


OPENQUEST

The background of the cover is a detailed illustration of a fantasy scene. In the center, a stone archway leads into a dark tunnel. Above the archway is a stone carving of a winged, skeletal figure. Three adventurers are on a stone path leading towards the arch. On the right, a knight in full plate armor with a blonde helmet holds a long sword. In the foreground, a dwarf with a long brown beard and a tunic with a belt of tools holds a battle-axe. To the left of the dwarf, a duck-like creature in a hooded tunic holds a sword. The scene is set in a rocky, overgrown landscape with some dark, leafless trees in the background.

D100 GAMING MADE EASY

BASIC EDITION

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OPENQUEST

BASIC EDITION

FANTASY ROLEPLAYING ADVENTURE GAME

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CHAPTER 1 INTRODUCTION

RURIK SIGHTS LAND

Rurik the Reckless stands tall at the prow of the dwarven steamship as it plunges over the waves. He gazes across the grey sea before him, acutely conscious he and his companions are far from the comforts of home. His youth and inexperience is hidden beneath fine mail armour and a full metal helm, and at his hip rides his father's longsword. Besides him, the ship's Master, Wuzan, stares through his magic looking glass as the imp-driven paddles of the iron-hulled 'Black Bess' drive them towards their final destination, an uncharted island of which they have heard only rumours.

"Land ahoy!" shouts Wuzan. Rurik's companions rush to the fore and push Wuzan aside. The hopes and expectations of each are excited by the vision of the black line slowly expanding to take its place across the horizon.

The slender sorceress, Lura, sees through the mists that shroud the island. She dreams of the ancient and magical knowledge left behind by the Old Empire, waiting to be claimed. Her quest to become the world's greatest living sorcerer seems achievable at last.

Beside her stands Mancala, the illegitimate son of a senator. He clenches his jaw as he gazes upon the land and fingers the hilt of his sword. Foremost in his mind is the revenge he will soon have upon his father's murderer, a renegade hiding on the island.

Behind them, more polite but still excited, stands Abnon, an austere, grey robed priest. His thoughts are only of the evil he must slay and the souls he will save when he steps off the boat into this godless and forsaken land.

Rurik's simple dreams of riches and glory are interrupted by a frustrated screech and the sound of swooping wings. A huge flying reptile dips down and scrapes the starboard hull of the Black Bess with razor sharp talons. It rises again into the sky and a dark green shape that blots out the sun.

Rurik turns to face Wuzan. "Dragon?" he asks.

"No! A wyvern! Out for food for its young on yonder coast, no doubt," replies the hardened sea dwarf. He points towards the coastline where forbidding cliffs reach for the sky.

The wyvern lazily banks, then gains speed as it swoops over the waist of the ship. The dwarven deckhands scatter across the main deck, thankful it has missed once more. Rurik watches as it soars into the sky, fascinated by its powerful, slender

form. It has a green, snake-like body as long as the ship. Two leathery wings, half way down its length, are slightly in front of a pair of powerful legs with razor sharp talon claws. Its long, serpentine tail ends in a vicious crown of spikes.

Rurik's trance ends as the wyvern cuts short its circling, doubles back and dives straight towards the group standing at the prow!

So What Do You Do Now?

If this was a novel or a movie we'd be reading or seeing what the author or director intends to happen next to Rurik and his companions. Perhaps how the dwarfen captain is snatched up by the wyvern as Rurik, Lura, Mancala and Abnon come to their senses and prepare to fight the wyvern in a suitably epic battle? But we're not passively reading this in a book or sitting on the sofa watching the screen and thinking 'I wouldn't do that!'. You are seated round a table with three of your friends who are taking the roles of Lura, Mancala and Abnon while another friend, who is the appointed Games Master, has just finished describing the dive of the wyvern. This is a roleplaying game and your Games Master is asking you as the player, playing the role of Rurik:

"So what do you do now?"

How do you answer? That's for you to decide. Rurik is your character, your alter ego in the game.

Perhaps....

- Rurik pulls out his sword and steels himself to face the diving wyvern?
- Or maybe he prepares a spell to distract the beast while everyone escapes into the metal hold of the steam ship?
- Or cowardly Rurik grabs Lura and shouts to the wyvern 'Eat her instead of me!'?

It's up to you. You can tell the Games Master whatever you want based upon what you know about Rurik's abilities and personality and then you and the Games Master narrate the result of your decision. Play and the story continue, with more decisions rewards and risks, until the adventure comes to its natural conclusion and everybody agrees the story is over.

What's This Fantasy Roleplaying Game About?

OpenQuest is a game of fantasy adventure. It takes place in the imagination of its players, in worlds where dragons live and magic exists and works! The players can take on the roles of brave warriors, crafty thieves, mysterious sorcerers and any other type of fantasy character that they can think of.

There's a large hint in the name "Open" + "Quest".

"Open". This being a game there are rules to guide play when the outcome of a character's action in the story is less than certain. Some games burden themselves with ever increasing layers of rules and effectively close the options that a player has. In OpenQuest these rules are kept to a minimum and are straightforward to understand, in order to make the game run smoothly and keep the players options as 'open' as possible. Also the 'Open' part of the name is a way of flagging up the fact that the rules are available under the Open Gaming License, and can be used as people wish even to base further commercial products on.

"Quest". Players go on adventures via their in game alter egos, known as a character, who gain fame, fortune, and achieve their personal goals. These 'quests' which are the focus of play, involve danger and risk in the form of villains, monsters, traps and dangerous locations. A series of linked quests involving the same group of characters is called a 'Saga'.

There are two types of players in OpenQuest.

The **Players**, who each take on the role of a single character, known as a Player Character. This character becomes their alter ego in the fantasy world they are playing in and has a set of numbers that describe their abilities, which are written down on a character sheet. Otherwise they exist only in the imagination of the player and come to life during the game. How elaborate and different from the player this character becomes is up to the player and is the very essence of role-playing.

The **Games Master**, who is in charge of running the fantasy world and the Non-Player Characters that the players encounter during their adventures.

Typically the Games Master describes the scene that the player characters find themselves in, including details of the location and the non-player characters that are present and what they are doing. The players take turns in describing their characters actions and the Games Master tells them the results.

See the example at the end of the chapter to see how the game plays.

FEATURES OF THE RULES

Flexible Character Creation and Advancement

In OpenQuest you decide what your character will be like and choose the skills, weapons and magic that they are proficient in. As the character grows during play the player chooses which areas the character should advance in. At no point does the character get tied down to a set path determined by the boundaries of a predefined character type or class.

Percentile Rolls

The core game mechanic is the percentile roll. The character's chance to succeed at any given task is expressed as a percentage.

For example Rurik the Reckless's chance to hit with his Sword is 55%. This is then rolled on a 'D100': two ten sided dice of different colours thrown together with one as tens and one as units. The dice determine whether the character succeeds in combat and either hits an opponent or not. If Rurik's Player rolls equal or less to 55% on a D100 then Rurik hits, more than 55% Rurik misses. This also applies to non-combat skills as well.

Simplicity

While other D100 roleplaying games modify the chance of success by adding a 10% here and taking a 5% away there, OpenQuest avoids this complexity. If a roll is modified then it is by adding a meaningfully huge modifier, such as 25% or even 50%. Not only does this remove the amount of fiddly additions and subtractions Players have to do, but it means that when modifiers are applied to dice rolls they have a meaningful and significant effect on play.

Other D100 roleplaying games may also ask a player to roll not once but twice to attempt some tasks. As far as possible OpenQuest tries to keep dice rolling down to a bare minimum, so that the system stays in the background and the Players and Games Master can enjoy their storytelling and roleplaying.

Risky and Dangerous Combat

Weapon and armour rules are kept to a minimum to preserve the game's goal of keeping things simple. The game models a world where combat is always a risk and the character faces grievous and permanent damage if they take the violent option.

A Single Approach to Magic

In OpenQuest there are distinct magic systems, which model different belief systems commonly held by fantasy spell casters. OpenQuest Basics only contains Battle Magic. Two other 'Advanced' magic systems Sorcery and Divine Magic are contained in the full version of the game simply called OpenQuest.

Battle Magic is the basic type of magic, representing the personal magic system that all player characters have access to at the beginning of their careers. Of all the approaches it is the least powerful and least flexible. It is however a good one stop magic system, which is how it is presented in OpenQuest Basics.

Monsters are people too!

Creatures in OpenQuest have access to the same magic and skills that a player character does, so their abilities are just as detailed and powerful. Like the player characters, they have hopes, dreams and a personality. Monsters are not mere sword fodder, waiting patiently in some underground complex to be slaughtered. In OpenQuest they are the allies, adversaries, foils and followers that the player characters interact with on their adventures.



WHAT YOU'LL NEED TO PLAY

A Set of Polyhedral Dice

These are obtained from either online suppliers or your local game store. As well as the familiar six sided dice that come with most board games, you will need dice with four, eight, ten, twelve and twenty sides. Dice are referred to as dx in the rules, where x is the number of sides of the dice. For example D10 refers to a ten sided die.

The most commonly used dice are D100, not actually a hundred sided die but two D10's that are rolled together. Before the dice are thrown together it is decided in advance which will be tens and which will be units.

For example: I have a red D10 which I use as tens and a white D10 which I use as units. When I roll them and the red comes up two and the white comes up three, then this means my result is twenty three. A roll of 00 equals 100.

Paper

You'll need paper for note taking, drawing maps and any other quick explanatory pictures or diagrams that either the Players or the Games Master want to draw to help describe what is going on during the game. If you haven't printed off a character sheet (available online at <http://www.D101games.com/OpenQuest/>) you'll need paper to write one out.

Time

Game play usually happens in 'sessions' of three to four hours. Sessions can take more or less time and are usually determined by such factors as Players concentration and enjoyment, coming to a natural end of the adventure, or reaching a climactic cliff hanger where play can be picked up again quickly after a short recap at the next session.

Some Friends

Roleplaying games are inherently social, so you need at least two players; one to play the heroes of the story and the other to be the Games Master. More Players can be added, and the usual number is four to six Players and one Games Master. Any more than six Players and it becomes difficult for the Games Master to get around the table to find out what each player wants to do.

Imagination

OpenQuest takes place in the imagination of the Players and Games Master. Although metal miniatures, available online and at games shops, can be used to help the Players visualise the action (especially during combat), at the end of the day the game stands or falls on how much the Players and Games Master use the power of their imagination to fuel the story they are co-creating.

WHAT THIS BOOK CONTAINS

In addition to this Introduction the book contains the following chapters.

Characters. This chapter gives rules and advice on how to create your character, which is your alter ego in the fantasy world.

Skills. This chapter details the skills that your character will use to perform tasks and actions. It gives rules on how skills are used in various types of situations.

Equipment. The tools of your character's trade. All the weapons, armour and other pieces of equipment your character will need to pursue a career in adventuring are found here.

Combat. Hand to hand, missile and unarmed combat is the meat of this chapter.

Other Rules. This chapter holds quick 'Spot rules' on the hazards that a character may encounter during their adventure such as poison, disease, falling, fatigue and encumbrance.

Battle Magic. This chapter details the basic rules as to how magic works within the game. Its focus is on Battle Magic, a magic system that all player characters have access to. This chapter lists most of the spells from that system. The exceptions being spells that deal with spirits and other creatures from Other Worlds.

Creatures. How monsters are more than mere sword fodder, and how to use them as foils, nemesis, allies, henchmen, Goons/Followers and villains. This chapter concludes with a listing of creatures with full game stats.



WHAT THIS BOOK DOESN'T CONTAIN

There is an expanded version of the rules simply called *OpenQuest* which contains the following additional content to expand your *OpenQuest Basics* game.

Characters. As well as the rules featured here, *OpenQuest* features optional ready-made character concepts, motives rules, random character generation rules, and rules for the life cycle of a player character.

Skills. *OpenQuest* has optional Wealth skills.

Magic. *OpenQuest Deluxe* expands Battle Magic to include rules for Spirit Combat, Shamans, and Hero Cults. It also features Divine Magic, the magic of the gods, their worshipers, temples and the religious cults that serve them, along with some examples of cults. The final form of advanced magic in *OpenQuest Deluxe* is Sorcery, the way wizards and sorcerers master the magical laws of the universe.

The Quest and afterwards. Practical advice for players on what to expect on an adventure, how to improve their characters, and what their characters can do in-between adventures, are included in the *Deluxe Game*. It also features guidelines for Other World Questing, Domain Level Quests, and War!

Creatures. *OpenQuest Deluxe* has an expanded chapter with many more creatures for you to use in your game.

Plunder. A chapter about magic items and other treasure that can be found on a Quest.



AN EXAMPLE OF PLAY

The following shows how a game of OpenQuest works. You'll get to see how the game progresses as a conversation between the players and the Games Master, with the occasional dice roll where the action is less than clear. Don't worry at this stage how the numbers are worked out or how the rules actually work. That will be explained in the rest of the book.

The group is sat round a table at John's house. John is the Games Master. Rob is playing Rurik the Reckless, a rash young warrior, Janet is playing Lura, a sorceress, Sarju is playing Mancala, a highway-man with a murky past, and Helen is playing Abnon a stern and righteous priest.

John: So, we left it last session with the wyvern diving towards the prow of the Black Bess, which is where all your characters are now standing along with the dwarf captian, Wuzan.

Sarju: We are so toast!

John: Not necessarily, it all depends on what you do next. So what do you want to do? Everyone gets to do one thing before the wyvern crashes down to the deck.

Janet: Lura fires off a Protection 4 spell.

John: Give me a Battle Magic Casting skill roll.

Janet: Lura's Battle Magic Casting is 85%, let's roll the dice then!

Janet rolls two ten sided dice, one red which is tens and one white which is units. Red comes up five and the white comes up four. A result of 54%

Janet: Ok, I rolled 54 which is under 85% so I get a success. The spell works and a bubbling liquid of silver acting as a second skin surrounds Lura to shield her from the wyvern's attacks.

Helen: Abnon sets his spear against the incoming charge of the wyvern shouting "I fear you not, worm of hell!!".

Rob: Rurik draws his sword and climbs up the front mast of the ship to get a vantage point ready for when the wyvern lands.

John: Ah Rob, that's two actions, you've not got time to do both, what do you want to do?

Rob: er.....ok Rurik will climb up the mast without stopping to think about drawing his sword. He is reckless after all!!

Sarju: How far is the ship from land?

John: About twenty metres or so.

Sarju: So it's swimable?

John: Yes, I think I can see where this is going.

Sarju: Yup. Mancala jumps overboard and starts to swim to land!

Rob: The coward!

Sarju: Well that's what Mancala would do; he's always had his own best interests at heart.

John: Ok so Mancala jumps over the side. Give me a quick Athletics roll, to make sure that he doesn't sink like a stone when he hits the water.

Sarju: [Rolls dice] My athletics is 65% I rolled 23, no problem. Mancala is slowly swimming to land and should get there in a couple of minutes or so. Guess that's him out of trouble.

John: We'll see. Ok so the rest of you are on the ship when the wyvern crashes down. Since it's going to attack you, we'll move into Combat Rounds to keep track of time. Remember each round is about five seconds of time, which gives you enough time to do about one thing. Characters act in Dexterity order. The wyvern has a Dexterity of 16 since it's quite sleek and agile. Can anyone do better than that?

Sarju: Mancala has a Dexterity of 17, but he's too busy swimming away to do anything else.

John: How about everyone else?

Rob: 15.

Helen: 14.

Janet: 8 ouch!

John: Ok so the wyvern has the highest Dexterity score so gets to go first. It dives down and tries to grab Lura, bite Rurik on the mast and lash out at Abnon on the deck with its tail.

Rob: That's a lot of attacks!

John: Well that's what the rules say, it's got three modes of attacks and it's agile enough to use them all at once.

Sarju: Ha, ha!

John: Ok let's work this out.

John rolls dice against the monster's weapon skills.

John: It lashes out at Abnon but misses completely, similarly it snaps at Rurik but doesn't judge the distance well enough and bites too short, but its going to hit Lura with its claws unless she does anything about it.

Janet: Lura's going to jump out of the way. She's got a Dodge of 45%, I roll...3 and 4, 34!

John: Great, so the wyvern goes crashing into the deck but Lura gracefully jumps out of the way.

Rob: Rurik's next, he draws his sword.

Helen: Remember Abnon was setting his spear against the diving wyvern.

John: Yes that's +25% on Abnon's Close Combat skill.

Helen: So that's spear at 55% plus 25% a total of 80%

Helen rolls her D100 and gets 86!

Helen: Nah he just missed, because the wyvern took a swing at him, Abnon moved out of the way and his attack was distracted and ineffective as a result.

Janet: Lura next! She runs across the deck towards the stairs down below. She's making sure that there's more distance between her and the wyvern. She doesn't like the look of those claws!!

John: Lura's halfway across deck, she'll make the stairs next round.

John: Ok so that's everyone had a go. Onto Round two. The wyvern is soaring back into the sky. What are people doing?

Janet: Lura carries on running towards the stairs.

Helen: Abnon resets his spear and waits for the wyvern to dive again.

Rob: Rurik is going to swing at it with his sword as it goes past.

Sarju: Keep swimming of course!!

John: Ok so the wyvern flies ten metres up into the sky. It whizzes straight past Rurik before he gets a chance to hit it. Rob you want to do something else?

Rob: No, I'll wait until it comes down again.

John: The rest of your characters do what they said they were doing. Onto round three.

John: Ok the wyvern reaches the top of its rise into the air and stops momentarily. Intelligently taking in the scene below, it sees Rurik and Abnon's weapons drawn on the ship below. It can't see Lura because she's run below decks. But does it see Mancala swimming in the sea below?

Sarju: Uh oh!

John: I'll roll against its Perception of 70% to see if it does.

John rolls the dice and comes up with 01, a critical result!!

John: Oh no it rolled a critical!! Not only does it see Mancala all on his own undefended, but it decides that it is an easier meal than the food with weapons and starts diving towards him!

So what are you going to do now?

CHAPTER 2 CHARACTERS

WHAT IS A PLAYER CHARACTER?

A character is your representation in the game. Your eyes, ears, touch, feel and smell in the imaginary world that you and your fellow players create.

On one hand the character is a collection of numbers which describe his/her characteristics, skills and magic spells that are written down on a character sheet. (downloadable from d101games.com or in the back of this book) This chapter will explain how you create these numbers, in a process known as 'Character Generation'.

But that's only half of what a character is.

The other half exists mainly in the imagination of the player, with perhaps some quick notes on the character sheet. This half is the personality of the character and other intangibles such as goals and past history. These are the things that you can't express in cold hard numbers, which really bring the character to life and give the player guidelines on how the character acts and thinks.

A NOTE ON GROUP BALANCE AND SURVIVABILITY

OpenQuest's skill and magic systems are pretty open, both at character generation and during character advancement, in that they don't tie a character down to a predestined path of skill and magic increases dictated by the type of character that the Player chooses during character generation.

Character generation produces characters that have skills in all the basic areas of expertise, a couple of speciality advanced skills, some starting personal magic and some skill in at least one or two weapons. Most OpenQuest characters start out being able to do most things, a skill area or two that they excel at, have a decent chance in a fight and have some magic to even out the odds.

Because OpenQuest characters start off quite rounded there is less of an issue about getting the right mix of skills for the group so it can survive the adventure.



CHARACTER GENERATION

The process of creating a character is known as 'Character Generation'. OpenQuest character generation is a seven step process and at each step the Player makes decisions about what their character is like at the beginning of the game, when the character is just starting out on their adventuring career.

Starting Character Generation with a Character Concept

A character concept is a one sentence summing up of what the character is all about.

For example:

Rurik is "A determined and foolhardy warrior seeking excitement and adventure."

Lura is "A mysterious and elegant sorceress."

Mancala is "The illegitimate son of a murdered noble, who survives through being a rogue."

Abnon is "A pious priest who smites evil and protects the innocent."

WHAT ARE BEGINNING CHARACTERS LIKE IN OPENQUEST?

Starting player characters generated using these rules tend to be fairly well rounded as characters. All starting OpenQuest characters have the following features.

Abilities above the average man in the street. The player characters are the main protagonists of the story that the players and Games Master are cooperatively going to play, and even at the start of the game they are better than the folk who stay at home.

A reasonable chance of doing the basic things that everyone knows, such as riding a horse, and speaking their own language.

A good to excellent chance of doing the things that their character should be more than competent at. For example, Rurik is a warrior who has a 55% in Close Combat, which means he is fairly proficient with a sword and uses it to make a living.

Some magic. Fantasy worlds are usually rich in magic and OpenQuest takes the view that even non-magicians have some personal magic, known as Battle Magic. Rurik for example knows the spells, 'Weapon Enhance', which makes it easier to hit with his sword and causes more damage when it does, and 'Coordination', which increases his speed of reaction when cast.

Having a clear concept of what you want your character to be like at the beginning of character generation guides the whole process as you make choices to generate the numbers that you will roll against during play.

For example: For Rurik it states clearly that he is a warrior; therefore when choosing skills Rurik puts points into Dodge and Unarmed combat, both skills that will be highly useful when he gets into a fight, rather than any of the Lores.

You are of course free to change the concept as you generate the character. Generally, as a rule, the stronger the character concept, the easier it is to create an interesting character.

Your Games Master may ask you what your character concept is before you start Character Generation, to make sure that it fits in with the sort of game that he has prepared. For example creating a warlike barbarian may not be a good idea for a game that is going to revolve around a series of magical mysteries where the characters will need strong investigative and magical skills.

Comparing concepts with the other players before diving into character creation is strongly recommended. Your character will be part of an adventuring group that is made up of the other Players' characters. These characters work together, even if they don't like each other, towards a common goal of solving the mysteries and dilemmas thrown up by the Games Master during the adventures that they play through. The game is unlikely to be any fun if all the players have similar or near identical concepts, as compared with a game where the group is made up of characters with different concepts that can work together to create interesting role-playing opportunities .

Generating a Character Step 1: Determine Concept

In one sentence sum up what your character is all about. Use the guidelines above to give yourself ideas. Ask the other Players what their character concepts are to make sure the group has an interesting selection of characters.

Check with your Games Master that your character concept fits in with the type of game that the group is going to be playing.

ROUNDING

Numbers in OpenQuest are always rounded to the nearest whole number. Always round up from 0.5 and round down from below 0.5. For example 4.1 becomes 4, while 5.5 becomes 6.

Characteristics

These are the primary building blocks of the character. All characters and creatures have seven characteristics, which give the basic information about the character's physical, mental and spiritual capabilities. As well as being useful indicators of how to roleplay the character (see below) they are the scores that skills are initially based upon.

The characteristics are:

Strength (STR): A character's brute force, Strength affects the amount of damage he deals, what weapons he can wield effectively, how much he can lift and so on.

Constitution (CON): A measure of the character's health, Constitution affects how much damage he can sustain in combat, as well as his general resistance to disease and other illnesses.

Dexterity (DEX): A character's agility, co-ordination and speed of reaction, Dexterity aids him in many physical actions, including combat.

Size (SIZ): This is an indication of the character's mass and, like Strength and Constitution, can affect the amount of damage a character can deal and how well he can absorb damage.

Intelligence (INT): A character's ability to think around problems, analyse information and memorise instructions. It is a very useful Characteristic for characters interested in becoming accomplished spellcasters.

Power (POW): Perhaps the most abstract Characteristic, Power is a measure of the character's life force and the strength of his willpower.

Charisma (CHA): This quantifies a character's attractiveness and leadership qualities.

Generating a Character Step 2: Generating Characteristics

Each characteristic starts with a value of 8. You next have thirty points to distribute amongst them. The maximum value of a characteristic during character generation is 18. You may also lower a characteristic to gain extra points. For example, reduce STR 8 to 6 to gain 2 points, but INT and SIZ have a minimum value of 7. Other characteristics have a minimum value of 3, although this indicates that the character has a severe disadvantage in this area.

For example:

Rob is playing Rurik, who is a rough and ready warrior, and spends his 30 points in the following way.

STR 18 CON 12 DEX 12 SIZ 16 INT 10 POW 8 CHA 10

He adds ten, four, and eight to STR, CON and SIZ respectively to get a higher damage bonus and hit points total and for the 'big bruiser' element of the character concept, and four to DEX since that determines when he acts in initiative and is the base for many important skills for warriors. Finally he adds two points to both INT and CHA, to make sure Rurik is average for Intelligence and sociability. He chooses not to increase POW at character creation since he doesn't really see Rurik as much of a magic user at the start of the game.

Maximum Value of Characteristics

For any race the maximum value of any characteristic is the maximum dice roll plus three. For Humans this is 21.

Having Characteristics at High and Low Extremes of the Possible Ranges

One feature of the points buy system for characteristics is that it tends to produce characters that are close to the 'average' score, unless you choose to reduce one of your characteristics from the initial allocation of eight or leave it unmodified. By taking that approach you will have some weak characteristics, such as a DEX of 8 indicating that your character is a bit slow and clumsy, but you will also have a few strong characteristics, such as an INT of 18 which shows your character is a natural born genius.

You can also end up with characters with high and low characteristics using the random method as well.

Such characters may at first glance look undesirable, on account of how base skills are affected, but actually they present good opportunities for roleplaying the flaws of the character, and actually makes the character more interesting as a result.

Using Characteristics in Roleplaying

As well as being numbers that are used to calculate the skills and attributes that influence the dice rolls that are made during the game, characteristics can also be used to give rough ideas as to what the character is like. The average human has scores between 10 and 11 in most characteristics, except Size and Intelligence which weigh in around 13. So a character with Strength of 16 will be of above average Strength and a toned physique. A character with a Charisma of 7 is well below average, perhaps being shy or obnoxious and socially inept.

Attributes

Attributes are a set of secondary scores that define the character's potential to do and take physical damage, how quickly they move, and the amount of magical energy available to the character. Attributes are determined from the character's characteristic scores.

Damage Modifier (DM): The Damage Modifier applies whenever the character uses a melee or thrown weapon. It is calculated by adding the character's Strength and Size together, since bigger, stronger, characters deal out more damage than smaller, weaker characters. The Damage Modifier is calculated by consulting the following table.

Damage Modifier table

Total of STR and SIZ	Damage Modifier
1-10	-1D6
11-15	-1D4
16-25	+0
26-30	+1D4
31-45	+1D6
46-60	+2D6
61-75	+3D6
76-90	+4D6
Every additional + 15	+1D6

If the Damage Modifier is negative, after you have taken away the rolled DM if the damage is under 0, increase it to 1.

Hit Points (HP): These determine how much damage the character can sustain before reaching unconsciousness or death.

(OPTIONAL) Major Wound Level: When the character takes this amount of damage in one go, they suffer a Major Wound. Major Wounds are injuries, such as a severed limb, broken ribcage or broken skull, which may render the character unconscious immediately and leave permanent affects if not healed by powerful magic.

Magic Points (MP): These are used to activate any spells the character knows.

Movement Rate: This is the amount in metres that a character can move in a five second Combat Round.

Generating a Character Step 3: Determine attributes

To work out your character's Damage Modifier, add Strength and Size together and look at the Damage Modifier table.

Hit Points equal Size plus Constitution divided by 2, rounded up.

(Optional) Major Wound Level is equal to Total Hit Points divided by two, rounded up.

The character's starting Magic Points will be equal to the character's POW.

Human characters have a Movement rate of 15 metres.

Skills

Skills are things that the character can do. They represent very specific areas of expertise and when the skill is used in play the percentage value of the skill is rolled against using a D100 to work out if a character successfully completes a task in the game. A roll equal to or less than the skill percentage usually indicates that the skill has been used successfully.

For example

Rurik has a Dodge of 52%, which means that in combat he has to roll 52 or under on D100 to avoid the incoming blows of his opponent.

What do the Numbers Mean?

The following table translates the skill percentage into a 'real world' description of the level of expertise.

Skill	Expertise	Description
0-25%	Novice	Someone with virtually no experience with the skill.
26-50%	Apprentice	Someone who is learning the skill.
51-75%	Veteran	Someone who regularly uses the skill as part of their everyday life.
76-99%	Expert	A local expert with in the skill, who can perform it under most conditions with ease and elegance.
100+	Master	The acknowledged best in that skill, and regularly performs the impossible in extremely difficult conditions.

From looking at the above table you can see that Rurik with his Dodge of 52% is quite proficient, having an expertise level of Veteran, probably from being in actual combat as a warrior in the Ducal Wars and learning by necessity to get out of the way of weapon attacks.



Skill Lists

The following tables lists all the skills that every character possesses and the Characteristics used to determine the skill's base score. The tables also give each skill a brief description of what the skill does, but a fuller description is given in the Skills chapter.

Skills are grouped into categories for easy reference.

Resistances are skills that get the character out of harms way.

Combat skills measure the characters skills in physical violence.

Knowledge skills measure the intellectual skills of the character.

Practical skills measure the characters' ability of performing a variety of everyday and specialist tasks.

Magic skills cover either casting magic or knowledge of religious practices.

A note on skills with descriptors in brackets: Lore (Type) and Culture (other) all have a descriptor in brackets after the main skill name. This denotes that at time of points allocation the player must decide what 'type' or 'other' is.

Resistances

Skill	Base	Description
Dodge	DEX+10	Gets you out of the way of physical threats, such as an incoming axe or dragon breath
Persistence	POW+10	Is a measure of your character's willpower and resistance against hostile magic and is also rolled to resist attempts to influence the character against their will.
Resilience	CON+POW	Is a measure of your character's health and their ability to survive exposure, hunger and thirst. It is also their chance to resist the effects of diseases.

It's worth putting the majority of your points into Dodge if you are going down the route of the Warrior with your character. If you are thinking more of a magic using character, Persistence is probably more appropriate. Resilience is good for hardy characters that can shrug off disease and stay conscious when they take damage.

Combat Skills

Skill	Base	Description
Close Combat	DEX+STR	A character's skill with melee weapons, such as swords, axes, daggers, spears and shields.
Ranged Combat	DEX+INT	A character's skill with missile and thrown weapons.
Unarmed Combat	DEX+STR	A character's skill with natural weapons such as bite, fist, kick , grapple and claws.

It goes without saying that all these skills are appropriate for characters who want to be warriors. A few points however in either close or unarmed combat are useful even for non-combative characters since these skills can be used for self-defence.

Knowledge Skills

Skill	Base	Description
Culture (Own)	INT+10	What a character knows about the history, politics, geography of their own land and society.
Language (Own)	INT+50	How fluent a character is at speaking and potentially reading and writing their own language.
Natural Lore	INT+10	Predicting the weather, recognizing and caring for animals and plants, geology and survival in the natural world.
Culture (Other)	INT	What a character knows about the history, politics and geography of a foreign land.
Language (Other)	INT	How fluent a character is at speaking and potentially reading and writing a foreign language.
Lore (Type)	INT	Other specialist knowledge skills, such as Lore (Herbalist), Lore (Heraldry) not covered by the above.

Knowledge skills are good for characters that are sages or scholars and who make their living from obscure information that other people do not have the time to learn. Culture (other) and Language (other) are also useful to characters whose abilities revolve around communications, such as merchants and diplomats.

Practical Skills

Skill	Base	Description
Athletics	DEX+STR	This skill measures the character's ability at running, lifting, jumping, swimming and climbing.
Craft	INT+10	This skill allows you to make things, such as pots, weapons, and buildings.
Deception	DEX+INT	Stealth, hiding and picking pockets are all handled by this skill.
Driving	DEX+INT	This skill covers ancient-medieval period vehicles such as carts, chariots and wagons.
Engineering	INT+10	Large scale construction and siege engines are covered by this skill.
Healing	INT+10	Healing wounds and treating disease using First aid and surgery.
Influence	CHA +10	This skill is used when the character wants to persuade another to do something against their normal interests.
Mechanisms	DEX+INT	Locks and anything with complex moving parts are covered by this skill.
Perception	INT+POW	Used to spot hidden objects and spot small details in the character's environment.
Performance	CHA+10	Acting, playing instruments, dancing and singing are all covered by this skill.
Relationship (Type)	CHA+10	An optional skill that shows the strength of a character's bond with a non-player character or group of non-player characters.
Riding	DEX+POW	Used when trying tricky manoeuvres using beasts of burden, such as horses, camels and more fantastic beasts such as hippogriffs.
Sailing	DEX+INT	This skill covers the use of ships and boats.
Streetwise	CHA+POW	How well the character operates in a city environment. Used to find out information and navigate around the streets and find a fence for stolen goods are all covered by this skill.
Trade	INT+10	This is the skill used by merchants and traders to value and sell goods.

On the face of it, it is tempting to see the Practical category as a big grab bag of miscellaneous skills. However it is worth spending some points on one to three of the skills, even if you want to be a big muscled warrior. These skills allow the character to do things in game, and Athletics, Influence and Perception get called upon reasonably frequently. Also if your character's concept is that of a rogue Deception, Mechanisms and Streetwise also deserve some points. If your character is someone who makes stuff, Craft and Engineering are skills to increase. If your character has a background of entertaining people Performance is a skill to pick. If your character concept is any form of Merchant Trade is a must buy.

Magic is explained below, in Step 5, but for now just note that the Battle Magic Casting skill that relates to the use of Battle Magic.

Magic Skills

Skill	Base	Description
Battle Magic Casting	POW X 3	Used with Battle Magic . This skill allows you to use basic personal magic.

Generating a Character Step 4: Calculate skills

For each skill calculate the starting skill value, the base score, from the calculation provided. Then write it down on the character sheet next to the skill.

During character generation the player gets a pool of points to spend on each group of skills. Distribute points between the skills, with a limit of no more than 30 to be allocated to any one skill.

Resistances: Spend 50 points between the three skills.

Combat: Spend 50 points between the three skills.

Knowledge: Spend 50 points between the skills.

Practical: Spend 75 points between skills.

Magic: is special, refer to 'Generating a Character Step 5' below.

Magic

The existence of magic in fantasy worlds is one of the defining aspects of the genre.

How widespread the use of magic is depends on the world that the game is being played in. OpenQuest takes as the default that all player characters have access to a basic type of magic called Battle Magic at the beginning of their adventuring careers.

Battle Magic

Battle Magic is a type of magic that draws its power from the very spirit of the character. Each time a spell is cast successfully the caster must spend Magic Points equal to the spell's power, or 'Magnitude' as it is called.

To determine if Battle Magic is successfully cast the player rolls against the character's Battle Magic Casting skill, which starts at a Base of POW X 3 and cannot be increased at character generation.

Generating a Character Step 5: Work out what Magic Spells the Character has

Look at the list of Basic Magic spells in the Basic Magic chapter and pick six points of Magnitude worth. Also work out Battle Magic Casting Skill, which starts at POW X 3.

Equipment

Each character typically starts off with some money and the tools of their trade.

Generating a Character step 6: Work out starting cash and write down starting equipment.

Starting cash is $4D6 \times 10$ in silver pieces.

Each character starts out with one of the two arms and armour packages below.

- Leather armour, ranged weapon, close combat 2H weapon and dagger.
- Or Leather armour, shield, ranged weapon, close combat 1H weapon and dagger.

In addition each character starts out with the following equipment.

- Backpack, rope, two weeks worth of traveling provisions, flint and tinder, waterskin.

Further information about equipment and game economics is given in the Chapter 4 Equipment. Your Games Master may allow you to buy additional equipment before the game starts from the character's starting cash.

Finishing off the Character

By this stage all the hard decisions on making your character are over. All that remains is to note down a few numbers on the character sheet and ponder about the character's background and motives.

General Information

Age: Human characters start out at any age between 18 and 28, unless using the optional Veteran character rules. To randomly determine this, roll 2D6 and add 16.

Hero Points: Every character starts with two Hero Points.

What are Hero Points?

Hero points are what distinguishes the player character from the normal stay at home type folk.

They allow the player character to:

- Re-roll any failed dice roll.
- Downgrade a Major Wound to a normal wound. The character still takes the full damage they would normally to their Hit Points, but do not suffer the messy effects of a major wound.
- Avoid character death. If the character's Hit Points are reduced to zero or less, instead of dying the character is merely unconscious. The character remains in such a state until the combat is over at which point they awaken with one Hit Point.

Once Hero Points are spent they are gone. The Games Master awards Hero Points at the end of the game session for moments of outstanding heroic play.

Background, Appearance and Personality

Even if you don't create a fully written up background it is worth making a mental note of what the character is like as a person and roughly what their background is previous to play, as well as visualizing what they actually look like.

Creating the Character's Background. (Optional)

A background is useful not only to give the character a history before the game starts but also as a way of noting all the 'intangible' elements of the character's personality. Rurik's story on the next page is an example of a background.

Writing down a background is optional, and can be done either before or after character generation, or can even emerge during play.

Generating a Character Step 7: Finish off the Character

Note down Hero Points and age.

For humans this is 18-28 (2D6+16) respectively for human starter adventurers.

Hero Points start at 2 for all player characters regardless of race.

If you want to include a background narrative then do this now.

Finally if you haven't done so already write the character's name on the character sheet.

CONGRATULATIONS, YOU ARE NOW READY TO PLAY!!

EXAMPLE CHARACTER GENERATION: RURIK THE RECKLESS

RURIK'S STORY

Rurik was born on a farm in the gentle rolling fertile plains of Western Gatan. His father was a freeman, who gained his lands as a grant from the local Duke for fighting in the wars against the Great Goblin of the neighbouring Darklands. That life behind him, Rurik's father settled down and raised his family.

From an early age, Rurik was forever champing at the bit to follow in his father's footsteps. He got a reputation for being reckless through childhood exploits of tree climbing, fighting against the neighbouring village's kids and exploring the dark and forbidding woods at the edge of his father's lands. His father, in the meantime, wanted his eldest son to inherit his farm, take up the plough and marry a nice local girl with whom he would raise many grandchildren.

But the lad was not to be dissuaded. When he reached fourteen he was snapping at the heels of the local part time militia and by fifteen he was a full time member. "Let him get it out of his system" thought his father, "when he reaches manhood he'll be ready to take over the farm".

Sixteen was Rurik's coming of age. His family and village had even laid on a party for him. But Rurik had other ideas. Rather than accept a life of peace and boring hard work as a farmer, he ran off with his father's sword to the nearest city. There he joined one of the recruiting mercenary companies and the next day was marching off to fight in one of the minor wars between competing Dukes. Five years later, sick of fighting for Dukes who didn't care for the common man or even pay on time, he struck off on his own and boarded a ship bound for adventure across the sea.

Step 1: Determine Concept

Rob is about to generate a player character for a game of OpenQuest he is about to play in. He thinks about the type of character he would like to play and comes up with the following concept about his character, Rurik.

Rurik is *“A determined and foolhardy warrior seeking excitement and adventure”*.

Step 2: Generating Characteristics

Rob decides to use the points method to determine Rurik's characteristics and spends his 30 points in the following way.

He adds ten, four and eight to STR, CON and SIZ respectively to get a higher damage bonus and hit points total and for the 'big bruiser' element of the character concept. He then decides to add four to DEX as this characteristic determines when he acts in initiative and is the base for many important skills for warriors. Finally he adds two points to both INT and CHA, to make sure Rurik is average for Intelligence and sociability. He chooses not to increase POW at character creation since he doesn't really see Rurik as being much of a magic user at the start of the game.

Therefore Rurik's final characteristics are:

STR 18 CON 12 DEX 12 SIZ 16 INT 10 POW 8 CHA 10

Step 3: Determine Attributes

Rurik's Strength and Size added together is 34 so from the Damage Modifier Table he gets a Damage Modifier of +1D6.

Size 16 + Constitution of 12 equals 28, divided by 2 gives Hit Points equal to 14.

Major Wound Level is equal to Total Hit Points divided by two, so his Major Wound Level is 7.

Rurik's POW is 8, so his Magic Points total is also 8.

As Rurik is human his Movement Rate is 15 metres.

Step 4: Calculate Skills

Resistances: Spend 50 points between the three skills.

Skill	Base	Base %	Points spent	Final %
Dodge	DEX+10	22	30	52
Persistence	POW+10	18	20	38
Resilience	CON+POW	30	0	30

Rob spends 30 points, the maximum allowed, on Rurik's Dodge figuring that as a warrior this is a very useful skill to have. He also increases Rurik's Persistence to reflect his strong willed nature.

Combat: Spend 50 points between the three skills.

Skill	Base	Base %	Points spent	Final %
Close Combat	DEX+STR	30	25	55
Ranged Combat	DEX+INT	22	13	35
Unarmed Combat	DEX+STR	30	12	42

Rob decides to give half of the 50 points to close combat, since he wants Rurik to be good with sword and shield, and then split the remainder between the other combat skills to give a good spread of ability.

Knowledge: Spend 50 points between the skills.

Skill	Base	Base %	Points spent	Final %
Culture (Own)	INT+10	20	30	50
Language (Own)	INT+50	60	0	60
Natural Lore	INT+10	20	20	40
Culture (Other)	INT	10	0	10
Language (Other)	INT	10	0	10
Lore (Type)	INT	10	0	10

Rob decides to spend 30 points on Rurik's Culture (Own) and spends 20 points on Natural Lore since these are the skills that Rurik picked up working and living on a farm whilst growing up.

Practical: Spend 75 points between skills.

Skill	Base	Base %	Points spent	Final %
Athletics	DEX+STR	30	30	60
Craft	INT+10	20	15	35
Deception	DEX+INT	22	0	22
Driving	DEX+INT	22	0	22
Engineering	INT+0	20	0	20
Healing	INT+10	20	0	20

Skill	Base	Base %	Points spent	Final %
Influence	CHA+10	20	10	30
Mechanisms	DEX+INT	22	0	22
Performance	CHA+10	20	20	40
Perception	INT+POW	18	0	18
Riding	DEX+STR	30	0	30
Sailing	DEX+INT	22	0	22
Streetwise	CHA+POW	18	0	18
Trade	INT+10	20	0	20

Rob spends his 75 points in the following way. Athletics gets the max allowed (30) to reflect both Rurik's physical nature, but also because it's a useful skill for adventurous living. He spends 10 points on Influence to give it a reasonable score, figuring it is useful for Rurik to have a fighting chance to talk himself out of the trouble that he will inevitably get into. 20 points are spent on Performance, mainly for colour, since Rob decides Rurik has a sensitive side and likes to sing and compose poetry during his down time. He spends fifteen points on Craft, to reflect the handyman skills Rurik learnt while living on his father's farm.

Step 5: Work out what Magic Spells the Character has

Rob is not expecting Rurik to be a good magician at this point, so sticks with the basic Battle Magic Casting skill that Rurik's rather feeble power gives him: 24%. For his six points of magnitude of Battle Magic spells, Rob chooses Weapon Enhancement 2, Coordination 1 and Heal 3.

Step 6: Work out Starting Cash and Write Down Starting Equipment

Rob rolls five for Rurik's starting cash, so Rurik starts play with a small amount of only 50 silvers.

This is not really enough to spend on additional equipment, so Rurik starts out with the basic equipment that all player characters start with;

Leather armour + Target Shield + Longsword + dagger ,backpack, rope, two weeks worth of travelling provisions, flint and tinder, waterskin.

Step 7: Finish off the Character

Rob writes the down Rurik's Hero Points of 2 and an age of a relatively fresh twenty years of age.

CHAPTER 3 SKILLS

Characters use skills to get things done in the game. When the outcome of an action is in doubt, the Games Master will ask the player to make a skill test against the relevant skill to see if his character is successful.

For example:

John: Rurik comes to a large and very deep ravine. Far below he can hear water rushing along the bottom of the ravine, and in front of him are the remains of a rope bridge that has been deliberately broken.

Rob: How far across is it?

John: About four metres.

Rob: Ok, Rurik is going to take a running jump across the ravine.

John: Give me an Athletics skill test, since that covers Jumping. You do realise that if Rurik fails he's facing a very nasty fall?

Rob: Yeah, Rurik works that out, but decides to worry about that when and if it happens. Rurik's athletics is 60%.

Rob rolls a D100, his red dice (tens) comes up 3 and his white dice (units) comes up 4.

Rob: 34, a success. Rurik takes a running jump across the ravine and is now on the other side. What's there?

This chapter describes when and how to make skill tests, how to modify skills depending upon the conditions the test is made under, and how to judge tests where two characters are competing against each other.

Finally, a list of skills used in the game is detailed.

Characters are considered Masters in their fields of expertise when they are rated above 100%. How OpenQuest manages these very high skills is explained later in this chapter.

GAMES MASTER'S ADVICE

When to call for a skill test

When the outcome of the character's action is in doubt or they want to push themselves beyond their expected capacity. If it's not clear that a character can perform a task, then Games Master is well within their rights to call for a skill test.

When it is dramatically appropriate and raises tension in the game. Think carefully before asking for a skill test. Skill tests should be like those moments in a thriller where you are on the edge of your seat and the story could go either way. If the overall result of asking for a skill test is that it will provide the player a success of minor import, such as a minor scrap of information on a Lore roll, just give the player the success without asking them to roll. If the situation is more life or death, describe it as such, highlighting the tension, and ask for a skill test. Where there are definite consequences to a failed skill test, such as falling down a pit filled with spikes if an Athletics skill test is failed, the player should be warned before the character risks taking the action.

When the Games Master should not call for a skill test

As a replacement for good story telling and roleplaying. If the game is flowing nicely as a result of the players and Games Master engaging in conversation and weaving a strong exciting story which is keeping everyone happy and entertained through roleplaying, then think twice about breaking that mood by asking for a skill test.

Simply to provide drama and tension in game. The Games Master should never substitute a good description of the scene that the players find themselves in, for a series of dice rolls.

If a similar skill test has just been made. It is tempting to ask for a series of skill tests to simulate a difficult or arduous task, such as climbing an especially difficult cliff, or tracking an opponent through a dense jungle. Don't. All this does is break player immersion in the game, creating frustration and boredom as several meaningless rolls are made. Instead, ask for a single skill test and modify it to reflect the difficulty of the task. Do not ask for another until the circumstances significantly change.

Creating new skills

Although the OpenQuest skill list has been designed to be as concise and complete as possible, during play or during the design of non-player characters for Quests, there may arise a desire to create new skills to describe a previously undiscovered ability. Before introducing a new skill, either by Games Master design or player request, consider these two points.

Is this skill really meaningful and distinct in its own right? Or is it something that can be included in an existing skill?

THE BASIC SKILL TEST

To make a skill test the player first describes what their character is doing. Then they roll a D100 and compare this to the relevant skill's score. If the dice roll is equal to or less than the skill's score, the attempt is successful. If the total is greater than the skill's score, then it has failed. The Games Master then describes the result of the character's success or failure.

Under normal conditions a skill test is asked for when the character is placed on the spot and has to make a successful action under pressure.

If the character has lots of time, has the tools of his trade and is in a sufficiently relaxed environment and state of mind, they complete the task to the best of his ability.

For example: An apprentice potter (Craft 25%) will, day in day out, produce a couple of pots of passable quality if working at his Master's workshop. Of course, work beyond the skill of the character is still out of their reach, unless the player decides to take the chance with the dice and ask for a skill test.

For example: A local noble wants an artistic piece of pottery for a grand celebration he is holding later in the month. His servant comes to the potter's workshop, looking for the Master, who is out. The apprentice seeing a chance to gain a good reputation and takes the commission. Knowing that his normal work will definitely not be up to scratch, the player decides to roll the dice in the chance that he can produce something of the standard the noble expects.

Critical Successes

If the dice roll on a skill test is equal to or less than 10% of the modified skill, then a critical success is achieved.

A critical success has an outcome that far exceeds the expectation of the player when the original skill test was made. It's the best possible result based upon the player's original statement of intent.

The actual result of a critical success during a skill test is largely up to the Games Master. It normally achieves one of the following results:

- The task is completed sooner.
- The task is completed to a higher degree of expertise than normal.
- The task is completed with élan and style, generally impressing witnesses.
- The character gains additional information or insight into the task thanks to their brilliance.

For example: When Rurik is jumping the chasm, his Athletics skill is 60% and therefore his chance of getting a critical is 6. Rob rolls a 4, which is less than the 6% target for a critical success. As a result, the Games Master rules that Rurik

easily jumps the chasm with grace that allows him to carry on running without having to pause to catch his breath.

Fumbles

Whenever a skill test results in a roll of 00, i.e. the two D10s both come up 0, then the player has rolled 100 rather than zero. The character has 'fumbled' the roll.

A fumble is the worst imaginable outcome of the skill test based upon the player's original description of what their character was planning to do when the skill test was called for.

The actual result of a fumble is largely up to the Games Master to decide. It normally results in one of the following mishaps:

- The task takes twice as long to finish and is still a failure.
- The task produces a useless result that actually makes further actions more difficult.
- The task fails spectacularly, opening the character up to derision and scorn from witnesses.
- The character becomes impeded or even harmed by his failure.

Conversely if Rob rolls 00, Rurik not only fails to make the jump over the chasm but goes plunging down the ravine head first. This need not lead to damage and the demise of the character, but they should definitely be at a disadvantage.

There are specific Critical Success and Fumble results for weapon skill tests in combat and magical casting skill tests, which are described in the relevant chapters.



DIFFICULTY

Modifiers are temporarily applied to the skill for the duration of the test only. A penalty will make the test harder while a bonus makes it easier. Modifiers are applied before the dice are rolled.

Difficulty Modifiers

Difficulty	Skill Modifier	What the modifier means
Easy	+50%	The task is much easier than usual and the character should have an almost certain chance of success.
Simple	+25%	The task is simpler than usual and while success is still by no means certain, the character has a boost to their chance of achieving their goal.
Normal	+0%	The skill is unmodified since normal conditions apply.
Difficult	-25%	The character is significantly hindered in their chance of success.
Hard	-50%	The character suffers a serious setback that may make success beyond their reach.

Impossible Success & Automatic Failure

Any skill which is modified to 0 or less will automatically fail when tested. Roll dice anyway, since the character can still fumble.

Any skill which is modified to 100% or greater will automatically succeed when tested. Roll the dice anyway since the character can still critical (10% of the modified skill) or fumble if the player rolls a 00.

For example: whilst at the Royal Court, Rurik is asked to compose a clever and stimulating poem for the notoriously hard to please Count of Malvon. This is rated as a Hard (-50%) task. The modifier drops Rurik's skill of Performance 35% to -15%, so Rurik automatically fails the test. However the dice are still rolled because on a roll of 00 Rurik will also fumble his attempt and find himself displeasing the Count.

After displeasing the Count, Rurik tries to hurdle a small wall while being pursued by the Count's guards. The Games Master rules that this is an easy task, +50%, so Rurik's Athletics skill of 60% ends up being increased to 110%, which gives him a 11% chance of rolling a critical and impressing the onlooking ladies of the court with his style and grace.

When the Games Master Should Apply Difficulty Modifiers

Modifiers should only be applied when they have a significant effect on the character's chance of success. They should not be doled out for every skill test, since this cheapens their dramatic effect. Only apply a modifier when it is important and brings something to the story. Resist the urge to hand out +10% here and take -5% there. These little modifiers don't add much to the player's chance of success and bring needless fiddly addition and subtraction into play, breaking the player's immersion in the game.

Broadly speaking, there are three areas where the Games Master should modify the player's skill before a skill test. The Games Master should consider all three areas and decide which of them provides the deciding factor, and only apply the modifier based on that.

For example, if the Player has roleplayed his character to the hilt, while influencing a guardsman in the pouring rain, it is the roleplaying for which the Games Master awards a +50% bonus and not the rain, which would have dampened the enthusiasm of the guardsman to -25%. So, only the +50% applies to the Player's roll.

The three areas are:

- As a result of the task being inherently easy or difficult.
- As a result of planning.
- As a result of good roleplaying.

As a Result of the Task Being Inherently Easy or Difficult

Some things are just naturally easier or harder to do than others.

For Example, climbing a steep cliff with natural hand holds and with the proper equipment (e.g. ropes and iron spikes) is an unmodified task. Doing the same climb in the pouring rain, makes it Difficult (-25% to the skill) and if the character has also forgotten his ropes and spikes then this makes it Hard (-50% to the skill).

In comparison, climbing a cliff where there are numerous ledges, and where the character can rest and actually 'walk' up the cliff in places becomes an Easy (+50%) skill test.

As a Result of Planning

The Players have outlined how their characters prepares to perform a task well in advance. If their plan is a sound and good one you should make the skill test Easy. Conversely, if the Players have given no thought as to how their characters approach a complex task which really does require preparation and planning, then make the resulting skill test Hard.

For example: Expedition into the Badlands.

Several adventuring groups, in search of a lost temple, are about to enter the Badlands, a notoriously harsh wilderness where it is hard to find water and food. The Games Master has decided in advance to ask the players to make Natural Lore skill tests, to see how their characters fare in this unforgiving environment.

Flynn's Riders spend an extra couple of days in the city planning and preparing for the trip. They buy more than adequate supplies and equipment, along with the extra beasts of burden to carry them. Their scholars visit the local Temple of Knowledge and beg, borrow and steal maps of the Badlands, brought back by previous explorers. Finally, they manage to track down a guide, a survivor of a previous expedition, and persuade him to come along. The Games Master awards them a +50% modifier to their Survival roll.

The Red Hand Gang makes the traditional preparations for any journey. They ensure they have enough supplies, but take no back up mounts or proper traveling clothing. In this case the Games Master does not modify their Survival roll on account of their preparation.

Alber's Lucky Five decide to live up to their name and simply decide, as soon as they hear about the lost temple, to ride out into the Badlands on the horses they arrived on, without replenishing supplies. The Games Master makes their Survival Roll appropriately -50% as a result of their rashness.

As a Result of Good Roleplaying

This usually happens for skills that involve some form of communication, like Influence. When the Player describes the action of their character, the exchange between their character and the non-player character(s) being influenced may be roleplayed out. If the player was entertaining, kept in character and added to the fun of the game, the Games Master may award them a +25% or +50% bonus. In exceptional circumstances, where the player reduced everyone to tears of laughter, or was outstanding in their portrayal of their character, the Games Master may waive the necessity for the skill test completely. Remember good storytelling always comes before any dice rolling.

OPPOSED SKILL TESTS

Opposed skill tests are made by both characters who are in direct competition with each other. Both characters make the skill tests as normal, rolling 1D100 and attempting to roll equal to or under their skill.

One Character Succeeds

If one character succeeds their skill test and the other fails, then the successful character has won the opposed skill test.

Both Characters Succeed

If both characters succeed then whoever rolled the highest in their skill test wins the opposed test. However if one character rolls a critical, while the other rolls an ordinary success, then the character that rolled the critical, which is regarded as a higher level of success, wins.

Both Characters Fail

Whoever rolled the lowest in their skill test wins the opposed test.

In the case of ties for both the Player wins.

Opposed Tests Results

Player / Opponent	Critical	Success	Failure	Fumble
Critical	Highest Roll Wins	Player Wins	Player Wins	Player Wins
Success	Opponent Wins	Highest Roll Wins	Player Wins	Player Wins
Failure	Opponent Wins	Opponent Wins	Lowest Roll wins	Player Wins
Fumble	Opponent Wins	Opponent Wins	Opponent Wins	Nobody Wins

For example: Rurik recklessly sneaks past the Watch.

It's curfew in the big city and Rurik fancies going to the after hours drinking session at a local Tavern. As he heads down the street towards the ale house, he sees a member of the city's police force, the Watch, walking up the opposite side of the street. Rurik, being Rurik, decides to sneak past the watchman, by creeping up the dark side of the street.

The Games Master calls for a Deception skill test from Rurik, since this skill deals with sneaking. Rurik's Deception skill is only 22% as he is big, clumsy and trained as a warrior and not a thief. Simultaneously the Games Master makes a Perception skill test for the watchman. The watchman's Perception is 40%, because this is what he does for a living every night. Fortunately for Rob, Rurik's player, the Games Master decides that being on the shadowy side of the street significantly helps Rurik, making the test simple (+25%), which means that Rurik's Deception is now 47% for the purpose of this test.

If Rurik rolls a 1 he gets a Critical success and manages to slip past the watchman, regardless of whether he succeeds or not. The watchman would only see Rurik if he rolled a higher Critical himself.

If Rurik rolls a 7 and gets a success and the watchman rolls 55 and fails. Rurik sneaks past him on the darkened side of the street.

If Rurik rolls a 65 fails and the watchman rolls 30 and gets a success. The watchman spots a shape in the shadows and heads over to investigate.

If Rurik rolls a 15 and succeeds, as does the watchman who rolls a 9, then since Rurik both succeeded and made the highest roll he wins and evades him. The watchman thought he saw a shape in the shadows, but it's gone so quickly that he thinks no more of it.

If Rurik rolls a 65 and the watchman rolls 75, then even though both fail, Rurik wins again because he rolled the lower of the two. Although Rurik stumbled out of the shadows badly at one stage, the watchman is so lost in his own thoughts that he is completely oblivious to Rurik's blunder. Rurik evades him.

VERY HIGH SKILLS

Character's with Skills over 100% are considered Masters in their fields and under normal circumstances do not fail and quite often perform tasks that are considered impossible by normal people.

Very High Skills and Opposed Tests

In opposed skill tests characters with skills over 100% are already considered to have succeeded. Therefore to be beaten his opponent needs to score a critical success. Of course the Master may also roll a critical, in which case the highest roll wins.

For example

Grazum The Blackheart, an evil Orc Warlord is a Master Wrestler with an Athletics skill of 120%. Rurik recklessly challenges him to an arm wrestling contest. Rurik, who has an Athletics skill of 60%, will automatically lose against Grazum unless Rurik rolls a critical success (6% or lower).

ASSISTANCE

Characters will often have the opportunity to help each other during various skill tests. If one or more characters can assist and make a significant contribution then the skill test is one level easier. On rare occasions the assistance will make the skill test two levels easier (GMs discretion). The assisting character or characters must have the appropriate helping skill at a suitable level determined by the Games Master. How high this needs to be is usually dependant on the 'Difficulty' of the test. In most cases as long as the assisting character has a skill at at least 'Apprentice' level (more than 25%) then they can help.

For example: Rurik is trying to force open an old and mouldy door. If Abnon with an Athletics of 50% helps him, Rob adds +25% to Rurik's Athletics.

SKILL DESCRIPTIONS

This is the full list of skills in alphabetical order.

Athletics (DEX+STR)

This broad skill covers a range of athletic activities useful to adventuring characters, including acrobatics, climbing, jumping and swimming.

Acrobatics: This allows a character to perform a variety of gymnastic and balancing tasks, such as tumbling, walking a tightrope or keeping balance on a narrow or unstable ledge. The character can move at half their normal speed across an unstable surface without penalty. To move at a normal rate requires an Acrobatics test. A successful Acrobatics test will also halve the damage suffered from falling.

Brute Force: Brute force is a particular application of Athletics that relies purely on power, with no finesse involved. Brute force basically involves pushing, lifting or dragging.

Climbing: Given enough hand and footholds, a character can climb any surface given enough time without the need for a test. Under normal circumstances, a character can climb or descend one quarter of their Movement per Combat Round (see Chapter 5 Combat for details). A character can double the rate of their climb or descent by making a Hard Athletics test.

Jumping: In general, a successful Athletics test allows a character to jump up to twice their own height horizontally or up to half his own height vertically, as long as he has at least five metres to run first. If they are making a standing jump these distances are halved. average height For humans, average height is roughly 1.8m which gives a jumping distance of 4m

Penalties for jumping Athletics tests are accrued by trying to jump further. A cumulative -25% penalty is bestowed for every extra metre the character is trying to jump. If this penalty reduces the skill below 0% then the character automatically fails, roll to see if they fumble.

Swimming: Characters normally swim at half their usual Movement. Athletics tests are only required when conditions are less than ideal – swimming while heavily encumbered or in strong currents for example.

Battle Magic Casting (POW X 3)

This skill represents the character's ability to cast Battle Magic spells. It also represents their knowledge about Battle Magic and the rough ability to recognise magic items.

Close Combat (DEX+STR)

This skill deals with the art of hitting things and defending the character with melee weapons, such as swords, clubs, spears, polearms and shields.

Craft (INT+10)

The Craft skill is actually several separate skills (such as armourer, baker, basket weaver, blacksmith, bowyer, brewer, butcher etc) grouped under a single heading. It measures the character's ability to make and repair items.

As a very rough guide it takes one day per 50 SP to produce an item. The base cost of the item in materials needed is 50% of the listed finished cost.

Culture (Own) (INT+10) / Culture (Other) (INT)

Each Culture skill is used to provide information about the common world view of that group of people (or creatures). This includes history, politics, weather cycles, geography, superstitions and popular mythology.

Culture (Own) is the world view of the people that the character is born into. All other foreign or alien cultures are Culture (other).

Deception (DEX +INT)

Deception covers the arts of:

Disguise: used to change a character's appearance and adopt a different outward persona.

Sleight: used to hide or take objects, without drawing undue attention.

Stealth: used whenever a character attempts to personally evade detection by another character. This usually happens when a character either tries to move quietly past an enemy, hide from one, or performs a combination of both.

These tests are opposed by the Perception skill and are modified according to the situation.

Dodge (DEX+10)

The Dodge skill is used to avoid incoming objects that are swung or thrown at the character. The Dodge skill is normally used when a character attempts to dodge an incoming blow in combat or a physical hazard that can be avoided, such as falling masonry.

Driving (DEX+INT)

If a character is driving a wagon, chariot or similar vehicle at not more than walking pace across flat terrain, a Driving skill test will never be required. Skill tests are required when a character wants to do something out of the ordinary with a vehicle – such as traverse treacherous terrain, jump obstacles and so on.

Engineering (INT+10)

This skill is used to design, build, activate, repair, sabotage or disassemble large mechanisms or constructs such as siege machines, city gates and drawbridges, mine-shafts, sailing ships and so forth.

Healing (INT+10)

Use of this skill will always require a healer's kit. Each use of the Healing skill generally takes a few minutes to perform. Both characters must remain stationary and may not use Combat Actions or Reactions while this occurs or they will lose the benefits of the healing.

The use of Healing requires suitable medical equipment such as bandages or salves or appropriate improvised alternatives.

See the following table for the range of Healing actions available to the characters using this skill.

Injury or Ailment	Treatment
Unconsciousness	A successful Healing test can revive a character from unconsciousness, though drugged patients may inflict a penalty on the Healing test.
Minor Injury	A successful Healing test on a Minor Injury will heal 1D6 Hit Points.
Stabilise Major Wound	A successful Healing test on a Major Wound will not restore the lost Hit Points. This Healing merely stabilises the patient enough so that they will not die of blood loss. (Major Wounds are an optional rule).
Curing Diseases	A successful Healing test allows a diseased patient to add a bonus to his next opposed test of Resilience versus disease Potency to resist the disease. The bonus is equal to the healer's Healing skill divided by 10 (the critical success range).
Curing Poisons	A successful Healing test allows a poisoned patient to attempt a second opposed test of Resilience versus poison Potency. The patient gains a bonus to their Resilience skill equal to the healer's Healing skill divided by 10 (the critical success range).
Surgery	Other than magical healing, successful Surgery is the only way that a character can recover from a Major Wound. Once a successful Healing test has been made to quench the bleeding of a Major Wound, a successful Healing test can attempt to set broken bones, stitch together rent flesh and restore the wound location so that it is on the road to recovery. As long as the Healing test is a success, the stricken character gains one hit point and will begin to heal as normal.

Influence (CHA+10)

This is the art of verbally persuading another character to do what you want. Characters can use both logical or emotional arguments. If successful in an opposed skill test, the character's audience is temporarily swayed in favour of the character's argument. In time they may understand that they were fast talked, bamboozled or hoodwinked and their judgement clouded, but in the short term they go along with what the character suggests. Influence can never be used to get a character to act against their instinct for self-preservation.

Influence skill tests are normally opposed by a Perception, Persistence or Influence skill. They are further modified by how much a character is trying to change an opponent's mind. Influence skill tests are often modified by how well the player roleplays the exchange (see "When the Games Master should apply difficulty modifiers" above).

Influence tests are either applied to individuals, where each character rolls individually against the Influencer, or against crowds, where one roll is made to resist based upon an average Persistence for the entire crowd.

Language(Own) (INT+50) / Language(Other) (INT)

The Language skill is actually several separate skills grouped under a single heading. Language (English), Language (German) and Language (French) for example are all individual skills.

Every character with a Language skill of 50% or more is fluent in that language, although they are likely to have an accent if it is not their native language.

A score in a Language skill of 80% or more will mean the character can also read and write in that language.

Lore (INT)

The Lore skill is actually an umbrella term for several different skills, each of which must be improved separately.

Each Lore skill defines an area of knowledge for the character and skill tests are made whenever a player wants to see if their character knows something about the subject at hand.

The range of possible Lores is only limited by a player's imagination. A list of potential study areas of Lore is listed here: alchemy, art, astronomy, gambling, geography, heraldry, law, logistics, military tactics, philosophy, poisons.

Mechanisms (DEX+INT)

Usually, a character will simply make a Mechanisms test in order to succeed at assembling or disassembling a device, with appropriate bonuses or penalties decided upon by the Games Master. If a device has been designed to specifically resist attempts at disassembly, the Mechanisms test becomes opposed by the Mechanisms skill of the character that created it.

Mechanisms is also used for picking a lock or disassembling a trap. This usually takes at least one minute (12 Combat Rounds) to perform, whereas larger or particularly complex devices will take longer.

Natural Lore (INT+10)

Broadly speaking this Lore deals with the character's knowledge of the natural world. It can be broken into five specialist areas.

Animal: This covers the ability to recognise an animal, know its feeding habits, breeding cycle, habitats and so on. A character with a skill of at least 50% may try to domesticate a wild animal, making a skill test after every full week of training. If the character also has a Riding skill of at least 50% and the animal is capable of being ridden, they may train the animal to ride during this period. The character may later train the animal not to panic in battle and to strike at his enemies. This takes a further period of training, with the character making a skill test at the end of each week to succeed.

Plant: A character can identify plants in the wild, discover good places to grow crops, decide which plants are edible and what unusual properties they may possess.

Mineral: This skill allows the character to detect precious metals and stones, detect fault lines and other dangerous features in the rock

Survival: One Survival test will be required every day that a character lacks either food, water or a safe place to sleep. Success indicates the character manages to find whatever they are lacking – failure means they are will go without which, over several days, could result in very serious consequences. Survival tests are not used when the character is in a city or town.

Survival also covers tracking in the wilderness. With this skill a character can locate the tracks of a specific creature and follow them. A test must be made to locate the trail and then again every ten minutes they are being followed.

Weather: The character can predict changes in the weather.

Perception (INT+POW)

The Perception skill is used to represent the five senses of the character when detecting objects or other characters. For example, a common use of the Perception skill is as a straight skill test to detect hidden objects in a room, or as an opposed test to detect a hidden character.

Performance (CHA+10)

A successful test with this skill will result in the audience or partner being pleased by the character's performance. This skill covers acting, composing poetry, dancing, singing, readings and playing an instrument.

Persistence (POW+10)

Persistence represents a character's mental willpower. It is used to resist the effects of magic and often against another character's attempt to use the Influence skill against them.

Ranged Combat (DEX+INT)

This skill covers the use of missile weapons, such as bows, crossbows, thrown spears and thrown daggers. It is covered in more detail in the Combat chapter.

Resilience (CON+POW)

This is a measure of how physically tough a character is. The higher a character's Resilience, the more likely they are to handle adverse physical conditions, such as weathering a vicious sandstorm, surviving in a drought, or overcoming the effects of poison or disease.

Riding (DEX+POW)

If a character is riding a creature with the help of saddle and stirrups, at not more than a walking pace across flat terrain, then a Riding test will never be required. Tests are required when a character wants to do something out of the ordinary with a mount – such as traverse treacherous terrain, jump obstacles, ride bareback and so on.

Sailing (DEX+INT)

This covers small water-borne craft propelled manually by oars or paddles, commonly known as boats, and larger craft powered by sail or rows of oars. Travelling across calm water does not usually require a skill test but adverse conditions such as currents and weather can bestow penalties.

Streetwise (CHA+ POW)

Streetwise allows a character to find fences for stolen goods, black markets and general information. Such uses of Streetwise normally require a minimum of 1D4 hours. Streetwise also covers following people down crowded city streets without them being noticed.

Trade (INT+10)

This skill is primarily used when characters trade, barter or otherwise negotiate over the sale of goods. In such transactions a successful Opposed Test using the Trade of the buyer versus the Trade of the seller is needed for the buyer to get the best deal. If the buyer wins they gets a discount, -10% for a success, -25% for a critical. If the seller wins to the price that they can sell the item for increases by +10% for a success and +25% for a critical. If the opponent fumbles their roll, double the increase or decrease.

The Trade skill also enables the character to determine the value placed on something by others; estimating its market value. Particularly common or obscure objects might give a bonus or penalty to the skill test. Success will allow a character to guess the average monetary value of the object, normally guessing accurately to within 10% of its actual value.

Unarmed Combat (DEX+STR)

This skill covers the use of natural attacks. For humans this is punching, kicking, and grappling. Non-human characters may also have bite, horns, claw and tail attacks.

Weapon	Damage Dice
Unarmed	1D3
Natural weaponry	As noted, typically 1D3 to 1D12 depending on the creature (see Chapter 8)

CHAPTER 4 EQUIPMENT

Fantasy roleplaying games can be thought of as a form of cooperative improvised theatre. You could think of the players as the actors and the Games Master as the director and production team providing the stage and scenery, a huge big budget supporting cast and every prop that the actors could possibly need. This chapter deals with the props, the equipment that the player characters will be using.

Currency

Coins are usually created in Mints tightly controlled by a local noble, appointed by the local ruler whose head appears on one side of the coin. Other sources of coin are usually the treasure troves of monsters, whose assets are brought into the economy by enterprising adventurers.

Currency can be based upon whatever is valued by the culture using it. Being a fantasy game, many variant systems of currency can be created. For example, a system that uses the teeth of slain dragons or magical gemstones enchanted with minor magic that is useful in everyday life can be used as an exchange mechanism.

For ease of use here's a simple coin based currency that will be used throughout the rest of this book to give value to an item.

5 Lead Bits (LB) = 1 Copper Penny (CP)

10 Copper Pennies (CP) = 1 Silver Piece (SP)

20 Silver Pieces (SP) = 1 gold ducat (GD)

THE EQUIPMENT LISTS

The rest of this chapter is given over to equipment lists. These lists provide the cost of the item and details any game effects. They also where appropriate give an Encumbrance value (ENC) for the item in question. This is a value which rates both the weight and how physically unwieldy an item is. This is for the optional Encumbrance rules given in Chapter 6 Other Rules.

CLOSE COMBAT WEAPONS

All Close Combat weapons use the Close Combat skill. Each close combat weapon is characterised by the following qualities:

Damage Dice: The damage the weapon deals on a successful attack.

ENC: The weapon's Encumbrance. The weight and bulk of the weapon.

Size: Weapons are rated in the following size categories: Light, Medium, Heavy and Huge. Weapons need to be of the same category or larger to block all damage. If the defending weapon is one category less they block half damage. If two categories less they cannot block the damage.

Cost: The cost in silver pieces to purchase this weapon.

Notes

Set: This weapon may be set against a charge.

Range: This weapon suffers no penalty when thrown.

LS: This weapon may be used as a Longspear. If used as a Longspear it may be set against charges. The wielder must state, however, at the start of combat how it is being wielded and must take a 'Change stance' action to alter its usage.

Flex: This weapon can be used two-handed. When used in two hands, it gains +1 damage and can be used by someone with a STR 2 less than that listed.

2H: This weapon must be used two-handed.

Improvised and primitive weapons: such as a stone hatchet, stone spear or a convenient log picked up and used as a club, do the same damage as the base weapon -1.

CLOSE COMBAT WEAPONS

Weapon	Damage Dice	ENC	Size	Cost
Melee weapons				
Cosh	1D4	1	Light	5 SP
Club ^{Flex} , Hatchet ^{Range}	1D6	1	Light	20 SP
Quarterstaff ^{2H}	1D8	2	Medium	20 SP
Battleaxe, Warhammer, War pick, Ball & Chain, Mace ^{Flex}	1D8	2	Medium	120 SP
Greathammer ^{2H} , Great Axe ^{2H} , Military Flail ^{2H} , War Maul ^{2H}	2D8	4	Heavy	200 SP
Halberd ^{LS & 2H} , Polearm ^{LS & 2H} , Glaive ^{LS}	1D8	3	Heavy	200SP
Shields				
Small (eg. Buckler or Psilos)	1D4	1	Medium	50 SP
Medium (eg.Target Shield)	1D6	2	Heavy	150 SP
Large (Hoplón, Kite)	1D6	3	Huge	300 SP
Spears ^{Set, Flex}				
Lance	1D10	3	Heavy	150 SP
Longspear ^{LS & 2H}	1D8	2	Medium	30 SP
Shortspear ^{Range}	1D6	2	Medium	20 SP

USING RANGED WEAPONS IN CLOSE COMBAT

If used in close combat, a ranged weapon is treated as an improvised weapon, doing damage equal to its closest hand-to-hand equivalent if that is less than its ranged weapon damage.

Weapon	Damage Dice	ENC	Size	Cost
Swords and Knives				
Bastardsword ^{Flex}	1D8	2	Medium	250 SP
Dagger ^{Range} , Knife ^{Range}	1D4+1	—	Light	20 SP
Greatsword ^{2H}	2D8	4	Heavy	300 SP
Longsword, Scimitar	1D8	2	Medium	150 SP
Rapier	1D6	1	Light	150 SP
Shortsword, Gladius	1D6	1	Medium	100 SP

RANGED WEAPONS

Each ranged weapon is characterised by the following qualities:

Damage Dice: The damage the weapon deals on a successful attack.

Range: This is the effective range of the weapon. A target within the weapon's range may be attacked without penalty. A target within double the weapon's range may be attacked, but the attacker's effective Weapon skill is halved (before other modifiers are applied). Attacks against targets beyond double the weapon's range automatically fail.

Rate: This shows how many missiles can be fired per Combat Rounds, taking into consideration the time to load the weapon. For example 1 CR, means 1 missile can be fired every combat round, while 1/3 CR means one 1 missile every 3 combat rounds.

ENC: The weapon's Encumbrance. The weight and bulk of the weapon.

Cost: The cost in silver pieces to purchase this weapon.

RANGED COMBAT WEAPONS

Missile Weapon ^{2H}	Damage	Range	Rate	ENC	Cost
Blowgun	1D2	15m	1 CR	—	30 SP
Heavy Crossbow	2D6	150m	1/3 CR	2	350 SP
Light Crossbow	1D8	125m	1/2 CR	1	150 SP
Long Bow	1D10	150m	1 CR	1	150 SP
Nomad Bow	1D8	125m	1 CR	1	150 SP
Short bow, Staff Sling	1D8	75m	1 CR	1	75 SP
Sling ^{1H}	1D6	50m	1 CR	—	5 SP
Thrown Weapon	Damage	Range	Rate	ENC	Cost
Atlatl ^{2H}	+2	STR*m	1/2 CR	1	20 SP
Dagger ^{Close} , Knife ^{Close}	1D6	STR*m	1 CR	-	30 SP
Hatchet ^{Close}	1D8	STR*m	1 CR	1	25 SO
Dart, Throwing Star	1D4	STR*m	1 CR	—	15 SP
Javelin/Shortspear ^{Close}	1D6	STR*2m	1 CR	1	20 SP
Rock/ improvised	1D4	STR*m	1 CR	1	—

1H: This weapon is a one-handed weapon.

2H: This weapon must have two hands free to be used effectively unless otherwise specified. A buckler can be strapped to the forearm but cannot be used whilst wielding or shooting this weapon.

Close: This weapon suffers no penalty when used in Close Combat.

Ranged Weapon Ammunition

Ammunition	ENC	Cost
Arrows (10)	—	1 SP
Blowgun darts (10)	—	2 SP
Crossbow bolts (10)	—	2 SP
Sling bullets (10)	—	5 CP

ARMOUR

Each piece of armour is characterised by the following qualities:

AP: How many armour points this type of armour provides.

ENC: The armour's Encumbrance. The weight and bulk of the armour.

Cost: The cost in silver pieces to purchase this armour.

Effects of SIZ on Armour

Armour made for a character of SIZ 1 to 5 will have its cost and ENC halved from that shown on the Armour table. Characters of SIZ 21 or higher will double the cost and ENC for armour made for them.

Plate Armour: Characters may try using plate armour not designed for them but the ENC will be doubled.

Layering Armour: Characters may not wear more than one type of armour, i.e. layer armour, to get increased Armour Points.

Armour	AP	Enc	Cost	Description
Leather	2	3	500 SP	Either padded leather or boiled and stiffened leather or linen armour.
Ringmail	3	5	1000 SP	Metal rings sown onto a padded leather suit.
Scalemail	4	7	1500 SP	Metal scales sown onto a padded leather suit.
Chainmail	5	8	3000 SP	Links of chain made into a a suit.
Platemail	6	12	9000 SP	Steel plates that cover the body, over a chain mail backing.



GENERAL ITEMS

Backpack: It can hold 20 ENC of equipment.

Block & Tackle: Adds +25% to Mechanisms tests to make or disarm large traps and makes Engineering tests possible in some circumstances. It requires at least 10m of rope to function.

Candle, 1 Hour: A candle illuminates a one metre radius. Any wind stronger than a slight breeze will extinguish a candle.

Climbing Kit: A climbing kit provides a bonus of +25% to any Athletics skill tests made to climb.

Crowbar: Adds +25% to brute force Athletics tests. If used as a weapon, it is considered a club (wielded with a –25% penalty).

First Aid Kit: A first aid kit is good for five uses (whether the skill test succeeds or fails).

Fish Hook: This item allows a character to use his Lore (Natural World) skill to catch a fish without suffering a penalty on the test.

Fishing Kit: The fishing kit grants a character a +25% bonus to his Lore (Natural World) test to catch fish.

Flint & Tinder: A character with flint and tinder can build a fire in one minute under normal conditions without having to roll his Lore (Natural World) skill.

Grappling Hook: It will support the weight of 50 ENC or 50 SIZ, or any combination thereof.

Hammer: If used as a weapon, it is treated as a club (wielded with a –25% penalty). Hammers may be used on inanimate objects without being destroyed.

Lantern: A lantern provides clear illumination out to a three metre radius. It will burn for two hours on a flask of oil.

Mining Pick: If used as a weapon, it is considered a club (wielded with a –25% penalty). Mining picks may be used on inanimate objects without being destroyed.

Oil, Flask: A flask of oil is enough to fuel a lantern for two hours or, if broken on the ground and ignited, enough to sustain a small fire for one minute.

Quiver: Quivers can hold up to 30 arrows or crossbow bolts.

Rope, 10 Metres: A standard rope can support the weight of 50 ENC or 50 SIZ, or any combination thereof.

Sack, Large: Able to hold 10 ENC of equipment.

Sack, Small: A small sack can hold 5 ENC of equipment.

Scythe: If used as a weapon, it is considered a bill (wielded with a –25% penalty).

Slingbag: It can carry 15 ENC of equipment.

Spade: If used as a weapon, it is considered a club (wielded with a –25% penalty).

Torch, 1 Hour: It will burn for one hour. A torch illuminates a three metre radius. If used as a weapon, it is considered a club (wielded with a –25% penalty), except that it does not inflict normal damage – instead, it inflicts 1D4 fire damage and a fumble or critical hit will also extinguish the brand.

Waterskin: A waterskin can hold enough water to sustain an adventurer for two days.

Item	ENC	Cost
Backpack	1	5 SP
Bedroll	1	1 SP
Block & Tackle	1	15 SP
Bottle, glass	—	2 SP
Candle, 1 hour	—	1 CP
Chain, 2 metres	2	40 SP
Climbing kit	1	25 SP
Codex	1	60 SP
Craft Tools	2	75 SP
Crowbar	1	25 SP
First Aid Kit	—	25 SP
Fish Hook	—	2 LB
Fishing Kit	1	15 SP
Flint & Tinder	—	5 CP
Grappling Hook	—	5 SP
Hammer	—	1 SP
Healer's Kit	1	150 SP
Ladder, 3m	4	2 SP
Lantern	1	10 SP
Lock Picks	—	75 SP
Mining Pick	1	35 SP
Musical Instrument	2	70 SP
Oil, Flask	1	1 SP
Papyrus, Sheet	—	5 CP
Pole, 3m	1	1 SP
Quiver	—	2 SP
Rope, 10m	2	10 SP
Sack, Large	1	5 CP
Sack, Small	—	2 CP
Scythe	2	30 SP
Slingbag	1	5 CP
Spade	1	25 SP
Torch / Flaming Brand	—	4 CP
Waterskin	1	5 CP
Writing kit	1	45 SP

ANIMALS AND TRANSPORTATION

Animal	Cost
Bison	200 SP
Bull	250 SP
Cart	75 SP
Cat	2 SP
Chariot	600 SP
Cow	150 SP
Dog, Domestic	2 SP
Dog, Hunting	25 SP
Fowl	1 SP
Goat	50 SP
Hawk	400 SP
Horse, Draft	400 SP
Horse, Riding	350 SP
Horse, Combat Trained	500 SP
Mule	125 SP
Ox	200 SP
Pig	50 SP
Rhino	3,000 SP
Saddle & Bridle	75 SP
Sheep	30 SP
Travel (by Coach)	1 SP per kilometre
Travel (by Post-Horse)	2 SP per kilometre
Travel (by Ship)	1 SP per kilometre
Travel (by Wagon)	5 SP per kilometre
Wagon	300 SP
Zebra	300 SP

FOOD & LODGING

Item	Cost
Lodging, Poor	2 CP
Lodging, Average	1 SP
Lodging, Superior	5 SP
Food & Drink, Poor, 1 Day	1 CP
Food & Drink, Average, 1 Day	5 CP
Food & Drink, Superior, 1 day	2 SP
Trail Rations, 1 Day	5 CP

CHAPTER 5 COMBAT

OpenQuest is a swords and sorcery game and, as such, swords will be drawn during epic quests with the aim of spilling blood. Be it for glory, honour, fame or riches, when all else fails violence is the means of achieving these goals. The characters come from worlds that are rife with conflict, where warriors are required to wage wars against evil neighbours, wandering bandits and foul monsters that come out of the wilderness.

It should be remembered that OpenQuest is not a game purely about combat, just as it is not purely about magic. It would not be unusual for whole sessions to pass without any physical violence. However, in time, characters will get involved in dangerous life threatening fights.

This chapter provides you with a straightforward and direct system for playing out action packed and deadly combat. Finally at the end there are guidelines on how to use Influence Tests to resolve Social Conflicts., for when the players want to use a clash of words instead of a clash of swords.



WHAT TO EXPECT IF YOU GET IN A FIGHT

Characters that have weapon skills less than 100% are at the whim of the dice to determine whether or not they land a blow in combat. Anything you do to increase your character's chances to hit, or hit first, will stand in your favour and make the outcome more certain.

Once you are hit in combat, things start getting messy. Your character has a relatively low number of hit points. In a couple of blows, or one lucky blow, these hit points can easily be reduced to zero, which indicates

Combat

that the character has died. Make sure your character can dodge, parry or has magical protection. If your player group has decided to use the optional Major Wound system, your character is especially at risk of grievous and permanent harm every time they decide to use violence to solve a problem.

Numbers count. If you are facing off against multiple opponents, even weak and unskilled ones, you are quickly going to run out of attacks and reactions. In practical terms this means that your character may, at best, reduce the number of attackers by one per round, while only being able to protect themselves against one of several incoming attacks.

Even Masters are vulnerable. A weapon skill over 100% is no guarantee of survival, as characters can be brought low by a lucky critical hit, or by an opponent who has lured them into an ambush and stacked the odds against them through surprise and careful planning.

These harsh realities mean that players tend to avoid combats where they do not have a very good chance to win. Instead of wading into masses of weaker opponents, hoping that lucky dice rolls will see them through, they carefully plan ambushes, where they have the benefit of terrain and supporting soldiers from the local militia that will allow them to wipe out the majority of the enemy before the first proper round of combat. They will use Battle Magic to boost their damage, chances to hit, and armour, and if things are really tough they call on their god using Divine Magic or invoke powerful Sorcery spells to boost their combat skills.

SOME BASIC RULES

A Combat Round lasts five seconds.

You get one Combat Action each round.

You can defend as many times that you want, but you get a cumulative -25% modifier for every defense after the first.

You can move your Movement Rate in a Combat Round without losing your Action.

To defend or attack you roll against your Close Combat, Ranged Combat or Unarmed Combat skill depending on the type of weapon you are using.

When attacked you can either Parry (use the Close Combat or Unarmed skill) or Dodge as a Reaction.

If you successfully Dodge an attack you take no damage.

If you successfully Parry an attack your weapon or shield reduces the damage the attack does.

If you successfully hit your opponent takes damage to their hit points equal to

Weapon damage rolled + your Damage Modifier – Armour Value of their Armour worn

SUMMARY OF COMBAT

1. Work out Encounter Distance: The Games Master chooses how far away the hostile group is to the player characters, either at Range or Close.

2. Drop into Combat Rounds: Combat is divided into rounds. A single round has a duration of five seconds of time, giving 12 rounds in every minute. During a round every character can perform one action. Combat rounds cycle through the following steps outlined below.

Combat Round

1. Determine Order: In a combat round each character gets one Combat Action. Combat Actions, such as attacks, take place in DEX order. The character with the highest DEX will act first, followed by the character with the second-highest DEX, and so on until the character with the lowest DEX acts. Reactions, such as parries or dodges, are made during this process as they are needed. Characters casting spells act on their INT.

For example: Lura (INT 18) is casting a spell, while a Goblin (DEX 16) is attacking her with a sword and Rurik (DEX 12) also attacks the Goblin with his sword. The order of action is Lura first, then the Goblin and finally Rurik.

If there is a tie in modified DEX or modified INT, combatants act at the same time.

At the start of every combat, round check each character's modified DEX, or modified INT if they are spell casting. DEX and INT can be modified by things like spell and damage effects.

2. State Intent and Take Action: When its the player's turn they state what their character's action is. Then they make any skill tests to successfully make the stated course of action. If called for opponents make diced rolls for Defensive Reactions. If a Combat Action is successful apply its effects right there and then.

3. End of Combat Round: Once all eligible characters have acted in the combat round, it is over. If there are characters still engaged in combat with enemies, another combat round begins.

ENCOUNTER DISTANCE AND ENGAGING IN COMBAT

Not all combats start with the two sides, the players and their opponents, directly facing each other within swords reach. At the beginning of a combat, or potential combat, the Games Master must determine which of the two distances the encounter starts at.

Close is a range of two metres or less and is the distance at which a character can engage in either Close or Unarmed combat.

Ranged, beyond two metres up to double the range of the missile weapon a character is holding, is the distance at which the character can engage in ranged combat. Ranged combat typically happens out in the open countryside where groups of combatants can see each other coming over the horizon or emerging in the distance from old ruined buildings.

DISENGAGING FROM COMBAT

If a player announces that they want to perform a Combat Action, usually by moving away from the combat either as a standard move or more likely as Sprint move, to leave combat the GM must consider whether the attempt is Unopposed or Opposed, based upon their description of their withdrawal.

Unopposed. If the character is unopposed, usually because no one is watching them and they are not fighting someone, then they can just up and leave, using a standard move or Sprint to do so. Of course, they can't do anything to bring attention to themselves as they retreat such as cast a spell or make an attack.

Opposed. If the character is still in combat, or has someone ready within range to engage them in combat it is less easy to get away. The GM should work out what sort of Skill Test is required to get the character out of harm's way. If stealth or deception is involved a Deception test is the order of the day, and a good description from the player is required. If the character is attempting to Fight their way out of combat, use the Retreat Movement Action (See Movement Actions below), where the character fights one more round of combat and if successful escapes the combat.

COMBAT ACTIONS

The actions a character may take when it is their turn to act are detailed here. A character can only choose one of the options below each round.

Action	Description
All Out Attack	Two attacks at -25%. Gives up the ability to defend for the round.
Cast Spell	The spell takes effect when the character's turn comes up in the order of combat (as determined by his INT). The spell is not cast if casting interrupted and concentration lost.
Change Stance	May move from prone to standing and vice versa.
Charge	Character moves twice movement, followed by a close combat attack with a +1D6 to damage. Loses Reaction for the round.
Close Combat Attack	Character attacks opponent with weapon, tests vs. Close Combat skill. If successful does weapon damage plus damage modifier.
Delay	Character either waits until after another character's action or tries to interrupt it.
Disarming Attack	Attack to disarm opponent, does no physical damage.
Fighting Retreat	The character Disengages from Combat. If opposed either fight another round successfully or use Deception to escape combat.
Great Attack	One attack at +25% at maximum damage. Gives up Reaction for round.
Intimidate/ Persuade	The character uses their Influence skill vs the enemies' Persistence to either intimidate, or persuade foes who are facing defeat, to flee or surrender.
Ranged Combat Attack	Character attacks opponent with weapon, tests vs. Ranged Combat skill if successful then does weapon damage plus damage modifier.
Ready Weapon	Character draws or loads weapon making it ready for combat.
Skill Use	Character uses a non-combat skill.
Sprint	Moves twice Movement Rate. May not attack and may only Dodge as a reaction.
Unarmed Attack	The character can either attack using a natural weapon, such a fist or claw, or grapple.

Close Combat Actions

Close Combat Attack: This is the Standard Close Combat Attack. The character can make a single close combat attack. See below for details.

Options and Variations:

All-out Attack: The attacker gives up all their defensive for the round but gains a Close Combat second attack, which happens straight after the first attack. Both attacks are at -25% due to the loss of skill during this frenzied attack. This type of attack cannot be combined with Great Attack or Disarming Attack.

Disarming Attack: Resolve as the standard Close Combat Attack above, but if successful the attacker disarms the target knocking either their weapon or shield out of their grip and sending it 1D6 metres away from them. The target may defend against this attack using any of the standard defensive reactions, dodge represents them moving physically away from the attack's reach and parry represents the target moving the weapon/shield out of the attackers reach.

Great Attack: This attack is made using swords, axes or maces where the attacker has enough room to wind up the weapon for a really forceful blow. The attacker gains a +25% to attack and automatically does the maximum damage bonus value but loses his reaction for that combat round.

Natural Weapon Attack: Natural Weapons such as the teeth and claws of monsters are counted as close combat weapons and not Unarmed Attacks. The damage they deal is listed in the monster's description.

Set Weapon: A character can spend their Action setting the shaft of a weapon, such as a spear or polearm, in the ground in anticipation of a charge from an opponent. When the charge actually comes the character automatically gets an attack at +25% before the charging character gets their attack. If the character makes any other action or reaction before the charge, the weapon becomes 'unset'.

Making Close Combat Attacks

1 Making the Attack: To attack, the player simply rolls 1D100 and compares it to the character's Close Combat skill. This may be modified for the specific situation or special attack, such as a Great Attack for example, being attempted.

If a character rolls equal to or lower than their Close Combat skill, they have their target.

If a character rolls greater than their Close Combat skill, they have missed their target.

2 Target Reaction: If the enemy chooses not to or can not React against the attack then this attack is unopposed. Move straight on to Damage Resolution.

If the attack is opposed, the defender makes a Dodge or Parry (see "Defensive Reactions" on page 74).

3 Damage Resolution: If the attack is successful, damage is rolled. Each weapon has its own Damage score, to which is added the attacker's Damage Modifier in order to determine the total damage being dealt.

If the defender is armoured then the armour will absorb some of this damage. Reduce the attack's damage by the armour points (AP) of the defender's armour.

4 Damage Application: Apply any remaining damage to the defender's hit points.

Close Combat Situational Modifiers

Situation	Skill Modifier
Target is helpless	Automatic Critical
Target is prone or attacked from behind	+25%
Attacking or defending while on higher ground or on mount	+25%
Attacking or defending while prone	-25%
Attacking or defending while on unstable ground	-25%
Attacking or defending while underwater	-50%
Defending while on lower ground or against mounted foe	-25%
Fighting in partial darkness	-25%
Fighting in darkness	-50%

Combat Results

Note Combat is not an Opposed Roll. Attacker Rolls first and if they hit the Defender may or may not get to make a Defensive Reaction to protect themselves. The Following table summaries all the outcomes for quick reference.

Attacker's Combat Action	Defender's Reaction	Result
Fumble	No need to roll	Attacker fumbles.
Failure	No need to roll	Attacker fails to hit defender.
Success	Fumble	Attacker hits, defender takes damage rolled minus armour points and fumbles.
Success	Failure	Attacker hits, defender takes damage rolled minus armour points.
Success	Success	If dodging defender avoids the attack. If parrying then if attacker's weapon smaller or equal in size to defender's weapon all damage avoided. If parrying weapon is a rank smaller half damage, if two ranks smaller then no damage can be avoided.
Success	Critical	Defender avoids attack and takes no damage. If parrying the weapon size penalty does not come into it.
Critical	Fumble	Attacker does maximum damage and ignores defender's armour. Defender fumbles.
Critical	Failure	Attacker does maximum damage and ignores defender's armour.
Critical	Success	Attacker does maximum damage and ignores defender's armour.
Critical	Critical	Attacker hits, defender takes damage rolled minus armour points.

UNARMED COMBAT ACTIONS

The character can make a single Unarmed Combat Attack with the express intent of either, Striking, Holding or Throwing their opponent.

Making Unarmed Combat Attacks

1 Making the Attack: The attacker declares their intent to either Strike, Hold or Throw before making the attack. Roll against Unarmed Combat skill to determine if the attack is successful.

2 Target Reaction: If successful the opponent may use their Dodge or Close Combat Parry as a reaction to avoid the attack or use Unarmed Combat as their Reaction.

3. Resisting using Unarmed Combat: If they successfully used Unarmed Combat as a Reaction, the opponent can either decide to avoid the attack OR if they haven't used their action this round they may counter attack and immediately apply the effects of a Strike, Hold or Throw on the Attacker.

4 Damage Resolution: If the opponent's reaction fails then the Attacker may inflict one of the following effects on their opponent:

Strike: They inflict their Unarmed Damage (usually Fist/Kick of $1d3 + \text{Damage Modifier}$) minus any armour that their opponent is wearing.

Hold: The opponent is held. They may attempt to break free once per round as their action. An opposed Unarmed Combat roll is used to resolve. At the end of each round that the opponent is held, including the first, the attacker may inflict damage of $1d4 + \text{Damage Modifier}$. Armour does not help

Throw: The opponent is thrown 2 metres and suffers Damage equal to the Attacker's Damage Modifier. Armour does not help. The grapple ends in this case.

RANGED COMBAT ACTIONS

Ranged Combat Attack: The character can make a single ranged combat attack. As well as a normal attack, there is the following special attacks.

Aim: Every round spent aiming adds a +25% bonus to the character's Ranged Combat skill. This bonus only applies to the first attack the character makes with the weapon, which must be fired at the target being aimed at. A character can take no other Reaction while aiming without losing the aim bonus.

Throwing Close Combat Weapons

If a close combat weapon that isn't designed to be thrown is hurled at an enemy then it has a range of 8m and suffers a penalty to the attack equal to its -25%. The character's Ranged Combat skill is used to make the attack.

Using Ranged Weapons

All ranged attacks are handled in same manner as close combat attacks, with the following exceptions:

Charging: Ranged attacks may not be used as part of a Charge (see “Movement Combat Actions” on page 72).

Loading Ranged Weapons: Most ranged weapons only take a single combat round to ready. Others take more than one combat round to reload. See “Ranged Combat Weapons” on page 55 and consult the weapon’s Rate of fire.

Range: A target within the weapon’s range may be attacked without penalty. A target within double the weapon’s range may be attacked, but the attacker’s weapon skill modified by -25%. Attacks cannot be made at a distance beyond twice/double the weapon’s range.

Dodging and Parrying: The target may attempt to Parry or Dodge a hand thrown ranged attack but may not normally Dodge or Parry ranged missile weapons (such as Bows and Crossbow fire). Shield-carrying characters may attempt to Parry hand thrown missile weapons if the target is aware of the attack (see “Using Shields Against Ranged Attacks” on page 79).

Cover

Cover affects both ranged and close combat attacks. For missile attacks the defender benefits from the best of the shield modifier in the table above and the cover modifier below.

Partial cover -25% For example a low wall that leaves only head and torso exposed.

Very good cover -50%: For example Defender on a castle wall, firing from protected battlements.

Virtually total cover -75%: For example castle wall with arrow slits for defenders to shot through.

Ranged Attack Situational Modifiers

Situation	Skill Modifier
Wind I	
High wind	–25%
Fierce wind	–50%
Hurricane	Attack automatically fails
Target Movement ^I	
Target has moved 10m or more since attacker's last Combat Action	–25%
Target has moved 30m or more since last Combat Round	–50%
Target Visibility ^I	
Target obscured by smoke, mist or is in partial darkness	–25%
Target obscured by thick smoke, fog or is in darkness	–50%
Target is above SIZ 20	+25%
Target Condition ^I	
Target is helpless	+25%
Target prone	–25%
Attacker Condition ²	
Attacker is prone	–50%
Attacker is underwater ³	–25%
Attacker is on unstable ground	–25%
Attacker is blinded	–50%

1. Modifiers within these sections are not cumulative. However, modifiers from different sections are cumulative. Therefore, shooting at a target within a mist that has moved more than 10m since the attacker's last Combat Action imparts a –50% penalty.

2. Attacker condition modifiers are cumulative.

3. Only thrown weapons may be used underwater. Bows and other projectile weapons will automatically miss if fired underwater.

Firing into a Crowd

When firing into a crowd, the Games Master will determine how much cover the target has from the ranged attack. The ranged attack is then resolved as normal for a target behind cover.

If the attack fails to hit the target and succeeds against the unmodified attack skill, the firer has hit one of the individuals adjacent to the target chosen by the Games Master. The accidental target may dodge against this attack as normal.

MOVEMENT COMBAT ACTIONS

In any Combat Round a character may move a distance up to their Movement Rate without it counting as a separate Combat Action. This allows them to move about and change opponents quite freely.

The following types of movement are counted as Combat Actions.

Change Stance: The character may stand up from prone, or vice versa.

Charge: If a character can move a minimum of five metres towards his opponent, then he can make a charge. They may move a distance up to - but no more than - twice their Movement Rate. This must be in a straight line and they must end up adjacent to an enemy. When the move is complete, a close combat attack may be made against the enemy. If the attack is successful, the character gains a bonus of +1D6 damage. Characters may not charge uphill and gain the damage bonus.

Retreat: A character decides to escape the combat. See “Disengaging from Combat” on page 64

Sprint: The character may move a distance up to twice their Movement Rate, forsaking their attack and only being able to dodge as defensive reaction.

OTHER ACTIONS

Cast Spell: Spells take effect when they are cast on an order determined by INT instead of DEX.

Delay: A character may pause to assess the tactical situation around him.

If a delaying character merely wishes to act after a specific character has acted, they wait until that character has finished their Combat Action.

If a delaying character wishes to interrupt a specific character's action as it occurs, the character must make an Opposed test appropriate to his interrupting action (a weapon skill test if the character wishes to attack, for instance). Whoever wins the test acts first.

Intimidate/Persuade: The character tries to get the other side to surrender or flee. This can either be targeted at a single enemy or a group. Make an Opposed Roll using the character's Influence vs. the enemies' Persistence, modified as listed below. Groups roll once using the Persistence of the group leader. If the group

leader's Influence skill is higher than his Persistence, then they may use that skill instead. Apply the following modifiers to the enemy's skill depending on the state of the enemy.

+50% if the enemy is still at full strength, or has only taken some minor wounds.

+25% if the enemy out numbers the player's side, but have had at least 25% losses either in numbers or hit points.

-25% if the enemy is fewer than the player's side and has taken some wounds.

-50% if the enemy has taken more than half hit points in wounds and/or has seen half his group incapacitated by the players.

Note: these modifiers are not cumulative. Apply the one that best describes the situation.

If the enemy is at full strength and/or outnumbered the player characters then only a critical roll for Influence vs a failed Persistence roll will make them surrender. A fumbled Persistence roll will see the enemy suddenly rout.

When the player is attempting the roll they must declare whether they are targeting the whole group or singling out an individual. The Games Master has the final say on who is targeted and if attempt is possible at all.

For example: Rurik is fighting a group of four goblins, one of whom he has already badly wounded while the other three are still at full hit points.

If he decides to single out the wounded Goblin, then the Goblin's Persistence roll to resist Rurik's taunting and the resultant urge to flee will be at -25%. If he decides to target the whole group, which as a whole is undamaged and outnumbers him, then the Goblins will be at +25% to their Persistence.

The character need not speak the same language as the opponent they are trying to Influence, but they must be capable of some sort of sign, gesture or body language that the opponent is capable of understanding.

Changing Weapons: Changing weapons eg. from a bow to a sword, takes one combat round. If parrying a Close Combat attack while changing weapons, the character may do so at -25%. They may Dodge without this modifier.

Skill Use: The character performs one action which requires the use of a skill, such as opening a locked door with the Mechanisms skill.

DEFENSIVE REACTIONS

Reactions are declared after a successful attack has occurred but before its effects are applied.

There are two types of Reaction – Dodge and Parry.

Parries can be made against Close Combat attacks using Close Combat Weapon Skill or Unarmed Combat Skill.

Shields can also be used to parry missile attacks, as outlined “Using Shields Against Ranged Attacks” on page 79).

Dodges can only be made against close combat attacks and hand thrown missile weapons providing the target is aware of the attack. Dodge can also be used as a reaction, if still available, to avoid the damage of spells such Lightning Strike, which are projected at the defender. See the appropriate spell descriptions in the Magic chapter for more detail.

You can defend as many times that you want, but you get a cumulative -25% modifier for every defense after the first.

For example: Rurik is being attacked by four Orcs, three of which hit. The first Orc he parries at his full Close Combat Skill of 55%. The Second Orc he parries at 30% (55%-25% for the attack of the second orc). The last Orc he parries at 5% (55%-50% for the second orc and third orc).

Dodge

When an attacker successfully hits, the defender may choose to Dodge as their reaction, in order to avoid damage.

Procedure:

1. The defender rolls against their Dodge skill.
2. If the defender succeeds then they have successfully avoided the attack.
3. If they fail they take damage as normal.
4. If they fumble they take Maximum Damage from the attack.
5. If dodging against a Critical Hit, then if the defender rolls a critical on their dodge they reduce the attacker's critical to a normal success. If the defender fails their Dodge against a Critical Hit, the attacker does maximum damage and ignores defender's armour.

Parry

When an attacker successfully hits, the defender may choose to Parry with a weapon or shield as his reaction to avoid damage.

Procedure

1. The defender rolls against their Close Combat skill.
2. If the defender succeeds then, depending on the relative weapons used, they may be able to reduce or remove all from the rolled damage. Weapons are rated in the following size categories: Light, Medium, Heavy and Huge. Weapons need to be of the same category or larger to block all damage. If the defending weapon is one category less they block half damage. If two categories less they cannot block the damage.
3. A critical parry against a normal success deflects all the damage regardless of size category. If, parrying against a critical hit, the defender rolls a critical on their Close Combat skill roll then they reduce the attacker's critical to a normal success.

What's the Difference Between Parry and Dodge?

Mainly down to a matter of combat style and Parrying has the advantage that it is based off the same skill that is used to Attack with, so for the purposes of skill advancement it is easier to advance Close Combat or Unarmed than Dodge with a separate Combat skill. But remember that Dodge can be used to avoid falling rocks, traps, etc., so should not be neglected too much.

SPECIAL RESULTS

Critical Hits

Every attack skill a character possesses has a critical score. A critical score is the attack skill's score, divided by ten, and rounded to the nearest whole number. It represents a lucky and effective hit in a unprotected area of an opponent.

If the D100 attack roll is not only lower than the attack skill, but also equal to or lower than the character's critical score with that skill, then the attack is considered a critical hit.

A critical hit automatically causes maximum damage for the weapon and maximum Damage Modifiers. If the character has a negative damage modifier (i.e. -1D4 or -1D6) it is not rolled for a critical hit. Critical hits also ignore armour.

For example: Rurik with his 55% Close Combat, rolls a 05, which is a critical! He is wielding a Longsword with a damage of 1D8 and has a damage modifier of 1D6. He is fighting a heavily armoured Knight, who has the latest Plate Mail armour (AP 6). However this Armour is completely ignored as Rurik's sword slides through a gap in the plates doing a devastating 14 points of damage (8 from the sword and 6 from the damage modifier).

A critical hit is made into a normal hit by a critical parry or critical dodge. Then is damage is rolled by the attacker as normal and the defender's armour counts.

Fumbles

Conversely if an attacker or defender fumbles, the character has been put at a severe disadvantage. It is up to the Games Master to determine how, dependent on the situation. Here are some examples.

- Grievously hurt self or nearby friend with weapon. Roll damage and ignore armour.
- Trip over and fall prone.
- Confused, miss one combat round.
- Armour or shield strap breaks, lose armour protection.

DAMAGE

When a character successfully scores damage against a target it must be deducted from the target's hit points. Every weapon has a damage rating, which is listed in its statistical entry in the relevant weapon table in the Equipment chapter. This rating is the amount of dice rolled when the weapon successfully hits a target. The attacker's Damage Modifier is usually added to this.

All damage is taken away from Hit Points.

Hit points equal zero. The character is dead. In the grim and gritty world of OpenQuest combat there is no chance to make farewell speeches. You can spend Hero Points however to avoid death.

Major Wounds (Optional)

If the character takes half of their original Hit Points in one go then they suffer a major wound. This represents badly mangled limbs, shattered bones and severely damaged internal organs. Roll on the Major Wound Table below to see what type of wound the character has suffered. They must immediately make a Resilience roll, with a -50% modifier, or fall unconscious. If the test is successful then the character's DEX is immediately halved and the character may only fight on for as many combat rounds as their remaining hit points before failing unconscious. This is in addition to any effects described below. The effects of major wounds are permanent, unless healed magically. The halved DEX is regained once the character starts to heal, since it represents the shock and trauma of the wound.

Major Wound Table

Roll D10	Major Wound
1	Lose an eye, all Perception rolls become -50%, lose 4 points of DEX, 1 point of CHA permanently.
2	Cracked skull, brain damage. Lose 4 points of INT. All skills involving mental processes become -25 permanently. This includes Perception, Persistence, and all Lore, Culture, Religion and Craft skills.
3	Right Leg muscles badly cut/mangled or leg bone shattered and becomes useless. Fall prone, can only crawl at 1m per round. Lose 2 points of DEX and 2 points of STR permanently.
4	Left Leg muscles badly cut/mangled or leg bone shattered and becomes useless - fall prone, can crawl at 1m per round. Lose 2 points of DEX and 2 points of STR permanently.
5	Broken ribs, all skills become -50%, due to severe pain.
6	Slashed stomach. Lose one extra hit point per round from blood loss. Lose 3 points of CON permanently.
7	Heart stops in shock! Lose consciousness for the next D10 combat rounds, falls prone and cannot move. Lose 2 points of CON permanently.
8	Spine broken. The character permanently paralysed below the neck (odd result on dice) or the torso (even result on dice). Half DEX permanently.
9	Left arm badly broken and becomes useless permanently. Automatically drop any held items.
10	Right arm badly broken and becomes useless permanently. Automatically drop any held items.

SPECIAL COMBAT RULES

Combat Skills Greater than 100%

A character with over 100% in any of the Combat Skills can split his skill to perform multiple attacks.

For combat attacks at over 100% in the weapon skill the number of attacks and the allocated % of each one must be declared at the start of the combat round. Any allocation of split is allowed. For example Murgan the Mighty with an Close Combat skill of 120% can split it 90% /30% or make four attacks at four opponents in range at 30% each.

Divide the character's DEX by the number of attacks to find when attacks occur in the DEX sequence. First attack is at normal DEX and then subsequent attacks are at intervals of DEX divided by the number of attacks.

For example Murgan the Mighty with a DEX 10 splits his attack to make two attacks. Therefore the first attack occurs at DEX 10 and the second at DEX 5.

Ganging Up (Optional)

This is an optional rule for speeding up combats involving largish groups of combatants. I've also run the numbers, and it doesn't distort the averages too much in terms of numbers of successful hits in a round.

The idea is to combine a several combatants into a group with a single attack check., using the average Skill rating as the base Skill For every number above one in a group, the attack roll has a +10% bonus.

A basic success on an attack skill roll inflicts damage unless parried as normal. Of course, it is possible for more than one person in a group to hit and inflict damage. The number of hits (if the roll succeeds) depends on the number rolled.

Modified Skill	Number of hits
01-25%:	1 hit
26%-50%:	2 hits
51%-75%:	3 hits
76%-100%:	4 hits

Avoid combining so many people in a group that the chances exceed 100%. Further, the maximum number of hits should be capped at the number in the group. The attacks can be split amongst those opposing the group as desired. Groups do not inflict critical hits.

A group has a pool of Hit Points, equal to the total hit points of its members. All damage is inflicted against this total. Every time a group loses a number of

hit points equal to the hit points of one member, it loses one member. Attacks against a group are parried as normal, at the usual chances (no bonuses).

Mounted Combat

A mounted warrior has a +25% bonus to his attacks and parries against adjacent opponents on foot; a character on foot defending against a mounted attacker suffers a -25% penalty to his Reaction skill. These modifiers do not apply if the target on foot is as tall as the mounted character is while mounted.

A mounted character uses his mount's Movement Rate when moving rather than his own.

A mounted adventurer can use no weapon at a skill level greater than his Riding skill score.

Untrained Mounts

The rider of a mount unused to combat must make a Riding Skill test at the start of each Combat Round.

Failing this test will cause the horse to automatically use the Flee Combat Action at the first opportunity for the remainder of the Combat Round.

Succeeding this test allows the horse to be treated as a trained mount for the remainder of the Combat Round.

Two Weapon Use

A character wielding two weapons or a weapon and a shield may use the off-hand item to either:

Parry one additional attack per Combat Round (over and above the normal Reaction allowance)

OR

Gain a single bonus Close Combat Attack action. This bonus attack is at -25% Close Combat Skill. The second attack occurs at half the character's DEX in order of combat. Also this may only be a normal Close Combat Attack, not an All Out Attack, Disarming Attack or a Great Attack.

For example a warrior armed with sword and shield, can attack with the sword normally and then follow this up immediately with a shield bash at -25% to the shield attack.

Using Shields Against Ranged Attacks

Shields can be used to defend against Ranged Attacks as long as their users are aware of the attack.

Parrying Thrown Missiles

Heavy and Huge Shields can be used to parry incoming thrown ranged weapons, such as spears.

As Cover against Missiles

Medium Shields and up provide cover against missile attacks when set against them. The defender set their shield against the onslaught of missile fire, delaying their action until the missiles have stopped firing. Medium Shields give a -25% penalty to incoming Ranged Attacks, while Large Shields give a -50% penalty due to cover.



CHAPTER 6 OTHER RULES

IMPROVING CHARACTERS

Awarding Improvement Points

These are a measure of how the character grows with experience. The more experiences that the character has during a Quest the more improvement points they will earn by the end of the session. Improvement points are spent by players to increase and add new skills and spells (see Improving Characters below).

- For each session that the character played in **1 point**.
- For being the person who pushes forward the plot at a crucial point in the story **1 point**.
- For being the Player who helped everyone have the most fun **2 points**.
This is determined by a vote amongst the players and Games Master.

Hero Points

In an average Quest, each character should also receive two Hero Points. This can be modified if the character performed particularly poorly or heroically, giving a range of between zero and four Hero Points awarded.

Spending Improvement Points

Improving Skills

A player can choose to spend one improvement point to increase one known skill.

Select the skill to be increased and the skill increases by +5% points.

There is no limit to the score a skill can reach.

Improving Characteristics

A player can choose to spend three improvement points to increase one Characteristic by one point.

SIZ may never be increased using improvement points.

The maximum a human character can increase a Characteristic to is 21. For non-humans, the maximum for a Characteristic is equal to the maximum possible starting score for the Characteristic plus three.

Summary of Improvements

Cost	Improvement
1 improvement point	+5% to Skill
3 improvement points.	+1 to any Characteristic except SIZ
1 improvement point per Magnitude	Learn a Battle Magic spell (see Chapter 7 Battle Magic)

Improving Outside of Quests: Practice & Research

The characters may often experience long stretches of 'downtime' between Quests. This is quite normal. Group members may need to heal from wounds suffered during the last Quest, the characters may engage in some activity that takes time, or life may simply return to normal until the next danger to face the player characters appears.

During such downtime the characters may improve their characters. The players might actually request downtime between Quests to learn new skills and it is up to the Games Master to determine if this is appropriate.

For each three month period of practice or research a character may gain 1 Improvement Point.



QUESTING SPOT RULES

This selection of rules is designed to deal with individual situations that may crop up throughout the game. Two of these rules are optional: encumbrance and fatigue. These two rules govern ongoing situations that crop up continually in a Quest, but which the Games Master and players may not want to be a feature of their games. Use them if you wish.

Travel

Daily travel rates

Type	Rate km/day	Notes
Hiking	50km	Ten hours of steady walking on road or path with no wagons or animals. Need to make Fatigue Test at the end of the Hike to avoid becoming Fatigued.
Marching	60 km/day	Marching in organised groups for ten hours, with the aim of being ready to fight at the end of the day.
Riding	90 km	Moving at a walk possibly accompanied by pack animals and wagons.

The above is based on average move rates. If you need to precisely determine which of two groups reached a destination first, use an Opposed Athletics (for walking) or Riding test.

Modify the above rates by the effect of the terrain being crossed.

Terrain	Effect on movement rate
Road/Path	100 % of normal rate
Light brush	80% of normal rate
Medium scrub/Light woods	70% of normal rate
Heavy woodland	50% of normal rate
Rolling hills	70% of normal rate

Illumination & Darkness

Environment is...	Example	Effects
Brightly Illuminated	Blazing summer day.	None.
Illuminated	Heavily candlelit room, overcast day, within radius of illuminating item.	None.
Partial Darkness	Cavern mouth, misty day, within 3x radius of illuminating item (see below).	-25% to vision-based Perception tests.
Dark	Large cavern illuminated only by embers, foggy day, within 5x radius of illuminating item.	-50% to vision-based Perception tests. Movement Rate halved.
Pitch Black	Sealed room with stone walls, cavern many miles underground, mountaintop whiteout, shrine holding a rune of Darkness.	Perception tests reliant on vision become near impossible, as are ranged attacks. Close combat attacks are at -75%. Movement rate a quarter of normal.

ILLUMINATING ITEMS

Example	Radius
Candle or embers	1m
Flaming brand or lantern	3m
Campfire	5m
Bonfire	10m
Light spell	10m, but unlike natural light sources, the Light spell only illuminates a 10m radius and does not provide partial darkness or darkness to areas beyond this radius.

Dark Sight

This allows the character to treat pitch black conditions as if dark. Normally possessed by subterranean or darkness aligned creatures.

Night Sight

This ability allows the character to treat partial darkness as illuminated and darkness as only partial darkness. This is normally possessed by nocturnal creatures.

Fatigue (Optional)

Combat, sprinting, climbing, swimming against a strong current, are all examples of when a character can become fatigued and tired.

If the Games Master thinks that a character has been engaged in an activity that may have drained him of physical energy, then they may call for a Resilience roll. If the character fails the roll they suffer the effects of Fatigue (see below).

For example: Rurick has just been in a long, ten round, combat against a group of bandits. Although he has emerged victorious, the Games Master rules that Rurik's player must successfully roll against Rurik's Resilience of 30% or become Fatigued.

This test is usually made after the activity has been completed, unless the activity is long and drawn out and there is a real danger that Fatigue will stop the task being completed successfully. For example, on a long hard march the characters are pressing on ahead so that they can reach a fort before an enemy army arrives there. In this case there is a real danger that they will arrive not only too late but tired and worn down.

The Effects of Fatigue

If a character fails the Resilience test then they become fatigued. All skill tests are at -25%. Also movement rate drops by a quarter. The character also becomes sluggish, DEX and INT are each reduced by three points for the purposes of determining order in Combat.

If the fatigued character insists on engaging in heavy activity, such as combat, heavy labour or running, then another Resilience roll is made at -50%. If the character fails this second skill test they become heavily fatigued and all the above penalties are doubled.

If a character fumbles any of their Resilience rolls, then they immediately fall unconscious for 3D6 minutes and upon waking are still fatigued.

Recovering From Fatigue

A character who completely rests for 20-CON hours will remove the effects of any Fatigue.

A Vigour spell (see Battle Magic) will also remove the effects of Fatigue.

Exposure, Starvation and Thirst

A character can normally survive for a number of hours equal to his CON before suffering from exposure.

A character can survive for a number of days equal to his CON before becoming starved, though after three days they will begin to suffer a -25% penalty to Fatigue tests.

A character can survive for a number of hours equal to his CON x 2 before

becoming chronically thirsty, though particularly arid environments may reduce this to $CON \times 1$ or even $CON \times 1/2$. Whenever a character is suffering from exposure, starvation or thirst, the Fatigue test penalty immediately doubles to -20%. In addition, the character will automatically suffer one D6 of damage every day, for every condition he is experiencing. Natural or magical healing will not heal this damage – only sufficient shelter, food or water can remedy the problem and allow natural or magical healing to take place.

Healing

Healing can be performed in one of three ways – using the First Aid skill, a magical spell, or through natural healing, resting while the injuries heal themselves.

Natural Healing

A character with minor injuries regains $CON/4$ (round up) hit point per 24 hours, as long as the character does not engage in anything more than light activity.

If you use the optional Major Wounds rule, then natural healing will not help a character who has suffered a Major Wound. A Major Wound requires treatment with a successful Healing test or magical healing. Once this is done Major Wounds heal at a rate of one hit point per day, as long as the character does not engage in anything more than light activity, and the character succeeds a daily Resilience test.

Magical Healing

However magical healing is achieved, whether from a spell, prayer or potion, it has an instantaneous effect.

In addition to the restoration of hit points, any character suffering a Major Wound that receives even a single hit point restoration through magical healing will immediately stop bleeding and is healed sufficiently to benefit from natural healing.

If a character has been knocked unconscious due to a Major Wound, the restoration of a single hit point to the wound that caused the unconsciousness will revive the character.

Unless specifically stated, magical healing cannot re-attach severed limbs or revive the dead.

Encumbrance (Optional)

Every piece of equipment in the Equipment chapter has an Encumbrance (ENC) score, apart from those items that are too small or light. Characters can usually ignore the effects on Encumbrance that these light items have until they start to carry a lot of them – assume that an average of 20 such items will equal 1 ENC, on the basis that the character has a suitable means of carrying them, such as a sack or backpack.

A character can carry equipment whose total ENC is less than or equal to his STR+SIZ without penalty.

Encumbrance is a measure of not only weight but also bulk of the item, reflecting the awkwardness of handling the item. Roughly 1 ENC is equal to 1/4 of a SIZ point.

Overloading

A character carrying total ENC greater than his STR+SIZ is Overloaded.

Overloaded characters suffer a –25% penalty to all tests that require physical actions, including Weapon skill tests and most tests that have DEX or STR as a Characteristic.

Overloaded characters have their Movement halved. They also suffer a –25% penalty to all Fatigue tests.

A character cannot carry more than twice his STR+SIZ in ENC.

Falling

A character that takes damage from a fall ends up prone. Armour points do not reduce falling damage.

A character takes 1D6 damage per full 3m fallen.

As long as the character was not surprised, they may attempt an Athletics test to mitigate falling damage. A successful test allows the character to treat the fall as if it were two metres shorter than it actually is. In addition, as long as this test is a success and the character is not reduced to 0 hit points due to the fall, the character lands safely and is not prone. If the roll is a critical then miraculously no damage is taken. If the roll is a fumble then the maximum possible damage is taken.

Characters falling onto soft surfaces may have the distance they fall effectively halved for the purposes of damage.

Suffocation

While underwater or moving through a poison gas cloud a character can hold his breath for a number of Combat Rounds equal to his CON. .

Once a character has surpassed the time for which he can hold his breath, he must make a Resilience test every round with a cumulative –10% penalty. If he fails, he automatically starts inhaling the suffocating substance.

Suffocating Substance

Substance Inhaled	Damage Taken
Water	2D6
Vacuum	2D6
Thick Smoke	1D6
Poison Gas	Character is exposed to the poison. If the gas is also a thick smoke, then 1D6 damage is incurred in addition to the poison's effect.

Armour points do not reduce suffocation damage. The damage will only cease once the character can draw breathable air once more. Even then, the character will require a Resilience test to be able to do anything other than wretch or gasp for breath for 1D4 Combat Rounds.

Burning

The amount of damage per Combat Round suffered from fire or heat will depend on its intensity, as shown on the Fire and Heat table. Metal armour, such as Plate or Chain mail, does not subtract from the rolled damage.

Fire and Heat

Damage Source	Example	Damage per Combat round
Flame	Candle	1 point
Large Flame	Flaming brand	D4 points
Small Fire	Camp fire, cooking fire	D6 points
Large Fire	Scolding steam, large bonfires, burning rooms	2D6 points
Inferno	Lava, inside a blast furnace	3D6 points

Poison

Plants and creatures have developed poisons as a method of protecting themselves against predators. They are also used by assassins and wrong doers of all kinds to murder their victims.

Every type of poison has the following information detailed:

Name: The poison's name. Also, if the poison is magical in nature, it will be mentioned here.

Type: Lists whether the poison is ingested, used on a weapon, or inhaled.

Delay: The time between the poison's introduction to a character, to the time its effect takes hold.

Potency: This is a number between 10 and 100 that measures the strength of a poison. Some magical poisons, like Basilisk Venom, have even higher Potencies. A character must make an opposed Resilience test versus the poison's Potency test in order to avoid or mitigate the damage of the poison.

Effect: Usually hit point damage, though this is not universal. Some poisons cause a character to sleep for a period of time. More exotic poisons may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above.

Duration: How long the poison, if effective, will affect the victim. The effects of the poison cannot be removed or healed until the poison itself has been neutralised or has dissipated in the victim's system. Hit point damage caused by poison will not automatically heal – it must be healed through magical or natural healing.

Poison Succeeds, Character Fails

If the poison succeeds its Potency test and the character fails his Resilience test, the poison has its full effect.

Character Succeeds, Poison Fails

If the character succeeds his Resilience test and the poison fails its Potency test, the poison has no effect.

Both Poison and Character Succeed

Whoever rolled the highest in their test wins.

Both Poison and Character Fail

Whoever rolled the lowest in their test wins.

Here is an example poison, that of the fearsome snake haired Gorgon.

Gorgon Serpent Venom

Type: Ingested or smeared

Delay: 1D3 Combat Rounds

Potency: 34

Full Effect: 1D3 hit point damage applies –3 penalty to victim's CON

Duration: 6D10 minutes

Disease

Disease is a source of threat in fantasy worlds, either from fantastic diseases that ravage the land from time to time or those caused by Disease Spirits.

Every type of disease has the following information detailed:

Name: The disease's name. Also, if the disease is magical in nature, it will be mentioned here.

Type: Lists whether the disease is spread through contamination, touch or is airborne.

Delay: The time between the diseases introduction to a character; to the time its effect takes hold. It is also the time following disease contraction that a victim will be forced to make follow-up opposed disease tests.

Potency: This is a number between 10 and 100 that measures the strength of a disease. Some magical diseases, like the shining plague, have even higher Potencies. A character must make an opposed Resilience test versus the disease's Potency test in order to avoid or mitigate the damage of the disease.

Effect: Usually hit point damage, though this is not universal. Many diseases will apply a penalty to Characteristics or skills. More exotic diseases may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above.

The effects of the disease cannot be removed or healed until the disease itself has been neutralised or has dissipated in the victim's system. Hit point damage caused by disease will not automatically heal – it must be healed through magical or natural healing.

Disease Succeeds, Character Fails

If the disease succeeds its Potency test and the character fails his Resilience test, the disease has its full effect.

Character Succeeds, Disease Fails

If the character succeeds his Resilience test and the disease fails its Potency test, the disease has no effect.

Both Disease and Character Succeed

Whoever rolled the highest in their test wins.

Both Disease and Character Fail

Whoever rolled the lowest in their test wins.

Unlike a poison, diseases will progress if a character does not resist its effects. Once the first opposed test is failed by the victim, they will have to make an additional opposed test (after an amount of time determined by the disease's delay statistic).

If the victim succeeds this second opposed test, he has overcome the worst of the disease and will no longer suffer its effects, other than remaining hit point damage, after a while. Use the disease's delay statistic to determine how long this takes.

If the victim fails this second opposed test, he falls deeper into the disease. Apply all of the disease's effects again to the character. Once the delay period has elapsed once more, the victim will have to make a third opposed disease test, and so on.

Here are two examples of diseases, one a normal mundane disease and one that is magical.

Example Diseases

Name: The Shakes.

Type: Touch.

Delay: 1-2 days.

Potency: 50.

Effect: This flu like disease renders its victims in a cold and constantly shaking state, during which DEX is halved. Also for each day that the victim suffers from the Shakes they take 1D6 hit points of damage.

Name: Melting Disease (Magic)

Type: Contamination.

Delay: Immediate

Potency: 23

Effect: This disease only occurs in areas where there have been large discharges of magic, such as when two powerful Magi have been fighting each other and caused the strands of reality to temporarily bend and warp. The effected starts melting, losing two points of CON, STR and DEX per day.

Inanimate Objects

All inanimate objects have armour points and hit points. Except in the most unusual of circumstances, attacks on inanimate objects will automatically hit – characters simply need to work out how much damage they deal.

The object's armour points will be deducted from any damage dealt as normal, with the remainder being applied to its hit points. Once an object's hit points have been reduced to zero, it is smashed and useless.

Inanimate Objects

Object	Armour Points	Hit Points
Boulder	4	40
Castle gate	4	120
Castle wall (2m section)	5	250
Hut wall (2m section)	2	15
Iron door	4	75
Wooden chair	2	6
Wooden door (normal)	2	25

CHAPTER 7 BATTLE MAGIC

Of all the approaches to magic, Battle Magic is the most commonly available. In some settings every adult will know a few spells relevant to his or her trade.

The most frequently encountered spells, making up the majority of the spell list, are those that relate to combat, hence the name given to this approach to magic. Despite the name, not all the spells in this group are directly applicable to physical combat, there are a fair few that will aid the wily charmer and golden tongued manipulator.

MAGIC POINTS

All characters start play with Magic Points equal to their POW Characteristic score. A character's POW score also acts as a maximum limit to the amount of Magic Points a character can store at any one time.

Magicians can have access to additional pools of Magic Points, using magic items that act as Magic Point Stores (see Create Magic Point Store). However, these pools regenerate, if at all, independently of the character's natural rate (see below). Experienced Battle Magic users will have several Magic Point stores at their disposal, which allows them to cast many of their spells without using their own precious pool of Magic Points.

A magician who is reduced to zero Magic Points falls unconscious until he has regained one Magic Point.

Regaining Magic Points

Using Magic Points is a draining and exhausting activity that requires a major effort from which the body needs to recover. Magic Points regenerate once the character fully rests, either by sitting down and taking it very easy or by having a good nights sleep.

For every two hour period that a character rests they regain Magic Points equal to a quarter of their POW total.

For example Rurik, with a POW of 8, takes two hours of rest to regain two Magic Points, four hours to regain four Magic Points, six hours to regain six Magic Points and eight hours to regain the full eight Magic Points.

Basically, if the character has a comfortable uninterrupted sleep of eight hours they will regain their full magic points.

Characters may never exceed their original Magic Point total by resting.

LEARNING BATTLE MAGIC CASTING

Battle Magic Casting is treated as a skill. The base chance for Battle Magic Casting is $POW \times 3$. Spells are learnt separately, but the Battle Magic Casting skill determines the success for casting all Battle Magic spells. Under the default rules all player characters gain Battle Magic Casting skill at base and 6 points of Magnitude of spells during character generation.

GAMES MASTER'S ADVICE

WHEN TO ASK FOR A BATTLE MAGIC CASTING TEST

Taking the above rule into consideration, most of the time the Games Master will only call for a Battle Magic Casting test when the caster has been put on the spot in a moment of tension, where it is important whether the spell works or not. This is usually during combat or, if using magic such as Golden Tongue, to help with an Influence test in social situations.

When the situation is much more relaxed then there is no need to call for a Battle Magic Casting test. Therefore, after combat, a character that is using Heal 2 to heal injured members of his party, does not need to roll for each casting. Instead they simply heal the damage and takes off the magic points.

WHY DO SOME OF THE SPELLS BREAK OPENQUEST'S BIG BONUS RULE?

Some of the Battle Magic spells listed below give a bonus of +10% per point of Magnitude, which is well below +25%, the minimum modifier normally handed out. This is because such spells start small and end up big. So, a Weapon Enchant 1 spell gives a +10% bonus, but within two Magnitudes, at Bladesharp 3, it gives a +30% bonus. It's an inbuilt feature of Battle Magic that it starts off small, the low level magic of street diviners and local wise women, and ends up big, as the magic of spell slinging heroes.

LEARNING BATTLE MAGIC SPELLS

Characters learn Battle Magic from other characters who know the spell. It costs one Improvement point per Magnitude point to learn a Battle Magic Spell. Improvement Points are covered on page 75. If a character knows a spell at a lower Magnitude, they only have to pay the difference in Improvement Points to gain the spell at a higher Magnitude.

For example Rurik already knows Weapon Enhance at 2 Magnitude. He wants to learn Weapon Enhance 3, so he must spend only spend one Improvement Points to gain the spell at that Magnitude.

Of all the approaches, Battle Magic is the least powerful, but it is the easiest to obtain.

Battle Magic can be learnt from a number of sources.

- From local folklore and tradition - families hand down spells and the local wise woman can teach healing spells to good members of the community.
- From remote hermits and otherworldly Shamans who commune with the Spirit World and learn it's secrets.
- From local priests who teach Battle Magic associated with their gods' mythological exploits.

In each case the player character must be in good standing with the teacher before they will teach them the spell. If the teacher is indifferent to the player character to start with then they will first need to undertake some kind of service, which can be the focus of a Quest.



CASTING SPELLS

A character must be able to move his hands to make gestures and be able to chant in order to cast a spell and must be able to see his target.

When the character is casting a spell under duress, such as in the midst of combat, they must pass a Battle Magic Casting test to successfully cast the spell. In this regard Battle Magic is like any other skill. If the character is relaxed and has all the time in the world then no casting test is needed, the spell is automatically cast.

If the Battle Magic casting test succeeds, a number of Magic Points are deducted from the spellcasters total, equal to the Magnitude of the spell. The spell then takes effect.

If the Battle Magic Casting test fails, the spell does not take effect and the character loses one Magic Point.

Critical Success

A critical success on a Battle Magic Casting test means that the caster has been able to control the flow of the magic particularly effectively. The character loses one Magic Point instead of the normal cost of the spell.

Fumble

A fumble on a Battle Magic Casting test means that the caster has been unable to control the flow of the Battle Magic. Rather than losing a single Magic Point for failing to cast the spell, the caster loses a number of Magic Points equal to its Magnitude.

Casting Time

No other action may be taken whilst casting a spell, though the character may slowly walk up to half their Movement while spell casting.

All spells take one combat round to cast.

Casting begins at the start of the combat round and a spell's effect happens on the caster's INT, instead of DEX, (which is used for close combat).

Distractions, or attacks on the caster as he casts, will automatically ruin the spell, unless the caster successfully passes a Persistence test, thereby maintaining concentration on the spell. Examples of distraction include blinding, disarming, or wounding the caster.

Dismissing Spells

In a single Combat Round, a caster can dismiss any Permanent spell(s) he has cast, as a free action. Ceasing to cast a Concentration spell is immediate and not an action.



Battle Magic

SPELL TRAITS & DESCRIPTIONS

Unless otherwise stated all Battle Magic spells have the following traits.

- They have Variable Magnitude. This means that the Magnitude of the spell starts from the stated Magnitude and then can be cast at a higher Magnitude, if the caster knows it, giving an increase in the effect of the spell. The maximum Magnitude that a caster can learn is equal to their POW divided by 3.
- Base Magnitude is one.
- Range is equal to the caster's POWx3 in metres.
- All spells, unless noted, have a Duration of ten minutes.

Other traits used by spells are detailed below.

Area (X): The spell affects all targets within a radius specified in metres.

Concentration: The spell's effects will remain in place so long as the character continues to concentrate on it. Concentrating on a spell is functionally identical to casting the spell, requiring the caster to continue to chant and ignore distractions.

Instant: The spell's effects take place instantly. The spell itself then disappears.

Magnitude (X): The strength and power of the spell. Also the minimum number of Magic Points required to cast it.

Non-Variable: The spell may only be cast at the stated Magnitude.

Permanent: The spell's effects remain in place until they are dispelled or dismissed.

Resist (Dodge/Persistence/Resilience): The spell's intended effects do not succeed automatically. The target may make a Dodge, Persistence or Resilience test (as specified by the spell) in order to avoid the effect of the spell entirely. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to Dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to dive in order to mitigate the spell's effect.

Touch: Touch spells require the character to actually touch his target for the spell to take effect, using a Unarmed skill test to make contact. The caster must remain in physical contact with the target for the entire casting.

SPELL LISTS

Spell	Traits	Effect
Animal Whisperer	Magnitude 2, Touch	The caster whispers into the ear of a distressed animal, calming it.
Avoidance	Instant	Allows character to Dodge as many times as the spell's Magnitude.
Babel	Magnitude 2, Resist (Persistence)	If this spell is successful, it garbles the language of the affected creature.
Bearing Witness	Instant	10% per Magnitude to next Skill Test.
Beast Call	Magnitude 2, Instant, Resist (Resilience)	The Beast Call serves to attract an animal within range.
Befuddle	Magnitude 2, Non-Variable, Resist (Persistence)	Confuses the target so they can not attack.
Block Sense (Sense)	Magnitude 3, Resist (Persistence)	This spell will Blind/Deafen/Bland taste/Numb touch.
Care	Magnitude 2, Touch	Recipient gets benefit of caster's Protection or Countermagic spells.
Clear Path	Touch	Clears the way through dense undergrowth.
Coordination	Touch	+2 per Magnitude to Combat Order, +10% per Magnitude to Dodge and Athletics.
Counter-Attack	Magnitude 2, Instant, Non-Variable	Allows a counter-attack in addition to any other Reactions.
Counter-Defence	Magnitude 2, Instant, Non-Variable	Allows an extra reaction in addition to any other reactions.
Countermagic	Instant	Used as a combat reaction, spell automatically dispels any magic cast within range whose Magnitude is lower or equal to its own.
Cover Blind Side	Magnitude 1	Recipient can react to attacks from behind as if it was a normal attack from front.

Spell	Traits	Effect
Create Charms	Permanent	Creates magic items with Battle Magic spells.
Create Magic Point Store	Permanent	Creates a Magic Point store which can later be used instead of the caster's own Magic Points. One point per Magnitude.
Create Potion	Permanent	Creates potions with stored Battle Magic Spells.
Cushion Fall		Each point of eliminates one dice of falling damage for the recipient.
Darkwall	Area 5, Magnitude 2, Non-Variable	Creates a moveable solid wall of darkness.
Demoralise	Magnitude 2, Resist (Persistence), Non-Variable	If cast before combat begins, target loses will to fight. If during combat skills halved and may not cast offensive spells.
Detect X	Concentration, Non-Variable	Where 'X' is a substance or a group of living beings.
Dispel Magic	Instant	Dispels spells of Magnitude equal or lower to it.
Disruption	Instant, Resist (Resilience)	Causes 1D4 damage per Magnitude.
Dragon's Breath	Magnitude 2, Instant, Resist (Dodge)	Caster throws a stream of fire for 1D10 damage.
Dull Weapon		Reduces a weapon's damage by one point per Magnitude.
Enhance Skill X		Adds +10% per Magnitude to a particular skill.
Extinguish	Instant	Puts out fires.
Extra Defence	Ranged	Each point gives an extra defensive reaction.
Eyes in the Back of your Head	Magnitude 2, Non-Variable	Awareness as if they had physically got eyes in the back of their head.

Spell	Traits	Effect
Fanaticism	Magnitude 2, Non-Variable	+25% to all close combat skills, but may not parry or cast spells.
Firearrow	Magnitude 2, Touch, Trigger, Non-Variable	Affected arrow does 1D10 magical flame damage.
Fireblade	Magnitude 4, Touch , Non-Variable	Affected sword does 1D10 magical flame damage.
Fist of Gold		1D10 Gold Ducats per Magnitude for the duration of the spell.
Fist of the Wind	Instant	One extra Unarmed attack per Magnitude.
Flying Kick	Magnitude 2	Normal move through air, followed by an attack.
Frostbite	Magnitude 2, Instant, Resist (Resilience)	1D8 cold damage to target.
Glue	Touch, Area	Covers an area with extremely sticky glue.
Hand of Death	Instant, Magnitude 4, Resist (Resilience), Touch,	On a failed Resist, reduces Hit Points by half and inflicts a Major Wound.
Harden	Magnitude 1, Touch	Makes the target item unbreakable.
Heal	Instant, Touch	+1 Hit Point per point of Magnitude.
Hinder	Ranged, Resist(Persistence)	-10% to a target's given skill per point of Magnitude.
Ignite	Instant	Starts fires.
Invisibility	Magnitude 4, Concentration, Touch, Personal	Make the recipient invisible.
Ironmind	Touch, Personal	10% per Magnitude vs Magical attacks.
Knockback	Instant, Resist (Resilience),	Knocks victim back Magnitude in metres.

Spell	Traits	Effect
Knockdown	Instant, Magnitude 2, Resist (Resilience), Non-Variable	On a failed resistance roll the target of this spell is knocked down prone.
Leap	Touch, Resist (Dodge)	Jump 2m up in air per point of Magnitude.
Levitating Disc	Concentration, Area 1 per Magnitude	This spell creates an invisible disc 1m in diameter for each point of Magnitude.
Light	Area 10m	A magical light that illuminates its area.
Lock	Touch, Permanent	This spell gives an item a resistance to being opened equal to the spell's Magnitude x 10%.
Mindspeech		Allows mental communication with one target per point of Magnitude.
Mischief	Magnitude 2, Touch, Resist (Persistence)	Inflicts a small irritating curse.
Mobility		+2m to Movement Rate per Magnitude.
Multi-Attack	Instant	One extra attack per Magnitude.
Multimissile	Touch, Trigger	+1 missile per Magnitude.
Noxious Vapours	Magnitude 2, Area 10m, Resist (Resilience)	Fills an area with poisonous gas that does 1D4 damage per round on a failed Resilience roll.
Personal Insight	Magnitude 2	Answers one question relevant to the character.
Pierce	Touch	-1 AP per Magnitude.
Protection		+1 AP per Magnitude.
Push/Pull	Instant, Resist (Resilience)	3 SIZ/ENC can be moved per Magnitude of spell.
Read Emotion	Magnitude 1, Instant, Resist (Persistence)	Allow the caster to know the true emotional state of the Target.
Resist (Element)		+10% per Magnitude to resist a given element.

Spell	Traits	Effect
Restore Energy	Touch, Instant	Each Magnitude of spell restores one Fatigue level.
Sap Energy	Touch, Resist (Resilience)	Each Magnitude of spell takes away one Fatigue level from a target which fails a Resilience roll.
Scare	Magnitude 2, Resist (Persistence)	On a failed Persistence test the target must move away from the caster.
Second Sight	Magnitude 3, Non-Variable	Allows the caster to judge how many Magic Points a target has.
Skybolt	Magnitude 3, Instant, Resist (Dodge)	A bolt of electrical energy that does 2D6 damage. Only magical armour protects.
Slip	Magnitude 1, Resist (Dodge)	Targets fall over.
Slow	Resist (Resilience)	-2m to Movement Rate per Magnitude.
Speedart	Magnitude 2, Non-Variable, Touch, Trigger	+3 damage, +25% to Ranged Combat skill.
Stink Bomb	Magnitude 1, Resist (Resilience)	A cloak of poisonous gas covers the character.
Strength	Touch	+10% to any strength-based Athletics test per point of Magnitude. +1 damage per Magnitude.
Talk to Animal	Magnitude 3	Caster can talk to any animal within ten metres.
Thunder's Voice		+10% to Influence per Magnitude.
Tongues	Magnitude 2	Allows the recipient to talk a given language.
Unlock	Touch, Instant	Unlocks locked items. Base chance = Magnitude x 20%.

Spell	Traits	Effect
Vigor	Touch	+2 Hit Point per point of Magnitude, for the duration of the spell.
Vomit	Variable, Ranged, Resist (Resilience), Personal	Target vomits for Magnitude rounds. Takes 1D6 damage if Resist roll fumbled.
Walk on (Element)	Magnitude 3	Allows recipient to walk on given element without harm.
Water Breath	Touch	Allows the caster to breathe underwater.
Weapon Enhance	Touch	+10% to hit, +1 Damage to either Close or Unarmed weapon cast on. The additional damage caused by the spell is considered Magical.



Animal Whisperer

Magnitude 2, Touch

The caster whispers into the ear of a distressed animal, calming it. If the distressed animal is under the influence of a spell such as Fear or Scare, then its gets another Persistence test to shake off the effect of the spell.

Avoidance

Instant

This spell lies dormant until the recipient is attacked. Then, after the normal reaction of the recipient, it fires off allowing the recipient to Dodge a number of times equal to the spell's Magnitude. Once triggered, all the points of the spell are fired off at once.

Babel

Magnitude 2, Resist (Persistence)

If this spell is successful, it garbles the language of the affected creature. The target can still think and, for the most part, act normally, but anything it says comes out as gibberish. Thus, a commanding officer would be unable to give orders to his men and a spellcaster would be unable to cast spells.

Bearing Witness

Instant

This spell grants the caster a +10% bonus per point of Magnitude to their next Skill Test they make to discover lies, secrets or hidden objects. It does not stack with any other spell-effect bonuses.

Beast Call

Magnitude 2, Instant, Resist (Resilience)

The Beast Call serves to attract an animal within range. When the spell is cast, it affects a targeted creature with a fixed INT of 7 or less. If it fails to resist, the creature will be naturally drawn to the place where the spell is cast, whereupon the spell effect terminates. Any barrier, immediate threat, or counter control, also ends the effects of the spell, leaving the creature to react naturally.

For example, the Beast Call spell might cause a horse to turn and walk towards the spell, but a single yank of its reins by the rider would end the spell's effect. This spell is a potent aid to hunters and herders.

Befuddle

Magnitude 2, Non-Variable, Resist (Persistence)

The affected target may not cast spells and may only take non-offensive actions. The target may run if it so chooses and may dodge and parry normally in combat, though it may not make any attacks unless it is attacked first.

This spell is effective against humanoids and natural creatures. Other creatures (such as spirits or magical beasts like dragons) are not affected by this spell.

Block Sense (Sense)

Magnitude 3, Resist (Persistence)

This spell will Blind/Deafen/Bland taste/Numb touch on a failed resistance roll for the duration of the spell.

Care

Magnitude 2, Touch

This charm places the recipient under the care of the caster. If the caster has any active Protection or Countermagic spells, the Cared for character also benefits from the effects of these spells.

Clear Path

Touch

This spell allows the caster to move through even the most tangled, thorny brush, as if he were on an open road. For each additional point of Magnitude, he may bring one person with him.

Coordination

Touch

For every point of Magnitude, the target's combat order increases by +2, whether casting spells or fighting and 10% is added to Dodge or DEX-based Athletics tests.

Counter-Attack

Magnitude 2, Instant, Non-Variable

This spell lies dormant until the recipient is attacked. Then, after the normal defensive reaction of the recipient, it fires off, allowing the recipient to follow up with a counter attack. The counter attack is an additional action, on top of the recipient's normal attacking action.

Counter-Defence

Magnitude 2, Instant , Non-Variable

This spell lies dormant until the recipient is successfully attacked. Then after the normal reaction of the recipient, it fires off allowing the recipient an extra defence.

Countermagic

Instant

Countermagic is only ever used as a Reaction, and only when another spell is cast within Countermagic's Range that the character wishes to counter. A successful Countermagic disrupts the other spell and nullifies it. As long as Countermagic's Magnitude equals or exceeds the target spell's Magnitude, the target spell is countered.

Cover Blind Side

Magnitude 1

For the duration of the spell the target can react to attacks from behind or flank attacks as if they were a normal attack from the front. It does not confer any additional reactions.

Create Charms

Permanent.

A charm is a physical item that stores one or more Battle Magic spells. A charm could be a necklace that holds a Befuddle 4 spell, a sword etched with runes that holds a Weapon Enchance 2 spell, or even a sheet of paper with a poem written on it that, when held against the skin, provides a Protection 1 spell.

- To create a charm a character must possess both the spell they wish to store and Create Charm at the same Magnitude.
- The item into which the charm is to be cast must be prepared and in contact with the caster for the length of the casting.
- If the caster spends one Improvement Point at the time of creation the spell within the Charm is reusable. Otherwise once the spell is cast the Charm is dispelled.
- A spell stored in a Charm is used like any other spell that the possessor knows. It uses the wielder's Battle Magic Casting skill and is powered by the wielder's magic points.
- The time taken to create a single-use Charm is one hour per point of Magnitude of the spell being stored; Reusable Charms take three hours per point of Magnitude to create.
- Charms are mundane items in their own right and if the item is broken the Charm is dispelled.

Create Magic Point Store

Permanent

This spell allows the caster to create an item which has Magic Point storing capabilities. This allows the owner to have a pool of Magic Points in addition to their own.

Typically crystals are used, due to their physical toughness, in game terms treat them as unbreakable. This also applies to charms, such as a sword with Weapon Enhancement 2 stored in it, to provide a pool of magic points to cast the spell from.

Magic Point stores take one hour per magic point stored in them to create. For each Magnitude, one magic point can be stored.

Unless one improvement point is spent when they are created they are non-reusable. Once the Magic Points are used the item loses its ability to store magic points. If the improvement point is spent the item then becomes reusable. Once all the Magic Points are used, the item can be refilled instantly from the user's own Magic Points.

The caster must fill the item with their own Magic Points as part of the spell. The amount of Magic Points put into the item at the time of casting becomes the maximum that can be put into the item. This maximum can not be increased after the spell is cast.

If the item is destroyed the magic points are released harmlessly into the surrounding area.

Create Potion

Permanent

Potions are liquids that store one or more Battle Magic spells. The Magnitude of the Create Potion spell needs to equal or exceed the highest Magnitude of the spell being stored into the potion.

- All potions are one use. They must be drunk in one swift gulp to work.
- The potion automatically works and doesn't incur a cost in magic points to the person who is drinking it.
- The potion costs the enchanter magic points. They must know the spell at the Magnitude enchanting at, with the magic points of the spell being put into the potion.
- There is an associated cost of 1 Gold Ducat per Magnitude.
- To make the potion, the enchanter must roll successfully against Battle Magic Casting for each spell being placed in the potion and against Lore (Potion Making). If they fail the potion is ruined and they lose the cost of the ingredients.
- Potions take one hour per point of Magnitude of spell(s) stored to create.
- A potion must be stored in an air tight container, or it evaporates, losing one point of Magnitude per week.

Cushion Fall

Each point of Magnitude of this spell eliminates one dice of falling damage for the recipient.

Darkwall

Area 5, Magnitude 2, Non-Variable

Light sources within a Darkwall area shed no light and normal sight ceases to function. Other senses such as a bat's sonar and Night Vision (see chapter 10 Creatures) function normally.

The caster may move the Darkwall 15 metres per Combat Round. If this option is chosen, the spell gains the Concentration trait.

Demoralise

Magnitude 2, Resist (Persistence), Non-Variable

This spell creates doubt and uncertainty into the very heart and soul of the target. The target of this spell has all Weapon skills halved and may not cast offensive spells. If this spell takes effect before combat begins, the target will try to avoid fighting and will either run or surrender. The effects of this spell are automatically cancelled by the Fanaticism spell and vice versa.

Detect X

Magnitude 1, Concentration, Non-Variable

This covers a family of spells that all operate in a similar fashion, allowing the caster to locate the closest target of the spell within its range. This effect is stopped by a thick substance, such as metal, earth or stone, is at least one metre thick. It is also blocked by Countermagic, though the caster will know the target is somewhere within range (though not its precise location) and that it is being protected by Countermagic. The separate Detect spells are listed below and each must be learned separately.

Detect Enemy: Gives the location of the nearest creatures, that intend to harm the caster.

Detect Magic: Gives the location of the nearest magic item, magical creature or active spell.

Detect Species: Each Detect Species spell will give the location of the nearest creature of the specified species. Examples of this spell include Detect Goblin, Detect Rhino and Detect Elf.

Detect Substance: Each Detect Substance spell will give the location of the nearest substance of the specified type. Examples of this spell include Detect Coal, Detect Gold and Detect Wood.

Dispel Magic

Instant

This spell will attack and eliminate other spells. Dispel Magic will eliminate a combined Magnitude of spells equal to its own Magnitude, starting with the most powerful affecting the target. If it fails to eliminate any spell (because the spell's Magnitude is too high), then its effects immediately end and no more spells will be eliminated. A spell cannot be partially eliminated, so a target under the effects of a spell whose Magnitude is higher than that of Dispel Magic will not have any spells currently affecting it eliminated.

Disruption

Instant, Resist (Resilience)

Disruption literally pulls a target's body apart. The target will suffer 1D4 points of damage per point of Magnitude, ignoring any Armour Points.

Dragon's Breath

Magnitude 2, Instant, Resist (Dodge)

With this spell, the caster spits a stream of fire at his target. If the fire is not dodged, it inflicts 1D10 points of heat damage. Armour Points are effective against this damage and it counts as both magical and fire damage.

Dull Weapon

This spell can be cast on any weapon. For every point of Magnitude it reduces the damage dealt by the target weapon by one.

Enhance Skill(x)

Like Detect X, this includes a number of different spells, each of which affects a different non-combat skill. For each point of Magnitude, the recipient gains +10% to any skill test using the Enhanced skill. Alternatively, for each additional point of Magnitude of the spell, the caster can affect one more target. The bonuses and targets can be split as necessary, providing each bonus is in multiples of 10% and the total of bonuses equals the spells Magnitude x 10%.

For example, Rurik may have Enhance Skill(Deception) 5. He could cast it all on himself to give a whopping +50% to his Deception, or could cast it on himself and an ally, giving himself +30% and his ally +20%. If in a larger group, he could even cast it on 5 allies, each of whom would gains +10% to their Deception skill.

The most common spells of this type are:

- Enhance Skill (Deception), often used by thieves; Enhance Skill(Trade), used by merchants.
- Enhance Skill(Influence), used by lawyers, con-artists and officers.

- Enhance Skill (Resilience), used by warriors.
- Enhance Skill (Persistence) used by magicians.

These spells are sometimes called by other names, such as “Cover of Night” or “Shadowstealth” (for Enhance Deception), “Golden Tongue” (for Enhance Influence or Trade), or “Toughen” (for Enhance Resilience).

Extinguish

Instant

This spell instantly puts out fires. At Magnitude 1 it can extinguish a Flame, Magnitude 2 a Small Fire, Magnitude 3 a Large Fire and Magnitude 4 will put out an Inferno.

Extra Defence

Ranged

Each point of Magnitude allows the target to make one extra close combat defensive reaction per combat round.

Eyes in the Back of Your Head

Magnitude 2

This spell grants the recipient awareness as if they had physically got eyes in the back of their head for the duration of the spell. This allows them to make Perception rolls, and be aware of others behind them as they are with senses in front of them.

Fanaticism

Magnitude 2, Non-Variable

The target of this spell will have close combat and unarmed combat skills increased by +25% but may not attempt to parry, dodge or cast spells. Also for the duration of the spell the target has a +50% bonus to any Persistence test related to Morale. The effects of this spell are automatically cancelled by the Demoralise spell and vice versa.

Farsight

Concentration

Each point of this spell extends the caster's field of vision by ten meters as long as they maintain their concentration. Although they can see small details as a distance, this spell does not let the caster see through walls or other obstructions.

Firearrow

Magnitude 2, Touch, Trigger, Non-Variable

Casting this spell on a missile will cause it to burst into flame when it is fired and strikes a target. When it hits a target, the missile will deal 1D10 points of magical fire damage instead of its normal damage. Since Firearrow does magical damage, it affects creatures that are immune to normal damage. A missile under the effects of Firearrow cannot benefit from Multimissile or Speedart.

Fireblade

Magnitude 4, Touch, Non-Variable

For the duration of the spell, the target weapon will deal 1D10 magical fire damage instead of its normal damage. A weapon under the effects of Fireblade cannot benefit from Bladesharp. Since Fireblade does magical damage, it damages creatures immune to normal damage.

Fist of Gold

This spell creates a minor illusion of 1D10 Gold Ducats per level of Magnitude that persists for the duration of the spell.

Fist of the Wind

Instant

Each point of Magnitude allows the caster to make one extra unarmed attack. These attacks happen in a blur of motion as soon as the spell fires, at the same INT rank that the spell is cast on instead of the normal DEX rank that the character's attacks happen on.

PDF and print version updated with all the above changes.

Flying Kick

Magnitude 2

This spell allows the recipient to make a Normal move as a flying leap through the air, then make a Kick attack at the end of the move.

Frostbite

Magnitude 2, Instant, Resist (Resilience)

This attack spell allows the caster to freeze his opponent, dealing 1D8 points of damage, ignoring any Armour Points. Magical damage that protect against cold damage can block this effect but mundane items (such as cold weather gear) are ineffective.

Glue

Touch, Area

This spell covers an area of one centimetre square for each Magnitude with extremely sticky glue. If a creature steps on the glue, it must make an Athletics roll vs the Magnitude $\times 10\%$ to avoid being stuck for one round. On subsequent rounds it must make the same roll to break free. This spell can also be used for more conventional repairs, a broken sword **for example**, with Magnitude $\times 10\%$ being the chance that the item won't break again, if used in circumstances that would cause it to.

Hand of Death

Instant, Magnitude 4, Resist (Resilience), Touch,

This fearsome spell allows the caster to deal an awful wound with the merest touch. Casting the Hand of Death, charges his body with the spell. Touching an unsuspecting target, or succeeding at an Unarmed attack against a wary target, releases the spell's effect. If the Resilience test to resist the effect is failed, the victim immediately loses half their maximum Hit Points, and suffers a a Major Wound (if those rules are being used). If the Resilience test is a success, the target only loses 1D3 Hit Points. Armour does not protect against this damage.

Harden

Magnitude 1, Touch

This spell makes a target item unbreakable for the duration of the spell. Therefore weapons with this spell cast on them will not break when a Fumble is rolled in combat, and it allows items that are normally too brittle to be wielded in combat to be used as improvised weapons.

Heal

Instant, Touch

For every point of Magnitude of this spell, the caster can repair one Hit Point to damage of either himself or another target of the same species. Creatures of a different species will have half this damage repaired (minimum of one Hit Point restored).

A Magnitude 6 or higher Heal spell will also re-attach a severed limb if cast within ten rounds of the loss.

A Magnitude 5 or higher Heal spell will also cure any single poison or disease affecting the target.

Hinder Skill (X)

Ranged, Resist(Persistence)

Like Enhance Skill (X), this is a number of different spells, each of which affects a different skill. For each point of Magnitude of the spell, the target gains a -10% penalty to the next skill test using the affected skill.

Alternatively, for each additional point of Magnitude of the spell, the caster can affect one more target. The bonuses and targets can be split as necessary providing each penalty is in multiples of 10% and the total of bonuses equals the spells Magnitude x 10%. If used in this way, each target is affected separately; if one target succeeds on resisting the spell, other targets may fail and be affected.

The most common spells of this type are: Hinder Skill (Perception), often used by thieves; Hinder Skill (Trade), used by the nastier traders; and Hinder Skill (Persistence) used by magicians against enemy spell-casters prior to casting spells upon them.

Ignite

Instant

Ignite will set fire to anything flammable within range, creating a flame. Skin or flesh cannot be ignited and if the target is attached to a living being (such as hair, fur or clothes) then the spell gains the Resist (Resilience) trait.

Invisibility

Magnitude 4, Concentration, Touch, Personal

For the duration of the spell the recipient is completely invisible to sight. They can still be heard, felt or smelled, with a -25% to Perception tests. Also, the spell is automatically dispelled if the caster loses concentration, or the recipient casts a spell or makes an attack. The recipient also becomes visible immediately after the spell ending, so even if the caster immediately casts another Invisibility spell there will be a delay between castings where the recipient is visible.

Ironmind

Touch, Personal

This spell hardens the resolve of the character that it is cast upon for its duration. Each level of Magnitude of the spell adds 10 % to all Persistence tests against magical attacks to the mind (e.g. Fear, Befuddle etc.) or opposed tests vs Influence.

Knock Back

Instant, Resist (Resilience)

On a failed resistance roll the target of this spell is knocked back a number of metres equal to the spell's magnitude.

Knockdown

Instant, Magnitude 2, Resist (Resilience), Non-Variable

On a failed resistance roll the target of this spell is knocked down prone.

Leap

Touch, Resist (Dodge)

This spell causes the target to leap 2m up in the air for each point of Magnitude. If cast upon an unwilling target, who fails their resistance roll, they will then fall to earth taking normal falling damage (see page 75).

Levitating Disc

Concentration, Area 1 per Magnitude

This spell creates an invisible disc 1m in diameter for each point of Magnitude. It can carry weight equivalent to one person and their belongings per point of Magnitude, and moves at twice the Magnitude in metres per combat round.

So **for example**, a Levitating Disc with Magnitude 3 can carry 3 people, is 3m in diameter, and moves at a rate of 6m per combat round.

Light

Area 10

Cast on a physical object (including living material), this spell causes the object to shed light across the area of effect. Note that only the specified area is illuminated – everything outside the area of effect is not. This spell creates raw light, not a flame.

Lock

Touch, Permanent

This spell gives an item a resistance to being opened equal to the spell's Magnitude x 10%. The item must have a lock, such as might be found on a door or a chest, and the spell is focused on that lock. Once the lock has been forced/picked the spell is dispelled.

Mindspeech

This spell can affect one target for every point of Magnitude. It allows telepathy between the caster and any target, though targets will not have telepathy with one another. The words transmitted by telepathy must be whispered and will be heard directly in the head of the recipient, in the same language in which it was spoken.

Mischief

Magnitude 2, Touch, Resist (Persistence)

This is a minor trickster's spell which afflicts its target with a small irritating curse.

Roll a D20 on the following list for a result, which stays in place for the duration of the spell.

D20	Result
1.	Clothes disappear.
2.	Hair goes green.
3.	Hair drops out.
4.	Grows beard regardless of sex.
5.	Weapon becomes a bunch of flowers.
6.	Armour becomes the festive dress of the opposite sex.
7.	Feet become duck feet.
8.	Head becomes that of a domestic animal (cow, pig, sheep etc).
9.	Victim smells of excrement (-25% to any Deception or Influence rolls).
10.	Wobbles uncontrollably, -25% to attacks, Athletics and any other roll involving dexterity.
11.	Victim can only speak gibberish.
12.	Victim says the most inappropriate things at the most socially awkward times -25% to any Influence rolls.
13.	Victim falls asleep for 1D6 rounds on failed Persistence roll whenever they enter combat.
14.	Makes loud flatulent noises whenever they move -25 to any Deception rolls.
15.	Compelled to tell the truth at all times.
16.	No one ever takes the character seriously. Always has to make an Influence roll at -25% to convince others.
17.	Turns into a dog.
18.	Arms turn to rubber, unable to hold anything..
19.	Becomes short, half Size.
20.	Roll Twice.

Mobility

For every point of Magnitude of this spell, the target's Movement Rate will be increased by 2m .

Multi-attack

Instant

Each point of Magnitude allows the caster to make one extra close-combat attack. These attacks happen in a blur of motion at the same DEX rank that a normal attack occurs. Each casting of the spell grants a single flurry of such attacks.

Multimissile

Touch, Trigger

If the caster succeeds in casting the spell, a missile weapon is charged with the spell for ten minutes. A missile under the effects of Multimissile cannot benefit from Firearrow or Speedart.

When the Multimissile-enchanted missile is fired/thrown, one additional magical missile is created for every point of Magnitude. Each magical missile's attack is rolled for separately and each does the same damage as the original (though they will not benefit from the character's damage modifier). Magical missiles created through Multimissile will not cause critical hits, though the original missile can. Magical missiles created through Multimissile will affect creatures that can only be hurt by magic.

Noxious Vapors

Magnitude 2, Area 10m, Resist (Resilience)

This spell fills a volume 10 metres in radius with thick choking green gas. Any living creature that breathes oxygen who fails Resilience test takes 1D4 damage per round and is incapacitated due to heavy coughing. Next round make a Resilience test to see if they compose themselves enough to overcome the incapacitating coughing. They still take 1D4 damage every round that they are in the cloud. The cloud also obscures vision, providing any creature within it with cover, so that ranged attackers are at -50% to their attack roll and that any melee in the cloud is at -25%.

Personal Insight

Magnitude 2

This spell gives the caster or recipient a very direct insight into a small question directly relevant to them, in the form of an internal intuition.

For example the question "Why can I not harm the creature?" would get the answer "Because your sword is not enchanted", while "Why can we not harm the creature?" would not get an answer.

Pierce

Touch

This spell can be cast on any weapon with a blade or point. For every point of Magnitude, it ignores one armour point when it strikes armour. Pierce can bypass magical armour as easily as normal armour.

Protection

For every point of Magnitude of this spell one armour point is added to the armour of the target. This stacks with any existing armour and is treated in the same way.

Push/Pull

Instant, Resist (Resilience)

This spell allows the caster to move an item of up to 3 SIZ or ENC per point of Magnitude either towards or away from them in a straight line, as if pushed suddenly from one direction or the other. The item is not moved with significant enough force to inflict damage unless it is naturally damaging (a bottle of acid, for instance) and the caster has no control over the distance pushed or pulled; as this depends on the location of the item or the surface it rests on. Living creatures targeted by this spell are allowed a Resilience roll to resist.

Read Emotion

Magnitude 1, Instant, Resist (Persistence)

This spell when cast tells you what the true emotional state of the target is., if they fail a Persistence roll.

Resist (Element)

This spell increases Resistance against hostile effects, magic or otherwise, from a given element (Air/Darkness/Earth/Fire/Water) by 10% per Magnitude, and subtracts 1 point of damage from that element per Magnitude.

Restore Energy

Instant, Touch

Each point of this spell's Magnitude instantly restores one fatigue level to the recipient.

Sap Energy

Touch, Resist (Resilience)

Each point of this spell's Magnitude inflicts drains one fatigue level from the target upon a failed Persistence roll.

Scare

Magnitude 2, Resist (Persistence)

On a failed resistance roll, the target is scared for 1D6 rounds. Scared targets must withdraw from combat with the caster for the duration of the spell, and move as quickly as they are able, directly away from the caster.

Second Sight

Magnitude 3, Non-Variable

Second Sight allows the caster to gauge the POW of every creature and magic item within range. The spell is blocked by anything that blocks normal vision. The caster will know if each aura created by the illuminated POW is less than his own POW, within three points of his own POW or greater than his own POW.

Additionally, Second Sight provides a +25% bonus on Perception tests to notice hidden magical items or hiding people or creatures. Second Sight will also reveal invisible entities; though only a hazy image will show (treat such targets as partially obscured).

Skybolt

Magnitude 3, Instant, Resist (Dodge)

The caster summons a lightning bolt from the heavens regardless of the weather. The target must be outdoors in plain view. Skybolt inflicts 2D6 points of damage to a single chosen target. Only magical Armour Points offer protection against this damage.

Slip

Magnitude 1, Resist (Dodge)

The caster makes the ground under the target's feet as slippery as sheet black ice. The target must make an Athletics roll or fall over prone.

Slow

Resist (Resilience)

For every point of Magnitude of this spell the target's Movement Rate will be decreased by 2m. A target's Movement may not be reduced to below one metre through use of this spell.

Speedart

Magnitude 2, Non-Variable, Touch, Trigger

Cast on a missile this spell is triggered when it is fired. It gives a +25% to Ranged Combat and +3 damage while using the missile. A missile under the effects of Speedart cannot benefit from Firearrow or Multimissile.

Stink Bomb

Magnitude 1, Resist (Resilience)

Upon being targeted by this spell, the victim is covered in a tightly fitting cloak of noxious smelling gas for 1D6 rounds. Each round the victim must make a Resilience test or take 1D4 damage. If the resistance test is fumbled the character is unconscious for the remaining duration of the spell from being knocked out by the smell. All Influence tests and other social interactions are at -25% for the duration of the spell.

Strength

Touch

For every point of Magnitude of this spell, the target's Damage increases by +1 and strength based athletics tests are +10% per Magnitude. Note the Damage increase is not treated as magical damage.

Talk to Animal

Magnitude 3

With this spell the recipient is able to talk to any beast within ten metres of them. This communication is verbal, therefore the recipient must be able to speak and be heard by the target animal.

Thunder's Voice

This spell grants the caster a thunderous voice of command. For every point of Magnitude of this spell, the caster has +10% added to his Influence skill and can also be heard at up to the spell's Magnitude x 100 in metres.

Tongues (Language)

Magnitude 2

This spell allows the recipient to speak another language perfectly for its duration. There is a different spell for each language.

Unlock

Touch, Instant

This spell has a chance of opening a lock equal to the spell's Magnitude x 20%, minus any modifiers due to the intricacy of the lock. If cast on a lock that has had a Lock spell cast on it, the test is an Opposed Test vs the Magnitude x 20% of the Lock spell.

Vigour

Touch

For every point of Magnitude of this spell, the target's Hit Points score increases

by +2. A target cannot have its Hit Points increased in this way to more than twice its original score. Damage is taken from the 'magical' Hit Points first, so when the spell dissipates the damage that was inflicted on the magical Hit Points disappear too. If you are using the Major Wounds optional rule then recalculate the Major Wound level while the spell is in effect.

Vomit

Variable, Ranged, Resist (Resilience), Personal

This spell incapacitates its Victim for 1 round per point of Magnitude, due to uncontrollable vomiting. On a fumbled resilience roll the Victim takes 1D6 Hit Points damage.

Walk on (Element)

Magnitude 3

This spell allows the recipient to walk on the specified element (Air/Darkness/Earth/Fire/Water) without sinking or taking any harm from what is being walked on for the spell's duration. With this spell for the appropriate element, the caster can walk across lava, quicksand, water, or even through the air. Each additional point of Magnitude increases the duration of the spell by 1 minute.

Water Breath

Touch

This spell allows the target to breathe water for the duration of the spell. For every point of Magnitude, one additional person can be included in the spell, or an the duration, by one minute. Water Breath has no effect on the target's ability to breathe air.

Weapon Enhance

Touch

This spell can be cast on any close combat weapon or any unarmed attack. For every point of Magnitude, it increases the chance to hit with the weapon by +10% and deals one point of extra damage. This extra damage is magical and will affect creatures that can only be hurt by magic. The weapon's base damage remains non-magical. A weapon under the effects of this spell cannot benefit from Fireblade.

Specific types of Weapon Enhance spells

If you want to make this spell more specific to the type of weapon it affects, rename it and change the category of weapon affected.

Besital Enhancement – works on natural weapons.

Bladesharp – works on any bladed weapon.

Bludgeon – works on any blunt weapon.

CHAPTER 8 CREATURES

In OpenQuest, Monsters can be as richly detailed as the characters themselves. As well as characteristics they have skills, weapons and magic spells. They are not mere cannon fodder to be killed and looted. They have their own motives that often bring them into conflict with the player characters, and if sentient can be used to create player characters.

This chapter is split into two lists. The first is the Monster list, which is full of creatures fantastic and magical. The second is the Animals List, a smaller list which details more mundane creatures, which the characters may encounter or commonly use as mounts and beasts of burden.

Using the Monsters List

The following characteristics, attributes, skills, and special rules, collectively known as a 'Stat block', for each of the creatures listed on the Monsters List, are the bare bones of a creature. You can use them straight away to give an average non-descript member of that race.

To create creatures that truly fit the adage "Monsters are People too", take the Stat block and use it as a base for a complete character. Think of a concept for the character and then add the skills, characteristics and magic that the character needs. You may want to generate the creature character as if it was a player character. This often creates good opposition for the players, since the creature will be of comparable experience.

Warning: Do not increase encounter difficulty by increasing numbers of monsters. A much better way is to increase the power of individual monsters, by increasing skills and magic use, to be closer to the player character power level. OpenQuest combat works best when there is roughly the same amount of monsters as player characters.



THE MONSTER LIST

Each of the following monsters is described in the following format.

Characteristics

These are the characteristics that the monster possesses. If a monster is missing a characteristic for any reason the effect of this is noted under the Special rules section for that monster. Two scores are given for each characteristic. Firstly the dice range of that you can roll to randomly determine an individual's characteristics and in brackets the score of an average individual of that species. This average score is used throughout the rest of the stats, so you can just quickly pick-up and use the monsters, so if you randomly roll characteristics you will have to adjust the rest of the skills and other characteristic dependent scores accordingly.

A creature with a randomly determined INT is considered sentient – it is a rational creation capable of logical thought and self-determination. A creature with a fixed INT (any INT listed as a Single number, rather than a die roll) is not sentient. Fixed INT creatures operate solely on instinct rather than logic or intuition.

Attributes

Hit Points, Major Wound, Damage Modifier and Magic Points of the creature. Again these are based upon the characteristic scores of an average member of the species. Movement Rate it also notes Movement Rates if the creature can fly or swim. Typical armour worn, including the Armour Points (AP), as well as the creature's Plunder Rating.

Skills

Monsters have skills like player characters. This section breaks down into the skills categories, and details the significant skills that an average member or this species will have. Combat skills have the damage, including damage modifier, and other details for the weapon used, in brackets next to the weapons name. Unless otherwise noted, a creature with multiple attack forms will only get to use one as its combat attack.

Magic

Suggestions of the type of magic spells that an average member of the species will know.

Special Rules

This section has details of other rules that the monster and uses its abilities are described if necessary.

Plunder Factor

Normally the needs of the story can dictate what treasure and magical items a creature possesses, but if a quick random roll is necessary the following guidelines can be consulted.

Each creature has a 'Plunder Factor' which is a rating of how much treasure the creature is likely to be carrying. For creatures that form groups, increase the Plunder Factor by at least one, for groups of up to 20 creatures, by two for larger groups of up to a hundred creatures, and by 3 for groups of over a hundred. In this case the Plunder will be held in a defended and guarded treasure room which the leader of the creatures will have access to.

Plunder table

Plunder factor	Treasure found
0.	Not a hoarder. No treasure whatsoever.
1.	Chance hoarder. A couple of coppers, loose change (1D6 CP). Very remote (05%) chance of a minor magical item, which is either used by accident (my lucky talisman) or which the creature is completely oblivious to.
2.	Hords enough for a rainy day. About 5D20 in SP, 1D10 GD. If the creature uses magic, there is a POW % chance of 1D4 Minor Magic Items appropriate to the type.
3.	Hoards for a better future. Collects treasure for its worth and appreciates its value. 5D100 in SP, 3D20 in GD. If the creature uses magic, there is a POW X 2% chance of 1D4 appropriate Minor Magic Items.
4.	Significant hoard. Hoards for hoarding's sake. 10D100 SP, 1D100 GD. POW X 3% of 1D6 Minor Magic Items and POW % chance of 1D4 Major Magic Items regardless of whether the creature uses magic.
5.	Treasure trove. The wealth of a minor Lord. Examples: Grave goods of a dead noble worth about 1D6 thousand Silver Pieces, with 1D6 Minor Magic Items and POW X 3% chance of 1D6 Major Magic Items.
6.	Wealth of Kings. eg. Dragon's Hoard, a hoard almost beyond comprehension 1D4 Million Silver pieces, 2D10 Minor Magical items, 1D8 Major Magic Items and one Relic or Artefact.

Minor Magic Items: One spell of 1D4+1 magnitude.

Major Magic Items: 1D3+1 Spells of 1D6+2 magnitude.

See Create Charm, Create Potion and Create Magic Store spells (pages 107-108) for more details.

Artefacts/Relics: Artefacts and Relics are the stuff of legend, mighty Magic Items created by the gods (Relic) or the greatest magicians of the age (Artefact). They are always one-of-a-kind, and have powers beyond normal magic spells.

Basilisk

Born from the egg of a cockerel acted upon in an Alchemist's or witches cauldron, this magical monster is the product of foul Sorcery. It is a large lizard with multicoloured scales. Its baleful gaze can kill and its blood is poisonous and corrosive. Basilisks are usually employed as guardians of their master's treasure.

Characteristics

STR 2D3 (4)
CON 2D6+6 (13)
DEX 2D6 (7)
SIZ 1D3 (2)
INT 3 (3)
POW 1D6+12 (16)
CHA 3 (3)

Attributes

Hit Points 8
Major Wound 4
Damage Modifier -1D6
Magic Points 16
Movement Rate 15m
Armour Scales (2pt)
Plunder Rating 5

Skills

Resistances

Dodge 30%, Persistence 50%, Resilience 70%

Practical

Athletics 60%, Deception 40%

Knowledge

Natural Lore 40%

Combat

Ranged Combat 100%

Gaze(Death, Range: POW in metres)

Unarmed Combat 30%

Bite (1D6–1D6+poison)

The basilisk can attack with both gaze and bite simultaneously in the same action.

Magic

Poison Blood & Venom

Any non-magical weapon hitting the basilisk corrodes in the creature's blood, completely disintegrating after D4 rounds.

The basilisk's poison and corrosive blood are magical effects, which lose their special properties a few minutes after leaving the basilisk's body, making it virtually impossible to use the creature as a source for making lethal compounds.

Basilisk Venom

Type: Ingested or smeared

Delay: Immediate

Potency: 65

Full Effect: 1D4 Hit Point damage, applies –6 penalty to victim's CON

Duration: 6D10 minutes

Death Gaze

A basilisk can kill with a glance. In combat the basilisk glares at a single opponent each round. If the basilisk overcomes the target in an opposed test of its Persistence against the target's Resilience, the target dies instantly. Using the gaze attack costs no Magic Points, and the basilisk may attack normally in any round in which it uses the gaze attack. This attack penetrates magical defences as if it were a Magnitude 6 Battle Magic spell. If the target successfully resists the gaze attack, he is unharmed, though he may certainly be targeted again.

Beastling

Hybrids of animals of beasts and humans, they typically take the form of a human with a beast's head or a human with bestial features such as claws and horns. Tied to the savagery of nature, they react with hostility to man's attempt to clear the wilderness for cultivation.

Characteristics

- STR 2D6+6 (13)
- DEX 3D6 (11)
- CON 1D6+12 (16)
- SIZ 1D6+12 (16)
- INT 2D6+6 (13)
- POW 3D6 (11)
- CHA 2D6 (7)

Attributes

- Hit Points 16
- Major Wound 8
- Damage Modifier +1D4
- Magic Points 11
- Movement Rate 15m
- Armour Leather armour (AP 2)
- Plunder Rating 2

Magic

Beastlings are usually members of some nature or earth cult and learn 3 points of Battle Magic.

Skills

Resistances

Dodge 40%, Persistence 30%, Resilience 30%

Knowledge

Nature Lore 70%

Practical

Deception 40%

Combat

- Close Combat 50%
- Club (1D6+1D4)
- Shortspear (1D6+1D4)
- Target Shield (1D6+1D4)
- Unarmed Combat 60%
- Head Butt (1D6+1D4)

Centaur

Atop of the body of a well-bred and strong horse, this creature has the body of a strong athletic human where the horse's head should be. The centaur is the raw power and nobility of nature incarnate. Often they act as the self styled protectors of the wilderness, which brings them into conflict with more settled races who encroach on their territory.

Characteristics

STR 3D6+6 (17)

CON 3D6 (11)

DEX 3D6+3 (14)

SIZ 4D6+12(26)

INT 2D6+6 (13)

POW 3D6 (11)

CHA 3D6 (11)

Attributes

Hit Points 19

Major Wound 10

Damage Modifier +1D6

Magic Points 11

Movement Rate 23m

Armour Leather armour (AP 2)

Plunder Rating 2

Skills

Resistances

Dodge 30%, Persistence 45%,
Resilience 60%

Knowledge

Natural Lore 60%

Practical

Athletics 60%, Performance 50%,
Deception 30%, Perception 40%

Combat

Ranged Combat 70%

Long Bow (2D8+1D6)

Close Combat 40%

Lance (1D10+1D6)

Target Shield (1D6+1D6)

War Sword (1D8+1D6)

Unarmed Combat 40%

Kick (1D6+1D6)

Centaur's get one attack per combat round as their action.

Magic

Centaur's are usually members of Earth and Nature cults and learn Battle Magic and Divine Magic from these.

Dragon

These giant reptilian monsters fly through the air using the thermals and, if needed, warm air created by their fiery breath. Dragons are very individual in their temperament. Some are evil cruel beasts. Others are solitary hoarding creatures. Some use their high intelligence to lord it over lesser races.

Characteristics

STR	20D6	(70)
CON	10D6	(35)
DEX	4D6	(14)
SIZ	10D6+30	(65)
INT	6D6	(21)
POW	4D6+12 (26)	
CHA	6D6	(21)

Attributes

Hit Points 50

Major Wound 25

Damage Modifier +7D6

Magic Points 26

Movement Rate 30m on land,

45m when flying

Armour Dragon Scales (AP 12)

Plunder Rating 5 or 6 depending on size of Dragon.

Skills

Resistances

Dodge 30%, Persistence 180%, Resilience 120%

Knowledge

Natural Lore 100%, Culture (local) 100%

Practical

Athletics 120%, Influence 150%, Perception 110%

Combat

Unarmed Combat 125%

Bite (1D10+7D6)

Claw (1D8+7D6)

Tail (1D20+7D6)

A dragon can make either a single tail attack or two claw attacks or one bite attack in a single Combat Round.

Magic

Dragons are highly magical creatures and often learn Sorcery and Battle Magic (of which they have a minimum of 10 points of Magnitude of spells)

Breathe Flame:The Dragon may breathe flame over an area as a Combat Action. The flame will cover a cone in front of the Dragon, which stretches for its POW in metres. At its furthest extent, the cone is equal to the creature's POW in width.

Any creature caught in the flame suffers 4D6 fire damage, though on a successful Dodge roll a character may dive for cover to halve this damage and AP counts as normal.

The Dragon may only breathe flame once in a once per hour. Further attempts to breathe flame within this time period require the creature to make a Resilience



Duck

These small humanoids, standing no more than a metre high, are reputedly Ducks cursed with flightlessness by the Gods for refusing to participate in some great cosmic war. Either that, or Ducks are the result of some trickster god having a laugh at the Duck's expense. If this is the case, nobody is laughing, least of all the Ducks, who by all accounts are the most quarrelsome, mean-spirited bunch the player characters will have the misfortune to meet.

While ducks can be found in all marshes, rivers and lakes, as you would expect, duck communities can be found scattered throughout the world, mimicking the local human culture and putting their own peculiar twist on their worship of the local gods. This always goes down well with zealots everywhere, ensuring that as well as being bullied due to their small stature, and subjected to pogroms due to their obnoxious nature, crusades on the grounds of religious differences are also common. Ducks also have a love of foul-smelling cigars, which further endears them to their 'host' culture

CHARACTERISTICS

STR 2D6+3 (10)

INT 2D6+6 (13)

CON 2D6+6 (13)

POW 3D6 (10)

DEX 2D6+6 (13)

CHA 2D6 (7)

SIZ 1D6+6 (9)

Attributes

Hit Points 11

Major Wound 6

Damage Modifier

Magic Points 10

Movement Rate 12m

Armour Leather armour (AP 2)

Plunder Rating 2

Magic

Ducks are members of some Nature cult, usually worshipping a River God, and they learn 3 points of Battle Magic.

Skills

Resistances

Dodge 60%, Persistence 50%,

Resilience 50%

Knowledge

Nature Lore 70%

Practical

Deception 50%

Combat

Close Combat 50%

Short Sword (1D6)

Buckler (1D4)

Ranged Combat 60%

Sling (1D4)

test, with a cumulative –25% penalty for every attempt.

Dwarf

These short, stocky and bearded, human-like creatures, live underground in vast halls, meticulously carved out of the rock by their highly skilled hands. Long lived and proud off their work, Dwarfs are the natural enemies of Orcs and Goblins, Characteristics Skills

STR 4D6 (14)
CON 2D6+12 (19)
DEX 3D6 (11)
SIZ 1D6+6 (10)
INT 2D6+6 (13)
POW 3D6 (11)
CHA 3D6 (11)

Attributes

Hit Points 15
Major Wound 8
Damage Modifier 0
Magic Points 11
Movement Rate 15m
Armour Chainmail (AP 5)
Plunder Rating 3

Resistances
Dodge 20%, Persistence 40%,
Resilience 55%
Knowledge
Craft 70%,
Practical
Athletics 50%, Engineering 35%,
Trade 60%, Mechanisms 40%

Combat
Close Combat 65%
War Hammer (1D8)
Battleaxe (1D6)
Target Shield (1D6)
Ranged Combat 45%
Light Crossbow (1D8)

who often encroach upon their realms.

Magic

Dwarfs either join Earth Cults or are practitioners of Sorcery.

Special Rules

Earth Sense. Dwarfs can automatically sense how far they are underground and whether or not the tunnels or chambers they are in are structurally sound.

Dark Sight. Dwarfs see in the dark as if it is day, by detecting heat and cold.

Elf

Forest dwellers, these creatures are slender and tall, with ears that end in a point. Haughty and proud, they do not suffer the ravages of time like other mortal races. Tightly bound to their forest realms in ways no human can understand, they often come into conflict with those who despoil their lands.

Characteristics

STR 2D6+3 (10)
CON 3D6 (11)
DEX 3D6+6 (17)
SIZ 2D6+3 (10)
INT 3D6+6 (17)
POW 2D6+6 (13)
CHA 3D6 (11)

Attributes

Hit Points 11
Major Wound 6
Damage Modifier 0
Magic Points 13
Movement Rate 15m
Armour Leather (2AP)
Plunder Rating 1

Skills

Resistances
Dodge 55%, Persistence 55%,
Resilience 20%
Knowledge
Natural lore 80%
Practical
Athletics 55%, Deception 55%,
Perception 30% Healing 50%
Combat
Close Combat 60%
Longspear (1D8)
Ranged Combat 80%
Short Bow (1D8)

Magic

Elves are usually at least Initiates in an Earth or Fertility cult. Their leaders tend to be Priests in such cults.

Gargoyle

Grotesque humanoids with leathery bat-like wings, their faces with exaggerated features, and large fangs that protrude from their lower jaws. Their skin is a dull grey ,meaning that they are often mistaken for statues, a fact that a predatory Gargoyle will often use to its advantage, staying still for hours upon end, until prey comes near. It is rumoured that once the Gargoyles had a vast underground Empire, but now they are encountered in small groups of twenty at the most. Often they find themselves drafted into Orc war bands as flying troops.

Characteristics				Plunder Rating 0			
STR	5D6+12 (29)			Skills			
CON	3D6	(11)		Resistances			
DEX	3D6	(11)		Dodge	25%,	Persistence	40%,
SIZ	5D6	(17)		Resilience	40%		
INT	1D6	(4)		Knowledge			
CHA	1D6	(4)		Natural Lore 40%			
POW	3D6	(11)		Practical			
Attributes				Athletics	40%,	Deception	30%,
Hit Points	14			Perception	40%		
Major Wound	7			Combat			
Damage Modifier	+2D6			Unarmed Combat 50%			
Magic Points	11			Claw (1D6+2D6)			
Movement Rate	15m,	23m	when flying				
Armour Tough Hide (AP 6)							

Magic

Gargolyes tend not to learn magic unless taught it. If some one is stupid enough to teach them magic, it is usually very low Magnitude Battle Magic (max 3), enough to make them useful as troops, but not enough to give them the upper hand in any mutiny.

Ghoul

Amongst the foulest of the undead, Ghouls survive by eating the flesh of the living in a state of perpetual ravenous hunger. Most Ghouls haunt their old tombs in packs waiting for the living to foolishly enter their lairs. Those Ghouls who are more capable and magically powerful enslave weaker living races, such as orcs and goblins, using these creatures to capture their prey for them. Unlike other undead, the ghoul's flesh has a tight leathery sheen as if it has been tanned at the time of death or transformation. Their eyes are alive and bright and their teeth are sharp and needle-like.

Characteristics

STR 4D6 (14)
CON 3D6 (11)
DEX 3D6 (11)
SIZ 2D6+6 (13)
POW 3D6 (11)
INT 3D6 (11)
CHA 1D6 (4)

Attributes

Hit Points 12
Major Wound 6
Damage Modifier +1D4
Magic Points 11
Movement Rate 15m
Armour None
Plunder Rating 1

Magic

Ghouls learn Battle Magic from each other, with the occasional powerful leader becoming a Shaman or Priest of some Evil Cannibal cult.

Special Rules

Ghoul Venom

Type: Ingested or smeared, Delay: 1D3 Combat Rounds, Potency: 22,
Full Effect: Paralysis, Duration: 1D10 hours or until healing is administered that restores at least 1 Hit Point.

Skills

Resistances

Dodge 40%, Persistence 30%,
Resilience 40%

Knowledge

Lore (Undead) 75%

Practical

Athletics 40%, Deception 60%,
Perception 30%

Combat

Ranged Combat special see below

Howl (Demoralise see below)

Unarmed Combat 60%

Claw (1D4+1D4)

Bite (1D6+1D4+poison)

A Ghoul is able to use its howl once per combat round, in addition to either a Claw or Bite attack.

Ghoul Howl

Ghouls employ a blood chilling howl in combat. When a ghoul howls, every creature in a radius equal to the ghoul's POW in metres becomes Demoralised (as the Battle Magic spell), unless he can overcome the ghoul's Persistence with his Resilience in an opposed test. The Demoralise effect continues until all howling stops. Any who are able to resist the howling must resist again every round for a total of five successive rounds, after which they are considered immune to the howling's effects for a week. Countermagic, Shield and Spell Resistance offer no protection against the effects of a ghoul's howl.

Giant

Standing at least six metres high, a Giant is a marvel to behold to the 'little' races that it towers over. It is rumoured that they once had their own civilisation one that challenged that of the Gods, and so they were cast down and scattered. Giants are human-like and tend to take on the cultural aspects of the nearest human culture, which they often trade with. That said, many are primitive barbarians in the wilderness, living outside and beyond human society. Some are master stone masons so are found in the mountains where there is an abundance of stone.

The following Characteristics are for a giant that stands six metres tall. For every additional two metres of height, a giant rolls 3D6+6 for STR, 2D6+6 for CON and 3D6+6 for SIZ.

Characteristics

STR 9D6+18 (49)

CON 6D6+18 (39)

DEX 2D6+3 (10)

SIZ 9D6+18 (49)

INT 3D6 (11)

POW 3D6 (11)

CHA 2D6 (7)

Attributes

Hit Points 44

Major Wound 22

Damage Modifier +5D6

Magic Points 11

Movement Rate 30m

Armour Tough Hide (AP 3)

Plunder Rating 4

Skills

Resistances

Dodge 10%, Persistence 25%, Resilience 80%

Knowledge

Natural lore 20%,

Practical

Athletics 50%,

Deception 5%, Perception 40%

Combat

Close Combat 90%

Huge Club (2D6+5D6)

Giants tend to use mighty clubs (and sometimes even tree trunks) in battle.

Ranged Combat 35%

Thrown boulder (2D6+5D6)

Unarmed Combat 75%

Stomp (1D6+5D6)

Magic

Giants tend to learn the magic of those cultures nearest them. Giants who are isolated in the mountains learn Battle Magic, with more powerful individuals becoming Shamans.

Goblin

Sneakier crueller cousins of the Orcs, goblins are a quarrelsome bunch of green-skinned humanoids. They stand as tall as a human child and their smiling faces are dominated by large hooked noses and mouth full of razor-sharp teeth. Constantly in the shadow of the larger humanoid races, often used as slaves or cannon fodder, these diminutive psychopaths take out their frustration on any other creatures unlucky enough to be outnumbered by them or in their power.

Characteristics

STR 2D6+3 (10)
CON 2D6+3 (10)
DEX 5D6 (17)
SIZ 2D6 (7)
INT 3D6 (11)
POW 2D6+3 (10)
CHA 2D6 (7)

Attributes

Hit Points 9
Major Wound 5
Damage Modifier 0
Magic Points 10
Movement Rate 15m
Armour Leather (2 AP)
Plunder Rating I

Skills

Resistances
Dodge 50%, Persistence 20%,
Resilience 35%,
Knowledge
Natural lore 50%
Practical
Athletics 50%, Perception 35%,
Deception 75%, Mechanisms 50%
Combat
Close Combat 40%
Shortspear (1D6)
Buckler (1D4)
Ranged Combat 50%
Sling (1D6)

Magic

On their own, Goblins tend to learn Battle Magic and have Shamans. When they are exposed to bigger evil cultures they tend to get press-ganged into the service of Evil Cults.

Special Rules

Night Sight. Goblins can see at night as if it was day, by seeing heat and cold.

Gorgon

These giant creatures have the upper body of female humans and the lower body of a giant snake, with metallic scales and leathery wings growing out of their back. To top off their gruesome visage, which can turn other living creatures to stone, is a head that has living writhing serpents for hair. Evil and vicious to the extreme, it is fortunate that Gorgons are solitary creatures, except in the occasional time that they gather to lord it over other evil creatures.

Characteristics

STR 4D6 (14)
CON 3D6+6 (17)
DEX 3D6+6 (17)
SIZ 4D6 (14)
INT 3D6 (11)
POW 1D6+12 (16)
CHA 1D6 (4)

Attributes

Hit Points 16
Major Wound 8
Damage Modifier +1D4
Magic Points 16
Movement Rate 15m on land,
23m when flying
Armour Scales (AP 8)
Plunder Rating 5

Magic

Gorgons have at least 10 Magnitude of Battle Magic or Sorcery or Divine Magic. They are usually Priestesses or Adepts, with a casting skill of 75%.

Special Rules

Gaze Attack

The gorgon's gaze attack is an automatic attack at the beginning of every round. Every susceptible creature must make an opposed Resilience test against the gorgon's Persistence or be turned to stone.

Skills

Resistances

Dodge 50%, Persistence 35%,
Resilience 45%

Knowledge

Practical

Athletics 65%, Deception 60%,
Perception 50%

Combat

Ranged Combat Special see below

Gaze attack (Petrification)

Unarmed Combat 75%

Talons (1D6+1D4)

Serpents (1D4+poison)

Gorgons attack using their Gaze at the beginning of the combat round (see below) and then have one combat attack (either Talon or Serpents) as usual.

Gorgon Serpent Venom

Type: Ingested or smeared

Delay: 1D3 Combat Rounds

Potency: 34

Full Effect: 1D3 Hit Point damage, applies -3 penalty to victim's CON

Duration: 6D10 minutes

Harpy

A foul foetid creature, the harpy has the body of a human woman and the filthy encrusted wings, legs and claws, of a bird. Intimately associated with death, this creature is primarily a scavenger and can be found living in packs of four to forty.

Characteristics

STR	3D6	(11)
CON	3D6	(11)
DEX	5D6	(18)
SIZ	2D6	(7)
INT	3D6	(11)
POW	3D6	(11)
CHA	1D6	(4)

Attributes

Hit Points 9

Major Wound 5

Damage Modifier 0

Magic Points 11

Movement Rate 15m on land,
30m when flying

Armour None

Plunder Rating 3

Magic

Wild Harpies tend to learn Battle Magic (Coordination and Mobility are particular favourites). Harpy nests who have contact with other Evil cultures tend to join Evil Cults.

Special Rules

Dropped Stones

Harpies often fight by dropping stones on their foes. These stones are between 5 and 10 kilograms, and inflict 1D6 damage for every three metres the stone falls (to a maximum of 10D6).

Skills

Resistances

Dodge 50%, Persistence 25%, Resilience 60%*

*Harpies are immune to disease (see below)

Knowledge

Natural lore 60%

Practical

Athletics 60%, Deception 60%, Perception 75%

Combat

Ranged Combat 40%

Stone (1D6 per 3 metres fallen)

Droppings (Temporary loss of 1D10 CHA)

Unarmed Combat 30%

Claw (1D6+disease)

Harpy dung

A character hit by harpy dung or wounded by a harpy's claw is automatically exposed to a disease. If the harpy has the opportunity, it will often roll a stone in its dung before dropping it, which will also transmit a disease.

A character struck by harpy droppings gains, in addition to a disease, an overpowering stench that causes the temporary loss of 1D10 CHA. The character must bathe for one hour for every CHA point lost, to rid himself of the stink. Cloth and other porous items (leather and wood, for example) must likewise be cleansed to get rid of the smell.

Disease resistance

Harpies are completely immune to both magical and mundane diseases.

Hippogriff

With the head and wings of a hawk on a body of a horse, this strange beast is often used as flying cavalry by those cultures that learn how to tame and breed them. In the wild it is a fierce predator that values horse meat above all.

Characteristics

STR	4D6+24	(38)
CON	3D6+6	(17)
DEX	3D6+6	(17)
SIZ	4D6+18	(32)
INT	7	(7)
POW	2D6+6	(13)
CHA	5	(5)

Attributes

Hit Points 25
Major Wound 13
Damage Modifier +3D6
Magic Points 13
Movement Rate 23m on land,
37m when flying
Armour Hide (1 AP)
Plunder Rating 0

Skills

Resistances
Dodge 40%, Persistence 40%, Resilience 50%
Knowledge
Natural lore 60%
Practical
Athletics 50%, Deception 10%, Perception 60%
Combat
Unarmed Combat 60%
Foreclaw (3D6 +3D6)
Bite (1D8 +3D6)
A Hippogriff can make two attacks per combat round. Either two foreclaw attacks or a Foreclaw and a bite.

Lizardman

Lizardmen are bipedal Lizards that walk upright, use tools and magic, and would threaten mankind, if they didn't prefer very hot climates, such as arid deserts and steamy swamps. They can be found in anything from small primitive groups to large civilisations which enslave humans to build their awesome monuments.

Characteristics

STR	3D6+6	(17)
CON	3D6	(11)
DEX	2D6+3	(10)
SIZ	3D6	(11)
INT	2D6+6	(13)
POW	3D6	(11)
CHA	2D6	(7)

Attributes

Hit Points	11
Major Wound	6
Damage Modifier	+1D4
Magic Points	11
Movement Rate	15m
Armour Scales	(2 AP)
Plunder Rating	3

Skills

Resistances			
Dodge	45%	Persistence	25%
Resilience	30%		
Knowledge			
Natural lore	45%		
Practical			
Athletics	45%	Deception	35%
Perception	35%		
Combat			
Close Combat	45%		
Battleaxe	(1D8+1D4)		
Ranged Combat	35%		
Sling	(1D6+1D4, Range 50m)		
Unarmed Combat	25%		
Bite	(1D6+1D4)		

Magic

Typically 5 points of offensive Battle Magic.

Manticore

This monster has the face of a man, the body of lion and the tail of a scorpion. It wishes nothing but ill will towards other races. It skulks in the wilderness a lone predator feeding on sentient creatures unlucky enough to encounter it.

Characteristics

STR 4D6+12 (26)
CON 4D6+6 (20)
DEX 3D6 (11)
SIZ 4D6+12 (26)
INT 3D6 (11)
POW 3D6 (11)
CHA 7 (7)

Attributes

Hit Points 23
Major Wound 12
Damage Modifier +2D6
Magic Points 11
Movement Rate 23m
Armour Tough hide (3 AP)

Plunder Rating 3

Skills

Resistances

Dodge 25%, Persistence 65%,
Resilience 45%

Practical

Athletics 25%, Deception 50%,
Perception 60%

Combat

Unarmed Combat 75%

Claw (1D6+2D6)

Gore (1D8+2D6)

Poison Sting (1D6+2D6+poison)

Magic

Only if someone has been stupid enough to teach it some. It will take to it like a duck to water, usually learning at least 5 points of Magnitude of which ever approach.

Special Rules

Manticore poison

Type: Ingested

Delay: 1D3 Combat Rounds

Potency: 50

Full Effect: 1D4 Hit Point damage, applies -3 penalty to victim's CON

Duration: 5D10 minutes

Minotaur

One of the most powerful of all the Beastmen races, with the body of a well-proportioned powerful human and the head of a bull or cow. As well as mazes, this race lives in the forests and hills of the wilderness, in family groups and alongside its Beastman peers.

Characteristics

STR	3D6+12 (23)
CON	1D6+12 (16)
DEX	3D6 (11)
SIZ	3D6+12 (23)
INT	2D6 (7)
POW	3D6 (11)
CHA	2D6 (7)

Attributes

Hit Points	20
Major Wound	10
Damage Modifier	+2D6
Magic Points	11
Movement Rate	15m
Armour	Tough hide (3AP)
Plunder Rating	3

Skills

Resistances			
Dodge	60%	Persistence	40%
Resilience	75%		
Knowledge			
Natural Lore	65%		
Practical			
Athletics	60%,	Deception	10%,
Perception	40%		
Combat			
Close Combat	60%		
Great Axe	(2D8+2D6)		
Unarmed Combat	60%		
Gore	(1D6+2D6)		
Head Butt	(1D6+2D6)		

Magic

Minotaurs tend to join Earth or Nature cults and learn Battle and Divine magic from them.

Mummy

The preserved remains of nobility, whose death rituals are deliberately designed to turn them into this form of undead.

Often bandaged from head to toe as part of this process, they tend to be found in their original tomb. Being nobility, they are of course found as the leader of other lesser undead types, who were often their servants during life as well.

Characteristics

STR 3D6+12 (23)

CON 3D6+12 (23)

DEX 2D6 (7)

SIZ 2D6+6 (13)

INT 2D6+6 (13)

POW 0 (0)

CHA 1 (1)

Attributes

Hit Points 18

Major Wound 9

Damage Modifier +1D6

Magic Points 0 (See below)

Movement Rate 15m

Armour Tough Skin (2AP)

Plunder Rating 4

Skills

Resistances

Dodge 30%, Persistence 80%
(+Immune to Mind control magics),
Resilience 50% (+ Mummies are
immune to natural Disease and Poison)

Knowledge

Lore (Undead) 65%

Practical

Athletics 10%, Deception 10%,
Perception 40%

Combat

Close Combat 80%

War Maul (2D8+1D6)

Unarmed Combat 60%

Fist (1D6+1D6)

Magic

Since Mummies are POW-less, they never have Battle Magic. Mummies who were Priests in their previous lives may have Divine Magic, and Mummies who know Sorcery will always know at least one Tap spell to gain Magic Points to fuel their spells.

Special Rules

An Ignite spell will work on a mummy's body. A strike with a fiery weapon, such as a sword with a Fireblade spell on it, or even a torch, will ignite the mummy if the hit causes damage. The damage done by the initial hit is taken each combat round as fire damage, unless the fire is put out. To put out a fire the Mummy must take 1 combat round to roll on the ground or immerse itself in water. During this time it may not make any other actions or reactions. Healing spells are ineffective on Mummies, though a Repair spell will fix any damage done (in 1D10 Hit Point increments).

When a creature becomes a mummy, its STR and CON are doubled. The statistics above represent a human mummy, though any sentient creature willing to undergo the process may become a mummy.



Merman

These humanoids have a human upper body and a fish body from the waist down live in large undersea colonies which mirror the human kingdoms of dry land above. They are quite territorial and they have been known to lure sailors to their death who have not paid them the proper respect.

Characteristics	Plunder Rating I
STR 3D6+3 (14)	Skills
CON 3D6 (11)	Resistances
DEX 2D6+6 (13)	Dodge 30%, Persistence 30%, Resilience 30%
SIZ 3D6+6 (17)	Knowledge
INT 3D6 (11)	Natural Lore 80%
POW 3D6 (11)	Practical
CHA 3D6 (11)	Athletics (Swimming) 60%, Deception 30%, Perception 50%
Attributes	Combat
Hit Points 14	Close Combat 35%
Major Wound 7	Longspear (1D8+1D6)
Damage Modifier +1D6	Dagger (1D4+1+1D6)
Magic Points 11	
Movement Rate 23m Swimming, 7m on land as it crawls along.	
Armour None	

Magic

Mermen typically join the cults of the Sea God.

Special Rules

Mermen can hold their breath and swim underwater for their CON in minutes.

Ogre

On first glance ogres look like tall, handsome humans. But their mouth full of sharp canines soon betrays their true nature. They live as small family groups, or as leaders of orc and goblin war bands, and are fierce some carnivores, preferring the sweet flesh of intelligent creatures.

Characteristics

STR 2D6+12 (19)
CON 2D6+6 (13)
DEX 3D6 (11)
SIZ 2D6+6 (13)
INT 2D6+6 (13)
POW 2D6+6 (13)
CHA 3D6+3 (14)

Attributes

Hit Points 13
Major Wound 7
Damage Modifier +1D6
Magic Points 13
Movement Rate 15m
Armour Typically Leather (2AP)
Plunder Rating 3

Skills

Resistances

Dodge 35%, Persistence 55%,
Resilience 35%

Knowledge

Culture (local human) 60%

Practical

Athletics 35%, Deception 50%,
Perception 50%

Combat

Close Combat 60%
Longsword (1D8+1D6)
Target Shield (1D6+1D6)
Ranged Combat 40%
Short Now (1D6)
Unarmed Combat 60%
Fist (1D3+1D6)
Bite(1D4+1D6)

Magic

Ogres typically learn the magic of the culture they are 'part' of although they do tend to gravitate towards evil cannibal cults.

Orc

Foul green-skinned humanoids with pig-like snouts and a foul temper. Orcs live for violence and have a society where the strong dominate the weak. Orc clans, known as warbands, regularly war on each other and other races that they come across.

Characteristics

STR	4D6	(14)
CON	3D6	(11)
DEX	4D6	(14)
SIZ	2D6+3	(10)
INT	3D6	(11)
POW	2D6+3	(10)
CHA	2D6	(7)

Attributes

Hit Points 11

Major Wound 6

Damage Modifier 0

Magic Points 10

Movement Rate 15m

Armour Leather (2 AP)

Plunder Rating 2

Skills

Resistances

Dodge 35%, Persistence 35%,
Resilience 35%

Knowledge

Craft 40%

Practical

Athletics 35%, Deception 45%,
Perception 45%

Combat

Close Combat 40% ,

Scimitar (1D8)

Target Shield (1D6)

Ranged Combat 50%

Short Bow (1D8)

Magic

Orcs usually worship evil or warlike deities and are members of their cults.



Satyr

These beastmen have the lower quarters of a goat, and the upper torso of a man. Their hair tends to be thick and curly, like a goats, and they also have goat horns on their heads.

Characteristics

STR	5D6	(18)
CON	4D6	(14)
DEX	3D6+6	(17)
SIZ	2D6+6	(13)
INT	2D6+6	(13)
POW	4D6	(14)
CHA	2D6	(7)

Attributes

Hit Points	14
Major Wound	7
Damage Modifier	+1D6
Magic Points	14
Movement Rate	15m
Armour	None
Plunder Rating	1

Skills

Resistances	
Dodge	35%, Persistence 50%, Resilience 50%
Knowledge	
Natural lore	75%
Practical	
Athletics	45%, Deception 60%, Perception 60%
Combat	
Close Combat	35%
Club	(1D6+1D6)
Unarmed Combat	55%
Head Butt	(1D6+1D6)

Magic

Satyrs are naturally magical and know at least five points of Battle Magic. They also tend to join Earth or Nature cults, and the wise amongst them become Shamans.

Sea Serpent

These long serpentine sea monsters are distantly related to Dragons. They lair in caves at the bottom of the sea and this is where they drag their victims to be devoured.

Characteristics

- STR 8D6+30 (58)
- CON 4D6+21 (35)
- DEX 2D6 (7)
- SIZ 6D6+15 (36)
- INT 3 (3)
- POW 6D6 (21)
- CHA 3 (3)

Attributes

- Hit Points 36
- Major Wound 18
- Damage Modifier +5D6
- Magic Points 21
- Movement Rate 23m swimming 0 on land
- Armour Scales (AP 5)
- Plunder Rating 3

Skills

- Resistances
 - Dodge 40%, Persistence 40%, Resilience 80%
- Practical
 - Athletics 60%, Stealth 25%
- Combat
 - Unarmed Combat 60%
 - Bite (1D6+5D6)

Skeleton

The animated bones of a human, these are the products of Sorcery and Divine magic. Skeletons are the lowest type of undead which are often created to, act as disposable warriors and tomb guards.

Characteristics	Plunder Rating 0
STR 2D6+6 (13)	Skills
CON 1D6 (4)	Resistances
DEX 3D6 (11)	Dodge 10% ,Persistence 100%,
SIZ 3D6 (11)	Resilience 100%
INT 0 (0)	Immune to all diseases, poisons and
POW 0 (0)	mind control magics.
CHA 0 (0)	Combat
Attributes	Close Combat 35%
Hit Points 8	Sword (1D8)
Major Wound 4	Medium Shield (1D6)
Damage Modifier 0	
Magic Points 0	
Movement Rate 15m	
Armour Typically Leather (2AP)	

Magic

None

Special Rules

Skeletons have a score of 0 for INT, POW and CHA, as they have no intelligence, will or personalities of their own. Skeletons are also immune to disease, fatigue, poisons and mind control magics.

A skeleton has the same Movement Rate, the creature had in life, but as a skeleton it cannot fly or swim (if the creature had those abilities while alive). Skeletons never suffer Fatigue.

Slime

This creature lives up to its name, being an amorphous blob of indeterminate colour that oozes around, dripping highly corrosive acid. They are carnivorous, engulfing their victims and dissolving them with their acid secretion.

Characteristics			Plunder Rating I	
STR	1D6	(4)	Skills	
CON	3D6	(11)	Resistances	
DEX	1D6	(4)	Dodge 10%, Persistence 40%*, Resilience 85%	
SIZ	6D6	(21)	*Immune to all mind control magics, poison and disease.	
INT	1	(12)	Practical	
POW	3D6	(11)	Athletics 30%, Perception 75%, Deception 75%	
CHA	1	(1)	Combat	
Attributes			Unarmed Combat 75%	
Hit Points		16	Envelop (Acid damage equal to the Slime's SIZ)	
Major Wound 8				
Damage Modifier 0				
Magic Points 11				
Movement Rate 7m can also crawl up walls and hang from ceilings.				
Armour None				

Magic

Slimes do not learn magic (under normal sane conditions).

Special Rules

A Slime can only be killed by fire or magic. Normal weapons merely pass through the Slime's rancid tissue, without causing damage. Because of a Slime's caustic nature, neither acid nor poison has any effect on it. Non-fiery weapon enhancement spells do no damage to a Slime. Disruption and similar spells have their normal effect.

A Slime's body retains its full acidic properties for a number of days after death equal to the creature's CON.

A Slime attacks by moving next to its intended victim and attempting to envelop him. This attack has a base 75% chance of success, though the victim may use his Dodge skill or his Athletics skill to jump out of the way. Using Athletics rather than Dodge incurs a -40% penalty. A Slime's attack may not be parried – the creature will simply slide around the parrying weapon to engulf its foe.

Every round a creature is enmeshed by a Slime, that creature will take acid damage equal to the SIZ of the Slime. Armour will protect against this damage for the first round, after which it is dissolved by the Slime's acid, unless it is enchanted in some way or another. A character caught by a Slime may attempt to escape by making another Dodge or Athletics skill test.

Troll

Standing over two metres tall, the troll is a fearsome humanoid monster with grey-green slimy skin. Its bulging bloodshot eyes, clawed hands and a stooped posture finishes off the grim countenance of this terrifying creature. Its appearance is not only the reason for its evil reputation. The troll has the ability to literally regrow severed limbs, bashed bones and to mend slashed skin, before the eyes of its attackers. Fortunately such creatures are solitary, unless enslaved by other evil humanoids, and of incredibly low intelligence.

Characteristics

STR 4D6+12 (26)
 CON 3D6+9 (20)
 DEX 2D6 (7)
 SIZ 4D6+12 (26)
 INT 1D6+3 (6)
 POW 3D6 (11)
 CHA 2D6 (7)

Attributes

Hit Points 23
 Major Wound 12
 Damage Modifier +2D6
 Magic Points 11
 Movement Rate 23m
 Armour Tough hide (3AP)
 Plunder Rating 1

Skills

Resistances

Dodge 25%, Persistence 25%,
 Resilience 60%

Knowledge

Nature Lore 40%

Practical

Athletics 20%, Deception 20%,
 Perception 20%

Combat

Close Combat 40%
 Club (1D6+2D6)
 Unarmed Combat 40%
 Claw (1D6+2D6)

The troll may attack with either club or claw as its action during a combat round, but not both.

Magic

None

Special Rules

Trolls regenerate damage done to them quite quickly, healing 1D6 Hit Points per Combat Round. This regeneration will not work on damage caused by fire.

Trolls also have Night Vision so are able to see in the Dark as if it was day.

Vampire

Dark overlords of the undead, Vampires feed off the blood and life-force of the living. They appear as normal humans, but their pallid complexion and over large canines give them away. Vampires are either solitary hunters, or form societies where weaker members of the brood must bring victims to the more powerful leaders.

Characteristics

STR 3D6+12 (23)

CON 3D6+12 (23)

DEX 3D6 (11)

SIZ 2D6+6 (13)

INT 2D6+6 (13)

POW 0

CHA 3D6 (11)

Attributes

Hit Points 18

Major Wound 9

Damage Modifier +1D6

Magic Points 0 (see below)

Movement Rate 15m

Armour Typically chainmail (5AP) if prepared for combat. Possibly Plate (6AP) for High Vampires.

Plunder Rating 4

Magic

Vampires are highly magical and will either be a Priest of an appropriate Death Cult or a Sorcery Wizard. They have at least 10 points of Magnitude of spells.

Special rules

Night vision

Vampires can see in the dark and at night as if it was day by sensing life energy.

Magic Point Drain.

A vampire does not regenerate Hit Points or Magic Points normally. Instead, he must take them from other beings by draining their blood. On a successful bite attack, the vampire will hang on and drain D6 Magic Points from the victim every round. Each drained Magic Point gives the vampire one Hit Point or Magic Point (vampires' choice). When the Vampire drains the victim's Magic Points to

Skills

Resistances

Dodge 40%, Persistence 80%,
Resilience 80%

Knowledge

Culture (Local) 80%

Practical

Athletics 50%, Deception 80%,
Perception 80%

Combat

Close Combat 50%

Longsword (1D8+1D6)

Target Shield (1D6+1D6)

Unarmed Combat 60%

Bite (1D6 + Magic Point drain, see below)

0, the victim fails unconscious, as normal, and the vampire can choose to carry on draining blood, except now it's the victim's permanent POW that is drained.

Shapeshifting

Vampires have the ability to shapeshift into mist at will. As a single Combat Action, the vampire (and every non-living item on his person) dissolves into a thin, greenish fog approximately the same SIZ as he was in the flesh. As a mist, the vampire is immune to all types of physical damage, but cannot take any action except Movement Rate. In mist form, a vampire moves at the same speed as he would normally and is unaffected by strong winds. Additionally, vampires still take damage from sunlight, as normal.

As well as the ability to transform into mist, some vampires manifest the ability to shapeshift into wolves and bats as well. As with the mist transformation, such changes take a Combat Action to perform.

Upon death, the vampire collapses to the ground and turns to mist at the beginning of the next Combat Round. Before then, it can be destroyed permanently by driving a stake through its heart (the only way to prevent it turning to mist) and decapitating it.

Vampires and Sunlight

As creatures of the night Vampires cannot stand the touch of natural sunlight. They take one point of damage to every hit location per round that they are exposed to the sun, though some will risk travelling in the daylight hours by wearing layers of clothing and a hood to cover as much of their body as possible.

Holy symbols

In the past the holy icons of some cults have proved effective against vampires. Those that focus their energies against the undead are the most likely to be effective., But it is down to the Games Master to decide what supernaturally offends any particular vampire. An elven vampire, for example, might be repelled by symbols of nature gods, rather than by human symbols of holiness. Any character presenting a holy symbol to a vampire as a Combat Action matches their Persistence against the vampire's Resilience in an opposed check. They will receive bonuses or penalties at the Games Master's discretion, based on the appropriateness of the symbol being displayed. On a successful test, the vampire loses 1D4 Hit Points (unaffected by armour or any of the vampire's magic) and may not attack that character or any other character under the protection of Holy Symbol.



Werewolf

Human by day, when the rage takes them, or under a full moon, they transform into a giant savage wolf. The very embodiment of nature or the bane of mankind, depending on your viewpoint.

Characteristics

STR	3D6 (x2)	(11) (22)
CON	3D6	(11)
DEX	3D6	(11)
SIZ	2D6+6	(13)
INT	2D6+6 (x0.5)	(13) (6)
POW	3D6	(11)
CHA	3D6	(11)

Attributes

Hit Points 12

Major Wound 6

Damage Modifier +1D6 in wolf form

Magic Points 11

Movement Rate 15m as man,
30m in wolf form

Armour Hide (1 AP)

Plunder Rating 0

Magic

Werewolves either learn Battle Magic handed down from their ancestors their family, a grouping known as the pack, or join Earth cults of a particularly rough and savage nature.

Special Rules

Werewolves have night vision, and at night they can see as well as they can during the day.

Werewolves can change form at will, an act that requires two Combat Actions to complete. On nights of a full moon, werewolves have no choice but to assume beast form.

The bite of a werewolf does not cause the recipient of the bite to become a werewolf,

While in wolf form, werewolves are immune to most damage. Only magic, fire or weapons made of pure silver will harm them – all other

Skills

Resistances

Dodge 60%, Persistence 60%,
Resilience 60%

Knowledge

Nature Lore 80%

Practical

Athletics 60%, Deception 60%,
Perception 60%

Combat

Close Combat 35% (as human)

Longsword (1D8/)

Ranged Combat 25% (as human)

Short Bow (1D8)

Unarmed Combat 60% (as wolf)

Bite (1D8+1D4)

Claw (1D6+1D4)

blows simply bounce off harmlessly. If a normal sword with a Weapon Enhance 3 spell cast on it is used against a werewolf, only the three points of damage from the spell will affect the creature; the weapon's normal damage, as well as the attacker's Damage Modifier, do not count. The werewolf's thick skin, which grants the beast one point of armour, would reduce the Weapon Enhance spell's damage to two. If the entire weapon is enchanted, such as with a Fireblade spell, the entire damage rolled will count, though the wielder's Damage Modifier will still be ignored.

Werewolves can be poisoned, so long as the poison can be introduced to the creature's body. They are living entities who require oxygen, and thus may be asphyxiated or drowned.

Wyvern

These giant slender green reptiles are akin to dragons but with no forelegs and animal intelligence.

Characteristics

STR 4D6+12 (26)

CON 2D6+12 (19)

DEX 2D6+6 (13)

SIZ 4D6+12 (26)

INT 7 (7)

POW 3D6 (11)

CHA 6 (6)

Attributes

Hit Points 23

Major Wound 12

Damage Modifier +2D6

Magic Points 10

Movement Rate 23m on land,

30m when flying

Armour Scales (5 AP)

Plunder Rating 1

Skills

Resistances

Dodge 50%, Persistence 35%, Resilience 50%

Practical

Athletics 50%, Deception 10%, Perception 60%

Combat

Unarmed Combat 60%

Bite (1D10+2D6)

Sting (1D6+2D6+poison)

Claw (1D6+2D6)

In one combat round the Wyvern can use all three attacks.

Magic

None.

Special Rules

Wyvern Sting

Type: Ingested

Delay: 1D2 Combat Rounds

Potency: 60

Full Effect: 1D6 Hit Point damage applies -4 penalty to victim's CON

Duration: 6D10 minutes

Zombie

The restless dead, rotting corpses animated by dark magic that shamble the world serving their masters or wandering lost, randomly attacking the living.

Characteristics

STR	3D6+12	(23)
CON	1D6	(4)
DEX	1D6+3	(7)
SIZ	3D6	(10)
INT	1D3	(2)
POW	0	(0)
CHA	1D3	(2)

Attributes

Hit Points 7

Major Wound 4

Damage Modifier +1D6

Magic Points 0

Movement Rate 7m

Armour None

Plunder Rating 0

Skills

Resistances

Dodge 0%, Persistence See Special
Rules below %, Resilience See Special
Rules below %

Combat

Unarmed Combat 50%

Fist (1D3+1D6)

Magic

None

Special Rules

Zombies are immune to fatigue, disease, poisons and mind control.

Animal List

Animal	STR	CON	DEX	SIZ	INT	POW	CHA	HP	Major Wound	Damage Modifier	Move	Armour type	Combat
Bear	3D6+15 (25)	2D6+6 (13)	3D6 (11)	3D6+15 (25)	5	3D6 (11)	5	19	10	+2D6	23m	Tough hide (3AP)	60% Bite ID8, Claw ID6
Big Cat (Lion, Tiger etc)	3D6+12 (24)	3D6 (11)	3D6+6 (17)	2D6+12 (19)	5	3D6 (11)	5	15	8	+1D6	23m	Hide (2AP)	60% Bite ID8, Claw ID6
Giant Beetle	2D6+12 (19)	3D6+6 (17)	2D6+6 (13)	3D6+6 (17)	2	1D6+6 (9)	2	17	9	+1D6	15m	Chitin (5AP)	50% Bite ID8
Cattle	4D6+6 (20)	2D6+9 (15)	2D6 (7)	2D6+9 (15)	4	2D6 (7)	4	15	8	+1D6	15m	Hide (2AP)	40% Charge ID8, Trample ID8
Flightless bird	4D6+18 (32)	2D6+6 (13)	3D6+6 (17)	4D6+12 (26)	3	3D6 (11)	3	18	9	+2D6	23m	Thick feathers (3AP)	45% Peck ID8, Kick ID6
Dog	2D6+6 (13)	3D6 (11)	2D6+6 (13)	1D6 (3)	5	1D6+6 (9)	5	7	4	0	23m	None	40% Bite ID6
Elephant	6D6+24 (45)	3D6+15 (24)	3D6 (11)	6D6+30 (48)	6	2D6+6 (13)	5	36	18	+5D6	23m	Thick hide (3 AP)	45% Trample ID12, Tusk ID10, Trunk Grapple
Hawk	1D3 (2)	2D3 (4)	3D6+18 (27)	1d2 (2)	4	2D6 (7)	4	3	2	-1D6	15m, 30m Flying	None	50% Claw ID6, Bite ID4
Giant Hawk	6D6+21 (39)	5D6+15 (33)	3D6+9 (18)	6D6+21 (39)	4	3D6 (11)	4	36	18	+4D6	23m, 30m Flying	thick feathers (3 AP)	80% Claw ID8, Bite ID6
Horse	2D6+18 (25)	3D6+6 (17)	2D6+3 (10)	2D6+18 (25)	4	3D6 (11)	5	21	11	+2D6	30m	Hide (2AP)	40% Kick ID6
Giant Lizard	2D6+12 (19)	3D6 (11)	1D6+12 (15)	2D6+12 (19)	3	3D6 (11)	3	15	8	+1D6	15m	Hide (2AP)	25% Bite ID6, Kick ID8

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OPENQUEST

Name: _____
Player: _____
Race: _____
Culture: _____
Age: _____
Gender: Male/Female _____

Characteristics

STR	CON	DEX	SIZ	INT	POW	CHA	Hero Points

Attributes

Damage Modifier _____
Movement Rate _____

Magic Points

Fatigue

Hit Points Total (.....)
Current

Major Wound Level =

Arms & Armour

Close Combat Weapon	Damage	Size

Ranged Weapon	Damage	Range	Rate

Unarmed Weapon	Damage
Fist	1D3
Kick	1D3

Armour	AP

Skills

Resistances

Dodge (DEX+10)

Persistence (POW+10)

Resilience (CON + POW)

Combat

Close Combat (DEX + STR)

Ranged Combat (DEX + INT)

Unarmed Combat (DEX + STR)

Knowledge

Culture (Own) (INT+10)

Language (Own) (INT+50)

Natural Lore (INT+10)

Culture () (INT)

Language () (INT)

Lore (Type) INT

Practical

Athletics (DEX+STR)

Craft (INT+10)

Deception (DEX+INT)

Driving (DEX+INT)

Engineering (INT+IO)

Healing (INT+10)

Influence (CHA +10)

Mechanisms (DEX+INT)

Perception (INT+POW)

Performance (CHA+I0)

Riding (DEX+POW)

Sailing (DEX+INT)

Streetwise (CHA+POW)

Trade (INT+10)

MAGIC

Battle Magic Casting (POW x 3)

Spells

Spell

Magnitude

Equipment

Item

ENC

Total ENC

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