

FAR AWAY LAND

ROLE -PLAYING GAME



QUICK START RULES

Far Away Land role-playing game

Quick Start Rules

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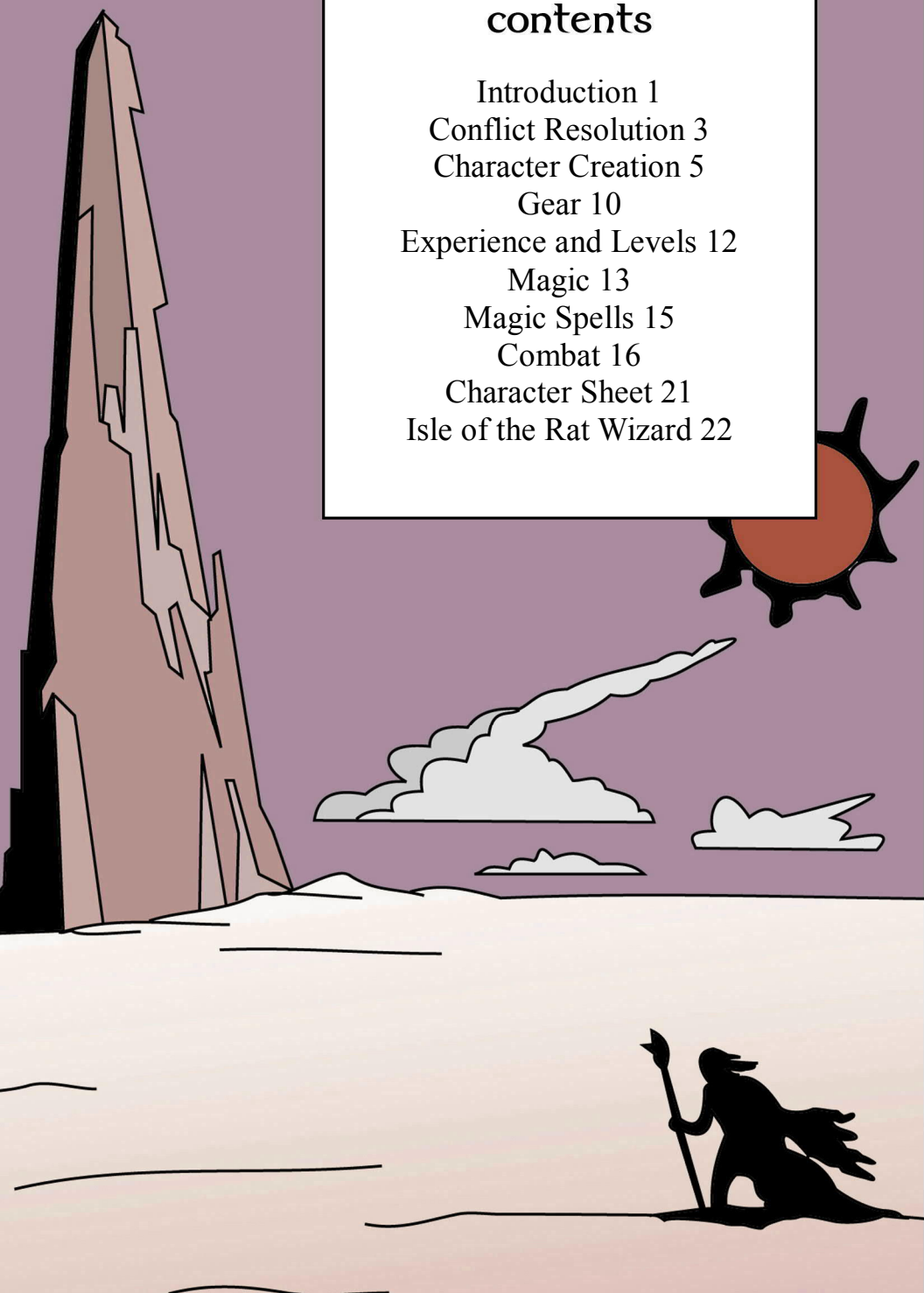
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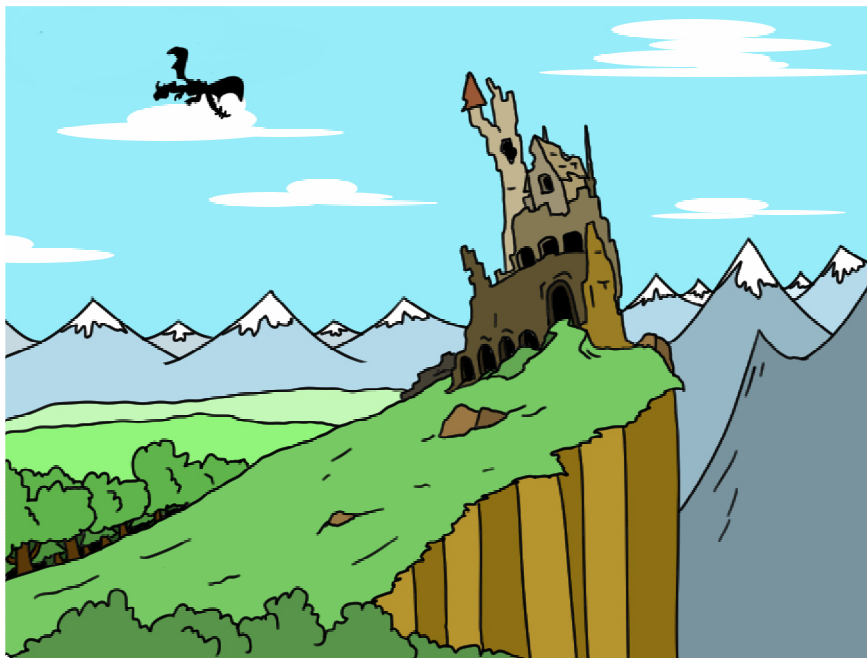
INTRODUCTION

About the Far Away Land RPG: Quick Start Rules

I would like to thank Vincent "The Evil GM" Florio for his compiling and editing work concerning these Quick Start Rules. He also deserves a thank you for getting the ball rolling on this project.

The rules contained within these pages are a primer to introduce unfamiliar gamers to the mechanics and flow of the Far Away Land Role-Playing Game. While these rules offer the basics of game play and serve as a wonderful starting point, they are incomplete and lack the detail that the core books include. However, the material contained within these pages, along with the included adventure are enough to run a simple adventure and demonstrate how FAL plays. If you find that after reading these rules and running the adventure you are interested in the Far Away Land Role-Playing Game, I invite you to pick up the core books and explore the game on a deeper level. You can find all of our books here <http://www.faruniverse.com/fal-rpg.html>

-Dirk
4/23/2015



A dragon flies above the ruins of an ancient castle somewhere in the Umbercrag Mountains.

INTRODUCTION

What is Far Away Land?

Far Away Land (FAL) is a fantasy heartbreaker-esque role-playing game set in a strange and bizarre fantasy heartbreaker-esque world. Players take on the role of a character and adventure and explore in a medieval fantasy world created by the Game Master (GM). The world is quirky and weird and strange and sportive. The mechanics are sandboxy, open, and lite in both form and spirit.

In FAL, there are players and a GM. The players create characters and play them. The GM is like a referee who sets up a world and lays out adventures in which the players can participate. The GM is not against the players in the sense that he or she opposes the players, rather, the GM should be thought of as a facilitator of adventure, the individual who lays out the world and controls what takes place within that world, a catalyst of imagination. Far Away Land is intended to be simple and easy to play while at the same time giving players and GMs a foundation on which they can create complex worlds and adventures.

The main part of the game is a micro-level of play where players take on the role of individual characters and have adventures throughout the life of the character. A second part of the game includes macro, world-building elements, where the players take on the roles of gods and/or historians and participate in a narrative building exercise in which they create their worlds from scratch.

Where the micro aspect of the game is more linear and time is slowed (encapsulating seconds, minutes, hours, and days), the macro view of the game is non-linear and is used to create the setting, history, and fluff of the world in which the players can adventure with their individual characters. The macro aspect of the game is non-linear for the most part and covers long spans of time (months, years, decades, centuries, millennia, etc.). In these Quick Start Rules we have only included the basic elements to get you started playing FAL on the micro level (as the macro rules are optional for each of the mini-games).

What Dice are Used in FAL?

To play Far Away Land you need only regular six-sided dice (commonly known as d6s), some pens and paper, and the FAL rule books. It is good to have a handful of dice as it will make rolling easier.

Using only d6s, you can perform the following rolls...

d2 indicates that the d6 is rolled. A roll of 1-3 is 1 and a roll of 4-6 is 2.

d3 indicates that the d6 is rolled. A roll of 1-2 is 1, 3-4 is 2, and 5-6 is 3.

d6 indicate that a single six-sided die is rolled.

2d6 indicates that two six-sided dice are rolled.



CONFLICT RESOLUTION

How does the Conflict Resolution System Work?

The majority of all rolls that determine conflict resolution are based on the three main Stats: **BRT**, **DEX**, and **WIT** (more on this later). The score of each Stat indicates how many dice are rolled. The high roll is then kept while lower rolls are discarded. Any modifiers are added to the high roll (modifiers can be things such as Boons, Flaws, environment, or other bonuses and penalties). The total is then compared with a Target Number (TN) or an opposed roll.

Example: Dumbstruck has a BRT score of 2. Whenever the BRT Stat is used, 2d6 are rolled. Dumbstruck rolls 2,5. The 2 is dropped and the 5 is kept.

Target Numbers vs. Opposed Rolls

Some dice rolls are made against a Target Number (TN) while others are made against opposed rolls. TNs are numbers which represent the difficulty of the contest. In order to roll successfully against a TN, roll equal to or higher than the TN. The GM can determine TNs based on the difficulty of the task. The Difficulty Rating of a conflict is used to determine the TN.

Example: Attempting to pick a lock would require that Dumbstruck make a DEX check against the TN of the lock. The lock is successfully picked if the roll equals or exceeds the TN.

There are four Difficulty Ratings: **simple**, **easy**, **tricky**, and **hard**.

Difficulty Rating	Target Number
Simple	2-3
Easy	4
Tricky	5
Hard	6+

Opposed Rolls are rolls which are made against another opposing roll. Each party rolls the appropriate amount of dice. The totals are then compared to determine the outcome. The defender (or non-aggressor) always wins on a tie.

Example: Opposed rolls are invoked during contests involving two or more active parties. In combat, using a melee attack against a target invokes an opposed roll as the target has the opportunity to evade the attack.



CONFLICT RESOLUTION

What Happens when I Roll a Bunch of 6s?

Anytime multiple 6s are rolled, the extra sixes count as a bonus of +1 and are added to the roll. This bonus is added to the roll.

Example: Dumbstruck attacks with a sword (which uses his Melee Boon). He rolls 3d6 and gets 2,6,6. The second six counts as a +1 bonus to the roll giving Dumbstruck a total score of 7.

What Happens when a Tie Occurs?

Whenever a tie occurs, the advantage always goes to the PC. However, when two PCs are involved in a conflict and a tie occurs, the defender or non-aggressor gets the advantage.



Two adventurers square off against an Agnun Superior inside an Agnun Cathedral somewhere in the city of Oxollo.

CHARACTER CREATION



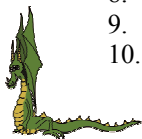
How does Character Creation Work?

Far Away Land is a medieval fantasy world, similar in technology and myth to medieval Europe in our own world with a mix of some weird tech. However, unlike our own world, humans in Far Away Land are fairly rare and are far outnumbered by other races. In Far Away Land, your character's ancestors were humans who came through the first fissures during the time of the Boom War. While being a human makes you somewhat of a rarity in the world, your skills, cunning, imagination, and drive to succeed separate you from many other races in Far Away Land.

Far Away Land has a very open character creation system allowing you to make just about any type of character you want. You come up with the concept and then provide Stats, Boons, Flaws, and a description to define the specifics of the character you have envisioned. Let's get started...

Character Creation is a 10 step process:

1. Character Concept
2. Assign Stat Points
3. Calculate Hit Points
4. Determine Armor Class (AC)
5. Determine Action (ACT) points
6. Determine Luck
7. Pick or Create Boons/Flaws
8. GM Decides starting Level (LVL)
9. Equipment and Money
10. Starting Magic (if necessary)



CHARACTER CREATION

1. The Concept

Think about what type of character you'd like to play in the game. We do suggest sitting down as a group with your Game Master (GM) and sketching out your character ideas together. During this time you can figure out back stories and how the PCs know one another. While Far Away Land is generally a fantasy based game, the rules are flexible enough that most any genre can be played (we will be sticking to fantasy here). So, going with the fantasy theme, let's say you decided you wanted to play a character that is light and quick on his feet, but is able to hold his own in battle. **Please keep in mind; unless the GM allows more races, it is assumed all character will be human (non-human PCs are easily handled using the listings in Creatures Vol. 1 as templates).**

2. Assign Stat Points

You have 6 points to assign among the three stats of **BRT**, **DEX**, and **WIT**. This allows you three options. A balanced PC will have scores of 2,2,2. A top-heavy PC will have scores of 4,1,1. A specialist PC will have scores of 1,2,3. You decide how you want to split these scores based on your overall character concept.

Example: Our concept is a character light on his feet, but able to hold his own in battle. We have decided to make BRT 3, DEX 2 and WIT 1.

Here is how each stat is described...

Brute (BRT): Brute is a measure of strength and raw power. The BRT score is used whenever your PC lifts something, pushes something, does a melee or unarmed attack, or performs any action that requires or relies primarily on strength.

Dexterity (DEX): Dexterity is a measure of speed and dexterity. The DEX score is used whenever your PC attempts an act requiring speed, nimbleness, dexterity, does a ranged attack, or attempts something involving finesse.

Wits (WIT): Wits is a measure of intelligence and wisdom. The WIT score is used when things like lore, knowledge, observations, problem solving, or spell casting are used.

3. Calculate Hit Points

HP represents the amount of damage a character can take before being killed. HP in positive numbers suggests only light wounds have occurred. When HP drops to 0 or lower, severe damage has been taken. When the HP score is less than the PC's negative level, death occurs. As a first LVL human, your PC's HP is 10 + BRT. Whenever you increase your BRT score +1, increase your HP +1 as well. HP increases +1 per level.



CHARACTER CREATION

Example: Bonesword is LVL 5. He has a BRT score of 2. His total HP is 17. When Bonesword's HP drops to zero or below, he has suffered severe wounds. When Bonesword's HP has been reduced to -6 or below (1 below his negative LVL equivalent), he is dead. In other words, Bonesword can take 24 points of damage before he is killed.

4. Determine Armor Class (AC)

AC represents how much damage is soaked by the armor worn or by the natural toughness of a target's skin/exterior. AC is subtracted from the total damage of a successful strike. As a human, your PC has a natural AC of 0 which means that no damage is soaked when hit. Your PC's AC can be increased by wearing armor.

Example: Bonesword has an AC of 2 and takes 5 damage. His AC soaks 2 damage leaving 3 damage applied to his HP.

5. Determine Actions (ACT) points

ACT points are used to perform actions like moving, attacking, casting spells, etc. ACT points are spent as they are used but are renewed each round. During a PC/NPC's turn, all ACT points are used at once. As characters become exhausted they suffer from a reduction in ACT. ACT points are covered in-depth in the Combat section. All PCs begin with 3 ACT + DEX. This will be further explained in the combat section of this guide.

6. Determine Luck

Luck is a measure of a PC's Luck. Spending a Luck point allows an extra die to be added to the roll. A player may wish to spend multiple Luck points on a single roll. PCs begin with 2 Luck.



CHARACTER CREATION

7. Boons and Flaws

Boons

Boons represent areas in which a PC has trained or had experience and therefore gains a bonus die to their Stat roll when attempting a specific action. All Boons start with a +1 die bonus which is applied to the Stat roll associated with the Boon. A Boon can have a maximum score of +5. PCs begin with a maximum of 4 Boons.

Example: Stonedark has Melee Boon (1). The Melee Boon uses BRT (2). Stonedark rolls 3 dice when making a melee attack.

We have provided a short list of Boons to get you started (more are included in the Core Rules). Keep in mind that these Boons are examples. Far Away Land is flexible enough that it allows you to create your own Boons depending on the type of game being run. This flexibility also allows for more specific or general Boons.

List of Boons

Alert (WIT): Noticing things like ambushes, deception, trickery, things out of place, faces in a crowd, etc..

Arcane (WIT): Using magic, scrolls, reading magic writing/languages, identifying potions, etc..

Athletics (BRT): Performing athletic feats such as climbing, jumping, throwing, catching, etc..

Manipulate (WIT): Entertain, diplomacy, persuade, haggle, seduction, lying, bribe, etc..

Melee (BRT): Using melee weapons like swords and axes.

Mounts (DEX): Riding and controlling mounts such as Cow Steeds.

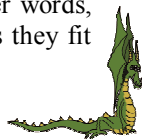
Ranged (DEX): Using ranged weapons like bows and crossbows.

Sneak (DEX): Moving silently, moving in shadows, hiding, creeping, following unnoticed, etc..

Subterfuge (DEX): Picking locks, picking pockets, disarming traps, stealing, poisoning, etc..

Flaws

Flaws are the opposites of Boons and represent things that hinder a character. To determine how many Flaws a character has, roll 1d3. Players can choose their character's Flaws or the GM may choose or allow other players to choose. Flaws can result in penalties whenever the Flaw comes into play. Depending on the circumstance, a Flaw penalty can range from -1 to -3 dice. This penalty is added to the appropriate Stat to determine total dice rolled. Flaws can also be used when role-playing to hinder a PC in a certain situation (in other words, Flaws don't always require dice rolls). Feel free to make up flaws as they fit your game and your PCs/NPCs.



CHARACTER CREATION

Example: A PC has a Flaw called Fear of Snakes. Whenever the PC is confronted by snakes or in the vicinity of snakes or snake-like creatures, he panics and suffers a roll penalty based on his Flaw score.

8. GM Decides starting Level (LVL)

All PCs begin at LVL 1, unless the GM states otherwise.

9. Equipment and Money

Determining starting money and equipment is largely up to the GM. However, most characters should begin the game with equipment appropriate for their job or area of training. PCs should also start the game with the average wage for a month of work (about 8-10gp).

Gear

Adventuring is dangerous and as such, adventurers need equipment, armor, food, weapons, and sometimes hired hands to accompany them on their travels through the wild world of Far Away Land.

Currency

Silver pieces (sp) are the standard coin in most parts of the world. 10 silver pieces make 1 gold piece. Copper pennies (cp) are also used for low cost items. 10 copper pennies make 1 silver piece. A single day's wage is about 1-2sp. Staying the night in an inn will cost about 5-10cp. A good meal will be 5cp. A pint of ale is 2-5cp. Stabling a horse for the night is 1-2sp.



CHARACTER CREATION

Armor

Armor is divided into two groups based on the amount of protection it provides. “Light” armor like leather and padded armor is considered to be light. Armor like ring, chain, and plate fall into the “Heavy” armor class and although there are no specific rules for armor encumbrance, GMs should keep this in mind when dealing with PCs who wear heavy armor and/or carry shields.

Armor Type	AC	Cost
Light (Leather, Padded)	2	25gp
Heavy (Chain and Plate)	3	100gp
Shield	+1	3gp

Weapons

Like armor, weapons are divided into two basic groups based on their size. Smaller weapons like knives, short swords, and axes are considered “light.” Larger weapons that require two hands (like broadswords and war hammers) are considered “heavy.”

Example	Type	Damage	Range	Cost
Dagger	Light	1d6	Melee	2gp
Short Sword	Light	1d6	Melee	6gp
Mace, Maul and Warhammer	Heavy	1d6+1	Melee	4gp
Claymore, Battle Axe	Heavy	1d6+1	Melee	30gp
Bow	Light	1d6	60	10gp
Crossbow	Heavy	1d6+1	30	60gp
Arrows/bolts	Light	-	n/a	5sp

Common Equipment

Common equipment includes things like rope, lanterns, and other adventuring goods which can be purchased for various prices from various cps to gps. (Please see Far Away Land RPG Core Rules for details.).



CHARACTER CREATION

10. Starting Magic (if necessary)

It is up to the GM as to how many spells a particular PC is awarded at the time of creation. Two or three LVL 1 spells is a good starting point although this depends on the type of campaign and setting being played. Only PCs with the Arcane Boon can be awarded Magic Spells at the time of PC creation. The player must also convince the GM that their PC is worthy of attaining magic (this is according to the concept of the PC which should have already been established at the beginning of PC creation).



A group of adventurers hide out as Soracan attack a castle in the distance. Angry dubstep voices from the giant, flying heads shakes the ground beneath the adventurers.

EXPERIENCE & LEVEL

How do PCs Gain Experience and LVL Up?

Experience Points (XP)

Experience Points (XP) are a measure of how experienced a PC is. As XP is gained, players can use it to buy upgrades for their PCs. XP also allows PCs to gain levels (LVL) which increases the amount of damage they can take and how many Actions they can perform. Depending on the type of game the GM is running, he may either increase the amount of XP gained during a session (for easier improvements and faster leveling) or decrease the amount of XP gained (for a more arduous and slow climb in levels). Awarding about 5 XP per session is a good guide to begin with.

A PC increases +1 LVL every 10 XP x Current LVL

Example: Bonesword has successfully survived a playing session and is rewarded 5 XP. Bonesword can save these XP for later use or can spend them to upgrade a Boon, Stat, or a Flaw. Or perhaps Bonesword wants to buy a new Boon. It's up to the player as to how XP is spent. It should be noted that the amount of XP spent has no influence on the total XP needed to LVL up. In other words, a PC can buy upgrades with spendable XP while also having a total amount of XP for increasing LVL.

LVL Improvements

When PCs increase in LVL they gain improvements. At every 5th LVL, PCs gain +1 Action. PCs gain +1 Luck per LVL. PCs gain +1 HP per level. PCs also gain +1 level of severe damage per level. A character can also improve a Boon, a Stat, or a Flaw, or gain a new Boon by spending experience points.

Improvement	XP Cost
Increase Boon (+1)	Current Boon x 5
Increase Stat (+1)	Current Stat x 10
Improve a Flaw (+1)	5
Gain a new Boon	10

Example: Bonesword has a Boon score of 2 and wishes to increase that score to 3. In order to do this, Bonesword would multiply his current Boon score (2) by 5, which would cost 10 XP to raise the Boon.

(The Far Away Land Core Rules provide numerous examples of how a PC can gain XP, from playing the game, to creating hilarious moments, to accomplishing goals, etc..)



MAGIC

Magic

Magic is a natural force in which the user taps into the unseen realms of existence, harnessing arcane energy, and, using their body as a conduit, shapes and releases that energy in a variety of ways. While those who devote their lives to the arcane arts can achieve great power, they can also suffer great hardship as magic often asks much of the user, eventually shaping (sometimes misshaping) their lives. The following section details how magic works and is used in Far Away Land.

Obtaining Spells

Spells are learned from scrolls, spell books, and other tomes in which magic users have recorded arcane knowledge. PCs can learn new spells equal to or less than their own level.

Example: A LVL 5 PC can learn LVL 5 spells and below but cannot learn a LVL 6 spell.

In order to learn a spell, the PC must study the spell in order to commit it to memory. The spell's LVL is equivalent to the number of days required to learn the spell. A spell must be written (scroll or book) in order to be studied. Once learned, the spell vanishes from the text and imprints itself within the caster.

Example: A LVL 5 spell requires 5 days of study to learn.

Casting Spells

To cast a spell, roll the PC's WIT score and add the Arcane score. A PC can cast LVL + 3 spells per day. (So a LVL 3 PC can cast 6 spells per day). A failed spell attempt counts as a spell usage as well as a loss of ACT for the attempt. A spell that is unopposed (has no TN or opposed roll) is automatically cast.

Range

The spell's range is indicated in feet. If the spell has a radius effect, this will be noted in parenthesis after the range score. Ranges are written in the following ways...

Range: 25' indicates that the spell has a range of 25 feet.

Range: 40'(15') indicates that the spell has a range of 40 feet and a radius effect of 15 feet.

Range: self (15') indicates that the spell radius is measured from the caster as the center of the spell.

Range: touch indicates that the caster must be touching the target in order for the spell to work.



MAGIC

Duration

The duration of a spell depends upon the spell cast. The spell will indicate the measurement of duration (instant, seconds, minutes, etc.). The caster's LVL determines maximum duration.

Example: The spell Arcane Linguist has a duration of minutes. If the caster is LVL 9 and casts Arcane Linguist, the spell will last 9 minutes.

Instant: This indicates that the spell effects happen immediately. Instant duration spells would include spells such as detect spells, healing and restoration spells, or any other spell that instantly affects the target.

Rounds: The spell has effects that last for a number of rounds.

Minutes: The spell has effects that last for a number of minutes.

Hours: The spell has effects that last for a number of hours.

Days: The spell has effects that last for a number of days.

Weeks: The spell has effects that last for a number of weeks.

Permanent: The spell has effects that are permanent and can only be undone through dispelling in the magic.



A wizard summons a terrible creature from the Abyssmalsphere.



MAGIC SPELLS

LVL 1 Spells

Arcane Missile (1)

Damage: 1d6, Range: 30'

Duration: instant

Caster creates a missile type projectile which explodes on impact with the target dealing damage.

Bless (1)

Damage: none, Range: 25'

Duration: rounds

Target receives a +1 die on all rolls.

Breath Underwater (1)

Damage: none, Range: self

Duration: minutes

Target can breathe underwater.

Detect Hidden (1)

Damage: none, Range: 40'

Duration: instant

Caster can detect hidden doors, passages, writing, objects, individuals, etc.

Detect Poison (1)

Damage: none, Range: 40'

Duration: instant

Caster can detect poison in target object.

Detect Trap (1)

Damage: none, Range: 40'

Duration: instant

Caster can detect any trap, pit, snare, etc..

Freeze (1)

Damage: none, Range: 30'

Duration: permanent

Caster can instantly transform water into ice. The ice will melt naturally.

Heal (1)

Damage: none, Range: 25'

Duration: instant

1d6 damage is healed.

Illusory Smell (1)

Damage: none, Range: 40'

Duration: rounds

Caster creates an illusory smell.

Light (1)

Damage: none, Range: self (object)

Duration: hours

Creates a light as bright as a torch.

Light Steps (1)

Damage: none, Range: self

Duration: minutes

The caster leaves no foot print and makes no sound when walking.

Lock/Unlock (1)

Damage: none, Range: touch

Duration: instant

Target locks, both normal and magic, are locked/unlocked.

Mask (1)

Damage: none, Range: touch

Duration: minutes

The appearance of the caster's/target's face is changed.

Mist (1)

Damage: none, Range: self (3)

Duration: minutes

Thick cloud of fog is created around the caster.

True North (1)

Damage: none, Range: self

Duration: instant

Caster knows the direction of North.



COMBAT

What are the Basics of Combat?

The following is a brief introduction to FAL combat.

Combat in a Nutshell

1. Initiative is rolled.
2. Initiative winner goes first.
3. Actions are declared. Dice are rolled to resolve conflict, if needed.
4. If the initiative winner has Actions remaining, those are used and steps 3-4 are repeated.
5. Next highest initiative winner takes their turn.
6. The round ends when all participants have taken their turns.
7. A new round begins. Repeat step 1.

How do Actions (ACT) work?

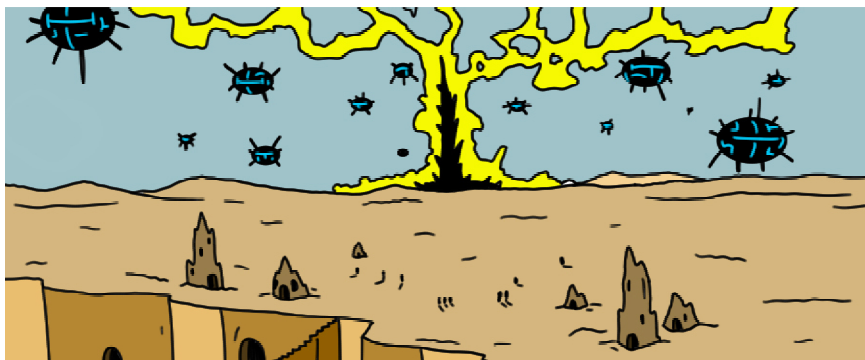
Actions, Turns and Rounds

Actions indicate the number of Actions the PC can perform in a single Turn. **Turns** are the unit of measurement in which a single PC performs all of their Actions (such as moving, attacking, etc.). **Rounds** are units of measurement in which all participants take their Turns.

Actions (ACT)

Actions are points used to move, attack, cast spells, etc. Actions are spent as they are used but are renewed each round. During a PC/NPC's turn, all Actions can be used (but don't have to be). The more ACT points, the more things that can be done during a turn. A character's turn ends when she has run out of Actions or decides her turn is over. As characters become exhausted they can lose Actions.

Example: Bonesword has 5 Actions. Bonesword decides to move which requires 2 Actions. His move puts him in range for a melee attack which he decides to use. This requires 3 Actions. The move and the melee attack have used all of Bonesword's Actions. His turn is now over.



COMBAT

Actions and ACT Cost

Bluff (2): You attempt to bluff your opponent to gain an advantage.

Crawl (2): You crawl, slink, move quietly, or tiptoe.

Delay Turn (3): You wait to take your turn at the end of the round.

Disarm (3): You attempt to disarm your opponent.

Draw/Sheathe Weapon (1): You can draw or sheathe a weapon.

Grapple/Hold (3): You attempt to hold, grab, or grapple with your opponent.

Load Weapon (2): You load a weapon such as a bow or crossbow.

Melee Attack (3): You attack with a melee weapon or an unarmed attack.

Move (2): You move normally.

Ranged Attack (3): You make a ranged attack at a target(s).

Ready Self (3): You get ready to perform a specific action as soon as something happens.

Shove (3): You attempt to shove your opponent.

Spell/Ability (4): You attempt to cast a spell or use ability.

Use Skill (3): You attempt to use a skill (a Boon).

For actions which are not listed, the GM should gauge to the best of her ability as to how many Actions something requires. For example, some actions may have no cost at all (like yelling a few words, dropping something, etc.).

To Attack

Determine the type of attack (melee, ranged, magic, etc.) and roll the dice for the appropriate Stat. Add the appropriate Boon and compare the total with an opposed roll (sometimes maybe a TN).

Melee Attacks (BRT + Melee)

Melee attacks are attacks which take place up close (within 5 feet of the target). Melee attacks utilize hand held weapons such as swords, axes, hammers, etc.. Melee attacks consist of both armed and unarmed close range attacks. Add the BRT score and the melee score for the total number of dice.

Ranged Attacks (DEX + Ranged)

Ranged attacks are attacks which involve distance. Ranged attacks include attacks such as throwing a spear, firing a gun, shooting a laser, shooting an arrow, etc.. The DEX score is used to make a ranged attack. Ranged attacks also require a line of sight which means that the attacker must have an unobstructed view of the target (because you can't shoot arrows through walls). The GM should determine the TN of a target based on distance and size. Add the DEX score and the ranged score for the total number of dice.



COMBAT

Magic Attacks (WIT + Arcane)

Magic attacks are attacks which involve magic spells. The WIT score is used to make a magic attack. Magic attacks can be melee, ranged, or distance attacks (the spell will indicate this), but regardless of the type of attack, the WIT score is still used. When making a magic attack add the WIT score and the Arcane score for the total number of dice.

Abilities (Stat + Ability)

All Abilities have a Stat associated with them. When using an Ability, determine the appropriate Stat and add the Ability score to determine the number of dice to be rolled. Abilities are covered in more depth in the Abilities section in the FAL Core Rules.

To Defend

In combat, defense is an active thing. This means that the defender gets to make a defensive roll in order to avoid damage. The type of attack determines the dice rolled when defending.

Melee Defense (BRT + Melee)

To defend against a Melee attack, add the BRT and Melee scores.

Ranged Defense (DEX + Ranged)

To defend against a ranged attack, add the DEX and Ranged scores.

Magic Resistance (WIT + Arcane)

To resist a magic attack, add the WIT and Arcane scores.

Ability Defense

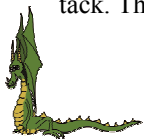
Ability defenses fall into three categories: melee, ranged, and mental. Defending against melee and ranged ability attacks work as normal. To resist a mental attack, add the WIT and Alert scores.

Bonuses and Penalties

Bonuses and penalties come in various forms, from Boons and Flaws to situation and environmental modifiers. All Bonuses and penalties are represented by adding or subtracting dice.

Damage

Damage occurs when an attack is successful. If a hit is scored, subtract the defensive roll from the attack roll to determine a Margin of Success (MoS). The MoS is then added to the weapon's damage for the total damage of an attack. The amount of damage dealt is subtracted from the target's HP score.



COMBAT

Example: A Clown Plant has a Tentacle Stab which does 1d6 damage. The MoS of the Tentacle Stab was 2. The Tentacle Stab damage roll is 3. The MoS (2) is then added to the weapon damage (3) for a grand total of 5 damage.

Armor

Armor is worn to protect against damage. All armor has an Armor Class (AC). AC is a number which represents how much damage the armor soaks up and prevents the wearer from taking directly to their HP score. The higher the AC, the more damage soaked by the armor.

Example: Killdrake has an AC of 3 due to his heavy armor. Killdrake is hit for 5 points of damage. His armor soaks 3 points leaving only 2 points of damage done directly to his HP.

Multiple 6s

Multiple 6s occur when more than one 6 has been rolled. One six will always be counted as the high roll while the other 6s add to the roll. For each extra 6 rolled, add a +1 modifier to the roll.

Example: Banyon the Brain in a Jar uses a psionic power that requires the WIT score. Banyon has a WIT score of 4. Banyon rolls 4d6. He rolls 2,6,6,6. One 6 is counted as the high roll while the other two each add +1. Banyon's total roll is 8.

How do PCs Recover HP?

Healing

When a PC takes damage they need time to heal (unless some outside means, such as a healing spell is provided). A PC is considered to have suffered only light wounds if their HP remains a positive number (1 or higher). If a PC's HP reaches 0 or drops to a negative number, they are considered to have suffered severe wounds. If a PC's HP drops to a negative number below their negative level equivalent, they are dead. When an NPC reaches 0 HP they are dead (unless the NPC is of special importance, then apply normal HP rules).

Light wounds heal at a rate of 1d6 per day.

Severe Wounds heal at a rate of 1d3 per day.

Example: Gork is LVL 3 (which means his HP must drop to -4 or below before he is killed). Gork is reduced to -1 HP. His first day of rest will result in the healing of 1d3 HP due to his severe wounds. Gork rolls 1d3 and heals 2 HP in one day taking him to a total of 1 HP. On day 2, Gork will begin healing at 1d6 HP per day due to his now light wounds.



COMBAT

Optional Combat Rules

In the FAL Core Rules, there are a plethora of additional optional combat rules provided. We have included Death Blow here to give you a taste of these optional rules.

Death Blow

If a PC strikes 3 or more deadly blows to enemy targets during a single encounter, they gain the Death Blow achievement against that particular enemy type (goabs for example) permanently. Death Blow grants the PC +1 die when attacking that specific enemy type. Write Death Blow +1 followed by the enemy type on your character sheet.

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CHARACTER SHEET

Archetype: _____ Race: _____ Size: _____

HP:_____

WIT: ☐

Disarm (3)

Move (2)

Use Skill (3)

Type:_____

[illegible]

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	range	duration	damage
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[illegible]

ISLE of the RAT WIZARD



Legend

Years ago, a poomkin sea-going vessel carrying ratling captives was shipwrecked upon the island. The ratlings soon overwhelmed their captors. Finally free, the ratlings set about exploring the island. A ratling by the name of Zeezeek, ventured into the mountain. Inside, Zeezeek discovered the ancient lair of the wizard Baaz. Deep in the lair of the wizard, Zeezeek came upon the wizard's sarcophagus. Greedy for gold, Zeezeek opened the sarcophagus and found not only the remains of Baaz, but the wizard's amulet as well.

The Hook

The PCs are shipwrecked on the island and have managed to get ashore near the settlement of Hallo (the GM should decide what belongings they managed to save). The people of Hallo have a strong hatred for the ratlings who live on the island. Both groups are engaged in a constant struggle. Bor, the leader of Hallo asks the PCs to defeat the ratlings and restore peace to island. He tells the PCs that in exchange for their help, they will be rewarded with a gold bar and a new boat with which they can leave the island.

ISLE of the RAT WIZARD

The Island

a: Settlement of Hallo: Ramshackle and shanty. Shipwrecked travelers too scared to leave the island.

b: Jungle: Hot, humid, and wet. Thick with trees and vines.

c: Ratling Settlement: Tents and lean-tos. Garbage, bones, and ratling leftovers. Smells awful. Ratlings everywhere!

d: Skull River: River whose source is a spring inside the mountain. The shores are a popular hangout for ratlings.

e: Skull Mountain: Big skull shaped mountain in the center of the island. Hard to miss. A narrow path leads to the top.

The Mountain

1. Grand Hall: Filthy like you'd expect. Bones and garbage everywhere. Ratlings sleep here sometimes. It stinks.

2. The Bridge: An old and narrow stone walkway. Fall off and plunge a couple hundred feet to the dark waters and rocks below.

3. Fountain Room: A stone pool of fresh water fed by the mountain spring. Some ratlings with special privileges hang out here. Still dirty though.

4. Zeezeek's Chamber: A big mound of gross things is the throne for the decrepit ratling wizard. Hanging from the ceiling of the room are several cages which contain the remnants of captives. In two of the cages are captives taken from Hallo.

5. Sarcophagus of Baaz: The old sarcophagus of Baaz sits in the center of this room. A heavy wooden door that has been smashed once barred entry.

Island Weather Chart (d6)

1	2	3	4	5	6
Mild	Sweltering	Rainy	Stormy	Cloudy	Foggy



ISLE of the RAT WIZARD

Wandering Monsters (Island)

1-4	1d2 Ratling
5	1d3 Ratling
6	1d3 Winged Hairy

NPCs

People of Hallo

HP: 12, AC: 0, ACT: 5
BRT: 2, DEX: 1, WIT:1
Light Weapon (1): 1d6

Dirty and stinky like the rest of the island. The people of Hallo are weak and cowardly for the most part. However, if the PCs attempt to cause trouble within the walls of the settlement, the people will attack them.

Ratling (1)

HP: 12, AC: 0, ACT: 5
BRT: 2, DEX: 1, WIT:1
Bite (1): 1d6, Light Weapon (1): 1d6
Night Sight, Better Smell

Dirty and nasty little vermin who enjoy eating meat and making things a mess. There is no reasoning with these fools.

Winged Hairies

HP: 19, AC: 0, ACT: 5
BRT: 2, DEX: 2, WIT:1
Bite (1): 1d6*, Claws (0): 1d6
Flight

Winged Hairies are native to the island and live in small groups of 1d3. They are most prevalent in the deeper parts of the jungle. They make sport out of feeding on ratlings.

Wandering Monsters (Mountain)

1-4	1d2 Ratling
5	1d3 Ratling
6	1d6 Ratling

*The winged hairy bite causes the victim to grow large amounts of hair in the next 1d3 rounds. The victim must sacrifice all actions during the hair growth in order to avoid suffocating from the hair.

Zeezeek (4)

HP: 16, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT:2
Bite (1): 1d6, Light Weapon (1): 1d6
Magic (2): Arcane Missile: 1d6, Fireball: 1d6, Heal: 1d6 HP, Harm: 1d6
Night Sight, Better Smell

Zeezeek is a decrepit and brokedown looking ratling whose skin has grayed and whose eyes have become sunken (see the Amulet of Baaz description). At first glance the ratling wizard appears to be an undead creature.

As he is used to, Zeezeek will taunt the PCs and belittle them. He will also command any nearby ratlings to attack the PCs.

Zeezeek wears the Amulet of Baaz and will use its powers to attack his opponents. Because Zeezeek is LVL 4, he can cast each amulet spell 5 times per day. If Zeezeek is unable to cast a spell, he will use a small dagger hidden in his cloak.

ISLE of the RAT WIZARD

NPCs/Items/Treasure

The People of Hallo

The people of Hallo have very little in terms of wealth. Most will have basic light weapons like knives and hooks or other gear for fishing. Some guards will carry spears, short swords but that's about all. Some guards may wear a fish scale type armor that has an AC of 2, but this is rare.

If the PCs are successful in defeating the ratling wizard, they will be rewarded with a gold bar (value 100gp) which the townspeople claim was found in a shipwreck. The townsfolk will also give them a seaworthy vessel by which they can leave the island.

Wildlife on the Island

The island is home to a variety of small animals, fish (from the Skull River) berries, mushrooms, and other edibles that, should the PCs need, may provide sustenance. These food sources are easily accessible to the PCs.

Ratlings

Ratlings are poverty stricken creatures. They may have small light weapons like a kryss, short sword, or knife. They will be wearing only rags. They own nothing of value.

Winged Hairies

The island is also home to a group of winged hairies. Although they are well-hidden and dislike the ratlings, they will attack the PCs if they are encountered.

The Amulet of Baaz

The Amulet of Baaz is a gold shaped eye which hangs on a tarnished chain. The eye itself is made of ruby. The amulet has a value of 150gp. The Amulet allows the wearer to cast the following spells: arcane missile, fireball, heal, and harm. The amulet provides a magic ability of 2. The wearer of the Amulet can cast each spell once per day + LVL.

The amulet is cursed. Each time the amulet is used, the wearer will begin to show physical changes in bodily appearance. The skin will become paler, the eyes will become sunken, hair will turn gray and then white and eventually fall out, etc.. These physical effects are aesthetic in nature and have no effect on stats. The signs of change should be subtle. Zeezeek appears to be undead due to the amulet's curse and his overuse of the item.

ISLE of the RAT WIZARD

Adventure Opportunities and Ideas

The Settlement of Hallo

This small settlement provides adventurers with not only a safe refuge from the ratlings (and a place to rest) but also a source of hired labor should the party be in need of a few more hands. The people who live here are cowardly and may require some coaxing in order to get them to join the party.

If the PCs cause problem inside Hallo, they will most likely be exiled and refused re-entry unless they finish the job they have been given.

Skull River

If the PCs ask, the settlement may have small fishing boats available for the party. They will have to row upriver (an exhaustive journey?) but it may make their trek a bit less dangerous as ratlings prefer land to water. However, if the party does encounter a group of ratlings, this is the perfect place for a battle on small boats, ratlings going overboard, wizards shooting fireballs across the river, etc..

Climbing the Mountain

Although a path that leads to the top of the mountain makes for a fairly easy climb, the PCs may encounter some nefarious ratlings who enjoy pushing boulders or even shooting arrows to hamper the party's progress.

The Bridge

Ah, the perils of a bridge in an abandon stronghold. The bridge is the perfect place to corner the PCs on both ends, either as they enter or as they are leaving. Perhaps the ratlings know of the amulet and want it for themselves? Maybe the bridge is worn and once the PCs and ratlings are fighting, it begins to collapse or break apart? This is a great place to have ratlings going over the edge and into the dark below.

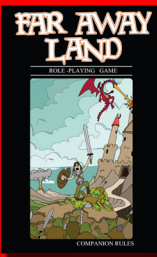
The Fountain Room

The PCs may be aware of the fountain room and the spring which resides beneath it that also acts as the source for the Skull River. Is it possible that the PCs could dive into the fountain and emerge far below within the Skull River? If the PCs can breath underwater or have a spell or item which allows such a thing, then the fountain can be used as an exit from the mountain.

Hilarity with Winged Hairies and Ratlings

The bite of a winged hairy can cause the victim to rapidly grow hair. A hairy bite, mixed with a ratling victim, coupled with a campfire or a wizard's fireball can make for some great excitement, at the expense of the ratling of course.

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