



Wendy and Richard Piers
ELFQUEST

Elfbook

by Steve Perrin

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Foreword

Neither Wendy nor I have engaged in fantasy roleplaying before in our lives, so naturally the question might come up: "Why on Earth did you involve yourselves in an Elfquest roleplaying game?" Actually, the question should be: "Why roleplay at all?" And the answer to that is, indirectly, the reason why an Elfquest game now exists.

Elfquest the magazine began its corporeal existence in 1977 (as opposed to its conceptual existence which can be traced many years into the past). The bursting of *Star Wars* and *Close Encounters of the Third Kind*, upon the public consciousness was an indicator to Wendy and me that the world was finally receptive to science fiction and fantasy. Since Wendy had already been nurturing the seed-ideas for Elfquest for some years, we decided to take the plunge into self-publication and send our fantasy child out into the great beyond of comics distribution and direct-sales shops. We had hoped for a modest success with our magazine, and found ourselves at the center of a burgeoning phenomenon which includes color reprints, novelizations, fan clubs and, as it happens, a fantasy roleplaying game.

Being just slightly old enough to remember the first stirrings of what has become a national pastime, we also remember that our first reaction to these games was something along the lines of, "What a waste of time! How can the throwing of dice be considered an exercise in imagination?" We were busy hammering out our own symbolic fantasy in the pages of a thrice-yearly black-and-white comic, and that was the limit of our horizon.

Then Elfquest began to grow in popularity and circulation, and one publisher approached us for the rights to compile a full-color reprint volume, and another publisher approached us for a novel based on the series, and someone else asked for permission to make t-shirts, and Chaosium glanced Poughkeepsie-way with an eye toward taking our imaginary world and reducing it (by baking and slow simmering, we imagined) into charts and statistics, point values and rulesbooks. And we said, "Sure, go ahead." Which brings us back to the original question. Why?

After better than seven years of plotting, scripting, penciling, inking, coloring, editing, publishing, and wet-nursing the adventures of our elfin characters, we are as close as we ever want to be to creative burnout. With the publication of Elfquest 20, we have told our story *start to finish. It's time to take a rest, cool the brain and let the juices perk back.*

In the meantime there is a whole world out there under the moons. It's mostly unexplored, and inhabited by who knows what tribes of elves unknown to the characters we've written about. There are hundreds of potential stories waiting to be told. Hundreds of twists and turns in plot and personality. They may be purely of a 'what-if' nature, but they deserve expression. And in the years since we started Elfquest, we have learned two things: there are a lot of imaginative people out there, and

fantasy roleplaying is not the mechanical, mindless pursuit we once thought. It requires its own kind of creativity, its own commitment. It stretches the muscles of the imagination. It's exciting to think that, with the gentle guidance provided by our original Elfquest tale and the guidebooks in this game, the boundaries of the World of Two Moons will expand. Even though the original story creation has taken a breather, the alternate-creation of the story goes on.

That is the reason behind *Elfquest*, the roleplaying game.

Sincerely,



Rickard Pini

Introduction

The *Elfquest* roleplaying game is based on the popular multi-issue graphic adventure of the same name created by Wendy and Richard Pini.

First released in 1978, the *Elfquest* story has come out on a regular three-issues-per-year schedule since then. Over this time, a steadily-growing readership has kept up with the adventures of Cutter and his tribe of Wolfriders.

The story began when humans burned down the Holt, home of Cutter's elves. The Holt, made of giant trees magically shaped to provide living quarters, had served as home for generations of elves. With no place to live, the elves were forced to look for another home. Their search led them through the caves of the trolls and across the desert to Sorrow's End, where they were surprised to find that other elves existed. While there, Cutter met his love, Leetah the Healer, and the elves encountered humans once again.

The Wolfriders' search for a home free of humans now also became a quest for their origins. Subsequent journeys through their world in a search for more elves led them to encounter butterfly-winged *preservers*, friendly humans, hawk- and elk-riding elves, and many other wonders on the way.

The fascinating twists of the plot and the immense appeal of the artwork are both responsible for *Elfquest*'s popularity. The struggle of the embattled elves to find a place of their own has entranced even readers who would normally disdain any story about pointy-eared elves with Walter Keane eyes.

Fans all over the country are participating in the stories by taking elvish names and joining together in holts, creating whole histories for their alter-egos paralleling those of the heroes of the books.

One of the peculiar strengths of the series is that its fans do not necessarily want to be Cutter, Leetah, Skywise, or any of the other main characters. They just want

to be elves, and live the wild, free life of "the way," the Wolfrider way of life.

Game Purpose

With this game you will partake in your own *Elfquest*. As elves, you and your friends will enter a hostile world in search of your origins, other elf tribes, and adventure.

You may choose to portray Wolfriders from the books or elves from other tribes — either those depicted in the books or ones that have been created from the context of the world.

The rules presented here are guidelines only. They are perceptions of how to portray the world of the Wolfriders in game terms and can be altered to reflect the way that you see that world.

How to Play

There are two functions to fill in a roleplaying game and at least two people are needed to play. You either can be the gamemaster — the creator and conductor of the adventures, or the player of the characters through whom the adventure can be successfully concluded. Both are needed.

One of the first questions the players must ask themselves is whether they want to recreate the story presented in the books, or start off on their own private *Elfquest*. The rules allow the players to do both.

The Gamemaster

The gamemaster has the task of plotting the story, or scenario that the other players will follow in that session. The situation should always contain a problem or challenge for the characters to overcome.

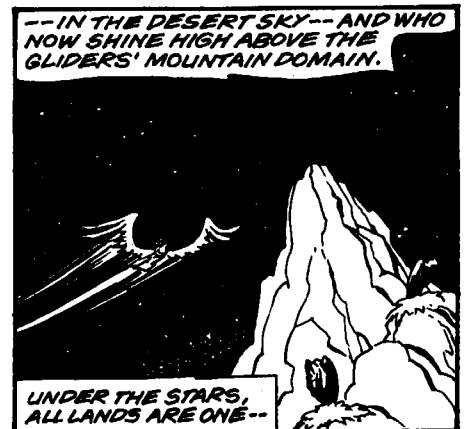
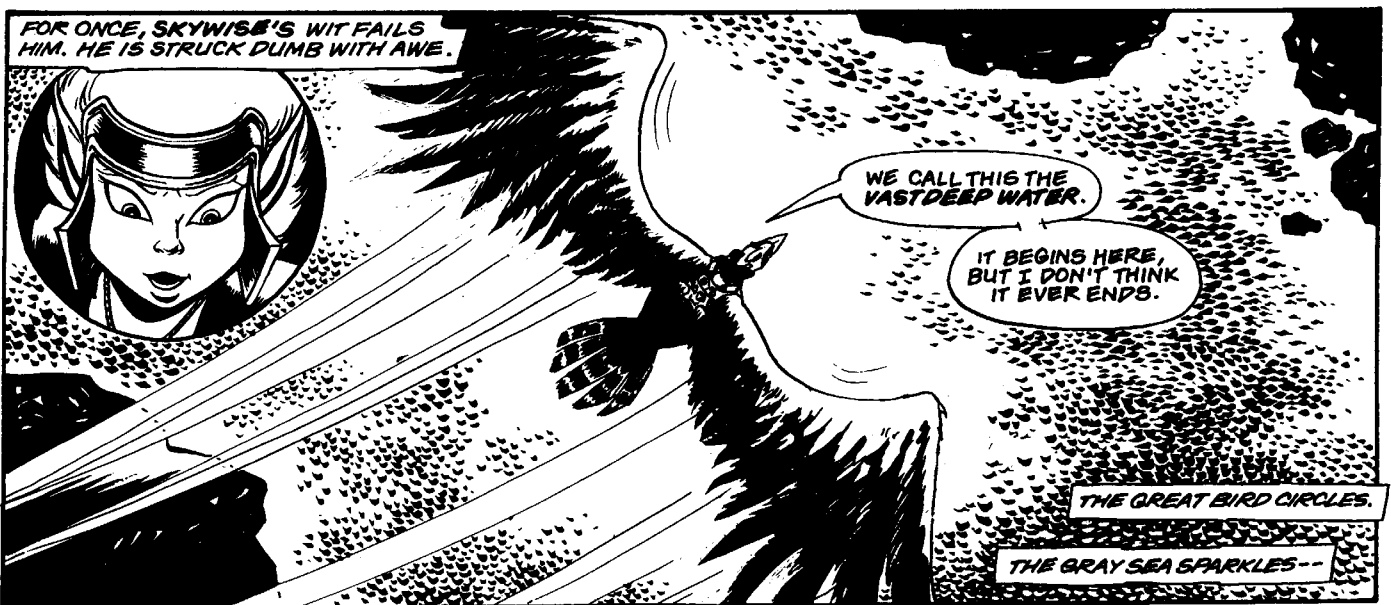
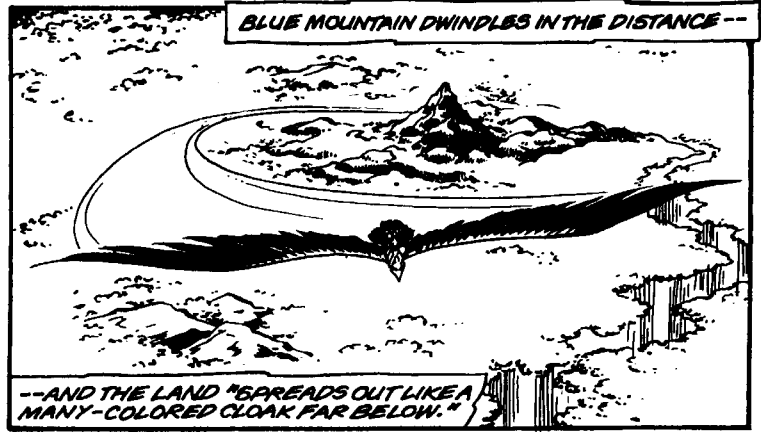
For instance, a single evening's play would be ideal for the replaying of the hunt for Madcoil, while a longer multi-day session could repeat the entire saga of Cutter and his tribe. During the Chaosium test-playing, the players portrayed a tribe of Wolfriders who split off from the other tribe at the time of Two Spear, many thousands of years before. Their adventures were concerned with finding a new Holt, away from the steadily encroaching tribes of humans.

The gamemaster must create and present the world in game terms, complete with non-player-characters, strange beasts, and situations with which the player-characters must interact. The goal should be to always entertain and challenge the wits of the players.

The gamemaster has the final word on how game rules are interpreted, but he should discuss his interpretations with his players and not be afraid to ask for advice if his interpretations don't seem to work out. The players must strive to reach their goals within the scenario terms.

The Players

It is the players' task to create their elf characters (or other residents of the world, if the players want to get away from the books' plotline). These are generated using



the rules in the Creating an Elf, and Other Tribes and Folk chapters.

The play of the characters should be within the limits of their personae. Roleplaying yourself with pointed ears is acceptable but you have a responsibility to look at the world from an elf's point of view. Even if the person playing the elf is a chemist, the elf he is playing will not know how to compound strange substances, because elves do not have that specialized sort of information.

Game Materials

The Elfbook contains players' rules for creating Wolfrider and other elf tribe characters and conducting their play, plus material for the gamemaster's use in controlling the flow of an *Elfquest* game. This material includes magic, weapons, cultural notes, and methods for creating non-elf characters.

The Worldbook contains guidelines for the gamemaster of an Elfquest campaign, descriptions of the various creatures abounding in the Pleistocene-like Elfquest world, and three beginning scenarios extensive enough to start a campaign.

The Elfquest World Map is actually just a slice of the Elfquest world, depicting primarily the terrain known to the wandering Wolfriders and to other tribes such as the Gliders and Go Backs, with other incidental terrain as needed to fill in a rectangular map. It has been fully approved by WaRP Graphics, and is ready for your use as a setting for Elfquest adventures.

Dice

Five dice are included to help determine the outcome of random events. Two of the polyhedrons are called either twenty-sided, because of their number of sides, or ten-sided, because the numbers on the sides are in two repeated sequences ranging from 0 to 9.

One die can be used to generate a number between 1 and 10 (count the 0 as a 10), or it can be used to generate numbers from 1 to 20 if one sequence of numbers is colored differently, or another die is rolled to provide a high-low range to determine if the roll is 1-10 or 11-20.

The shorthand way of indicating a polyhedral die is *1D10* or *1D20*. Such abbreviations show up throughout the rules. The first number shows the number of dice to be rolled; the *D* is shorthand for die, or dice; and the second number indicates the number of sides on each die to be rolled. Sometimes the first number will be dropped if only one die need be rolled. For example, *1D10* (indicating that one 10-sided die should be rolled) can be written as *D10*.

By designating one of the different colored *D10*s to be the tens digit and the other to be the units digit, a number ranging from 1 to 100 can be generated when rolled. This designation must be made before the dice are rolled.

When used in this fashion, the polyhedral dice are known as *percentile* dice because they generate a number between 1 and 100 (01 is one, 00 is 100). A shorthand way of writing this designation is *1D100*.

The other three dice are the familiar six-sided dice found in chance games, and gambling establishments. They are commonly referred to as *D6*. The shorthand way to refer to the three six-sided dice is *3D6*.

Other numbers can be generated using these dice. One common roll is *1D3*, obtained by rolling a *D6* and dividing the answer by two, rounding up any fraction.

Another common notation allows using the same dice to generate different ranges, *2D6+3*, for instance. This formula means that two six-sided dice would be rolled and 3 then added to the result to give a number between 5 and 15, inclusive. If the two six-sided dice yield rolls of 1 and 5, then the result of the *2D6+3* roll is $1+5+3=9$.

Other Materials

A set of tables important for use in play is provided for easy reference. All these tables are also in the Elfbook. Special forms, called character sheets, are also included to allow you to keep track of your player-characters.

The only things you need provide are pencils, paper, and the desire to be a Wolfrider in the world of Elfquest.

The World of Elfquest

As the elves arrived, the World of Two Moons was just descending into an ice age. The humans, the only native intelligent race, scratched out their existence by hunting and gathering.

The locals' common weapons were clubs and chunks of stone. They lived in large families for protection. The weather was colder than in the time of their grandfathers but they didn't know why. Life was a day-to-day struggle that left no time to look to the sky and wonder about the stars, or look to the mountains and realize that the glaciers were approaching.

Advent of the Elves

One day the sky above became a swirl of color. Out of that swirl dropped a massive artifact. It was something totally unfamiliar to the humans watching below.

The artifact landed hard, but much softer than one would expect from such a drop. Out of it came strangers.

Most obvious were the elves. They were taller than humans, but slimmer, with pointed ears, wide eyes, and strange flowing garments.

All the strangers only had three fingers and an opposing thumb on their hands.

With the elves were short, squat humanoids with big ears (the ancestors of the trolls), and tiny humanoids with brightly colored wings (the mysterious preservers).

GOTARA, THE SUPREME SPIRIT
MADE THIS LAND FOR MEN TO RULE!
MY PEOPLE WERE MEANT TO HUNT IN THE
FOREST AND FISH IN THE WATERS...

BUT YOU DEMONS
WERE HIDING BEHIND
THE THUNDER CLOUDS!

...WE WERE
ALWAYS FIRST
IN GOTARA'S
EYES!

YOU ENVIED THE
BEAUTIFUL LAND GOTARA
HAD GIVEN US — AND ONE DAY
YOU CAME DOWN FROM THE SKY
TO TAKE IT FOR YOURSELVES!

WE FOUGHT YOU
IN THOSE DAYS, AND
WE FIGHT YOU NOW!

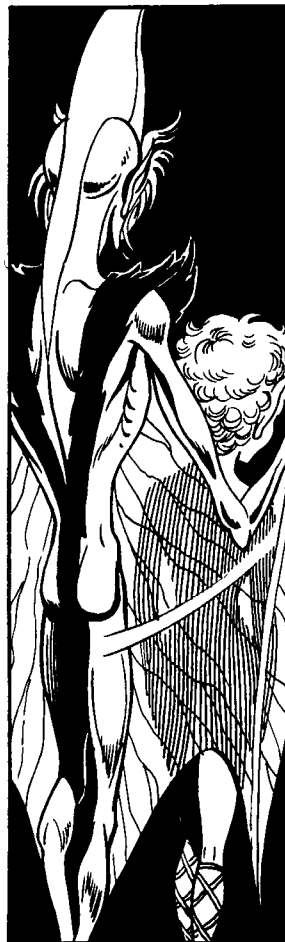
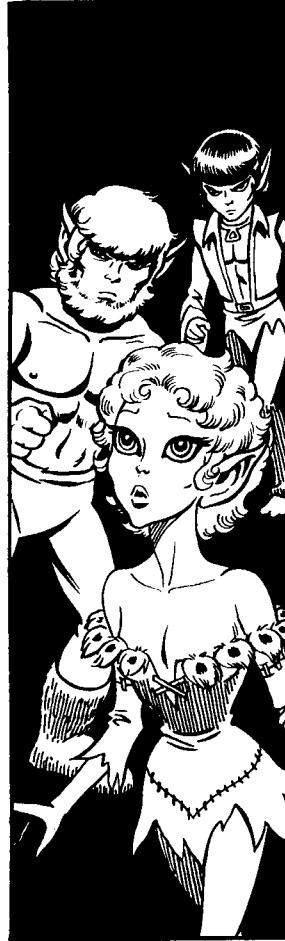
BUT YOUR EVIL
MAGIC IS
STRONG!

YOU MOLDED THE
LAND TO YOUR LIKING --
TWISTED THE TREES AND
ROCKS TO FORM DWELLINGS
OF THEM!

YOU MADE
MONSTERS TO PREY
ON US, AND YOU STOLE
OUR CHILDREN
FOR SPORT!

OUR RIGHTFUL
GAME FELL TO
YOUR ARROWS --

-- AND TO THE KILLING JAWS OF
THE SHADOW BEASTS YOU RIDE!



All three groups seemed bewildered, as if they had no idea where they were or why. Indeed, they had intended to travel, but had not intended to end up staring at five-fingered humanoids with large clubs.

First Contact

The first attempt at contact was initiated by the elves, who reached out with their mental powers to try to communicate with the humans. It was the traditional method of contact among the elves. The humans, already terrified by these apparitions, attacked the elves with their clubs. The light-boned elves lost quickly, unable to defend themselves effectively because their magical powers had lost much of their potency on the World of Two Moons.

Before the slaughter was over, every surviving elf, troll, and preserver had fled to the surrounding woods, and the palace resounded to the triumphant cries of the berserk humans. However, despite their victory, the humans still feared the strangers from the sky.

Elves and humans have hated each other ever since. For the most part, elves have attempted to find security by living apart from others, even other elf tribes. Wolfriders trade food and furs to the trolls for metal implements and weapons, but there is no other regular contact between the different refugee species.

Given the opportunity, the elves will gladly live in peace with any race. Humans rarely give them the chance.

The World

At the beginning of the Elfquest story, the world is just emerging from the ice age which approached when the elves arrived. It is still a cold world, colder than our own, but it has grown steadily warmer in the last several thousand years.

The Peoples

There are now three sentient races on the World of Two Moons, not counting the specialized preservers. The three are the latecoming elves, trolls, and the original humans.

Elves

All elves who are descended more than three generations from those who came to the world have shrunk from the tall, perhaps 6-foot stature of the original elves to a general range of height from about 3' 6" to 4' 3". Their general weight ranges from 50 to 75 pounds, though the latter weight is rarely reached except by particularly indolent Sun Folk. As the original elves were very light framed, one might conjecture that the actual weight of the modern elves has not been reduced as much as their height, for they are now relatively broader in the shoulder than their predecessors.

All elves have four digits on their hands and feet rather than the human five, and have large ears with pointed tips. Their eyes are large and all have epicanthic folds which give their eyes a slanted appearance. Their heads are larger in proportion to their bodies than with humans.

Longevity

Perhaps the most outstanding difference between elves and men is that an elf is just coming out of young adulthood when a human is dying of old age. Wolfriders live a harsh life and are unlikely to live more than a few hun-

dred years, but the more isolated and civilized Sun Folk, and such reclusive elves as the Gliders, live for many centuries as a matter of course. Among Wolfriders, a thousand-year-old elf is very old. Among other elves he is just getting started, and must live five thousand to be considered aged.

Elves believe themselves to be truly immortal. Even Wolfriders can live to be over one thousand years old. But elves do die, and none of the original elves who escaped from the palace are known to be still alive.

Perhaps an elf only dies (excluding misadventure) when he wants to, or perhaps an elf's lifespan is just a hundred times that of a human's. But for all intents and purposes true elves are immortal.

Low Birth Rate

The elves pay for their incredible lifespan with a very low birth rate. For an elf female to bear more than one child in her lifetime is remarkable. Rainsong of the Wolfriders is a very distinctive elf to have three children, as no doubt was the mother of both Treestump and Joyleaf. Leetah astounded everyone with her twins.

It is not known whether other elf pregnancies fail to come to term, or whether conception itself is difficult. However, elves have an instinctive method, called *Recognition*, of ensuring the birth of exceptional children.

Recognition

Recognition is an instinct built into the elf genetic pattern. It occurs when two elves whose genes would combine to make a good, viable, elf come in contact with each other. Elves attempt at times to rise above this biological imperative, as Leetah did initially with Cutter, but the biological urge is inevitable and mostly unavoidable. If a member of a Recognized pair has a soul name the other will instantly know it, even if he or she is not normally telepathic.

Recognition is such an ingrained part of the elf psyche that most Recognized couples try to make their relationship grow into love, but some classic tragic pairs have never been able to maintain a lifelong relationship even when they have produced offspring. Recognition has been known to disrupt out-of-Recognition lifemate relationships which had lasted for centuries. Other lifemate relationships have survived Recognition of others, and even expanded to include the newly Recognized member.

Recognition has been described as the sensation of "two bodies with one soul." Certainly, Recognized mates are in a perpetual empathic bond, each feeling the emotions of the other, at least peripherally. The loss of a Recognized mate often causes suicidal frenzies and near-catatonia.

It is possible that elves can Recognize more than one mate in their life. The subjective reactions of Recognized elves to the loss of their mates would make second Recognition unlikely within several centuries of the loss. Most elves' lives are either too short or too secure to have the possibility of another Recognized mate.

Also, as elves grow older, the chance of their Recognizing a particular other elf increases. The genetic sensors within their bodies lose discrimination as they age, so that, especially in close-knit elf groups without outside contact, elves who have known each other for centuries

might suddenly look at one another one day and find themselves Recognized.

Similarly, an elf who has lived many centuries with one tribe without Recognizing has an excellent chance of Recognizing the first unRecognized elf of the other sex from a strange tribe he sees, simply because the genetic monitors are by then desperate for a matching gene set.

Respect For Life

All elves have an inbred respect for life, mainly stemming from their own lack of fertility. Their sending ability (a means of magical communication) subconsciously ties them into the emotions of all creatures.

The resultant philosophy yields not pacifism, but a realization that no life should be taken without need. Elves never hunt for sport, and they avoid killing their enemies, if possible.

Social Customs

Elves maintain a semi-anarchic lifestyle, depending on elders to advise action when it is necessary. Certain circumstances cause the choosing of one of their number as a crisis leader. In the case of the Wolfriders and the Go-Backs, these crisis leaders have become full-scale chieftains, and are expected to provide all forms of leadership. Among other tribes, such as the Sun Folk and the Gliders, ceremonial leaders exercise their duties when necessary, but have little control over the day-to-day life of the folk.

There is no custom of marriage, as such, among elves. Mating can either be the temporary (which for an elf can still be centuries) lovemate relationship, or the more serious commitment of lifemating. Lifemate relationships may last for centuries without the participants being Recognized, though Recognized elves usually become lifemates.

Wolfriders

The Wolfriders are different from all the other elves because one of the original elves sought to gain survival for her people by shape-changing to hunt as a wolf. She was so successful that she became a wolf in all ways.

This elf was Timmain, and her cub was a half-wolf called Timmorn Yellow-Eyes, the first chief of the Wolfriders. All Wolfriders are his descendents, though their other ancestors were full-blooded elves. This accounts for the Wolfriders' great skill and ferocity in combat, also for the fact that Wolfriders over 500 years old are the only elves to have facial hair.

Because of the wolf touch in their blood, Wolfriders are the elves most likely to die of old age, though it is not a certainty that even they will do so.

The Wolfriders are hunter-gatherers who have only recently begun to climb out of their stone age through trade with trolls. Cutter's father discovered the underground troll colony near their Holt. He arranged for his people to trade the skins and meat of animals they caught for metal weapons and ornaments. He also learned to gamble with trolls, and won his keen blade New Moon in the process. This blade is now used by Cutter.

While any elf may have the power to establish a bond with an animal, the bond between Wolfrider and wolf far exceeds any such normal bond in intensity. All Wolfriders automatically have the Animal Bonding power described

in the Magic chapter if used with wolves from the pack which has traditionally associated with their tribe.

Wolfriders live by a code of conduct called "the way." It is based on the natural cycle of the wolf, and glorifies the wild, free, hunter's life. Their only loyalty is to the pack and its chieftain.

Sun Folk

As Timmorn led his elves onto the path of the Wolfriders, another small band, composed of adult males, one adult female, a girl, and a younger boy, journeyed across the southern desert to found a village in the foothills of the far mountain range called Sorrow's End. There they prospered, free of human persecution.

Many children were born to them, and the girl, now called Savah, the Mother of Memory, is the oldest of her tribe.

The Sun Folk of Sorrow's End have methods of working the soft metals such as copper, silver, and gold, but do not know how to smelt metals with intense heat. They are excellent workers in cloth and hides, and are capable of building elaborate homes of sun-dried brick.

For the most part they subsist on planted fields and small game. They have few domesticated animals, and hunting for the tribe was the sole province for centuries of one elf, Rayek, until the Wolfriders came across the desert and changed everyone's lives.

Blue Mountain (Glider) Folk

As the first generation of elves died for reasons unknown, an elf known as Lord Voll led several of the younger elves to Blue Mountain, where they created a new home, in the image of the High Ones.

Voll foresaw that elf children born in this world might be diminished in size and abilities. Thus he, along with others like him, created a haven in which the elves could continue their survival undisturbed. They remained thus for millenia while pursuing their skills and honing their abilities.

For contact with the outside world they gave rich gifts to a nearby human tribe which began to worship them. They also found a race of gigantic hawks, and bred them for size and strength, to bear them through the skies.

Traditionally, the Chosen Eight were the elf messengers who would carry gifts to the humans. In return they received food, materials they trained the humans to create, and members of the tribe to act as servants to the elves. The Chosen Eight also hunted for the Gliders.

What Voll and his people did not realize was that they had isolated themselves too much. They had no Recognition among their numbers, and therefore no children. They convinced themselves that none of them could have children and that all of their brothers had died outside.

Go-Backs

The ancestors of the tribe which would become known as the Go-Backs sheltered in the snows, just as the Wolfriders' ancestors sheltered in the forest. For millenia they hunted bear and elk and smaller game on the fringes of the glaciers, avoiding contact with humanity by surviving where humans could not.

Their life was short and harsh, and they learned not to use magic because it made life deceptively soft. Healers



who were born among them were not encouraged, and were not proficient because they had little occasion to practice their skill with the power.

The Go-Backs also developed two survival characteristics unique to them. The first was the domestication of the giant elk. Whether they used the power of Animal Bonding to begin with is unknown, but now they simply use their elk as beasts of burden. Their elk are their servants, not the brothers and comrades the wolves are to the Wolfriders.

The other characteristic was far more drastic. Some early wise elf among them realized that their immortality was not guaranteed in the harsh environment they found themselves in, and decided that the low birth rate tied to Recognition could mean their eventual extinction.

That elf developed the mental discipline of suppressing Recognition, driving it deep into the subconscious so that its pangs were no more than those of human desire.

This suppression allowed elves to produce children from any mating. The resulting elves were not the great works of genetic development that Recognition would have brought, but they were far more numerous and allowed the tribe to survive.

Go-Backs can still Recognize, but they feel it as a simple heightening of desire. It has no lasting effect on their generally promiscuous lifestyle. They believe in quantity of offspring, not quality.

Some hundred years before the time of the Elfquest saga, the tribe that would become the Go-Backs began to feel a call deep within their psyches. The Palace that had brought elfkind to this world had finally been uncovered by the retreating glaciers, and it was broadcasting its message of home and refuge to its runaway children.

This tribe, being the closest to the palace, was drawn to the call. The trolls, who found the palace first, defended their possession, and the elf tribe, now calling themselves Go-Backs, were barred from approaching.

For the next century, until the coming of the Wolfriders, the Go-Backs conducted an everpresent war with the trolls, stealing their weapons, learning to work troll metals to some extent, and continually trying in ones, twos, or threes to get over or around the mountain back to the palace which drew them.

High Ones

The original High Ones were creatures of great power on their original world. Why they came to the World of Two Moons is unknown now, but what they found was probably not what they were expecting. The diminishment of their magical powers was certainly a surprise.

Perhaps it is this loss which eventually killed all of them, immortals though they were.

Are they all dead? Every elf met, from Glider to Go-Back, assumes that they are, but maybe, somewhere in the snows or woods, an original High One still wanders. Finding one would be a quest to challenge any adventurous elf.

Other Elf Tribes

Of all the possible tribes of elves in the World of Two Moons, only those above are described in the Elfquest saga. But the world is wide, and the elves have probably adapted to life in other places where humans would not go.

Sea Elves

Elves do not breathe water, but many other animals of the sea are actually air-breathers. If elves could form a partnership with sea-borne mammals, such as dolphins, they could take up life in an aquatic environment. Dolphins are gregarious creatures, and some mammal in the World of Two Moons may have similar traits. In this game this species of water creature is known as *wave-dancers*.

A wave-dancer-riding tribe of elves would probably lead a nomadic lifestyle and would follow big schools of fish about the world. Their tools would be made of bone and shell, and their clothing would be minimal.

Such a tribe would be restricted to the tropics of the World of Two Moons, as the water of cooler climes would cause death or at least poor health through hypothermia.

A nomadic lifestyle contradicts the evidence that indicates that elves put down roots wherever they go. Even the hunting and gathering Wolfriders had a Holt that they had lived in for centuries. However, if the Go-Backs can suppress Recognition, perhaps potential sea elves can adapt to a nomadic life.

An alternative, of course, would be for the sea elves to devise large city rafts or boats, or create homes out of living plant matter, a sort of mobile holt to support them in their wanderings.

Desert Elves

Although the Sun Folk live in a desert environment they do not derive their food from the desert but rather from their farming with water provided from an oasis. If other elves retreated to the desert but found no permanent oasis, then they may have developed a way of life similar to that of Earth's arabs.

They would probably journey from water-hole to water-hole and bind Zwoots, or a similar animal, for their mounts and food. Perhaps some elves would have developed a water-dowsing ability to find water with. It would be a hard, pitiless, existence, but possible to the eminently adaptable elves.

Until the revelation of issue 18, one may have thought that the entombed elf found in issue 9 of the Elfquest story was one of the desert wanderers.

Plains Elves

It is also possible that, like the Wolfriders, some tribe of elves attempted to live near humans by becoming plains hunters, depending on mobility and the vastness of the plains to keep them from the dreaded foe.

These elves would find other animals to bond with or accompany them, perhaps hyenas, dogs, or some herd animal. Like the Wolfriders, these elves could be hunters and gatherers, or herders. Their society, centered around family groups, would gather during autumn to trade information, celebrate an equivalent of the equinox, and see if anyone Recognizes or decides to form other lovemate or lifemate relationships. Then they would stave off the trials of the cold in some form of shelter during the long winter months. Total decentralization would be part of their means to survive human enemies.

Trolls

Unlike the elves, the descendants of the trolls grew in size and weight since their landing on this planet, to the height

where they are now at about eye-level with most elves, even though the trolls are far bulkier and heavier.

While the elves took to the woodlands, the trolls forged their survival by moving underground, where they developed their bulk, paler skin, and propensity for working rock and metal.

The most advanced tools and metal-working ability are found among the trolls. They may have been the tool-masters and craftsmen of the original High Ones, but this knowledge is lost with the palace.

Trolls can work metals such as iron and bronze, and are capable of making sophisticated devices for traps, special doors, and working other metals. Trolls discovered the uses of "bright metal," an iron alloy which was used for Cutter's sword New Moon.

Two troll communities have been described in the books, but others may occur as well. They are definitely xenophobic, but they will trade with elves under special circumstances, particularly when they have a taste for meat and furs from animals which can only be caught and cured by elves. In return for these items, trolls traded metal weapons, tools, and ornaments to the Wolfriders. The Go-Backs were able to gain metal tools and trinkets from the trolls around the Palace only through warfare.

Trolls also have developed the art of brewing and the vice of gambling.

Humans

Perhaps through the example of the elves, humans have slowly developed their culture to what one would call a Neolithic level, with the most developed tribes capable of working soft metals and sewing clothes.

The humans with the best standard of living are no doubt the pampered servants of the Gliders of Blue Mountain, who are totally devoted to their protectors and receive fine metal weapons (made by metal-shapers among the Gliders) and other benefits in exchange.

The descendants of the first tribe to meet the elves have split up into several tribes, all of whom are dedicated to destroying the elven interlopers. If anything goes wrong with their tribe they blame the elves. They fastened onto the Wolfriders as the authors of all their troubles, probably because the Wolfriders were the most accessible of the elves and openly consorted with the feared wolves.

These tribes, and allies persuaded to their cause, continually watched the Wolfriders, ambushed their hunters, and attempted to make life miserable for them. The elves often exacerbated the difficulty by playing tricks and pranks on the humans.

Eventually, hostilities drove the humans into setting the entire forest afire, destroying the Wolfriders' Holt, and the humans' own livelihood as well.

Other human tribes in the area know of the elves in legend and stories, but maintain a distance between themselves and the "forest spirits." Some humans even secretly suspect that the elves don't exist.

Preservers

The most enigmatic of the creatures to accompany the elves to the World of Two Moons are the diminutive, butterfly-winged, preservers. These creatures are asexual and seemingly immortal. Their functions among the elves

are and were many, and although not all aspects have been made clear, they should be clearer by the end of the series.

Preservers can fly. They are intelligent, though their intelligence is strictly channeled into certain areas of activity, and all preservers know instinctively the direction of the Palace which brought them to this world.

They can spit out webbing which can obscure vision and entangle a target. If they completely encase a target in their webbing, the target will go into suspended animation. People encased for months think they have only been asleep for a few minutes when released. Of what benefit these abilities were to the elves who brought them to this world is unknown, but one of their functions may have been to preserve the last spark of life in a being until a Healer could come to put its wounds aright.

More mundanely, preservers' webbing keeps animals alive for future use as food.

Most of the known preservers were tricked to live in a forest that came to be known as the Forbidden Grove long before the events chronicled in the Elfquest story. Winnowill of the Gliders convinced their leader, Petalwing, that they had to catch and store food for future use. Once there, they encased every living thing in their webs and gave the grove the reputation of being haunted. Indeed, nothing that entered returned, and humans learned to avoid it. For centuries the preservers held on, waiting for their masters to come and claim the food.

Languages

When the elves arrived, they and their companions all spoke the same language. Due to their longevity and excellent memories, their language has stayed basically the same for all three races, elf, troll, and preserver. All members of these races can understand each other, though accents will vary. The only difference will be in specific words coined to deal with quantities and concepts they no longer have in common.

Human Languages

Human languages come from as many diverse sources on the World of Two Moons as they do on Earth. Around the area where the elves of the story are found, most of the humans speak versions of the same language. However, humans have shorter lifespans and memories, and the various dialects are very different from tribe to tribe.

Most elves in contact with humans know at least some of the local human language, but might very well be lost in dealing with a tribe which wanders in from far away, and perhaps never heard of the funny spirits with pointed ears before.

Synopsis

The following synopsis is presented to bring up to date those game players who are not familiar in whole or in part with the world of Elfquest.

The First Five Issues

A group of wolf-riding elves live in a forest. Their home is called the Holt. Their young chief, Cutter, gained his position when his father, Bearclaw, and mother, Joyleaf, were slain by Madcoil, a half-long-tooth, half-snake monster created by ancient elf magic gone wrong. The fight with Madcoil caused the death of almost a quarter of the tribe.

The remaining tribe members are Skywise, Cutter's friend and advisor; Treestump — Joyleaf's brother, Dewshine's father, and the oldest of the elves at age about 700; Strongbow — master archer, lifemate of Moonshade, and father of Dart; One-Eye and Clearbrook — parents of Scouter; lifemates Redlance and Nightfall; Woodlock and Rainsong — parents of Newstar and Wing; and Pike — spear-toting gobbler of dreamberries.

The story begins with the Wolfriders rescuing Redlance from humans led by a priest of their god Gotara. Humans blame elves for everything evil which has befallen them since the elves came some 10,000 years before. During the rescue Cutter slays one human. In retaliation the humans set fire to the forest, which burns them out as well as their hated enemies.

The elves retreat to the caves of the trolls, browbeating the troll king, Greymung, into helping them. He sends them off with the troll Picknose as guide to the "tunnel of golden light" where he promises there will be a new Holt for the elves. When the elves finally reach their goal they find nothing but desert, and the wily Picknose creates a rockfall to keep them from returning to the tunnels of the trolls.

While among the trolls, Skywise acquired a chip off a starstone which is actually a lodestone. Since it points in one direction only, the tribe decides to follow its lead. There is nothing else for them to do.

After two tiring desert days and three frigid desert nights, they reach a line of hills and discover Sorrow's End, a village of elves. These elves have lived here for centuries and build homes and grow plants the way some humans do.

After some initial distrust, the Wolfriders begin to adapt to the Sun Folk (as they call themselves) ways. The leaders of the Sun Folk are Savah, who is only a few generations removed from the High Ones who originally came to this world; and Suntoucher, a mystic and philosopher whose blind eyes can often see better than a sighted person's. The acclimation of the Wolfriders is encouraged by the Recognition between Cutter and Leetah, the 600+ year old healer of the village. Leetah's longtime lovemate Rayek challenges Cutter to a series of contests and loses. He chooses to leave the village.

Issues Six Through Ten

Seven years later, Cutter and Leetah have produced twins (unheard of before among either tribe) — the mystic Suntop and energetic, tomboyish Ember. The village is discovered by a refugee family of humans, the remnants of the tribe who burned the elves out of their holt.

Cutter is afraid that more humans might come and decides to set out to see if more elves might exist in the world and to unite them. Skywise accompanies him.

Reaching the Tunnel of Golden Light, they find the way clear again. Moreover, there are no trolls anywhere in the tunnels, though there are signs of a struggle. They come out the way they first entered the tunnels to find the holt a blackened ruin. Before they can do anything else, they are captured by three trolls — Picknose, his light-o'-love Oddbit, and her grandmother Maggotty.

They are the only remnants of the trolls known to Cutter's tribe. The rest were slain or enslaved by the northern trolls under the leadership of Guttlekraw.

Before they escape, they learn that Cutter's sword, New Moon, has a key hidden in its hilt, which would open a door to "treasure." The key was put there by the sword's maker, a strange half-troll/half-elf named Two-Edge. The elves escape with the sword and the key.

Traveling onward, the two explorers reach a new forest, where Cutter is bitten by a squirrel. The bite becomes infected and Cutter wanders away in a fever dream while Skywise is looking for some healing plants. Cutter stumbles into the home of two humans, Nonna and Adar, who nurse him until they are found by Skywise.

After some misunderstandings, the two elves realize that these friendly humans are a new experience for them. In fact Nonna claims to be of a tribe who worships elves, which she calls "bird-spirits," and shows them pictures she has drawn of elves riding giant hawks. The only difference she can see between the bird-riders and Cutter is that the bird-riders are taller.

Meanwhile, back in Sorrow's End, Savah, the Mother of Memory, has suddenly gone catatonic. She was trying to seek out Cutter with an Astral Projection when she suddenly went from her body altogether. Only little Suntop can understand part of what has happened, and he will only say that he must carry word to his father.

Leetah has no choice. She must leave the village she has lived in for 600 years and find her lifemate. Most of the Wolfriders volunteer to go with her. Only Woodlock and Rainsong and their children have fully adapted to village life, the rest want to hunt free again.

The villagers are upset. If Leetah leaves, there is no healer, and without the Wolfriders there are no hunters. But Rainsong says that the child she now carries will be a healer, and Dart decides to stay with the village and teach them to be hunters and warriors. The villagers must be happy with that, for Leetah and the Wolfriders depart.

In the meantime, Nonna and Adar ask their new friends to help them get back into the good graces of Adar's tribe. Cutter agrees and journeys with the two humans to Adar's tribe, where they are confronted by the Bone Woman, a shaman who is convinced that Nonna is a witch who consorts with demons (the bird riders), and paints demon pictures.

The tribal chieftain, Olbar the Mountain-Tall is about to order his warriors to destroy the interlopers when Cutter and Skywise enter the village. Olbar is convinced he must pacify the spirits, for he has had bad experience with "spirits" before. Cutter is intrigued by this, and agrees to stay for a special feast in their honor.

During the festivities, Bone Woman conspires with Thief, the dishonored brother of Olbar, to steal Skywise's magic, his lodestone, but Thief moves too slow and Skywise cuts off his thumb as he reaches for the lodestone.

After the feast, the two elves leave for the Blue Mountain, where Nonna says the flying elves live. Bone Woman arranges for Thief to try to kill the elves and steal the magic lodestone. The attempt fails, but leaves Thief dead at the bottom of a cliff, Skywise with a broken arm and hanging by the other from a branch. Cutter climbs down to save him, but cannot carry him back. They are finally saved by Olbar, who asks that they investigate the Forbidden Grove, where his daughter and her lover disappeared many months before.

In the meantime, Leetah's party has reached the area below the cliff, across a river from the grove. They are attacked by the flying elves and several of the Wolfriders are carried off. Leetah and her children escape across the river and into the Forbidden Grove where they fall asleep and are enraptured by the small, winged, preservers, led by Petalwing.

Two-Edge

Two-Edge is that rarest of creatures, an elf-troll cross-breed. His mother is Winnowill, his father a so-far unnamed troll who Winnowill encountered in the depths beneath the Blue Mountain. No doubt Winnowill did not believe that such a mating would produce a child. She was wrong.

Despite his almost magical way with metal-working, Two-Edge did not inherit any magical powers from his mother. Even half-trolls cannot use magic. However, in his centuries of learning and inventing his craft, Two-Edge has developed metalworking to an artform that no other troll can match.

Also, Two-Edge has developed his ultimate scheme which has only been hinted at so far. What it is, and what its final result will be, only time, and issues 19 and 20, will show.

ELFQUEST		Character Sheet	
Personal Information Character's Name: <u>TWO-EDGE</u> Soul Name: _____ Species: <u>Elf-Troll</u> Tribe: _____ Age: <u>5000+</u> Gender: <u>Male</u> Recognized Mate: _____		Tallies Magic Points: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27	
Rolled Characteristics current STR 23 CON 18 SIZ 17 INT 19 POW 14 DEX 17 APP 5 original STR 18 CON 14 SIZ 14 INT 14 POW 14 DEX 14 APP 5		Hit Points 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28	
Derived Characteristics Damage Bonus: <u>106</u> Experience Bonus: <u>10%</u> Movement Rate: <u>3</u> DEX strike rank modifier: <u>2</u> SIZ strike rank modifier: <u>0</u> Base Strike Rank: <u>2</u>		Skills Animal Lore 19% Climb 75% Communication 72% Dodge 17% Elf Lore 70% Healing Lore 75% Human Lore 19% Jump 55% Language Lore 19% Manipulation 125% Mechanical Lore 125% Mineral Lore 125% Perception 83% Plant Lore 19% Ride 95% Stealth 75% Swim 75% Throw 95% Troll Lore 90%	
Magic Powers Sending 17% Magic Feeling 17% Special _____		Equipment ARMOR: ONLY WEAR WHEN TWO-EDGE GOES TO BATTLE	
Weapons Skills Weapon: <u>None</u> Damage: <u>10/10+10/6</u> SR: <u>4</u> CA: <u>105</u> CP: <u>75</u> AP: <u>10</u> Weapon: _____ Damage: _____ SR: _____ CA: _____ CP: _____ AP: _____ Weapon: _____ Damage: _____ SR: _____ CA: _____ CP: _____ AP: _____ Missile: _____ Damage: _____ Rate: _____ Range: _____ Missile: _____ Damage: _____ Rate: _____ Range: _____ Shield: <u>SH/ELD</u> Damage: <u>206</u> SR: <u>4</u> CP: <u>75</u> CA: <u>60</u> AP: <u>16</u>		Bond Beast Name: _____ Sex: _____ Location: _____ Armor/HP: _____ STR: _____ Species: _____ CON: _____ Move: _____ DEX: _____ SRM: _____ SIZ: _____ Climb: _____ Dodge: _____ INT: _____ Communication: _____ POW: _____ Jump: _____ Stealth: _____ DEX: _____ Perception: _____ APP: _____ Total Hit Points: _____ Weapon: _____ SR: _____ A: _____ Damage: _____	

The above character description, along with the Wolfriders included in the Creating an Elf chapter plus the ones for Olbar, Rayek, Leetah, Savah, Winnowill, Kahvi and Picknose included in the Other Tribes and Folk chapter, are provided for play use. Two-Edge and Winnowill should only be used by the gamemaster. Recopy the information provided if you wish to use these characters.

Cutter and Skywise find Leetah and the children there, and also release Olbar's daughter and her lover from the preserver's strange webs.

Suntop warns Cutter not to go to the Blue Mountain, since that is where Savah was caught in her astral form, but Cutter knows he must, because he owes it to his tribe.

Issues Eleven Through Sixteen

Cutter and the remnants of his tribe travel to the Blue Mountain, finding One-Eye outside with the rest of the wolfpack. From his previous experience, Cutter knows that the local humans revere elves, so he convinces them to let the Wolfriders enter the Mountain.

The Wolfriders attack the elves inside, and a melee ensues. When the Wolfriders seem to be winning, even though the Blue Mountain elves can levitate and use strange weapons, Winnowill threatens the life of Strongbow. The elves were originally attacked because Strongbow killed a giant hawk fledgling meant for one of their hawkriders to ride.

Leetah's powers prove enough to shield Strongbow, and Winnowill agrees to lead the Wolfriders to Lord Voll, the leader of the Blue Mountain elves, and a second generation elf. All of the Blue Mountain elves are taller and slimmer built than the Wolfriders, for all of them are ancient. No children have been born for millenia.

When Voll learns that the Wolfriders actually have children, he welcomes them into the mountain, much to the chagrin of Winnowill.

Winnowill has been the principal power within the mountain for centuries, as Voll sank into lethargy. She sees the Wolfriders as a threat to the society she controls.

When the Wolfriders were originally captured, Dewshine found herself in Recognition with Tyldak, an elf who has been given wings and the ability to fly through Winnowill's Flesh-Shaping ability. Winnowill attempts to keep this from Voll, but he eventually learns of it. At the same time, Winnowill's machinations are finally thwarted, and Voll realizes that all of her efforts have been directed at keeping him inside the mountain.

Voll resolves to go back out into the world and lead the elves back to the Palace that brought them to this world. He can do this because Petalwing, who followed Cutter and Leetah from the Forbidden Grove, is an un-failing guide back to the palace.

Cutter refuses, but Voll tricks him into accompanying him on his giant bird and takes off for the northland where the palace is surrounded by ice. The Wolfriders follow on the ground.

They are almost at the palace when a giant bolt shoots up and skewers Voll's mount and Voll himself, killing both. The Wolfriders find themselves surrounded by trolls, larger and meaner than the ones they are used to. The Gliders of Blue Mountain take their chief's corpse and fly away, and the Wolfriders must fight for their lives.

Things are looking grim and Cutter is badly wounded when the elves are suddenly rescued by a group of elk-riding elves called the Go-Backs.

Issues Seventeen and Beyond

In the Go-Back camp, Cutter is healed when Leetah is aided by Rayek, who suddenly appears. His powers have developed highly and he can now "glide," just as the elves

of Blue Mountain do. He has befriended an ancient rock-shaper called Ekuar who has helped him train his talents.

After Cutter is healed and his tribe has settled in among the Go-Backs, who are led by the enigmatic and pragmatic Kahvi, Cutter and Rayek are approached by Two-Edge, who has captured Petalwing. As the two elves pursue the cackling half-troll, he trips a pitfall which sends Cutter tumbling into the heart of the mountain, amongst a pack of ravenous wolves.

The wolves accept Cutter as one of them. As Cutter tries to figure out how to get out of the pit, Rayek is shamed into going down to rescue him by Suntop. Rayek arrives to find trolls investigating the new arrival and speculating on why the starving wolves haven't attacked him. As they are distracted by their speculation, Rayek uses his power to toss Cutter amongst them. Between them, Cutter, Rayek, and the released Petalwing kill all four trolls. Then Rayek takes them back to the surface.

Among the Go-Backs again, Cutter, Kahvi, and Rayek lead a council of war. After much argument, the Wolf-riders throw their lot in with the Go-Backs, and both tribes decide to enter the still-open pit and assault the trolls in their lair. Redlance and the Wolfrider wolves are left to guard the children of both tribes.

Once inside, they free the wolves of the pit to help them and are surprised by a troll guard force. The outnumbered trolls are slaughtered and Leetah is forcibly kept from healing a wounded troll. Shaken by the savagery of this kind of warfare, she follows as the force enters the tunnels of the troll stronghold.

Climbing through a ventilation shaft, they find themselves in a troll mining/smeltering area, and they see that Picknose and Maggoty are among the slaves working there. In fact, the entire slave labor force consists of the remnants of Greymung's former subjects.

The elves attack, persuading the Greymung trolls to revolt and side with them. Their objective is a stone door in the opposite wall which Petalwing claims leads to the palace. After hard fighting in which many of the slave trolls and Go-Backs are slain, the party reaches the door and enters through a hole conjured by Ekuar. As the first of the troll pursuers attempts to enter the hole, Ekuar closes it around him.

The elves count their losses and hear the voice of Two-Edge, who tells them to "find the false door." Ekuar's rock-shaping locates it and the elves find themselves in another tunnel. Ekuar seals the door behind them just in time to fool the pursuing trolls.

Moving down the tunnel, they find an elaborate door of a type none of the elves have ever seen before. This is the treasure room that Picknose has been seeking, and he wants to get in. After some dispute, the group enters, to find a room full of armor and weapons. Picknose is very disappointed, since he expected gold.

Two-Edge enters and explains that he created the "treasure" to give the elves a fighting chance against the trolls. However, when he learns that Picknose and the other slave trolls will continue to help the elves, he is angered and leaves.

In the meantime, Guttlekraw has assembled his troops for an attack on the elves but holds one squad back. This group he sends to attack the Go-Backs encampment, now

held only by Redlance, the elf children, and a few Go-Backs too wounded or feeble to fight.

Can Redlance and Ember hold the fort against a dozen blood-mad trolls? Will the armor make enough of a difference to let Cutter win his war against the trolls? And what will the attainment of the palace do for the elves if they do win?

These questions will be answered in issues 19 and 20, and we will all have to wait for them until those issues are published.

Creating an Elf

Certain things need to be known to prepare an elf character for use in a roleplaying game. This information, including name, age, and other important statistics, is recorded on a character sheet.

At the top of the character sheet there is space for personal data. A filled-out sheet, detailing Cutter, the major Elfquest protagonist, has been included as an example for your use. Cutter's sheet describes him as he was at the beginning of the Elfquest saga.

Name: in this space you should enter your elf's tribal name. Wolfrider names are very descriptive of the individual. They either pertain to the looks, ambience, or the activities of the elf. Cutter is so named because he was quickly seen to be good with a sword.

Some names are given when the elf is a youth and last him all his life. Others change in relation to particular deeds. Redlance was Redmark before he performed the feat which gave him his current name.

Other elf tribes have two- or three-syllable euphonious names with no significance. Some exceptional elves of non-Wolfrider tribes possess names describing their philosophies or attitudes in a similar manner to the Wolfrider tribal names. Among these are Suntoucher of the Sun Folk and Winnowill of the Gliders.

Soul Name: the use of a soul name is common among highly telepathic elves and is not used among non-telepathic elves like the Sun Folk.

The soul name was developed by the Wolfriders as a way to guard inner privacy while maintaining an intensely telepathic society. In this way, they could communicate while maintaining silence in the presence of potential enemies. The soul name is an identifier of the individual

ELFOQUEST

Character Sheet



Personal Information

Player Name
Character's Name CUTTER Soul Name TAM
Species ELF Tribe WOLFRIDERS Age 23
Gender MALE Recognized Mate

Rolled Characteristics

current: STR 14 CON 17 SIZ 5 INT 13 POW 18 DEX 18 APP 15
original: STR CON SIZ INT POW DEX APP

Derived Characteristics

Damage Bonus Experience Bonus 7% Movement Rate 4
DEX strike rank modifier 2 SIZ strike rank modifier 3 Base Strike Rank 5

Skills

Animal Lore 26 % ☐
Climb 80 % ☐
Communication 60 % ☐
Dodge 92 % ☐
Elf Lore 39 % ☐
Healing Lore 26 % ☐
Human Lore 55 % ☐
Jump 96 % ☐
Language Lore 55 % ☐
Manipulation 32 % ☐
Mechanical Lore 7 % ☐
Mineral Lore 7 % ☐
Perception 89 % ☐
Plant Lore 26 % ☐
Ride WOLF 72 % ☐
Stealth 65 % ☐
Swim 32 % ☐
Throw 36 % ☐
Troll Lore 13 % ☐

Magic Powers

Sending 92 % ☐
Magic Feeling 18 % ☐
WOLF BONDING 90 % ☐
..... % ☐
..... % ☐
..... % ☐
..... % ☐
Special

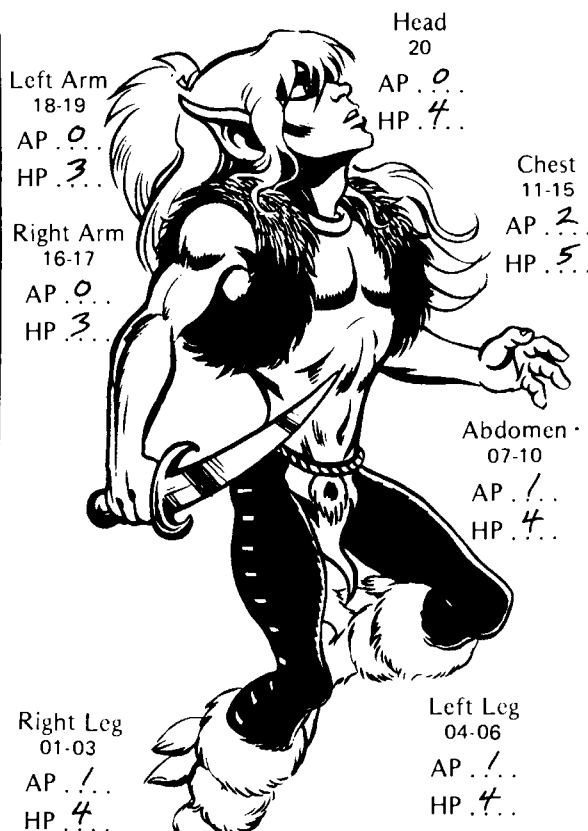
Equipment

Missiles: 1 2 3 4
5 6 7 8 9 10
11 12 13 14 15 16
17 18 19 20 21 22

Tallies

Magic Points: 1 2
3 4 5 6 7
8 9 10 11 12
13 14 15 16 17
18 19 20 21 22
23 24 25 26 27

Hit Points: 1 2 3
4 5 6 7 8
9 10 11 12 13
14 15 16 17 18
19 20 21 22 23
24 25 26 27 28



Weapons Skills

Weapon SWORD Damage 1D6+1
SR 7 ☐ A% 84 ☐ P% 72 AP 10
Weapon Damage
SR ☐ A% ☐ P% AP
Weapon Damage
SR ☐ A% ☐ P% AP
Missile BOW Damage 1D6+1
Rate 2 ☐ A% 84 Range 90
Missile Damage
Rate ☐ A% Range
Shield Damage
SR ☐ P% ☐ A% AP

Bond Beast

Name NIGHTRUNNER Sex MALE
STR 22 Species WOLF
CON 16 Move 7 DEX SRM 1
SIZ 16 Climb 68 % Dodge 76 %
INT 6 Communication 30 %
POW 11 Jump 95 % Stealth 95 %
DEX 19 Perception 55 %
APP 15 Total Hit Points 16
Weapon SR A% Damage
BITE 5 76% 1D6+1D6

Location	Armor/HP
RHL (1-2)	2 / 5
LHL (3-4)	2 / 5
HQ (5-9)	2 / 7
FQ (10-14)	2 / 7
RFL (15-16)	2 / 5
LFL (17-18)	2 / 5
HEAD (19-20)	2 / 6
.....	 /
.....	 /
.....	 /

elf that is held away from others, and only shared with lifemates and very close friends.

A soul name is of one or two syllables and euphonious in sound. It cannot be pried from the mind of an elf, though it could be obtained unscrupulously by eavesdropping on a careless elf couple.

Possession of a foe's soul name allows an elf to always succeed with any telepathic attack. The foe's attacks cannot succeed unless he also possesses his target's soul name. Elf telepathic magics are called Sending powers, and

Redlance

Redlance is a gentle elf, well-beloved by his tribesmen. He gained his name when he saved his then-chief, Bearclaw, with a well-placed spear thrust, but his style of hunting is to sneak up on animals when they don't expect it, then watch them bound away. Ordinarily, this pacifistic attitude would certainly mean death, but his lovemate, Nightfall, supplies the fierceness and hunting skill he lacks. No one doubts his bravery when he has to fight, but he would rather be on his own, testing his oneness with the natural world.

Redlance is described here with his plant-shaping abilities working. At the time of Elfquest 1, he had not yet awakened the talent within himself. It took the gentler atmosphere of Sorrow's End to bring out the power in him.

Players of elves should keep this in mind with young characters who have exotic magic powers. The character may not be able to use his powers immediately. The gamemaster may have the player hold off using the power until he can set up circumstances which will properly force the elf to use them.



Cutter's soul name is Tam. It is known only to his best friend Skywise (Fahr) and his mate, Leetah, who has no soul name because she was brought up by the largely nontelepathic Sun Folk. Cutter's deceased parents also knew his soul name, but he did not know theirs.

ELFQUEST

Character Sheet

Personal Information

Player Name: REDLANCE Soul Name: (UNAWAKENED)
 Character's Name: REDLANCE Species: ELF Tribe: WOLFRIDERS Age: 80
 Gender: MALE Recognized Mate: _____

Rolled Characteristics

current: STR 12 CON 19 SIZ 6 INT 12 POW 19 DEX 14 APP 14
 original: STR 12 CON 19 SIZ 6 INT 12 POW 19 DEX 14 APP 14

Derived Characteristics

Damage Bonus: _____ Experience Bonus: 6% Movement Rate: 4
 DEX strike rank modifier: 3 SIZ strike rank modifier: 3 Base Strike Rank: 6

Skills

Animal Lore 24 %
 Climbing 53 %
 Communication 24 %
 Dodge 52 %
 Elf Lore 36 %
 Healing Lore 24 %
 Human Lore 24 %
 Jump 68 %
 Language Lore 54 %
 Manipulation 26 %
 Mechanical Lore 6 %
 Mineral Lore 6 %
 Perception 85 %
 Plant Lore 84 %
 Ride 76 %
 Stealth 76 %
 Swim 24 %
 Throw 24 %
 Troll Lore 12 %

Magic Powers

Sending 92 %
 Magic Feeling 18 %
 Plant Shaping 98 %
 Wolf Bonding 90 %
 Special: _____

Equipment

Missiles: 1 2 3 4
 5 6 7 8 9 10
 11 12 13 14 15 16
 17 18 19 20 21 22



Tallies

Magic Points:	1	2
3	4	5
6	7	8
9	10	11
12	13	14
15	16	17
18	19	20
21	22	23
24	25	26
27		

Hit Points:	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21	22	23
24	25	26	27
28			

Weapons Skills

Weapon DANGER Damage: 103+2
 SR: 9 □ A% 30 □ P% 64 AP 6
 Weapon 2H SWORD Damage: 106+2
 SR: 8 □ A% 52 □ P% 52 AP 10
 Damage: _____
 SR: _____ □ A% _____ □ P% _____ AP _____
 Missile: Bow Damage: 106+1
 Rate: 3/9 □ A% 52 Range: 90
 Missile: _____ Damage: _____
 Rate: _____ □ A% _____ Range: _____
 Shield: _____ Damage: _____
 SR: _____ □ P% _____ □ A% _____ AP _____

Bond Beast

Name: FIRECOAT Sex: MALE Location: ARM (1-2) Armor/HP: 2/4
 STR: 18 Species: WOLF ARM (3-4) 2/4
 CON: 12 Move: 7 DEX SRM: 2 ARM (5-6) 2/4
 SIZ: 17 Climb: 66 % Dodge: 72 % ARM (10-10) 2/6
 INT: 6 Communication: 30 % ARM (15-16) 2/4
 POW: 13 Jump: 95 % Stealth: 90 % ARM (17-18) 2/4
 DEX: 18 Perception: 65 % ARM (19-20) 2/5
 APP: 10 Total Hit Points: 15
 Weapon: SR A% Damage: _____
BITE 6 72% 106+106

they will not work against elves or others who do not have the power.

Age: elves are a virtually immortal race. As long as they are not stricken by illness, accident, or foul play, they can live over a thousand years. To determine the age of a Wolfrider-elf character, roll two 10-sided dice and two 6-sided dice. Multiply the roll of one D10 by the other D10, and then by the total of the 2D6 roll. This will give a range of 2 to 1200 years, but the average age will be around 211 years, a properly mature age for an elf. Any roll under 15 can be rerolled if desired. A Wolfrider who lives to be 1000 years old is a very remarkable elf indeed. Other tribes, such as the Gliders hiding in their mountain stronghold, are much older on the average.

Gamemasters may wish to run campaigns with predominantly young player-character elves. In this case, a roll of 1D10x2D6 should be used, yielding characters at an average of 38-39 years, or slightly older than Cutter's age when he started the second part of his quest.

Recognized mate: a newly rolled up elf may already be in Recognition, as part of his previous experience. You should attempt to roll your elf's age divided by 10 or less on 1D100. If the roll is successful, the elf has experienced Recognition. Now you should roll to see if the Recognized person is still alive. Attempt to roll your character's POW times 5. If this roll is successful, the subject of Recognition is still alive.

A player with a Recognized elf may either arrange to be Recognized with another player's elf or can choose to roll up and play the Recognized mate himself. The player may play both elves at once, or have the gamemaster play one of the pair as an NPC.

Children of a Recognized pair should be rolled up under the supervision of the gamemaster.

Meeting New Elves

The discovery of new elf tribes provides part of the attraction of the books. If new elves are encountered, the players of characters from both groups who are so-far unRecognized should make their Recognition rolls if called for by the gamemaster. Remember, members of a Recognized couple do not have to like each other.

On occasion, it will be necessary to the scenario the gamemaster is conducting for a Recognition to take place. The gamemaster may inform the player involved that a Recognition has occurred without a roll being made. Similarly, the gamemaster may ignore the possibility of a Recognition if it does not fit his storyline.

Wolfrider Characteristics

All characters are described for game purposes through the use of characteristics, the genetic heritage of the characters. There are two types of characteristics: rolled (determined by a die roll), used for obtaining physical and mental attributes; and derived (determined by manipulation of the rolled characteristics) to describe the character's interaction with game mechanics. The characteristic quantity is indicated by a number within a determined range.

Creating a character for play is referred to as rolling up a character.

World of Two Moons humans obtain their rolled characteristics using three six-sided dice (3D6), obtaining

a range between 3 and 18 (see the Other Tribes chapter for more information). However, the elves have rolls which highlight their differences from humans. Due to their continual adaptation to their new world, and the long separation from other elves and the resultant inbreeding, different elf tribes have different characteristics.

It is recommended that you play a Wolfrider character to start the game. Creating characters who are members of other elf tribes, or even humans or trolls, is covered in the Other Tribes and Folk chapter.

Wolfrider Characteristics Rolls

characteristic	roll	average
STR (Strength)	2D6+2	9
CON (Constitution)	2D6+6	13
SIZ (Size)	2D3+1	5
INT (Intelligence)	3D6	10-11
POW (Power)	2D6+6	13
DEX (Dexterity)	2D6+9	16
APP (Appearance)	2D6+6	13

Meaning of Characteristics

STR (Strength): determines the character's ability to lift objects, has an influence on what weapons he can use, and what kind of damage he does with that weapon.

CON (Constitution): measures the character's health, helps determine the hit points of the character, and his resistance to such things as disease and poison.

SIZ (Size): describes the physical size of the character, based on his weight. The following SIZ chart gives equivalent weights for different SIZs, plus some idea of the height of troll and elf characters.

INT (Intelligence): a measure of the character's intelligence and ability to figure out problems. A roll of INT times some multiplier (such as 5, 3 or 1) may be called for by the gamemaster to determine success.

POW (Power): a measure of the magical power of a character, which describes his psychic presence. A character is dead if for some reason he loses all his characteristic POW.

DEX (Dexterity): a measure of the manual and physical coordination of the character, important in determining beginning abilities with various skills and when a character may act in a melee round.

APP (Appearance): a measure of the physical appearance and comeliness of a character, based on the tastes of elves and humans, which are quite similar. Most elves are very good looking. Other races are not so fortunate.

Elf and Troll Weight and Height Table

SIZ	weight	elf height	troll height
1	0-12 lb	N/A	N/A
2	13-25 lb	N/A	
3	26-37 lb	2'-3'	
4	38-51 lb	2'6"-3'6"	
5	52-77 lb	3'2"-4'2"	
6	78-90 lb	3'4"-4'4"	
7	91-108 lb	3'8"-4'8"	
8	109-120 lb	4'-5'	
9	121-129 lb	4'6"-5'6"	N/A
10	130-142 lb	4'8"-5'8"	3'2"-3'7"
11	143-155 lb	4'10"-5'10"	3'3"-3'8"
12	156-168 lb	5'2"-6'2"	3'4"-3'9"
13	169-184 lb	5'4"-6'4"	3'5"-3'10"
14	185-201 lb	5'6"-6'6"	3'6"-3'11"
15	202-219 lb	N/A	3'7"-4'
16	220-239 lb		3'8"-4'1"
17	240-261 lb		3'9"-4'2"
18	262-287 lb		3'10"-4'3"
19	288-309 lb		3'11"-4'4"
20	310-338 lb		4'-4'5"

These weights and heights are for mature members of the two species.

All chiefs of the Wolfriders have been exceptional specimens of elfhood. Cutter's characteristics, a STR of 14, a CON of 17, a SIZ of 5, an INT of 13, a POW of 18, a DEX of 18, and an APP of 15 show him to be no average elf.

Using the Character Sheet

The rolled amounts for each characteristic should be entered after the appropriate entry on the character sheet. An entry should be made in the section marked current as well as that marked original.

If there is a change in a characteristic, move the original rolled number to the line labeled "original" and enter the new quantity on the upper line, marked "current." Characteristics improvements are limited by the original rolled values, so a record of these numbers should always be kept on the original characteristics line.

Cutter, while staying with the Go-Backs, decides to build up his STR. He manages to add two points to it. Now his character sheet looks like this:

Rolled Characteristics

current: STR 16 CON 17 SIZ 5 INT 13 POW 17 DEX 18 APP 15
original: STR 14 CON 17 SIZ 5 INT 13 POW 18 DEX 18 APP 15

The tallies on the right of the sheet and the lines under the characteristic lines are for maintaining and recording the character's derived characteristics.

Derived Characteristics

There are six derived characteristics in *Elfquest*.

Damage Bonus: a die roll which is added to a character's weapon damage if he is strong and massive. *Elfquest* elves rarely have a damage bonus. If the total of STR and SIZ of any character adds up to 25 or more, he may add 1D3 to his hand-held weapon or natural weapon damage. If the total is 33 or more, he may add 1D6 to his weapon damage. If the total is 41 or more, he may add 2D6, and for every additional 16 points past 40, a 1D6 is added to the damage bonus.

Experience Bonus: this is added to the experience gain roll to help the character learn from experience. Divide the character's INT by 2, rounding off in the character's favor. This is added to any roll made to increase a skill. See the Skills chapter for a more detailed description of this process.

Hit Points: a measure of the amount of damage that a character can sustain before dying. For *Elfquest*, hit points are found for a character by averaging his CON (or health) and SIZ (or ability to absorb damage), and rounding off in favor of the character. See the Damage and Healing sections of the Game System chapter to find out how to apportion hit points to each hit location shown on the character sheet.

Magic Points: elf magic costs magic points to use. An elf's magic points are exactly equal to his POW. The use of most magic costs magic points equal to the energy needed for the power. Magic points are regained at the rate of 1 per hour of rest after magic was used.

Movement: an elf can move 4 yards per strike rank during combat. Other creatures' movement rates are given with their individual descriptions in the Flora and Fauna chapter of the Worldbook.

Strike Rank: one of ten temporal divisions of a melee round. Every activity is begun on a particular strike rank. The order of the strike rank is determined using the table below.

Strike Rank Modifiers Table

DEX	SR	SIZ	SR	Weapon	SR
01-08	4	01-08	3	fist/knife	3
09-14	3	09-14	2	sword/axe	2
15-18	2	15-18	1	spear/2H weapon	1
19+	1	19+	0	bow/javelin	0

The character doing the activity or attack with the lowest strike rank always acts first in a melee round. Actions such as preparing a weapon or movement delay the strike rank of the activity. If an action's strike rank exceeds 10, due to movement, preparations, or other cause, it cannot

Clearbrook

Clearbrook is one of the older female elves among the Wolfriders. She is the devoted lifemate of One-Eye. They were lifemates for many years, but only Recognized relatively recently in the way that Recognition has of being less discriminating as an elf grows older. The product of the Recognition is Scouter.

Clearbrook was a lifemate of One-Eye at the time of the first book of the series. In issue 15 One-Eye was slain, and Clearbrook cut off the long braid of hair which had been her pride and became a vengeful valkyrie.

The description below is of Clearbrook at the time of *Elfquest* 1.

ELFQUEST

Character Sheet

Personal Information

Player Name: _____
Character's Name: CLEARBROOK Soul Name: (UNREVEALED)
Species: Elf Tribe: WOLFRIEDERS Age: 450
Gender: FEMALE Recognized Mate: ONE-EYE (SOUL NAME: SHU)

Rolled Characteristics

current: STR 16 CON 15 SIZ 6 INT 13 POW 15 DEX 14 APP 13
original: STR _____ CON _____ SIZ _____ INT _____ POW _____ DEX _____ APP _____

Derived Characteristics

Damage Bonus: _____ Experience Bonus: 7% Movement Rate: 4
DEX strike rank modifier: 3 SIZ strike rank modifier: 3 Base Strike Rank: 5

Skills

Animal Lore 55 % ☐
Climb 78 % ☐
Communication 46 % ☐
Dodge 66 % ☐
Elf Lore 79 % ☐
Healing Lore 56 % ☐
Human Lore 26 % ☐
Jump 84 % ☐
Language Lore 26 % ☐
Manipulation 87 % ☐
Mechanical Lore 27 % ☐
Mineral Lore 7 % ☐
Perception 73 % ☐
Plant Lore 56 % ☐
Ride WOLF 90 % ☐
Stealth 70 % ☐
Swim 50 % ☐
Throw 27 % ☐
Troll Lore 23 % ☐

Magic Powers

Sending 70 % ☐
Magic Feeling 15 % ☐
WOLF BONDING 75 % ☐
☐
☐
☐
Special _____

Equipment

Missiles: 1 2 3 4
5 6 7 8 9 10
11 12 13 14 15 16
17 18 19 20 21 22

Weapons Skills

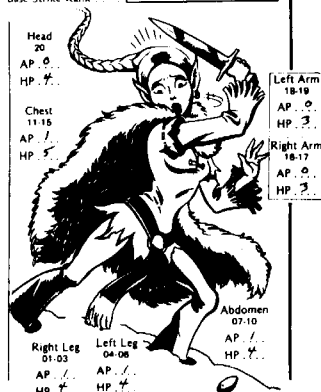
Weapon: SWORD Damage: 1D6+1
SR: 7 ☐ A% 47 ☐ P% 62 AP 10
Weapon: _____ Damage: _____
SR: ☐ A% ☐ P% ☐ AP _____
Weapon: _____ Damage: _____
SR: ☐ A% ☐ P% ☐ AP _____
Missile: BOW Damage: 1D6+1
Rate: 2/1 ☐ A% 54 Range: 90
Missile: _____ Damage: _____
Rate: ☐ A% ☐ Range _____
Shield: _____ Damage: _____
SR: ☐ P% ☐ A% ☐ AP _____

Bond Beast

Name: WHITEBROW Sex: FEMALE Location: ARM (1-2) 2/4
STR: 19 Species: WOLF 2/4
CON: 13 Move: 7 DEX SRM: 2 2/4
SIZ: 15 Climb: 85 % Dodge: 68 % 2/4
INT: 5 Communication: 25 % 2/4
POW: 11 Jump: 85 % Stealth: 85 % 2/4
DEX: 17 Perception: 55 % 2/4
APP: 15 Total Hit Points: 14 2/4
Weapon: SR A% Damage: _____

Tallies

Magic Points: 4 2
3 4 5 6 7
8 9 10 11 12
13 14 15 16 17
18 19 20 21 22
23 24 25 26 27
Hit Points: 1 2 3
4 5 6 7 8
9 10 11 12 13
14 15 16 17 18
19 20 21 22 23
24 25 26 27 28



be done that round, but the preparations or movement can be done.

Cutter has excellent derived characteristics to go along with his rolled ones. His STR of 14 and SIZ of 5 give him no damage bonus, which is usual for an elf. His INT of 13 gives him a 7% experience bonus. A CON of 17 and SIZ of 5 combine to give total hit points of 11. According to the Hit Point Location Table in the Game System chapter, each of Cutter's legs, his abdomen, and head have 4 hit points, his chest has 5 hit points, and his arms have 3 hit points each. His magic points are equal to his POW of 18.

Cutter has the standard movement of 4 yards per strike rank. His DEX of 18 gives him a DEX strike rank modifier of 2, and his SIZ of 5 gives him a SIZ strike rank modifier of 3. This gives him a base strike rank of 5. Use of the sword New Moon adds a strike rank modifier of 2 for a total strike rank of 7 for attacking purposes.

Rolled Characteristics

current: STR 14 CON 17 SIZ 5 INT 13 POW 18 DEX 18 APP 15
original: STR . . . CON . . . SIZ . . . INT . . . POW . . . DEX . . . APP . . .

Derived Characteristics

Damage Bonus . . . Experience Bonus 7% Movement Rate 4
DEX strike rank modifier 2 SIZ strike rank modifier 3 Base Strike Rank 5

Wolfrider Initial Skill Table

skill	initial ability
attack w/any one melee weapon	(STR + DEX) × 2
attack w/any one missile weapon	(STR + DEX) × 2
attack w/any other weapon	STR + DEX
Climb	(STR + DEX - SIZ) × 2
Communication	INT + APP
Dodge	(INT + DEX) × 2
Jump	(STR + DEX) × 2
Lore, Animal	INT × 2
Lore, Elf	INT × 3
Lore, Healing	INT × 2
Lore, Human	INT × 2
Lore, Language	INT × 2
Lore, Mechanical	INT/2
Lore, Mineral	INT/2
Lore, Plant	INT × 2
Lore, Troll	INT
Magic Feeling	POW
Magic (other power)	POW
Manipulation	STR + DEX
parry w/any one weapon	(POW + DEX) × 2
parry w/any other weapon	POW + DEX
Perception	(INT + POW) × 2
Ride Wolf	DEX × 4
Sending	POW × 4
Stealth	(INT + DEX - SIZ) × 2
Swim	STR + DEX
Throw	STR + DEX
Wolf Bonding	POW × 5

Skills

The elves use the skills of Climb, Communication, Dodge, Jump, Lore of various areas of knowledge, Manipulation (which includes sleight of hand tricks and leatherworking), Perception (which includes tracking and searching), Ride (wolves, usually), Stealth (including hiding and sneaking), and Swim. They all tend to be agile and stealthy, but some are better than others with Lore, manipulation, perception, and communication.

Beginning Skill Ability

An elf's initial ability with a skill depends on his characteristics. This is later modified by his previous experience and the experience he gains in the course of a game. The elf's initial skill ability is shown on the initial Skill Table.

Entering Skill Percentages

After determining the character's beginning skill percentages, enter them on the character sheet. Use a pencil because they will change with previous experience and use.

Previous Experience

Due to variety in age, many tribe members have long years of experience in many skills. This is simulated with previous experience.

To obtain an elf's previous experience all of the elf's rolled characteristics should be totalled. Then that total is multiplied by the appropriate factor given on the Age Factor Table. The result is the number of percentiles the player may distribute among the skills and magic powers of his elf to simulate previous experience.

Gamemasters may allow characters to increase their player-character's rolled characteristics with these previous experience points. The players can only do this with characteristics shown as increasable in the Game System chapter and the limits of increase shown in that chapter apply to this increase as well.

Each increased characteristic costs the player that particular elf's age factor (see below) times ten in previous experience points.

A player is roleplaying an ancient elf of 950 years. His rolled STR is 10, his rolled CON is 14, and his rolled SIZ is 6. His player decides to increase the character's STR by 4 points up to 14, the strongest he can get. Since the ancient elf age factor is 6, he must pay 60 percentile points per point he increases his STR, or a total of 240 points.

Age Factor Table

age	factor	honorific
01-20	x2	child
21-100	x3	youth
101-400	x4	adult
401-800	x5	elder
801+	x6	ancient

Cutter's characteristics add up to 100. Since he is young, only about twenty-three, his factor is x3, and there are a total of 300 previous experience points for his player to distribute.

Cutter's Sending power is given twenty percentiles for a total of 92% with the ability. Thirty points go into his Dodge to also raise that skill to 92%, and twenty points are spent on raising Cutter's attack skill with New Moon to an 84% total.

He'll Dodge incoming attacks (see the Combat chapter), rather than spend any previous experience points on raising his parrying skill. His Climb and Jump get thirty points each (bringing them up to 80% and 96% respectively). His Communication skill receives 32 points to bring it up to 60% and 27 previous experience points are spent on raising his Perception skill to 89%.

Twenty points are spent on his Bow skill to raise it to a total of 84%. The remaining 87 points are divided equal at 29 each between Human Lore and Language (for a total of 55% each) and Stealth (for a total of 65%). He is young yet, and is not as skilled as his more mature companions, yet his natural abilities have provided him with a good start for the future.

Distributing Previous Experience

Hunting skills, the forte of all young Wolfriders, are emphasized in early training. Knowledge of those skills can help support the tribe while a young Wolfrider learns other skills. If you only have a few points of previous experience to play with, they should be used for improving hunting weapons, such as javelin or bow, and skills such as Perception and Stealth.

If the character is a young elf with an extra magical power, he probably did not have the time to develop it. The player should leave the power to be developed through play. An older elf, on the other hand, has probably developed the magic skill highly, and lots of previous experience should be spent on the ability for the beginning character.

Most of the lore skills are learned through long experience, and young elves should have only their minimums in those skills. Combat skills, such as using a weapon to parry with, are also likelier to come with long experience, and young elves should not have their experience points spent on them.

Magic

Certain elves are born with particular powers. If the ability is not inborn, an elf will never have that power.

Some elves have neglected their powers. The desert-living Sun Folk have not used their Sending (telepathy) power for centuries, and now virtually none of them can use it, though it is still inherent within them.

Most tribes seem to have a Healer, though some Healers are better than others. Most splinter tribes who tried to survive without a Healer in their gene pool probably did not make it. However, at least one tribe, the Go-Backs, denies the need for Healers, claiming that elves

who rely on Healers become weak. Healers appearing among them are not honored as they are in other elf societies.

Some elves have telekinetic powers like tree- or rock-shaping. Every community seems to harbor someone with this sort of talent, in response to the environment. Tree-shapers show up in forests, Rock-shapers in mountains and desert, but it is likely that a different power would show up in a different area. An overall power of telekinetic manipulation is likely to respond to the environment and wishes of the elf at a subconscious level. Or perhaps it was just that tree-shaping had no survival value in the desert, and so its practitioners died out.

Skywise

Like Cutter, this game description is of Skywise at the start of the stories. He is somewhat older than Cutter, yet they are fast friends. One reason for this is that there are few elves even close to their age in the tribe. Among elves, a difference of 30 years is hardly noticeable.

Like his friend, Skywise has no Recognized mate, and continues his madcap bachelor life throughout the stories. Unlike

Cutter, Skywise is sly rather than forthright, and far more given to practical jokes and other japes.

He is a true friend to Cutter, however, and the two of them are known as "brothers in all but blood." Because of their friendship, each knows the other's Soul Name.

Skywise is knowledgeable in a lore no one else in the tribe would consider studying. Thus, his star knowledge is considered a special ability, rather than a common lore.

ELFOQUEST

Character Sheet

Personal Information

Character's Name: SKYWISE Soul Name: FARR
Species: ELF Tribe: WOLFRIDERS Age: 50
Gender: MALE Recognized Mate:

Rolled Characteristics

current: STR 13 CON 14 SIZ 5 INT 14 POW 13 DEX 15 APP 17
original: STR 13 CON 14 SIZ 5 INT 14 POW 13 DEX 15 APP 17

Derived Characteristics

Damage Bonus: 0 Experience Bonus: 7% Movement Rate: 4
DEX strike rank modifier: 2 SIZ strike rank modifier: 3 Base Strike Rank: 5

Skills

Animal Lore 28 %
Climb 55 %
Communication 56 %
Dodge 48 %
Elf Lore 42 %
Healing Lore 28 %
Human Lore 28 %
Jump 93 %
Language Lore 28 %
Manipulation 7 %
Mechanical Lore 7 %
Mineral Lore 7 %
Perception 54 %
Plant Lore 28 %
Ride WOLF 70 %
Stealth 70 %
Swim 28 %
Throw 28 %
Troll Lore 14 %

Magic Powers

Sending 92 %
Magic Feeling 13 %
WOLF BONDING 65 %
Special STAR KNOWLEDGE

Equipment

Missiles: 1 2 3 4
5 6 7 8 9 10
11 12 13 14 15 16
17 18 19 20 21 22

Weapons Skills

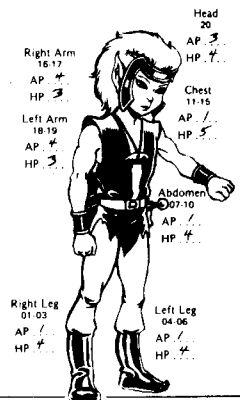
Weapon SWORD Damage: 1D6+1
SR 7 □ A% 96 □ PK% 56 AP 10
Weapon Damage:
SR □ A% □ PK% AP
Weapon Damage:
SR □ A% □ PK% AP
Rate 2/1 □ A% 56 Range 90
Missile Damage:
Rate □ A% Range
Shield Damage:
SR □ PK% □ A% AP

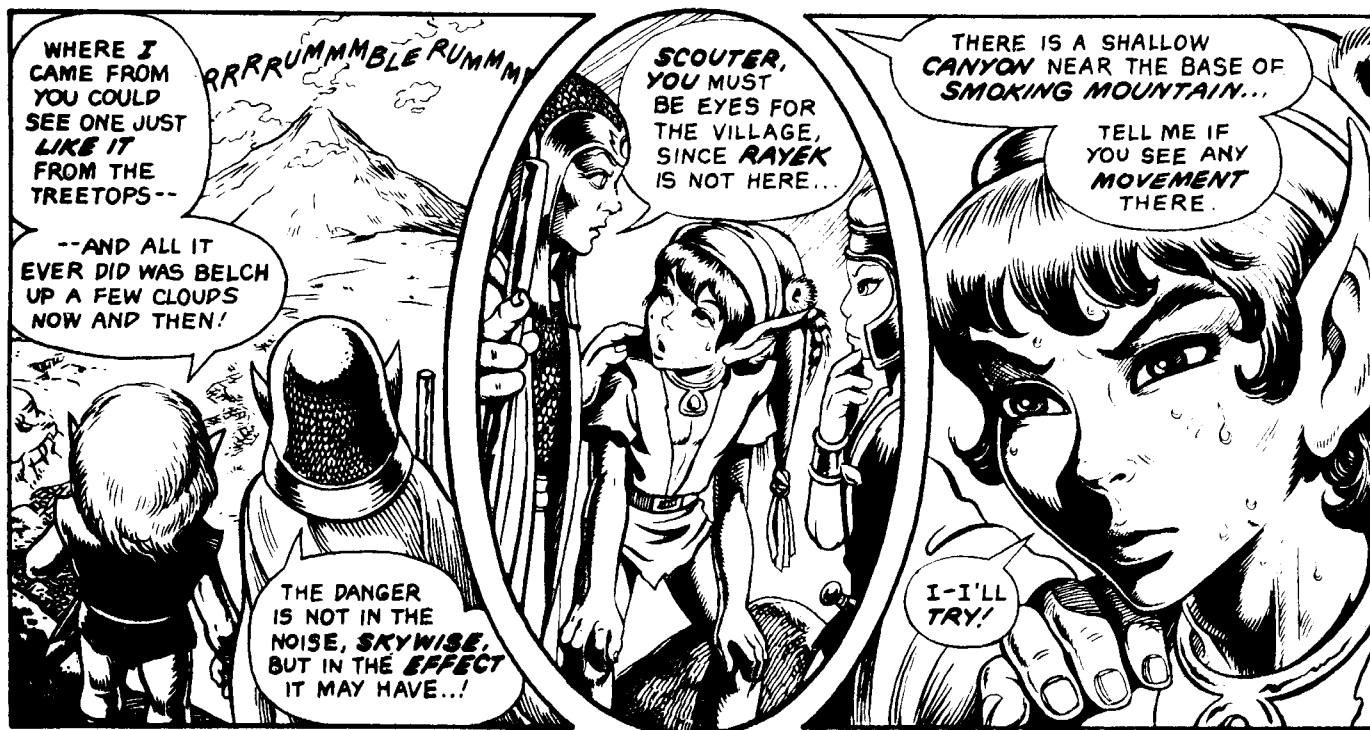
Bond Beast

Name STARHUMPER Sex MALE Location ARMOR/HP
STR 21 Species WOLF ANL (1-2) 3 / 4
CON 13 Move 7 DEX SRM 1 ENL (3-4) 2 / 4
SIZ 17 Climb 70 % Dodge 80 % HA (5-6) 2 / 4
INT 7 Communication 55 % HA (10-10) 2 / 4
POW 16 Jump 95 % Stealth 100 % APL (15-16) 2 / 4
DEX 20 Perception 50 % WLF (17-18) 2 / 4
APP 11 Total Hit Points 15 HEAD (19-20) 2 / 5
Weapon SR A% Damage

Tallies

Magic Points: 1 2
3 4 5 6 7
8 9 10 11 12
13 14 15 16 17
18 19 20 21 22
23 24 25 26 27
Hit Points: 1 2 3
4 5 6 7 8
9 10 11 12 13
14 15 16 17 18
19 20 21 22 23
24 25 26 27 28





When creating an elf character for play, magical power percentages can also be raised through previous experience. However, the character must first possess the power.

All Wolfriders possess the Sending and Wolf Bonding powers at a high percentage. They also have the Magic Feeling power at a low percentage (for an explanation of these powers, see the Magic chapter). To determine if a Wolfrider is also an Animal Bonder, Plant Shaper, or Healer, POW times 1 should be successfully rolled with 1D100, an attempt to roll the elf's POWx1 or less on 1D100 should be made for each power. These powers may be rolled for in any sequence the player wishes, but if one roll is successful, he may not roll for the others unless the first roll was an 01. If the character being created has a known parent who already has one of the powers, the chance of obtaining the parent's power is POWx2, instead.

The gamemaster may choose to change the power if too many powers of one category are established in the campaign. An elf tribe rarely has more than one Healer. Beginning ability in any extra Magical power will be the character's original POW times 1.

A Wolfrider character may not roll for other magical powers described in the Magic chapter beyond those listed above without the gamemaster's permission.

Special Attributes

Some elves have special attributes beyond those of their fellows. These may be abilities, such as good vision, or extra forms of knowledge. Others, lamentably, have special disadvantages. If a player wishes to take the chance of gaining one of the special attributes he must also risk gaining a disability. Whether the result is an asset or a disability, the character will gain an added feature for role-playing purposes. Once rolled, the character is stuck with the ability or disability.

Each character may be the recipient of up to two rolls on this table, if desired.

Special Attributes and Disabilities Table

D100	ability or disability
01	roll twice, subtracting 50 from rolls over 50 (if 01 or less is rolled, roll again)
02-10	increased sense (sight, hearing, smell, etc.) +20% to Perception rolls based on that sense.
11-25	increased sense (sight, hearing, smell, etc.) +10% to Perception rolls based on that sense.
26-35	exact sense of direction
36-40	special affection for a particular species (such as cats) or activity such as star watching
41-42	+1D3 POW and +20% to one magic power
43-44	+1D3 POW
45-46	+1D3 STR
47	+20% overall Perception
48	+20% with one weapon attack
49	+20% with one Lore
50	+20% with Manipulation
51-55	-1D3 POW
56-60	hatred for a particular species, such as trolls, or for a particular activity, like growing plants
61-75	no sense of direction
76-90	decreased sense (sight, hearing, smell, etc.) -15% from Perception rolls based on that sense
91-99	preoccupation—concern with one activity or power to the exclusion of almost anything else (dreamberries, continual rock-shaping, welfare of lifemate, etc.)
00	roll twice, adding 50 to rolls under 51

If the attribute concerns a sense, the player may pick the particular sense with the approval of the gamemaster. Monomania, or liking, or hatred, should be appropriate for the elf.

Gamemasters may allow players to choose an advantage or disability from the table without the formality of rolling any dice.

Wolfrider Roleplaying Notes

When playing a character you should remember that roleplaying involves more than looking at numbers on a sheet and rolling dice when asked. Immerse your self in your character's personality and look at the world described by the gamemaster as the character would.

Wolfriders are much closer to nature than other elves. Their wolf blood, keen scent, and predatory attitudes provide strong elements for characterization. Like their four-footed brothers, they glory in the hunt and eat the products of that hunt raw. At the same time, they never kill when not necessary for either food or immediate preservation of their lives. Like wolves, they will flee rather than fight when the odds are stacked against them, unless cornered or defending mates and cubs.

Wolfriders are nocturnal by choice. Long centuries of adaptation have made their vision much keener by night than that of humans or other elves. A Wolfrider forced to live under the sun will be in pain for several days, both from the effects of the sunlight on his eyes, and sunburn.

Finding the Wolf Friend

Young Wolfriders get their first wolf when they are about seven years old. That wolf is a cub with whom they grow up. Subsequent wolf friends will be adults who were not bonded as cubs. There are always more wolves born than elves available for bonding in any year.

Only wolves descended from the pack Timmain joined are available for this bonding. All other wolves will recognize Wolfriders as kin, but have no obligation to bond with them. The magic power of Animal Bonding must be used for bonding a non-member of the pack.

Bond Animals on the Character Sheet

At the bottom of the character sheet is a section set aside for a bonded animal. For most players this will be a wolf, but a Glider or Go-Back player-character may have another animal to bond with. For the hit locations just fill in the location names and hit points per location.

perform these skills. For skill definitions see the Skills chapter.

Automatic Success

Many skills are simply normal functions that anyone can perform. Walking across a room or opening a door can both be called skills, but any character is considered to be competent enough to perform these actions without checking to see if he is skilled in their performance. He is assumed to be automatically successful.

These normal functions include such everyday skills as digging, talking, and breathing.

Simple Success Rolls

There are many skills which take a certain amount of training and experience to perform well. For instance, walking across a floor quietly is quite different from simply walking across a floor.

For any skill which calls for expertise, a percentile is assigned which represents a character's chance of success. Any character has a minimum chance of success for each of these skills. If the character's player rolls his skill percentile or less on D100, the character has performed the skill successfully. If he doesn't make the success roll, he has failed in some way. The results of failure are discussed in the Skills and Combat chapters.

Cutter is hunting in the forest when he feels that something is not right. Cutter's player is asked to make a skill roll for his Perception skill. A successful roll of 27 out of his 89% skill yields a discovery that several enemy humans are following Cutter.

Cutter is brave, but not foolish, so he attempts to hide. His player now has to roll for Cutter's Stealth skill. Cutter has a 65% Stealth ability, and modifiers for the brushy terrain also help him. He rolls a 38, and he watches from the brush while his enemies file past.

For any skill in which the base chance of success is 5% or higher, a roll of 01-05 is always a success, even if it is modified to a negative number by the situation skill modifier. There is always a 96-00 chance of failure, no matter what the called-for percentile roll is.

If the tribal base chance of success with a skill is 00%, the character must obtain a positive ability with the skill through training or research. At that point, a roll of 01-05 will be a success, even if the actual chance is lower, and 96-00 will be a failure, even if the actual chance is greater.

Skill Versus Skill

There will be times when one skill must be pitted against another. For instance, if the humans in the previous example decided to actively search for Cutter, using their Perception skill, then they would be pitting their skill versus his Stealth skill.

To resolve this situation, the gamemaster should subtract the defending skill, in this case Cutter's Stealth percentage of 65% (if rolled successfully) from the attacking

Game System

An *Elfquest* character is called upon to accomplish many different actions in the course of his adventures. Most of these actions require the successful use of a particular skill. This section will tell you how your character can

skill, the human's Perception percentile. If the attacking skill is less than the defending skill, the attacker still has the usual 5% chance of success. If the defender's player fails to roll the skill successfully, the attacking skill would have its full chance. If the defender fumbles the use of his skill, he would automatically be seen.

The humans decide that the general area Cutter has chosen to hide in is an ideal place for an elf to hide, so they search it. The human who searches Cutter's specific area has a 78% Perception, so his chance of finding Cutter is 13% (78-65, Cutter's player has already succeeded with the Stealth roll). He may attempt to make this roll each melee round until he finds the fugitive or is called away by his chief, who is convinced there isn't an elf for miles around.

Characteristics Rolls

The simple success roll can also be applied to situations in which a character's characteristic, rather than a skill, is important. For instance, if a character edges along the rim of a pit, the gamemaster may call for a roll of his DEX times 5 as a percentile. If successful, his Dexterity has saved him. If not — well, it's a long way down ...

Common characteristic rolls include rolls based on DEX, INT, POW (commonly called a Luck roll) and APP. These are rolled as characteristic times 5 or less on D100, but gamemasters often call for lower or higher multiples, based on the difficulty of the situation.

The Critical Success

There are times when a player-character (or a non-player-character) will perform a task so well that he will gain some extra benefit from the accomplishment. This is called a *critical success*. It is represented in the game system by a skill roll (or a Resistance table roll, enclosed later in this chapter) which is 5% (1/20) of his needed percentile or less.

Thus, if the needed roll is 63 and the actual roll result is 3, it is less than 1/20 of the needed roll and is a critical success.

The exact result of a critical success depends on the skill being used. Weapons do maximum damage, climbers gain extra yards of distance, craftsmen make extra-valuable goods. The specific benefit depends on the skill in use and is different for every type of skill, if not for every skill. Specific benefits of the critical success are described in following chapters.

The Special Success

In some cases, a skill which is performed at a level not deserving of critical success, but still better than usual, will gain extra benefits for its user. This is not true of every skill.

When it applies, the *special success* is any roll result between 01 and the upper limit of 20% (1/5) of the normal chance, rolled on a D100.

Thus, if the needed roll is 63 and the roll is 12 or less, a special success has been obtained.

Those skills for which a roll of 20% (1/5) of the needed roll gives additional benefits are described in the later chapters. Unless otherwise stated, a critical success in a skill in which a special success is possible always adds the two benefits together.

The Fumble

Just as there is the chance of succeeding spectacularly, there is a corresponding chance of spectacular failure. This is called a *fumble*, and it applies to every percentile roll made in the game.

The chance of a fumble is equal to 5% (1/20) of the character's chance of failure.

Thus, if the percentile success chance is 63, then the chance of failure is 37% (a roll of 64-00 on D100). Multiplying 37 by 5% gives 1.85, which rounds normally to 2. There is a 2% chance of fumbling (which would be a roll of 99 or 00 on D100). See the table below for ranges of fumble possibilities, depending on the chance of success.

The exact result of a fumble depends on the skill being used or roll being made, but it will be inevitably disastrous to the person who makes the roll.

Skill Results Table

The following table provides a quick reference for determining if a roll is a critical success, a special success, a failure, or a fumble.

skill roll	critical success	special success	fumble
01-05	01	01	96-00
06-10	01	01-02	96-00
11-15	01	01-03	97-00
16-20	01	01-04	97-00
21-25	01	01-05	97-00
26-30	01	01-06	97-00
31-35	01-02	01-07	98-00
36-40	01-02	01-08	98-00
41-45	01-02	01-09	98-00
46-50	01-03	01-10	98-00
51-55	01-03	01-11	99-00
56-60	01-03	01-12	99-00
61-65	01-03	01-13	99-00
66-70	01-04	01-14	99-00
71-75	01-04	01-15	00
76-80	01-04	01-16	00
81-85	01-04	01-17	00
86-90	01-05	01-18	00
91-95	01-05	01-19	00
96-00	01-05	01-20	00

In all cases, an 01 is always a critical, and a 00 is always a fumble.

The Resistance Table

There are times when success with an action depends on more than a player-character's simple ability to perform a task. Sometimes there are obstacles to be overcome, and for that we use the Resistance Table.

The Resistance Table is not used for skill rolls. Mostly, it is used when pitting one quantity against another, such as a character's STR versus the SIZ of an object to be

lifted, or the magic points of a magic user versus the magic points of his target to see if a spell succeeded.

General Use

With any use of the Resistance Table there is an active and a passive element. The active element is the quantity that is trying to influence the other quantity. That is, when a certain STR is trying to move a certain SIZ stone, the active element is the STR and the passive element is the SIZ.

chance of overcoming resistance equals
 $50\% + (\text{active} \times 5) - (\text{passive} \times 5)$

This means that if the quantities are equal, there is a 50% chance of success. If the active is greater, it gains a 5% chance for every point it is greater, or loses 5% for every point it is lesser. As the table shows, the chance of success drops off to 1% when the passive quantity is far larger than the active one, and the chance of failure drops off to 1% (a roll of 00) when the active quantity is far larger.

Specific Uses

The following examples are common situations calling for use of the Resistance Table.

Magic Points versus Magic Points: a player attempting to directly influence the mind or body of a target through a spellcaster character must use the Resistance Table to overcome the magic points of the target with the character's own magic points. A success here means that not

only did the spell succeed, but also the caster has a chance of improving his POW, as detailed in the improvement section that follows in this chapter.

STR versus SIZ: a character attempting to lift an object must have his player succeed with a roll to overcome the SIZ of the object with the character's STR on the Resistance Table.

STR versus STR: if a character is attempting to open a stuck door or bend a metal bar, the gamemaster may assign a STR to the object and the character's STR must be used on the Resistance Table to overcome the SIZ of the object. Also, two characters could match their STRs against one another, in arm-wrestling or simply wrestling.

Potency versus CON: disease and poison are measured in potency, and the potency of the attacker is matched versus the CON of the target on the Resistance Table to determine its effects.

STR + SIZ versus SIZ: if attempting to knock down a target with an impact, such as a wolf does with a target, one compares the STR and SIZ of the attacker against the SIZ of the target to determine whether the target is knocked down (see Combat chapter).

Improvement

When a character uses a skill successfully, he has a chance to improve the skill. In the game, this is simulated with the *experience roll*.

Resistance Table

Take the active person's factor and find it on the upper, horizontal entry. Then find the passive person or object's factor on the left-hand, vertical line. Cross-index them and you have the maximum number you can roll and still succeed in the task.

	active																				
	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21
passive	01	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	00
	02	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95
	03	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95
	04	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95
	05	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95
	06	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95
	07	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95
	08	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95
	09	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95
	10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95
	11	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
	12	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	13	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
	14	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
	15	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
	16	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70
	17	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65
	18	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60
	19	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55
	20	05	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50
	21	01	05	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45

For success, roll equal to or less than the indicated number.

Whenever a character successfully uses a skill and the gamemaster agrees it is worth a possible increase, the player places a check mark in the box next to that skill name on the character sheet. This is called an experience check and is only done once during an adventure no matter how often the skill is successfully used. If a character's player succeeds with a Stealth skill roll, that character still gets a check for his Stealth use even if he is then found with the use of the Perception skill.

An experience check is obtained whenever a skill is used under stress. An attack against a helpless target is not a stress situation and does not deserve an experience check. An attack against an active foe, even if it is parried (see Combat chapter) is a stress situation and deserves a check. Likewise, taking an hour to set a trap (using the Manipulation skill) is not a stress situation, but doing it in one melee round as the trolls approach is a stress situation, and deserves a check.

After the adventure, when the gamemaster rules that the adventurers have had time (generally about a game week) to think about what has happened and lessons learned have sunk into the character's subconscious, the player may make an experience roll for each check on his player-character's character sheet.

Procedure

The experience roll is simply a roll on D100. If the roll is higher than the current skill percentile for that skill, the experience roll is successful. The player adds his experience bonus (see the Creating an Elf chapter) to whatever he rolled before determining whether the roll was successful.

Cutter has a Climb skill of 80%. He succeeds in making a climb up a sheer cliff wall and his player puts a mark next to Cutter's Climb skill.

When the gamemaster next allows experience rolls, his player tries to roll over 80 on D100, but rolls 76. This would ordinarily be a failure, but Cutter has an INT of 13, which gives him a 7% bonus to be added to the roll, so his roll is actually $76+7 = 83$, and his experience roll is successful.

Amount of Increase

The increase for a successful experience roll is a roll of 1D6%, added to the skill involved. A character may learn much from one use of a skill and little from another, no matter how well he performed each time. However, a player with no trust in his luck can simply add 3 to his skill percentile, rather than attempt the increase roll.

Cutter's player made a successful experience roll for his Climb skill, so he gets a 1D6% increase. His player, confident in his luck, rolls a 4 on 1D6, so Cutter's Climb skill is now $80+4 = 84\%$. On the next experience roll with that skill, a result over 84 on D100 is needed.

Going Above 100%

It is possible for a character to improve beyond 100% with his skills. The effect of this increase is mainly to improve critical and special success chances, but certain skills allow benefits for someone over 100% in them; these benefits are described in the following chapters.

If a character is 100% or better in a skill, he must roll over 100 on D100 for an experience gain roll. Remember that the experience bonus is added to the die roll result. This applies any time, no matter how much over 100% the skill has risen.

After the battle with the northern trolls, Cutter's Attack skill with New Moon reaches 101% because he was 98% before battle and got an increase of 3% on his successful experience roll. The next time he successfully uses his sword (which isn't difficult at this point) his player checks the box again and attempts an experience roll when the gamemaster calls for it. Since he is over 100% with the skill, he must roll over 100. He rolls 91. His experience bonus only gives him a 7% add, for a total of 98. He did not roll over 100, and does not get an experience gain roll

Skill Training

Experience is often the best teacher, but it is not the only teacher available. Instruction in a skill from an experienced master can also increase a person's ability. Unfortunately, a certain instructor can be wrong for a particular student, no matter how good at the skill either one already is, and a student can actually lose some of his hard-won expertise by being exposed to an inappropriate instructor, even when the instructor has been very good for others.

Procedure

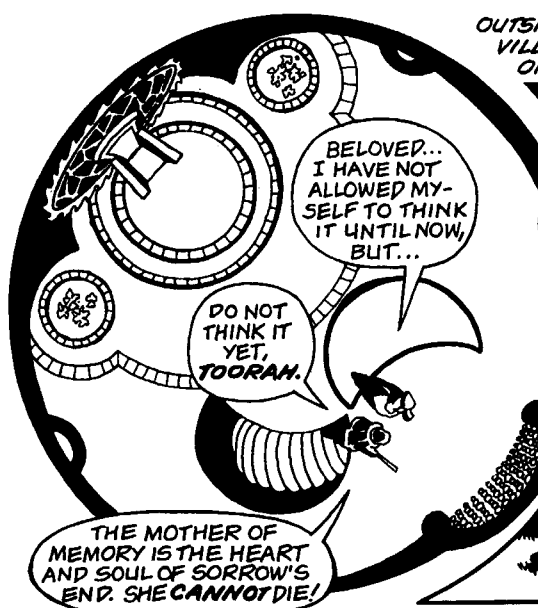
A character can learn through training by getting instruction from someone better at the skill than he is (usually a non-player-character, but not always). Each skill takes a different sort of teacher and costs different amounts of time to learn, and these individual amounts are described in the following chapters. High ability training can take a lot of time.

Amount of Increase

Because of the risky nature of instruction, a character will not necessarily improve through training. At the end of the training session indicated in the skill description, the player will make a roll for the character of $1D6-2$. The maximum increase will be 4%, and there is a chance that he will learn nothing ($2-2 = 0$) or even lose some skill knowledge ($1-2 = -1$). The player does not need to make an experience roll first, as training will always allow an increase roll.

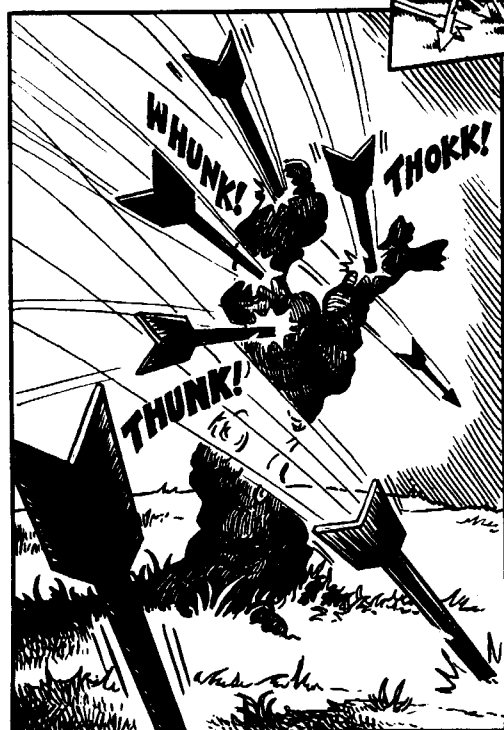
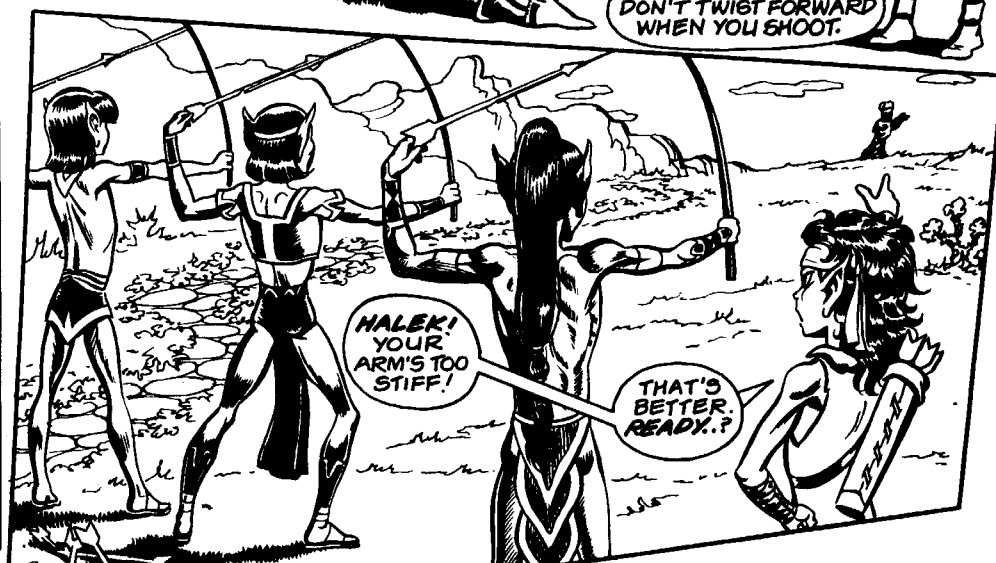
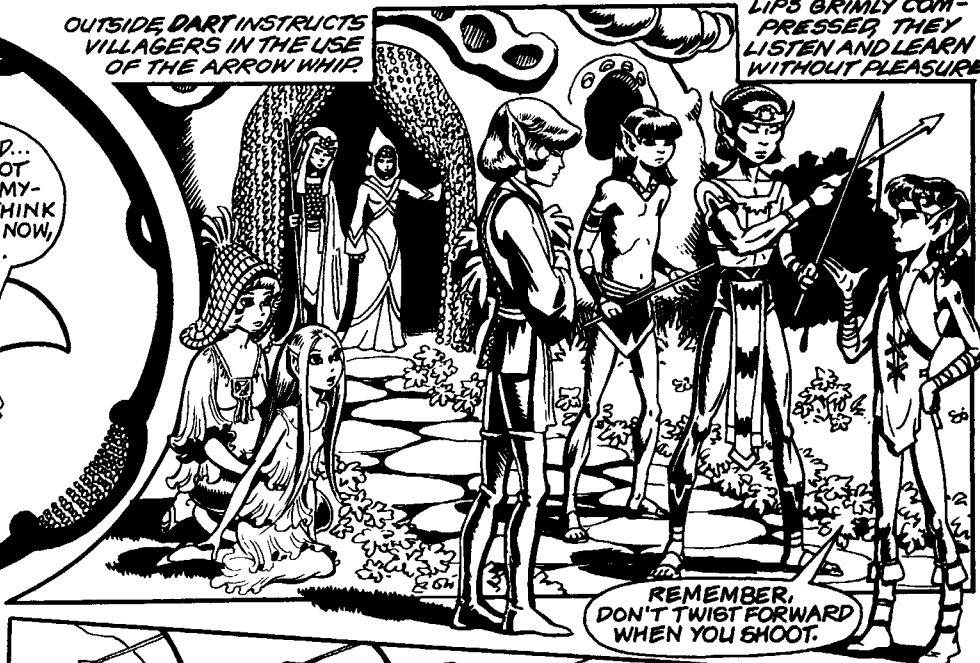
Limits of Training

A player may want his character to train in some skills indefinitely, expecting the law of averages to bring him

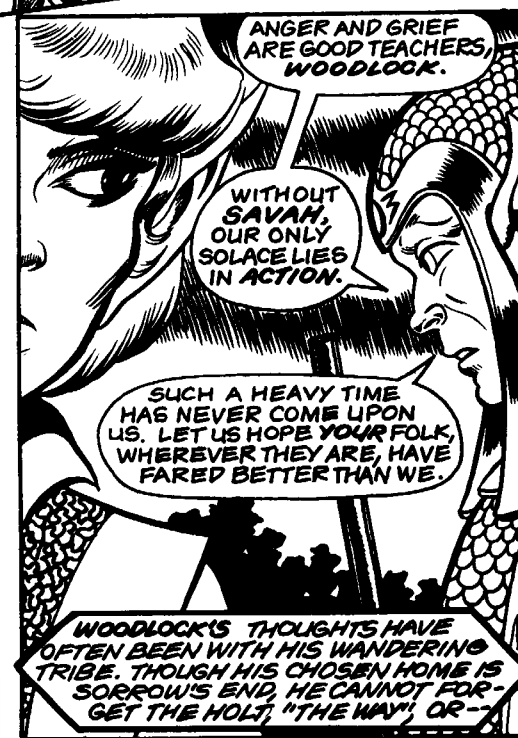


OUTSIDE DART INSTRUCTS VILLAGERS IN THE USE OF THE ARROW WHIP

LIPS GRIMLY COMPRESSED, THEY LISTEN AND LEARN WITHOUT PLEASURE.



MORE HITS THAN MISSES, SUN TOUCHER. YOUR FOLK HAVE LEARNED MUCH QUICKER THAN I EXPECTED



up over 100% eventually. In this way he can get better in relative safety, though it may be expensive in time and goods.

To some extent, this is possible. However, most skills need field experience to achieve mastery. All but the various Lore skills have a training limit of 75%.

Training Time

The training time for a skill is hours equal to the character's percentile ability with the skill for learning 1D6-2 percentiles more of a skill. Thus, time to learn increases as you know more, because the remaining material takes more time to study due to its difficulty.

Suntop is 32% in Perception. He goes to Treestump for instruction, and 32 hours of training later, he can gain a 1D6-2 percentile increase in his Perception skill.

Time for Training

Life in this world is a constant struggle, even for the Gliders of Blue Mountain. There is little time for instruction, as the instructors are busy helping their comrades survive. Thus, only 20 hours in any week are available for training. This may be split up among as many courses of instruction as the character can find to be instructed in, subject to the gamemaster's discretion.

Cost

Besides the time it takes, students must compensate the instructor for the time he takes with them. Among the elves, this is not as great a consideration as among the shorter-lived humans. Still, elvish protocol is such that if an experienced member of the tribe teaches the younger ones, he expects some form of recompense eventually, if only in help on his next hunt. Since money is a foreign concept on this world, humans and trolls would normally demand assistance, or food, in compensation for teaching anyone anything.

Characteristics Increase

Another way in which a character may be improved is through increasing his characteristics. This can affect his various skills and generally better his chance of survival. However, as with any program which attempts to build up bodies through exercise, there are risks to be taken.

POW can be increased through a form of experience; STR, CON, DEX, and APP through training. INT and SIZ cannot be increased at all, except through magical means.

POW Gain Rolls

When an elf's magic points have been matched against a target's magic points on the Resistance Table, the attacker's POW, the source of magic points, has a chance of altering. There is no alteration if the Resistance Table gave a 95% or better success chance, but any chance less than that allows a possibility of increase.

To determine if the POW has altered, subtract the current value of the characteristic from the elf's maximum possible rolled POW (18) plus his minimum rolled POW

(8 for elves), (a total of 26). Multiply the result by 5 and try to roll that number or less on D100. If successful, add the result of a 1D3-1 roll to the character's current POW. This can result in no gain for the POW (1-1 = 0).

Characteristic Increase Through Training

Some gamemasters may allow characters to train up their characteristics. Only four characteristics can be affected by training: STR, CON, DEX, and APP.

Finding Instructors

Anyone who has used Research (see below) to increase his characteristics can train someone else. Likewise, anyone who has been trained by another may train those who need training. However, no one may train anyone to increase his characteristics to more points than he has gained through research or training himself.

Treestump has had his CON trained and it has increased by two points. He then trains Skywise, but he can only train Skywise to increase his CON by two points. However, Skywise cannot even increase that far, as shown below.

Limits on Training Increase

Increase through training for STR and CON is limited by the highest value of the character's STR, CON, or SIZ. If the highest value of the three is a SIZ of 14, for instance, then neither STR nor CON can be increased past that number through training.

Skywise has a SIZ of 9, a CON of 12, and a STR of 13. Since his SIZ is the lowest characteristic of the three, it has no effect on training his CON and STR. His STR, of course, cannot be raised, but his CON can be raised one point to equal his STR.

Increase through training for DEX and APP is limited to half again the character's original characteristics, rounding all fractions up.

Skywise has a DEX of 15 and an APP of 17. He can increase his DEX up to 23 through training since half of 15 rounded up is 8. He can increase his APP to 26 through training.

Methods of Increase Through Training

When allowed, a character may attempt to train up his characteristics. At the end of a training period, the player rolls 1D3-1. The result is added to the characteristic which was being trained.



Skywise, getting increased DEX training from Strongbow, rolls a 1 on D3 (1-1 = 0). This means he does not gain any DEX.

Time Needed

Training to increase a characteristic takes a number of hours based on the current characteristic points, just as training a skill depends on the current skill percentile. In this case, the number of hours is based on the current characteristic multiplied by 5. Cost in hours is always based on the current value of the characteristic.

The Trainer

Only player-characters who have increased characteristics though training may train other player-characters to increase their characteristics. Thus, initially, a player-character must go to a non-player-character to receive characteristic increase training. A character may only increase another's characteristic by the amount his original characteristic increased.

Skywise wants to help Suntop increase his DEX. Suntop's DEX is 13. After much application, Skywise's DEX has been raised to 16, having gained one point over his original total of 15. Because his DEX has been increased through training, he can train Suntop, but he can only increase Suntop's DEX by one point, since his own training has increased his DEX by only one point, from 15 to 16, after one false start.

Research

Any skill or characteristic which can be increased through training can be increased through *research*. Research is a

process of self-help. Lore skills are researched by wandering about the countryside observing. Non-lore skills are researched by practicing the skills without benefit of instructor. Some form of research is possible for any trainable skill or characteristic.

Time for Research

Research takes exactly the same time to accomplish as training, one hour for each percentage point of experience the character has.

Successful Research

Because a character does not have a source of instruction during research, his player must make an experience roll, just as he would if the character was learning from experience, after the minimum time period for the research. For increasing a characteristic, multiply the characteristic times 5 to find the needed roll. The roll result must be above this number of D100, with the usual benefit for experience bonus.

If the research is successful, meaning that the character actually found something new and different to increase his skill or characteristic with, a standard training increase roll of 1D6-2 (or 1D3-1 for a characteristic increase) is attempted and the result is added to the skill or characteristic. There is still a chance for decrease in skill because the new information or practice might provide misinformation or bad habits. As with training, the maximum to which any skill, except Lore skills, can be raised through research is 75%.

Damage

Every time a character is hurt by a sword cut or burn or other form of physical trauma, he is said to take damage. Damage is described by the interchangeable terms, *damage points*, or *rolled damage*.

In the course of an adventurous career, a character can expect to take damage from many different sources. Everything, including cuts, weapon concussions, burns, falls from trees, bear bites, and water inhalation, can cause damage to the enterprising character.

Damage points are subtracted from hit points. Except in special cases, the damage points are subtracted from both the character's total hit points and the hit points in a hit location (see Hit Locations section below). If a character is reduced to 1 or 2 total hit points, he is unconscious. When a character is reduced to zero or negative total hit points, he is dead.

When a character loses hit points through damage, the player marks off the hit points on the character sheet. In this way, he can keep track of individual damage results, and know when his character dies or goes unconscious.

Hit Locations

As stated previously, the recipient of damage will usually take damage in a hit point location as well as his total hit points. The hit point location is the area of a body which the damage actually affects. The body is divided into seven possible hit locations.

To determine the location hit, roll a D20 and apply the result to the appropriate Hit Point Location Table.

Humanoid Hit Point Location Table

D20	Specific Area	Description
01-03	right leg	right leg from hip to foot
04-06	left leg	left leg from hip to foot
07-10	abdomen	hip to just under floating ribs
11-15	chest	floating ribs to neck and shoulders
16-17	right arm	entire right arm
18-19	left arm	entire left arm
20	head	neck and head

Hit Points per Location

Each hit point location has a certain amount of hit points, depending on the total hit points of the character. The exact points per location is found through the following formulae:

points per leg, abdomen, and head = $1/3$ total hit pts

points in chest = $4/10$ total hit points

points per arm = $1/4$ total hit points

Always round fractions up. For your convenience, approximate points per location for almost any humanoid are given in the Humanoid Hit Points per Location Table.

The total hit points of all the locations will add up to more than the hit points of the character, but when the character has taken enough damage to surpass the actual hit points of the character, he is dead. It is possible that no area of the character's body will be totally disabled, but he will still be dead (i.e., bled to death, effects of shock, etc.)

Thus, as shown on the Hit Points per Location Table, a character with total hit points of 14 would have 5 points in each of his legs, 5 points in his abdomen, 6 points in his chest, 4 points in each of his arms, and 5 points in his head. This is a total of 34 points, but 14 points of damage will kill him.

Humanoid Hit Points Per Location Table

location	total hit points						
	01-03	04-06	07-09	10-12	13-15	16-18	19-21
each leg	1	2	3	4	5	6	7
abdomen	1	2	3	4	5	6	7
chest	2	3	4	5	6	8	9
each arm	1	2	3	3	4	5	6
head	1	2	3	4	5	6	7

Damage Results

An individual hit location can take damage beyond the actual hit points in the location. The effect of damage to one hit location is different than damage to a different one. The severity of the damage also has different effects, depending on the location.

Damage Points Equal to or in Excess of Normal Hit Points in the Location

Leg: The limb is useless and the character will fall, not doing anything else that melee round. He may fight from the ground during following melee rounds. The inherent disadvantages of fighting from the ground are explained in the Combat chapter.

Abdomen: Both legs are useless and the character will fall. He will lose one additional hit point at the end of each melee round after he receives the damage unless he makes a roll of his CON times 5 for that round. If he has the means to heal himself through magic or Healing Lore he can do so, and he may remove an impaling weapon if that is what did the damage, but he can do nothing else unless his abdomen is healed to positive hit points again or he makes a heroic effort with a roll of his CON as a percentage each melee round he wishes to continue fighting while down.

Chest: The character falls and is too busy losing blood to do anything that melee round. He will lose one additional hit point at the end of each melee round after he receives the damage unless he makes a roll of his CON times 5 for that round. He may fight or perform other actions while flat on his back if the Constitution roll is equal to his CON or less, but then he will lose another hit point. He cannot move until healing or Healing Lore is used to bring him back up to positive hit points in the location.

Arm: The limb is useless and anything not attached to the arm is dropped. The character may continue to stand and fight with whatever limbs are left to him.

Head: The character falls unconscious. He will lose one additional hit point at the end of each melee round after he receives the damage in which he does not make a roll of his CON times 5 until he is healed back up to positive hit points in the location. He will be unconscious until healed, or until he dies.

Limb Location Receives as Much as or More Than Twice the Normal Location's Hit Points

A character cannot take more than twice the possible damage points in an arm or leg. At this point the limb is severed or irrevocably maimed. Further blows to that limb will not affect the hit points of the limb or the total hit points of the character.

Thus, if a 4 point limb is hit for 9 damage points, the limb will only take 8 points of damage, as will the character's total hit points, but the limb is totally useless.

A character who is so damaged from a blow is in shock, and can do almost nothing until healed. He can try to heal himself or use Healing Lore, or crawl away from the scene.

Head Hit for as Much as or More Than Twice the Normal Points in the Location

If the head receives damage equal to or more than twice as much damage points as hit points in that location, the character is unconscious and helpless and will automatically lose 1 hit point per melee round until Healing Lore is used successfully or he is Healed with magic. If the entire damage is done with one blow of a slashing weapon or animal bite or claw, the head is severed and the character is dead instantly.

Chest or Abdomen Hit for as Much as or More Than Twice the Normal Points in the Location

If the chest or abdomen receives damage equal to or more than twice as much damage points as there are normally hit points in that location, the character is helpless and can do nothing but sit or lie there until he is healed or dead. He will lose 1 further hit point every melee round that he does not make a CON times 5 roll.

Thus, if a character with a 4 point abdomen and a total of 12 hit points is hit for 9 points in the abdomen, he is helpless, and will die after three rounds of not making the CON times 5 roll.

Healing

There are three ways to heal damage to a character. These are Healing Lore, magical healing, and natural healing.

Healing Lore is a skill and is described in detail in the Skills chapter. Healing Lore may be used once on damage from one source to a specific hit location. Thus, if a character takes two wounds to his arm, Healing Lore may be used once against the damage from each wound. Healing Lore will not replace a severed or maimed limb. Healing Lore can be used against damage to total hit points, such as asphyxiation or poison. Healing Lore for the purpose of stopping bleeding takes one melee round to perform. Healing Lore for the purpose of restoring hit points takes five melee rounds to perform.

Healing magic cures all damage from a wound or series of wounds at a rate of one point a melee round. This also costs one magic point per point healed. Thus, if a character has taken a wound worth seven damage points, and a healer uses his magic to cure 4 points of that wound (because he must save magic points for others' wounds), it will take the healer four successful rolls with his Healing Power percentage to cure those four points and he will lose four magic points. This will take at least four melee rounds (more if he fails his skill roll with the magic).

Of course, if the character is badly hurt, he will be losing one point per melee round each time he misses a CON times 5 roll.

Another healer can also attempt to heal the wound concurrently with the first attempt. One or more Healing magics with sufficient strength to bring the limb back up to at least one positive hit point may be used to reattach a severed limb. A severed limb is any limb that has been hit for twice its normal hit points in one blow by a slashing weapon, such as a sword, or received the same amount of damage from a bite or animal claw. However, if a severed limb is not brought back up to positive hit points within ten melee rounds of the loss, it never can be reattached. Healing magic will not regenerate limbs that have been lost in the stomach of an animal.

Healing magic will also work against damage to total hit points that is unrelated to hit point location damage.

Natural healing takes place without the use of skill or spell. A character will recover from wounds at a rate of 1D3 points at the end of each game week in each location wounded. In this case, it is the location that matters, not the number of wounds. This recovery rate assumes that the character is not out adventuring or working while he is recovering. Otherwise, the recovery rate is D3-1 (a range of 2 to 0) in each wounded location. Damage points

taken directly to total hit points will be healed after all hit locations are healed.

In all cases, hit points regained in a hit location are also returned to the character's hit point total.

Permanent Damage

A character is rarely permanently damaged. The only permanent damage is death.

The loss of a limb can be permanently damaging. If a character loses part of an arm he loses one hit point in that location permanently, even if a healer reattaches it.

Loss to Characteristics

It is possible to permanently lose characteristic points. For instance, various diseases can reduce any of the characteristics permanently.

This does not mean that the adventurer cannot ever have his characteristic at that level again. It simply means that he will have to regain it through training or POW gain rolls, if the characteristic can be regained. In effect, he has lost the old point and will have to buy a new one to replace it.

Time and Movement

Playing any game involves considerations of time and movement. This is as true of family board games as it is of role-playing games, but checkers tends to abstract things more than *Elfquest*.

In *Elfquest*, there are three kinds of time, and movement associated with that time: campaign time, scenario time, and melee time.

The Game Day

The *game day* is rarely used during an adventure, unless the characters are traveling over a vast distance as part of the adventure. Usually, the game day is the general measure of time for adventurers between adventures. Training and other considerations are based on the game day. Movement per game day is based on the movement shown below.

Gamemasters and players should establish how many game days pass between adventures in their campaign. A time scale of 1 real week per game week makes the game drag unless one is running a campaign by mail. We recommend a scale of one real week equaling one game month. This lets players keep characters in play, and individual problems caused by overlong scenarios or extended training sessions can be adjusted equitably between the gamemaster and the players. This scale is ideal for a campaign which meets once a week with adventures spaced about a game month apart, giving player-characters a chance to recover from past experiences and get ready for further adventuring.

The game day is used mostly for movement. Gamemasters use it to determine how long it will take a party to reach its destination.

Daily movement can vary highly. A gamemaster has a dozen different travel rates available to him, each depending on the season or type of mount. See the Movement Rates Table for more details.

While elves and other denizens of the World of Two Moons can travel the distances shown on the Table in one

day, they rarely travel in straight lines and rarely travel these distances for many days, as they have to make frequent stops to hunt and gather food.

Movement Rates Table

Type	Notes	Rate *
hiking	an average of 10 hours of steady walking on paths, without animals	30 miles/day
riding	moving at a walk, possibly accompanied by pack train.	25 miles/day
forced march	walking as fast as possible without collapsing	40 miles/day
forced ride	riding without pack train, walk-trot-walk pace	50 miles/day

* Movement is slowed by rough terrain. See the Terrain Effects on Movement Table for guidelines.

Terrain Effects on Movement Table

Terrain	Effects
major river	adds one day per km to cross unless bridged or on a very shallow ford; gamemaster should call for Swim skill rolls
vegetation	light — reduces movement by 15% medium — reduces movement by 30% heavy — reduces movement by 50% no effect if character is on well-used trail
rolling hills	reduces movement by 30%
mountains	reduces movement by 60%

These conditions are cumulative. If characters attempt riding movement on medium-wooded mountains, movement is cut by 60% for mountains plus 30% for vegetation. Instead of 25 miles per day, movement will be approximately 2.5 miles per day. $[25 \text{ minus } (90\% \times 25) = 2.5 \text{ miles}]$

The Full Turn

Scenario time goes by in *full turns*. Each full turn equals five minutes. This is used for general movement when there is no conflict or events taking place which must be handled on a minute by minute basis.

During a full turn a character may cautiously advance 100 yards, stroll as much as 250 yards, or run (once) a mile. A walking mount will go no faster than a walking man unless it is well trained. However, a running animal can double the above running speed.

The Melee Round

A *melee round* consists of 12 seconds of frenetic activity. During that time, an elf can jog about 40 yards, watch what is going on around him, parry incoming blows, and react to emergencies. Elves can move 4 yards during each Strike Rank of a melee round. At this speed, an elf can still be ready for outthrust spears, pools of blood, and falling bodies, and have time to do some fighting himself.

Other creatures will move faster or slower during a melee round. Their exact speeds are given in the Worldbook.

Accelerated Pace

An elf or other being who wishes to concentrate on nothing but running and avoiding obvious obstacles in his immediate path can move at double the normal speed; for an elf, that would equal 8 yards per strike rank.

This form of movement is exhausting, however. At the end of the fifth melee round of this accelerated pace, a character must roll his CON times 5 or slow down by one yard per strike rank. At the end of the next melee round, he must roll his (CON minus 1) times five, or slow down by one yard per strike rank. After the next melee round, the Constitution roll is based on CON minus 2. The minus is increased each melee round, whether the previous roll was successful or not. The reductions of one yard per strike rank of accelerated movement are cumulative until the creature's accelerated movement is reduced to half his normal strike rank speed.

Nightrunner, Cutter's wolf, is attempting to run down a bristle-boar in the hills above Sorrow's End. The boar is only 20 yards away when it scents Nightrunner. The boar takes off at full speed. Since its normal movement is 5 yards a strike rank, it accelerates to 10 yards a strike rank. Nightrunner starts off at regular wolf pace, 7 yards a strike rank.

After five melee rounds, the bristle-boar has run 500 yards. Nightrunner has run 350 yards and is 170 yards behind. At this point, the boar must make a CON times 5 roll, which for it is 60. The boar's roll is 72, and its speed is reduced to 9 yards a strike rank. At the end of that melee round he has traveled a further 90 yards, Nightrunner has traveled a further 70 yards, and the distance between them is 190 yards.

The next roll for the bristle-boar is 55, and it misses again. Its speed is reduced to 8 yards per strike rank and it makes 80 more yards that round. Nightrunner maintains his loping pace and is now 200 yards behind the straining porker.

The pig's luck holds the same the next round, and it rolls higher than the 50 roll it needs. Its speed is now down to 7 yards a strike rank, and it just stays even with Nightrunner — 200 yards ahead.

The savvy wolf, seeing his prey slow down, accelerates the next melee round. He is traveling 14 yards a strike rank, and at the end of the round he has closed the distance to 130 yards. The bristle-boar attempts to make its roll of 45 or less and, finally succeeds. It is rewarded by continuing to travel 7 yards a strike rank, but Nightrunner, still pushing the pace, is now within 60 yards of it.

The pig's luck reverts to normal and it fails another roll, bringing its speed to 6 per strike rank. Nightrunner keeps up the pace and closes with the bristle-boar by the end of the round. The poor pig is doomed.

Recovery of normal movement is accomplished at a rate of 1 yard of movement per full turn of rest. Normal strike rank speed is also reduced by half a yard for every yard of accelerated speed lost, and recovered at half a yard for every accelerated yard recovered.

Movement and combat within a melee round is described in full detail in the Combat chapter.

Skills

An elf or other inhabitant of the World of Two Moons has to accomplish many tasks through the use of skills. Most of the important tasks are divided into skills. This chapter explains these skills in game terms and relates them to the tasks common in the world of Elfquest.

Animal Lore

Animal Lore is the general knowledge of animal behavior. It is useful in hunting and herding activities, and will give helpful hints to a character who is confronted by a creature which is similar to, but not the same as, one he is already familiar with. If a character is already familiar with an animal, such as a Wolfrider with a wolf or deer, there is no need for an Animal Lore roll.

Climb

By the time an elf is an adult, he can climb well enough to progress up a slope with handholds, and climb a tree with low branches, as long as the environment is conducive to this activity. A character who makes his Climb roll can ascend or descend a slope inclined up to 75 degrees, or a thickly-branched tree, at the rate of one yard per five strike ranks. If the character misses his Climb roll, he stays in one place, unable to find appropriate hand and foot holds. If he fumbles, he falls.

A character can increase the speed of his climbing by subtracting 10% from his success chance for every extra yard he wants to go during a melee round. This also increases the fumble chance.

A character or creature over SIZ 20 can increase the climbing speed by one yard per five strike ranks of normal movement for every 10 points or fractions thereof of SIZ over 20.

Overhangs, smooth sides, or oil poured over the climbing surface, can modify the needed roll to successfully climb, at the gamemaster's discretion. The gamemaster should assign a percentile to the difficulty of the climb

and subtract that from the Climb skill percentile as described earlier. Similarly, the gamemaster can assign a percentile addition for very easy climbs. Again, failure means the character did not make any progress, a fumble means a fall. See the Worldbook for information about damage for falls.

For regular slopes and scenario time situations, where a character may be climbing for several minutes, the gamemaster should have the player attempt the character's Climb roll for every 10 yards of height gained. This would average a roll for every minute spent climbing. A gamemaster may increase the frequency of rolls for particularly tricky surfaces. During a melee round, a character must make the roll at the end of each round, or when he stops climbing. While climbing, a character may not perform any other action.

Communication

This is the skill of getting one's point across and convincing others of the rightness of one's ideas. If the character is called upon to persuade or orate, this is the skill to use. It is also the skill of performance, whether acting or singing or in some other manner using voice and oratory to sway an audience.

If two characters are attempting to use their Communicate skills against each other, maybe when bargaining for metal weapons, both characters should be rolled for simultaneously. If both succeed or both fail, nothing is resolved for that round, and the rolls can be tried again next round. If a roll is made successfully for only one party, then that character out-bargains the other.

This skill should always be used in player-character versus non-player-character situations. If two player-characters are attempting to outbargain each other, they should resolve the encounter through roleplaying, without recourse to Communication rolls. However, the successful one should probably be allowed an experience gain roll for his Communication skill.

Dodge

This is the skill of avoiding the fall of a blow by physical evasion. A successful Dodge roll means that the dodger will not be hit by the blow he is dodging. This is a combat skill described more fully in the Combat chapter.

Elf Lore

This is knowledge of the history and general sociology of the elf species. Elves, of course, know a lot of Elf Lore from the perspective of their own tribe's history, while other species have less such knowledge. This skill is used when delving into elf genealogy (who was the parent of who), history (who did what), and geography (who came from where).

Healing Lore

This is the skill of healing others. A successful roll for this skill allows the user to heal 1D3 damage points done to the healer or another living creature through wound or poison. It is effectively first aid, and does not help in curing damage from disease.

However, an elf with Healing Lore will know how to prepare a healing plant found through Plant Lore as a treatment for disease.



Healing Lore may only be applied once successfully to each wound, for the purpose of restoring hit points, although the user may try several times until he succeeds. If he fumbles while trying, he will do 1D3 extra points of damage and may not try again.

A special roll with this skill will heal 2D3 points of damage. A critical roll will heal 6 points, or however many points of damage are in the wound, whichever is less.

This skill can be used to stop a wound's bleeding, which takes one melee round. To use the skill to heal damage takes five uninterrupted melee rounds in which the healer does nothing else. The first round will stop any bleeding. When a wound's bleeding is stopped, the character ceases to lose hit points, but will not regain consciousness if he has lost it.

A character with 0 or less hit points is dead. Not even Healing Lore will help him.

Human Lore

This is knowledge of the ways and history of humans. It is little known even among humans, who lead a life which is not conducive to historical lore, and lack an elf's long lifespan and memory.

If a character wants to know general information about humans, such as what they normally eat and what they

are normally capable of doing and why they would do it, he must successfully use this skill.

Jump

This is the ability to jump for height or distance or over obstacles such as fallen bodies or treestumps. A successful roll on D100 with this skill allows the character to jump three yards horizontally or up to one yard vertically with a running start. A standing start halves this distance.

An unsuccessful roll means that the distance desired was not traveled. A fumbled roll means the character took damage as from a three yard fall. A special success can increase the distance traveled by half again (four and a half yards horizontally, or one and a half yards vertically) if that is desired. A critical success doubles normal distances jumped.

A jump from a standing start takes one strike rank.

If a character is falling, a successful Jump roll allows him to choose the hit location he will land on, unless the fall is the result of a fumbled or failed Jump roll.

Language Lore

This is the knowledge of another language. There is a separate Language Lore skill for each language known.



-- CUTTER AND SKYWISE OBSERVE THAT A SMILE IS A SMILE AND A TOUCH IS A TOUCH AMONG HUMANS AND ELVES ALIKE.

Basically, in the World of Two Moons, there are only two major languages.

Elves, trolls, and preservers all speak the same language. There are slight differences which are no more than variations in dialect.

Humans in the area where elves are found all speak diverse variants on the same language, the Human tongue. Over the ten thousand years of the elves' presence in this part of the world, the local humans have not developed enough diversity to have entirely different languages, and most humans can make themselves understood to most other humans.

Humans from other parts of the world would naturally have vastly different languages, but no known travelers have had to go far enough to have this problem.

Humans with close contact with elves, such as the humans dependent upon the Gliders of the Blue Mountain, speak a combination of the two tongues.

This skill is necessary for an elf to speak with a human, or for a human to speak with an elf, troll, or preserver (if the human ever had the opportunity).

If individuals are trying to communicate, and the poorest speaker of the common language is under 50% with his skill, double his percent skill and attempt to roll that number or less on D100. If the roll is successful, he can

both understand another and get his meaning across. If the roll is not successful, parts of the conversation will be lost or misconstrued.

Manipulation

This is the ability to use hand and eye coordination to do fine work. It is used in tying knots, making jewelry, and playing instruments. Elves and trolls are good with different applications of this skill.

Mechanical Lore

This is the knowledge of simple principles of mechanics. Mechanical Lore covers knowing why a bow works, how to make arrows, how to use a lever, or weave a net. In the World of Two Moons, only trollish Mechanical Lore includes the knowledge of smelting metals and building clever devices. If an elf or human wanted to rig a deadfall to catch a game animal, this is the skill he would use.

Mineral Lore

This is simple identification of various minerals and some knowledge of their properties. Trolls make the most use of this lore.

Perception

If a character must listen or see or track through the forest, this is the skill to check. Likewise, if an ambush is

about to happen, a successful roll by the target of a character's Perception minus the lowest Stealth ability among the ambushers will alert the character to the ambush.

Wolfriders have the best beginning Perception skill of all the elves and other intelligent species. Because of their wolf heritage, they use their vision, hearing, and sense of smell all the time. If the situation warrants it, they may attempt to roll their perception skill for all three senses before it can be said they did not become aware of something (assuming that all three senses apply to the particular event). Humans, other elves, and trolls may roll twice, once for hearing and once for sight (again, assuming that both senses apply).

Wolfriders place great reliance on their sense of smell. If, for instance, the local human witch-doctor covered an assassin with an anti-scent powder, then any Wolfriders the assassin sneaks up on may not believe he is there, even if he is seen or heard.

Of course, if the reason for the failure of the scent is obvious, such as the wind's blowing in the wrong direction, the Wolfriders will believe other applicable senses.

Perception Terrain Modifiers Table

	light	medium	heavy
scrub	-5	-10	-15
brush	-10	-20	-30
trees	-10	-20	-50

if ground is broken, cut Perception skill by 1/2

Definitions

Scrub: ground cover perhaps waist high, mostly grass and light brush. It does not impede movement.

Bush: ground cover up to slightly above elf height, with many dense clumps of brush. It will impede movement by 1/4 to 3/4 depending on density.

Trees: forest of trees several elf-heights high. It will impede movement as bush does, and the trees can support human or elf weight.

Plant Lore

Plant habitats and properties are included in this skill. It can be used to discover the similarities between a known plant species and one that is newly discovered.

Knowledge of this skill will help in diagnosing the origin of a rash (for instance) if caused by a plant, or in finding needed healing plants.

Ride (Animal)

Riding an animal is simple, as long as the animal goes no faster than a walk and is trained to accept a rider. To compel an animal to go any faster than an amble, one must have a Ride skill at or greater than 5%.

Learning to ride gives the character the chance to stay on an animal at any gait. If the animal does something unexpected (bolt, shy, etc.), and the rider fails his Ride skill roll, the character loses control and must make a Ride skill roll at the end of each melee round until the roll is successful, at which time he regains control of his mount. A fumble roll during this attempt to regain control means that the character will fall off.

The percentile roll with Ride is also the rider's chance of making the animal do something it hasn't done before, such as jump a barrier.

Someone who has learned to ride one animal can stay on virtually any riding animal. However, he must learn how to control different riding animals separately. His riding experience on one animal will give him half that Ride skill with an unfamiliar animal.

Cutter's wolf Nightrunner is old and his feet are sore. Cutter hunts down and captures a No-Hump (pony) to ride. He is 86% at Ride Wolf, so he has a beginning skill at Ride No-Hump of 43%.

A character may receive an experience gain roll for Ride when the gamemaster allows one. Some common sources of riding experience are included below:

Melee: living through a melee which the character started riding (he may realize why he fell off).

Teaching: making the riding animal do something the character has never tried before.

Travel: completing a mostly mounted journey of at least a week through difficult terrain.

Stealth

This is the skill of hiding and moving without being seen or heard. To use the Stealth skill while an enemy is using his Perception skill requires a separate Stealth roll. If the Stealth roll is successful, the Perception skill user must subtract the Stealth skill from his chances of success. If he does succeed, the Stealth user is perceived despite any successful use of Stealth.

Stealth Terrain Modifiers Table

	light	medium	heavy
scrub	-5	-10	-15
brush	-10	-20	-30
trees	-10	-20	-50

if ground is broken, cut Perception skill by 1/2

Definitions

Scrub: waist-high cover, grasses intermixed with light brush; impedes movement by 1/4 if heavy.

Bush: waist-high to elf-high cover, light and thick brush; impedes movement by 1/4 if light, 1/2 if medium, and 3/4 if heavy.

Trees: forest of trees and bushes, elf-high and higher; impedes movement like bush; trees will support elf or human weight.

Swim

Under placid conditions with a calm water surface, a Swim roll is only necessary once every full turn. However, the roll is necessary every melee round under stormy conditions, or in rough water.

If the skill roll is successful, the swimmer may swim 5 yards in a melee round (one yard every two strike ranks).

If he fails, he flounders and must concentrate on keeping afloat. That melee round he may perform no other action and makes no progress.

If the character's roll in the next melee round is unsuccessful, he begins to drown. See the section on Asphyxiation in the Worldbook for the results of drowning.

A fumbled Swim roll automatically means that the character begins to drown, unless he can breathe water.

If the floundering swimmer succeeds with his skill the next melee round, he is no longer drowning, but makes no progress that round. He has regained the surface and is treading water. On his next melee round he can continue swimming if his Swim roll is successful.

Throw

For every STR point a character has in excess of the SZ of an object, he may throw it a yard. If the object is unbalanced or awkward, and is not fit for throwing, the distance falls to one yard for every 3 extra STR points.

If the object is within 10 SZ points of the STR of the character, he must make a successful roll on the Resistance Table to be able to handle the heavy weight.

A thrown object striking a target will do 1D6 points of damage per 10 points of the object's SZ, plus one half the damage bonus of the throwing character, to both object and target. An object can be thrown vertically to a maximum of half the distance it may be thrown horizontally.

If a thrown object misses its target, randomly determine on which side of the target it passed (roll D2 for left or right on a horizontal throw; for a lobbed throw coming down on the target from above use the first four results of a 1D6 to determine compass direction, the 1 result being north the 2 result being east, etc.) and roll 1D3 to determine how many yards away it landed. The actual distance depends on the thrower's distance from the target.

The Throw skill is used to hit a target with a thrown object. Hitting a target with the right part of a thrown object, such as the blade of a throwing knife or the point of a javelin, calls for the special skills of throwing those weapons.

Distance of Missed Throws From Target

<i>distance thrown</i>	<i>multiply 1D3 by</i>
1 yard	1 inch
1-10 yards	1 foot
11-20 yards	1 yard
21-30 yards	2 yards
etc.	etc.

Troll Lore

This is the knowledge of the habits and history of trolls. It is little known to the elves, and even the trolls have little regard for it. Only a few trolls are interested enough to memorize information about their past.

If a character needs to know where to look for a troll portal to the outside, or what kinds of plants trolls seem

to favor, or what sort of hides they prefer, this roll is called for. If the character wants to bargain with trolls, he will need to use this skill successfully as well as his Communication skill. Successful use of both skills will permit both to increase through experience.

Magic

Magic is a foreign element, brought to this world by elves. The use of magic is possible only for elves. The trolls who share their exile have no magic.

Elf magic, like heat or electricity, is a form of energy, though more subtle than common sorts. Stored, like electricity in a battery or heat in a thermos, it can be used when needed but, unlike electricity and heat, magic can go bad, like stored food.

Magic is defined as the power to do certain kinds of work or make certain kinds of changes. Every elf has the possibility for this magic within, but some never show any signs of it. In some tribes, such as the folk of Sorrow's End, the most basic powers, such as Sending, have atrophied. Only the most diligent practice keeps the powers fresh. Wolfriders use the Sending power all the time, but the Sun Folk are entirely out of practice and most could never send well, even if they wanted to and attempted to practice. Sun Folk children trained by Wolfriders could learn to send, but their elders would find it almost impossible.

Theoretically, any elf could do any magic, but in fact this is impossible. Certain elves have inherent powers, such as Healing, Tree-Shaping, Rock-Shaping, Flesh-Shaping, etc. and have no ability with other powers. Sometimes it takes a traumatic incident to bring these powers to the fore in an elf, other times an elf develops the powers from long disciplined practice.

There are two forms of elf magic. They can be described simply as the psionic powers of telepathy and telekinesis. However, elves have many varieties of these two powers, and none of the elves have the ability to command all the nuances of any of the powers.

Using Magic

Use of an elf's inherent magic is a skill. An elf will have a percentage chance of accomplishing every magic power he possesses, and the player must roll that number or less on 1D100 every melee round in which he wishes to use that magic.

Increase in Skill

If the user succeeds with magic under a stressful situation, he has a chance of increasing his ability with it, just as he does with any skill.

Redlance uses the Tree-Shaping power to grow a bush from a seed in Sorrow's End. He is under no stress, and his gamemaster does not allow him to attempt an experience roll for accomplishing the task.

However, while pursuing Winnowill through Blue Mountain, he successfully uses his power to make strangleweed release Strongbow's arm so the silent archer can put an arrow into Winnowill. This use was in a stressful situation, and his gamemaster allows him an experience gain roll for his Plant-Shaping power (which he calls Tree-Shaping).

Extended use of a power over a long period in a non-stress situation can be considered research and a magic skill can be increased this way as well. Similarly, a magic skill can be increased through training received from a practitioner with more skill than the student.

Attacking With a Magic Power

To use any magic power on an intelligent, conscious target, such as Anti-Healing, Flesh-Shaping, and even Sending used as an attack (see the individual power descriptions), the user must successfully attack the current magic points of the target with his own current magic points using the Resistance Table (see Game System chapter). A target may cooperate in the attack, reducing the resistance to nothing and making a roll unnecessary. The target of a Healing will usually do so, as would most targets of Flesh-Shaping.

Prerequisite Powers

In many cases, a power will have a *prerequisite power*. For instance, Healing is necessary before a character can use Anti-Healing. In these cases, the user of the prerequisite power Healing can automatically use the dependent power Anti-Healing at his POWx1 ability, but must build up his ability through training, research, and experience separately from his ability with the prerequisite power.

Powers which have prerequisite powers are called *dependent powers*. After the start, skill levels with dependent powers are not limited by prerequisite skill levels.

Cost of Magic

Almost all magic use expends magic points. If an elf is reduced to zero magic points, he is unconscious until he regains at least one point. Magic points are regained at a rate of 1 point per hour when the character is resting.

If a power can use more than one point in one melee round, one point must be expended even if the use of the power failed. If its use is limited to one or less points per melee round, there is no magic point loss if the power failed during that melee round.

Fumbled Magic

If the roll for accomplishing a magical power is fumbled, one magic point is lost. Also, the magic will go bad.

Bad magic will usually mean a minor annoyance to the user, such as a headache from trying to send. However, some of the telekinetic powers, such as Healing or Fire-Starting, can have terrible effects when fumbled. Because

of the world's general hostility to magic, the effects will be different each time, and must be judged by the game-master.

One documented effect was the creation of the monster Madcoil out of a pocket of bad magic resulting from an attempt at Fire-Starting. This sat unnoticed for centuries until activated by a lightning strike in the vicinity of a battle between a giant long-tooth and snake. It may be assumed that the severity of the final effect was due to the delay before activation which let the magic sour.

Thus, if a player fumbles an attempt at telekinetic magic, the gamemaster may just note the information and locate the place on his map, waiting for the opportunity to use the bad magic effect later.

Magic Strike Ranks

The strike rank for a magic power is the user's DEX strike rank modifier plus the number of magic points used in the power that melee round.

Leetah has a DEX strike rank modifier of 3 (DEX of 15) and is healing Redlance. Since the Healing power uses just one magic point per melee round, Redlance receives one point of healing on strike rank 4 of each melee round.

Magic Powers

The following descriptions provide the power's name, its functions, and any other necessary information. The list is divided into telekinetic and telepathic powers, each section in alphabetical order.

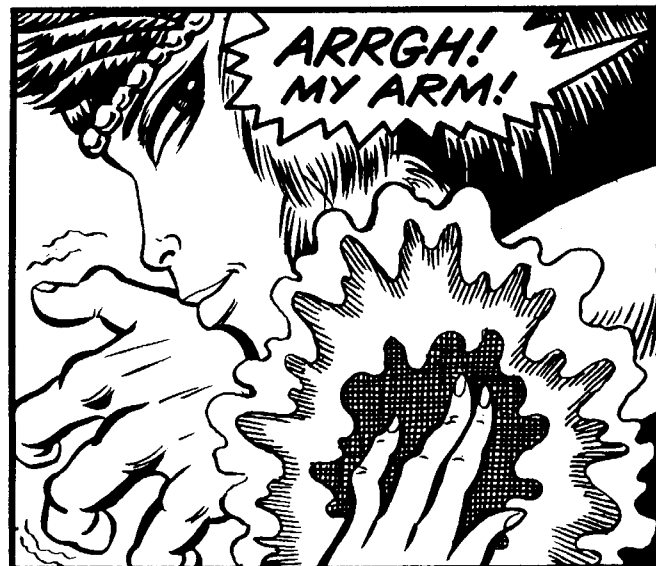
Telekinetic Powers

Anti-Healing

prerequisite power: Healing

found among: any healers

range: 10 yards





This is the antithesis of Healing. Any healer can do Anti-Healing, and only healers may use the power. The power works much the same as Healing, except that the target loses one hit point for every magic point used against him instead of regaining them, and the Anti-Healer can use 1D6 magic points each melee round. Any melee round in which the victim resists the anti-healing on the Resistance Table, the magic points are used anyway, but he takes no damage. The Anti-Healer may pick a hit location to receive the damage.

The beginning percentile ability with Anti-Healing equals the elf's POW. However, an elf who uses Anti-Healing automatically loses 05% from his ability with Healing the first time he uses it. Moreover, an elf cannot be any better with Healing than 100% minus his Anti-Healing ability. Once the total of the Healing and Anti-Healing abilities reaches 100%, an increase in one ability will result in an equal decrease in the other.

Instead of doing damage, Anti-Healing can put a target into a trance lasting one hour for each magic point used.

The number of magic points used should be specified rather than rolling 1D6. The user can also renew the trance state from a distance if he also has the power of Sending. Only a Healer, using the mental healing techniques described under Healing, can bring the target out of the trance before the time is up.

Fire-Starting

found among: High Ones
range: 3 yards

Every magic point spent on this power has a 10% chance of igniting a flammable object. If a normally inflammable object, like dead wood, is water-soaked or otherwise resistant to ignition, the chances of success are halved.

No modern elves seem capable of performing this feat. An attempt by one of the first elf generations resulted in the bad magic sink which caused Madcoil's creation centuries later. However, other early-generation elves used it semi-successfully, at least according to Lord Voll's memories of the elves' early days in this world.

Flesh-Shaping

prerequisite power: Healing
found among: all healers
range: Touch

Flesh-Shaping is similar to Healing, but instead of curing hit points of damage, it is used to change the shape of one SIZ point of the target per point of magic used. If the change does not involve the entire body of the target, the gamemaster may determine how many SIZ points must be affected to complete the change.

This kind of warping of the natural shape of the body is a very painful process, and the target takes one point of damage for every two SIZ points shaped. Thus, the shaper must both shape the target and heal it.

Each SIZ point shaped takes one hour and one point of magic. Any healer can also Flesh-Shape another elf. However, only special healers can Flesh-Shape other creatures.

Healing

dependent powers: Anti-Healing, Flesh-Shaping, Shielding
found among: High Ones, Gliders, Wolfriders, Sun Folk
range: touch

This ability restores hit points lost through any wound, disease, or poison, by an effort of will. Done by touching the victim and restoring one hit point for every magic point put into the power, Healing takes one melee round for each hit point restored.

This is a power possessed only by a few elves. Even in their previous world, not all elves had this power. A healer has his normal chance of using the magic, plus anything he gains through previous experience. He will improve as he uses the power, just as characters improve with skill use through experience.

If the Healer fails to use the power in one melee round, he does not lose a magic point unless he fumbles.

An elf can heal any tissue, be it elf, human, troll, preserver, or animal. However, the process involves an empathic link with the target, and is very difficult with a target the Healer cannot empathize with. If the target does not want to be healed, the Healer must overcome the target's magic points with his own magic points via a roll on the Resistance Table each melee round he attempts to Heal. If the Healer successfully uses the power, but does not overcome the magic points resistance, he still loses the magic point for that round. Unconscious targets cannot resist Healing.

Healers have been known to heal mental disorders as well as physical ones. To do this, a Healer must overcome the magic points of the target on the Resistance Table while expending one of his magic points. Since mental disorders are very tricky to deal with in game terms, the gamemaster will have the ultimate say whether the Healing was successful.

Levitation (Gliding)

found among: Gliders (most), High Ones,
Sun Folk (Rayek)
range: 30 yards

This power lifts oneself or another person, creature, or object by force of mind. Among the Gliders it is called gliding, though it does not involve riding air currents. This power is used telekinetically.

A beginning practitioner must spend one magic point per SIZ point lifted per melee round. This object will move at a maximum of 40 yards in a melee round, or 20 yards a melee round straight up. Additional magic points will either increase the number of SIZ points lifted or increase the horizontal speed per melee round by 5 yards, or vertical speed by 3 yards.

For every 10% ability beyond 10%, a levitator may add 1 SIZ point lifted per magic point. A user with the skill at 100% may lift 10 SIZ points per magic point spent. Fractional quantities still cost one magic point, so a user with a 100% skill lifting 12 SIZ points would still have to spend 2 magic points a melee round, just as one lifting 20 SIZ points would.

The chance of hitting a target with a levitated object is equal to the elf's Throw skill. The object will do 1D6 damage for every 20 yards or fraction thereof per melee round it travels and 1D6 for every 10 SIZ points or fraction thereof.

Plant-Shaping

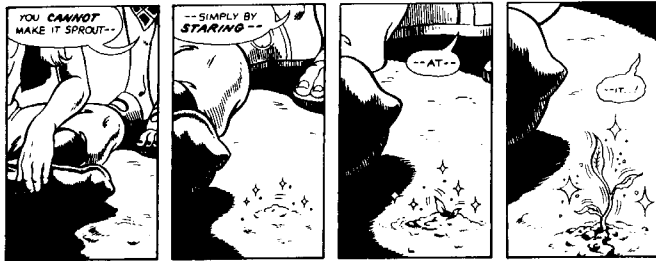
found among: Wolfriders (few), other forest-dwellers,
Plainsrunners, High Ones
range: 30 yards

This power manipulates plants to shape them to the user's needs. This rare trait seems only present among the Wolfriders, though other forest-dwelling tribes may have developed it also. Wolfriders call the power Tree-Shaping, but Plains Elves (Plainsrunners) use it to alter bushes and other small plants.

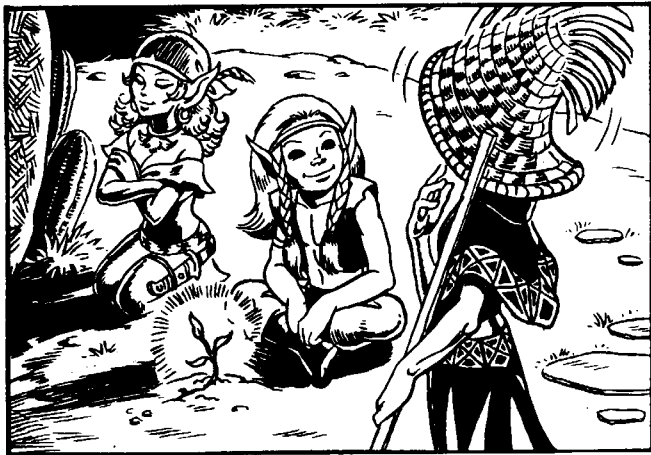
Each magic point spent shapes one SIZ point of the plant. It only works on growing objects, as the actual process involves delving deep into the life processes of the plants and directing their growth.



With this power, an elf can cause a seed to sprout and grow almost instantly, as long as it has water and nutrients to sustain it in its adult size. In this use of the power, one magic point adds one SIZ point to the plant instead of changing the shape of a SIZ point. A seed is SIZ 0, a sprout SIZ 1, and so on. To grow a tree big enough to pro-



vide shade to a standing elf, the elf will have to provide 30+ magic points. However, he does not need to do this all at once.



If the user puts one point of his characteristic POW into Plant-Shaping (which is not recoverable the way magic points are), he can change the nature of a plant. For instance, he can make a berry bush bear fruit all year round. If he fails his skill roll with the power while putting POW into the plant, the point of POW is lost, so this is not done lightly.

Rock-Shaping

found among: High Ones (some), Sun Folk, Desert Elves, Gliders (several specialized members)
range: 30 yards

Rock-Shaping is like Plant-Shaping, except rock cannot be made to grow, just change shape. Each magic point molds one SIZ point of rock.

Like Plant-Shaping, Rock-Shaping is a rare talent among the elves. It never appeared among the Wolfriders, probably because they never had need for it in the forest.

This power can include metal-shaping, used by the Gliders to make the weapons with which they supply the human tribes dependent on them.

A rock-shaper can detect anomalies in rock, such as a secret troll door in a tunnel wall.

Shape-Change

found among: High Ones

range: self only

This High Ones' talent was last seen in the elf known as Timmain, who changed to wolf shape and bred with the wolves, giving birth to Timmorn Yellow Eyes, the first of the true Wolfriders.

Each magic point will change one SIZ point to the desired shape. The shape-changer can change into any living thing. The change takes a long time, one full turn per magic point used. On this world, there is also a chance that the changer will never be able to change back again. This chance increases slowly, the longer the individual stays in his changed shape, and is best adjudicated by the gamemaster.

Telepathic Powers

Animal Bonding

found among: all elf tribes

range: 30 yards

This power is only useful on an animal with an INT of 3 or more. The user must make his skill roll with the power, then match his magic points against those of the animal on the Resistance Table. If successful, the animal and the elf are bonded.

This is a power possessed by many elves in some degree. It is an empathic ability to find an animal that the elf will be able to maintain an empathic bond with permanently. This bond will allow the elf to communicate his emotions and simple thoughts to the other. The elf can also use the power to bring thoughts out of the mind of the animal.

Due to their heritage, Wolfriders have a POW times 5% chance of success when using this power on a wolf from the pack associated with their tribe. Other elves, and Wolfriders without wolves, have a normal magic chance with the animals of their choice.

No elf may have a bond with more than one animal at a time, and the bond is irrevocable for the lifetime of the animal, which is generally shorter than the elf's. Loss of the bond partner is a traumatic experience for either member of the bonding, though it rarely results in suicide. The elves are too pragmatic, and the animals too unintelligent, to pine away and die.

Astral Projection

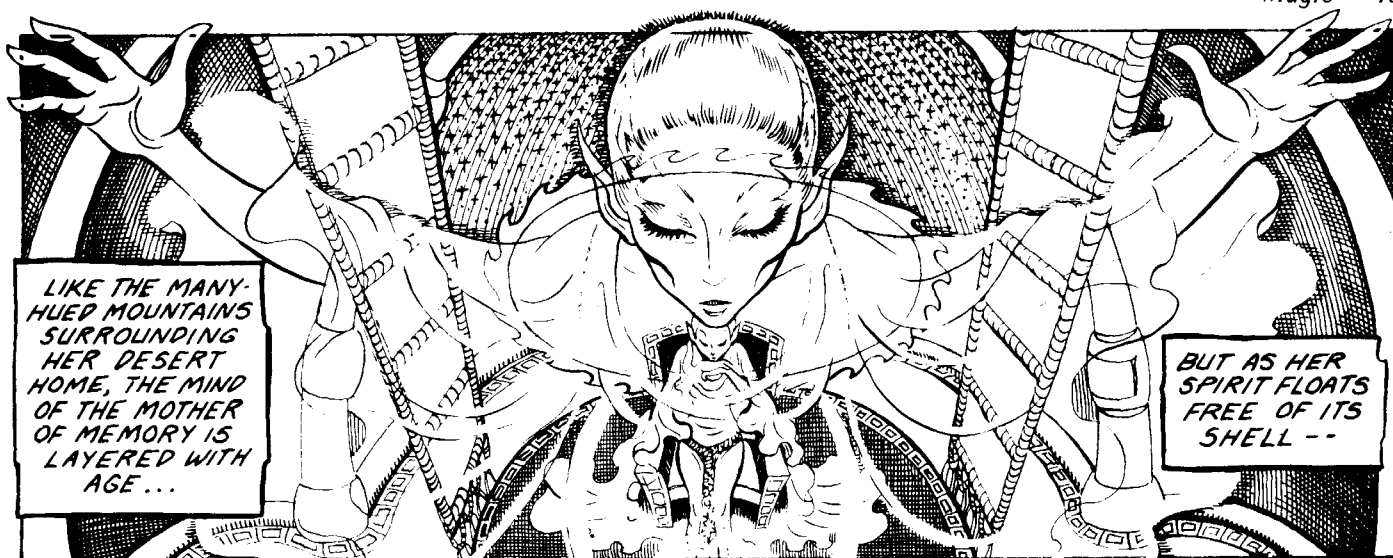
prerequisite power: Sending

found among: Sun Folk (Savah), Gliders, High Ones

range: 100,000 yards (57 miles) per magic point used

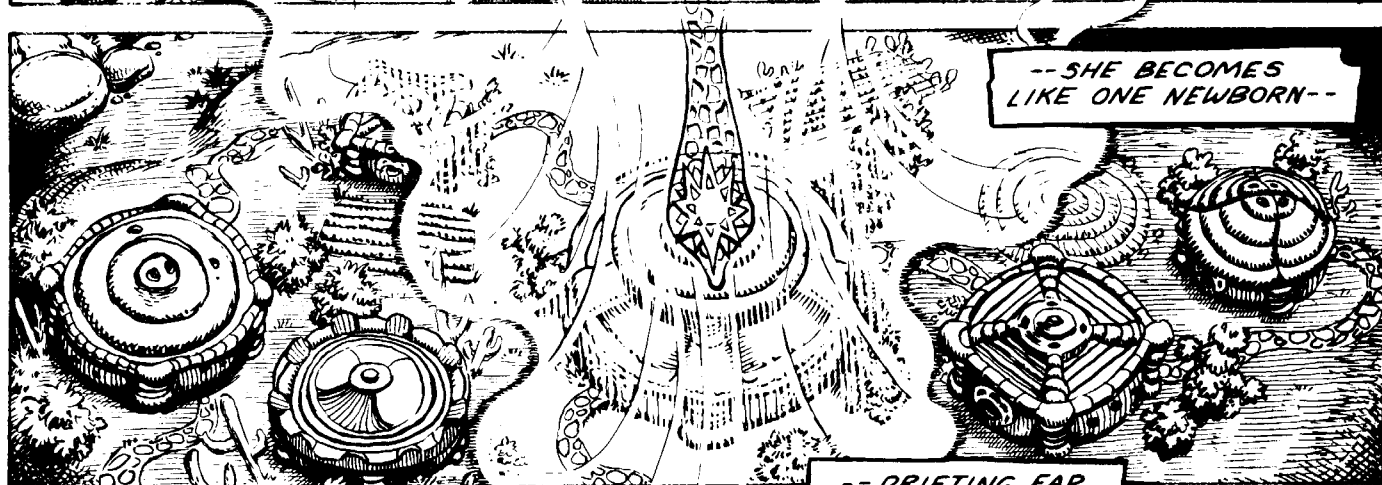
This power detaches one's essence from one's body. The cost is one magic point per hour spent on travel. Once the user is out of his body, sending range is multiplied a hundredfold (1000 yards becomes 100,000 yards or about 57 miles). This sending can be used to find another mind and to travel to it mentally. The chance of finding a familiar mind is the same as the Sending chance.

The chance of finding an unfamiliar mind depends on whether the unfamiliar mind is thinking of the projector and on the power of the other mind. The percent chance is equal to the projector's Sending percentile chance divided by 10 plus the POW of the unfamiliar mind. In



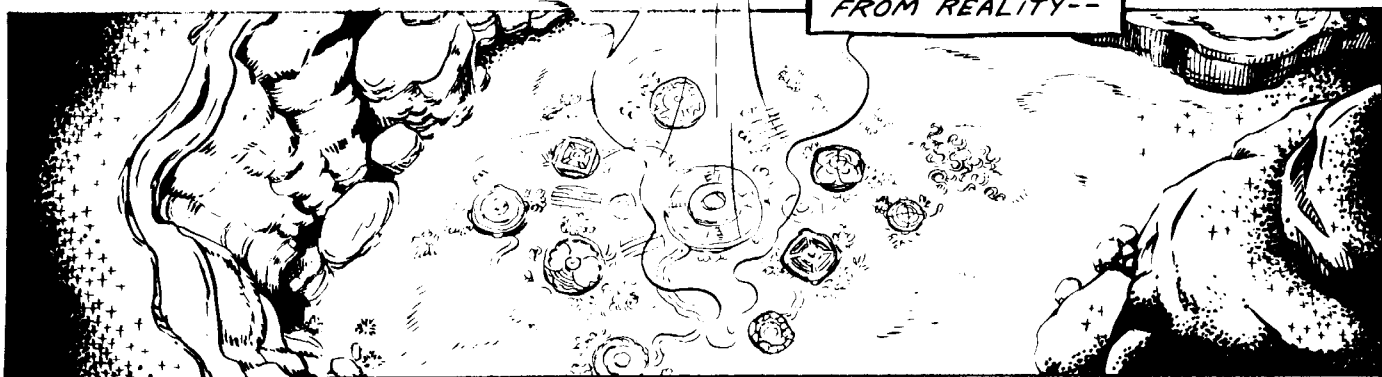
LIKE THE MANY-
HUED MOUNTAINS
SURROUNDING
HER DESERT
HOME, THE MIND
OF THE MOTHER
OF MEMORY IS
LAYERED WITH
AGE...

BUT AS HER
SPIRIT FLOATS
FREE OF ITS
SHELL --

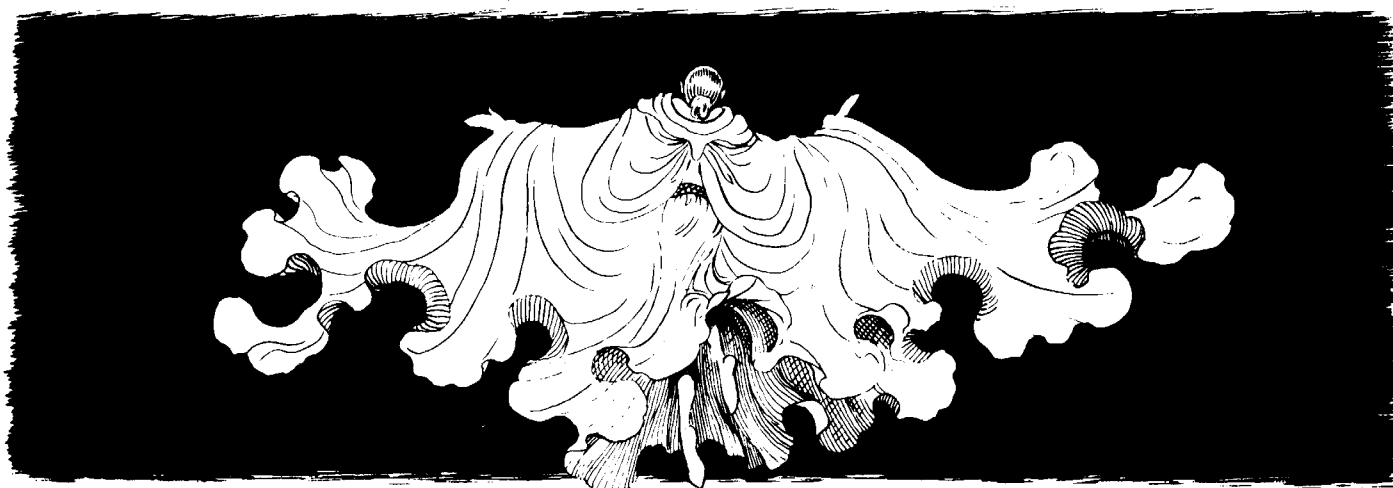


-- SHE BECOMES
LIKE ONE NEWBORN --

-- DRIFTING FAR
FROM REALITY --



-- INTO UNFATHOMABLE BLACKNESS! --



most cases, it will be the gamemaster's duty to decide whether the elf using Astral Projection has enough information to actually find the unfamiliar mind.

Sending can be used to communicate with a target mind, but the magic point cost is 1 per 10% chance of success. The target of this communication will be able to see an astral image, a self-without-form, of the projector, though no one else around will.

If an astrally-projected mind is attacked successfully with the Mind-Snare power (see below), the projected mind will be unable to get back to its body until the Mind-Snare user either does not resume the snare or falls unconscious without using the Mind-Snare to command the essence to remain next to the caster.

While caught, the Astral Projector's body will lie comatose and a roll of CONx5 must be made each day or a hit point is lost. If all hit points are lost, the body dies. If the essence returns before this time, the character will regain the lost hit points at a rate of 1 per day as long as he rests the entire day.

Finding (Dowsing)

found among: Desert Elves, Sea Elves, High Ones
range: 300 yards per magic point used

One magic point used with this power allows the user to attempt to find something he is familiar with and needs, within 300 yards of where he is standing. Additional magic points allow extending the range by 300 yards per magic point or increasing the chance of success by 10%.

Most elves with this power specialize with it. For instance, most Desert Elves use it to find water. However, it can actually be used to find anything the user is familiar with, including types of rock, a lost friend, or a lost ornament. Success gives an exact direction and a close (within 10 yards) idea of exact location. A fumble with the power gives a totally erroneous direction or denies the presence of something which is actually present.

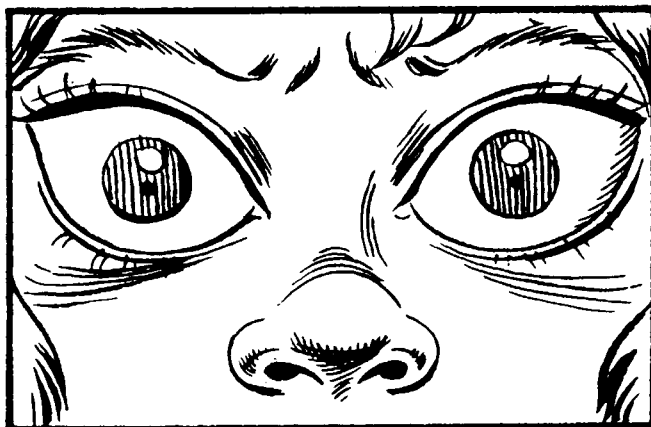
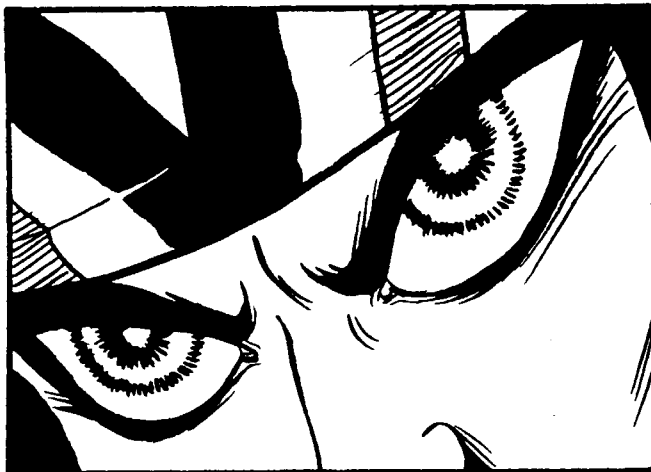
Hypnosis (Mind-Stun)

prerequisite power: Sending
found among: Sun Folk (Rayek), Gliders (Winnowill), High Ones
range: 10 yards

The use of one or more magic points with this power allows the hypnotist to pit his total magic points versus the total magic points of the target. If successful, the victim is stunned into a state of no volition for one melee round for every magic point spent in the attack. Note that the attacker may choose how many magic points he uses to extend the stunned state, but the choice must be made before the attempt is made. The first point spent stuns the victim for the rest of the melee round in which the attack takes place.

The victim will stand shocked and be unable to defend himself. He will pay no attention to his surroundings, and can even be killed by another without reacting.

A victim also becomes prone to suggestion, and Sending can be used in combination with the Communication skill by rolling the lower of the two skills successfully to convince a victim of any intelligence to cooperate with the Sender. This is used by the Sun Folk to tame Zwoots, and may have been used initially by the Blue



Mountain elves to persuade their pet humans to work for them.

As with any use of hypnosis, the victim will do nothing obviously contrary to his deep-felt convictions and can be intellectually (or instinctively, in the case of animals) convinced to go against his mental instructions if good reason is present.

Magic-Feeling

found among: all elf tribes
range: variable, see description

This power requires no magic points to use. Most elves are born with it. Some are not. It is simply the ability to sense that a nearby object or place either has magical properties or has been created with or was the site of great uses of magic. The maximum chance of a magic feeler detecting this influence is 5% per magic point used on the item or location. Thus, a magic-feeler approaching the shade tree used as an example in Plant-Shaping would have a 30x5% maximum chance, or 150% of detecting that magic was used to grow the tree.

However, like any other power, there is a percentage chance to use it correctly. The elf's chance of successfully realizing that magic has been used is equal to that skill chance, no matter how many magic points were involved in the magic. Any roll over the skill chance means that the power was not working properly and will not reveal that magic under those circumstances. The character might later discover the magic if he has shifted location, gotten

closer or further to the source, had the magic described to him, etc.

The user has to make a roll of either the maximum chance, or his skill chance, whichever is lower, to detect the magic use.

Elves with this power automatically get a chance of feeling the magic if they touch the magically influenced item. Otherwise they must concentrate on finding the magic and they lose 1% chance for every 30 yards away from the item.

Mind-Snare

prerequisite power: Sending

found among: Gliders (Winnowill)

range: mind touch

This is the ability to mentally entrap someone contacting the entrapper with Astral Projection. The user must succeed in a magic points vs. magic points attack using the Resistance Table each day he wishes to maintain the entrapment. The magic point cost is equal to the target's current magic points.

Other Astral Projectors can reach the entrapped victim, but the victim cannot get away until the Mind-Snare user either does not maintain the Mind-Snare or falls unconscious without using Sending to command the snared victim's essence to remain close to the attacker.

While caught, the Astral Projector's body will lie comatose and a CONx5 roll must be made each day or a hit point is lost. If all hit points are lost, the body dies. If the victim's essence returns before this time, the character will regain the lost hit points at a rate of 1 per day as long as he rests the entire day.

Sending

found among: all elf tribes

range: 1000 yards per magic point used

This is the ability to telepathically send and receive messages over a distance. The magic point cost depends on the distance and the user's proficiency with the power. Every 1000 yards the message travels costs one magic point. For every 10% ability with the power, the magic point cost is reduced by 1. Thus, a Wolfrider with 100% Sending can send a message over a distance of 10,000 yards (about 6 miles) with no magic cost.

Conversely, a poor Sender may spend extra magic to boost his chance of success with sending at a rate of 1 magic point per added 10%. Thus, a Sun Folk elf with a 20% ability could ensure a 100% chance of success in sending a message within 1000 yards by spending 8 magic points.

Lack of success means that the power did not work but that one magic point is still spent, if any magic points were to be spent at all.

A Sender may send his message broadcast to all other senders within range, or privately to one individual. This latter is called a "lock send." If a sender uses the "signature" of a specific recipient, no other elf is normally capable of listening in. However, if an elf is over 100% with Sending, he has his normal skill percentage minus 100% as a chance of listening in on a normally private communication, assuming he knew the conversation was taking place.

Over the centuries, Winnowill has developed her Sending skill to 180%. This means she has an 80% chance of listening in on private Sendings between other elves.

Theoretically, any elf is capable of Sending, though in some cultures the power has totally atrophied and anyone from that culture attempting to Send would have a 0% chance, even if he spent magic points trying.

Combat of Wills: sending can be used for psychic combat. Each combatant compares his magic points against his opponent's on the Resistance Table. If one elf is successful, the other loses a magic point. If one is successful and the other is not, the successful one wins the contest. If one runs out of magic points, he also loses the contest. Thus, if both are successful, both lose a magic point, and if both are unsuccessful, neither lose a magic point.

Elf protocol dictates that the winner of such a conflict has carried his point, and the loser will generally accede to the winner's wishes in all matters pertaining to the initial conflict.

Shielding

prerequisite power: Healing

found among: Sun Folk, Gliders, High Ones

range: touch

A healer may, by touching a willing target, spend one magic point a melee round and combine the magic points total of the two to resist an attack via Sending, Anti-Healing, or any other hostile attack from magical powers.

HEALING FORCE FLOWS FROM LEETAH TO STRONGBOW, SHIELDING HIM AGAINST WINNOWILL'S ASSAULT.



This can be used for more than one target mind, but the cost is one magic point per mind beyond that of the Shielder.

Combat and Hunting

Combat and hunting are integral parts of the life of the elves on the World of Two Moons. While hunting food for survival, and living in competition with fanatic humans, recalcitrant trolls, and giant predatory cats and snakes, elves find themselves locked in combat more than they desire. The rules below attempt to recreate the excitement and wonderment of the combat and hunting in the Elfquest story.

There is an inevitable temptation to make combat the entire activity in any fantasy role-playing game. This is contrary to the spirit of the story which this game attempts to emulate and unnecessarily limiting to everyone involved. Combat provides a seasoning which provides an occasional thrill, while the main emphasis of this game is roleplaying.

The Melee Round

Combat is divided into melee rounds. The melee round is twelve seconds long, a time period during which a combatant can make a tactical decision, carry it out, and see the results. A melee round's activities are kept in order through the use of strike ranks; further explained later in the chapter.

The melee round gets its name from the activity it is most often used for, hand-to-hand combat, or melee; it can also be used to control the use of skills, and even movement of characters during the playing of a scenario in which the exact location of every participant at every moment is important. The melee round is divided into three phases.

Statement of Intent Phase: players and the gamemaster declare the intentions of their characters for the melee

round. These intentions do not need to be precise.

Enough should be said to give other participants as much information about your intentions as could be expected from being involved in the situation.

Action Phase: the gamemaster counts out the strike ranks, and player-characters and non-player-characters move according to their movement abilities. Magic, melee, and missiles occur at their appointed strike ranks, and after all actions on strike rank ten are finished, the melee round is over.

Bookkeeping Phase: after each melee round, players and gamemaster make sure that all damage has been recorded, all skill checks have been marked, and the results of

Combat Chapter Jargon

Armor Points: armor (little used in Elfquest) and weapons used for parrying subtract from damage points. The amount of damage that is absorbed by armor or a parrying weapon are its armor points.

Critical Hit: a blow so well-placed that extraordinary damage is done. The chance of this happening is 5% of the character's normal attack chance. See the Skill Results Table in the Game System chapter. Critical damage is the total possible damage from the weapon.

Cutting Weapon: a weapon with a sharp edge used in a chopping or slashing style. Axes and swords are both cutting weapons. Many weapons can be both cutting and thrusting weapons, having both an edge and a point. Also called a hacking weapon.

Damage Done: once armor points have been subtracted from damage points, the remaining damage, if any, is the damage done to the target. Each remaining damage point reduces the target's hit points by one.

Damage Points: also called rolled damage. When dice are rolled to determine damage, the rolled total, plus any additions for weapon type or magic, are the damage points.

Fumble: an attack so poorly delivered that the result is disastrous to the attacker. The percent chance of a fumble is 5% of 100 minus the character's normal chance of hitting. See the Skill Results Table in the Game System chapter.

Impale: a special hit with a thrusting weapon. The weapon will do extra damage if it impales, but it has a good chance of being stuck in its target.

Knockback: a special hit with a non-impaling weapon can knock the target back from his previous position, and may knock him down.

Maimed: a condition of a limb wherein it has taken twice as many hit points as it normally possesses, either from an accumulation of blows or in one blow from a thrusting or smashing weapon. The limb is useless until healed.

Melee Round: a twelve-second period of time used for measuring combat. A melee round is divided into strike ranks.

ongoing magic spells are recorded, before proceeding to the statement of intent phase for the next melee round.

Movement Within the Melee Round

A character who starts to move within the melee round, must start on his DEX strike rank. Each subsequent strike rank he may move his normal move rate unless he is performing some other activity, such as fighting, spell-casting, etc., during that strike rank. If he was moving in the previous round, he continues to move his normal strike rank movement (4 yards for an elf, 3 yards for most other humanoids) starting with the first strike rank.

The Strike Rank

In any combat, someone is going to have the edge — the chance of striking first and setting a pattern for the combat. In *Elfquest* the strike rank determines who has the first chance to make a successful attack each melee round.

All activity during a melee round is done in strike rank order. The Strike Rank Table shows how strike ranks are determined. The character with the lowest total strike

rank always attacks first. If both have the same strike rank, the one with the highest DEX attacks first. If both have the same DEX, attacks are simultaneous.

Strike rank is based on three main criteria: SIZ, DEX, and weapon length, with modifiers for movement, surprise, changing weapons, and some other factors. There is no need to work out strike ranks during the course of a game. Strike ranks for all weapons should be on the character sheet, and modifiers for movement and the other factors are easily added.

Strike Rank Table

SIZ	DEX	Weapon
1-8 = 3	1-8 = 4	bite/fist/dagger = 3
9-14 = 2	9-14 = 3	sword/axe = 2
15-18 = 1	15-18 = 2	spear = 1
19+ = 0	19+ = 1	arrow/javelin = 0*

* plus ignore any SIZ modifier

Missile: a missile is thrown or mechanically projected; included are rock, javelin, and arrow. All missiles have a chance to impale.

Missile Weapon: a weapon used to mechanically launch a missile through the air so as to do damage from a distance.

Set: the act of bracing a long thrusting weapon to receive the impact from a charge.

Severed: the condition of a limb that has received more damage points than twice its normal number of hit points in one blow from a cutting weapon, animal bite, or claw. The limb is detached from the body and useless.

Smashing Weapon: a weapon with a blunt striking surface which relies on impact, rather than sharpness, for effect. It is usually heavier than a comparable cutting or thrusting weapon. A mace is an example of a smashing weapon. Also called a crushing weapon.

Special Hit: a blow well-delivered which might cause special damage, depending upon the weapon type. The percent chance of a special hit is 20% of the character's normal attack chance. See the Skill Results Table in the Game System chapter.

Strike Rank: an abstraction based upon a character's SIZ, DEX, and the length of his weapon, plus several modifiers used to determine when in a melee round a character may attack, use magic, start to move, etc.

Thrown Weapon: a missile weapon which is propelled by the muscle power of the user. A rock or throwing axe or javelin is a thrown weapon.

Thrusting Weapon: a pointed weapon used mostly for poking into a target. This sort of weapon can impale. Many weapons are both cutting and thrusting weapons. A spear is a thrusting weapon. A shortsword is both a cutting and thrusting weapon.

1H: this is shorthand notation for a weapon that normally requires only one hand for use.

2H: this is shorthand notation for a weapon that normally requires the use of two hands. Some long or heavy weapons can be used either one- or two-handed, depending upon the size, dexterity, and strength of the user.

Pike has a DEX of 16 and a SIZ of 8. His favorite weapon is his two-handed spear. His strike rank with the spear is 3 (due to a SIZ of 8), plus 2 (due to a DEX of 16), plus 1 (for the two-handed weapon), totalling 6. Anyone with a strike rank less than 6 will act before he does.

The Main Criteria

SIZ: a large SIZ gives an earlier strike rank due to a reach advantage a larger person or creature will have over a smaller one. While the SIZ characteristic is more a measure of mass than stature, a large mass will usually indicate a tall stature and hence, a longer reach. Gamemasters must adjust the strike rank when this assumption obviously isn't true.

Missile weapons and spells have a 0 strike rank modifier for the SIZ and weapon length criteria.

DEX: this is the most obvious criterion. A fighter must be quick to act first. This strike rank is the first strike rank on which a character can move if he begins the melee round motionless.

Weapon Length: a small slow person with a long spear is still likely to get the jump on a large fast person using his fist.

Even a gigantic human with a high SIZ attempting to use his first is using a weapon that would count for a SIZ 3 modifier. Because his fist is part of his body, he is putting it in jeopardy when he hits with it. Gamemasters may limit the hit location for such targets to their arm or leg for realism's sake.

Missile weapons and spells have a 0 strike rank modifier for both the SIZ and weapon length criteria.

Modifiers

Movement: every strike rank an elf normally can move 4 yards. Other creatures have different move rates, as shown

in the Worldbook. One strike rank must be added to the strike rank cost for any activity taking place after the character moves his movement rate or fraction thereof within the melee round.

Clearbrook has a strike rank of 7 with her sword. In the previous melee round she has slain an attacking troll and seen her lifemate knocked down. She wants to move the 10 yards to his side and attack his slayer.

Moving 10 yards will cost her 3 strike ranks. Moreover, she must wait until her DEX strike rank of 2 before she can move, for a total of 5 strike ranks. Adding her movement strike modifier to her sword strike rank of 7 gives a total of 12 strike ranks. She cannot attack in this round, though she can move to One-Eye and parry blows happening after strike rank 5.

A mounted character need not add movement strike rank modifiers to his weapon strike rank, since his mount is doing the moving for him.

Surprise: a character ruled as surprised must add 3 to his strike rank against his enemy in the melee round in which he was surprised. Surprise can occur when an unsuspected enemy steps out from behind a tree, a character is attacked from behind while helping a fallen comrade, or in any number of other situations.

Magic Use: every magic point in a magic spell takes at least one strike rank for casting. Many magic powers take an entire melee round to use one magic point.

Preparing a Weapon: changing a weapon or tool for another takes three strike ranks. Changing means that the item at hand is dropped and another is drawn from an easily accessible location. Resheathing a sword and then drawing an axe counts as two 3-strike-rank-actions, but dropping the sword onto the ground and drawing an axe is only one action. Except in unusual circumstances, an object is assumed to have been dropped lightly.

Preparing two items, such as drawing a sword and picking up a shield, is two actions, taking 6 strike ranks. This may be modified by circumstances, such as the character's hands being free and the items, such as a sword and a dagger, being easily accessible. A shield strapped on one's back is not easily accessible, and would take 6 strike ranks to unlimber, plus further strike ranks for unlimbering other weapons.

Similarly, drawing an arrow and fitting it to a bow is one action, but taking out an already strung bow and then drawing an arrow is two actions.

Stringing a bow takes the whole melee round.

Altering Intent: it is possible to alter a stated intent. However any action in addition to the stated intent or instead of the stated intent will cost 3 extra strike ranks. Thus, if a character was waiting for something to happen with sword ready, and the player then decided at strike rank 5 that the character needed to run out the nearest opening, he would take 3 strike ranks to get moving, and start running at strike rank 8.

Limit to Strike Ranks

No combat action or combination of combat actions may be performed in a melee round if the total strike ranks necessary add up to 11 or more. Combat actions do not carry over from one melee round to the next. If a character does not do something on a strike rank in which he had the possibility of action, he is assumed to have spent that strike rank inactively. He cannot catch up later.

Magic use, often costing many magic points, can carry over to the next melee round, even in a combat situation.

Most skills described in the Skills chapter take much longer than one melee round to perform.

Multiple Activities

As long as a character has strike ranks available, he can perform actions. With the approval of the gamemaster, a character might combine actions, such as movement and readying a weapon, but only in a situation when the movement is relatively unimpeded. In this case, a human who wants to run 9 yards and attack a foe with an axe currently in his belt might be allowed to combine readying the weapon (3 strike ranks) with the 9 yards of movement (3 strike ranks). Gamemasters may ask for DEX rolls or appropriate skill rolls as a prerequisite for accomplishing such a feat.

Movement strike ranks cannot be simultaneous with combat strike ranks, such as those needed to swing a weapon unless using the attack on the run option described below.

Melee Activities

Within a melee, a character is normally limited to one attack and one parry per melee round. Dodge may be substituted for one of these. If a character is engaged in hand-to-hand combat and attempts to throw a spell or perform a non-fighting action that would cost 3 strike ranks to perform (such as standing up, climbing the nearby wall, jumping down a slope, mounting his wolf) during a melee round, he has no ability at dodging or parrying or attacking during the strike ranks necessary for performing the action or throwing the spell, and anyone attacking during those strike ranks has no fear of failure through the efforts of the target. The attacker can always miss, however.

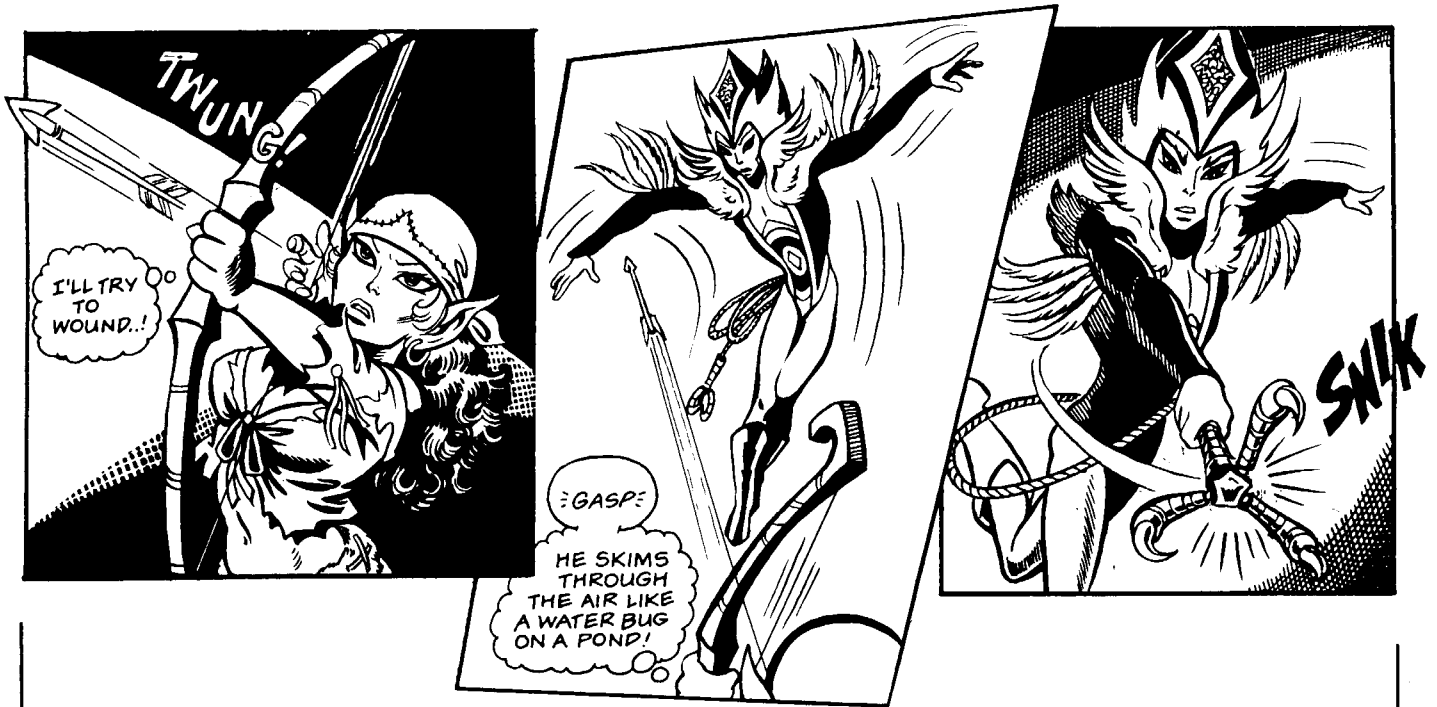
Statement Within the Melee Round

If a character is attempting an action costing more than one strike rank in a melee round, he must state his action on the strike rank it starts.

Move and Melee

Normally, a character cannot attack in a melee round if he does not have enough strike ranks left over for an attack after moving. Likewise, his opponent cannot attack him if he doesn't have enough strike ranks left for an attack after he arrives. However, under some conditions, it is possible to both attack while moving, and attack a moving target.

Attacking on the Run: a moving character may perform one of the three combat skills — attack, parry, or dodge — while moving if that is all he does in that strike rank. He cannot perform more than one of the three alternatives. He must also slow down by one yard per strike rank; an elf would only be able to move 3 yards per strike rank instead of 4.



If he is attacking, he must do so on or after his DEX strike rank plus the strike rank for the weapon. Because he is moving, the benefits and restrictions for SIZ do not apply. Because he is moving, he loses 10 percentiles from his chance to hit.

If he performs one of these actions while moving, he cannot perform any of the others at any time during the melee round. If he has already performed one or more of the activities before moving, he cannot perform any of them while moving.

If his skill level with any of the activities is 100% or more, he may perform that activity twice, each at half his normal success chance.

Opportunity Melee: a character who sees an opponent running in his general direction may strike at the foe while he passes. Since the foe is moving, the attacker loses 10% from his chance of success, but the moving foe has restrictions on his combat options as detailed above. The attacker has his normal parry or dodge options, as well as the attack.

Since the target is negating any benefit or disadvantage of SIZ by moving, the attacker's minimum strike rank will be his DEX strike rank plus his weapon strike rank.

Disengaging from Melee: a character caught in melee who wishes to escape may run away starting on his DEX SR. He is only capable of dodging. The opponent may follow and attack on the run (as detailed above). After the first round, the escapee may either parry or dodge, but not attack, moving in whatever direction he desires, if he still can.

If the disengaging character is on a riding animal and his foe is not, the mounted character need only spend the sum of his DEX strike rank modifier (to get the animal going) and the animal's DEX strike rank modifier (for the animal to get moving) and he may then ride away at the animal's normal melee round movement. He may both dodge and parry, since the animal is doing the moving. He still may not attack. Thus, only fast footmen with long weapons can get a strike at a disengaging rider.

If, during the same melee round, an opponent is capable of striking before the disengaging character can get away, he gets the attack modifier for striking at an opponent's back. The same modifier applies if attacking on the run against a fleeing opponent.

Melee Skills

A weapon can be defined as any object used by a character to do damage to a target. This definition includes anything from a fist to a fencepost.

Use of each weapon is a unique skill. A particular weapon skill must be learned separately from every other weapon skill. Some skill knowledge will overlap between weapons, but use of a sword and of a spear, for instance, are entirely different skills, and proficiency in each must be trained or gained through experience separately.

How to Attack

Every character has a chance of success with each weapon he uses in combat. This chance of success is called an *attack skill*. If the player makes a simple success roll for this skill, the character succeeds and hits his target. As with other skills, the successful use of an attack skill usually earns an experience check for that player's character. The training of an attack skill and experience from attacking must be acquired separately for each weapon.

How much damage an attack does depends on the type of weapon used and the kind of armor, if any, the target is wearing to absorb the damage.

Critical Attack Roll

If a critical roll is made for an attack skill, the character has scored a critical hit against his opponent. The result is that the attacker gains the full possible damage of the weapon (a sword would do 7 points, for instance), plus his normal roll for any damage bonus he might have. A successful parry will still block the usual amount of damage blocked by the parrying weapon.

The Special Attack Roll

As with some non-combat skills, it is possible to get a special result from an attack roll which is less than 20% (1/5) of the needed percentage for the attack, as described in the Game System chapter. All combat modifiers have to be applied before the roll is made.

If Cutter has an 84% chance of hitting something with New Moon, then he has a 17% chance of getting a special hit.

For thrusting weapons and missiles such as spears, swords, arrows, and slingstones, a special success is called an *impale*. For flexible weapons such as whips and lassoes, a special success is an *entangle*.

The Impale

An impale with a weapon means that the weapon has entered the body of the victim and may have gone all the way through to the other side. This has two effects. It does extra damage to the victim of the hit, and it makes the weapon hard to get out of the victim, as the weapon can get hung up on bones, etc.

Impaling Damage

An impaling blow will do twice the weapon's normal dice damage. Thus, an impaling blow with a shortsword would do 2D6+2 damage points, not the normal 1D6+1. If the impaler has a damage bonus, it is rolled normally, but only the weapon damage dice are doubled.

If the impale is also a critical hit, then the maximum possible impaling damage (14 points in the case of the shortsword) is done to the victim.

It is possible that the hit location struck by an impale will take more than double its hit points. Any remaining

damage indicates that the point of the weapon went all the way through the location. If there is someone or something directly in contact and on the other side of the location, such as the forequarters of the wolf that is carrying the character, then that object will receive the remaining damage.

Retrieving an Impaled Weapon.

Once a weapon has impaled a foe, it can be difficult to remove. If a roll twice the weapon wielder's chance to impale is made (40% of his attack chance), he can remove the weapon immediately after impaling. Otherwise, it remains lodged in the body.

Each melee round afterwards, the chance of retrieving the weapon is the same unless the character concentrates

One-Eye's sword impales the body of an attacking troll and the troll falls. His attack with the sword was 94%, so his impale chance was 19%. His player needs to roll 38 or less to get the sword out. After two melee rounds, One-Eye has been unsuccessful – his player only managed to roll 76 and 53 – so he concentrates totally on the activity.

Unfortunately, just as he is getting the sword out, a troll comes up on his blind side and smashes him in the head with a mace. He falls, mortally wounded.



totally on extracting it, ignoring everything but the weapon and thus becoming a helpless target of any attacks on himself. In this case, the roll to pull out the weapon is equal to his full attack chance.

If the retriever runs into a string of bad rolls, the gamemaster can assume that the weapon has been pulled out after one minute (five melee rounds). If a retrieval roll results in a fumble, the weapon breaks.

If the blow failed to penetrate armor or a parrying weapon other than a shield, it is not stuck, and there is no need to retrieve it.

Adverse Effects of an Impale

An impaled person cannot be healed until the weapon is removed.

If the impaled person moves, he will take 1/2 the normal weapon damage directly to his hit location because the weapon is hanging up on clothes, nearby walls, etc.

If the receiver of the impale is still capable of action, he can remove the weapon by making a roll of twice the total of his STR and CON.

Other Special Weapon Results

While impaling weapons have the possibility of doing extra damage, with the possible loss of the weapon as well, other weapons provide a somewhat less potent special result, though they do not have a chance of being lost in the body of the victim.

The Knockback

If a slashing or smashing weapon, such as an axe or a mace, gains a special hit, the target's SIZ must be rolled against the actual damage on the Resistance Table. If unsuccessful, the target is knocked back 1 yard for every three points of damage rolled. If the target does not make a successful DEX x 3 roll, he will also fall down. If the *knockback* victim also hits an obstacle in his path, he will take 1D6 damage for every 3 yards or fraction thereof he has left to travel.

Aimed Blows

Attacks take place on the character's strike rank, as described in the previous section. If a character's attack is delayed to the end of the melee round and the roll is a success at half his chance for that particular attack, the hit location desired is hit.

Thus, a character making an aimed blow would have his strike rank increased from, say, 5 up to the end of the melee round at 10, and his chance to hit would be reduced by half (from 80 to 40, for instance), and the specific named location would be struck if the half-chance roll was successful.

Ride Skill Limit

A mounted character can use no weapon at a greater skill percentage than his Ride ability. If Cutter is 101% with sword, but only 83% with the Ride Wolf skill, he can only use a sword at 83% while riding.

Two Attacks

A character with two weapons may attack with each of them in one melee round, with one at the normal strike

rank and with the other three strike ranks later. When using this option, he may not parry or dodge.

How to Parry

A weapon may be used to *parry* (or block) an attack, if the weapon is capable of being used for such an action. If a character has two weapons usable for parrying, and is being attacked more than once in the melee round, he may parry one attack with either weapon, but he cannot attack with either weapon nor dodge that round.

A character can attempt to parry one attack with one weapon at any time during a melee round. If the player makes a simple success roll for the parry, the character has successfully blocked all or part of the attack. The parry should be rolled whether or not the attack was successful, as some successful parries can affect a weapon used in an unsuccessful attack.

Each weapon capable of parrying has a separate parrying skill chance. As with attacks, a character must learn to use, go up in experience, and train with each parrying weapon separately.

A successful parry blocks damage points equal to the parrying weapon's armor points. If more damage points get through the armor points of the weapon, they go on to the body of the parrier, doing normal damage. If the damage points exceed its armor points, the parrying weapon also loses 1 armor point, simulating the damage it took blocking the overwhelming blow. If the parry was a special roll, the weapon takes no damage in any case, and a critical roll with the parry means that no damage got through, even if the attack was a critical success.

A weapon damaged through parrying can only be repaired outside of combat and with successful use of the Mechanical Lore skill.

If the parrying weapon is a sword, any successful parry against an unsuccessful attack means that the attacking weapon can take damage. The parrying sword does its regular damage plus the damage bonus of the user, no matter how successful the parry was. All damage done to the parried weapon in excess of its armor points will subtract from the armor points of the weapon.

A parrying axe or similar bladed weapon on a haft will do the same sort of damage to an unsuccessful attacking weapon if the parry is a special success. This simulates the extra skill needed to get the blade of such a weapon in position to damage the attacker's weapon.

Critical Parry

A critical parry always blocks the entire damage done by the blow parried, even if it is a critical attack. The parrying weapon will take no damage. The parrier can still suffer from the effects of knockback, however.

Parrying an Impale with a Shield

If a shield is used to block an impaling blow, the weapon will be stuck in the shield if the impaler fails the retrieval roll (even though it may have gone through the shield to damage the shield's user). The shield becomes useless until the user can remove the weapon or break it off by damaging it directly until its armor points are gone. If the problem is that the impaler is holding on to the weapon, then killing him will at least help solve the problem.

Removing an Impaling Weapon

If a character or his shield has been impaled and he wants to remove the weapon himself, and is not incapacitated by having taken too much damage, his chance of removing the impaling weapon is twice the sum of his STR and CON.

The Fumble

The simple effects of critical and special hits are impossible with a fumble roll, so a series of tables based on all the strange and silly things possible in combat is included below.

If the combat action results in a fumble, the fumbling player must roll 1D100 on the appropriate Fumble Table and follow the directions.

If the result on the Fumble Table does not apply to the situation, either apply a similar fumble, treat the result as if no fumble had occurred, or just roll over again.

Fumbled Missile Weapon Attacks Table

D100	result
01-15	lose next possible attack or other activity
16-25	lose next 1D3 melee rounds for any activity
26-40	fall
41-55	vision impaired, subtract 30% from attack chance, takes 1D3 melee rounds of uninterrupted activity to fix
56-65	drop weapon 1D6-1 yards off
66-80	do 1D6 damage to armor points of weapon (if the weapon has no armor points, use 81-85)
81-85	break weapon
86-90	hit nearest friend, do regular damage; use 56-65 if no friend near
91-95	hit nearest friend, do impaling damage; use 66-80 if no friend near
96-98	hit nearest friend, do critical damage; use 81-85 if no friend near
99	blow it, roll twice
00	blow it badly, roll thrice

Fumbled Natural Weapon Attacks and Parries Table

D100	results
01-25	lose next melee round (or this one if nothing done as yet)
26-30	lose next 1D3 melee rounds (includes this one if nothing done as yet)
31-50	fall
51-60	fall, twist ankle, lose 1 yard/strike rank of movement for 5D10 melee rounds
61-75	vision impaired, lose 30% effectiveness for 1D3 melee rounds
76-85	miss and strain something, lose 1 hit point in attacking limb
86-90	hit nearest friend, do regular damage; use 76-85 if no friend near
91-94	hit nearest friend, do critical hit; use 76-85 if no friend near
95-98	hit hard surface, do normal damage to attacking limb
99	blow it, roll twice
00	blow it badly, roll thrice

Fumbled Melee Weapon Attacks Table

D100	result
01-15	lose next melee round, effectively helpless
16-25	lose next 1D3 melee rounds, effectively helpless
26-40	fall
41-50	drop weapon
51-60	toss weapon 1D10 yards away
61-65	lose 1D10 points off armor points of weapon
66-75	vision obscured, lose 30% on all skills for 1D3 melee rounds
76-85	hit nearest friend, normal damage; use 51-60 if no friend near
86-90	hit nearest friend, critical damage; use 61-65 if no friend near
91-98	blow it, roll twice
99-00	blow it badly, roll thrice

Fumbled Melee Weapon Parries Table

D100	result
01-20	lose next melee round (or this one if nothing done as yet), helpless
21-40	fall
41-50	drop weapon
51-60	toss weapon 1D10 yards away
61-75	vision obscured, lose 30% from all skills, take 1D3 melee rounds uninterrupted to fix
76-85	wide open, foe automatically hits with normal hit
86-90	wide open, foe automatically hits with special hit
91-93	wide open, foe automatically hits with critical hit
94-98	blow it, roll twice
99-00	blow it badly, roll thrice

The Dodge Skill

Dodge is a skill used often by elves, as their weapons are small and have few armor points, and elves wear very little armor.

A character may dodge instead of either attacking or parrying. Even if the character is better than 100% with a weapon and therefore has the ability to do two attacks or parries, if he chooses to use the Dodge skill, he must negate all attacks or all parries. Moreover, a character with two weapons, who has the option of doing two attacks or two parries instead of one attack and one parry, will have

Cutter and the tribe are fighting in the snow with the northern trolls. He confronts one troll who stabs at him with a jagged sword and hits. Cutter's player rolls his Dodge of 92 and rolls a 37, success. The blade passes harmlessly past him.

He counterattacks on his strike rank and hits with New Moon, stabbing the troll in the abdomen. At approximately the same time, another troll approaches and successfully stabs with his spear. Cutter has already both dodged and attacked in this round and therefore cannot dodge or parry again, so Cutter falls, seemingly mortally wounded.



to give up one attack or one parry if he decides to use his Dodge skill.

A character using a missile weapon may not dodge during strike ranks in which he is using the weapon or preparing another missile.

A dodge works against all melee attacks during a melee round from a single source, but must be rolled separately against each attack. If the Dodge ability is over 100%, it may be split between two sources of attacks. This means that a character with a 108% Dodge may attempt 54% Dodges against two sources of attack.

A successful Dodge roll against a normal successful attack means that the attack misses. However, a special Dodge roll is necessary against a special hit, and a critical Dodge roll is necessary against a critical hit.

If dodge is used with parry, the user may either parry one opponent and use dodge against another, or dodge and parry against the same attacker, even the same attack. Try dodging first. If unsuccessful, attempt a parry.

A character may dodge while riding if he succeeds in both his Dodge and his Ride rolls.

A fumbled Dodge means that the dodger was automatically hit, even if the attacker missed, unless the attacker also fumbled.

100%+ Attacks/Parries

A character who has increased his skill with an attack and/or parry to 100% or higher has one major advantage beyond the increase of his chance for special and critical skill rolls. This advantage is the ability to split attacks and parries.

The split attack or parry is accomplished by dividing the percent chance to succeed by two, then attacking two targets (or parrying two attacks) with the same weapon at the halved chance of success. The strike rank for the first attack will be normal, while the strike rank for the second weapon will come 3 strike ranks after. Split attacks and parries cannot be used against the same target or attack.

Combat Results

A successful hit with a weapon results in damage to the defender, provided the damage exceeds the armor worn, any parry armor points, and the Dodge roll is not successful. The Game System Chapter discusses how damage is determined and effects it has on the recipient.

Each weapon has a damage rating described with a die roll. An elf's shortsword, for instance, does 1D6+1 damage, which means that the user rolls 1D6 and adds 1 to the result to determine the damage points done. Armor will subtract from these damage points. It is possible that a successful weapon hit will do no damage at all, because of the efficiency of the target's armor, either worn or from the parrying weapon.

Pulled Blow

A character's player may always refuse to add his damage bonus onto the damage from a blow. Moreover, he may claim that his character is *pulling a blow*, and roll only half the normal dice for a successful attack. For instance, someone attacking with a shortsword could choose to roll 1D3+1 instead of the usual 1D6+1. The additional damage, the +1, cannot be subtracted from the damage done.

This intent must be declared before the damage roll is done.

Disarming

In combat, a character may at any time declare that he is striking at the weapon of his opponent instead of the opponent himself. This tactic is used to *disarm* an opponent, or simply to render him unprotected for later blows. If the opponent is using the designated weapon to parry with, he will automatically parry if the attacker succeeds in his attack.

The attacker has the same chance of success striking at a weapon as he normally has, minus 30 percentiles if it is a SR 3 weapon, 20 percentiles if it is a SR 2 weapon, and 10 percentiles if it is a SR 1 weapon. Missile weapons and shields are easy to hit and no percentiles are subtracted from chances to hit them.

If the attacker hits the target weapon, he may hit with the flat of his weapon and match his STR against the STR of the target weapon's user (or one and one half times the STR of the defender if the weapon is held with two hands) on the Resistance Table. If he is successful, the target weapon is knocked from the user's hand and flies away a distance in yards equal to the difference between the damage done and the STR of the user. If the STR is greater, the weapon lands at his feet. If the resistance roll is unsuccessful, there is no effect on the struck weapon.

He can also attempt to entangle the target weapon. Certain weapons, such as whips and lassoes, are flexible. They are capable of winding round a weapon and disarming its user. To do this, the attacker needs to make a special hit or parry roll. If successful, he has entangled the weapon and, if he succeeds with a STR vs. STR roll (vs. one and one-half STR for two-handed weapons) on the Resistance Table, he can wrench it out of the other's hand. Of course, if the attacker is unsuccessful, the defender may also attempt a STR vs. STR roll and a success will let him take the entangling weapon out of the attacker's hand.

If the defender retains his weapon and yanks the entangled weapon is restricted, just as if it were a shield with a weapon impaled in it.

Knockdown

Sometimes an attacker wants to simply knock down a foe rather than harm him. This can be done with a body block or similar maneuver. Wolfriders' wolves do it consistently.

A character may do this by attacking with any weapon, at a weapon SR of 3. Any hit rolled does no damage, but matches the character's SIZ and STR vs. the SIZ of the foe on the Resistance Table. If the resistance roll is successful, the target is knocked down. If more than one attacker is attempting this attack, add their STR and SIZs.

If the defender retains his weapon and yanks the entangling weapon out of his attacker's hand, his ability with his now-entangled weapon is restricted, just as if it was a shield with a weapon impaled in it.

Improving Weapon Skills

As with any skill, a character can increase his skill percentile with weapons.

Experience Gains

Experience with one weapon does not give experience with other weapons. Similarly, use of a weapon with one hand does not give experience in using it with the other hand.

Also, most weapons can be used both to attack and parry with. The attack and parry are separate skills, and experience increases differently with each. It is entirely possible for a character who has received experience gain rolls with his spear in both attack and parry over several adventures to have a 67% attack and a 43% parry, just because the experience increase rolls have differed greatly.

Training and Research Increase

Attack and Parry skills can be increased through training or research, just as most other skills can be, as explained in the Game System chapter. As with experience rolls, the increase will differ between attack and parry.

However, there is one difference between increases through experience and increases through training. With melee weapons, training is for both attack and parry skills at the same time, and the cost in hours for each is based on each skill's hour cost at the time.

For weapons which can be used with a parrying weapon such as a shield, the character has a choice of being simultaneously trained in parrying with the attack weapon or parrying with the parry weapon. He cannot have both for the same hourly cost.

He can, of course, train in parrying with both attack and parry weapons for extra time cost. If a character wishes to learn how to use a weapon in either hand, he must train with the weapon separately for each hand he gains proficiency with. The character sheet should have separate entries for right handed and left handed use of the weapon.

The character will be trained to both attack and parry with a two-handed weapon for one hourly cost.

In the same fight with the trolls in which Cutter was wounded, One-Eye was killed. Clearbrook wants revenge for the death of her lifemate, and engages in a training regimen with the Go-Back elves. They train her in sword, which she knew, and shield, which she had never used before.

Clearbrook has her POW+DEX or 28% with the shield parry, and is 67% with sword attack. After 28 hours she gains an increase roll with shield, and rolls 2%. After a total of 58 hours (30 plus the original 28) she gets another increase roll with shield parry and gets 3%. After 67 hours she gets an increase in her sword attack ability and rolls 3, a gain of 1 percent. After a total of 91 hours (28+30+33) she gets another shield parry increase roll and gains nothing (a roll of 2).

After a total of 124 hours (28+30+33+33) she will get another chance to improve her shield work, but she will not get another chance to improve her sword work until she has trained for another 68 hours (67+1), a total of 135 hours.



Special Environments

Mounted Combat

Combat on a riding animal is almost the same as combat on foot. The most important change is the strike rank cost for movement. A riding character does not have to spend strike ranks on movement; his animal is doing that for him.

Hit location rolls change in mounted combat in three ways: a mounted fighter can only hit the upper portion of a footman, a mounted character and his animal are a unified target to a missile user at a distance, and an attacker on the ground is restricted to certain hit locations when attacking a mounted target.

Lower Target's Hit Locations

A mounted character on a horse- or zwoot-size animal, striking down on a target with a one-handed weapon will hit the top half of the body. Use the normal Hit Location Table, but roll 1D10 and add 10 to determine the location struck.

An attacking Wolfrider mounted on his wolf is sufficiently low, in comparison to a troll or human, that the normal Hit Location Table should be used when determining the location of his hit.

Missile Fire vs. Mounted Characters

When shooting missiles at a mounted target more than 10 yards away, roll 1D6 for the location hit. On a roll of 1-2, roll for the hit on the rider's hit location table; on a roll of 3-6, roll for the hit on the animal's hit location table.

Mounted Target Hit Locations

When striking at a mounted target with a weapon, roll for the actual hit location. If the attack is from the side, a roll of the off-side hit location means that the animal took the blow in either its forequarters or hindquarters, whichever is closest to the weapon of the attacker.

Kahvi the Go-Back rides her elk at Mucklicker the troll. He successfully strikes first with his spear and the roll is a 4, left leg, for hit location. Since Kahvi's left leg is on the other side of the elk, he hits the forequarters of the elk.

The damage rolled is low, and the mighty elk is not downed. Now Kahvi strikes back, and hits. The troll fails the parry and Kahvi's player rolls a D10 and adds 10 to the total. The result is 19, and the troll's left arm feels the bite of a Go-Back sword.

Unfavorable Environments

While most fighters would just as soon fight all their fights face to face in an open flat field with ideal visibility, fate rarely allows this. Instead, those who do battle must face many different unfavorable environments, all of which have an influence on their skill with weapons and their staying alive.

Darkness

If caught in absolute darkness, elves, trolls, and humans with normal eyesight all have a basic chance with attack, parry, and dodge equal to their normal ability minus 75%. If this results in a negative number, they will still have the usual 5% chance of success. All special skill rolls, such as impaling and fumbling are included in this reduction, so that a character with a 100% chance of hitting with his spear is reduced to 25%, his impaling chance to 5%, and his critical chance to 1%. Similarly, his fumble chance is increased to 97-00.

If the darkness is not absolute, an elf or troll is reduced by 25%, and a human by 50%.

Torches: torches are sticks whose flaming ends provide light for the bearers, usually due to some flammable substance on the head of the stick. A torch held at shoulder height illuminates a 12-yard radius sufficiently to perform a Perception skill roll normally. If the torch is on the ground, it only illuminates 3 yards this well. A torch is visible in the dark at many hundreds of yards, and reduces a Perception skill by 10 percentiles for every yard away from the torch, once out of the initial radius. If more than 10 yards away from the initial radius of the torch, but still capable of seeing it, fighters are considered to be in non-absolute darkness.

A torch cannot be held in one hand to illuminate the darkness while fighting unless that hand is not used for attacks or parries.

If dropped, a torch will go out when the gamemaster rolls 96-00 on D100. This roll should be made each melee round until the torch dies. Normally, a torch has a life of about 1/2 hour.

Underwater

If fighting underwater, a character has many problems, aside from the possibility of drowning. All slashing weapons, crushing weapons, and missile weapons are basically useless. Only thrusting weapons, including knives and swords, are useful underwater, and all blows are treated as

if the target had 3 points of additional armor. This simply simulates the slowing effect of water on any violent activity.

High Ground

A character who is standing higher than his target has a high ground advantage. This means he may subtract one strike rank from his hand-to-hand melee attacks against a downhill foe and adds one to all hit locations for his attacks. Any roll over 20 equals 20. He also has a 10% greater chance of success with both attack and parry. His opponent has a 10% lower chance with attack and parry.

During the fight with the trolls, Leetah climbed to the top of a rock to get out of the way. Her daughter Ember stood up to a troll and was about to be killed when Leetah threw her knife at him. She hit, rolling 05, an impale, and the hit location rolled was 19, which became 20 because she was higher than the troll. The troll fell, Leetah's knife in his head.

Narrow Passageways

A fighter needs one yard radius around him to fight comfortably with any weapon. If he has less room than that, he is reduced to half effectiveness with any SR 0 or 1 weapons except for spear or missile attacks (parries are still reduced). If he has less than a half-yard radius around him then he is reduced to half effectiveness with all SR 2 weapons as well.

If fighting in a totally enclosed area, with no air circulation, a fighter may fight normally for melee rounds equal to his CON minus the maximum number of armor points worn anywhere on his body. His player must roll the character's CON times 5 after each subsequent melee round or collapse from overheating.

Covered Targets

If a target is partially covered by a wall, rock, ledge, tree-stump, etc., any blow that lands on the covered hit location lands on the cover instead.

Picknose the troll takes a swipe at Skywise, who has jumped over a fallen tree. The furious troll hits with his staff, but his player rolls 1 on D20, the leg. The gamemaster rules that the blow hit the fallen log, which covers the elf's legs, and Skywise scampers away.

3-Dimensional Combat

Very occasionally, a character will find himself flying and fighting at the same time. This adds an extra dimension to combat. Unless the character naturally flies, he will be unused to dealing with three-dimensional combat. He will also probably be riding a flying animal such as a giant hawk of Blue Mountain.



Just as with riding a ground-based mount, a character's ability with combat skills will be no better than his Riding skill for that mount.

Moreover, the chance of hitting is further modified by the fact that the character is also moving. This subtracts 10 percentiles from his chance to hit, in addition to other modifiers found on the Combat Modifiers table.

Combat Modifiers

The shifting opportunities of a melee present many opportunities to gain advantage or lose it in the course of a fight. The Combat Modifiers Table lists most of these, including those detailed above, and presents the percent advantage or disadvantage to the character for each occasion.

Combat Modifiers Table

positive

+20%	target helpless
+20%	target surprised during non-combat or knocked down
+10%	target surprised during combat
+10%	attacking from target's back
+10%	prepared missile attack (one melee round delay to aim just right)
+10%	attacking from above target
+05%	per 10 SIZ points or fraction thereof the target is over 20.

negative

-75%	attacker in absolute darkness
-50%	attacker is human in near-absolute darkness
-25%	attacker is elf or troll in near-absolute darkness
-20%	attacker has been knocked down
-10%	target moving
-10%	attacker is riding a moving animal/vehicle
-10%	target is above attacker
-10%	per SIZ point target is below 4

These effects are cumulative. No matter how many negative modifiers apply, the attack chance is never reduced below 5%.

Weapons and Weapon Use

Combat demands the use of weapons, even when the weapons are such natural items as a man's fist, the nearest tree-branch, or a streamside rock.

In *Elfquest*, there are two main categories of weapon: melee and missile. The two categories have many things in common, but they differ in that missile weapons can be used to launch missiles beyond melee weapon length range.

Melee Weapons

A melee weapon is meant for use in combat with the combatants standing no more than weapons-length away from each other. Some melee weapons are primarily attack weapons, with an incidental ability to block damage, others are primarily defensive weapons, which absorb much damage but are not good at dealing damage.

Melee weapons are divided into three categories: hand-held weapons, natural weapons, and impromptu weapons.

Strike rank with melee weapons is based on the SIZ of the user, the DEX of the user, and the length of the weapon. Melee weapons come in three categories of length. The first is finger-length, and includes most natural weapons, small knives, spiked gloves, shields, etc. The second includes any weapon usable in one hand, such as swords, short spears, axes, maces, and long daggers. The third category is two-handed weapons, which range from the simple quarterstaff to the spear. These also include such impromptu weapons as ripped up whole trees.

Special Melee Weapons

Two Weapon Use: when a character is using two weapons, such as a sword and shield, he may perform one action with each of them, as long as he does not dodge in the same melee round. Thus, he may attack twice, parry twice, or attack with one and parry with the other. Or he may attack and parry with the same weapon.

If two parries are desired, two different attacks can be parried against, but the same attack cannot be parried twice.

If a character is attacking twice, his first attack will be on his normal strike rank with the weapon, and his second attack will be three strike ranks after the first attack. If he

List of Melee Weapons

category	weapon	damage	STR/ DEX	armor points	SR
axe, 1H	battleaxe	1D6+2	9/7	8	2
	hatchet	1D6	-/7	6	2
	troll axe	1D10+1	13/7	10	2
axe, 2H	battleaxe	1D6+2	7/9	8	2
	troll axe	1D10+1	11/9	10	2
dagger *	dagger	1D3+2	-/-	6	3
"fist"	fighting claw	1D3+2	-/9	-	3
mace, 1H	heavy mace	1D10	13/-	10	2
	light mace	1D6+1	7/-	6	2
	wooden club	1D6	-/-	4	2
mace, 2H	heavy mace	1D10	9/7	10	2
	quarterstaff	1D6	9/9	10	1
shield	shield	1D3+1	9/-	12	2
spear, 1H *	javelin	1D6+1	7/7	8	2
	short spear	1D6+2	7/7	10	2
spear, 2H *	long spear	1D10+1	9/7	10	1
	short spear	1D6+2	-/7	10	2
sword, 1H	shortsword *	1D6+1	7/9	10	2
	troll sword	1D10+1	13/9	12	2
sword, 2H	troll sword	1D10+1	11/7	12	2
tools †	hoe (2H)	1D6	7/7	8	1
	pick (2H) *	1D10	13/7	10	2
	spade (2H)	1D6	7/7	8	2

* weapon can be used for impaling attack.

† unlike the other categories of weapons, expertise with one tool does not indicate ability with the other tools. Attacks and parries with each tool must be advanced separately.

Definitions of Headings

Category: this is the category of weapon. Characters will be trained in this category of weapon, and then may use any of the weapons within the category at the same skill percentage. Some weapons appear within more than one category (such as short spear) and must be trained separately for use in each category.

Name: this is the name of the weapon.

Damage: this is the damage the weapon will do when it strikes. Add the character's damage bonus to this roll when determining damage.

STR/DEX: this is the minimum STR and DEX necessary to use the weapon well. Every point of each characteristic short of the necessary amount reduces the chance to hit by 10%.

armor points: this is the number of armor points the object has. The armor points will go down by one each time the object's armor points are exceeded by a blow.

SR: this is the weapon strike rank. It must be combined with the character's base SR to determine on which strike rank in the round the character may use the weapon.

does not have enough strike ranks to accomplish this, he cannot make two attacks.

Two-Handed Weapon Use: a character using a two-handed weapon may use it to attack once and parry once. If he is dodging, he must give up an attack or a parry. He cannot perform two attacks or two parries (except by splitting his attack or parry, if his skill is over 100%).

Set Spear Versus Charge: a spear can be braced against the ground (called *setting* the spear) and used to meet a charging foe who is at least 6 yards away. If it hits the target, the damage done is equal to the weapon's plus the damage

bonus of the target, rather than the user. It takes three strike ranks to set the spear. Strike rank is zero plus the strike rank for the target's movement. The spear user cannot parry or dodge while using this bracing maneuver.

If the charging target is moving at less than half its normal move rate, it will take only half its normal damage bonus. If it is moving at 1 yard a strike rank or less, it will take only the normal weapon damage.

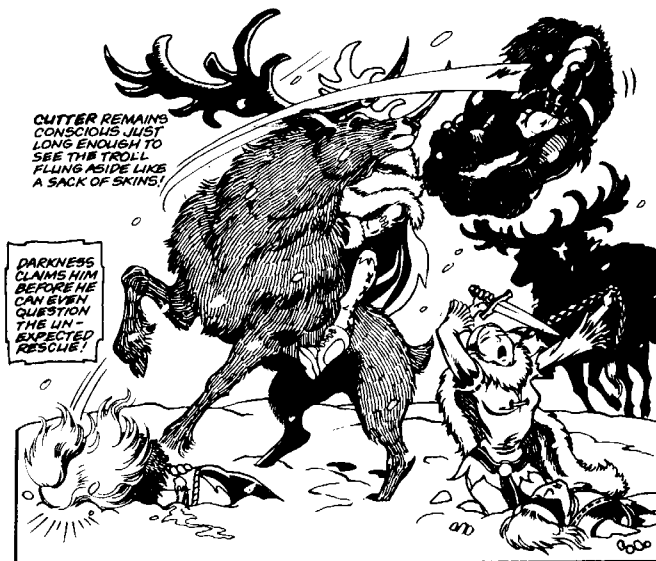
Redlance is charged by Tailchopper the troll. He sets the spear he has taken off the corpse of another troll, and makes his attack roll. Tailchopper is attempting to attack on the run, so he cannot dodge, and runs right into the spear.

"Hah, you're good at that," says Pike to Redlance.

Natural Weapons

Natural weapons are those which are part of the body of a combatant. An elf's fist and foot are natural weapons. An elf's hands are natural weapons when they are used for grappling.

Other creatures, intelligent or otherwise, have other natural weapons, such as claws, fangs, prehensile tails, stings, and horns.



Fist and Kick

Attacks: fist and kick attacks are just like attacks with melee weapons. A fist does 1D3 damage. A kick does 1D3+1 damage. Every character starts with the same attack and parry chances at these skills he has with any other weapon.

Parries: a humanoid character may make a fist parry, just as he would with a weapon. The usual armor value of a fist is 3 points from the area actually hit, in addition to any armor the character might have on the arm. However, the 3 hit points subtracted from the damage by the fist parry are still subtracted from the character's hit points in his arm.

Grappling

Grappling is a natural weapon skill used for wrestling. The base chance for a grapple attack is the same as for any weapon, as is the base chance for a parry. A successful grapple attack catches a foe's random hit location. A successful parry with a weapon against a grapple means that the weapon arm was grabbed instead; a successful shield parry indicates that the shield has been caught. A successful parry using the grapple skill means that an attacking grapple hold is blocked. After the initial successful attack, strike ranks for later attacks with grapple maneuvers against a grappled target are based on the DEX strike rank modifier alone, without consideration of SIZ or weapon lengths.

After a successful attack, the grappler may attempt to immobilize the limb grasped, or throw the target in the next melee round. Before trying either tactic, he must make another successful grapple attack to maintain his grip. Failure means his hold has been broken.

To immobilize a limb, the attacker's player must also succeed in a STR versus STR roll on the Resistance Table. If more than one attacker is attempting to immobilize the target, add the STRs together. If this roll is not made, the attacker still holds onto the limb, but it is not immobilized.

To throw a foe, the attacker's player must match the attacker's STR plus DEX against the SIZ plus DEX of the defender on the Resistance Table. Again, if the roll is unsuccessful, there is no throw, but he still retains his hold on the limb.

If thrown, the defender must make a DEX x 5 or less roll on 1D100 or suffer 1D6 in a random hit location. Armor will protect against this damage. In any case, the defender is knocked down.

When two foes wrestle each other, success for both means they have grasped each other. Two successful immobilizations (one for each) may either mean nothing was accomplished (if they are contradictory results) or that both succeeded. A result of two throws cancels — no one is thrown. An attempt to immobilize should be resolved before an opponent's attempt to throw, no matter what the strike ranks order.

List of Natural Weapons

weapon	damage	SR
claw	1D6 (usually)	3
fist	1D3	3
grapple	immobilize/throw	3
head butt	1D3	3
kick	1D3+1	3

Definitions of Headings

Name: this is the name of the weapon.

Damage: this is the damage the weapon will do when it strikes. Add the character's damage bonus, if any, to this die roll.

SR: this is the weapon strike rank. It must be combined with the character's base strike rank to determine when in the round the character may use the weapon.

Claws, Fangs, and Other Natural Weapons

Most creatures who have natural weapons such as claws and stings use them as a human would use a weapon. Strike rank for all natural weapons is 3.

Most animals do not use parries. Instead, they dodge to avoid attacks, or depend on their natural armor.

Unless it is stated otherwise in the description of the creature, natural weapons do not impale. The exact parameters of each creature's weaponry is in the creature descriptions of the Worldbook's Flora and Fauna chapter.

Impromptu Weapons

The world is full of items which can be used as weapons if the occasion demands.

Most such weapons can be equated with a normal weapon and used as such. Generally, light and heavy mace statistics are a sufficient substitute for most items picked up in an emergency.

Missiles

There are two types of missiles; the thrown missile and the launched missile.

Thrown Missiles

Thrown missiles are made for throwing but can also be used as melee weapons. Thus, a javelin or dart can be used as a one-handed spear.

Thrown missiles are generally short-ranged and relatively heavy. They are auxiliary weapons, used in addition to the character's normal weapons for melee. It is difficult, though not impossible, to carry enough thrown weapons to last through a battle.

Most of the humans of the World of Two Moons use thrown weapons for hunting. Bows and more sophisticated missile weapons are beyond them. The Missiles and Missile Weapons Table carries many thrown missiles common to primitive man but not seen in the Elfquest stories. Gamemasters may assign them to random human tribes their elves may have to interact with.

Damage Bonus: when using thrown missiles, a character gets a damage bonus, just as he does for melee weapons. However, the damage bonus is only half his normal bonus. Thus, if a character has a 1D6 damage bonus, his bonus with thrown weapons is 1D3. If the throwing character is some immense monster, with a damage bonus of 2D6, his throwing damage bonus would be 2D3.

Range: range for throwing weapons is given in the Missiles and Missile Weapons Table below.

Missile Weapons

Missile weapons are used to launch a missile at a target. This category includes bows, crossbows, blowguns, atlatls, and slings.

Damage Bonus: all launched missiles except crossbows and blowguns receive the same damage bonus as thrown missiles. This represents such factors as the heavier bow drawn by a stronger person, and the extra lever action gained through higher STR on an atlatl or sling. Note that a weaker person cannot use a stronger person's bow, and that a strong person using a weaker person's bow may lose all or part of his damage bonus.

Missiles and Missile Weapons Table

name	STR/DEX	damage	AP	effective range	maximum range	fire rate
atlatl/arrow whip *	7/9	+2	6	+10	+20	1/MR
bow †	9/9	1D6+1	5	90	120	1/SR
blowgun †	-/11	1D3 **	4	30	30	1/MR
crossbow †	11/9	2D6	8	120	200	1/3 MR
sling †	-/11	1D6	—	100	100	1/MR
boomerang, war	13/9	1D6	6	30	50	1/MR
boomerang, hunting	9/11	1D3	3	50	50	1/SR
dart †	-/9	1D6	4	20	30	1/SR
javelin †	9/9	1D6+1	8	20	50	1/SR
short spear †	11/11	1D6+1	10	15	25	1/MR
talon whip	7/13	1D2	6	20	20	1/MR
throwing axe	9/11	1D6	6	20	20	1/SR
throwing knife †	-/11	1D3+1	4	20	20	1/SR
thrown rock	-/-	1D3	—	20	20	1/SR
combat net	12/10	1D3	6	20	20	1/MR
pole lasso	9/9	none	4	3	3	1/MR
whip	9/9	1D3	6	5	5	1/MR

* used with a dart or javelin to increase both range and damage.

† missile can impale.

** generally used with a poison of potency 3D6

Definitions

Name: this is the name of the weapon. Anyone learning dart or javelin can use the other, as well as throw a short spear.

STR/DEX: this is the minimum STR and DEX necessary to use the weapon. Every point of each characteristic short of the necessary amount reduces the chance to hit by 05%.

Damage: this is the damage the weapon will do when it strikes. For all missiles except those launched by crossbow and blowgun, add half the user's damage bonus to the normal damage dice. Some weapons shown above do not do damage. Instead, they entangle the target. See the descriptions of the individual weapons for a description of this effect in game terms.

AP: this is the number of armor points the object has. As with any weapon, the armor points will go down by one each time the object's armor points are exceeded by a blow.

Effective Range: this is the range at which the weapon will hit the target at the skill percentage possessed by the target.

Maximum Range: this is the maximum range the weapon will reach to. Chance of hitting a target at this range is half normal.

Fire Rate: this indicates the number of times in a melee round that a weapon may be used. The notation is as follows: **1/3 MR** — this weapon is so clumsy to reload that it may only be used once every 3 melee rounds and all the intervening melee rounds must be spent readying it for use again. **1/MR** — the weapon may only be used once per melee round, due to the complexity of readying it for another shot. **1/SR** — the weapon may be used on the character's DEX strike rank, then on his DEX strike rank plus 3 plus DEX strike rank again.

Strongbow has a DEX strike rank of 2. He can fire his bow on strike rank 2, then must take 3 strike ranks to get another arrow and nock it, then fire the second arrow at his DEX strike rank after that. Thus, he will fire at strike rank 2, then strike rank 7. He can spend the remaining strike ranks getting out another arrow to fire on strike rank 2 of the next round.

A missile user cannot parry or dodge during the strike ranks in which he is using or readying his weapon. He may abort his intent to use the weapon in order to parry or dodge if he wishes.

Parrying a Missile Attack

Thrown missiles can be parried if the parrier is aware of the attack and is ready to parry. Launched missiles cannot be parried. However, a character may specify that he is holding his shield in one place, covering his shield arm and one other specific hit location, and those hit locations will be protected by the shield. Only a shield can thus protect a character from launched missiles.

The Net

The net is part of many cultures. It is usually a set of lines knotted together into a grid pattern, made to catch objects too big to fit through the holes of the grid. The mesh of a net can be small, for catching small fish or large, for snaring larger prey, such as deer.

Parrying with a Missile or Missile Weapon

Most missile weapons and some missiles can be parried with if necessary. Those missiles and missile weapons listed as having no armor points cannot be parried with.

The basic chance to parry with a missile weapon or missile is 10%. It can never be trained up, but must be increased through experience. If armor points are exceeded, weapon takes the usual 1 hit point damage, and becomes useless as a missile or missile weapon until repaired (though a javelin could still be used as a spear).

Common Attributes of Nets

Netmaking is a form of manipulation and can be learned by anyone.

All nets have two attributes, SIZ and STR/hit points.

SIZ is the area of the net, and measures what volume the net can cover. Fishing and trapping nets can be of any SIZ, but require one handler per 20 points SIZ if the entire net is to be manipulated at once. Any net must have a larger SIZ than its intended target or it cannot entrap that target.

Nets commonly have a STR of 2D6+14 (an average of 21), and the STR is also used as its hit points in any one area. A net has armor points between 3 and 8, depending on its construction. Combat nets usually have 6 armor points.

Fighting with Nets

Fighting with a net is a unique combat skill. Ordinary nets are too big, and weighted incorrectly for combat use. However, the Gliders of Blue Mountain have developed small nets to supplement their talon whips in combat.

The Glider net can contain up to a SIZ of 15, and has a strike rank of 1.

A net is normally carried on the left arm, and in that position it can be used as a shield. In absorbing blows from edged weapons, its hit points will be destroyed just as would a regular weapon's.

Attacking to Ensnare

An ensnaring attack is made by throwing one end of the weighted net over some portion of the target's body while maintaining a hold on a cord attached to the other end. The cord allows the user to maintain tension and keep the target from shrugging the net off.

A successful attack which is not parried allows the attacker two rolls on the target's Hit Location Table. There is no special effect if the same location is rolled twice. Both areas will be ensnared by the net with the following results:

Arm: arm cannot be used as long as tension is on the net.

Leg: target cannot move without falling but can fight from his current position. If the net user succeeds in a STR versus STR roll on the Resistance Table, the target will fall.

Abdomen or Chest: a user who succeeds in a STR versus STR attack on the Resistance Table can cause the target to fall. The target cannot disengage while caught.

Head: target's vision is obscured. All combat skills are halved.

The hit locations caught can be freed by ripping, cutting, or burning, as described below. If there is no tension on the net, the victim can simply unwind the net from himself if he makes a roll of his DEX or less on D100. This may be attempted at the end of each melee round. If both arms are pinned, he cannot unwind the net without help.

Using the Net Against its User

If the target of a net attack is not totally immobilized or pulled off its feet, and still has at least one arm free, it

may attack the STR+SIZ of the attacker with its own STR+SIZ in an attempt to pull the attacker off his feet. If the attacker is in the air, as a Glider would be, he can only resist the attack with his STR, not his SIZ.

If the attacker is knocked off his feet, he must succeed in rolling DEXx5 or less on D100 to maintain tension on the net that melee round.

If a glider or other flyer is successfully attacked in this manner, the target of the net may move the Glider a number of yards equal to the difference between the target's STR+SIZ and the STR of the Glider.

Defending Against Ensnaring Attacks

A net may be parried with any weapon. A shield used to parry with will be caught instead, immobilizing the shield arm, unless the successful parry was a special or critical roll. Any other weapon used to parry a net will be caught unless the parrier made a successful roll equal to twice his normal special roll or less. If the parrying weapon is caught in the net, his weapon arm is immobilized unless he lets go of the weapon.

The chance to Dodge a net is reduced by 10 percentiles because the net covers a larger area than the usual weapon blow.

A fishing or trapping net dropped upon a victim from above cannot be parried, though if the victim is aware of the net, a Dodge could be attempted.

Getting Free

A being has three options to quickly emerge from an ensnaring net: rip it open, cut it open, or burn it open.

Ripping Open a Net

The character must match his STR versus the net's STR on the Resistance Table. A successful roll means that the net now has a hole in it large enough to crawl through. The defender may walk through the hole in the next melee round. This assumes that the defender has not been trussed up in the net and can still move his arms and hands, perhaps getting some leverage with his feet. Even a common net usually will be strong enough to hold a man, but those who hunt gigantic game animals get stronger nets made.

Cutting Open a Net

Only edged weapons work against nets. If the enmeshed being has an easily reached sheathed knife, he may be able to pull it out and cut with it. Edged weapons already in hand (or natural claws or bite) might also work at the gamemaster's discretion, but such weapons will only do the dagger's damage of 1D3+2, because of problems of leverage and the unusual awkwardness of the cutting angle. Normal damage bonuses should be added to the cutting weapon.

Someone attempting to cut his way out of a net must cut hit points equal to his SIZ or equal to the net hit points, whichever comes first, to make a hole large enough to escape from. He can escape the melee round after he destroys the needed number of points.

The full hit points of the net are present in every area of the net, and should one part of a net be cut open, other parts will retain their normal hit points.

Burning Open a Net

Nets usually are flammable, and will take full damage from any fire. Unless excessively dry, a net will not catch fire, and a flaming object must be held against the net each turn until the hit points are burned away.

Combined Attacks

A net could be cut and burned at the same time to reduce its hit points, which also reduces its STR, and then the victim could apply his STR versus the weakened STR of the net and rip his way out.

Armor

Armor is essentially hard clothing. It is made of cloth or leather or metal or a combination of all three and it is worn by people who want something hard between themselves and weapons wielded by antagonists.

Armor is generally heavier than normal clothing, very hot, and uncomfortable to wear.

For the most part, formal armor is unknown to anyone in the World of Two Moons, as the technology is generally not available for it. Still, elves, humans, and trolls sometimes wear thick furs, helmets, or metal arm bracers which can stop some damage. Both troll metal-workers and Glider metal-shapers could create armor if the thought occurred to them, as it did to Two-Edge. Finally, many types of animals have natural armor in the form of thick hide, scales, or feathers. This section covers the subject of protective coverings.

Coverage

If a warrior wears any armor or protective clothing, it usually will be just what he needs to cover his vital organs. The unsophisticated warriors of the World of Two Moons generally leave their limbs and heads unprotected except in cold areas, where the extra clothing worn for warmth coincidentally provides some protection for the limbs and head.

Breakage

Unlike the armor points for weapons, armor stays the same, even if a blow exceeds the armor points covering the hit location struck. Armor does not break.

Armor Points Table

armor	points
clothes	0
soft leather/light furs	1
stiff leather/thick furs	2
metal ornament	variable *
metal armor †	6

* item's armor points, 1D6-1, should be rolled for when obtained.

† Two-Edge manufacture

Definitions

armor: type of armor, see list below

points: these are the armor points of the armor; the number of damage points the armor will absorb.

Armor Types

Soft Leather/Light Furs: this is the rough equivalent of a leather jacket or vest. It is common among elves, humans, and trolls. It can be worn under other forms of armor as additional padding and protection.

Even something as scant as Cutter's fur vest can be considered to provide soft leather protection.

Cloth padding used under armor is equivalent in protective quality to soft leather.

Stiff Leather/Thick Furs: This has about 1/4 to 1/2 inch of leather. It is used among primitives for body protection and making shields. It has the consistency of shoe sole leather.

Most uncut hides will be equivalent in protective quality to stiff leather.

Weapon Descriptions

Atlatl and Arrow Whip: a short stick used to add range and damage to a javelin (qv) or dart (qv) throw. Using an atlatl makes a javelin slower to use, but easier to hit with. Elves are known to use a variant of the atlatl which is a stick and string combination called an arrow whip.

Axe, Throwing: a type of axe which is balanced for throwing.

Battleaxe: a type of axe which can be used either one or two handed.

Blowgun: a hollow tube a meter long, used to deliver small darts by blowing through the tube. There is commonly a poison on the darts. Unknown to trolls or elves.

Boomerang: a specially-shaped stick which can be thrown in a curving path. The war boomerang is heavier than its hunting counterpart, and will not return to the user's hand. These throwing sticks are used by some human tribes, but are unknown to most elves or trolls.

Bow: a weapon which uses the mechanical energy of springy wood to propel a shaft (arrow) a long distance. Its shafts can impale a target. Favorite weapon of the elves, little known by others.

Claw, Fighting: a constructed claw which fits onto the hand and is used by people who normally do not have claws to give clawing-type damage to a target. Commonly made of metal by trolls for use by elves. An uncommon trade item.

Club, Wooden: a simple shaft of wood, perhaps with one end larger than the other.

Crossbow: a weapon consisting of a stock and a bow which is cocked by mechanical means. It is very accurate, but slow to use. Its use is limited to the northern trolls, who invented it, and the Go-Back elves, who loot it from the bodies of northern trolls.

Dagger: a common trade item between trolls, who make them, and elves, who use them. Usually the first item traded for by an elf. Humans make stone equivalents. Can be used for eating or fighting.

Dart: a haft of wood with a stone or metal point which is generally thrown by hand, though atlatls or arrow whips can be used to give them more range and damage.

Hatchet: small one-handed axe.

Javelin: a small spear with a stone or metal head which is balanced for throwing. An atlatl can be used to give it more range and damage.

Knife, Throwing: a dagger balanced for accurate throwing, usually smaller than the belt daggers carried by most elves and members of other species.

Metal Ornaments: most metal armor worn by anyone in the World of Two Moons is purely accidental. A decorative piece of jewelry may actually stop some damage points if it is hit by a weapon. Such jewelry is rarely worn on the legs, often on the arms and head, and occasionally on the body. The armor points of the piece should be rolled for when obtained.

If a character is wearing metal ornaments on a hit location receiving damage, he may make a roll of his POWx3 to see if the damage hit the ornament. If the damage exceeds the armor points of the ornament, the ornament absorbs damage equal to its armor points and breaks (after all, it is not meant to take damage). Excess damage goes on through to damage the target. If the damage done is equal to or less than the armor points of the ornament, the ornament loses 1 armor point and there is no other

result. As with weapons, the ornament's hit points are equal to its armor points.

Skywise is fighting trolls and one lands a blow with his axe on Skywise's head. The gamemaster tells Skywise's player to roll under his POW times three. The player rolls 13, which is well under the needed number, and the blow lands on his head ornament.

The ornament breaks under the ten points of damage done by the axe, but Skywise is merely knocked unconscious, rather than killed.

Metal Armor: assuming that someone made armor for the elves, humans, or trolls, it would probably be a combination of plates and scales, as devised by Two-Edge:

Lasso, Pole: a rope loop attached to the end of a pole and used to capture an animal or opponent. It does no actual damage, but will immobilize the hit location caught like a grapple with the same STR as the user's. Used by the Go-Backs to capture wild elk for taming.

Mace: a club with a stone or metal head to give it more impact. It is heavier and harder to use than a simple club.

Rock, Thrown: a rock of SIZ 1 or less picked up from the field or stream and thrown.

Shield: weapon used primarily for defense. It is large and massive and can absorb much damage. It seems to have been developed by the Go-Back elves as a defense against the devastating attacks of trolls, and is little-known elsewhere in the World of Two Moons.

Sling: a length of thong with a wide patch into which the user can insert a rock. It can deliver a rock with stunning speed and accuracy. It is used by some human tribes, and is virtually unknown among the elves and trolls.

Spear: a length of wood with a stone or metal head. It is used mostly for thrusting, and is a basic weapon known to every intelligent species.

Staff: simply a length of wood, about as long as its user, used as much for helping a person walk as for combat.

Talon Whip: a claw device on the end of a rope used by the Gliders of Blue Mountain to snare small game and enemy weapons. The talon hangs on the hip in a folded position, then extends into a claw shape for use. When it hits the target, the claws tighten around it automatically. The user may then use his STR versus the SIZ of a small animal, or the STR of someone holding onto a snared object, to pull it to him.

Troll Axe: a battleaxe used by trolls for slashing. Also used by strong Go-Back elves who have stolen them from the trolls.

Troll Sword: a long sword used primarily for slashing. It is used mostly by trolls and by Go-Back elves who have stolen them from trolls.

Whip: the whip is only useful between half its maximum range and its maximum range. Any closer to the user and it is useless. It imparts a sharp stinging blow which does little lasting damage. Trolls use it as a punishment weapon. However, the trolls are not sophisticated enough as a rule to appreciate the real use of this weapon. In other lands and climes, the damage it does is incidental to its main function, which is to wrap around an object or hit location and immobilize it for one melee round (after which it will loosen). This will happen on a special success with the Whip attack roll.



Points for Slung Shields

A shield slung on the back which happens to cover a hit location hit from the back adds half its armor points to the armor points of the area struck.

Other Tribes and Folk

So far, the emphasis of these rules has been on playing Wolfriders. However, there are several other tribes of elves on the World of Two Moons, and players may enjoy them

Savah

Savah, called the Mother of Memory, is the last survivor of the trek of five elves from the forests many centuries before. In effect, she is the mother of all the Sun Folk.

She is the leader of the village inasmuch as it has one. When a problem arises, they look to her for wisdom and guidance. Her long experience, and her great mental powers, have earned her respect from her own folk and the fractious Wolfriders.

Savah is perhaps three or four generations removed from the time the elves came to this world. She is much taller than her descendants, though not as tall as the Gliders of Blue Mountain. The obligation of leadership of the entire village has touched her. Unlike most elves, she looks old.

ELFOQUEST

Character Sheet

Personal Information

Character's Name: SAVAH Soul Name: _____
Species: ELF Tribe: SUN FOLK Age: 800+
Gender: FEMALE Recognized Mate: _____

Rolled Characteristics

current: STR 6 CON 10 SIZ 10 INT 16 POW 18 DEX 14 APP 18
original: STR _____ CON _____ SIZ _____ INT _____ POW _____ DEX _____ APP _____

Derived Characteristics

Damage Bonus: _____ Experience Bonus: 8% Movement Rate: 4
DEX strike rank modifier: 3 SIZ strike rank modifier: 2 Base Strike Rank: 5

Skills

Animal Lore: 66 %
Climb: 28 %
Communication: 95 %
Dodge: 40 %
Elf Lore: 90 %
Healing Lore: 60 %
Human Lore: 25 %
Jump: 30 %
Language Lore: 41 %
Manipulation: 90 %
Mechanical Lore: 16 %
Mineral Lore: 55 %
Perception: 95 %
Plant Lore: 60 %
Ride: 58 %
Stealth: 58 %
Swim: 20 %
Throw: 25 %
Troll Lore: 25 %

Magic Powers

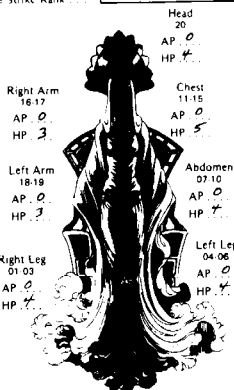
Sending: 125 %
Magic Feeling: 125 %
ASTAR PLOJ: 125 %
HYPNOSIS: 125 %
Special: _____

Equipment

Missiles: 1 2 3 4
5 6 7 8 9 10
11 12 13 14 15 16
17 18 19 20 21 22

Tallies

Magic Points: 1 2
3 4 5 6 7
8 9 10 11 12
13 14 15 16 17
18 19 20 21 22
23 24 25 26 27
Hit Points: 1 2 3
4 5 6 7 8
9 10 11 12 13
14 15 16 17 18
19 20 21 22 23
24 25 26 27 28



Weapons Skills

Weapon: _____ Damage: _____
SR: ☐ A% ☐ P% AP: _____
Weapon: _____ Damage: _____
SR: ☐ A% ☐ P% AP: _____
Weapon: _____ Damage: _____
SR: ☐ A% ☐ P% AP: _____
Rate: ☐ A% ☐ P% Range: _____
Missile: _____ Damage: _____
Rate: ☐ A% ☐ P% Range: _____
Shield: _____ Damage: _____
SR: ☐ P% ☐ A% AP: _____

Bond Beast

Name: _____ Sex: _____ Location: _____ Armor/HP: _____
STR: _____ Species: _____
CON: _____ Move: _____ DEX SRM: _____
SIZ: _____ Climb: _____ Dodge: _____
INT: _____ Communication: _____
POW: _____ Jump: _____ Stealth: _____
DEX: _____ Perception: _____
APP: _____ Total Hit Points: _____
Weapon: _____ SR: _____ A%: _____ Damage: _____

Rayek

Rayek is of the Sun Folk, and for all of his life he was their main hunter and explorer. He was also Leetah's lovermate. His position of power and influence was shaken and then destroyed by the advent of the Wolfriders and their chieftain.

Bested both by Cutter's skills and the force of Recognition, Rayek left the Sun Folk and found the tunnels of the trolls. There he found Ekuar the rock-shaper who had been held as a slave by Greymung for centuries. Ekuar knew the secrets of training and managed to help Rayek to use his Levitation powers for far more than lifting small animals.

The Rayek described below is the one found in Elfquest 2. His major ability is his Hypnosis, with which he hunts. Despite his relatively good ability with both Sending and Levitation, he does not use them to their full ability.

ELFOQUEST

Character Sheet

Personal Information

Character's Name: RAYEK Soul Name: _____
Species: ELF Tribe: SUN FOLK Age: 600+
Gender: MALE Recognized Mate: _____

Rolled Characteristics

current: STR 14 CON 16 SIZ 5 INT 14 POW 16 DEX 17 APP 17
original: STR _____ CON _____ SIZ _____ INT _____ POW _____ DEX _____ APP _____

Derived Characteristics

Damage Bonus: _____ Experience Bonus: 7% Movement Rate: 4
DEX strike rank modifier: 2 SIZ strike rank modifier: 3 Base Strike Rank: 5

Skills

Animal Lore: 14 %
Climb: 60 %
Communication: 46 %
Dodge: 31 %
Elf Lore: 38 %
Healing Lore: 45 %
Human Lore: 5 %
Jump: 61 %
Language Lore: 5 %
Manipulation: 31 %
Mechanical Lore: 14 %
Mineral Lore: 14 %
Perception: 51 %
Plant Lore: 28 %
Ride: 58 %
Stealth: 53 %
Swim: 21 %
Throw: 15 %
Troll Lore: _____

Magic Powers

Sending: 60 %
Magic Feeling: 1 %
HYPNOSIS: 80 %
LEVITATION: 75 %
Special: _____

Equipment

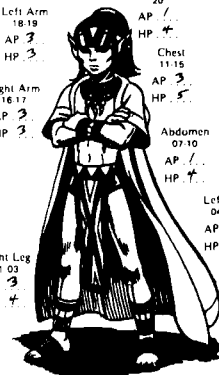
Missiles: 1 2 3 4
5 6 7 8 9 10
11 12 13 14 15 16
17 18 19 20 21 22

Weapons Skills

Weapon: 2H SWORD Damage: 1D10+1
SR: 6 ☐ A% ☐ P% ☐ AP: 33 AP: 10
Weapon: DAGGER Damage: 1D3+1
SR: 8 ☐ A% ☐ P% ☐ AP: 33 AP: 6
Weapon: _____ Damage: _____
SR: ☐ A% ☐ P% AP: _____
Missile: JAVELIN Damage: 1D6+1
Rate: 2 ☐ A% ☐ P% Range: 20
Missile: _____ Damage: _____
Rate: ☐ A% ☐ P% Range: _____
Shield: _____ Damage: _____
SR: ☐ P% ☐ A% AP: _____

Bond Beast

Name: _____ Sex: _____ Location: _____ Armor/HP: _____
STR: _____ Species: _____
CON: _____ Move: _____ DEX SRM: _____
SIZ: _____ Climb: _____ Dodge: _____
INT: _____ Communication: _____
POW: _____ Jump: _____ Stealth: _____
DEX: _____ Perception: _____
APP: _____ Total Hit Points: _____
Weapon: _____ SR: _____ A%: _____ Damage: _____



as much as the Wolfriders. If a player-character dies in the course of a campaign, it might be that the only replacements would be drawn from one of the other tribes.

The following descriptions are divided into three sections: tribal characteristics, beginning skills, and magic abilities.

Use the characteristics to create a character from one of these tribes. The process is the same as was used for Wolfriders in the Creating an Elf chapter. The one exception, an individual's movement, is given for each tribe. You will notice that humans and trolls are slower than elves, and that members of one tribe, the Plainsrunners, are faster than the usual run of elves. This latter ability is a direct result of the fact that the Plainsrunners have no riding animals, though they may bond with wolves or other predators as hunting partners.

Also given for each tribe is the age calculation. Previous experience is figured the same way as it is in the Character Creation chapter, allowing longer-lived elves, such as the Gliders, impressive skill abilities. This is only reasonable for an active character who has lived literally millennia.

The beginning skills section serves the same purpose as it does with Wolfriders. This is the beginning ability a member of the tribe will have with a skill simply due to being a member of the tribe. Humans start with potentially quite high beginning skills, but this is offset by their characteristic rolls and the fact that they usually live no more than 60 years.

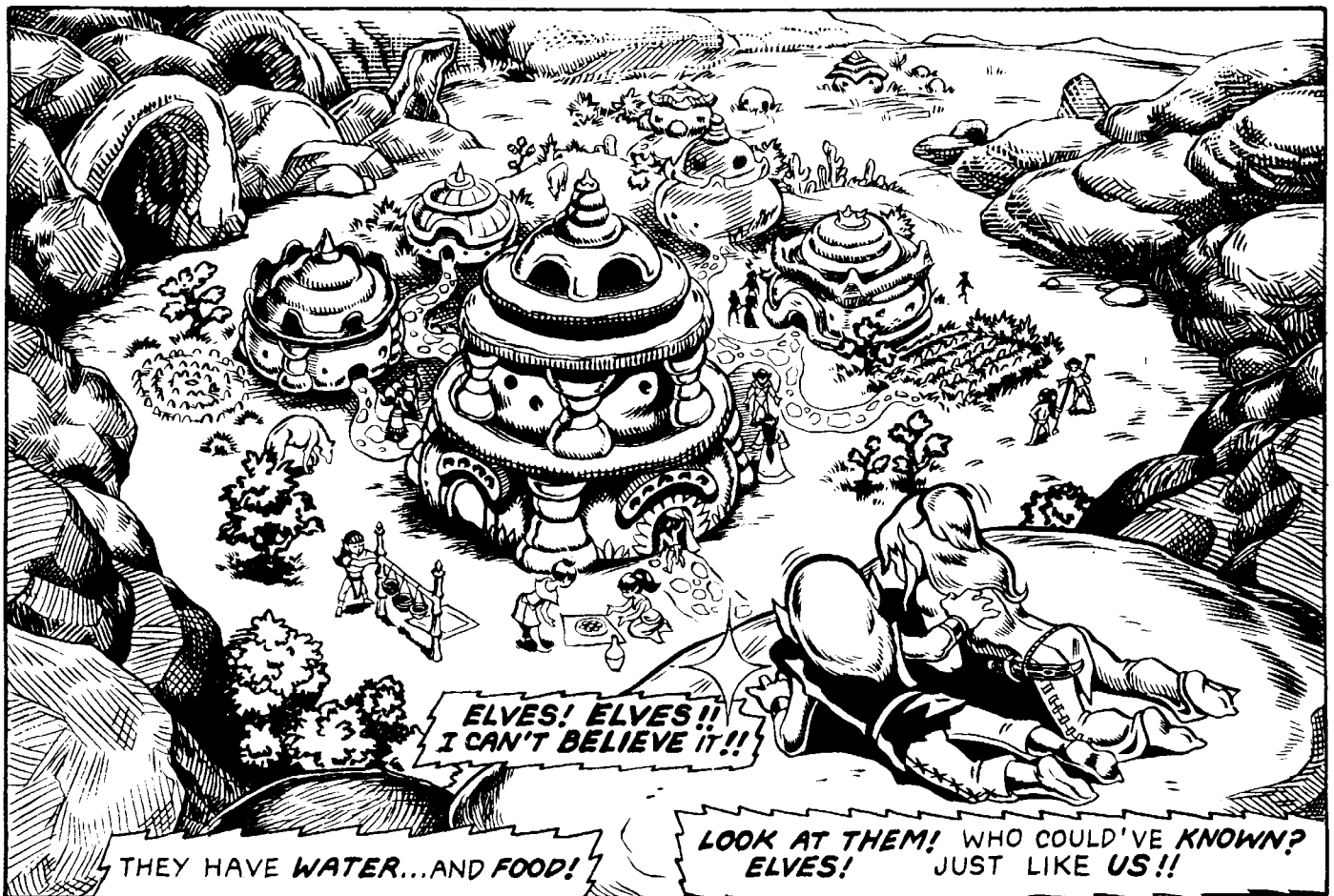
The magic powers section gives powers for members of that culture. In some cases there is only one member of the culture (such as Savah's Astral Projection or Winnowill's Flesh-Shaping) who has used the power, and if the gamemaster is using the actual tribe as a part of his campaign, he should limit the players to using the powers the individual characters are known to have. If, on the other hand, he simply wishes to use Blue Mountain as a guideline for some other tribe of refugee first-comers, there could be a whole guild of Flesh-Shapers if that is desired or needed for a scenario.

Those powers which are common to the described tribe, even if rarely used, are marked with an asterisk. All members of the tribe have that skill at the listed percentage. Other powers must be rolled for on D100. A score equal to or less than the roll given in this section indicates that the character has that power at that percentage. Thus, a Glider has a $POW \times 3\%$ chance of possessing the Levitation power. If he does have that power, his initial skill in it is also $POW \times 3$.

Further descriptions of the peoples described below are given in the World chapter.

Sun Folk

The Sun Folk spent thousands of years in isolation in the southern desert until found by Cutter's tribe. They are a peaceful tribe of elves mostly concerned with raising crops. When the Wolfriders arrived, only one elf, Rayek,



was a true hunter, and he used his powers of Levitation and Hypnosis to help him.

The coming of the Wolfriders enlivened things considerably for the Sun Folk. They are a good example of an isolated elf tribe which has not had to fight to keep itself alive for the last five thousand years.

characteristics

STR	2D6+2	age:	(1D10 x 1D10 x 2D6) x 2
CON	2D6+5	move:	4 yards per strike rank
SIZ	2D3+2	weapons:	spear
INT	3D6		axe
POW	2D6+6		dagger
DEX	2D6+8		(later) dart/arrow whip
APP	2D6+6		

beginning skills

attack w/one weapon	STR + DEX
Climb	STR + DEX - SIZ
Communication	(INT + APP) x 2
Dodge	INT + DEX
Jump	STR + DEX
Lore, Animal	INT
Lore, Elf	INT x 2
Lore, Healing	INT x 2
Lore, Human	INT/3
Lore, Language	INT/3
Lore, Mechanical	INT
Lore, Mineral	INT
Lore, Plant	INT x 2
Lore, Troll	INT/3
Manipulation	STR + DEX
parry w one weapon	POW + DEX
Perception	POW
Ride Zwoot	DEX x 3
Stealth	INT + DEX - SIZ
Swim	none
Throw	STR + DEX

magic powers

Animal Bonding	POW x 1
Astral Projection	POW x 1
Healing	POW x 1
Hypnosis	POW x 1
Levitation	POW x 1
Magic-Feeling *	POW x 1
Rock Shaping	POW x 1
Sending	POW x 1
Shielding	POW x 1

* denotes common power

Gliders (Blue Mountain Folk)

The Gliders are only three or four generations removed from the High Ones. They consider themselves to be the heirs of the High Ones.

The Gliders are only one small tribe hidden away in Blue Mountain. However, they can be used as prototypes for any other group of refugees from the first few generations which might have established themselves in an out-of-the-way corner of the world.

characteristics

STR	2D6+4	age:	3D6 x 500
CON	2D6+4	move:	3 yards per strike rank/run
SIZ	2D3+6		5 yards per strike rank/glide
INT	3D6	weapons:	spear
POW	2D6+9		sword
DEX	2D6+6		talon whip
APP	2D6+8		

beginning skills

attack w/one weapon	STR + DEX
Climb	STR + DEX - SIZ
Communication	INT + APP
Dodge	INT + DEX - SIZ
Jump	STR + DEX
Lore, Animal	INT
Lore, Elf	INT x 3
Lore, Healing	INT x 2
Lore, Human	INT
Lore, Language	INT x 2
Lore, Mechanical	INT
Lore, Mineral	INT x 2

Leetah

Daughter of Suntoucher, Leetah was born among the folk of Sorrow's End. Early in her life, she discovered that she was a Healer of great power, and she served her people in that capacity for centuries until the Wolfriders arrived.

Among the Wolfriders, she found and Recognized Cutter. The products of the Recognition have been twins, Ember and Suntop, the first known twins born to an elf.

When Cutter left to find other elves, Leetah stayed behind, but the visions of Suntop drove her and the other Wolfriders to follow their chieftain on his quest. Now she is his companion on the final stage of the saga, in the tunnels of the northern trolls.

As a Healer, Leetah is capable of all the dependent powers that rely on Healing, but she has never tried them and has little liking for those such as Anti-Healing and Flesh-Shaping which seem to mock the purpose of the power she has.

ELFOQUEST

Character Sheet

Personal Information

Player Name: _____
 Character's Name: LEETAH Soul Name: _____
 Species: ELF Tribe: SUN FOLK Age: 600+
 Gender: FEMALE Recognized Mate: _____

Roller Characteristics

current: STR 9 CON 13 SIZ 5 INT 13 POW 18 DEX 15 APP 18
 original: STR CON SIZ INT POW DEX APP

Derived Characteristics

Damage Bonus: _____ Experience Bonus: 70 Movement Rate: 4
 DEX strike rank modifier: 2 SIZ strike rank modifier: 3 Base Strike Rank: 5

Skills

Animal Lore	27 %
Climb	60 %
Communication	90 %
Dodge	28 %
Elf Lore	90 %
Healing Lore	90 %
Human Lore	4 %
Jump	24 %
Language Lore	4 %
Manipulation	27 %
Mechanical Lore	13 %
Mineral Lore	20 %
Perception	18 %
Plant Lore	26 %
Ride Zwoot	70 %
Stealth	50 %
Swim	1 %
Throw	24 %
Troll Lore	4 %

Magic Powers

Sending	18 %
Magic Feeling	90 %
NEALING	90 %
SHIELDING	70 %
	%
	%
	%
	%
	%
	%

Equipment

Missiles	1 2 3 4
	5 6 7 8 9 10
	11 12 13 14 15 16
	17 18 19 20 21 22

Weapons Skills

Weapon	Damage	SR	A%	P%	AP
Weapon	Damage	SR	A%	P%	AP
Weapon	Damage	SR	A%	P%	AP
Missile	Damage	Rate	A%	Range	
Missile	Damage	Rate	A%	Range	
Shield	Damage	SR	A%	P%	AP

Bond Beast

Name	Species	Sex	Location	Armor/HP
STR	Move	DEX	SRM	
CON	Climb	% Dodge	%	
SIZ	Jump	% Stealth	%	
INT	Communication	%		
POW	Perception	%		
DEX	Total Hit Points			
APP	SR	A%	Damage	

Tallies

Magic Points:	1	2
HP:	3	4
	5	6
	7	8
	9	10
	11	12
	13	14
	15	16
	17	18
	19	20
	21	22
	23	24
	25	26
	27	28



Lore, Plant	INT
Lore, Troll	INT/3
Manipulation	STR + DEX
parry w/one weapon	POW + DEX
Perception	INT + POW
Ride Hawk	DEX x 5
Stealth	INT + DEX - SIZ
Swim	STR + DEX
Throw	STR + DEX

Winnowill

Winnowill is one of the elves of Blue Mountain, a second or third generation elf with most of the abilities of the original High Ones. However, unlike at least half of her compatriots in the Blue Mountain, she does not have the power to Levitate.

Like Leetah, Winnowill is a healer. Unlike Leetah, she has had centuries to investigate all the ramifications of her power, and she can use all the dependent powers tied to Healing, as well as all the powers tied to Sending.

Since her Sending ability is over 100%, Winnowill can even listen in on private sealed Sendings not meant to be heard by anyone but the recipient.

For centuries, Winnowill ruled the Blue Mountain, as Lord Voll, the ostensible leader, sank deeper and deeper into apathy. The coming of the Wolfriders was a direct threat to her sovereignty, and her efforts to rid herself of them caused many traumas to Blue Mountain folk and Wolfriders alike. Finally she was defeated as all of her schemes were laid bare. This freed Lord Voll to fly his great hawk to the north to find the palace — and die.

magic powers

Animal Bonding	POW x 1
Astral Projection	POW x 1
Finding	POW x 1
Flesh-Shaping	POW x 1
Healing	POW x 1
Hypnosis	POW x 1
Levitation	POW x 3
Magic-Feeling *	POW x 1
Mind-Snare	POW x 1
Rock-Shaping	POW x 2
Sending *	POW x 2
Shielding	POW x 1
Tapping	POW x 1

* denotes common power

Go-Backs

The Go-Backs are a tribe which did not take the drastic step of crossbreeding with wolves, yet still maintained a

Kahvi

Kahvi is the leader of the Go-Backs, the tribe of northern elves who are the principal tribe attempting to regain the palace of the High Ones. Among her people she has a reputation for daring and hard-headedness and the ability to lead her people in a fight for the most gain with the least loss.

Kahvi taught her people to adopt troll weapons and some of their tactics.

ELFOQUEST

Character Sheet

Personal Information

Player Name: Winnowill
Character's Name: Winnowill
Species: ELF
Gender: FEMALE
Tribe: GLIORS
Age: 9000+

Rolled Characteristics

current: STR 11, CON 10, SIZ 11, INT 18, POW 22, DEX 18, APP 20
original: STR 11, CON 10, SIZ 11, INT 18, POW 22, DEX 18, APP 20

Derived Characteristics

Damage Bonus: 103 Experience Bonus: 990 Movement Rate: 3
DEX strike rank modifier: 2 SIZ strike rank modifier: 2 Base Strike Rank: 4

Skills

Animal Lore	50 %
Climb	70 %
Communication	95 %
Dodge	25 %
Elf Lore	95 %
Healing Lore	95 %
Human Lore	95 %
Jump	70 %
Language Lore	95 %
Manipulation	95 %
Mechanical Lore	95 %
Mineral Lore	95 %
Perception	95 %
Plant Lore	95 %
Ride	95 %
Stealth	75 %
Swim	95 %
Throw	95 %
Troll Lore	95 %

Magic Powers

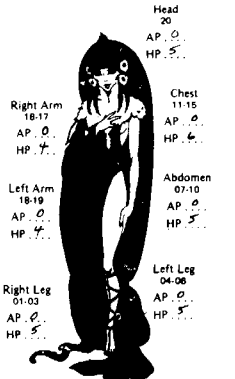
Sending	180 %
Magic Feeling	50 %
HEALING	50 %
ANTI-HEALING	50 %
FLESH-SHAPING	95 %
HYPNOSIS	95 %
MIND-SNARE	85 %
Special	

Equipment

Missiles	1	2	3	4
	5	6	7	8
	9	10	11	12
	13	14	15	16
	17	18	19	20
	21	22		

Tallies

Magic Points:	1	2
	3	4
	5	6
	7	8
	9	10
	11	12
	13	14
	15	16
	17	18
	19	20
	21	22
	23	24
	25	26
	27	28



Weapons Skills

Weapon	Damage	SR	AP
SR	□ A% □ P% □ AP		
Weapon	Damage	SR	AP
SR	□ A% □ P% □ AP		
Weapon	Damage	SR	AP
SR	□ A% □ P% □ AP		
Weapon	Damage	SR	AP
SR	□ A% □ P% □ AP		
Weapon	Damage	SR	AP
SR	□ A% □ P% □ AP		
Weapon	Damage	SR	AP
SR	□ A% □ P% □ AP		

Bond Beast

Name	Species	Sex	Location	Armor/HP
STR	Move	DEX SRM		
CON	Move	DEX SRM		
SIZ	Climb	% Dodge		
INT	Communication	%		
POW	Jump	% Stealth		
DEX	Perception	%		
APP	Total Hit Points			
Weapon	SR	A% Damage		

ELFOQUEST

Character Sheet

Personal Information

Player Name: Kahvi
Character's Name: Kahvi
Species: ELF
Gender: FEMALE
Tribe: GO-BACKS
Age: 350

Rolled Characteristics

current: STR 13, CON 17, SIZ 6, INT 14, POW 15, DLX 17, APP 12
original: STR 13, CON 17, SIZ 6, INT 14, POW 15, DLX 17, APP 12

Derived Characteristics

Damage Bonus: Experience Bonus: 790 Movement Rate: 4
DEX strike rank modifier: 2 SIZ strike rank modifier: 3 Base Strike Rank: 5

Skills

Animal Lore	58 %
Climb	86 %
Communication	51 %
Dodge	62 %
Elf Lore	14 %
Healing Lore	58 %
Human Lore	7 %
Jump	90 %
Language Lore	7 %
Manipulation	60 %
Mechanical Lore	14 %
Mineral Lore	7 %
Perception	76 %
Plant Lore	14 %
Ride	68 %
Stealth	48 %
Swim	30 %
Throw	60 %
Troll Lore	58 %

Magic Powers

Sending	55 %
Magic Feeling	15 %
Special	

Equipment

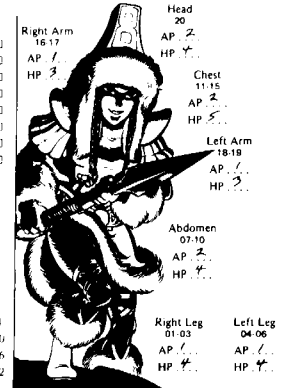
Missiles	1	2	3	4
	5	6	7	8
	9	10	11	12
	13	14	15	16
	17	18	19	20
	21	22		

Weapons Skills

Weapon	Damage	SR	AP
SR	□ A% □ P% □ AP		
Weapon	Damage	SR	AP
SR	□ A% □ P% □ AP		
Weapon	Damage	SR	AP
SR	□ A% □ P% □ AP		
Weapon	Damage	SR	AP
SR	□ A% □ P% □ AP		
Weapon	Damage	SR	AP
SR	□ A% □ P% □ AP		
Weapon	Damage	SR	AP
SR	□ A% □ P% □ AP		

Bond Beast

Name	Species	Sex	Location	Armor/HP
STR	Move	DEX SRM		
CON	Move	DEX SRM		
SIZ	Climb	% Dodge		
INT	Communication	%		
POW	Jump	% Stealth		
DEX	Perception	%		
APP	Total Hit Points			
Weapon	SR	A% Damage		





hard existence as hunters and gatherers. They have consciously avoided the use of magical powers, considering them debilitating.

characteristics

STR	2D6+3	age:	1D10 x 1D10 x 2D6
CON	2D6+7	move:	4 yards per strike rank
SIZ	2D3+3	weapons:	spear
INT	3D6		troll sword
POW	3D6		shield
DEX	2D6+7		short sword
APP	2D6+6		crossbow

beginning skills

attack w/one melee weapon	(STR + DEX) x 2
attack w/one missile weapon	(STR + DEX) x 2
attack w/one other weapon	STR + DEX
Climb	(STR + DEX - SIZ) x 2
Communication	(INT + APP)/2
Dodge	(INT + DEX) x 2
Jump	(STR + DEX) x 2
Lore, Animal	INT x 2
Lore, Elf	INT
Lore, Healing	INT x 2
Lore, Human	INT/2
Lore, Language	INT/2
Lore, Mechanical	INT

Lore, Mineral
Lore, Plant
Lore, Troll
Manipulation
parry w/one weapon
Perception
Ride Elk
Stealth
Swim
Throw

INT/2
INT
INT x 2
(STR + DEX) x 2
(POW + DEX) x 2
(INT + POW) x 2
DEX x 4
(INT + DEX - SIZ) x 2
STR + DEX
(STR + DEX) x 2

magic powers

Bonding	(POW - 10)
Healing	(POW - 10)
Magic-Feeling *	POW x 1
Sending *	POW x 1

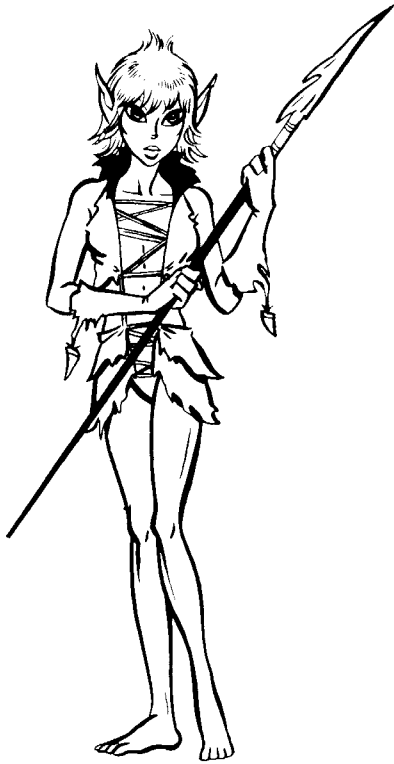
* denotes common power.

Sea Elves

This tribe is based on sheer conjecture, and a story by Betty Cerritelli and Debra Vorigas called "The Siege of Suncliff Island," published in the *Elfquest* fanzine, *Yearnings*. The juxtaposition of elves and dolphins (Wave-

Dancers), who are conceded to be at least somewhat intelligent, seems natural to anyone who has followed the Elfquest stories:

Because of the need to hunt and travel in the water much of their lives, this tribe is intensely telepathic and, like the Wolfriders, uses soul names. They have lost almost all use of spoken language.



characteristics

STR	2D6+4	age: 1D10 x 1D10 x 2D6
CON	2D6+6	move: 3 yards per strike rank/ground
SIZ	2D3+2	2 yards per strike rank/water
INT	3D6	weapon: trident (treat as spear)
POW	2D6+6	
DEX	2D6+9	
APP	3D6	

beginning skills

attack w/one weapon	(STR + DEX) x 2
Climb	STR + DEX - SIZ
Communication	INT + APP
Dodge	(INT + DEX) x 2
Jump	STR + DEX
Lore, Animal (Sea)	INT x 2
Lore, Elf	INT x 2
Lore, Healing	INT x 2
Lore, Human	INT/2
Lore, Language	INT/2
Lore, Mechanical	INT/2
Lore, Mineral	INT/2
Lore, Plant (Sea)	INT x 2
Lore, Troll	INT/3
Manipulation	(STR + DEX) x 2
parry w/one weapon	POW + DEX
Perception	(INT + POW) x 2
Ride Wave-Dancer	DEX x 5
Stealth	DEX x 2
Swim	(STR + DEX) x 3
Throw	DEX

magic powers

Animal Bonding	POW x 1
Finding	POW x 1

Flesh-Shaping	POW x 1
Healing	POW x 1
Hypnosis	POW x 1
Plant-Shaping	POW x 1
Magic-Feeling *	POW x 1
Sending *	POW x 4

* denotes common power

Desert Elves

These elves, another presumptive elven tribe, were created to fill the niche of desert nomads. Would such a tribe actually be established? Only WaRP Graphics, and your own campaign, can say for sure.

characteristics

STR	2D6+3	age: 1D10 x 1D10 x 2D6
CON	2D6+7	move: 4 yards per strike rank
SIZ	2D3+2	weapons: bolas
INT	3D6	bow
POW	3D6	spear
DEX	2D6+8	axe
APP	3D6	



beginning skills

attack w/one weapon	(STR + DEX) x 2
Climb	STR + DEX - SIZ
Communication	INT + APP
Dodge	(INT + DEX) x 2
Jump	(STR + DEX) x 2
Lore, Animal	INT x 2
Lore, Elf	INT
Lore, Healing	INT x 2
Lore, Human	INT/2
Lore, Language	INT/2
Lore, Mechanical	INT/2
Lore, Mineral	INT
Lore, Plant	INT
Lore, Troll	INT/3
Manipulation	(STR + DEX) x 2
parry w/one weapon	(POW + DEX) x 2
Perception	(INT + POW) x 2
Ride Zwoot	DEX x 5
Stealth	(INT + DEX - SIZ) x 2
Swim	STR + DEX - 10
Throw	(STR + DEX) x 2

magic powers

Animal Bonding	POW x 1
Finding	POW x 1
Healing	POW x 1
Magic-Feeling *	POW x 1
Rock-Shaping	POW x 1
Sending *	POW x 2

* denotes common power

Plains Elves (Plainsrunners)

This elven tribe is based on the culture of the Plains Indians before they took horses from the Spanish and formed a whole new society. This tribe is mainly decentralized, so that if humans capture one band, the others will survive. They name themselves Plainsrunners.



They gather together in the fall for trading and ceremonies, then move to winter housing or migrate when the snow falls, separating again in spring.

characteristics

STR	2D6+4	age:	1D10 + 1D10 + 2D6
CON	2D6+6	move:	5 yards per strike rank
SIZ	2D3+1	weapons:	bolas
INT	3D6		spear
POW	2D6+6		javelin/atlatl
DEX	2D6+7		axe
APP	2D6+6		pole lasso

beginning skills

attack w/one weapon	STR + DEX
attack w/one missile weapon	(STR + DEX) x 2
Climb	(STR + DEX - SIZ) x 2
Communication	INT + APP
Dodge	(INT + DEX) x 2
Jump	STR + DEX
Lore, Animal	INT x 2
Lore, Elf	INT
Lore, Healing	INT x 2
Lore, Human	INT x 2

Lore, Language	INT
Lore, Mechanical	INT/2
Lore, Mineral	INT/2
Lore, Plant	INT x 2
Lore, Troll	INT/2
Manipulation	(STR + DEX) x 2
parry w/one weapon	POW + DEX
Perception	(INT + POW) x 2
Stealth	(INT + DEX - SIZ) x 3
Swim	DEX
Throw	(STR + DEX) x 2

magic powers

Animal Bonding *	POW x 1
Healing	POW x 1
Hypnosis	POW x 1
Magic-Feeling *	POW x 1
Plant-Shaping	POW x 1
Sending *	POW x 1

* denotes common power

Olbar Mountain-Tall

Olbar is the chief of a human tribe which has had little contact with the elves, yet has legends of the forest spirits and their strange powers. When he meets Cutter and Skywise he initially thinks of them as gods. Finally, he has the intelligence to actually ask them what they are, which, as Cutter says, "is the first time a human ever asked."

At age 38, Olbar is old for a human. He is also stronger and taller than average humans, hence his name. He has not had centuries to learn his abilities, so his best skills are those of the hunt. His hunting ability combined with his great size gave him the leadership of his tribe.

ELFOQUEST**Character Sheet****Personal Information**

Character's Name: OLBAR Soul Name: _____
 Species: HUMAN Tribe: OLBAR'S Age: 38
 Gender: MALE Recognized Mate: _____

Rolled Characteristics

current STR 18 CON 15 SIZ 18 INT 14 POW 12 DEX 14 APP 11
 original STR 15 CON 12 SIZ 15 INT 12 POW 10 DEX 11 APP 9

Derived Characteristics

Damage Bonus: 106 Experience Bonus: 770 Movement Rate: 3
 DEX strike rank modifier: 3 SIZ strike rank modifier: 1 Base Strike Rank: 4

Skills

Animal Lore	14	%
Climb	28	%
Communication	25	%
Dodge	28	%
Elf Lore	7	%
Healing Lore	14	%
Human Lore	28	%
Jump	32	%
Language Lore	7	%
Manipulation	64	%
Mechanical Lore	14	%
Mineral Lore	14	%
Perception	86	%
Plant Lore	14	%
Ride	—	%
Stealth	91	%
Swim	28	%
Throw	64	%
Troll Lore	7	%

Magic Powers

Sending	—	%
Magic Feeling	—	%
	—	%
	—	%
	—	%
	—	%
	—	%
	—	%

Special**Equipment**

Missiles	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

Weapons Skills

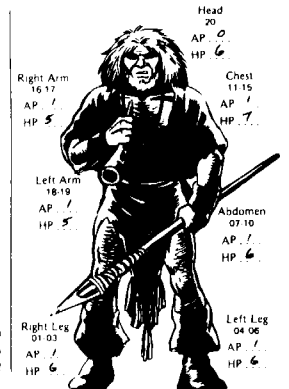
Weapon	SPEAR	Damage	2D6+2
SR	6	AP	94
Weapon		Damage	77
SR		AP	77
Weapon		Damage	
SR		AP	
Weapon		Damage	
SR		AP	
Weapon	JAVELIN	Damage	106+1103
SR	3	AP	90
Weapon		Damage	20
SR		AP	
Weapon		Damage	
SR		AP	
Weapon		Damage	
SR		AP	

Bond Beast

Name	Species	Sex	Location	Armor/HP
STR				
CON				
SIZ				
INT				
POW				
DEX				
APP				
Weapon	SR	AP	Damage	

Tallies

Magic Points	1	2
3	4	5
6	7	8
9	10	11
12	13	14
15	16	17
18	19	20
21	22	23
24	25	26
27	28	29



Humans

Life for humans is brutal and short on the World of Two Moons, as it was for our own primitive ancestors. These humans have the additional problem of living in continual fear and/or awe of "forest spirits" (or sea spirits, or grass spirits, depending on which elf tribe they live near).

The example of the elves has no doubt boosted the technological progress of the human tribes, but many have declared an unending vendetta against the pointy-eared demons.

characteristics

STR	2D6+6	age: 2D6 x 5
CON	3D6	move: 3 yards per strike rank
SIZ	2D6+6	weapons: spear
INT	3D6	axe
POW	3D6	
DEX	3D6	
APP	3D6	

beginning skills

attack w/one weapon	(STR + DEX) x 2
Climb	(STR + DEX - SIZ) x 2
Communication	INT + APP
Dodge	INT + DEX
Jump	STR + DEX
Lore, Animal	INT
Lore, Elf	INT/2
Lore, Healing	INT
Lore, Human	INT x 2
Lore, Language	INT/2
Lore, Mechanical	INT
Lore, Mineral	INT
Lore, Plant	INT
Lore, Troll	INT/2
Manipulation	(STR + DEX) x 2
parry w/one weapon	(POW + DEX - SIZ) x 2
Perception	INT + POW
Ride (if anything)	DEX x 2
Stealth	(POW + DEX - SIZ) x 2

Swim
Throw

DEX x 2
(STR + DEX) x 2

magic powers

none

Trolls

Trolls live underground and rarely see the light of day. They are masters of mechanical work and are the strongest intelligent species on the world. They are elf height, but much heavier, about as heavy as humans. The uglier they are to human or elf eyes, the better they look to each other.

They are extremely xenophobic and can be persuaded to deal with elves and (perhaps) men only grudgingly.

Troll technology extends to the brewing of dreamberry wine, the only known fermenting of the intoxicating berries.

characteristics

STR	3D6+4	age: 1D10 + 1D10 + 2D6
CON	2D6+6	move: 3 yards per strike rank
SIZ	2D6+8	weapons: troll sword
INT	3D6	spear
POW	3D6	battle axe
DEX	2D6+4	crossbow
APP	1D6	

beginning skills

attack w/one weapon	(STR + DEX) x 2
Climb	(STR + DEX - SIZ) x 2
Communication	(INT + APP) / 2
Dodge	INT + DEX - SIZ
Jump	STR + DEX - SIZ
Lore, Animal	INT / 3



Lore, Elf	INT
Lore, Healing	INT
Lore, Human	INT/2
Lore, Language	INT/2
Lore, Mechanical	INT x 3
Lore, Mineral	INT x 3
Lore, Plant	INT
Lore, Troll	INT x 3
Manipulation	(STR + DEX) x 2
parry w/one weapon	(POW + DEX - SIZ) x 2
Perception	(INT + POW)/2
Stealth	INT + DEX - SIZ
Swim	DEX/2
Throw	DEX

magic powers

none

Picknose

Picknose is somewhat stronger and more intelligent than many of his tribe of trolls. He allowed the Wolfriders to flee into the troll tunnels when the humans set the forest afire in Elfquest 1, and led them to the desert and sealed them off under Greymung's orders. Since then, he has learned of the secret of the key in New Moon's hilt and evaded the invasion of the ice trolls.

Now Picknose has two connected objectives. He wants to find the treasure of the palace and, with the riches garnered from the treasure, win the love of Oddbit, the lady troll of his dreams.

In issue 18, he learned the futility of his first dream, but there may still be hope for the second.

ELFQUEST**Character Sheet****Personal Information**

Character's Name: PICKNOSE Soul Name: —
 Species: TROLL Tribe: GREYMUNG'S Age: 500+
 Gender: MALE Recognized Mate: —

Rolled Characteristics

current: STR 18 CON 16 SIZ 17 INT 11 POW 9 DEX 13 APP 3
 original: STR 18 CON 16 SIZ 17 INT 11 POW 9 DEX 13 APP 3

Derived Characteristics

Damage Bonus: 10% Experience Bonus: 4% Movement Rate: 3
 DEX strike rank modifier: 3 SIZ strike rank modifier: 1 Base Strike Rank: 4

Skills

Animal Lore	4%	☐
Climb	20%	☐
Communication	7%	☐
Dodge	7%	☐
Elf Lore	20%	☐
Healing Lore	11%	☐
Human Lore	6%	☐
Jump	14%	☐
Language Lore	6%	☐
Manipulation	61%	☐
Mechanical Lore	57%	☐
Mineral Lore	75%	☐
Perception	10%	☐
Plant Lore	11%	☐
Ride	1%	☐
Stealth	37%	☐
Swim	7%	☐
Throw	83%	☐
Troll Lore	70%	☐

Magic Powers

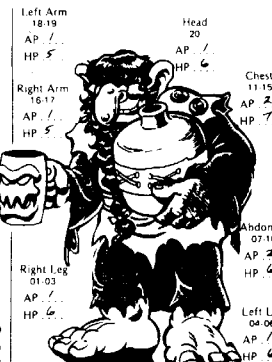
Sending	1%	☐
Magic Feeling	1%	☐
Special	1%	☐

Equipment

Missiles	1	2	3	4
	5	6	7	8
	9	10	11	12
	13	14	15	16
	17	18	19	20
	21	22	23	24

Tallies

Magic Points	1	2
	3	4
	5	6
	7	8
	9	10
	11	12
	13	14
	15	16
	17	18
	19	20
	21	22
	23	24
	25	26
	27	28

**Weapons Skills**

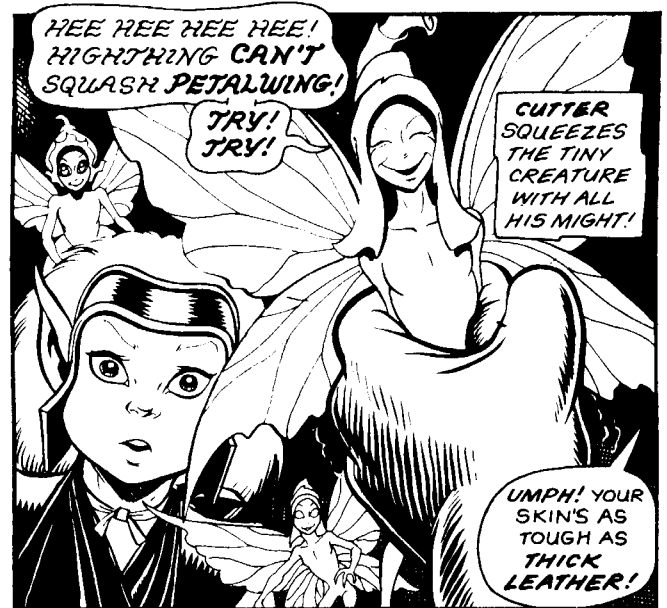
Weapon: <u>PICK</u>	Damage: 10/10 + 10/6
SR: 6	□ A% 15 □ P% 80 AP 10
Weapon: <u>SHAR</u>	Damage: 20/6 + 2
SR: 6	□ A% 75 □ P% 55 AP 10
Weapon: <u>—</u>	Damage: <u>—</u>
SR: <u>—</u>	□ A% <u>—</u> □ P% <u>—</u> AP <u>—</u>
Missile: <u>—</u>	Damage: <u>—</u>
Rate: <u>—</u>	□ A% <u>—</u> Range: <u>—</u>
Missile: <u>—</u>	Damage: <u>—</u>
Rate: <u>—</u>	□ A% <u>—</u> Range: <u>—</u>
Shield: <u>—</u>	Damage: <u>—</u>
SR: <u>—</u>	□ P% <u>—</u> □ A% <u>—</u> AP <u>—</u>

Bond Beast

Name: <u>—</u>	Sex: <u>—</u>	Location: <u>—</u>	Armor/HP: <u>—</u>
STR: <u>—</u>	Species: <u>—</u>		
CON: <u>—</u>	Move: <u>—</u>	DEX SRM: <u>—</u>	
SIZ: <u>—</u>	Climb: <u>—</u>	% Dodge: <u>—</u>	
INT: <u>—</u>	Communication: <u>—</u>		
POW: <u>—</u>	Jump: <u>—</u>	% Stealth: <u>—</u>	
DEX: <u>—</u>	Perception: <u>—</u>		
APP: <u>—</u>	Total Hit Points: <u>—</u>		
Weapon: <u>—</u>	SR: <u>—</u>	A%: <u>—</u>	Damage: <u>—</u>

Preservers

The preservers are the only living remnants of the population of the palace which came to the World of Two Moons. They are genderless and apparently ageless, and extremely difficult to hurt.



Preservers get their name from the effects of the web spray called *wrapstuff* they can spit. It hardens into viscous globs on close targets and strands of very hard and supple material at more than a yard away.

Wrapstuff will put anyone completely wrapped in it into a state of suspended animation. The body thus covered will not age or die, but instead will lie there forever until it is released. The victim will have no memory of anything since falling asleep.

When several preservers are together in one locale for any length of time, the residues of the wrapstuff build up and the entire atmosphere becomes a very slow-acting anesthetic. As long as a person is active, there is no effect, but rest will be very easy to find.

characteristics

STR	1D3	age: approximately 10,000
CON	2D6+10	armor: 30 points (wings 10)
SIZ	1	weapon: wrapstuff
INT	3D6	special ability: regenerate all damage at 1 hit point per hour
POW	1D6+12	move: 6 yards per strike rank flying
DEX	2D6+8	1 yard per strike rank running
APP	2D6	

beginning skills

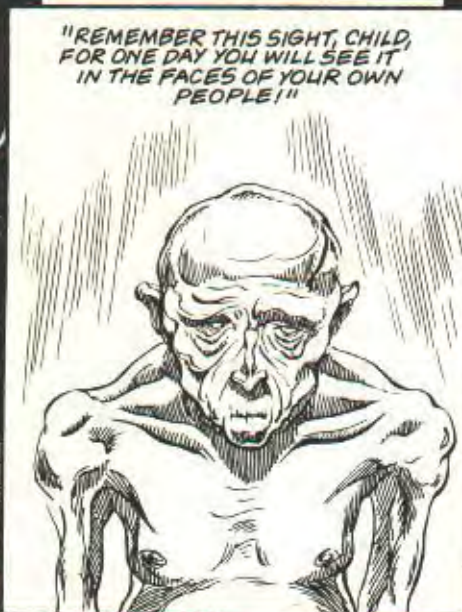
attack with web	DEX x 5
Communication	INT + APP
Dodge	DEX x 5
Lore, Animal	INT
Lore, Elf	INT x 3
Lore, Plant	INT
Lore, Troll	INT
Manipulation	STR + DEX
Perception	(INT + POW) x 2
Stealth	DEX x 3
Swim	DEX x 5

magic powers

none (aside from regeneration and webstuff)



THIS IS WHAT LIES
IN STORE FOR ALL
THOSE WHO BELONG
TO THE WORLD OUT-
SIDE. THIS IS THE
PRICE THEY
MUST PAY.



"REMEMBER THIS SIGHT, CHILD,
FOR ONE DAY YOU WILL SEE IT
IN THE FACES OF YOUR OWN
PEOPLE!"



NO! LIAR! TH-THAT'S A HUMAN! I'M AN
ELF! WE'RE DIFFERENT!

ARE YOU?

YES! I KNOW
A VERY VERY
OLD ELF--

--HER
NAME IS
SAVAN!

AND SHE'S
BEAUTIFUL!

AH...YES! YOUR MOTHER
OF MEMORY. SHE HOVERS
AT THE EDGE OF MY MIND
LIKE A MOTH DANCING
ABOUT A FLAME.

SUCH A GENTLE, ALMOST
TIMID PRESENCE REACH-
ING OUT...CALLING...
I SENSED IT SOME TIME
AGO AND "WENT OUT"
TO COLLECT HER.

(SIGH) SHE
HAS PROVIDED ME
LITTLE AMUSEMENT
OR ENLIGHTENMENT,
WEAK AS SHE IS.

I HAVE HER BY
THE HEM OF HER SPIRIT
GOWN, BUT SHE WILL
NOT KEEP MUCH LONGER.