Torture Points Gained
Critical	8
Special	4
Success	2
Some Small Problems	1
Failure	0
98 - 99	- 1 * GMD
Fumble	1 + Victim Badly Harmed (unwanted)

The degree to which the torturer restrains their “enthusiasm” will have a significant effect on the outcome of the torture session. Lack of any restraint is almost certain to result in the death of the victim although torture points gained may be doubled if this is the case. If the torturer does not restrain themselves if they will do up to 4d6 damage to the victim in the allotted time period. This is not a very effective method of torturing as it will quickly kill most people.

Accumulated torture points are reduced by the (Endurance Bracket +3) of the victim for every eight hours of rest. The torture chance given assumes very little equipment, say a blunt instrument. More advanced equipment will increase the effectiveness of the torture giving between + 5% for a pair of pliers to + 50% for a fully equipped workshop with the very best implements.

Tracking: Tracking is the ability to perceive the traces a person or animal has left behind it, or the ability to cover one’s own tracks.

Following Tracks It takes a trained mind and specific skill to notice clues indicating that someone or something has passed a given way. The degree of success gained in a tracking roll determines how far the Character may follow the tracks before making another roll.

Success	Result (Distance)
Critical	10 miles
Special	6 miles
Success	3 miles
Some Problems	1 mile
Failure	Lose Tracks
Automatic Failure	Misguided for d3 miles*
Fumble	Misguided for d3 + 3 miles*

* These results should be modified down for high skill scores at the Game Master’s discretion.

If the Character fails their tracking roll another tracking roll may be made to recover the trail for each half an hour the Character spends looking.

There are many factors that may affect the Character's chance to track as listed in the table below. It should be noted that there will be some situations where it will be impossible to track someone.

Situation	Modifier
Dusty Floor	up to + 70
Darkness level	0 to no chance
Track Age (less than 1 hour)	+10
Track Age (1-6 hours)	No Modifier
Track Age (7-12 hours)	-5
Track Age (13-24 hours)	-10
Track Age (25-48 hours)	-15
Track Age (For every 24 hours)	additional -5
For every hour of rain	-2 to -40 (By Heaviness)
Rocky terrain	-20 to -50
Muddy terrain	+20 to +90
Marshy terrain	0 to -40
Soft Ground	0 to +20

Covering Tracks If the object of the tracking is covering their tracks then the tracker has a penalty to their tracking chance equal to half the target's tracking score - 5. In addition to this the tracker also gains a penalty equal to the target's (Mind Power Bracket + 3) x 2. This chance assumes that the Character covering tracks is moving at about 1 mile per hour, i.e. quite slowly. If the Character is not doing their best to cover their tracks then an appropriate reduction should be imposed on the negative to the tracking chance. For example, if a Character wishes to travel at 2 miles per hour, the negative to the tracker's chance should be halved.

Trapping: The skill of making, setting and disarming traps of all kinds. The level of success attained in a trapping roll will determine the Character's chance of catching or trapping the desired target if it is present. The base level in trapping assumes the ability of the trapper to create a simple but effective trap such as a pit trap. This may take some time to make but no great knowledge is required for its construction. As the skill of the Character improves the Game Master should allow the trapper to produce more complex traps that are more effective, and due to the skill of the trapper, generally harder to detect.

To detect a trap, the victim must make a perception roll with a level of success equal or better than that gained by the person setting the trap. The situation will greatly modify the situation. For example, if a pit trap is created then the earth must be removed or well concealed and if this is not the case then the victim should gain a large bonus to the chance of detecting the trap.

A high level of success in trapping means that the trap is well concealed; well located; well constructed; or a combination of all three. It thus is up to the discretion of the Game Master to determine the effectiveness of the trap and how much damage it will do to its victim, if that is its purpose.

Weather Watching: Ability to predict weather from clouds, breeze etc. The chance of success in Weather Watching is dependent on the Character's familiarity with the region they are in, and the degree of success will determine how far in advance the Character may predict the weather.

Situation	Modifiers
Familiarity with locale	-40 to + 30
Regional weather consistency	0 to - 40
Success	Advance prediction
Critical	2 days
Special	1 day
Success	12 Hours
Some Problems	5 Hours
Failure	2 Hours & some inaccuracy
Automatic Failure	30 minutes & inaccuracy
Fumble	Incorrect perception

Chapter 7

Combat

The Combat System in Dark Fantasy has been painstakingly developed in order to have a high degree of realism whilst maintaining relative simplicity.

An Overview of Combat

Combat in Dark Fantasy is divided into 4 second periods known as “Combat Rounds”. In combat, each participant will have a certain skill with the weapon they are using. This level of Skill translates to a “Chance” of hitting the opponent. Each weapon in Dark Fantasy has its own “Base Hit” chance. This means that if anyone picks up the weapon without having used it before then they will have a standard chance to hit.

If the attacker rolls equal to or under their “Hit” chance then a hit has been scored on the opponent and another roll is made to determine damage. This Hit chance is increased by the Character as they gain experience.

When a “Hit” is scored, additional dice must be rolled to determine the amount of damage done to the target. The amount of Damage inflicted is determined by the weapon being used, and this value is further modified by the Strength of the Character wielding the weapon. The *Melee Weapon Attack Statistics Table* on (p 79) gives the Damage statistics for each weapon.

Below is an outline of the processes that take place in each Combat Round.

Statement of Intent: The Players must state their intentions to the Game Master.

Initiative Roll: The order in which the combatants strike is determined by an “Initiative Roll”. This roll is made on a d10, and the combatant with the highest initiative result attacks first.

Attack Roll: To attack, percentile dice are rolled and compared with the Character’s Hit Chance. The lower the result, the better the hit.

Damage: If a hit is scored, the Character who has been hit will take Damage based on the weapon being used and the Strength of the Character wielding it.

Statement of Intent

Each Player must state their intentions at the beginning of the combat round. Due to circumstances beyond their control this may not occur, or they may even change their mind during the round. This is allowed but it is to be noted that if, for example, a Character states an intention to flee and then half way through running away changes their mind and wishes to attack, then they may well not get an attack in that round and their opponents may also get a shot at their back as they stop to reconsider.

Initiative

Initiative is determined by rolling a d10 and applying modifiers. The higher the result, the earlier in the round the Character attacks. If two Characters in a combat round end up with the same Initiative result then they both attack simultaneously.

It is possible for a Character to gain more than one attack in each Combat Round. If the Initiative result is greater than 10 then the Character gains two attacks and if it is over 20 then the Character gains three attacks, and so on. The Initiative result may be treated as a position within the round. For example, if one Character gains an Initiative result of 4 and another Character gains a result of 7 then the first Character attacks on “7” and the second Character attacks on “4”. The initiative value at which the Character strikes is known as a “Strike Rank”.

If the Initiative result is over 10, the Character will attack on the value they achieved, then 10 is subtracted from their initiative result and they will attack on this number as well. For Example, if two Character’s are fighting and one scores an Initiative result of 13, and the other scores 6. The First attack will be made by the Character who scored 13, the second attack will be made on “6” and the final attack will be made by the original attacker, who now has a second attack with an effective strike rank of 3.

Initiative Modifiers

There are a series of Modifiers which alter the Character’s Initiative roll. They are summarised below:

Weapon Speed: Some weapons are slower to use than others. The “Speed” rating of the weapon is subtracted from the Initiative roll.

OPTIONAL RULE: If the Strength rating of the Character exceeds the “Minimum Strength” rating of the weapon being used then the Weapon Speed penalty is reduced by 1 point for every point that the Character’s Strength Bracket exceeds the Minimum Strength Rating of the weapon.

Agility: Half the Agility Bracket of the Character (rounded up) is added to the roll.

Closing with Longer weapon: A significantly Longer weapon gains bonus of up to + 6 for the first round when closing into combat.

Shorter Weapon: Penalty of up to - 2 for shorter weapon may be applied (Game Master’s Discretion).

Drawing Weapon: Penalty of - 5 if weapon must be drawn.

Fighting Experience: Bonus of +1 per 2 Fighting Ranks.

Non Combative Personality: Non-Fighters have a penalty of - 2.

Multiple Opponents: Penalty of -1 for every opponent after the 2nd.

OPTIONAL RULE: Encumbrance: The Character’s Encumbrance Rating x 5 is subtracted from the Initiative roll.

The Attack Roll

Each weapon is assigned a “Base Hit” rating. As a Character learns to use the weapon, the Character’s Hit chance with this weapon increases. If a Character scores an ordinary hit on an opponent, this does not necessarily mean that the opponent will be physically injured as they may jump out of the way of the blow, parry it or it may simply glance off their armour. The various Hit Types categorised below represent varying degrees of success.

Below is a summary of the meaning of possible results. When using the term “Under”, actually mean that the result was equal to or under the desired value, and greater than the result required for the next level down.

Attack Results Table

Result	Effect
Under Critical Chance*	Critical Hit: Damage applied to: Might then Body
Under Body Chance*	Body Hit: Damage applied to: Shield, Armour, Might then Body
Under Hit Chance	Normal Hit: Damage applied to: Defence, Shield, Armour Might then Body
Over Hit Chance	Character Misses target
98 - 99	Automatic Miss
00	Character Fumbles (See the <i>Section entitled The Fumble (p 74)</i>)

* Either of these hits may be parried onto Defence (See the *Section entitled Parrying (p 75)*)

The Critical Hit

The Critical Hit represents a hit that has not only struck the body of the defender, but found a weak spot in their armour. The Critical hit Inflicts damage directly to the Character's Might then Body Points. Critical Hits may be parried and turned into a Normal Hit as described in the *Section entitled Parrying (p 75)*.

The Body Hit

A Body hit means that the defender has been unable to get out of the way of the blow. Unless the defender successfully parries the blow, the damage is absorbed first by the Character's Shield, then Armour, Might and Body points. As described in the *Section entitled Parrying (p 75)*, Body Hits may be parried by the defender turning it into a Normal Hit.

The Normal Hit

The Normal Hit is the standard kind of hit scored on an opponent. It means that the Character has struck a blow that has at the very least forced their opponent to dodge out of the way. If a Normal Hit is scored, the Character rolls for Damage which is applied to the opponents Defence rating, then their Shield, Armour, Might and Body Points.

The Automatic Miss

If the Character rolls 98-99 on an attack roll, it is considered to automatically miss. Regardless of the skill of the Character, they have failed to reach their mark.

The Fumble

If a fumble occurs, percentile dice are rolled and the fumble table below is consulted to determine how badly the Character has fumbled. The fumble roll is modified by the Skill of the Character in that the result is reduced by 1 point per 5 points of proficiency in the used weapon above 50. If the Character is using a Morning Star then 20 is added to the fumble roll.

The columns of the table are described below:

Init Mod: The Init Mod shown is added to the Character's Initiative roll in the next round.

Attack Mod: The Attack Mod added to the fumbler's next round attack roll. If an end result of 99 or 100 is gained on the fumble table, the opponent of the fumbler divides their next attack roll by 5 and 10 respectively. This makes a Critical or Body Hit very likely.

Damage Mod: The number before the slash is taken off the Damage done next round by the fumbler, and the second number is added to the attacker's Damage next round.

Fumble Table

Result	Init Mod	Attack Mod	Damage Mod
<01	0	No Effect	No Effect
01-25	-1	No effect	-1/+0
26-40	-2	+10	-2/+0
41-50	-3	+15	-2/+0
51-60	-4	+20	-3/+0
61-70	-5	+25	-3/+0
71-80	-6	+30	-4/+0
81-85	-7	+40	-4/+0
86-90	-8	+45	-5/+1
91-93	-9	+50	-6/+2
94-96*	No Attack	N/A	-/+3
97-98*	No Attack	N/A	-/+4
99*	No Attack	%/5 (round up)	-/+5
100*	No Attack	%/10 (round up)	-/+6

*Character has Severe Fumble (see Below)

Note: A Game Master should try to give a good description of why the Character will suffer these penalties. E.g. "You tripped over a log and are trying to scramble to your feet".

Parrying

If a Body Hit, Critical Hit, or Mortal Blow (see optional rules) is scored on the Character, then they may attempt to parry the blow onto their Defence. To successfully parry, the Character must roll equal or under the average of their Weapon Skill and their current Defence. A successful roll will transform the hit into a Normal hit where damage is taken of Defence, Shield, etc.

OPTIONAL RULE: A penalty of -10 may be given for parrying Critical Hits as opposed to Body Hits. Note that a result of 98, 99 or 00 will always result in a failed parry.

Fully Defensive Fighting

OPTIONAL RULE: If a Character elects to adopt a fully defensive combat stance and make no attacks, then 20% is added to the Character's Parry Chance. When making no attacks, it is also possible to parry Normal Hits (though without the 20% bonus), and if successful, the damage is then ignored.

Parrying Multiple Attacks

OPTIONAL RULE: If the Character is being faced by multiple opponents in one round, then for every attack after the first, 20 is subtracted from the Character's parry chance.

Parrying Missiles

Every hit with a missile weapon is treated as a Body Hit. Like any other Body Hit, a missile weapon may be parried by the target if they are aware of the missile being fired at them. Note that the Parry chance may include dodging around before the missile is fired to put the attacker off guard.

The Missile Weapon Parry Chance is based on the speed of the missile weapon, which are divided into three categories: Thrown (Spears, Javelins, Thrown Dirks, & Thrown Axes), Fast Thrown (Daggers) and Propelled (Arrows, Sling Bullets & CrossBow bolts). The value given is a percentage of the Character's Normal Parry Chance (which is equal to their current Defence Rating). These chances also assume long range, values should be halved for short range & divided by 4 if the Character is unaware of the missile attack.

Missile Weapon Parry Chances Table

Missile Category	% of Normal Parry Chance
Thrown	80%
Fast Thrown	50%
Projectile	25%

Taking Damage

Under normal circumstances, damage done by a normal hit goes against Defence, and when this is reduced to 0, the remaining damage flows onto the Character's Shield, Armour, Might and Body. Damage is based on the weapon being used by the Character, and their "Damage Modifier", based on Strength. The damage done to a Character's Defence is based on the weapon only, as no Damage Modifier applies to Defence Damage. How to calculate Damage is outlined below:

Normal Hit:

- 1) Roll weapon Damage on dice specified & add stated weapon value.
- 2) Apply this value to the defending Character's Defence.
- 3) If there is any excess Damage after the defender's Defence is reduced to 0, multiply this by the attackers Damage Multiplier and apply this to the defender's Shield, Armour, Might then Body.

Other Hits:

- 1) Roll to determine if the defender successfully parries the blow into being a "Normal Hit" described above. If so, treat as such.
- 2) If not, roll weapon Damage on dice specified & add stated value, then Multiply this by the attackers Damage Multiplier.
- 3) Apply this Damage to the defending Character, starting from the appropriate value for that hit type (see the *Attack Results Table on (p 74)*). E.g. Body Hit is applied to Shield, Armour, Might then Body & a Critical Hit is applied to Might then Body.

Defence

If an attacker scores a Normal Hit on their opponent then Defence Damage will be taken. If the amount of Defence Damage taken exceeds the Character's Defence total, then the remaining Damage will flow onto the Character's Armour, Might then Body.

Damage Modifiers do not apply to Defence Damage, they are only applied to any surplus Damage after Defence has been reduced to 0, or to Body & Critical Hits.

Shields

Shields add to the Character's Defence rating and count as armour against Body Hits, and Normal Hits where the Character's Defence total is exceeded. If a Character is using a shield, then the Character will start the battle with 10% or 20% more Defence (according to the shield being used).

If the Character's Defence total is reduced to 0, any additional damage is absorbed by the Shield, then continues onto the Character's Armour, Might and Body if the Damage total exceeds the Protection Value of the Shield. Shields do not count against Critical Hits except in that the Character has a slightly improved Parry Chance due to the initial Defence boost from having a shield.

Shield Protection Table

Size	Prot Val	Defence
Small	8	+20%
Medium	12	+20%
Large	16	+10%

See the *Section entitled Shields Taking Damage (p 100)* for Shield Deterioration & Breakage rules.

Shield Protection Against Missiles

If a Character is a target of a missile, possesses a shield and has a chance of using the shield as cover, then there is a percentage chance (based on the size of the shield) that the target will be able to use their shield as cover.

Shield Protection vs Missiles Table

Size	Protection%
Small	10%
Medium	50%
Large	90%

The above values are the chance of the missile hitting the shield rather than the target, assuming the target knows about the missile and can duck behind the shield. If the shield protects the target then the damage from the missile goes onto the Character's Shield then Armour, Might & Body.

The Protection% value is reduced by 25% if the Character is unaware of the missile coming and reduced by 50% if the missile is at short range. Note that the Protection% only counts if the Character's Shield is between them and the weapon.

Armour

As with Shields, Damage that goes onto the Character's Armour is partially absorbed by the armour. The Character has an armour protection rating known as the "Protection Value" which is the amount of Damage the armour will absorb.

Note: The Protection Value is not reduced in the same way as the Character's Secondary Attributes as it represents the amount of protection offered to the Character's Body. The Armour will, however, slowly degenerate with time and require repair and at the Game Master's Discretion offer less protection to the Character, much in the same as Shields lose their protection.

OPTIONAL RULE: The Armour being worn may also affect the chance of the opponent scoring a critical hit. See Optional Rules for details.

Might

If the Character suffers Might Damage, it means they have been superficially injured. The Character may suffer a penalty of up to 10% at Game Master's Discretion for all physical activity including combat chances if the Character's Might total is reduced to 0. (See the *Section entitled Wounds (p 106)* in the Optional Rules for further details)

Body Damage

When a Character has taken Body Damage they have suffered a significant injury. All physical attributes (i.e. Speed, Strength, Agility, and Endurance) and abilities will be reduced by the percentage of Body points taken as Damage. That is, for example, a Character who has lost 50% of his Body points, can only walk at half normal speed, or run at half normal speed. Note that running or violent physical activity may re-open wounds as well.

Fighting When Wounded

Due to the effects of pain and shock a Character will tend to want to stop fighting and fall down when they have been wounded. The Game Master may allocate additional Body Damage to a Character who continues to fight whilst badly wounded. It should also be noted that discretion should be used to determine if a wounded Character is able to continue fighting. The Character's Will rating and the urgency of the situation should play a major part in this decision.

Recovery from Battle

Recovery from battles and physical exertion is a time consuming business. The following is a list of the recovery rates for the various attributes that incur loss in Dark Fantasy.

Regaining Defence

Due to the nature of Defence, it is fairly easy to regain. Defence Damage done by a Missile Weapon remains only until the Character can regain position whereby the full amount of lost Defence is reinstated. For Melee, it is slightly different. Whenever both Character's miss in a combat round, 1/2 the Defence Lost is regained. If a Character elects to regain position (and therefore does not attack that round) and is not hit, they also regain 1/2 their lost Defence.

Regaining Might

Might is made up of two major facets; Light physical wounds and combat fatigue. These two areas are recovered at different rates. Up to half the Might Damage taken will be regained at the rate of (Endurance Bracket +3 points) per hour. The rest will be recovered at the rate of Endurance Bracket per day of rest or inactivity. The Character will also recover if they are active though rates are halved if the Character is engaged in light activity.

Recovery from Body Damage

Healing of Body points is in a way independent from the healing of the wounds they represent. This is because in their crudest form, Body points are a measure of how much it will take to kill the Character.

Body points are recovered at the rate of the Character's (Endurance Bracket + 3) per 10 days of full rest. If the Character is not getting full rest then the Body Damage may still heal but the rate of healing will be lessened. It is also to be considered that if the Character is badly wounded then only full rest will allow recovery.

Modifiers to Recovery Rates

The recovery rates given all assume that the Character is resting. Body recovery, for example, would assume that the Character is resting by day and getting full sleep by night. All rates are halved for very light activity, i.e. small amount of walking etc., and doubled if the Character is sleeping.

Recovery from Serious Wounds

When a Character suffers Body Damage there may be permanent effects. A wound that does not bleed much (see *Optional Rules Section entitled Bleeding & Hit Locations (p 99)*) is unlikely to have a serious, permanent effect. Some wounds, however, will have a lasting effect on the Character.

Dying From Wounds

If a Character's Body total ever falls to zero or below they are considered dead. Death is rarely instant and depending on the degree of wounding, the Character may take some time to die.

Melee Weapons

Melee Weapon Attack Statistics

Below is a table giving the main attack statistics of the Melee weapons used in Dark Fantasy. It lists the Base chances to Hit, Base chance to score a Body & Critical Hit, as well as the Damage that each weapon does. The values in the "Hit" column of the table are only for those with a Primary Class of Fighter. Those do not have this class have a lower base hit chance. (See the *Section entitled Melee Weapon Bases (p 44)*).

Melee Weapon Attack Statistics Table

Weapon	Hit	Body	Critical	Damage
Brawling	50%	5%	1%	d3
Battle Axe (2)	20%	6%	4%	d8+10
Broadsword	25%	7%	2%	d8+8
Club	30%	7%	2%	d4+4
Dagger	30%	5%	1%	d4+4
Flail (2)	35%	8%	4%	d6+10
Halberd (2)	30%	11%	5%	2d6+8
Hand Axe	30%	7%	2%	d8+4
Lance**	15%	15%	8%	d10+20
Longsword	20%	7%	3%	d10+6
Mace	25%	8%	5%	d6+8
Morning Star	15%	10%	4%	d4+10
Pike (2)	20%	5%	2%	2d6+4
Scimitar	20%	8%	1%	d10+4
Shield, Small*	20%	6%	1%	d4+2
Shield, Medium*	15%	6%	1%	d4+4
Shield, Large*	12%	7%	1%	d6+4
Spear(1)	30%	6%	2%	2d6
Spear(2)	35%	8%	2%	2d6+2
Staff(2)	35%	8%	1%	d4+4
Sword, Bastard (1)	20%	6%	5%	d10+7
Sword, Bastard (2)	25%	8%	5%	d10+8
Sword, Short	30%	5%	2%	d6+6
Sword, Two Handed	25%	9%	6%	d10+10

*Stats of the shield refer to the use of the shield in an offensive manner. If a spike is added to a shield add one to Damage and one to Critical chance.

**Only 20% of the usual Damage Modifiers (above 1x) apply to Lance Damage, and Damage assumes the Character is on a galloping Horse.

Note: Numbers in brackets indicates number of Hands required for normal use.

Melee Weapon General Statistics

The table below gives the general Statistics for Melee Weapons. The definitions of the Columns are given below:

Speed: Speed rating of the Weapon: The slower the weapon, the higher the Speed Rating. The Speed rating of the weapon is subtracted from the Character's Initiative roll.

E. Weight: The Effective Weight of the weapon for Encumbrance purposes (see Optional Rules Section entitled *Encumbrance Rules* (p 91))

MSR: Every weapon has a weight and balance such that there is a minimum strength that is required to effectively use it. This is quantified by giving each weapon a rating which may be compared with the Strength Bracket of the Character using it. This is known as the "Minimum Strength Rating" or "MSR" of the weapon. The MSR rating is the lowest Strength Bracket required to effectively use the Weapon. The Minimum Strength Rating of the weapon is the Minimum Strength Bracket required to use the weapon effectively.

LR: The Learning Ratio for the Weapon assuming a Primary Personality Type of Fighter.

Melee Weapon General Statistics Table

Weapon	Speed	E.Weight	MSR	LR
Brawling	0	NA	-	1/2
Battle Axe (2)	4	4.5 - 5.5	3	2/1
Broadsword	4	3 - 4	2	3/1
Club	3	2.5 - 5	0	2/1
Dagger	0	1 - 1.5	-1	1/1
Flail (2)	4	5 - 6	0	3/1
Halberd (2)	5	5.5 - 7	2	3/1
Hand Axe	1	1.5 - 2.5	0	1/1
Lance	0	5.5 - 7	3	3/1
Longsword	3	2.5 - 3.5	1	3/1
Mace	6	4.5 - 6	3	2/1
Morning Star	4	4 - 5.5	3	4/1
Pike (2)	6	6.5 - 8	2	1/1
Scimitar	2	2.5 - 3.5	1	3/1
Shield, Small*	3	NA	0	2/1
Shield, Medium*	3	NA	1	2/1
Shield, Large*	5	NA	2	2/1
Spear(1)	0	2.5 - 3.5	0	1/1
Spear(2)	0	2.5 - 3.5	-1	1/1
Staff(2)	0	3 - 5	0	2/1
Sword, Bastard (1)	5	4 - 5	4	4/1
Sword, Bastard (2)	4	4 - 5	2	4/1
Sword, Short	0	2 - 3	0	1/1
Sword, Two Handed	5	5 - 9	3	5/1

*Stats of the shield refer to the use of the shield in an offensive manner.

Missile Weapons

Missile Weapon Attack Statistics

The table below gives the attack statistics for missile weapons. For missile weapons a “Hit” is treated as a Body Hit and the chance of a Critical Hit is a straight percentage of the Character’s Hit Chance. The Critical Column is the percentage of the Character’s Hit chance.

Missile Weapon Attack Statistics Table

Weapon	Hit*	Critical	Damage
Bow (Long)	20	20%	d4+13
Bow(short)	25	15%	d4+13
CrossBow(Hvy)	25	20%	d4+15
CrossBow (Lt)	25	20%	d4+15
Sling	20	20%	d4+10
Thrown Axe	25	10%	d4+4
Thrown Dagger	25	15%	d4+8
Thrown Dirk	20	10%	d4+3
Thrown Spear	20	5%	d4+1
Javelin	30	5%	d4+3

Missile Weapon General Statistics

The table below gives the general Statistics for Missile Weapons. The Definitions of the Columns are identical to those given in the *Section entitled Melee Weapon General Statistics (p 79)*.

Missile Weapon General Statistics Table

Weapon	Speed	E. Weight	MSR
Bow (Long)	4	1-2	2
Bow(short)	3	1-1.5	0
CrossBow(Hvy)	1	6-10	1
CrossBow (Lt)	1	3-5	0
Sling	4	0.25 - 0.5	1
Thrown Axe	2	1.5-2	1
Thrown Dagger	1	0.5 - 1	0
Thrown Dirk	2	1.5-2.5	3
Thrown Spear	2	2-3	2
Javelin	2	1.5-2.5	0

Missile Firing Rates

The sections below outline rates of fire for Missile Weapons under normal conditions. A Character may fire at a rate one level faster, incurring a penalty of - 20% to the hit chance, or may fire at one level slower, and gain a bonus due to aim of + 10% to their chance. If the fire rate indicates that the Character gets more than one shot in a round, normal initiative is calculated and the first shot is fired then. The second shot is fired at the initiative result +10.

Bow Fire Rates

The rate at which a bow may be fired depends on the skill of the archer:

Bow Fire Rates Table

Skill Level	Fire Rate (Shots/Round)
0-30	1/2
31-55	2/3
56-80	1/1
81-90	3/2
91+	2/1
	3/1*

*This value is only obtained if the character has a skill of 91+ and is using a fast fire rate (as explained earlier).

Crossbow Fire Rates

A crossbow takes some time to load after each firing. Heavy crossbow require some type of cocking mechanism to load. In loading a heavy crossbow, a Character generates their Strength Bracket +2 “loading points” per round, with a total of 10 loading points required to cock the crossbow. A Character with a Strength Bracket of less than three may not load a heavy CrossBow.

For a light crossbow, a cocking mechanism is not necessary, but decreases loading time. If a Character has a Strength Bracket of 4 or greater then the light crossbow may be cocked by hand in 1 round (allowing firing every second round). Using some mechanical device reduces the minimum Strength Bracket to -1. A light crossbow takes 5 loading points to cock, and a Character generates their Strength Bracket +2 in loading points per round.

Sling Fire Rates

A sling is somewhat similar to a bow in that the rate at which the sling may be fired depends on the skill of the slinger. Below is a table giving fire rates depending on the level of skill.

Sling Fire Rates Table

Skill Level	Fire Rate (Shots / Round)
0-30	1/2
31-55	2/3
56-80	1/1
81+	3/2
	2/1*

*This value is only obtained if the character has a skill of 81+ and is using a fast fire rate (as explained earlier).

Thrown Weapons

Small and quick thrown weapons, such as daggers, may be fired at the rate indicated in the table below. Other thrown weapons are slow and heavy enough so that they fire at an approximate rate of one per round. Note that due to the different balance of thrown weapons, penalties may be incurred to Damage and Hit Chance if Thrown Weapons are used in melee. Likewise, penalties of up to 50% should be applied for using non-balanced weapons (particularly those that rotate in the air) for throwing.

As with slings, half the Damage Modifier of the Character applies to the damage done with thrown weapons. That is, damage is modified by half as much as it would be normally according to the Character's Damage Modifier. For example, if a Character has a Strength Bracket of 5 then their normal Damage Modifier would be 2.1 (From *The Attribute Brackets Table on (p 22)*). If the Character is using a Thrown weapon then the Damage Modifier would be $(2.1-1)/2+1 = 1.55$.

Thrown Weapon Fire Rates Table

Skill Level	Fire Rate (Shots per Round)
0-40	1/1
41-55	3/2**
56 +	2/1
	3/1*

*This value is only obtained if the character has a skill of 56+ and is using a fast fire rate (as explained earlier).

**Only Daggers and other small thrown weapons may be fired at greater than this rate.

Missile Weapon Ranges

Missile weapon ranges are categorised into Short, Medium, Long and Extreme, and are a combination of the Character's ability to see the target and the ability of the weapon to gain the distance. The table below gives the ranges for each weapon and the effect for being at that range. The numbers are the maximum distance in yards at which the target can still be classified as being within that range.

Missile Weapon Ranges Table

Weapon	Short	Med	Long	Extreme
Bow (Long)	12	70	125	200
Bow(Short)	10	60	100	150
CrossBow(Hvy)	25	80	150	250
CrossBow (Lt)	20	70	125	200
Sling	20	60	90	110
Thrown Axe	10	20	30	50
Thrown Dagger	8	15	25	40
Thrown Dirk	5	12	20	30
Thrown Spear	10	20	30	50
Javelin	12	30	60	80

*Ranges are in yards.

Short Range:	-10 to roll, +10 to Hit
Medium Range:	No Modifiers
Long Range:	- 20% to Hit and Critical Chance
Extreme Range:	- 50% to Hit and Critical Chance

There is a minimum range at which all missile weapons may be fired or thrown. A thrown spear at 2 yards for example, would really only be a thrust, and throwing would end in disaster. Most weapons would have a minimum range of 3-4 yards, slings would have a minimum of around 7-8 yards, and crossbows, 1-2 yards.

Learning the use of Missile Weapons

Unlike melee weapons, the missile Learning Ratios and bases remain the same for all classes. This is because the use of missile weapons is regarded as a skill.

The Attribute Bonus for Missile Weapons

The chance to hit a target with a missile is very much affected by the ability of the Character to hold the weapon steady. Whereas melee weapons are affected by a number of attributes, missile weapons are affected only by the Character's Agility. The Attribute Bonus for missile weapons is equal to 5 x the Character's Agility Bracket. This is a percentage value that is added to the Character's success chance, as described in the *Section entitled Modifying Attributes* (p 26).



Chapter 8

Game Mechanics

Movement

Movement is a fairly abstract concept, but it is important to determine how fast a Character can move.

How Fast Do Characters Move?

The maximum rate at which a Character may move is dependent on their Speed and is given in the *Attribute Brackets Table* on (p 22) in the “Yds/Rnd” column. This is the maximum number of yards that the Character can sprint in a Round (4 Secs). The rate assumes that the Character is not encumbered in any way and is at a full sprint. The rate at which the Character walks, runs, etc. are all dependent on this basic movement rate.

The table below outlines the percentage of the Character's full speed at which he may be classified as “walking”, “running” etc.

Speed of Movement Table

Class	Example	% of Full Speed	Miles/Hr
Easy	Walk	12.5%	Yds/Rnd ÷ 16
Light	Brisk Walk	25%	Yds/Rnd ÷ 8
Moderate	Jogging	50%	Yds/Rnd ÷ 4
Heavy	Running	75%	Yds/Rnd ÷ 2.6
Extreme	Sprinting	100%	Yds/Rnd ÷ 2

Based on these rates of travel, it is possible to determine the distance a Character can travel in 1 day. This is dependent on many things; the terrain, conditions, equipment and how fast the Character wants to push their movement. As described below, Walking speed is 12.5% of the Character's Base Movement rate (Yds/Rnd). For an average Character, the amount of distance that could be covered in a day (of 8 Hrs travel) would be about 20 Miles. A trained army, in good conditions, despite carrying equipment, could travel at a rate of about 30 miles, or 10 leagues per day.

During the course of the game, it is inevitable that the Character will spend time walking, running, jogging etc. It is up to the Character to determine how fast they move, but the rates at which they will tire depends on this speed. The rules governing Endurance Loss due to exertion are outlined in the *Section entitled Endurance Loss From Exertion* (p 100).

Terrain Effects on Movement

The basic rates of movement given assume open and flat countryside and will be modified according to the terrain through which the Character is travelling. The table below gives a guide to the amount by which various terrain types will modify speed of travel.

Movement Rate Mods for Terrain Table

Terrain	Modifier
Gentle Hills	Normal to -10%
Rough Hills	- 20% to - 40%
Mountains	- 40% to - 90%
Woods	- 10% to - 30%
Light Forest	- 30% to - 40%
Heavy Forest	- 40% to - 80%
Marsh	- 10% to - 50%
Snow	- 20% to - 90%

*Modifiers are cumulative. E.g. Light forest on rough Hills becomes -50% to -80%. This will make some terrain effectively impassable.

Fire

Heat or flame is given a rating representing its level of heat and capacity to ignite material, and any flammable material is assigned a rating representing how easy it is to ignite. By using a combination of these two factors we can establish a chance of a particular object igniting.



Ignition of Materials

The capacity of the flame to burn is known as the Ignition Capacity, or “IC”. The greater the “IC” of the flame, the greater its ability to burn. Examples of Ignition Capacity are given on the table below.

Ignition Capacity Table

Flame Type	IC.
Candle Flame	1
Flaming Arrow	6
Torch	8
Camp fire	15
Bonfire (Large area of effect)	20
Blacksmiths Forge	30

Any material is assigned an “Ignition Rating” from which the chance of ignition is calculated. Examples of Ignition Ratings are given on the table below.

Ignition Rating Table

Ign.Lvl.	Item*	Ignition Rating (IR)
1	Leaves, Parchment, Hair, Padding	50
2	Furs, sticks	20
3	Wood, hides	5
4	Thick Hides, green wood, Cuir-Bouilli	3
5	Green Hides	2

*Items are assumed dry. If a material is damp, add 1 to the Ignition Level and adjust the Ignition Rating accordingly. Add 3 to the Ignition Level if a material is sodden. E.g. damp leaves would become ignition level 2, and thus have an Ignition Rating of 20. For each Ign. Lvl. beyond 5, the Ignition Rating is half of the previous one.

Chance of Ignition

The chance of igniting an object is equal to the Ignition Capacity of the Fire multiplied by the Ignition Rating of the material. This represents a chance of ignition in a Round (4 Secs). For every round that the material is subjected to the flame, 10% is added to the Ignition Chance to a maximum of double the initial chance.

If the "Ignition Level" of the substance being burnt is 3 or more above the IC of the flame, then no ignition may occur though the item may be scorched or marked. For example, sodden green hides could not be ignited by a candle flame.

Damage From Fire

The Ignition Capacity of a Flame is used to determine the amount of Damage that it will inflict. Under normal circumstances, the Damage inflicted from Fire is equal to the IC per round, assuming that the flame is applied for the full length of the round.

In normal Melee, fire Damage is absorbed both by Armour, Shields and the Might of the Character. The rules for taking fire Damage however, are not quite as simple as just reducing the Damage taken by the value of the armour. Firstly, the amount of Might that may be used to absorb fire Damage is dependent on the proximity of the flame. Flame that is directly applied to a particular part of the body will negate the effect of Might altogether.

Damage from fire also depends on the location of the body which it is affecting. A candle flame, for example, would do a person great harm if it was an eye that was exposed. Other parts of the body, however, may not be so effected by such a flame. For simplicity, a Multiplier may be applied to the Damage done by the flame in this situation of between $\div 2$ and $\times 3$ depending on the sensitivity of the specific exposed location. If a flame is large enough to engulf the whole body, and vital areas of the body are particularly exposed, the Damage may be increased slightly at the Game Masters Discretion.

Once an area is burnt, additional exposure to fire in this area will not have the same effect. For each round after the second that a Character's body is exposed to a flame, the Damage is halved. For example is a candle is held under a man's hand for a time, then there will soon come a point where no more significant damage may be sustained from that candle in that position, as there will be no more untouched tissue. Assuming the candle was not moved, the man would take 1 point of body for each of the first two rounds, then take 0.5 (rounded to 1) point the third round, and after this no more noticeable damage will be inflicted.

The Flaming Weapon

On top of its normal Damage, the flaming weapon does separate fire Damage. Because a hit is of such short duration, the Damage done by the fire of a hit is IC/4. If a torch was used as a weapon, it would do the normal Damage for a club if a hit was scored, and then the additional Damage would be 8/4 points (2 points), because 8 is the Ignition Capacity of a torch. Also, due to the duration of the hit, there is a chance of ignition, though it is only 1/4 of the normal chance. Solid Armour and Shields will count for their normal Protection Value against Fire. Open Armour such as Chain Mail will count for 1/2 its normal Protection Value.

Effects of Fire Damage

Damage taken from fire does not result in bleeding. The wounds from flame are cauterised, and will generally leave a life long scar, often altering the appearance of the Character. Fire Damage is treated as normal Damage for the purposes of Combat Modifiers, and whether a Character may continue to fight due to shock etc.

Drowning

For use in defining how long a Character can hold their breath, we use a rating based on the average of the Character's Will and Endurance. The amount of time (in seconds) that a Character can possibly hold their breath before death, is equal to the average of the Character's Will and Endurance + 40. If this total value is greater than 90 then + (the average of Will and Endurance - 60) x 2 is added to the base value. Failure to breathe within this time will result in the death of the Character.

Generally a Character will only really be able to stay under water for about half of this time, and must make a roll against their Will score to stay under for each 10% they go over this.

Keep in mind that there are exceptions to these rules. It is possible to increase the amount of time for which we can hold our breath. The world record for holding breath under water whilst unprepared is 6 1/2 Minutes whereas with preparation the record something over 13 1/2 minutes. Use these rules as a guide and use Game Master's Discretion.

Falling

Damage from Falling

Damage from falling is the Height in Feet ÷ 4. A terminal velocity, about 115 miles per hour, is reached when falling from a height of 350 feet, and thus any height greater than this is treated as 350 feet. Despite the fact that Damage comes off the Character's Might then Body, it is unlikely that anyone would survive such a fall.

Modifiers to Falling Damage

When falling, it is most important to land properly. Even from a great height the Damage done may be greatly reduced by landing in the correct way. The Landing Skill of the Character is based solely on their Agility Attribute. A roll is made against the Character's Agility and if the Character lands well then Damage may be significantly reduced.

If a Character is jumping rather than falling, then the Damage for the first 20' is halved. At the Game Master's Discretion an addition of up to 3 x the Character's Agility Bracket may be added to the Agility value of the Character if they jump rather than fall, and also the damage sustained from the first 5 or so feet may be ignored. Note that when taking damage from falling, sprained or broken limbs and bones will be relatively common. If the Character takes a reasonable amount of damage from falling or jumping, it is likely that they have broken or sprained a limb.

Falling Results Table

Result	Damage Modifier
Critical Success	Wonderful Landing, Damage x 0.5
Special Success	Very good landing, Damage x 0.7
Success Achieved	Good Landing, Damage x 0.9
Some Small Problems	Average, Damage x 1
Failure	Slightly Awkward, Damage x 1.3
Automatic Fail	Awkward landing, Damage x 1.5
Fumble	Very Poor, Damage x 2

There are also modifiers for the type of ground that the Character is falling onto as listed below.

Ground Mods to Falling Damage Table

Type of Ground	Damage Mod
Rock	x 2.0
Hard Earth	x 1.5
Grass / Soil / tree tops	x 1
Soft earth	x 0.8
Mud *	x 0.6
Water *	x 0.5
Snow *	x 0.4

*For any multiple to be relevant, the surface must be of sufficient depth such that the Character will not hit something harder before they stop. For example, 6 inches of mud over rock would not count as a multiplier of 0.6, but rather something like 1.9, or perhaps 2 as the mud would not serve to slow the Character down effectively. The Damage Mod for Water should also only apply up to about 100' as after a certain velocity, water is as hard as cement and should have a Damage Mod of x1.

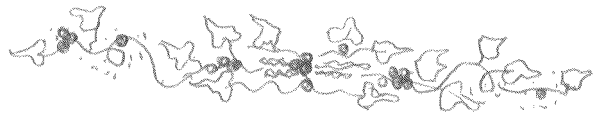
Sleep

The average person in Dark Fantasy requires about 8 hours of sleep to function normally, but if there is a great need to go without sleep for a long period then most people are capable of this. An average person would be capable of going without sleep for a period of about 30 hours but this is a harmful practise and by the end of this period the person would certainly be unable function at anything like a normal level.

If a Character does not get the amount of sleep they require then they will suffer Endurance Loss which is left to the discretion of the Game Master. This Endurance Loss has the same effect as if it were lost in battle; that is, the other Attributes and abilities of the Character may also be affected. The degree of this penalty should depend on the urgency of the situation, previous amount of sleep etc. Extremes of temperature can even make it almost impossible to go to sleep, so again it must be left up to the discretion of the Game Master.

If a person knows that they will die if they go to sleep then it can be relatively easy to stay awake. There are documented cases of men who stayed awake for a week due to torture and thus for a man with very high Will and Endurance, such a feat is not unthinkable if the reason is great enough.

In going without sleep for a long period the body may also require some time to adjust to normality again, and the Character may be tired for some days even with extended sleep periods. Most Role-Players have a great deal of experience with lack of sleep so simply use common sense.



Chapter 9

Optional Rules

The section below contains a wide range of rules that contribute to the realism of Dark Fantasy, but also to its complexity. We suggest that you begin with the basic rules without any options, then slowly incorporate any Optional Rules you like.

Attribute Related Optional Rules

Age Ceiling on Attributes

The ranges of Attributes given in Dark Fantasy are the maximum and minimum possible values ranging over a human lifetime. Starting Characters in Dark Fantasy may be fairly young, and it is not possible, for example, for a fifteen year old boy to have the maximum attainable human strength. It is for this reason that we have given a guide below to the maximum ratings that a Character may have for each Attribute according to their age. The Will, Empathy, Appearance, Mind Power and Leadership of a Character have no limitations due to age.

Age Ceiling on Attributes Table

Age	Spd	Str	Bulk	Agl	End
15	80	80	80	95	70
16	85	85	85	95	77
17	88	88	88	95	83
18	91	91	91	95	87
19	92	92	92	95	90
20	93	93	93	95	92
21	94	94	94	95	94
22	95	95	95	95	95
23	95	95	95	95	95
24	94	94	95	95	94
25	93	93	95	95	92
30	92	92	95	95	90
35	91	91	95	94	87
40	88	88	93*	93	83
50	85	85	90*	91	77
60	80	80	85*	88	70
60+	75	75	80*	84	65

*Being above this weight at this age would cause the bone structure to collapse.

Height and Weight

Rather than assign Height and Weight, it may be calculated by using the Character's Bulk Bracket. The *Height and Weight Table on (p 90)* gives a range of weights and a base height according to Bulk Bracket of the Character.

To determine the Character's Weight, look at the position of the Character's Bulk score within its Bracket. There is a range of Weights given for each Bracket. If the Character's Bulk score is near the top of the Bracket then assign a Weight that is near the top of the specified range. If the Bulk score is near the bottom of the Bracket then assign a low weight from the range given. This is only a rough estimation of the Character's weight and thus, if the Game Master permits, values outside the given weight range may be used.

Example: A Character has a Bulk of 71 (Bracket 2). This score is around the middle of this Bracket. From the table we may give the Character a weight of say 210 lbs. Anything around this figure would also be an acceptable weight.

The Height of the Character is slightly more difficult to calculate. A Base Height is determined, once again, from the Bulk Bracket of the Character. This base value is, however, modified by the Speed of the Character. This is because in order for a Character to be able to run at high speed he must be relatively tall for his weight. A short, fat Character, for example would be unlikely to be a fast runner and thus would have a low Speed. If the Character has a large Bulk, and thus a large weight, but also has a high Speed then one can assume that the Character is very tall.

To work out the Character's height, look up their Bulk Bracket on The *Height and Weight Table on (p 90)* and get the Character's base height. Then, simply look up the Character's Speed Bracket on The *Height Modifiers Table on (p 91)* and add the value indicated to the Character's base height.

This will give a result that is roughly the height that the Character should be according to their statistics. Once again, this value is only a rough estimation of the Height of the Character. Provided it seems logical to the Game Master, a variance of up to a few inches should be allowed.

The numbers on the table allow gross human heights that are not really possible. If this has happened then the Attributes have not been carefully enough designed and should be reconsidered. Heights of over 6'5" are very rare and anything over 6'10" should not be allowed except under very exceptional circumstances.

As a general rule, a Character who has a high Bulk as well as a high Strength, would obviously be fairly muscular. A Character with a high Bulk, and a comparatively low Strength would have a far greater proportion of fat.

Height and Weight Table

Bulk Br.	Weight	Base Height
- 2	86-115	5' 3"
- 1	116-135	5' 6"
0	136-165	5' 9"
1	166-195	5' 11"
2	196-225	6' 1"
3	226-255	6' 3"
4	256-285	6' 5"
5	286-330	6' 7"
6	331-420	6' 9"
7	421-520	6' 11"

Height Modifiers Table

Speed Br.	Height Modifier
- 2	- 8"
- 1	- 4"
0	+ 0
1	+ 0
2	+ 4"
3	+ 6"
4	+ 8"
5	+ 1'
6	+ 1' 4"
7	+ 1' 8"

Encumbrance

Effective Weight

Effective Weight is a value that is given to each item that is being carried. If the item is easily carried then the effective weight will be close or equal to its weight in pounds. If, however, the item is very bulky then the Effective Weight will be much higher than its physical weight.

On the *Prices and Effective Weights Table* on (p 36), some of the Effective Weights have a range of values. It is up to the Game Master to determine where the particular item fits into the range. For items such as swords, generally the heavier the sword, the stronger the man it is designed for.

For Armour that covers the torso, a straight percentage value is given for the Effective Weight. This is because the size and weight of the Character's torso armour is largely determined by the size of the body it covers. The actual Effective Weight of the Character's Torso armour is determined by calculating the listed percentage of the Character's normal body weight. When calculating the Characters "Total Weight" for the purposes of Encumbrance, add this value to the Effective Weight values for all other equipment. This will be further explained in the *Section entitled Encumbrance Rules* (p 91). Note: This method of calculating the weight of the Character's torso armour assumes the armour is designed to suit the size of the Character.

The Effective Weight values that are given assume that the object is in an average or normal position. Some items may have a slightly higher or lower Effective Weight if they are in a good or poor position on the Character (E.g. in a backpack). At the Game Master's discretion up to 20% may be added or subtracted from the Effective Weight of an object due to position. For the purpose of determining Encumbrance effects on combat, the Effective Weight of the weapon being wielded is ignored as its weight is already factored into the hit chance.

Encumbrance Rules

When a Character is weighed down, their ability to carry out all manner of physical activities decreases. The degree to which a Character is weighed down is determined by the Total Effective Weight of all the equipment being carried by the Character in relation to their body weight.

$$\text{Encumbrance Rating} = \frac{\text{Total Effective Weight} *}{\text{Character's Weight}}$$

*The Total Effective Weight is simply the sum of all the Effective Weights of the Equipment being carried or worn by the Character, including Armour.

The greater the Encumbrance Rating, the greater the degree of Encumbrance of the Character. The effects of Encumbrance are split into two sections: Movement and Other. The "Movement" values represent the amount that the Character is slowed down by the equipment they are carrying. The "Other" values are modifiers that apply to the use of all other physical Skills such as Hit Chances in combat and the Character's Defence Rating.

Encumbrance Effects Table

Encumb. Rating	Movement	Other
> 1.5	- 75%	- 30%
> 1.2	- 65%	- 30%
> 1	- 55%	- 25%
> 0.9	- 50%	- 25%
> 0.8	- 45%	- 20%
> 0.7	- 40%	- 20%
> 0.6	- 35%	- 15%
> 0.5	- 30%	- 15%
> 0.4	- 25%	- 10%
> 0.3	- 20%	- 10%
> 0.2	- 15%	- 5%
> 0.1	- 10%	- 5%
> 0.02	- 5%	No Effect

Endurance Loss Modifiers

If a Character is heavily laden with equipment then the rate of Endurance Points lost (See the *Section entitled Endurance Loss Modifiers (p 92)*) should be increased. The “Loss Mod” section on the Character sheet is used to enter a multiplier to the normal rates of Endurance Loss. Normally this value would be 1 (indicating no modification) though this value may be anything up to 5 for a Character who is carrying equipment that is equal to or more than their own weight. Use GMD to determine an appropriate modifier to Endurance Loss.

Learning & Skills

The Learning Modifier (L.M.)

The rate at which a Character learns Skills may optionally be modified by their intellect and will to learn. “L.M.” is short for “Learning Modifier” which is a percentage modifier to skill learning rates. It is calculated by adding the Character's Mind Power and Will Brackets, multiplying the result by 5, and adding 50.

Carry Overs with Weapons

Some weapons are so similar in their use that learning to use one will result in the skill in the other weapon also increasing. The list below gives carry over values. The indicated percentage of the Proficiency Points spent on one weapon is applied to the other. For example, a short sword and a dagger have a 50% carry over. This means that if a Character earns 20 Proficiency Points in Dagger then 10 Proficiency points are also applied to their short sword skill.

Weapon Carry Overs Table

Weapons	Carry Over Percentage
Melee:	
Dagger & Short Sword	50%
Sword, Bastard (1 & 2 Handed)	75%
Missile:	
Bow (Long & Short)	50%
CrossBow (Light & Heavy)	75%
Thrown (Dagger & Dirk)	25%
Thrown Spear & Javelin	80%

The Experience Modifier

When being trained, the Experience gain is modified by the experience level of the teacher.

The formulae used below include a value called the “Exp Mod”. This is a value calculated by finding the difference in the skill levels of the teacher and the pupil as described below.

The Exp Mod is calculated by taking the Character’s and teacher’s levels of experience in the skill as a bracket (from the *Attribute Brackets Table* on (p 22)). The difference in the brackets is a modifier to the experience that each gain. Both parties gain experience from the exercise though he who is more experienced will gain less.

Example: A Character with a skill bracket of 3 wishes to train under a “master” with a skill Bracket of 8. The Character will have a modifier of + 5 to the experience gained each quarter hour, and the master would have a modifier of - 5 to the experience gained and would thus learn relatively little from the inexperienced pupil.

Skill Training

A Character may elect either to train alone or with tuition though there are differences between gaining weapon proficiency and skill proficiency points through training. With combat, training increases Fighting Experience, thus indirectly increasing Weapon Proficiency; Skill Proficiency points are earned directly on the following basis:

Being Trained:

When being trained the pupil gains the following number of Skill Proficiency points per hour:

Bracket of 1st Modifying Attribute + 3 +

Leadership Bracket of the trainer + Exp Mod

The teacher gains experience the following amount of Skill Proficiency points:

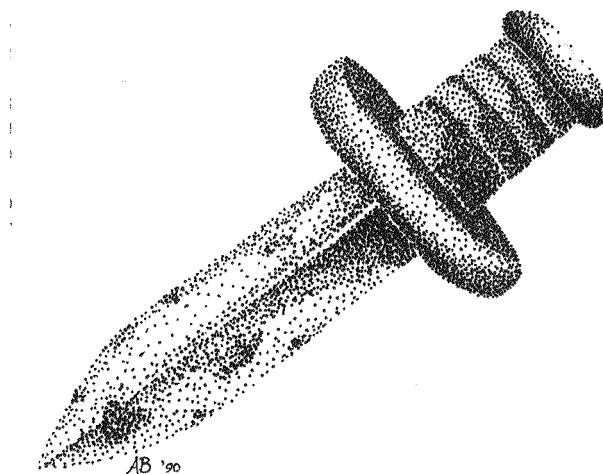
Bracket of 1st Modifying Attribute + 3 + Exp Mod

Self Tuition:

For self tuition, the number of Skill Proficiency points gained per 4 hours is: Bracket of 1st Modifying Attribute + 3

Weapon Training

In learning to fight, training is split into two categories: training alone, and training with someone else. The rates of learning alone are much slower than the rates for learning under a tutor (as would be expected) and both rates are given below. The formula calculates the amount of experience per quarter hour.



Being Trained:

Fighting Experience that a pupil gains per quarter hour of tuition =
(Difference in Fighting Rank / 2) +
Leadership Bracket of the trainer + 5 +
Pupils (Mind Power Bracket x 3 +
Speed Bracket +
Strength Bracket +
Endurance Bracket) ÷ 6 +
“Exp Mod” from the weapon or weapons being used.

The Teacher gains the following experience per quarter hour:
1 / Difference in Fighting Rank) x
Teachers (Mind Power Bracket x 3 +
Speed Bracket +
Strength Bracket +
Endurance Bracket) ÷ 6 + 2 +
“Exp Mod” from the weapon or weapons being used.)

Self Tuition:

In the case of self tuition experience takes far longer to acquire. The total experience gained per hour of self tuition =
The Character's (Mind Power Bracket x 3 +
Speed Bracket +
Strength Bracket +
Endurance Bracket) ÷ 6 + 2
The *Section entitled The Learning Modifier (L.M.) (p 92)* details a modifier to learning rates based on the Character's Will and Mind Power. These values are already factored into the formulae for acquiring Fighting Experience through training, and thus the rates for learning Fighting Experience are not subject to the “Learning Modifier”.

Customising Weapons and Armour

Customising Melee Weapons

It is easy to make a weapon any size and weight, though whether it remains that weapon or not is another matter. A 2 pound Two-Handed Sword, for example, would hardly be a fearsome weapon. It is therefore left to the discretion of the Game Master to determine the effects of customising weapons. In the case of increasing the size of weapons, an increase in size and weight may add significant amounts to the Damage done by the weapon. Adding a couple of pounds of metal to a Broadsword, for example, could add say 1d6 to the Damage whilst adding about 2 to the weapon's MSR. The cost of a custom made weapon should depend on the amount of change from the norm and the quality required.

Customising The Bow

To gain the maximum benefit from a bow, it should suit the strength of the archer using it. The *Missile Weapon General Statistics Table on (p 81)* gives an average MSR rating for each missile weapon. These MSR's refer to an average bow of this type though a bow may be “Custom Made” to suit a particular Character.

For every point the MSR of this bow is above the standard MSR of the bow (0 for Shortbows and 2 for longbows), + 1 is added to the Damage, and all ranges including extreme range are increased by 10%. That is, a custom made longbow with a MSR of 4 being fired by a Character with an appropriate Strength would have an extreme range of 200 + 40 = 240 yards. They would also gain + 2 to Damage.

A Bow may also be custom made for a weak Character. In this instance, for every 1 below the normal MSR of the Bow, the all Ranges are reduced by 10% and 1 is subtracted from all Damage inflicted by the weapon. This is a preferable alternative for a weakling who tries to use a Bow beyond their strength. If a Character tries to use a Bow that is beyond their strength, then for each Bracket of Strength the Character is under the MSR of the weapon, all ranges are reduced by 25%, the Damage is reduced by 20%, and a penalty of - 10 to hit and + 5 to the roll will be incurred.

Customising the CrossBow

The MSR of a CrossBow assumes that it is loaded and ready to fire, and thus all the person has to do is aim and pull the trigger. If a Character does not have a Strength Bracket equal the MSR of the CrossBow, then they are unable to use the weapon effectively.

The extreme range of a Heavy CrossBow is 250 yards; 200 yards for a Light crossbow. These ranges may be increased by making "Custom Crossbows". For every 10 "loading points" that are added to the crossBow, all ranges are increased by 5% and Damage is increased by 1 point. The maximum range that is obtainable from adding loading points to a crossbow is equal to 1.5 times the standard absolute range. This is due to the limitations of the frame of the crossbows themselves. It is to be noted that custom made crossbows are a very rare thing.

Customising Slings

The MSR rating of the sling refers to the bullets in the sling rather than the weapon itself, which is very light. A sling does not have to be made to the MSR of the Character. Generally slings would be similar though the size and weight of the projectile being used may vary. For every point above the MSR of 1 that the bullets are, 1 point is added to the Sling Damage. Conversely, for every point below the MSR of 1, Damage will be reduced by 2 points. For every point the MSR of the bullets is above the Strength Bracket of the Character, Damage is reduced by 1 point.

As with the thrown weapons, half the Character's Damage Modifier applies to the Damage done with a sling. The given Damage assumes a Strength Bracket of 1 and the use of lead bullets of MSR 1. The use of stones in a sling reduces the Damage by 2 points.

The ranges given for slings assume that the Character is using bullets with a MSR equal to his Strength Bracket. If the Character is using bullets that are too heavy or too light then the ranges will be reduced. For every one point above, or two points below the Character's Strength Bracket the bullets are, 10% is subtracted from all ranges on the table.

Customising Thrown Weapons

Ranges and damages given for thrown weapons assume the Character has a Strength Bracket equal to the given MSR. For every Strength Bracket the character has above the MSR of the thrown weapon, 10% is added to all ranges. If a thrown weapon is made heavier to suit a Character's Strength, then Damage and range will be increased by 10% for every point the MSR of the custom made weapon is above the given MSR.

Using thrown weapons beyond the strength of the Character is possible but not a good idea. For each Strength Bracket the Character is under the MSR of the weapon, all ranges are reduced by 25%, and a penalty of - 10 to hit and + 5 to the roll will be incurred.

Customising Armour

In the Character generation rules we provided a list of Generic Armour Types that would be commonly found in the Dark Fantasy World. Sometimes a Character may wish to design their own combinations of armour to suit their Character, and we have provided lists of the individual armour pieces that may be worn for this purpose.

Body Armour

The *Body Armour Table on (p 96)* for the most part assumes that the character is wearing what is known as a half hauberk. That is, the armour covers the chest and abdomen, and the groin to a degree. This armour may be supplemented by the use of various arm, leg and head armour, to give added protection. Below are the descriptions of each of the different types of Body Armour:

Body Armour Table

Armour	Prot Value	Prot Mod	Encumb.%
Gambeson	1	1	1
Light Leather	1	1	1
Heavy Leather	2	1.1	2.5
Splint Surcoat	3	1.4	10.5
Studded leather	2.5	1.4	4.5
Ring Mail	3	1.5	5.5
Cuir-Bouilli	4	2	6
Chain Mail	4	2.2	9.5
Scale Mail	6	2.2	13
Brigandine	6	2.3	10
*Lorica Segmentata	7	2.5	6
*Plate Armour	8	3	7.5

*Not used in standard Dark Fantasy

Note: Armour such as a Gambeson or soft leather are often worn under the other types of armour for comfort. When this is done, all values are added together.

Leg Armour Table

Armour	Prot Value	E. Weight	Prot Mod
Chain Leggings	2	12	1.1
Stud. Lth. Greaves	0.5	1	0.5
Full Stud. Leather	1	3	0.6
Cuir-Bouilli Greaves	0.5	1.5	0.5
Full Cuir-Bouilli	1	4	0.2
Splint Greaves	1	2	0.5
Leather Trews	0.5	1	0.5
Full Splint	1.5	6	0.7
Plate Greaves	1.5	2.5	0.8
Full Plate	3	7	1.5
Extended Chain	2	6	0.9
Extended Scale	2	7.5	0.9
Extended Ring	1	3.5	0.7
Anything else Ext.*	0	Variable (GMD)	0.5

*See notes on extended hauberks in the *Section entitled Armour Descriptions (p 38)*.

The full armour value assumes complete leg covering.

Arm Armour Table

Armour	Prot Value	E. Weight	Prot Mod
Stud. Lth. Vambrace	0.5	1	0.5
Full Studded Leather	1	2	0.5
Cuir-Bouilli Vambrace	0.5	1	0.5
Full Cuir-Bouilli	1	3	0.6
Splint Vambrace	0.5	1.5	0.5
Full Splint	1	4	0.6
Plate Vambrace	1	2	0.6
Full Plate	2	6	0.8
Extended Chain	1	4	0.7
Extended Scale	1	5	0.7
Extended Ring	0.5	3	0.6
Anything else Ext.*	0	Variable (GMD)	0.5

*The effects of extending anything other than those given simply has the effect of reducing the protection modifier to 0.

The full armour value assumes complete arm covering.

Helmets and Head Protection Table

Armour	Prot Value	E. Weight	Prot Mod
Leather Cap**	0	0	0.5
Hardened Leather Cap	0.5	0.2	1
Cuir-Bouilli Helmet	1	1.3	1.1
Chain Coif	1	4.5	1.1
Helmet	2	3	1.2
*Roman Helmet	2	4	1.3
Norman Helm	2	3.1	1.3
Full Helm	3	6**	1.5
*Crusader's Helm	4	4.5**	2
*Crusader's Helm (up)	2.5	4.5	1.4

*Not used in standard Dark Fantasy

**These helms give the Character a defence and weapon hit penalty of up to 20% due to their severe effect on vision. Penalties of up to 70% should also be applied to any perception rolls.



Wearing Several Layers of Armour

A Character may elect to wear several layers or armour at once for added protection. A splint surcoat, for example, could be worn over a chain hauberk. The effect of this is a very good suit of armour that somewhat restricts movement. At the Game Master's discretion, two or more layers of armour may be worn simultaneously, but only on the torso. If this is done then all effects from the armour are added together though each layer of armour that is put on will increase Encumbrance. The second layer will have its Encumbrance percentage multiplied by 1.5, the third by 2.5 etc. It is to be noted soft leather or a gambeson do not count as a layer of armour. Note: A chain coif may be worn in addition to a helmet without this additional penalty as can a leather or woollen cap. Clothing may be worn under limb armour without penalty.

Optional Combat Rules

Severe Fumbles

If a Character badly fumbles a weapon then they may do themselves, or others, unwanted harm. If a “No Attack” (i.e. 94 +) result is rolled on the *Fumble Table on (p 75)*, then yet another roll is made to determine additional effect of the Fumble. This is rolled on the *Severe Fumbles Table on (p 98)* below. Certain types of weapons will have modifiers to the severe fumble roll as listed below.

Morning Star:	+ 30 to roll
Sling:	+ 10 to roll
Crossbow:	- 20 to roll
Bow:	- 10 to roll

Long Weapons: If the weapon being used is greater than 6' in length then ignore self hit results. At Game Master's Discretion, weapons between 4' and 6' long may do less Damage on a self hit, or it may be ruled that they hit another.

Severe Fumbles Table

Result	Additional Effect
0 - 50	No Additional Effect
51 - 60	Hit on other. 25% of full weapon Damage including Damage mod treated as a normal hit on a Character* within fighting range of fumbler. No effect if there is none in this range.
61 - 70	Hit on self. 10% of full weapon Damage including Damage mod, coming off Armour, Might then Body
71 - 80	Hit on other. 50% of full weapon Damage including Damage mod treated as a normal hit on a Character* within fighting range of fumbler. No effect if there is none in this range.
81 - 90	Hit on self. 25% of full weapon Damage including Damage mod, coming off Armour, Might then Body
91 - 94	Hit on other. 80% of full weapon Damage including Damage mod treated as a normal hit on a Character* within fighting range of fumbler. No effect if there is none in this range.
95 - 98	Hit on self. 50% of full weapon Damage including Damage mod, coming off Armour, Might then Body
99	Hit on other. 100% of full weapon Damage including Damage mod treated as a normal hit on a Character* within fighting range of fumbler. No effect if there is none in this range.
00	Hit on self. 80% of full weapon Damage including Damage mod, coming off Armour, Might then Body

*A Character is defined as anyone or anything other than the attacker or defender. Such a fumble will not hit the person or creature being attacked.

The Mortal Blow

The Mortal Blow is really a glorified Critical Blow where the defender has a chance of being killed outright. There is no listed chance for a Mortal Blow for individual weapons simply because the Mortal Blow may only occur on a roll of 01. If the attacker has a Critical Hit chance of at least 1%, rolls a 01 to Hit, and the blow is un-parried (see the *Section entitled Parrying (p 75)*) then the attacker has struck a “Mortal Blow” to their opponent.

The Hit is initially treated as a Critical Hit but if the defender fails his Parry then the attacker rolls the Damage for the hit and rolls percentile dice again. The percentage chance of killing the defender outright (regardless of his number of Body Points, etc.) is equal to double the Damage that was inflicted in the blow. If the second percentile roll is equal to or less than this value then the defender is killed outright.

Bleeding & Hit Locations

In reality, physical wounding will cause bleeding. This is also represented in Dark Fantasy. If a Character is physically wounded, or in other words takes Body Damage, they will bleed. The amount of bleeding is determined partially by random factors and partially by the severity of the wound.

When a Character Bleeds

Whenever a Character takes Body Damage a roll should be made to determine how badly the Character is bleeding. The bleeding rate is expressed as the number of Body points of Damage the Character will take per combat round.

Bleeding may be stopped by the application of bandages or by cauterisation, as described in the First Aid Skill in the *Section entitled Skill Descriptions and Modifiers* (p 63). If the Character then decides to fight again, they have a chance of re-opening old wounds, and losing Body points at the same rate. This chance must be determined by the Game Master depending on the severity of the wound and the violence of the activity.

The Mechanics of Bleeding

To determine the rate of bleeding, a roll is made to which modifiers are added. This value is called the “Bleeding Result” and is used to determine the rates of bleeding and the hit location from the tables below.

$$\text{Bleeding Result} = 2d6 + \frac{\text{Character's Normal Body Points}}{\text{Body Damage done with Blow}}$$

The table below gives the rates of bleeding according to the Bleeding Result obtained. The results are the amount of Body points lost per time period according to whether the Character is fighting or still.

Bleeding Rates Table

Result	Bleed Time	Fighting	Still
<5	*	1/rnd	1/rnd
6-7	*	1/3 rnds	1/5 rnds
8-9	*	1/5 rnds	1/10 rnds
10-11	*	1/10 rnds	1/min
13-14	*	1/min	1/2 min
15-16	*	1/2 min	1/3 min
17-18	*	1/3 min	1/5 min
19-22	10 min	1/5 min	1pt
23-25	6 min	1pt	None
26-29	4 min	None	None
30+	2 min	None	None

*Wounds of sufficient magnitude to gain a result of 22 or less on the bleeding table will not clot of their own accord. The Character will continue to bleed until they either die from blood loss or the bleeding is stopped by either cauterisation or bandaging.

If for some reason the Character has Might remaining when bleeding (due to a non-combat injury), Bleeding Damage is first taken off Might at 5 times the normal rate. When Might is reduced to 0, the remaining points are taken from the Character's Body Points at the normal rate.

Determining Hit Location

The amount that a Character is bleeding is a good indicator as to where they have been hit. If, for example, the Character has been hit lightly (suffering relatively small amounts of Damage), but is bleeding at a great rate, then one could assume that an artery or an area carrying a lot of blood has been hit; such as the neck or thigh. The *Hit Locations Table* on (p 100) gives a guideline as to likely hit locations according to the type of wound the Character has received. It is up to the Game Master to be creative about the type of wounds the Character has suffered.

Hit Locations Table

Result	Heavy Wounds	Light Wounds
<5	Chest	Neck
6-7	Limb Removed	Thigh or Neck
8-9	Abdomen	Chest, Thigh
10-11	Hand or Foot Removed /Groin	Groin
13-14	Bad Shoulder injury	Slashed Wrist
15-16	Kidneys or Abdomen	Abdomen
17-18	Head	Abdomen or Chest
19-22	Head or Limb	Limb
23-25	Head, Limb or Chest	Head or Limb
26-29	Head, Limb or Chest	Head or Limb
30+	Anywhere	Anywhere

Note: A Heavy wound is considered to have been scored on the Character if the Damage done is equal to or greater than 20% of the Character's normal Body total. If the Damage is less than 20% of the Character's normal Body total then the hit may be considered a Light Wound.

Shields

Shields Taking Damage

Shields disintegrate with use. The “Hits” value below is the amount of accumulated Damage that a shield can take before the Shield breaks in two. The Damage taken by a Shield is equal to the total Damage of the hit - 15 points. If the Shield takes a hit that does less Damage than 15 points then the Shield takes 1 point of Damage. For every 50 points of Damage taken, the shield loses one point of protection. The only exception to this rule is if the attacker is attacking with another shield in which case, no Damage is done to either shield.

Size	Hits
Small	150
Medium	300
Large	450

Shield Weights

The table below lists the Effective Weights and MSR's for shields. If a Character has a Strength Bracket less than the Minimum Strength Rating of the Shield, then the Character will suffer a Defence Penalty of 20% per Bracket difference.

Size	E. Weight	MSR
Small	5	0
Medium	10	1
Large	15	2

Effects of Fatigue

Endurance Loss From Exertion

Any physical activity will result in tiredness. This tiring is represented in Dark Fantasy by the loss of Endurance. The level of activity which the Character undertakes will determine how much is Endurance is lost. If a Character runs at a certain percentage of their full speed, it requires a fixed amount of energy expenditure and thus a set amount of Endurance loss.

Endurance Loss Rates Table

Class	Base End Loss
Easy	8 - Normal End Br. / 2 Hrs
Light	8 - Normal End Br. / 30 min
Moderate	8 - Normal End Br. / 8 min
Heavy	8 - Normal End Br. / 2 Min
Extreme	8 - Normal End Br. / 30 Sec

Exhaustion in Battle

When in Melee, Endurance points are lost at the rate of:

8 - Endurance Bracket + (Minimum Strength Rating - Str Bracket) per 10 rounds of fighting.
With a Minimum of 1 point per 10 rounds.

This base value is modified by the Character's "Endurance Loss Modifier" (based on the Characters Encumbrance level) as described in the *Section entitled Endurance Loss Modifiers (p 92)*. This rate of loss also implies intense fighting. A combat will not always be at such a high level of exertion and the rates of loss may be reduced at the GM's discretion.

Game Effects of Endurance Loss

For every 10% of the Character's Endurance total lost after the first 30%, Strength, Agility, Speed and Defence are also reduced by 10%. Critical and Body Hit chances are not affected by fatigue.

A Character may be suffering from fatigue at the same time as they are suffering from wounds. It is to be noted that the effects of wounds and fatigue are generally not cumulative and usually, only the greater of the two penalties is applied to the Character.

Endurance Point Recovery

Endurance points are recovered at 8 - Current Endurance Bracket per 10 minutes (Minimum 1 point per 10 minutes). That is, a small amount of rest will be of greater proportional effect to a Character that has suffered a great deal of Endurance Loss than it would be for a Character that lost little Endurance.

Miscellaneous Combat Rules

Blindness

If a Character is blinded then combat is not such an easy thing. If a Character is blind then all skills that depend on sight will generally be at 10% of their normal value. This includes Hit chances, Defence etc.

A Character may be permanently blind, or have always been blind in which case they are still capable of learning to fight and do everything a normal person does. When the Character is blind, all Learning Ratios related to sight are at least tripled though after some time, due to increased aural sensitivity, the Character's Perception score will increase by 15 ÷ The Character current multiplier to Learning cost (From the *Skill / Weapon Increase Costs Table on (p 56)*). All weapon & Defence and combat skills have 10 times the normal learning ratio. The base chances for all weapons are 10% of their normal total.

Left Handedness

Normal fighting conditions in Dark Fantasy assume right handedness. If a Character is left handed and wishes to fight, then there are several areas in which his performance will be different to a right-handed person.

Most people will have far less than normal experience in fighting left handed opponents. It is up to the Game Master to define if the right-hander is experienced in fighting left-handers, and a few hours of fighting left-handers should negate the effects listed below. The rules given assume that the right-hander is inexperienced with left-handers. Because of the difference in fighting technique, a right-handed person will find it more difficult to teach a left-hander. When a left-hander is training under a right-handed Master, they will learn at 90% of the normal rate unless the master has some experience with left-handed weapon use.

In combat, a right-hander incurs a Defence penalty of - 10%, and the left-hander gains a bonus of +10% to their Defence. In this situation the right-hander also suffers a penalty of - 1 to their Initiative roll as they are not exactly sure what to do. If the combat is between two left-handers then each gain a penalty of -10% to their Defence if they are not used to fighting left-handers.

It is also to be considered by the Game Master that castle towers and such were designed to give maximum benefit to right-handed defenders against right-handed attackers. It is therefore to be noted that in such a situation a left-handed Character's hit chance may be reduced as might their Damage Modifier. It is suggested that hit chance be reduced by up to 40% and Damage Modifier be reduced by up to - 0.2 in this situation.

Wrong Handed Weapon Use

A Character may learn to use a weapon in their off hand. This can be done if double the normal learning ratio is paid. The Base hit chance in doing this is 30% of the Character's correct hand weapon skill and there is always a 30% carryover between the two hands.

A Character is also not usually as strong with their off arm and therefore their Damage modifier may be reduced by 0.1 for wrong handed weapon use.

There is no off-hand penalty for learning weapons if the Character is ambidextrous. If the Character is ambidextrous then they also have a Base chance with their off hand that is of 75% of their normal hit chance with the weapon.

The Use of Two Weapons

A Character may choose to use a weapon in each hand. At the start of the round the Character declares whether they wish to use both offensively or defensively, and determines which will be the prime weapon and which will be the secondary one. The prime weapon is usually the one in the Character's strongest hand but the choice is for the Character to make. If a Character is fighting with two weapons and using one defensively then the Character's Defence is increased by 20%. Whenever a Character uses two weapons, the primary attack is made at a penalty of 5% and the secondary attack is made at a penalty of 10%.

If both weapons are being used offensively, then Initiative roll is made for each weapon. Provided one of Character's Initiative rolls is greater or equal to the opponents Initiative result, an attack may be made with each weapon. Otherwise, only an attack from the primary weapon may be made.

Fleeing

In order to safely flee from a combat the Character has to state their intention at the beginning of a round. Initiative is calculated without adding modifiers for the weapon of the fleeing Character. If the Character wins Initiative by three or more they may turn and run. If not, normal combat ensues but the Character who attempted to flee suffers a penalty of 20% to their hit chance.

If a Character wins Initiative by less than three points and still flees then the attacker will have one attack at their back with the appropriate modifiers. If they do not win Initiative and still flee, then the attacker has an opportunity for two attacks at the Character's back.

Once the Character has actually fled the combat, it is up to the opponents to give chase, and up to the relative Speeds of the Characters and Game Masters Discretion as to whether the Character will actually escape.

The fleeing rules may also be applied if a Character elects to break off from the combat in order to regain Defence as described in the *Section entitled Regaining Defence (p 78)*.

Charging into Melee

If a Character on foot charges into combat they gain + 1 to their Initiative roll. They also the attacker gains + 2 to all weapon Damage due to momentum. They do, however suffer a penalty of 50% to their Defence for that round.

With Mounted Charges there is no Defence Penalty. A Character charging into combat at a full gallop gains a Damage bonus of + 5 (Note: this does not apply for lances as the weapon damage assumes the attacker is on a galloping horse).

Improvised Weapons

If a Character does not have access to a weapon they may have to improvise. An improvised

weapon may be anything that the Character uses to attack or defend themselves with. They may take the form of anything from a Chair, a branch being used as a Staff or a pointed fence paling being used as a spear. Such weapons are best treated as their closed equivalent on the Weapon table and then Damage and hit chances should be modified at Game Master's Discretion based on the similarity of the improvised weapon to the real thing.

Weapon Breakage

In normal combat, there is always a chance of a weapon breaking. For melee weapons, this will generally happen only when the weapon is under extreme pressure, or is bent awkwardly. For simplicity, these situations may be represented as a roll of 01, "The perfect blow", or a roll of 00, a "Fumble". If either of these two results is obtained in combat, then the weapon may break.

Each weapon has a range of values known as a "Weapon Breakage Chance" or "WBC". This value is variable and depends on the quality of the weapon, with the greater the value, the lesser the quality, and thus the greater the chance of breaking. These chances are listed in the table below.

Weapon Breakage Chances Table

Melee Weapon	Weapon Breakage Chance
Brawling*	0-1
Battle Axe (2)	4-8
Broadsword	1-6
Club	1-10
Dagger	1-5
Flail (2)	2-8
Halberd (2)	5-10
Hand Axe	4-10
Lance	40-70
Longsword	1-6
Mace	2-8
Morning Star	2-8
Pike (2)	4-10
Scimitar	1-5
Spear	4-10
Staff(2)	3-9
Sword, Bastard	1-6
Sword, Short	1-6
Sword, Two Handed	1-6

*Values given for Brawling indicated chance of broken wrist or fingers.

Missile Weapon	Weapon Breakage Chance
Bow (Long)	1-20
Bow(short)	1-15
CrossBow(Hvy)	1-10
CrossBow (Lt)	1-15
Sling	1-5
Thrown Axe	10-20
Thrown Dagger	1-10
Thrown Dirk	2-10
Thrown Spear	10-20
Javelin	5-15

The Weapon Breakage Chances assume that the weapon has been tried and tested and has not been weakened in any way. That is, some weapons may be of poor construction and shatter at the first sign of strain and others may have been weakened so that they will also shatter at the first sign of strain. If the weapon has been weakened or has not been previously used then a roll for weapon breakage should be made whenever the weapon comes into contact with something in the melee. The first 10 rolls for weapon breakage are considered a test run and if the weapon survives them then it is considered tried and tested and the normal rules apply.

When a 00 or 01 is rolled in melee, another roll is made to see if the weapon breaks. The only exception to this rule is the lance. The reason for this is the extreme pressures that are placed on it in hitting a heavily armoured target or one with a large shield, and a large mass to support it. If this is the case, as would be in jousting etc., a roll for breakage must be made for every physical hit the lance scores, otherwise it follows standard rules.

If the conditions are met for a weapon breakage roll, the Chance of the weapon breaking is equal to the WBC of the weapon multiplied by the Damage Modifier of the Character.

Missile Weapon Breakage

Missile weapons differ from Melee weapons in that they are not impacting with something. A Roll for Missile Weapon Breakage would normally only be made if the Character rolls a 00 though in the case of a Bow, if the Character is over stretching the bow then a roll for breakage should be made regardless of the "to hit" roll result. There is also a high chance of Thrown weapons breaking and again for simplicity, a breakage roll should be made for any "to hit" result of above 90 or below 10.

The breakage chance for Crossbows and Slings is not modified by the Character's Strength whereas the WBC for Bows and Thrown Weapons is multiplied by half the Character's Damage Modifier. That is multiplied by $(1 + (\text{Dam Mod} - 1)/2)$

Disarming

Few weapons in the Dark Ages were designed for disarming, so to disarm an opponent involved knocking the weapon from the victim's hand. The chance to disarm is dependent upon a combination of the weapons being used, though it is beyond the scope of Dark Fantasy to list disarming chances for each of the combinations of weapons. Instead, we give a basic chance to disarm the opponent based on the relative skills of the Characters and then give guidelines as to how various weapons may modify this chance.

A disarming attempt may be made at any time in combat, but the intention to do so must be stated at the beginning of the round. If an attempt is made then the attacker rolls to hit as normal, but rather than damaging their opponent they are attempting to remove the weapon from their opponents hands. Below is a table giving the effects for attempts to disarm. It is to be noted that like a normal attack, the disarming attempt may be parried by the defender. This is treated as a normal parry attempt.

The base chance of success may be modified at the Game Master's discretion according to the ability of the weapon being used to latch onto the other weapon. Weapons that are designed to disarm opponents may increase disarm chance by subtracting up to 15 from the attacker's roll. A Halberd, for example, would be a good weapon with which to disarm and thus 15 may be subtracted from the roll when using one.

Disarming Table

Success*	Effect
Critical	Weapon removed from Character's hand
Body	Grip loosened - defender has -20% to attack chance next round and disarming attempt may be made next round at +20%
Normal	No effect
Failure	No effect
Auto Failure	No effect
Fumble	Treat as standard weapon fumble

*Level of success obtained after the defender's parry has taken effect.

Knocking Over

There are two ways in which a Character may knock over their opponent: Grappling and Overbearing. Grappling is where the attacking Character grabs their opponent around the legs and attempts to drag them to the ground. Overbearing is the use of force and body weight to knock the opponent off their feet.

A guide is given below for how to calculate the chance of Grappling or Overbearing an opponent. These should only be used as a guide. The chance of success very much depends on the situation. Attempting to grapple a skilled, armed man, for example, would be likely to end in death. The table below is given as a guide only.

Knocking Over Results Table

Results	Defender	Attacker
Critical success	Flat on the ground	On top of defender
Special success	Flat on ground	Off to the side
Success	Down on knees	Hold Attained
Some problems	Down on 1 knee	Down on 1 knee
Failure	Described below	Described below
Fumble	On top of attacker*	Flat on the ground

*If the attacking Character scores a fumble then it is really up to the defender where he chooses to be at the end of the attempt.

Grappling: For a Character to grapple another, they must be able to reach the legs of their opponent in the round in which they elect to grapple them. A guide to the chance of performing a successful Grapple is equal to:

$$50 + \text{Attackers (Agl Br} \times 5 + \text{Spd Br} \times 5 + \text{Str Br} \times 5) \\ - \text{Defenders (Agl Br} \times 5 - \text{Weight Bracket}^* \times 5)$$

*The Weight Bracket of the defender is based on the Bulk of the defender and the Effective Weight of the equipment being carried. The value itself is calculated by finding the Total Weight of the Character and getting a Bracket for this value from the *Height and Weight Table on (p 90)*.

If a Character suffers a failure when attempting to grapple, they will be prone on the ground and have no grip on the target.

Overbearing: For a Character to overbear another, they must be able to reach the other Character in the round in which the intention to overbear is stated.

The chance of performing a successful overbear attack is equal to:

$$30 + \text{Attackers (Weight Br} \times 5 + \text{Speed Br} \times 5 + \text{Str Br} \times 5) \\ - \text{Defenders (Agl Br} \times 5 - \text{Weight Bracket}^* \times 5)$$

Consult the *Knocking Over Results Table on (p 105)* for a guide to the success of an overbear attack.

Mounted Combat

The hit chance when mounted may not exceed the Character's Riding percentage chance of success, including such modifiers as Attributes and situation.

When mounted, a Character loses 50% of their Defence due to the lack of manoeuvrability. If the Character has no control over the animal, then they will have no Defence. Note: This loss of Defence will affect the weapon parry chances, and a Character may not parry at all with a lance.

An untrained animal must be controlled in combat and a riding roll must be made at a penalty - 20% to the success chance. Each successful roll made will control the animal for one round, and will allow combat at the Character's normal chance of success. A Special Success result will control it for 2 rounds, and Critical Success will control it for 3 rounds.

If "Some Problems" are encountered, then the rider loses all their Defence, is struggling to control their mount, and may not fight, though because the horse is out of control, the attacker suffers a penalty of +20 to their roll to hit. If the Rider fails the roll to control the horse, then the mount is completely out of control. It bolts, and will throw the rider if a second roll is not made with a Successful result or better. A Fumble result means that the mount automatically throws the rider.

A trained warhorse requires no roll to control provided that it is familiar with the rider. Indeed, if the rider makes a riding roll, they will gain the additional + 10 to their hit chance due to the height advantage (normally negated by having to control the horse). A trained warhorse will fight on its own initiative, and will be extremely aggressive to all but its master.

Optional Combat Modifiers

The section below outlines the various combat modifiers used in Dark Fantasy and breaks them up into categories of Character based modifiers, Environmental Factors and Situational modifiers. The *Section entitled Order of Applying Modifiers (p 109)* outlines the order in which modifiers should be applied to the Character's success chance. There must be a set order as because of the different types of modifiers, and the way that the order of application affects the end result.

Character Based Modifiers

Fighting Rank Modifier

As a Character advances in experience his general knowledge of weapon use increases. It is for this reason that the Fighting Rank of the Character affects the Character's Hit chances.

The Character's Fighting Rank x 2 may be added to the chance to hit for all weapons. This is not factored into the Character's Skill rating but rather an additional modifier applied to each blow.

Attribute Modifiers

Whenever a Character uses a skill in Dark Fantasy, the chance of success is modified by the "Attribute Bonus" of the Character. For both melee and missile weapons there is a space to write the Attribute Bonus, which is a percentage value of the Character's current Hit Chance, which is added to that Chance.

Example: If a Character has a hit chance with a weapon of 50%, an Attribute Bonus of 10% and no other modifiers then the hit chance of the Character would be 55%.

For Missile Weapons the Attribute Bonus is equal to 5 x the Character's Agility Bracket.

For Melee Weapons the Attribute Bonus is equal to 3 x the Character's Agility Bracket + the Character's Mind Power Bracket + the Character's Strength Bracket.

Summary of Attribute Modifiers:

Missile Attribute Bonus = Agl Br x 5

Melee Attribute Bonus = Agl Br x 3 + MP Br + Str Br.

Wounds

When the Character's Might is reduced to 0, a 10% penalty may be applied to all physical tasks including skills, Defence and Hit Chances.

For every 10% of Body Damage taken up to 50%, a further penalty of 10% to the attack chance is incurred. Beyond this point, each 10% reduction in body reduces the Character's attack chance by 5% instead of 10%. Thus in a situation where a Character has only 5% of their Body points left, but is still fighting, for their last blows the Hit chance of the Character is reduced by 80% (i.e. 5 x 10 + 4 x 5 + the additional 10% from the loss of all their Might).

Although they cannot be greater than their Hit chance, a Character's Body and Critical Hit chances are not affected by this penalty.

The Damage that a Character is capable of doing is also affected by the amount of Body points lost. The degree to which a Character's strength is affected is a direct ratio to the amount of Body Damage that has been taken. That is, if a Character has taken 50% of his Body total in Body Damage then the Effective Strength of the Character will become a value equal to the current value minus 50% of the Character's original Strength Rating and their Damage Modifier is altered accordingly.

As a similar mechanism is responsible for a loss of Strength from exertion and wounding, only the greater of the two penalties of exhaustion and wounds applies to a Character's Hit Chances and Strength.

Exhaustion

If the rules for Endurance loss are being used then the Character may suffer a penalty to their Hit Chances and Defence according to how much Endurance they have lost. for every 10% lost after the first 30%, Strength, Agility, Speed and Defence are also reduced by 10%. Critical and Body Hit chances are not affected by fatigue.

Encumbrance

The *Section entitled Encumbrance Rules (p 91)* details the rules for Encumbrance. The “Other” column of the Encumbrance Effects table is used to determine the modifier to Hit Chances and Defence due to Encumbrance.

Weapon Usage Modifiers

The weapon that is being used and the way in which it is used will affect the Character's chance to hit. The modifiers for different types of weapon usage are listed below.

Minimum Strength Rating

The effect of the MSR on missile weapon use is covered in the four sections on customising Missile Weapons. Melee weapons are all governed by the same set of rules: For every Bracket the Character's Strength is below the MSR of the weapon, a penalty of -5 to hit chance and + 5 to the roll will be incurred. If a weak man has a weapon made especially for him, i.e. with the same MSR as his Strength Bracket, then no such penalty will be incurred, and the Damage done by the weapon will be decided by the Game Master according to the degree of modification of the weapon.

Optionally, the difference between the Character's Strength Bracket and the MSR of the weapon being used also affects the Initiative roll, as described in the *Section entitled Initiative Modifiers (p 73)*.

Situational Modifiers

Surprise & Awareness

If a Character is attacked by surprise (when they are unaware of their attacker), there are penalties to their Defence and Attack rolls and the Attacker gains bonuses to their Attack Chance and Initiative.

Awareness Effects for Attacker Table

Awareness Level	Initiative	Attack
Partially Surprised	+2	-5 to Roll, +20 to Chance
Surprised	+4	-20 to Roll, +20 to Chance
Totally Surprised	+6	-40 to Roll

Awareness Effects for Defender Table

Awareness Level	Attack	Defence Penalty
Partially Surprised	Normal	-20%
Surprised	No Attack	-40%
Totally Surprised	No Attack	-80%

Position

There are certain positions in which one person has an advantage over another. These are represented below.

Position Modifiers Table

Position	Attack	Other
Standing over prone target	+40 to chance	+1 Strength Bracket
Behind Target	- 15 to Roll	None
Above Target*	+ 10 to chance	+1 to Initiative
Below*	- 10 to chance	-1 to Initiative

*These modifiers may apply in a combat situation between a mounted man and a man on foot.

Facing an Unarmed Opponent

The statistics given for melee weapons assume that the Character on the other end of the blow has something to defend themselves with. If a Character is attacking a totally unarmed opponent then the Game Master should award a bonus of -20 to the Character's roll to Hit, as there is little that the defender can do about the attack.

Size of Target

The size of a target will greatly affect hit chances for both missile and melee weapons. Below is a table giving the size of a target relative to an average man, and the effect of this in combat.

Note: Size Modifiers apply to the Normal Hit Chance (and Body Hit chance in the case of Melee weapons) only. The Critical Hit Chance is not Modified by the size of the target.

Size Modifiers Table

Size	Missile Mods	Melee Mods
x 0.1	- 20	-50%
x 0.5	- 5	-20%
x 1	No Mod	No Mod
x 1.5	+15%	+10
x 2	+20%	+20
x 3	+25%	+40
x 4	+35%	+60
x 5	+50%	+80
x 10	+80%	+100
x 20	+100%	+100
x 50	+150%	+100

Movement Modifiers for Missiles

A moving target is much harder to hit with a missile than a stationary target. The difficulty lies in judging the movement speed of the target relative to the attacker as this varies according to the angle at which the target is travelling.

Movement Modifiers for Missiles Table

Effective Movement	Effect
Target Galloping	- 40% to Hit, -80% to Critical
Target Sprinting	- 25% Hit, -50% to Critical
Target Running	- 20% Hit, -40% to Critical
Target Jogging	- 15% Hit, -30% to Critical
Target Walking	- 5% Hit, -10% to Critical

Environmental Modifiers

Terrain

Below is a list of suggested modifications to hit chances due to terrain. The Melee and Missile Columns detail the percentage by which the Character's Hit Chance is reduced and the Defence Column shows the amount by which Defence is reduced.

Terrain Modifiers Table

Terrain	Melee	Defence	Missile Effect
Woods	to -10%	0	to -15%
Forest	to -15%	0	to -30%
Rocky Ground	to -30%	to -30%	to -10%
Uneven Terrain	to -30%	to -30%	to -10%
Water*	to - 80%	to -80%	to - 90%
Cramped Space	to -80%	to -80%	to - 50%
Mud / Snow	to -25%	to -60%	to -25% for thrown
		to +10 to Roll	to -10 for all other missile weapons.

*The Maximum value assumes total immersion in water

Note: Modifiers are a Guide only. GMD must be used according to the situation.

Lighting

In conditions of poor light it is very hard to fight, and even harder to use missile weapons. The following table gives sample reductions in attack chances for various levels of lighting.

Lighting Modifiers Table

Lighting	Missile*	Melee**
Dim	-10% Chance	No Effect
Gloomy	-25% Chance	-10% to Chance/Defence
Dark	-50% Chance	-25% to Chance/Defence
Pitch	-75% Chance	-50% to Chance/Defence

*Critical chances are reduced by the same proportion as normal chances.

**This penalty applies to both the Hit chances (Hit, Body and Critical) and Defence of the Character.

Wind Modifiers for Missiles

The degree of wind and its gustiness may greatly affect missile fire. The number before the slash is a modifier for steady wind and after is for gusty conditions. Gales are never a steady wind and thus only one modifier is given.

Wind Modifiers for Missiles Table

Wind	Arrows	Bolts	Slings	*Thrown(I)	Thrown(H)
Breeze	0/-5	0/0	0/0	0/!-3	0/0
Light Wind	-5/-10	-3/-7	-3/-6	-2/-5	-2/-4
Moderate	-10/-30	-5/-20	-5/-20	-5/-15	-4/-10
Gale	-60	-40	-50	-55	-45
Hurricane	No	-80	No	No	-70

*Light thrown weapons are daggers, knives and darts. All others would be classed as heavy thrown weapons.

Order of Applying Modifiers

The Modifiers appear in the rules in the order in which they should be applied. For convenience, the order in which they should be applied is listed below. Any additional modifiers the Game Master wishes to use should be slotted in at the most logical spot.

Order of Application of Combat Modifiers Table

Category	Modifier
1) Character Based	1) Fighting Rank Mod 2) Attribute Modifiers 3) Wounds 4) Exhaustion 5) Encumbrance
2) Weapon Usage	1) Minimum Strength Rating
3) Situational Mods	1) Surprise & Awareness 2) Position 3) Facing an Unarmed Opponent 4) Size of Target 5) Movement vs Missiles
4) Environmental Mods	1) Terrain 2) Lighting 3) Wind vs Missiles

Note: Changing the order of applying the modifiers may effect the final chance of success. Not all modifiers need apply.

Other Miscellaneous Rules

Atrophication

Atrophication is a process whereby, due to lack of use or aging, a Character's Skills and Attributes may decrease. The section below is given as a guide to the Game Master as to the approximate level of atrophication over given periods.

Atrophication of Attributes Due to Disuse

Below is a table giving guidelines for the atrophication rates of Attributes if they are not used at all. Attributes that are not listed do not atrophy due to disuse. The table gives the amount of time of disuse before the Character will lose 1 point due to atrophication.

Attribute Atrophication Due to Disuse Table

Br.	Spd	Str	Agl	End
-2	NA	NA	NA	NA
-1	NA	NA	NA	NA
0	NA	NA	NA	NA
1	NA	NA	NA	NA
2	8Mths	8Mths	NA	8Mths
3	6Mths	6Mths	NA	6Mths
4	4Mths	4Mths	7Mths	4Mths
5	2Mths	2Mths	5Mths	2Mths
6	1Mth	1Mth	3Mths	1Mth
7	2Wks	2Wks	6Wks	2 Wks

Skill Atrophication Due to Disuse

If skills are not used then the knowledge of their use will slowly fade. Below is a table showing the rate of skill atrophication. Skills atrophy towards 10 above the Character's Base Chance. The table below lists the amount of skill loss to be incurred by the Character according to the level of the Character's skill above the Base Score. The rate of Atrophication is 1 point per stated period.

The "Br." value is the effective Bracket value of the Character's Skill Score. This is determined by looking up the Characters Skill Score on the *Attribute Brackets Table* on (p 22) as if it were an Attribute.

Skill Atrophication Due to Disuse Table

Level	Skill above Base	Base Skill Loss
1	0 - 10	NA
2	11 - 20	NA
3	21 - 30	14Wks
4	31 - 40	12Wks
5	41 - 50	10Wks
6	51 - 60	8Wks
7	61 - 70	6Wks
8	71 - 80	4Wks
9	81 - 90	2Wks
10	91+	1Wk

The above rates of atrophication are only a guide to how quickly skills should atrophy if they are not used at all. Some skills will atrophy more quickly than others, and this is left to the discretion of the Game Master. Skills such as Perception, for example, should only atrophy fairly slowly. The atrophication rules also assume that there has been no use of the skill. If there is a relatively normal level of use of the skill then no atrophication will apply unless the skill of the Character is exceptionally high.

Amount of Use Modifiers to Atrophication

If a Character advances a Skill or Attribute to an extraordinary level then it may atrophy, not only if they do not use it at all, but also if they just don't use it enough. For a world class athlete, for example, in order to keep their level of ability they would have to train for at least a few hours a day. The table below gives a "Mod to Level" value which is a value added to the Character's Attribute Bracket or Skill level as used in the Skill Atrophication and Attribute atrophication tables above.

Example: A Character has a skill with the longbow that is 58 above their base score (Level 5 as listed above and an actual skill of 78). If they practise for around 1/2 an hour per day then their effective Bracket becomes 0 which means that their skill score would atrophy by 1 point every 14 weeks. Spending 1 hour per day would prevent any atrophication.

Amount of Use Modifiers for Atrophication Table

Time Spent per day on Skill/Attribute	Mod to Level
No Use	0
10mins per day	- 3
1/2 per day	- 5
1 per day	- 6
2 hours per day	- 7
3 hours per day	- 8
4+hours per day	- 9

Time spent per day assumes the Character is serious about what they are doing. If they are doing it more casually or intensively then use Game Master's Discretion to modify the values accordingly.

Level of Use Modifiers for Atrophication Table

Level Of Use	Multiplier to Level of Use Mod
Easy	x 0.5
Light	x 0.8
Moderate	x 1
Heavy	x 1.3
Extreme	x 1.5

Note: This refers to the amount of effort the Character expends on average when using his skills. If a Character has very high Skills or Attributes then, unless a certain amount of time is devoted to them, they will atrophy.

Regaining Knowledge Lost Due to Disuse

Once Skills have Atrophied, the lost knowledge must be re-learnt though it is learnt much faster as the learning rate is quadrupled. That is, the learning ratio of the skill is effectively divided by four until the original level of proficiency is again reached.

Age Effects on Attributes

As we age, many physical changes take place. A young boy will grow in strength and wisdom, whereas an old man will become weaker and may lose some of his capacity to learn. We have therefore chosen to incorporate rules governing the aging process by decreasing some of the Character's Attributes as they grow older.

Any decrease in Attributes is in part random and thus, generally a roll is made to determine whether or not the Attribute will change. As each Attribute changes at a different rate and in different ways, a description of the effects of aging for each Attribute is given below.

When the age has been reached for an Attribute to begin to atrophy, a roll is made each year, and if the result of the roll is under the score of the Attribute, then 1 point is lost from that attribute. Note that Attribute losses may be compensated for by training as described in the *Section entitled Increasing Attributes (p 112)*.

Speed: Speed atrophies after 25.

Strength: Strength atrophies after 25.

Bulk: Although Bulk may change over time it does not atrophy.

Appearance: The appearance of the Character may change over time but is not subject to atrophication.

Dexterity: Dexterity atrophies after 30.

Endurance: Endurance atrophies after 25.

Will: Will may or may not change over time but any change is not directly related to the passage of time.

Mind Power: Once maturity is reached, age does not tend to substantially effect Mind Power. Atrophication of Mind Power must be left somewhat up to the discretion of the Game Master for if a mind is continually used then any lack in ability to reason will be made up for by increasing wisdom. A Character who ages and makes no effort to learn or compensate will atrophy in the normal way.

Soul Force: This attribute increases with age.

Leadership: Leadership is a quality of the Character that may be increased by experience at Game Master's Discretion though it is not necessarily affected by the aging process.

Secondary Attributes:

Defence: Defence is not subject to atrophication due to age.

Might: Might atrophies after the age of 37 in the normal way.

Body: Body will atrophy after the age of 25. One roll is made every three years instead of every year.

Rustiness

There must be some distinction drawn between a Character having lost some of his skill and a Character who is just a little rusty. A Character may have lost a percentage of his skill due to atrophication, but the first time he goes to use his skill after this pause, the reduction in his skill would tend to be much more marked. Rustiness is a very situational effect and as such is left largely to Game Master's Discretion. A penalty of between 10% and 50% may be applied to the Character's skill (including Hit chances) for the first use of a skill after a break. This penalty should be reduced systematically and quickly as the Character begins to use the skill again. The rate of decrease of penalty should depend on the original penalty imposed but should be reduced by about 20% per round of real combat, 20% per use of a Skill, or about 10% per round of training.

Example: A warrior has been tied up in a cell for 3 months. He has not lost a great deal of knowledge about the use of his sword, but not having continual use of his sword has made him rusty. The Game Master elects to give the Character a penalty to the Character's current skill in sword (after atrophication has been taken into account) of 20%. Our hero finally gets back into combat and due to his rustiness penalty does not fight well at first. The Game Master elects to award the Character 4% of his skill back per round and thus the rustiness effects of three months have been shaken off within 20 seconds of full combat, leaving only the effects of his Skill atrophication.

Increasing Attributes

If Attributes are not used then they will atrophy or decrease whereas if they are used heavily then they will increase. Skills have their own system for increasing through training and use and this is covered in the *Section entitled Training (p 93)*. Attributes are increased in a very similar way to Atrophication from disuse. The amount of Attribute increase depends on the individual Attribute as well as the Bracket the Character has already attained in it. The table below gives the amount of time required before the given attribute will increase by 1 point. The time period assumes 2 to 3 hours of heavy training per day.

Increasing Attributes Table

Off. Br.	Spd	Str	Agil	End
- 2	2Wks	1Wk	2Wks	1Wk
- 1	4Wks	2Wks	4Wks	2Wks
0	6Wks	4Wks	6Wks	4Wks
1	8Wks	6Wks	8Wks	6Wks
2	10Wks	8Wks	10Wks	8Wks
3	12Wks	10Wks	12Wks	10Wks
4	14Wks	12Wks	14Wks	12Wks
5	16Wks	14Wks	16Wks	14Wks
6	18Wks	16Wks	18Wks	16Wks
7	NA	NA	NA	NA

The main factor determining how quickly the Attributes increase is the amount of time the Character devotes to them. The table above assumes that 2-3 hours per day are being spent. In order to take the time spent into account, the amount of time spent alters the Character's effective Bracket for the purpose of the Attribute increase table. As it is much quicker to increase from a lower Bracket, spending more time lowers the Character's Effective Attribute Bracket for the purpose of the table.

Time Modifiers to Attribute Increases Table

Time Spent per day	Mod to Effective Bracket
Less than 10 mins per day	No Increasing possible
10mins to 1/2 hour per day	+ 5
1/2 to 1 Hour per day	+ 3
1 to 2 hours per day	+ 1
2 to 3 hours per day	0
3 to 4 hours per day	- 1
4 to 6 hours per day	- 2
6 to 9 hours per day	- 3
9+ hours per day	- 4

The rates are also modified by how the serious the Character is about increasing their Attributes. The more effort that is expended, the quicker the result. Use Game Master's Discretion to modify the effective time spent by the Character.

Age Related Attribute Increase

If the Character is at an age where an attribute is increasing, a roll is made every 6 months, and if the result is greater than that particular Attribute of the Character, then that attribute is increased by 1 point. When increasing in attributes it is necessary to note the age of the Character. It is not possible, for example, to have a 15 year old boy being the strongest man in the world. The *Section entitled Age Ceiling on Attributes (p 89)* has a table giving the maximum possible attributes for any given age.

The Attributes that are increased with age are listed below.

Speed: Speed increases until the age of 22.

Strength: Strength increases until the age of 22.

Dexterity: Once a Character has reached maturity (say 15) his Dexterity will not significantly increase.

Endurance: Endurance increases until the age of 22.

Soul Force: This Attribute may increase with age if the Character follows a path which is conducive to "spiritual growth". If this is the case then a roll is made only for each 2 years of life after 15.

Leadership: Leadership is a quality of the Character that may be increased by experience at Game Master's Discretion though it is not necessarily affected by the aging process.

Getting Drunk

There comes a time in the life of most players and Characters where they find they have had a little too much to drink. Since this is the case, we have included rules on getting drunk.

Determining Drinking Capacity

The first step in determining the effects of alcohol is to determine the capacity of the Character to hold and absorb the alcohol. It is a well known fact that the capacity of a person to hold alcohol is relative to the amount of muscle they carry on their body. Therefore, a very large, strong man would have a good ability to absorb the effects of alcohol. In Dark Fantasy we assign a value to the Character called "Drinking Capacity".

A Character's "Drinking Capacity" is a measure of how many drinks he may consume in one hour before he is in a blind stupor, and capable of doing very little. The Character's Drinking Capacity = Strength Bracket + Speed Bracket + Bulk Bracket + 9. That is to say that an average man can have 9 drinks in an hour before he is under the table. It is to be noted that some drinks contain more alcohol and this is only a standard measure. For more or less alcoholic beverages the total number of drinks should be adjusted accordingly. By "Drinks" we mean the equivalent of 1 nip of scotch, a small glass of mead, a glass of wine or 3/4 of a tankard of ale. The drinking system is also only a representation of the game effects of the alcohol. It is to be kept in mind that there are other effects too numerous to mention.

Sobering Up

The rate at which the Character sobers up is also related to his Drinking Capacity as the Character absorbs his Drinking Capacity ÷ 10 drinks per hour.

If a Character is put in a life threatening situation and has time to realise that this is then case then some of the affect of the alcohol may be put aside for the purpose of saving one's life. In this case, the Game Master may rule that up to + 20 may be added to the Character's performance with a maximum being the Character's normal, sober performance.

The Effects of Alcohol

The effect of alcohol on the Character is simple to determine. The ability of the Character to do anything that involves coordination is reduced by 10 less than the percentage to which the Character is intoxicated. For example, if a Character's Drinking Capacity is 12 and they have had 9 drinks in the space of an hour then they may be considered 75% drunk. This means that their ability to use weapons, defend themselves etc. is reduced by 65%. That is, if the Character's Defence rating is normally 20, it would become 13 because only 50% of Defence is related to movement.

Very Optional Errata (The Comic Relief Section)

Well folks, you have hopefully completed reading the serious bit of Book 1. There comes a time, however, when it all becomes too much to handle and we crave for a bit of comic relief. Well here it is, the section to end all sections. We've broken all the conventions, let are hair down and pulled silly faces in the process. Read and enjoy!

Warning!!!!

It is to be noted that this section is not entirely serious, and if it seems thus then re-reading the other rules carefully is strongly advised.

Optional Role Playing

Rather than Role-Playing for the sake of it, some Players and Game Masters may rather compete. In this case it is up to the Game Master to "kill the buggers" (referring to the Players), and up to the Players to "beat him with teamwork" (referring to the Game Master). This is the other side of "Role-Playing" that has been hitherto unmentioned. There are two main ways of conducting a game such as the one outlined above.

Firstly the need for complex rules may be reduced by simply allocating a set of percentile die to each Player, and the Game Master. The dice are then rolled with the lowest result winning in accordance with standard Dark Fantasy. As an optional rule, the Game Master may subtract 5 from his roll for every Player above 1, with the maximum subtraction being - 30. If a Player wins, he will gain 1 ego point, and if the Game Master wins then he may reduce the attributes of each Player by 25 in the next game of standard Dark Fantasy that is played.

The second and usually more popular form of optional Role-Playing is to beat up all the Game Master's monsters and work out all his tricks and traps. This may be done easily using most of the standard Dark Fantasy rules, though certain tactics may be of use to both Players and Game Masters. These Tactics are listed below.

Tips For Players

- 1) Don't trust NPC's
- 2) Cheat
- 3) Abuse rules and gain maximum possible Attributes.

Tips For Game Masters

- 1) Limit Players as much as possible
- 2) Cheat
- 3) Make NPC's appear trustworthy but be untrustworthy, greedy, backstabbing, strong etc.
- 4) Abuse rules
- 5) Give monsters, beasts and nasties maximum possible Attributes.

Optional Rules

There are some rules that no game would be complete without. We have no idea what they are so we have included some others.

Amputation Squirting

If a Character gains a result on the bleeding table that states that a limb or appendage has been amputated or hacked off, then the Character has a chance of using this fact in his favour. He may be able to spray the blood gushing out of the wound into the face of the attacker, effectively blinding him. The Chance of success in doing such a thing is equal to the Character's Fighting Rank x 2 + the Character's Dexterity Bracket.

Note: This may only be attempted if the wounded Character is bleeding at greater than or equal to 1 point per round.

Optional Attribute Generation

To save all the hassle of generating attributes, Players may simply select their own Attributes as stated in the *Section entitled Attribute Generation (p 18)*.

Player's Notes:

Players are recommended that to gain maximum power from a Character. Attribute ratings should be selected to be as high as possible.

Game Master's Notes:

It is up to the Game Master to place arbitrary restrictions on Players to prevent any reasonable, fair or workable Characters from being generated.

Optional Skills

The skill system covered in standard Dark Fantasy is rather complex, and may be simplified by saying that Player-Characters can do anything and NPC's have no Skill in anything. This would follow the great movie tradition where the bad guys can never fight or shoot straight and the good guys, although untrained, always find their mark. Never forget, NPC's are the bad guys after all!!

Optional Encumbrance

The normal Encumbrance system used in standard Dark Fantasy is quite simple, at least in comparison to what it could have been! Below is an example of the way the Encumbrance system was heading in its development stages due to the quest for realism. The Optional formula for the Encumbrance Ratings:

$$\frac{(\text{Bulk} \times 2 + \text{Str} + \text{Spd} + \text{Bulk Br} \times 20 + \text{Str Br} \times 10 + \text{Spd Br} \times 10)}{\text{Total Weight Being Carried}}$$

This is then all ÷ 3 (or optionally by 22 / 7)

This formula is by no means more realistic than the standard Dark Fantasy Encumbrance rules but it really gives the Player a great impression of what a drag it is to carry equipment.

Optional Tables

Following are a few modifications or last minute additions to the Tables and Charts in Dark Fantasy.

Addition to Riding Table

In the riding table in the skills section there are listed various modifiers to the Character's riding chance. There was one modifier that was left off the table and that is:

Situation	Modifier
Animal Dead	- 100

Note: Charging on a dead animal with a lance incurs a penalty of up to -25 to hit chance and damage.

The Optional Torture Table

In the *Section entitled Skill Descriptions and Modifiers (p 63)* there is a description of the skill of torture. In this description there is a guide to the Game Master as to how much Damage the torturer will do to the victim according to the amount of restraint the torturer shows. Below is a table giving more definite categories and the damage that a torturer will inflict upon the victim

Description of restraint	Damage Inflicted /period
Who gives a damn	4d6
E' its a living	3d6
Gee this is fun, I don't want to stop	2d6 + 2
If I keep him alive I can do this again tomorrow	1d4
This hurts you more than it hurts me	1d6
He is worth a lot of money	0 to d4

The Optional Weather Table

The skills section details a skill called "Weather Watching". Below is a table that may be used in place of the Weather Watching table given.

Success	Advance prediction
Critical	1 week
Special	3 days
Success	1 day
Some Problems	6 Hours
Failure	2 Hours
Automatic Failure	30 minutes
Fumble	5 minutes ago

Optional Spells

The Spells given in the *Book 3 Arcane Law* are not a complete list of all the spells that may be used with Dark Fantasy. Below is a list of spell concepts that do not quite fit into the usual order of Dark Fantasy Spells.

Realm: White Channelling

Concept: Judgement of the Damned

Spell: Die You Bastard

Description: Blows any single undead creature within a 50' range into tiny, really dead bits.

Realm: Planar Magic - The Folds of Time

Spell: Tell Time

Description: A digital watch appears on the wrist of the caster for the duration of the spell and the caster has the knowledge to use it. Higher order versions of the spell incorporate features such as a light, stopwatch, 12 or 24 hour time, and the 12th Order version has a calculator built in.

Optional Monsters

The Multicoloured Slime Mould Pudding Cube

This is an unusual creature that inhabits dingy caverns and seems to always be where you never expect it. Its form is rather unusual in that it appears rather like a slimy form of Rubik's cube with a black and mouldy tail that resembles a plate of 6 month old ice cream with a cherry on top. Its major forms of attack include absorption, shooting spores, confusion, laughter and biting. It is also rather hard to kill as, although it only has 5 slime (body) points, it randomly changes its form every round so that different things will affect it. The table below must be rolled each round to determine the creatures weakness and strengths.

Roll	Effect
1 - 50	Nothing will harm the creature
51 - 55	All weapons do half Damage, Magic does 10 x Normal Damage
56 - 63	Creature is only harmed by water (1 point of Damage per bucket)
64 - 65	Game Master's Discretion
66 - 94	Cube is invisible and squirts acid at passers by. (60/20/10, Spd 0, Dam 6d6)
95 - 00	Cube will be friendly and join the party. It is treated as an NPC and cannot be killed.

Quotable Quotes

Occasionally we say things that will go down in history as classics. In this section no such quotes will be found but we have listed a few "cute" things that have been said in both the playing and development of Dark Fantasy.

1) In reference to a heavy crossbow a game designer once said: "A high fighting rank Character should be able to move sufficiently out of the way of the bolt to lose most of their Defence".

The moral of this is that heavy crossbows are not something to be ignored even by the strongest of us!

2) A Player was once heard to say with glee "I survived!!" With a stern voice the Game Master replied: "No you haven't, roll on the bleeding table".

It is to be noted that bleeding is a serious affair and not to be taken lightly.

3) "If you're tough, that's ok, if you're not then go away"

A comment made in reference to Dark Fantasy monsters. They are not as weak as they may be expected to be.

Dark Fantasy Future Products

Due to the extensive money making potential of role playing aids and accessories, the makers of Dark Fantasy have the following ideas for future products.

Game Aids

Dark Fantasy Plastic Character Sheets
Dark Fantasy d7's and d9's (d8's and d10's with "Roll Again" on one side)
Dark Fantasy Anti Player Dice (Red)
Dark Fantasy Anti Game Master Dice
Dark Fantasy Anti Player Dice (Blue)
Dark Fantasy Ugg Boots & Game Master screens (Packaged set)
Dark Fantasy - Paranoia™ compatibility
Dark Fantasy Fake Blood
Dark Fantasy Make up Kit
Dark Fantasy Toilet Paper

Stationary

Dark Fantasy Figurine shaped, non-abrasive erasers
Dark Fantasy Pencils
Dark Fantasy Paper

Munchie Comestibles

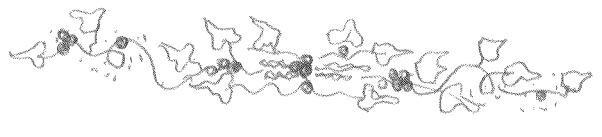
Dark Fantasy Biscuits, cakes and scones
Dark Fantasy Cocktail complete with drinking experience rules

Things to be in

Dark Fantasy Tee Shirts
Dark Fantasy Fashion - jumpers, hats, scarves, chainmail, gambesons etc.
Dark Fantasy Underwear
Dark Fantasy Bed Sheets

Spin-offs

Dark Fantasy Trivia Quiz
Dark Fantasy Cartoon (Rated M)
Dark Fantasy Comic
Dark Fantasy T.V. series
Dark Fantasy Movie
Supplements and Modules
You Name it, we'll make it.



Glossary

Agility (Agl): Agility is an Attribute that is a measure of the nimbleness and manual dexterity of the Character. See the *Section entitled The Secondary Attributes (p 12)* for further description.

Appearance (App): Appearance is an Attribute that is described in the *Section entitled The Attributes (p 12)* of this book. It is simply a representation of the comeliness of a Character.

Atrophication: Atrophication refers to the process of the degradation of skills or Attributes due to lack of use or ageing. This is discussed in the Optional Rules in the *Section entitled Atrophication (p 110)*

Attribute: An Attribute is a number that represents a particular facet of a Character. Strength, Speed, Agility, Mind Power, etc., are all Attributes. These are detailed in the *Section entitled The Attributes (p 12)* of this book.

Base: The base in Dark Fantasy is usually the minimum level that may be had in a skill or weapon. It is the level of skill which a Character who has never used the skill before will have when it is first used.

Minimum Strength Rating (MSR): MSR is covered in the *Section entitled Minimum Strength Rating (p 107)* in this book. It is an indication of how much strength is required to use a given weapon effectively. If the MSR of the weapon is less than or equal to the strength bracket of the Character then they may effectively use the weapon.

Beast: A beast is simply a natural creature of the animal kingdom such as a lion, wolf etc. Refer to *Section 1* of *Book 3* for further details.

Body: Body points are a measure of the capacity of a Character to take physical damage. If a Character takes body damage then the number specified is taken from the Character's total body points. A further definition of body is given in the *Section entitled The Secondary Attributes (p 12)*.

Body Hit: This is a type of hit that gets past the outer defences of the Character and will hit from the armour onwards.

Bracket (Br): A bracket is a small scale measure of the Character's Attributes. The average person has a Bracket of zero, people below average have a negative Bracket and those above average have a positive Bracket. The Bracket is used to modify things such as the Chance of Success when using Skills. In this way the values given are correct for the average person. Values for the Attribute Brackets are given in *Attributes Table on (p 19)*.

Bulk: Bulk is an Attribute that is described in depth in the *Section entitled The Attributes (p 12)* of this book. It is a measure of the physical size of the Character.

C. Hit: This is a column on the main Character sheet where the current hit chance of the Character for any given weapon is recorded. The hit chance may change as a result of many factors such as fatigue, damage etc.

Character: A Character is a person in another time and another place. The concept of a Character is further described in the *Section entitled The Character (p 11)* and is sometimes known as a Player Character. The term may also be used to describe all living beings in a world or all human living beings (including Non-Player Characters)

Class: The class is a classification of a particular personality type. *Section 4.2.5* gives a general description of the concept of class and the standard classes used in Dark Fantasy.

Concept: Concepts are ideas of how particular types of Magic apply to the real world. Concepts are further described in *Section 1.2 The Theory of Magic* in *Book 2 Arcane Law*.

Cost: This is the cost in Mana and Endurance of casting a Spell or using a Power.

Creature: See Monster

Critical Hit (Crit.): This is an exceptional hit on an opponent. A critical Hit ignores Defence and armour. See the *Section entitled The Critical Hit (p 74)* of this book.

“d”: This is the abbreviation for dice. The number before is the number of dice that must be rolled and the number after is the number of sides of dice that must be rolled. e.g. 5d4 means that 5 four sided dice must be rolled.

Damage Modifier (Dam Mod): This is the amount by which the weapon damage must be multiplied to get the final damage done by a weapons hit. The Damage Modifier is determined by Strength, and the value is obtained from the *Attributes Table on (p 19)* in Book 1.

Darkfolk: Darkfolk are creatures of the night. Generally they are evil and violent. They are further described in *Darkfolk on (p 25)* of the *Campaign Book*.

Dashes (From Character Sheet): When a player earns a “proficiency” or “skill “point for their Character then that point may be applied to the appropriate skill or weapon. Every skill or weapon has a given learning ratio however and if the number of points that have been earned is not equal to the first of the numbers in the learning ratio then the player may note the unspent point in the dashes column until such time as the total dashes is equal to the learning ratio in which case the skill is increased by 1 and the number of dashes is reduced to 0.

Defence: Defence is basically the capacity of a Character to dodge out of the way of blows. Defence is a Secondary Attribute and is further described in the *Section entitled The Secondary Attributes (p 12)*.

Differential: The differential is the difference between the Magic Rank of the caster and the order of the spell being cast. It is further described in the *Section entitled The Spell Differential (p 21)* of *Arcane Law*.

Discipline: A discipline is a category of Magic. Disciplines are further explained in the *Section entitled The Disciplines of Magic (p 5)* of *Arcane Law*.

Effective Attributes: There are many factors that may affect the Attributes of a Character in Dark Fantasy. When an Attribute is not at its full value it is known as an Effective Attribute.

Effective Weight (Effect. W.): Effective weight is a measure of weight that roughly equates to pounds, although the bulkiness of the object is also considered.

Empathy (Emp): Empathy is an Attribute that indicates the level of manna or magical empathy of the Character. It is described further in the *Section entitled The Attributes (p 12)* of this book.

Encumbrance: The rating of Encumbrance is an indication of how weighed down a Character will be by what they are carrying.

Encumbrance Rating: This is an indication of how encumbered the Character is. It is calculated by dividing the Character's weight by the effective weight that the Character is carrying.

End Loss (from Character Sheet): Value of endurance loss per round according to the weapon wielded as defined in the *Section entitled Exhaustion in Battle (p 101)* in this book.

Endurance (End): Endurance is an Attribute which represents the physical stamina of the Character.

Experience: Experience in Dark Fantasy is a numerical measure of knowledge or experience that the Character has acquired in their lifetime. There are two types of experience; Fighting, and Magic.

Game Masters Discretion (GMD): There are many references to “GMD” in Dark Fantasy. GMD simply means that the Game Master is required to make the final ruling on the matter using the rules, as far as they go, as a guideline. Usually when GMD is required there will be a great deal of variety in the situation that cannot be covered by set rules.

Hit: A hit is a blow from a weapon that will strike the opponent's body if they do not dodge the blow. If the Character has no shield or defence then the hit will go onto the armour of the defender.

Ignition Capacity (IC): Ignition Capacity is the ability of a given form of heat or flame to ignite other substances. The chance for igniting another substance is obtained by multiplying the IC of the heat source by the IR of the substance being ignited as described in the *Section entitled Chance of Ignition (p 86)* in Book 1.

Ignition Rating (IR): Ignition is a rating given to determine how easily a substance is ignited.

The greater the ignition rating, the more flammable the material is. See the *Section entitled Chance of Ignition (p 86)* in Book 1.

Initiative: In a Role Playing System there must be some order to the combat. In a real combat there would be an order of effective blows and this is represented in Dark Fantasy by using Initiative. The greater the initiative value, the earlier the Character managed an effective attack in the combat round. See the *Section entitled Initiative (p 73)* in this book for further details.

Initiative Bonus: The initiative bonus is simply the total addition that a Character has to the initiative roll. Negative values are subtracted from the roll. This is a value given in the tables describing NPC's. There are ranges given as there will always be a degree of individual variability and the final value must be determined by GMD.

Learning Ratio (L/R or LR): Every skill or weapon in Dark Fantasy has a Learning Ratio. The learning ratio is a value that represents the difficulty of learning that skill or weapon. For example: A skill has a learning ratio for a Character of 3:2. When the Character has earned 3 skill proficiency points, their skill will increase by 2 points as specified in the ratio. This is further described in the *Section entitled Learning Ratios (p 50)* of this book.

As the Character becomes more skilled the learning ratio is also affected.

Leadership (Lead): Leadership is an Attribute representing the ability of the Character to lead others. See the *Section entitled The Attributes (p 12)* for further details.

Loss Modifier (Loss Mod): The Loss Mod is a value that modifies the amount of endurance lost for a given activity according to the amount of total weight a Character is carrying as compared to the effective strength of their legs (Speed).

Mage / Magi: There are several words used in Dark Fantasy to describe users of magic. Sorcerer is another.

Might: Might is the ability of a Character to take less physical harm from potentially serious wounds. It is described in detail in the *Section entitled The Secondary Attributes (p 12)* of Book 1.

Mind Power (MP): Mind Power is an Attribute basically defining how intelligent a Character is.

Modifying Attributes (Mod Att): In the use of skills and weapons, the chance of success written on the Character Sheet does not take into account the Attributes of the Character. A Character with high dexterity for example will be far better at walking a tight rope than will a Character who has average dexterity but the same amount of experience.

The Modifying Attributes are Attributes that have an affect on the performance of a Character in the use of a particular skill. The degree to which the Attributes will modify the Characters performance is largely dependent on the situation and thus is left to a degree up to GMD.

Monster: A Monster is a creature that is not of our world. They may exist in legend though not in reality. They may be fierce or beautiful, pure or evil, but they are real in the world of Dark Fantasy.

Non-Player Character (NPC): A non-player Character is a Character that is controlled by the Game Master. Every living being in the campaign with the exception of player-Characters may be considered a non-player Character. Non-player Characters are further described in the *Section entitled Non-Player Characters (p 18)* of the *Campaign Book*.

Order: Difficulty or complexity of a Spell or Power. The values range from 1 to 12 with a 1st order spell being quite simple and a 12th order spell being devastating.

Parry: Parrying is the process of knocking an incoming blow away before it hits you. It is further described in the *Section entitled Parrying (p 75)* of Book 1.

Percentages: In a role playing system there must be some way of representing chance of success. In Dark Fantasy we use percentage chances. That is, if something has a 90% chance of happening then it is very likely. See Section 3 of Book 1 for further details.

Percentile Dice: Percentile dice are the tool that we use to determine if an event has occurred. It consists of two dice, each with 10 definable sides. They are rolled, with one dice representing the 10's, and the other representing units. In this way all numbers from 01 to 00, which stands for 100, are possible. If the value shown on the dice is less than or equal to the chance required then a success results.

Power: A Power is similar to a Spell though it is an innate ability of the Character rather than a learned formula.

Proficiency Points: Proficiency points are a representation of what has been learnt by a Character. Weapon proficiency points are gained at a rate of 1 per 30 fighting experience points and may then be applied to the weapon being used in the appropriate learning ratio as described in the *Section entitled Weapon Proficiency Points (p 54)* of Book 1.

Protection Modifier (Prot Mod): The protection modifier is a value given to each piece of armour which is added to the attacking Characters critical hit chance. Thus, the higher the value, the less likely the wearer of the armour is to have a critical hit scored on them.

Protection Value (Prot Value): Prot Value is the amount of protection the armour offers the wearer in terms of its ability to absorb damage. If some form of hit is scored on the Character that hits the armour then the amount of damage done to the might and body of the Character is reduced by the protection value of the armour.

Rank: Ranks are a small scale measure of the amount of experience the Character has.

Realm: A Realm is a broad area of Magic. There are three Realms of Magic; Physical, Mental and Spiritual.

Role Playing: Playing the role of a Character in another time and another place. See the *Section entitled Role-Playing (p 9)*.

Role Playing System: A set of rules to allow role playing. e.g. Dark Fantasy

Round (Rnd): A round is a period of 4 seconds in which combat takes place. See the *Section entitled An Overview of Combat (p 72)* in this book for more details.

Secondary Attributes: Secondary Attributes are the three facets of a Character that relate mainly to combat and are determined in part by the Character's Attributes. They are Body, Might and Defence, and are described in detail in *Section 4.2.7 The Secondary Attributes* of Book 1.

Skills: Skills are any abilities a Character has. In Dark Fantasy, combat is treated as a separate skill and although limited skills are listed in the rules, a Character may have any skill possible for the age. See the *Section entitled Skill Descriptions and Modifiers (p 63)* of this book for Skill descriptions.

Speed (Spd): Speed is an Attribute that is a measure of the effective leg strength of the Character. See the *Section entitled The Attributes (p 12)* of this book for further details.

Speed Rating: Speed Rating refers to speed with which weapons may be moved in combat. A high speed rating indicates a slow weapon.

Strength (Str): Strength is an Attribute that is a measure of the arm strength of the Character. See the *Section entitled The Attributes (p 12)* of this book for further details.

Undead: Creatures that were once alive, have died and have been again given a form of half life. See the *Campaign Book*.

Vocation: What a Character does or has done in their life. The vocation of a Character determines what skills they will start with. See *Section 4.2.6 The Character's Vocation* of Book 1 for further details.

Weapon Breakage Chance (WBC): This is their chance that a weapon has of breaking in combat when the unusual circumstances arise. This is further described in the *Section entitled Weapon Breakage (p 103)*.

Weapon Proficiency: This is a measure of how competent a Character is with various weapons. See the *Section entitled Weapon Proficiency Points (p 54)*.

Will: Will is an Attribute that is simply an indication of the amount of will power that the Character has. See the *Section entitled The Attributes (p 12)* of this book for further details.

Yds/Rnd: This is the distance in yards that a Character travelling at full speed may travel in 1 round or 4 seconds. The value is determined by the Character's speed rating as shown on the *Attributes Table on (p 19)* of Book 1.

Appendix

Combat Tables

Critical Success Chances

Skill	Critical Chance
0 - 9	0
10 - 29	1
30 - 49	2
50 - 69	3
70 - 89	4
90 - 109	5

Special Success Chances Table

10's	Units									
	0	1	2	3	4	5	6	7	8	9
0	0	0	0	1	1	1	1	1	2	2
10	2	2	2	3	3	3	3	3	4	4
20	4	4	4	5	5	5	5	5	6	6
30	6	6	6	7	7	7	7	7	8	8
40	8	8	8	9	9	9	9	9	10	10
50	10	10	10	11	11	11	11	11	12	12
60	12	12	12	13	13	13	13	13	14	14
70	14	14	14	15	15	15	15	15	16	16
80	16	16	16	17	17	17	17	17	18	18
90	18	18	18	19	19	19	19	19	20	20
100	20	20	20	21	21	21	21	21	22	22

Damage Modification Table

Damage Value	Damage Modifier													
	0.2	0.5	1	1.3	1.6	1.8	1.9	2	2.3	2.4	2.6	2.7	2.9	3
1	0	1	1	1	2	2	2	2	2	2	3	3	3	3
2	0	1	2	3	3	4	4	4	5	5	5	5	6	6
3	1	2	3	4	5	5	6	6	7	7	8	8	9	9
4	1	2	4	5	6	7	8	8	9	10	10	11	12	12
5	1	3	5	7	8	9	10	10	12	12	13	14	15	15
6	1	3	6	8	10	11	11	12	14	14	16	16	17	18
7	1	4	7	9	11	13	13	14	16	17	18	19	20	21
8	2	4	8	10	13	14	15	16	18	19	21	22	23	24
9	2	5	9	12	14	16	17	18	21	22	23	24	26	27
10	2	5	10	13	16	18	19	20	23	24	26	27	29	30
11	2	6	11	14	18	20	21	22	25	26	29	30	32	33
12	2	6	12	16	19	22	23	24	28	29	31	32	35	36
13	3	7	13	17	21	23	25	26	30	31	34	35	38	39
14	3	7	14	18	22	25	27	28	32	34	36	38	41	42
15	3	8	15	20	24	27	29	30	35	36	39	41	44	45
16	3	8	16	21	26	29	30	32	37	38	42	43	46	48
17	3	9	17	22	27	31	32	34	39	41	44	46	49	51
18	4	9	18	23	29	32	34	36	41	43	47	49	52	54
19	4	10	19	25	30	34	36	38	44	46	49	51	55	57
20	4	10	20	26	32	36	38	40	46	48	52	54	58	60
21	4	11	21	27	34	38	40	42	48	50	55	57	61	63
22	4	11	22	29	35	40	42	44	51	53	57	59	64	66
23	5	12	23	30	37	41	44	46	53	55	60	62	67	69
24	5	12	24	31	38	43	46	48	55	58	62	65	70	72
25	5	13	25	33	40	45	48	50	58	60	65	68	73	75
26	5	13	26	34	42	47	49	52	60	62	68	70	75	78
27	5	14	27	35	43	49	51	54	62	65	70	73	78	81
28	6	14	28	36	45	50	53	56	64	67	73	76	81	84
29	6	15	29	38	46	52	55	58	67	70	75	78	84	87
30	6	15	30	39	48	54	57	60	69	72	78	81	87	90

Index

A

Acting 63
Age 23
Aggressive 13
Agility 12
Animal Lore 63
Appearance 12
Applying Modifiers 109
Armour 38, 77, 95
Artistic 13
Atrophication 110
Attribute Brackets 12
Attribute Generation 18
Attribute Increase 21
Attributes 12

B

Background 22
Barbarian 27
Bleeding 99
Blindness 101
Body 12, 24
Body Damage 77
Body Hit 74
Brackets 21
Bulk 12

C

Carpentry 63
Carry Over 92
Chance of Success 61
Character Personality Type 13
Character Sheet 15
Charging 102
Climbing 63
Combat 15
Combat Modifiers 106
Counting 64
Critical Hit 74
Crossbow 81
Customising 94

D

Damage 76
Defence 13, 24, 76
Defence Increase Rates 49
Defensive Fighting 75
Detect Magic 64
Dice 10
Disarming 104
Disguise 64

Dominating 13
Drowning 87

E

Effective Weight 36, 91
Empathy 12
Enchant 64
Encumbrance 91
Endurance 12
Endurance Loss 100
Evaluation 64

F

Facets of Creating a Character 11
Falling 87
Falling Results 87
Farming 64
Females 20
Fighting Experience 46
Fire 86
First Aid 65
Fishing 65
Fleeing 102
Forester 30
Fumble 74

G

Gambling 65

H

Handedness 23
Height and Weight 23, 90
Herb Lore 65
Hiding 66
Hit Locations 100

I

Improved Bases 26
Improvised Weapons 102
Initiative 73

K

Knight 29

L

Law 66
Leadership 12
Learning Modifier 92
Learning Ratios 50
Legend Lore 66

Lovers of Magic (Magi) 13
Lovers of the Wild (Foresters) 13

M

Mage 31
Melee Weapons 41, 78
Mercenary 34
Might 13, 24, 77
Mind Power 12
Minimum Strength Rating 107
Missile Weapon 80
Missile Weapons 44
Modifying Attributes 26
Money Loving (Merchants) 13
Movement 84

N

Normal Hit 74

O

Outlaws 27

P

Paladin 32
Perception 66
Personality & Background 22
Personality Type 13
Persuade 67
Pick Locks 67
Pick Pockets 67
Plant Lore 67
Play Instrument 68
Prices 36
Priest 33
Profession 14
Proficiency Points 54
Pro-rating 56

R

Rank Progression 47
Read/Write 68
Religious (Priest) 13
Riding 68
Rogue 33
Role-Playing 9

S

Sailing 68
Secondary Attributes 24
Severe Fumbles 98
Shields 40, 76
Showoffs (Entertainers) 14
Singing 68
Skill Experience Modifiers 50
Skills 59
Sleep 88
Sleight of Hand 68
Sling 81
Sneaking 68

Soldier 31
Speaking 69
Speed 12
Streetwise 69
Strength 12

T

The Underhanded (Thieves) 14
Thrown Weapon 82
Torture 70
Tracking 70
Training 55, 93
Trapping 71

W

Weapon Breakage 103
Weather Watching 71
Will 12
Winning 9
Wounds 106

