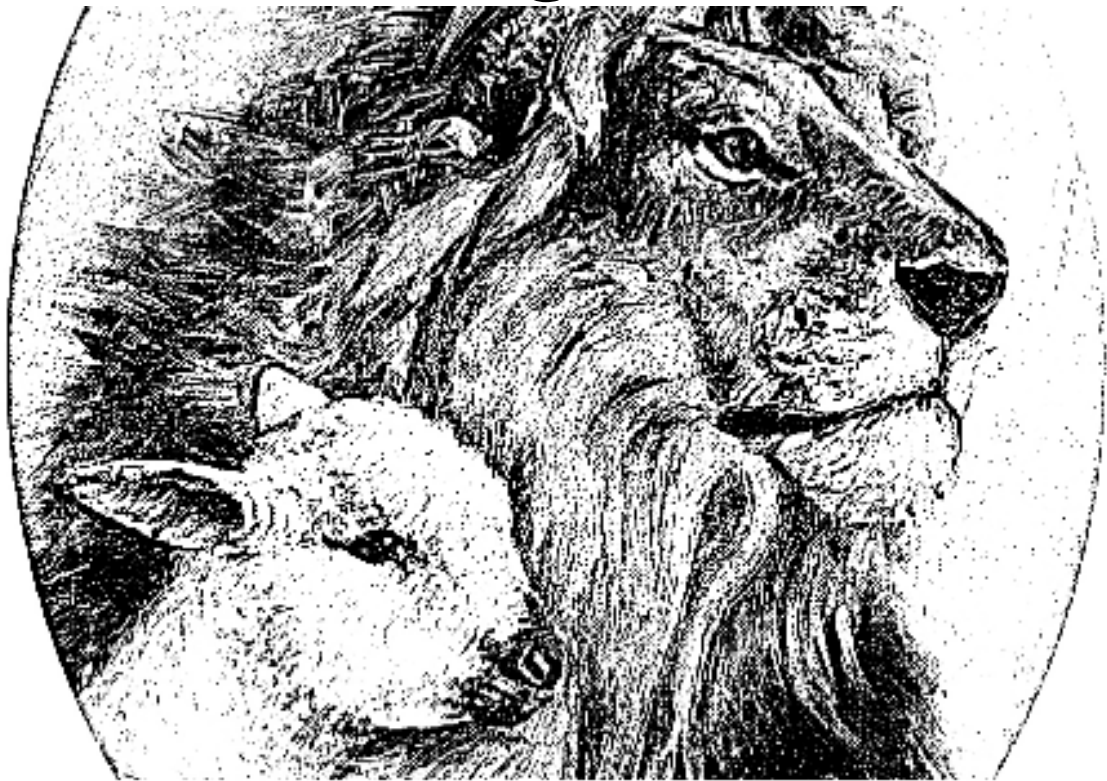


GREAT & SMALL

The Roleplaying Game of Animal Fantasy
Core Rules Quick Start



By Robert F. Mason

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GREAT & SMALL (G&S for short) is a role-playing game of animal fantasy, in which you and your friends take on the roles of intelligent animals in a world full of dangers. You create your own stories, in a sort of make-believe-with-rules game, and spin tales of your characters' adventures and intrigues. A role-playing game is like you and your friends writing your own novel or movie, with yourselves in the roles of the main characters.



Each player assumes the role of a nonhuman, real-world animal who can talk and think in a manner similar to humans, except for one player, who takes the role of the game's referee, called the **Beast Master**. The Beast Master, or **BM** for short, comes up with the challenges the other players' characters face, describes the actions and situations to them, and handles the roles of enemies or supporting characters they may interact with. The players and the BM work together to tell a story about their characters, using game rules to resolve conflicts or other situations in which the outcome is uncertain.

THE RULES

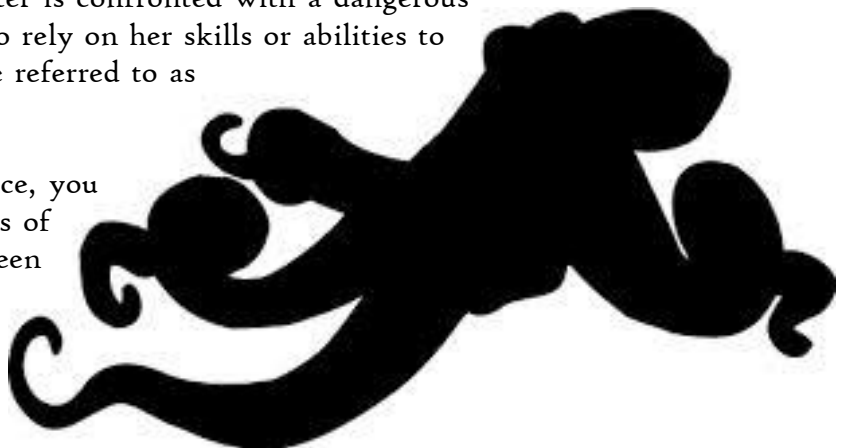
The rules for GREAT & SMALL are based on a classic fantasy role-playing game created by Gary Gygax and David Arneson, and also pay homage to another early table-top RPG that was inspired by the novel *Watership Down*. Some of you may have played the original fantasy game before, and if so, many of the rules here will seem very familiar to you. For other players, this may be your first exposure to the concept of role-playing games. Either way, the rules are designed to be simple and easy to understand.

THE DICE

GREAT & SMALL uses a variety of dice, some of which may seem unusual to new players who are used to the standard 6-sided variety. The most commonly-used types of dice in this game will be a pair of 10-sided dice (abbreviated as “**2d10**”). In addition, G&S makes extensive use of other dice with odd numbers of sides: 3-sided (d3), 5-sided (d5), 7-sided (d7), 12-sided (d12), and sometimes 14- (d14) or 16-sided (d16) dice. D10s and d12s are available from most game and hobby stores, while the others, sometimes called “**Zocchi dice**,” can be ordered online from several suppliers.

As noted, the most commonly-used dice in G&S, however, will be the 2d10. These dice will be rolled whenever your character is confronted with a dangerous or uncertain situation and has to rely on her skills or abilities to see her through. These dice are referred to as the **core dice**.

When you roll the 2d10 core dice, you will add together the face values of each die, producing a total between 2 and 20. You always want to roll high, because the mark of success in GREAT & SMALL is achieving a total of 20 or more.



You will be adding and subtracting various **modifiers** during the course of play, that affect your chances of reaching the goal of 20 or higher. These modifiers are explained in a later section, so for right now, just focus on the central rule of the game.

Roll 2d10 +/- modifiers \geq 20.

Remember this simple formula, and you have memorized the heart of GREAT & SMALL. Almost everything else in the rules is a variation on this theme:

Whenever you make a 2d10 roll, your target number is always 20, unless the BM says otherwise.

Any unmodified roll of 2 indicates a critical failure. If you roll a “natural” 2, you should ignore all other modifiers. In similar fashion, an unmodified roll of 20 indicates a spectacular success. If you roll a “natural” 20, you should again ignore all other modifiers.

In many instances, your core dice roll will be modified by the use of other dice which are tied directly to your character’s abilities. These dice are called **niche dice**, and reflect the amazing feats that animals often perform in times of danger or excitement. Whenever you roll your niche dice, you will add their result to that generated by the core dice. Niche dice can give you a boost that might help you succeed. A niche die will always be one of the odd-number-sided Zocchi dice described above.

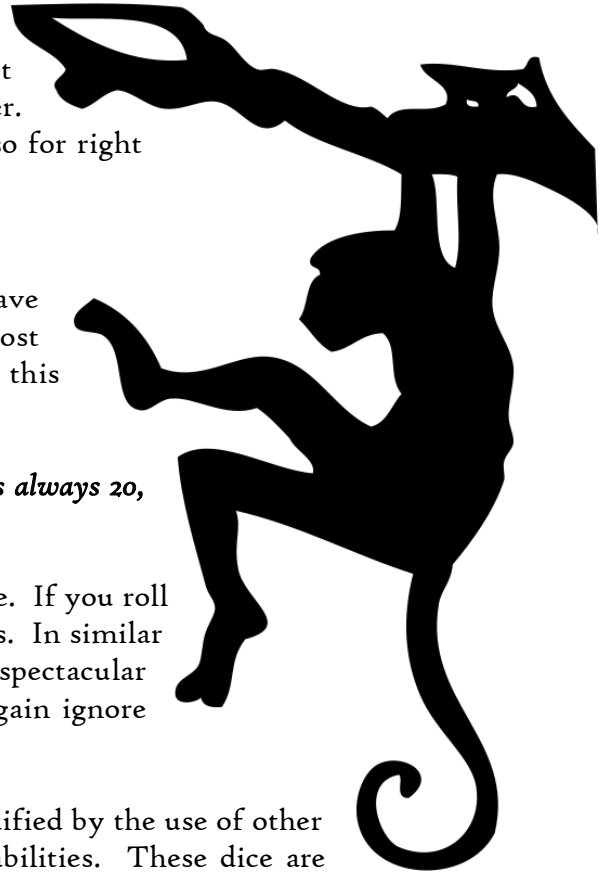
Finally, the Zocchi dice will be used when determining how severely an enemy or your character has been harmed by a threat or attack. These dice are called **damage dice**.

CHECKS

As noted, character actions in GREAT & SMALL are resolved by rolling the 2d10, adding together their face values, and then adding or subtracting several kinds of **modifiers**. The modifiers can include the result of a niche die roll, your character’s **level** in a given **lore**, the **Armor Class** of an opponent, or several other situational numbers the BM may declare. The final result is compared to a static target number of 20. If the result is equal to or greater than 20, the action succeeds. If the number is less than 20, the action fails.

DIFFICULTY OF ACTIONS

Any task in GREAT & SMALL is assigned a modifier called by several names, such as **Armor Class**, **Difficulty Rating**, or **Threat Level**. These modifiers are rated on a scale from +9 (the easiest) to -9 (the most difficult), and are added to or subtracted from your 2d10 roll; thus, the lower the modifier, the harder the task, because lower modifiers make it harder for you to reach the target number of 20 or higher. Although your BM can assign any number along this



range to a check, the range is generalized in multiples of three, at least for non-combat related tasks. The levels of difficulty are summarized on **TABLE 1: TASK MODIFIERS**. (All relevant tables are printed on the final pages of this document).

OTHER MODIFIERS

In addition, the BM can apply various other sorts of modifiers to a roll, based on factors such as opponents' abilities, exposure to poisons, being cursed by a spell, or suffering from an injury. Again, the BM has discretion on this matter, but beneficial modifiers are usually +2, and detrimental modifiers are -2.

ROUNDS, SCENES, & TURNS

Narrative time in GREAT & SMALL is broken into three different categories, depending on the needs of the story you are all telling together.

Rounds represent 10 seconds of time, and are normally only used during fights; this is usually enough time to move at your character's **combat movement rate** and make a single attack against your foes.

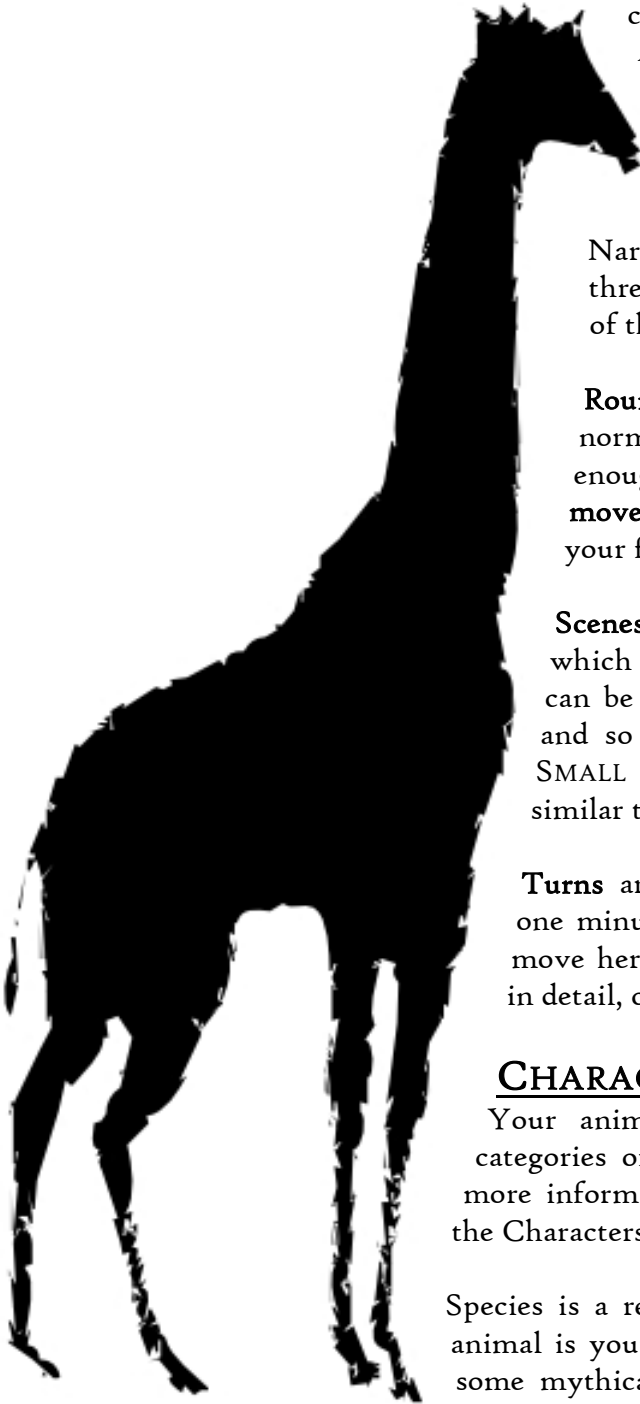
Scenes are indeterminate amounts of time during which something important to the story occurs; this can be character-building dialogue, secrets revealed, and so forth. Most non-combat time in GREAT & SMALL takes place during scenes; they play a role similar to chapters in a book, or scenes in a movie.

Turns are somewhere in the middle; they represent one minute of time, during which your character can move her full **base movement rate**, examine an object in detail, or carefully search an area.

CHARACTERS

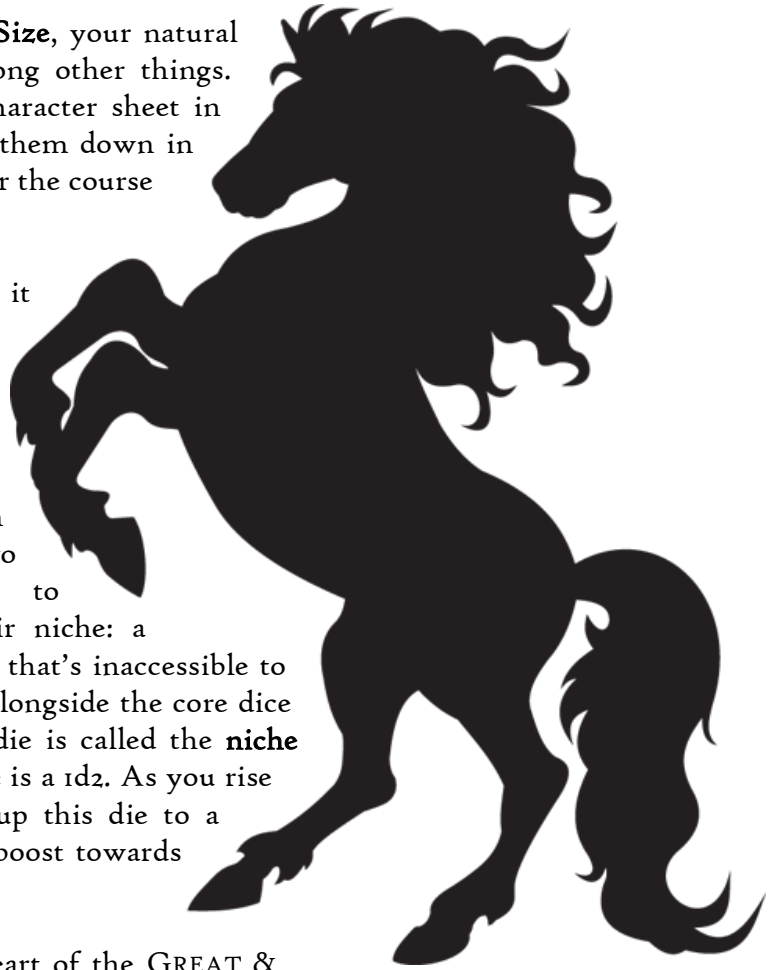
Your animal character in G&S is defined by two categories of abilities: her **species**, and her **niche**. (For more information on character creation and abilities, see the Characters Quick Start document).

Species is a relatively easy thing to grasp. What sort of animal is your character: a dog, a rabbit, a deer; or maybe some mythical creature, like a griffin or a unicorn? The answer to this question provides you with a set of abilities



defined in game statistics such as your **Size**, your natural Armor Class, and your **hit points**, among other things. These numbers are recorded on your character sheet in the appropriate space. Be sure to write them down in pencil, because many of them change over the course of a game.

Niche is only slightly more complicated: it is the role your character fills in relation to other animals and the outside world. To determine your niche, you select one of the eight areas of **lore** (Healer, Herbalist, Runner, Scout, Seer, Storyteller, Trickster, or Warrior) in which to specialize. This grants you two advantages that are only available to characters who select that lore as their niche: a special ability (or set of special abilities) that's inaccessible to non-specialists; and an extra die to roll alongside the core dice when making a **lore check**. This extra die is called the **niche die**. At beginning levels (level 0), this die is a 1d2. As you rise in levels, you will be able to "bump" up this die to a different type, thus giving you a better boost towards success.



Lore checks and niche dice are at the heart of the GREAT & SMALL game. They govern nearly everything your character will ever try to do, from fighting to healing others to influencing the reactions of strangers or disarming traps. The 8 areas of lore are skill sets rated in **levels**, starting at 0 and possibly going as high as 10. As you improve your ability in these lores, your level in them will go up; the higher your level in a lore, the better you are at using it, and the greater your chances of success when making lore checks.

The BM can call for a lore check any time your character is trying to take an action for which the outcome is uncertain for some reason. This is when your lore level and your niche dice become important.

To make a lore check, you will roll the 2d10, add your lore level and the result of your niche die roll (if applicable; remember that you only have niche dice for the lore in which you specialized), along with the Difficulty Rating imposed by the BM. Difficulty Ratings are a type of Task Modifier, as described above under "Difficulty Of Actions." Once all of these numbers are totaled together, you compare them to the target number of 20. If your final result is 20 or more, you succeeded; if below 20, you failed.

So, the formula for making a lore check is:

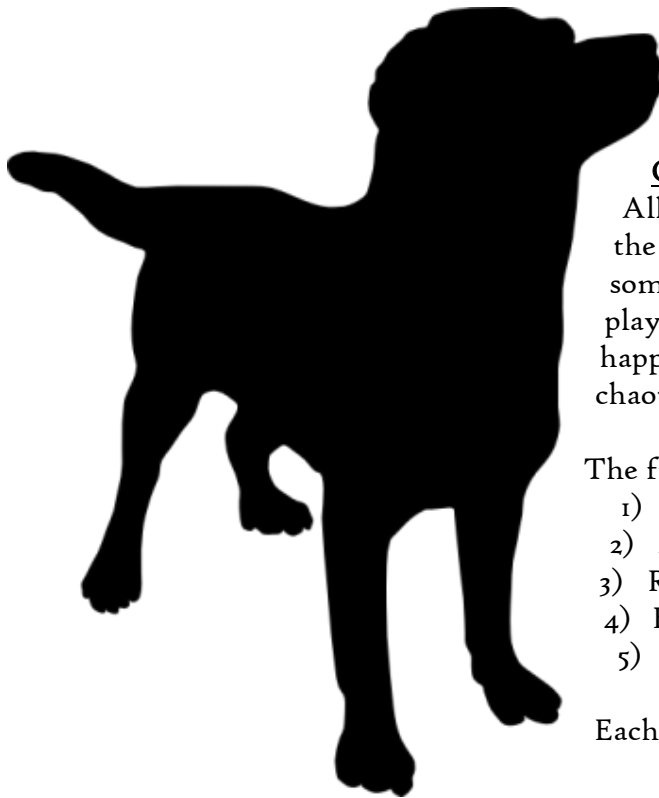
$$2d10 + \text{lore level} (+\text{niche die result}) +/- \text{Difficulty Rating} \geq 20.$$

The total amount of levels you have earned in all your lores adds up to a number called your **Total Level**. This number is important in combat, as detailed in the next section.

CONFLICT

Violence, unfortunately, is frequent among animals. Yet, fights to the death are rare, and extended battles only slightly more common, especially among animals of the same species. Most conflict between animals is brief, and non-lethal. Disputes are settled quickly by means of cuffing, display, swatting, and other techniques that usually end fights quickly, with both parties mostly unharmed. The losers of such confrontations may be injured, shamed, or driven away for a time, but they are still alive, and tend to recover quickly. Only in exceptional circumstances – such as taking down prey for food, or defending children from attackers – do most animals seek out extended battles with lethal intent.

The conflict rules for GREAT & SMALL thus make a distinction between lethal and non-lethal conflict. Both types of violent confrontation use most of the same rules, but some – namely, **hit points** – are reserved for use in lethal conflict only.



Every physical conflict between animals is assumed to be non-lethal, unless the player rolling to attack explicitly declares lethal intent.

ORDER OF CONFLICT

All actions during physical conflict happen in the same sequence each round. This is somewhat unrealistic, of course, but it helps players and BM alike to keep track of what's happening by providing narrative structure to chaotic events.

The five steps of modeling a fight are

- 1) Initiative
- 2) Movement
- 3) Ranged Attacks
- 4) Effects
- 5) Melee Combat

Each stage is covered in its own section below.

INITIATIVE

Before you can determine whether you hit your target, you first have to figure out who goes first in a fight. This is done in two steps:

- 1) Each “side” in the conflict rolls 1d10; the side with the highest result “wins,” and can act first.
- 2) Each member on the winning side decides which one of several possible actions they are going to take, and adds its Speed rating to their side’s 1d10 result. This lets them decide who goes when among the members of their side.

Note that initiative is one of the few times in GREAT & SMALL where you do not have to achieve a total of 20 or greater.

Individual actions in combat are divided into three broad Speed categories, each with a modifier that is added to the 1d10 roll for initiative. These three Speed categories are

- Slow (+2)
- Average (+4)
- Fast (+6)

Actions can include things like a Warrior’s special move, a Trickster’s attempt to play dead, or an Herbalist tossing one of her concoctions at a target. Most actions list their Speed category in the description, but if one is not listed, you should assume a rating of Average.

MOVEMENT

As noted above, combat in G&S uses the time unit of *rounds*, which represent 10 seconds of “real-world” time. During a single combat round, your character has a limited set of options.

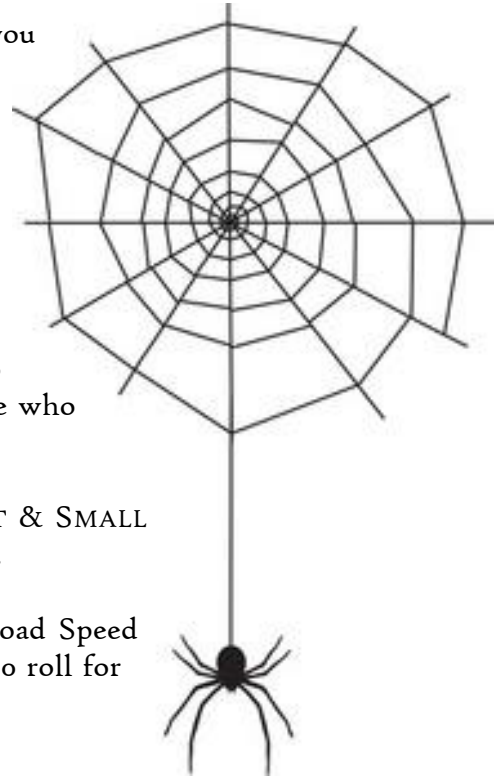
She may move a distance equal to her **encounter movement rate** (the smaller number in parentheses listed next to her normal **movement rate**) and make a single attack.

She may **run** at 3x her normal movement rate if she is not already engaged in conflict, but if she does so, she cannot attack during that round.

Or she may move defensively. Moving defensively gives her two further options: a **fighting withdrawal**, or a **full retreat** (both of which are detailed under “Non-Lethal Conflict,” below).

HOW CONFLICT WORKS

Both types of conflict are handled in basically the same way: by a 2d10 roll, just like lore checks and **saving throws** (detailed later). But instead of using a single lore’s level + niche dice, the **attack roll** relies on your Total Level, and your **avored attack form**.



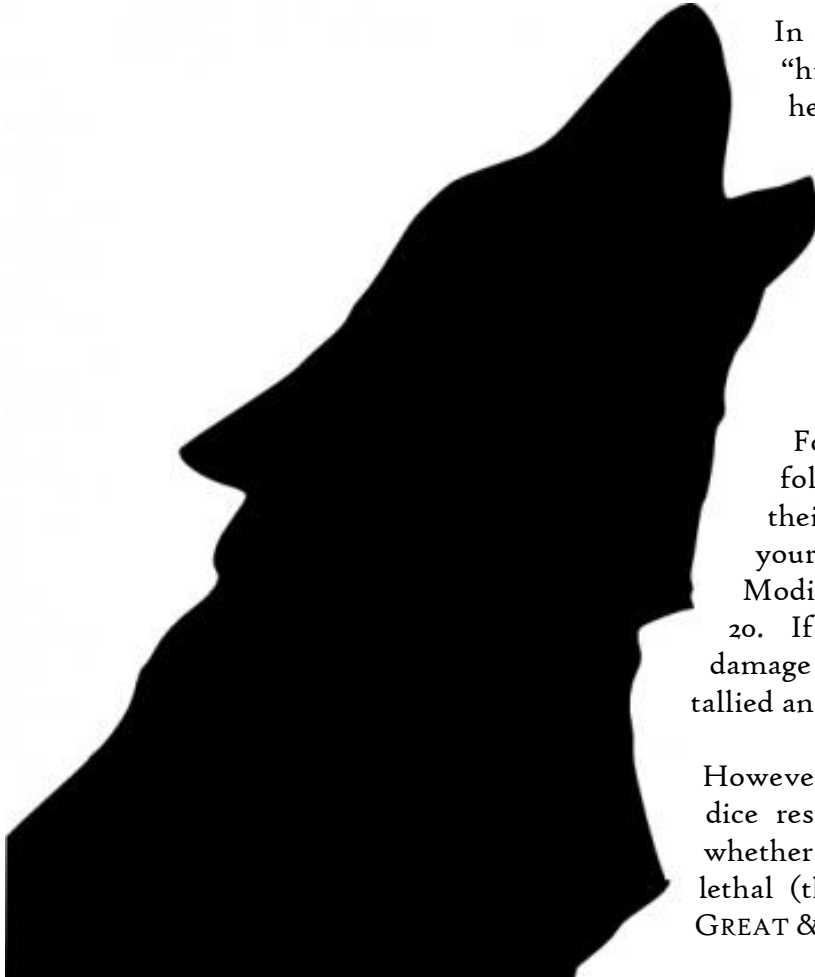
Most animals come equipped with built-in forms of self-defense, either in the form of weaponry like claws and teeth, or thick hides, shells, and so on that make them hard to hurt. Some species have only one natural attack form, but most have at least two. When you create your character, your species description will include your natural attack forms. If you come from a species that has more than one such attack, you should decide which of them is favored (meaning, which of them you are best at using). Whenever you roll to attack a foe with this favored attack form, you will add your Total Level to the 2d10 roll, add or subtract your foe's **Armor Class** and **Size Modifier**, then compare the result to the static target number of 20. As with lore checks and saving throws, a result of 20 or higher indicates success (in this case, a "hit"); results less than 20 mean a failure (in this case, a "miss").

Thus, the formula for attack rolls using your favored attack form is:

$$2d10 + \text{your Total Level} +/- \text{foe's Armor Class} +/- \text{foe's Size Modifier} \geq 20.$$

If you are attacking with natural weaponry or other kinds of attacks other than your favored attack form, the 2d10 roll is the same, but uses $\frac{1}{2}$ your Total Level instead. Thus, the formula is:

$$2d10 + \frac{1}{2} \text{your Total Level} +/- \text{foe's Armor Class} +/- \text{foe's Size Modifier} \geq 20.$$



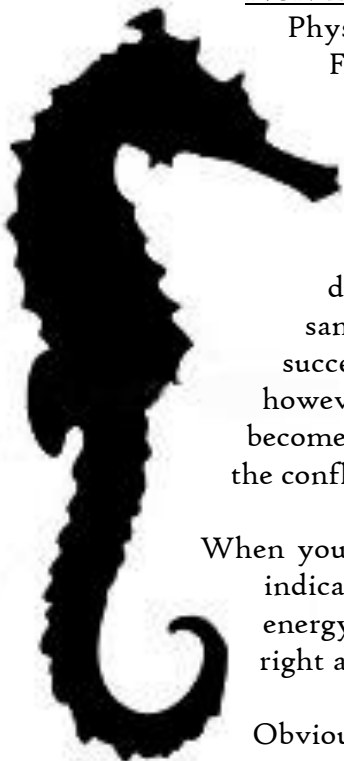
In either case, if you successfully "hit" your foe (that is, penetrate her defenses in the form of Armor Class and so on), you then roll the damage dice associated with your attack form, and the results are tallied based on whether the conflict is lethal or non-lethal.

Foes attempting to hit you follow the same procedure: roll their core dice, add or subtract your Armor Class and Size Modifier, then compare the result to 20. If they successfully hit you, damage dice are rolled, and the results tallied and applied to your character.

However, the meaning of the damage dice result is different depending on whether the conflict is lethal or non-lethal (the default type of conflict in GREAT & SMALL).

NON-LETHAL CONFLICT

Physical conflicts in G&S are intended to be brief and rarely deadly. For this reason, the procedures for non-lethal vs. lethal conflict are slightly different.



In non-lethal conflict, if an attacker successfully “hits” you, you must roll an immediate saving throw vs. paralysis against your attacker’s Threat rating (other save types may apply instead, depending on circumstances), modified by their Size rating in the same way that your damage roll against them would be. If you succeed, you may continue to act and fight normally. If you fail, however, you are effectively stunned into defeat, and your options become more limited, as described below. In any case, this indicates that the conflict is now over unless your opponent continues attacking you.

When your attacker rolls her damage dice in non-lethal conflict, the results indicate how many turns must pass before you work up the courage or energy to challenge her again (though you don’t *have to* challenge her right away, or ever).

Obviously, the same rules apply in reverse: if you successfully “hit” your target in non-lethal conflict, she must make a successful paralysis save vs. your Threat rating, or bow out of the fight for a minimum number of turns equal to your damage dice result.

The effects of a failed save in this case do not happen until both sides have taken their declared actions for that round of conflict. So even if you end up the loser, you are still able to make your attack roll normally, and so on.

If both combatants successfully “hit” each other and both fail their paralysis saves, the fight ends in a draw, with each party rolling their damage dice as above, and choosing their reaction as described below.

Failing the paralysis save does not demolish the target character’s free will. It simply stuns her for a while, and limits her options. After the round in which her saving throw failed, a stunned character may take any of the following actions she deems appropriate.

Cower: You use your body language to convey the message that you have submitted and no longer pose a threat to your attacker. Make a Storyteller lore check against your attacker’s Threat rating. If you succeed, your pitiful aspect overwhelms her, and she stops her attack. She must also roll a save vs. paralysis at -4 penalty, or shift her **Attitude** towards you one step up in the favorable direction (see the rules for **Social Interaction** in a later section). If she succeeds on her save, her attitude towards you remains the same, but she halts her attack in any case.

Fighting Withdrawal: If your opponent presses her attack despite your losing the contest, you can continue to defend yourself while you try to pull out of the fight. With this move option, you back away from your opponent at 5 ft. per round, and can make no attack unless your opponent follows you during the same combat round, on her own movement phase. If she does so, you can attack her at the end of her movement action, *before* she makes her own attack roll. Your attack in this instance is made at no penalty. If you are not in melee combat with her at the end of the round, you may move from a fighting withdrawal into a run action.

Full Retreat: A full retreat allows you to move faster than $\frac{1}{2}$ your encounter movement rate, but you will be unable to make any attack rolls against opponents who pursue you. In addition, those opponents will get a +2 bonus when attacking you, provided they are able to do so. You must be in melee combat at the start of your movement phase in order to take this action.

Play Dead: With a successful Trickster lore check vs. your attacker's Threat rating, you convince her that you have dropped dead or been knocked unconscious (your choice). She must succeed at a save vs. paralysis against your Threat rating to see through your bluff.

Run: If you are not engaged in melee combat at the start of your movement phase, you can flee the conflict at up to 3 x your normal movement rate. However, you cannot make any attacks during this movement action.

Stand Ground: You do not attack, but still try to present an intimidating face by growling, hissing, barking, or using whatever other form of display is common to your species. You cannot attack your foe unless she attacks you first, and will always act last in the initiative against her. However, you gain a 2-point bonus to your AC for the duration of your foe's damage roll.

LETHAL CONFLICT

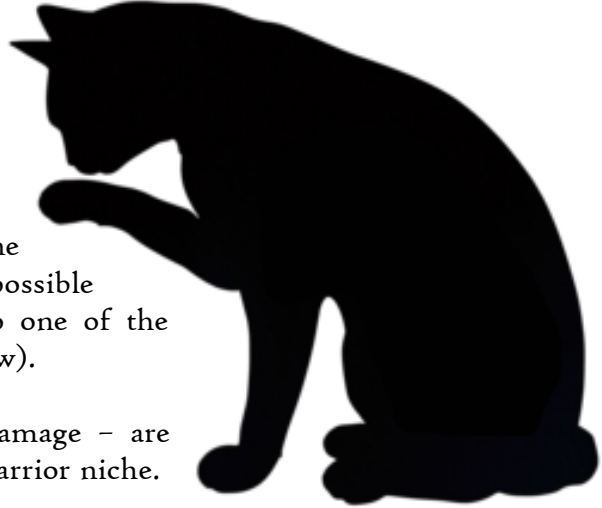
As noted, physical altercations are always assumed to be non-lethal conflicts. Fights only turn potentially deadly if one of the players or the BM explicitly states their character's intent to inflict lethal damage on opponents.

Lethal conflict follows the same general procedure as non-lethal conflict: initiative is



determined and each combatant makes a 2d10 roll with the appropriate modifiers to find out whether their attacks successfully hit their opponents. If a hit is scored, damage is rolled.

However, in lethal conflict, there is no saving throw vs. paralysis to potentially end the fight right away. If you are hit during lethal conflict, you immediately subtract the result of your attacker's damage roll from your hit points. She does the same if you successfully hit her. It is possible that this style of conflict could quickly lead to one of the character's deaths (see "Attacks & Damage," below).



Note that the above rolls – both attack and damage – are further modified by the special abilities of the Warrior niche. Warriors are better at fighting than other animals.

Your defensive combat statistics – Armor Class, Hit Points, and Size – determine how difficult it is for your opponents to hit you, and how much damage you can take in a fight before you have to bow out.

Each of these numbers is an abstraction, further explained in the following sections.

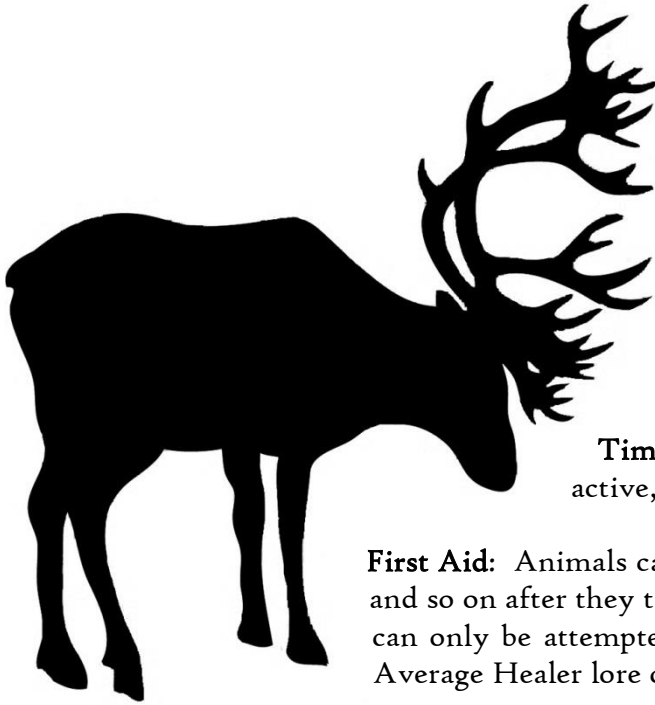
ARMOR CLASS

This number represents your character's ability to avoid being hurt during a fight. It's an abstract number which assumes that you are actively dodging, ducking, and taking other evasive actions, as well as representing any actual armor you might be wearing. Armor Class is a type of Task Modifier that is added to or subtracted from your opponent's attack roll, and is rated from 9 (the worst, and the easiest to hit) to -9 (the best, and the hardest to hit). Similarly, whenever you roll to attack an opponent, you add or subtract her Armor Class to your core dice roll. The lower the AC, the more difficult it is to achieve a total of 20 on your attack roll.

Your base Armor Class is determined by your species, and can be improved with the use of niche dice from the Runner lore, depending on the situation. Each playable species in the game has a Base Armor Class listed with its description.

HIT POINTS

Like Armor Class, this number is an abstraction, and it represents the amount of "damage" you can suffer in a lethal conflict or other dangerous situation before you have to start worrying about dying. Natural weapons (claws, teeth, etc.), poisons, diseases, natural disasters, falls, and many other potential dangers in the GREAT & SMALL game are rated with a type of dice that need to be rolled whenever they successfully penetrate your defenses. For instance, a wolf's bite might inflict 1d5 points of damage. This kind of dice is rolled, and the resulting number (+/- various possible modifiers) is subtracted from your character's total Hit Points.



Your hit points are determined by your character's species. Each species has a pre-determined number of hit points it gains with each level. This number is improved by the result of your niche dice roll each level, as well.

Regaining Lost Hit Points

Healing damage happens in two ways: time, and first aid.

Time: Every character heals 1 hp per day if active, and 2 hp per day if resting.

First Aid: Animals can lick others' wounds, groom companions, and so on after they take damage, and heal 1d3 hp. However, this can only be attempted once. To administer first aid, make an Average Healer lore check.

SIZE

Another important source of modifiers in the game is your character's Size. Big animals are easier to hit than smaller ones, but tend to suffer less damage from opponents smaller than them. Conversely, small targets are harder to hit, but run the risk of taking a great deal of damage from bigger opponents. Thus, Size modifies many of your character's dice rolls during the game.

In addition, some animals change Size as they gain levels. This particularly affects their natural Armor Class, which tends to improve overall as creatures go up in Size (remember that AC is an abstract concept reflecting an animal's combined abilities to resist taking damage from attacks).

There are 9 Sizes in GREAT & SMALL, listed on **TABLE 2: GREAT & SMALL SIZE CATEGORIES**, from smallest to largest, along with data on the height, length, and weight of animals in that Size category. Height applies only to bipedal creatures, while length applies to quadrupeds.

Most animal characters are found in the Small to Large range and spend their entire lives in a single Size category, but some can experience **Growth spurts** over their career that cause them to change Size. In addition, in games that feature magical effects, it might be possible to temporarily or permanently change an animal's Size through spells or magical items.

The effects of these Size changes on Armor Class are detailed on **TABLE 3: SIZE CHANGE EFFECTS**.

SIZE & COMBAT MODIFIERS

To determine your Size-based attack bonus or penalty, consult **TABLE 4: SIZE-BASED ATTACK ROLL MODIFIERS**, locate your Size in the column on the left, and then follow the corresponding row to the right until you reach the Size of your opponent. The number listed is the bonus or penalty you receive on your attack roll against that opponent.

Differences in Size between opponents also affect the amount of damage they can inflict on each other with their natural attacks during lethal conflict, or the amount of time that targets must take to recover from non-lethal conflict. *The bonus or penalty to damage rolls equals one-half the attack bonus or penalty listed, rounded up, but with the sign reversed, as detailed on Table 4.* This number is added to or subtracted from your total damage roll against that opponent.

However, a successful attack always inflicts a minimum of 1 hit point of damage, regardless of the Size difference between opponents.

SPECIAL MANEUVERS

Special Maneuvers can be used to add descriptive power to combat scenes, or allow players to design a unique fighting style for their character. Most of them are natural attack forms inherent to particular species, but a few can be employed by any type of animal. Animals with multiple natural attacks, especially those of the Warrior niche, can combine attack forms into special maneuvers, as well.

Unless noted parenthetically, all maneuvers are Average Speed initiative actions. However, Runners can add their Niche die result to the maneuver's base Speed rating (2, 4, or 6). If the bonus bumps the Speed rating up to the next threshold, the attempt was successful.

Activate Herb (Quick): The animal can apply any prepared herb to herself without penalty. She can activate Contact or Inhalation concoctions against opponents with a successful melee attack roll. Throwing such concoctions is a ranged attack that requires a subsequent



Throw action (see below).

Bite: The animal attacks with its mouth, inflicting both lethal and nonlethal damage. Warrior niche die results can be used as bonuses to the damage roll. Bite attacks can be used to wrestle opponents (cf).

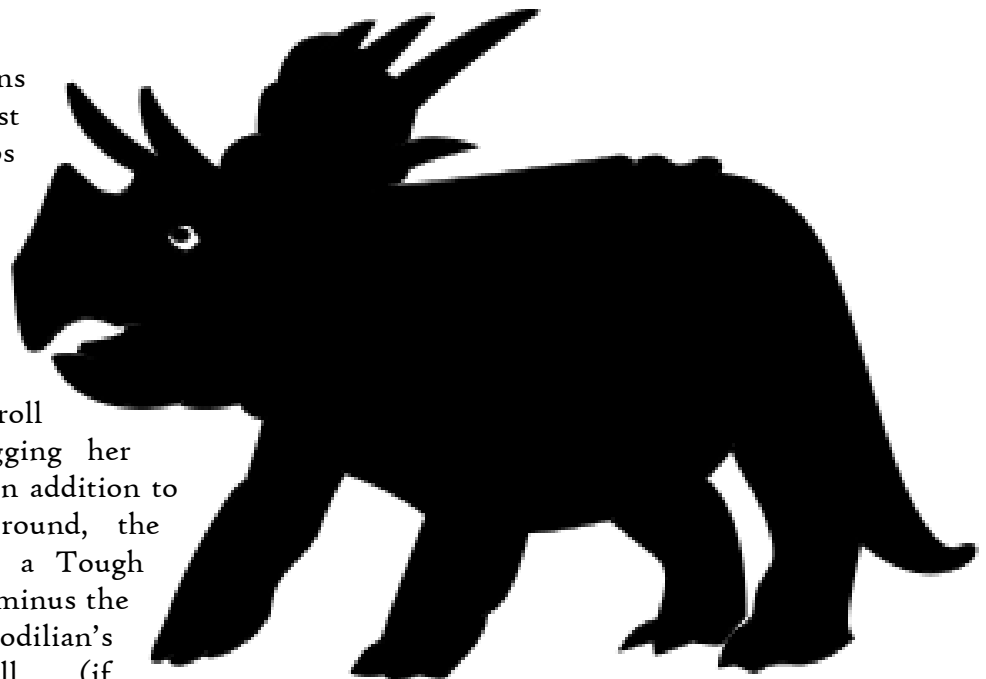
Bomb: Some flying animals can drop objects from heights of 300 ft. or less, inflicting damage on earthbound targets. If being done by a single animal, this maneuver is considered a ranged attack, made at -6 penalty. If performed by a flock of flying animals in unison, there is no attack penalty, and the maneuver is instead considered an effect. Targets on the ground are entitled to a save vs. blast effects for half damage. The damage inflicted by a Bomb maneuver are included in the animal species' description.

Charge (Quick): The animal bears down on a single target at increased speed, in the hopes of inflicting more damage. She must move in a more or less unobstructed straight line towards her target, and must travel at least 20 ft (indoors) or 20 yards (outdoors). During a charge, the animal can take a run action. A charge grants her a +2 bonus on her attack roll, at the expense of a 2-point penalty to her Armor Class. Creatures using head butts, horns or antlers inflict double damage with a successful charge attack.

Claw/Talon: The animal rips its opponent's flesh with a sharp appendage. Warrior niche dice can be used as bonuses to the damage roll.

Constrict: Animals like constrictor snakes can crush their opponents if they make a successful wrestling attack. The damage caused by such an attack is given in the animal's description, and is continuous after the initial wrestling attack is successful. That is, she does not need to roll an attack against her constricted opponent. Instead, she automatically inflicts damage.

Death Roll: Crocodilians can use torque to twist their opponents' limbs apart, or drag opponents into deeper water until they drown. When fighting in water, if the crocodilian makes a successful wrestle attack, she can begin to roll under the water, dragging her target down with her. In addition to taking damage each round, the target must also make a Tough saving throw vs. death, minus the amount of the crocodilian's Warrior niche roll (if



applicable). If the target fails this save, she must immediately make an unmodified Challenging save vs. death, or die from drowning.

While fighting on land, a crocodilian can significantly augment the damage she inflicts by latching onto a target's body and twisting until a limb comes off. To do this, she must make a normal wrestling attack; if the attack is successful, she inflicts twice the normal damage (along with any Warrior niche bonus).

Fighting Withdrawal: See "Non-Lethal Conflict," above.

Force Back: Forcing an opponent back into an obstacle, through a doorway, over a cliff, etc., during combat requires a successful attack roll made at -4 penalty. If the hit is successful, the target must succeed at a Tough saving throw vs. paralysis, or be forced back a number of feet (or other relevant unit of distance) equal to the attacker's damage roll. Force back attacks do not inflict any damage from weapons, but if the target is forced into an obstacle or over a cliff, she suffers 1d6 damage for every 10 feet she travels.

Full Retreat: See "Non-Lethal Conflict, Above."

Flyby Attack (Quick): An animal with this ability can move at her normal encounter flight movement rate and still attack normally during a combat round.

Gore: The animal stabs targets with antlers or horns, possibly impaling them. Warrior niche dice can be used as bonuses to the damage roll. Gore attacks can be used to wrestle opponents.

Kick Back: The animal can jump up and attack an opponent behind her with two of her feet (usually the rear feet) at the same time. The kick counts as a single attack, but if successful, the character rolls her damage dice two times, once for each foot. However, the attack is made a -4 penalty.

Pounce (Quick): While charging, an animal with the pounce ability can make a Quick attack action at no penalty (including rake attacks, if applicable).

Rake: On a successful wrestling attack, an animal with the rake ability gains two additional claw attacks against her opponent, at no penalty.



Slam: The character strikes targets with some part of its body, such as a head or a tail. Warrior niche dice can be used as bonuses to the damage roll.

Sting (Quick): The animal attacks with a stinger that may also inflict poison damage. Warrior niche dice can be used as bonuses to the damage roll, but only applied to physical damage, not poison damage.

Swoop (Quick): Similar to a charge, but used by flying animals. The character's target must be at a lower altitude than her, and must check for surprise if the flying character was at a higher altitude during the first round of combat. Swoops, like charges, grant a +2 bonus to attack rolls and impose a 2-point penalty on Armor Class. They inflict double damage; again, like charges. Swoops can be used to initiate a wrestling attack, if the attacker has talons or some other means of picking up and carrying her target. Swoop cannot be used in dense forest or jungle habitats.

Throw: The animal can throw an object, provided she has limbs that allow her to manipulate objects. If she does not have the traits of Hands or Vestigial Hands, the attack roll is made at a -4 penalty. However, she can apply her Trickster lore level, if any, as a modifier to this roll, along with any benefits conferred by herbal concoctions or magic. Targets must be within range to have a chance of being hit or suffering any effects from the attack.

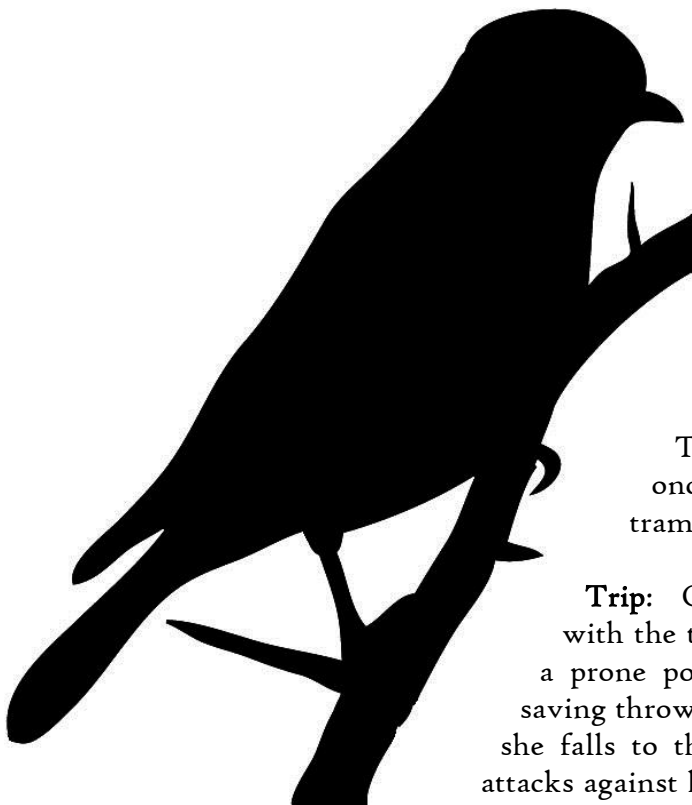
Trample: Some animals of Large Size category or bigger can attempt to damage creatures smaller than themselves simply by moving through their space and stepping on them. An animal using Trample gets a +4 bonus on her attack roll, and moves over any opponent in her path.

The damage inflicted by a Trample attack is included in the species description. Some animal herds may Trample as a group, inflicting 1d16 hp of damage through sheer numbers.

Targets of a trample can opt to either attack their trampler at a -4 penalty, or try to avoid the trampler and take only half damage with a successful Tough saving throw vs. blast effects.

This ability can only be used to inflict damage once per round, no matter how many times the trampler moves through her opponent's space.

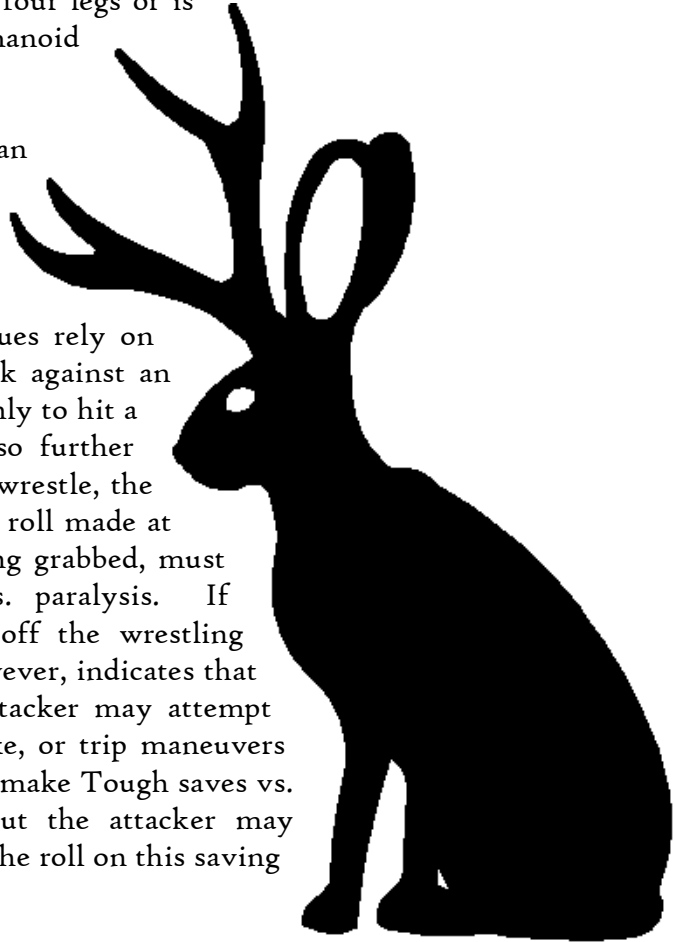
Trip: On a successful wrestling attack, an animal with the trip ability can attempt to knock her foe into a prone position. The target is entitled to a Tough saving throw vs. paralysis to stay on her feet. If she fails, she falls to the ground in a prone position, and further attacks against her receive a +2 bonus to hit. A target gets a



+2 bonus on the saving throw if she has four legs or is otherwise more stable than a humanoid creature.

A failed trip attempt means the target can then make a wrestling attack to try and trip her attacker, using the same conditions and modifiers as above.

Wrestle: Many animal combat techniques rely on first landing a successful wrestling attack against an opponent. Wrestling is an attempt not only to hit a target, but to grab and hold onto her so further damage can be inflicted. To carry out a wrestle, the character must succeed on a melee attack roll made at -4 penalty. Her opponent, to avoid being grabbed, must then make a Tough saving throw vs. paralysis. If successful, the opponent has shrugged off the wrestling attempt, and may act freely. Failure, however, indicates that the target has been grabbed, and the attacker may attempt bite, constrict, death roll, force back, rake, or trip maneuvers against them. A wrestled opponent must make Tough saves vs. paralysis every round to break free, but the attacker may impose a penalty equal to her Warrior niche roll on this saving throw.



ATTACKS & DAMAGE

During lethal conflict, if the result of your attack roll and all relevant modifiers matches or exceeds 20 during a fight, you have successfully penetrated your opponent's defenses, and inflicted damage upon them. In this case, you will roll the type of dice indicated for the weapon or attack form you are using, and your opponent will subtract the result from her total hit points.

Needless to say, this same procedure works in reverse: if your opponent's core dice roll matches or exceeds the static target number, she has successfully hit you and inflicted damage. You will thus have to subtract the number she rolls on her damage dice from your total hit points.

There are several ways the damage roll can be modified. Characters with the Warrior niche bump up their damage dice by one die type (for instance, from 1d3 to 1d5), and can add their niche die roll to all damage rolls involving their natural or hand-held weapons. In games featuring fantasy or supernatural elements, magical effects may grant damage bonuses to some kinds of attacks. The BM may rule that some situations call for a modification of the damage roll (perhaps a character or creature is too weakened to inflict its full amount of damage, for instance).

Any character or creature who gets reduced to 0 hit points is in danger of immediate death. She must make a Tough save vs. death. Failure means she dies on the spot.

Success means she is clinging to life, and will linger until the end of the current combat round. At that time, she must roll a Challenging save vs. death, or die immediately. Assuming she survives, in the next round she must succeed on a Formidable death save, and so on. Each round a dying character lingers without aid, her save vs. death becomes increasingly more difficult, until it becomes an Epic endeavor.

A dying character can be stabilized with a successful Healer lore check, or by the application of some herbal concoctions. Also, a character with the Healer niche can simply heal a dying character back up to 1 hp, provided she is powerful enough to do so.

Attempting to stabilize a dying character is a Tough Healer lore check the first round, a Challenging one the second, and so forth, in a pattern identical to the death save described above.

EFFECTS PHASE

During the effects phase of a combat round, each character who has chosen to activate an herbal concoction, a spandrel, a spell, or some other ability that isn't part of their natural weaponry must choose their targets.

If the effect calls for an attack roll, this is the phase in which that roll is made, not the ranged attacks or melee attacks phase. If the effect allows a saving throw, the target of the effect makes that saving throw during this phase, immediately after your character activates her effect.

If the effect inflicts damage on targets, the targets suffer the consequences of that damage during this phase. If they are killed, cowed, or otherwise neutralized, they cannot act on a later phase of the round, even if their initiative roll allowed them to do so.

SAVING THROWS

A special type of defensive core dice roll in G&S is called the saving throw, sometimes shortened to **save**. Saves are core dice rolls made to determine whether your character successfully avoided or resisted particular dangerous effects she encountered. Each of the five saving throw rolls (see below) is modified by the result of a particular niche die, along with your Total Level.

In addition, each category of saving throw also has a Task Modifier called the **Threat Level**, which represents how difficult it is for characters to resist that particular type of effect. Like other modifiers, the Threat Level of a saving throw is added to or subtracted from your core dice roll when trying to resist it.

Thus, the formula for saving throws is:

2d10 + your Total Level (+niche die, if applicable) +/- Threat Level \geq 20.

The five categories of saving throw are:

- *Blast Effects & Breath Weapons*, which is used to avoid taking damage from sources that affect all targets within a given area, such as an explosion or a dragon's fiery breath. This type of saving throw is modified by the Runner niche die.
- *Death Effects & Poison*, which represents sources of trauma that could potentially kill a character instantly. In addition to poison, the category is used to resist things like electric shocks, impacts from extremely high falls, and so on. The roll is modified by the result of Healer or Herbalist niche dice, depending on the situation.
- *Devices*, which is used to resist the effects of strange machines and magical items. In classic fantasy games, this includes such things as rods, staves, and wands. Devices saves are modified by Scout niche dice.
- *Paralysis & Petrification* is your ability to resist effects that immobilize your character against her will. In classic fantasy games, this might include certain spells, and monster attacks like the basilisk's ability to turn anyone who meets its gaze to stone. This saving throw is modified by Trickster or Warrior niche dice, depending on the situation.
- *Spells & Tech* allows you to resist the effects of various sources of harm not covered by the previous categories. Usually, these are particularly powerful effects like radiation, toxic waste, or the spells of a mighty wizard. It can be modified by any of the niche dice, as the BM determines appropriate, but the most common ones are Scout, Seer, and Storyteller.

The types of saving throw, and their associated niche dice, are summarized on **TABLE 5: SAVING THROW TYPES & NICHE MODIFIERS**.

SOCIAL INTERACTION

There will be many times in a game of GREAT & SMALL when your character must interact with other characters. Some of these other characters will be portrayed by other players, but many of them – if not most of them – will be created and played by the Beast Master. These transitory, plot-necessary characters are referred to as **non-player characters**, or **NPCs** for short.

If conflicts or disagreements arise between different **player characters** – that is, those characters portrayed by the other players in your group – they can be settled through good role-playing or any other method the two players agree on.

Ideally, settling disagreements between PCs and NPCs should be handled the same way. But perhaps the BM is pressed for time, or the group doesn't feel like role-playing every encounter. In such cases, PCs will have to rely on their skills and abilities to influence the reactions of NPCs.

When this occurs, the BM can choose from a list of default attitudes for her NPCs. The default attitude describes the NPC's inclinations towards the player characters, and defines the kinds of actions he or she is willing to engage in on the PC's behalf. There are five default attitude categories to choose from: Hostile, Unfriendly, Indifferent, Friendly, and

Helpful. Each of them means different things, and implies certain actions, as summarized on **TABLE 6: ATTITUDE CATEGORIES & THEIR MEANINGS.**

If you want to try and change the attitude of an NPC without role-playing, you can attempt a Storyteller lore check, modified by your Storyteller niche die, if you have one. However, your check will also be modified by the difference between the NPC's initial attitude, and the new attitude you want to inspire in them. This is summarized on **TABLE 7: NEW ATTITUDE (DIFFICULTY RATING TO ACHIEVE).**

CONCLUSION

The rules you have just read are the heart of the GREAT & SMALL role playing game. For more information on characters, see the Quick Start Characters document. The expanded game will contain rules governing movement and combat in three dimensions (for games featuring flying animals or sea creatures), guidelines for how changes in habitat can affect character abilities, and the game statistics of monsters and other creatures, among many other details.

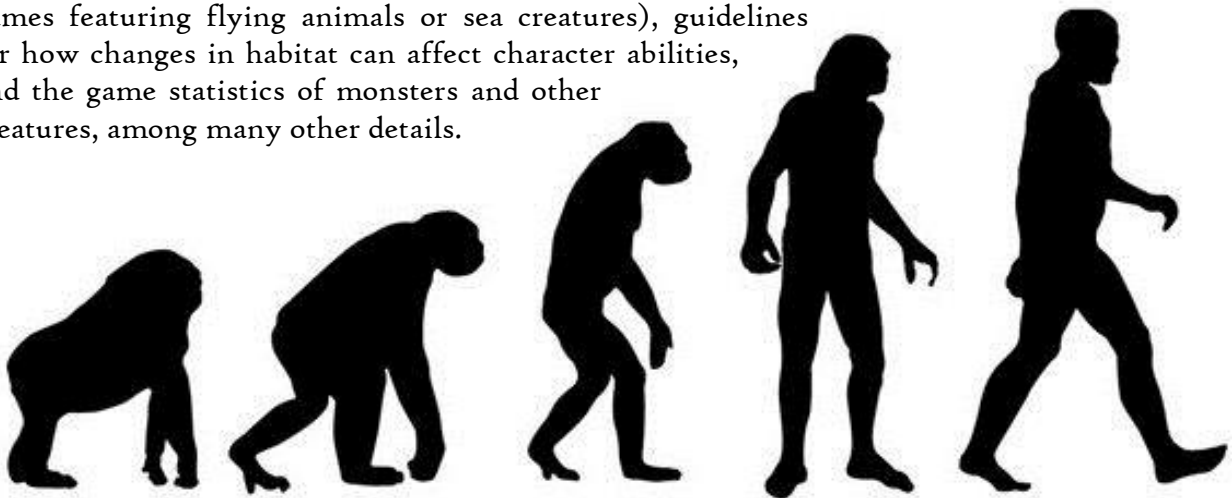


Table 1: Task Modifiers

Difficulty	Number
Epic	-9
Heroic	-6
Formidable	-3
Challenging	+0
Tough	+3
Average	+6
Easy	+9

TABLE 2: GREAT & SMALL Size Categories

Size	Height/Length	Weight
Fine	6 in. or less	up to 1/8 lb.
Diminutive	6 in. to 1 ft.	1/8 - 1 lb.
Tiny	1 to 2 ft.	1 - 8 lbs.
Small	2 to 4 ft.	8 - 60 lbs.
Medium	4 to 8 ft.	60 - 500 lb.
Large	8 to 16 ft.	1/4 - 2 tons
Huge	16 to 32 ft.	2 - 16 tons
Gargantuan	32 to 64 ft.	16 - 125 tons
Colossal	64 ft. or more	125+ tons

Table 3: Size Change Effects

Old Size	New Size	Natural AC
Small	Medium	None
Medium	Large	Improves by 2
Large	Huge	Improves by 3

Table 4: Size-Based Attack Roll/Damage Roll Modifiers

	Fine	Dim.	Tiny	Small	Med.	Large	Huge	Gar.	Col.
Fine	+0	+1/-1	+2/-1	+3/-2	+4/-2	+5/-3	+6/-3	+7/-4	+8/-4
Diminutive	-1/+1	+0	+1/-1	+2/-1	+3/-2	+4/-2	+5/-3	+6/-3	+7/-4
Tiny	-2/+1	-1/+1	+0	+1/-1	+2/-1	+3/-2	+4/-2	+5/-3	+6/-3
Small	-3/+2	-2/+1	-1/+1	+0	+1/-1	+2/-1	+3/-2	+4/-2	+5/-3
Medium	-4/+2	-3/+2	-2/+1	-1/+1	+0	+1/-1	+2/-1	+3/-2	+4/-2
Large	-5/+3	-4/+2	-3/+2	-2/+1	-1/+1	+0	+1/-1	+2/-1	+3/-2
Huge	-6/+3	-5/+3	-4/+2	-3/+2	-2/+1	-1/+1	+0	+1/-1	+2/-1
Gargantuan	-7/+4	-6/+3	-5/+3	-4/+2	-3/+2	-2/+1	-1/+1	+0	+1/-1
Colossal	-8/+4	-7/+4	-6/+3	-5/+3	-4/+2	-3/+2	-2/+1	-1/+1	+0

Table 5: Saving Throw Types & Niche Modifiers

<u>Save Type</u>	<u>Niche</u>
Blast & Breath	Runner
Death & Poison	Healer, Herbalist
Devices	Scout
Paralysis/Petrify	Trickster, Warrior
Spells & Tech	Scout, Seer, Storyteller

Table 6: Attitude Categories & Their Meanings

<u>Attitude</u>	<u>Means</u>	<u>Possible Actions</u>
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, watch, suspiciously, insult
Indifferent	Doesn't much care	Socially expected interaction only
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

Table 7: New Attitude (Difficulty Rating to achieve)

<u>Initial</u>	<u>Hostile</u>	<u>Unfriendly</u>	<u>Indifferent</u>	<u>Friendly</u>	<u>Helpful</u>
Hostile	Easy	Tough	Challenging	Formidable	Epic
Unfriendly	Average	Easy	Tough	Challenging	Formidable
Indifferent	--	Average	Easy	Tough	Challenging
Friendly	--	--	Average	Easy	Tough
Helpful	--	--	--	Average	Easy

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