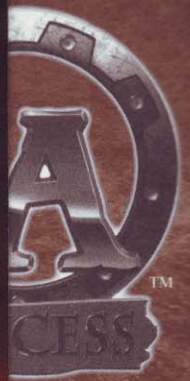


## ARMOR

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

## WEAPONS

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



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# RANGE CHART



Point-Blank: Base Defense Total = 1



Short: Base Defense Total = 2



Medium: Base Defense Total = 3



Long: Base Defense Total = 4

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

| Level of Activity         | Body Points Restored |
|---------------------------|----------------------|
| Full rest                 | 5 per day            |
| Light (walking)           | 3 per day            |
| Heavy (running, fighting) | 1 per day            |





# The HERCULES & XENA

THE LEGENDARY JOURNEYS

Roleplaying Game

## WARRIOR PRINCESS

### FASHION

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

### FOOD & DRINK

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

### MISCELLANEOUS ADVENTURING STUFF

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

### MUSICAL INSTRUMENTS

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

### TRANSPORT

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



## ATTRIBUTES & SKILLS AT A GLANCE

### COORDINATION

Hurled Weapons  
Instruments  
Lockpick  
Marksmanship  
Pick Pocket

### ENDURANCE

Resist Disease  
Resist Poison  
Run  
Swim

### REFLEXES

Acrobatics  
Charioteering  
Dance  
Dodge  
Fighting  
Juggling  
Ride  
Sneak

### STRENGTH

Climb  
Leap  
Lift

### AWARENESS

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

### CHARISMA

Bargain  
Beg  
Bluff  
Command  
Flirt  
Intimidate  
Persuade  
Singing  
Storytelling

### KNOWLEDGE

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

### METTLE

Battle Cry  
Stay Up  
Willpower

### Fame Score

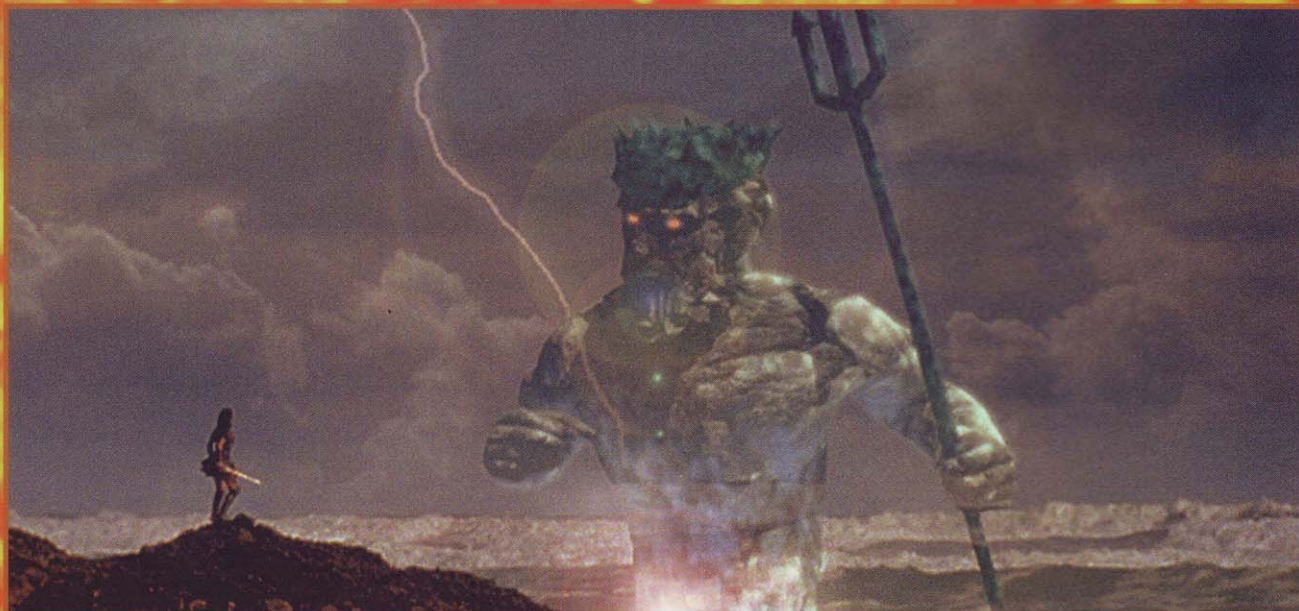
### Reputation

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

## WRITING MATERIALS

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

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## ATTRIBUTES & SKILLS AT A GLANCE

### COORDINATION

Hurled Weapons  
Instruments  
Lockpick  
Marksmanship  
Pick Pocket

### ENDURANCE

Resist Disease  
Resist Poison  
Run  
Swim

### REFLEXES

Acrobatics  
Charioteering  
Dance  
Dodge  
Fighting  
Juggling  
Ride  
Sneak

### STRENGTH

Climb  
Leap  
Lift

### AWARENESS

Animal Handling  
Conceal  
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### CHARISMA

Bargain  
Beg  
Bluff  
Command  
Flirt  
Intimidate  
Persuade  
Singing  
Storytelling

### KNOWLEDGE

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

### METTLE

Battle Cry  
Stay Up  
Willpower

## QUALIFIER

## DIFFICULTY

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

## GAME MASTER OPTION: DAMAGE TYPE

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

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





# RANGE CHART



**Point-Blank: Base Defense Total = 1**



**Short: Base Defense Total = 2**



**Medium: Base Defense Total = 3**



**Long: Base Defense Total = 4**

## BATTLE GAME MECHANICS

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

| Level of Activity         | Body Points Restored |
|---------------------------|----------------------|
| Full rest                 | 5 per day            |
| Light (walking)           | 3 per day            |
| Heavy (running, fighting) | 1 per day            |



# **The HERCULES & XENIA** THE LEGENDARY JOURNEYS **Roleplaying Game** **WARRIOR PRINCESS**

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## **GAME MASTER OPTION: HIT LOCATION**

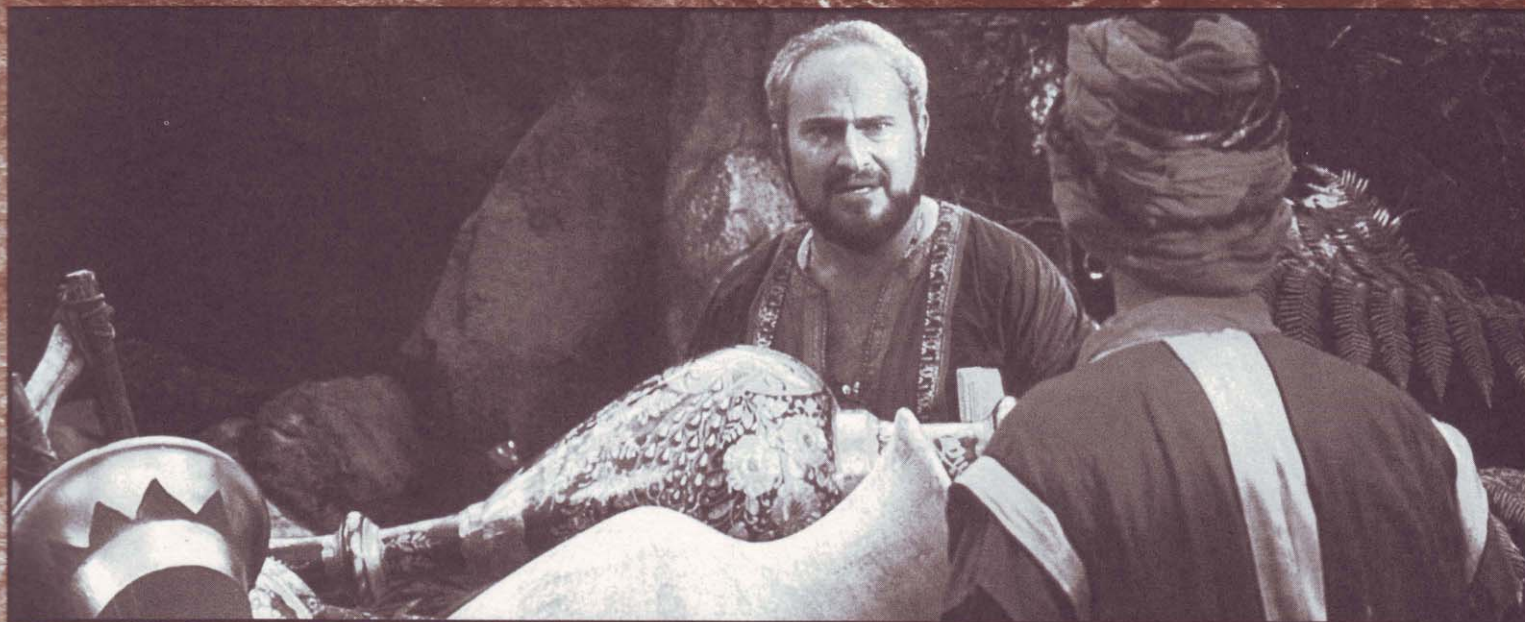
Roll roll 8D and consult the following chart. Generating a value higher than eight means you as Game Master get to choose.

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

## **Fame Score**

## **Reputation**

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





## DEFENSE TOTAL MODIFIERS

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

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

## DETERMINING DAMAGE

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

**Attack Effect Value** = Attack Skill Total - Defense Total

## GENERIC ADVERSARIES

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

