

WARRIOR, ROGUE & MAGE

A FANTASY ROLEPLAYING GAME
BY MICHAEL WOLF



~ CORE RULEBOOK ~
REVISED EDITION



EVERYTHING IN ONE BOOK

Warrior, Rogue & Mage is a simple, lightweight roleplaying game that allows a group of players and a game master to experience epic adventures in a fantasy world filled with wondrous magic. This book contains the complete game rules, including character creation, combat, magic, equipment and monsters, as well as a complete fantasy setting, the Fallen Imperium of Vaneria.

NO CLASSES

Although **WRM** uses three basic fantasy RPG classes in its name, it doesn't make use of classes. Players are encouraged to create their characters freely without having to fit them into archetypal roles. Warrior, Rogue and Mage are actually the character's basic attributes, which measure their capabilities in combat, stealth and academics respectively.

wym
Roleplaying System



www.thefreerpblog.com

**STARGAZER
GAMES**



www.stargazergames.eu

Credits

Game Design and Layout: Michael Wolf

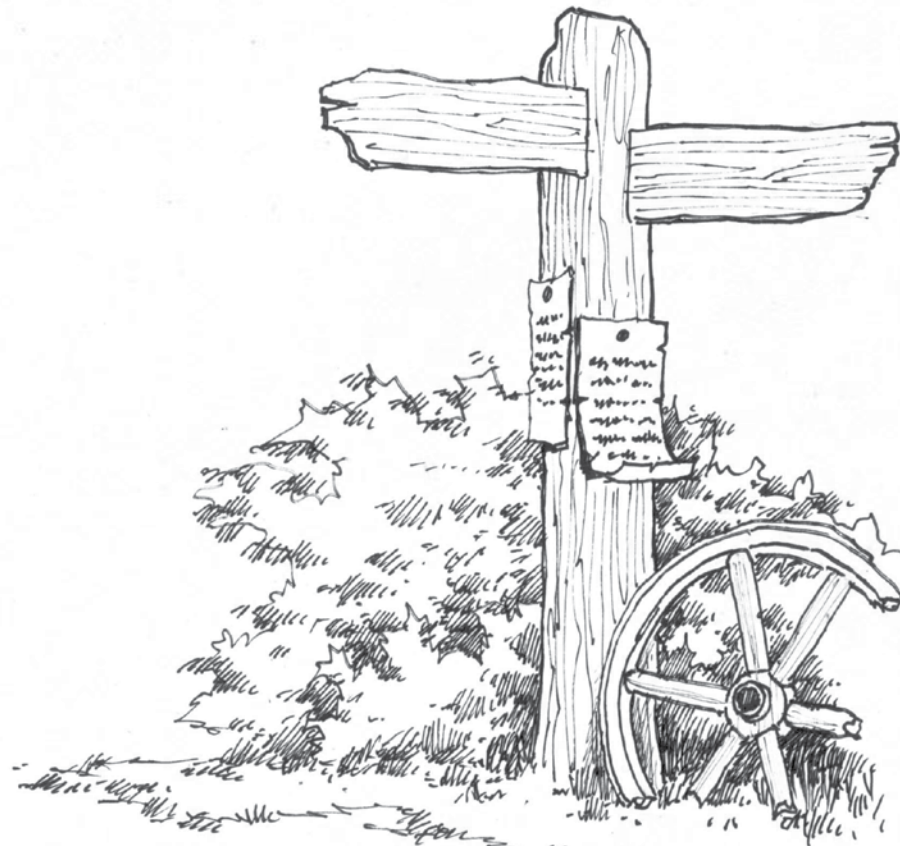
Editing: Andrew Modro

Cover and Interior Artwork: © The Forge Studios, Pawel Dobosz and Maciej Zagorski. Used with permission.

Playtesting and Advice: Manuel Austermühle, Jason Beardsley, Sandra Friedrich, David Lucas

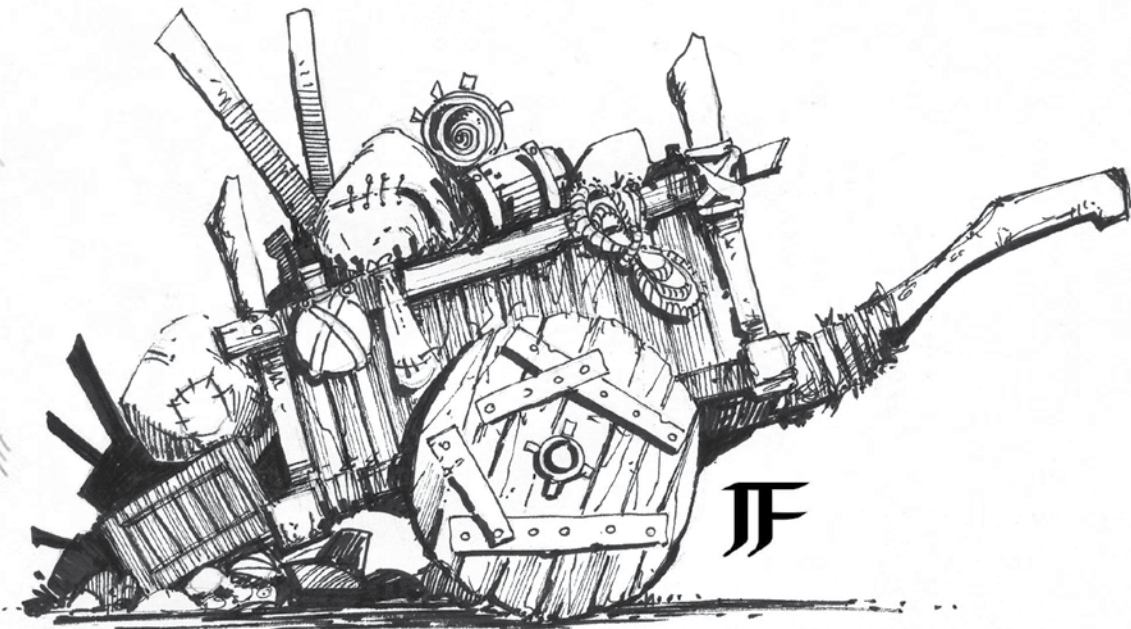
Hinojosa, William Hopkins, Verena Knorpp, Rachael Mansbach, Andrew Modro, Greg Rawson, Adam Weber and Gloria Weber

Special Thanks to: Michael Garcia, William Hopkins, Verena Knorpp, Rob Lang, Joshua Macy, Roberto Micheri, Andrew Modro, Zak Sawyer, Robin Stacey, Adam John Weber and the regulars of the #rpmn IRC channel on Sorcery.net!



Contents

Credits	3
Contents	4
License	4
Forewords	5
Chapter 1: Characters	6
Chapter 2: Rules Mechanics	8
Chapter 3: Combat	10
Chapter 4: Magic	11
Chapter 5: Equipment	15
Chapter 6: Game Mastering	20
Chapter 7: The World.....	23
Appendix 1: Skills & Talents.....	25
Appendix 2: Optional Rules	27
Appendix 3: Bestiary	31
Appendix 4: Tables & Character sheet	35



License

Warrior, Rogue & Mage is ©2010 Michael Wolf. Some rights reserved. All contents of this document (aside from the artwork) have been licensed under a Creative Commons BY~NC~SA 3.0 license. For more information check out www.creativecommons.com and www.stargazergames.eu.

PLEASE NOTE: THIS WHOLE BOOK MAY BE FREELY COPIED AND SHARED FOR PERSONAL USE!

Forewords

When Michael asked me to write this foreword, I agreed eagerly. I hope to have the chance to meet Mr. Wolf in person someday (or better yet have the honor of playing this game with him).

I am not the ravening fan boy type, but I fell for Warrior, Rogue, and Mage at first sight. There is something electric about this game, a feeling of limitless potential. The system is intuitive, flexible, and fun. There is an emphasis on character over numbers that is created by the simplicity and openness of these rules that I find refreshing.

When a game is made every designer hopes that people will like it, justifying all of their time and hard work. Also, designers have a vision that hopefully speaks through their work. I am proud and honored to have been a small part of Michael's vision.

ADAM WEBER, ADAM J. WEBER GAMES

There are few natural phenomena that have more energy and passion than Michael Wolf. After physicists have given up looking for the Higgs Boson, they are going to break him apart to discover his source of power. Warrior Rogue and Mage is typical of Michael's roleplaying game output: a complete game that wraps the familiar with paradigm ignoring features.

There are no classes, just your desire to create a character with distinct abilities. Balance the three characteristics of Warrior, Rogue and Mage to create endless combinations of character class. At its core, the system is light and complexity is brought about by your choices as a player, not by pages of rules. Combine Talents, skills and attributes to achieve epic successes.

In terms of layout and style, Michael has attached 'the bar' (to which we free RPG authors aspire) to a rocket bound for Jupiter. The graphics

are both delightful and appropriate throughout and when printed, the finished book feels like it was born from the world of Vaneria described within.

I would like to be the first to thank Michael for sharing this superb work – a game which you'll be left agog that it does not bear a price tag. It bears its Creative Commons BY-NC-SA license proudly. If the physicists ever manage to split the Michael, they will be blinded by philanthropic desire to get you, me and a forum full of trolls gaming.

ROB LANG, THE FREE RPG BLOG AND 1KM1KT

In the past, people have asked me why I bother to write games. There are already hundreds of roleplaying games out there and since I don't intend to sell them and make some money, why bother? The reason is pretty simple: it's fun!

I am sure every GM worth his salt has already thought about writing his own game. Sometimes you just want to challenge yourself, see if you can really pull it off and design and write a game that works. If someone else enjoys the work you've done, great, but usually it's sufficient to know that you actually pulled it off.

That was what motivated me to write Warrior, Rogue & Mage in the first place. When I was under the shower I had an idea about using the basic fantasy RPG classes as the attributes of a character directly. And so I started writing down my ideas. What you hold in your hands is a refined version of that initial idea. I really hope you enjoy reading and playing this game as much as it was fun to create!

MICHAEL WOLF, AUTHOR OF WR&M

What is Warrior, Rogue & Mage?

WR&M is a simple, lightweight role playing game that allows a group of players and a game master (GM) to experience epic adventures in a fantasy world filled with conflict, monsters and wondrous magic.

Although WR&M uses the three archetypal roles of classic role playing games in its title, it doesn't make use of classes. Players can freely create characters as they see fit without having to press them into the tight corset of character classes. Warrior, Rogue and Mage are actually the characters' basic attributes, which measure their capabilities in combat, stealth and academics respectively.

This book assumes you are familiar with tabletop RPGs. If you have no idea how a tabletop role playing game is supposed to work, ask your geek friends; they'll probably know.

IF YOU HAVE ANY QUESTIONS REGARDING THE GAME, FEEL FREE TO CONTACT THE AUTHOR AT INFO@STARGAZERSWORLD.COM OR CHECK OUT THE FORUMS ON THE OFFICIAL STARGAZER GAMES WEBSITE.



Chapter 1: Characters

Each player has to create a character in order to play. The player character, or PC, is the player's representation in the game world. The characters played by the game master are called "non-player characters" or "NPCs". All characters in WR&M are described by their three basic attributes, skills, talents and various other values, which will be explained in detail in this chapter.

ATTRIBUTES

WR&M uses three basic attributes to describe a character: Warrior, Rogue and Mage. Each attribute is usually ranked from 0 to 6, but monsters and veteran characters may have higher values. If an attribute is ranked at 0 you can't use any skills related to that attribute. In the case of a Mage attribute of 0, the character can't cast even the simplest spell.

A character with a high rank in Warrior is a born fighter: strong, tough, and fearless. Characters with a low rank in this attribute will be weaker and less daring. Someone with a high Rogue attribute is witty, stealthy and quick with feet and mind, but a low Rogue attribute means the character is clumsy and inept. A highly ranked Mage attribute is a sign of intelligence, strength of will and mental discipline, whereas a low Mage attribute means the character is dull, flighty and easily influenced.

Each player character starts with 10 attribute levels that may be freely distributed among the three attributes. No attribute may start higher than 6. While highly specialized characters are possible, a well-rounded character with a few levels in each attribute probably works best for new players.

SKILLS

Each character is also further detailed by a few skills. Skills are abilities a character has learned over the years, like Riding or Thievery. Skills are not ranked like attributes; you either have learned a skill, or you have not. Each character starts with three skills of the player's choice. Each skill is related to one of the attributes. This indicates what kind of attribute rolls the skill might be applied to. Note that you can't choose a skill if the relevant attribute is ranked at level 0.

TALENTS

Talents give player characters special abilities that set them apart from mere commoners. You don't have to roll the die in order to use talents. As soon as a character has acquired a new talent he gets access to a special ability. Some talents may be taken several times. Player characters start with one talent.

HIT POINTS, FATE AND MANA

Hit points are a measure of how much damage a character may sustain before going down. A character with 0 HP is considered dead or dying. Fate can be used to save one's life in certain situations, or take over some narrative control from the GM. Mana is the raw magical energy that is used to cast magic spells. Characters can't perform any magic when their Mana is depleted.

Each character starts with hit points equal to 6 plus the Warrior attribute, fate equal to the Rogue attribute and Mana equal to two times the Mage attribute. If your Rogue attribute is 0, you still start with 1 fate point.

ARMOR AND DEFENSE

Each character has a Defense stat that is equal to half the sum of the Warrior and Rogue attributes, rounded down, plus 4. Worn armor and shields grant a bonus to Defense but raise the mana cost of spells by their Armor Penalty (AP).



Chapter 2: Rules Mechanics

BASIC TASK RESOLUTION

Every time a character wants to perform an action which has a chance of failing, the GM may ask the player to roll a die to determine the outcome of said action. The basic task resolution method is the attribute check. The GM picks the appropriate attribute and decides how difficult the task at hand is. Then the player rolls one six-sided die (d6) and adds the relevant attribute's level to the roll's result. If the character knows any skills that might help in that situation, the player may add 2 to his result. The final result is then compared to the difficulty level set by the GM. If the result is equal or higher than the DL, the task was successful. If not, the task failed.

OPTIONAL: If a character knows more than one skill that could be used in a given situation, the GM may allow the player to add another 2 to the result.

EXPLODING DIE

Whenever a player rolls a 6 on damage rolls

and attribute checks that use an appropriate skill, the die may "explode." This means that the player adds 6 to the total of the attribute and skill bonus, then rolls again and add the second result as well. If the second die roll is another 6, the player adds that 6 to the total and rolls again, and so on.

AUTOMATIC SUCCESS

When the risk of failure is extremely low, or the task is only of minor importance to the story, and the character has an appropriate skill, the GM may decide that no roll is necessary. In this case the character automatically succeeds.

UNOPPOSED CHECKS

If the task at hand is not actively opposed, the player has to beat a difficulty level determined by the GM. The following list provides you with some examples (DL in parenthesis): Easy (5), Routine (7), Challenging (9), Hard (11), Extreme (13)

OPPOSED CHECKS

The opposed check method is used when two characters are in direct competition. This is a contest of rolls. The player of each character makes a roll for the appropriate attribute (and skill, if any). Whoever gets the higher result wins the contest. Opposed checks don't need to be of the same attribute (or skill), so long as the action of one can oppose the other.

EXAMPLE: A thief wants to sneak past a guard. The guard then rolls a die and adds his Mage attribute to the result, along with a +2 bonus if he has the Awareness skill. The thief will have to beat this total to remain unnoticed.

OPTIONAL: Instead of rolling, you can just add 3 to the relevant attribute (and any skill bonus) of one character to get the DL of the roll for the other. This is most useful when a PC is actively opposing a passive NPC. In the above example, the CM could just add 3 to the guard's Mage attribute (and +2 for Awareness if the guard has it) to get a DL for the player's roll.

CIRCUMSTANTIAL MODIFIERS

There are circumstances which can make tasks harder or easier to perform than usual. The lack of tools makes it harder to craft something. A master crafted weapon grants a bonus to an attack. Or bad lighting conditions make it easier to hide in the shadows. The CM may add circumstantial modifiers to any DL if appropriate.

USING FATE

Players may spend one of their character's fate points to do the following (CM approval needed):

- Ignore an attack that would have killed the character, making it just miss instead.
- Change a minor detail in the game world. For example: your character knows the NPC you've just met, or there is a shop in the town you just entered with the equipment you need.
- Reroll a single die roll and use the better of the two, or add +2 to a single check.

Fate doesn't regenerate automatically, so players are advised not to waste their fate points. CMs should grant players fate points for heroic actions, good role playing and achieving character goals.



Chapter 3: Combat

INITIATIVE

Whenever combat occurs, player characters and non-player characters act in turns. At the start of combat, the sequence in which the two sides in the conflict act is determined. This is called initiative. In most cases common sense dictates the initiative. If the GM is unsure, roll a die for each side. The side with the higher result acts first.

OPTIONAL: A character with the Awareness skill may add +2 to the initiative roll.

COMBAT ACTIONS

Combat turns are generally short, a few seconds in duration, so characters can only perform a few actions. Running a short distance, drawing a weapon, attacking a foe, and casting a spell are reasonable actions that can be performed during one turn.

ATTACK ROLL

When a character tries to hit a foe in close or ranged combat, the player has to roll the dice to determine if the attack hits. Attack rolls work like any other attribute check, but the DL is always the target's Defense stat plus any applicable modifiers. Attack rolls are subject to the "exploding die" rule if the character has the appropriate skill. Refer to the Magic chapter for magic attacks.

EXAMPLE: A thief wants to backstab a guard

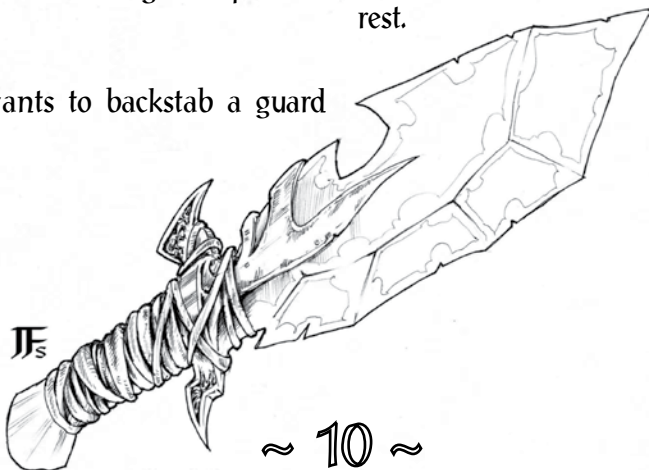
with a dagger. The skill list determines that when using a dagger the Rogue attribute applies. The thief knows this skill, so he may also add the +2 modifier to his attack roll.

DAMAGE AND HEALING

After having scored a hit, you determine the damage it caused. Damage is determined by the weapon used (see the weapon list for details). Note that damage rolls are always subject to the "exploding die" rule. The victim's hit points are reduced by a number of points equal to the damage caused. If hit points drop to 0, the character is dead or dying. A character's hit points may never drop below 0.

OPTIONAL: Characters who are reduced to under half their maximum hit points are considered seriously wounded and get a -3 modifier on all attribute checks.

Characters heal a number of hit points equal to their highest attribute per day of rest. Only light activities are allowed during that time. A character who takes part in a combat, chase or a similar strenuous activity may only heal a single hit point that day. Characters with the Herbalism skill may use their abilities to speed up healing. When receiving such treatment, a character heals an extra 2 hit points per day of rest.



Chapter 4: Magic

USING MAGIC

Characters with a Mage attribute of 1 or higher have access to spells. Spells can be found or bought. These spells must first be transferred to a character's personal spell book before they can be used. To cast a spell from the book, the character has to make a roll versus the DL of the spell. If successful, the caster's mana pool is reduced by the amount listed for the spell.

CASTING SPELLS

In order to cast spells a character needs at least Mage level 1. The thaumaturgy skill is helpful, but not necessary, especially if the character wants to use only a few simple spells. The range of all spells is line of sight if the spell description does not say otherwise.

Spells are divided into four circles of increasing potency. Spells of the first circle are the easiest and least powerful, while fourth circle spells are considerably more powerful and require more skill to be cast.

CIRCLE	MANA COST	DL
1 st	1	5
2 nd	2	7
3 rd	4	9
4 th	8	13

Wearing armor adds the AP of the armor worn to the mana cost of any spell cast.

SPELL ENHANCEMENT

A spell caster may choose to improve a spell's effect, making the spell harder to cast but getting more powerful results. Each level of en-

hancement costs half the initial mana cost (rounded up) and raises the spell's casting DL by one. Enhancements are listed with each spell's description. Spells cast from implements may also be enhanced; the extra mana cost must be paid out of the caster's personal mana pool.

SUSTAINING SPELLS

Some spells can be held active beyond their normal duration. If a spell can be sustained in this manner, its description will say. In order to sustain a spell the caster has to concentrate, and all other actions the caster takes while concentrating suffer a -1 penalty. The mana cost for sustaining a spell is listed with the spell's description.

MANA REGENERATION

A character's mana pool fully refreshes after a good night's sleep. An hour's meditation will refresh mana equal to the character's Mage attribute. Some magic potions may also regenerate mana.

MAGIC IMPLEMENTS

A character who wants to focus on magic usually owns a magic implement. This may be a staff, gauntlet, ring, or similar piece of equipment. Magic implements are used to store spells that the magic user can later cast without having to spend any personal mana. A magic implement must be charged with mana before it can be used, and that mana pool is then used to power spells cast from it. As long as it is powered, the implement also grants a thaumaturgy bonus equal to its level. An implement can hold 10 mana per level of the item.

Storing mana in an implement is expensive. For each point of mana stored in the implement, the caster has to spend two from his or her personal pool. Implements may be charged in multiple sessions.

A character can only store spells he or she knows in a magic implement. The stored spell remains in the implement until replaced. A magic implement can store a total number of spell circles up to its level. A level 3 implement may store one third circle spell, but it may also be used to store one second circle and one first circle spell or three first circle spells.

SPELL LISTS

FIRST CIRCLE

FROSTBURN

Touch attack that causes 1d6-2 damage. Each level of enhancement raises the damage by +1.

HEALING HAND

Heals 1d6 HP. Caster must touch the target. Each level of enhancement heals an additional hit point.

MAGIC LIGHT

Caster creates a magic light on the tip of a staff or other weapon that illuminates a 10-yard radius, much like a torch. Enhancement can be used to add one or more of the following effects:

- Ball of light (the caster forms the light into a floating ball that can be controlled by thought)
- Colored light (the light shines in a color of the caster's choosing)
- Light beam (the light shines in a tight beam which reaches 15 yards)
- Flash (the effect lasts only one round but blinds everyone who looks unprotected

into the flash for 1d6 rounds)

The magic light shines for 1 hour or until dispelled by the caster. It can also be sustained for 1 additional mana per hour.

SENSE MAGIC

Caster senses the presence of magic in a 3 yard radius. Each level of enhancement adds another yard to the radius. This basic detection is instantaneous, but the spell can also be sustained for a cost of 1 mana per minute.

TELEKINESIS

Caster may remotely move one item up to 1kg. Each enhancement adds another kilogram of weight that can be moved. Telekinesis lasts for 1 minute and can be sustained for 1 additional mana per minute.



SECOND CIRCLE

CREATE FOOD AND WATER

The spell creates one daily ration of food and water for one person.

HEALING LIGHT

Heals 1d6 HP without having to touch the tar-

get. Each level of enhancement heals two additional hit points.

IDENTIFY

Allows the caster to identify one magic property of an item. Each level of enhancement identifies one additional property.

LEVITATION

Caster may slowly float up and down for up to 3 minutes. The spell can be sustained for 1 mana per additional minute. This spell provides no horizontal propulsion, but a caster may use other means to float horizontally.

LIGHTNING BOLT

Missile attack that causes $1d6+2$ damage (+2 damage per level of enhancement).

MAGIC ARMOR

A magic bubble around the caster absorbs any damage until its HP are depleted or dispelled. The bubble has 4 hit points and each level of enhancement adds 4 more. Excess damage is not transferred.

THIRD CIRCLE

CHAIN LIGHTNING

As Lightning Bolt, but can also attack multiple enemies as long as they are within 5 yards of each other. Damage as Lightning Bolt. The maximum number of targets affected is 3.

AIR WALK

The caster may walk on air as if it were solid ground for up to 3 minutes. The spell can be sustained for 1 minute per additional mana spent.

FIREBOLT

This missile spell causes $3d6$ damage in a radius of 3 yards. Enhancement can be used to:

- improve the damage by +2
- extend the radius by 2 yards

A Firebolt may be enhanced in both ways, paying for each enhancement separately.

ENCHANT WEAPON

The caster puts a temporary enchantment on a weapon that then grants its wielder +2 on attack rolls and damage. Lasts for one combat encounter. Enhancement can be used to add +1 to both the attack and damage bonuses.

STASIS

Touch attack that puts target into stasis. For the target time stands still; the target cannot move, attack or be attacked. Duration is one hour. Enhancement adds one additional hour.



FOURTH CIRCLE

SUMMON EARTH ELEMENTAL

Caster summons an Earth Elemental under his

control. The Elemental is destroyed when its HP are depleted or when dispelled by the caster.

MAGIC STEP

The caster can teleport up to 10 yards in any direction. Each enhancement adds 10 yards to the distance teleported. No line of sight is needed, but the caster must have a clear image of the place where he wants to teleport to in his mind.

USE MOONGATE

The caster can open moongates at special places (like stone circles) that allow instant travel over long distances. Moongates start to close slowly after 2 minutes. They cannot be held open, nor

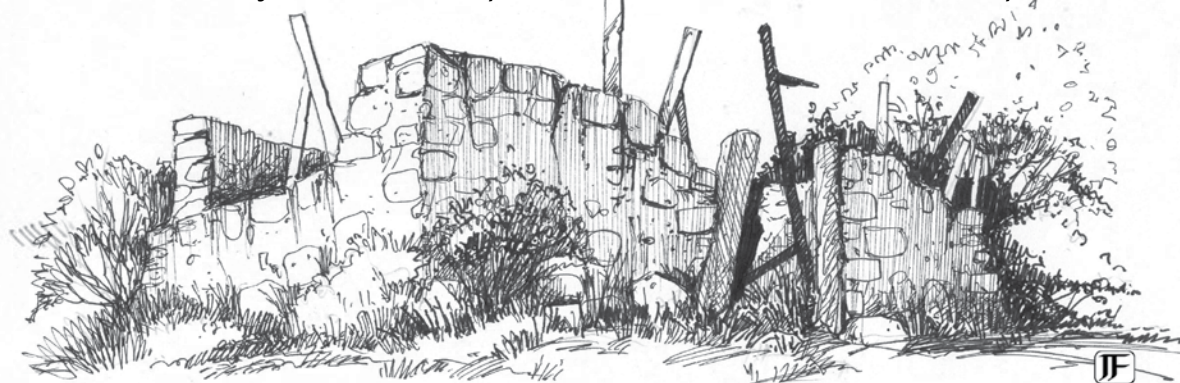
can they be opened more than once every 6 hours.

RETURN LIFE

Caster can revive one fallen character as long as the body is still intact and warm. Upon revival the returned character is healed to 2 HP. Enhancement can be used to increase the healing by 2 hit points.

PHANTOM STEED

The caster calls a phantom steed that can act as a mount for 24 hours. The phantom steed needs no rest and can walk on water. This spell can not be sustained; the steed must be resummoned after the 24 hours are up.



Variant: Warrior, Rogue & Scholar

Magic is very common in WR&M. Everyone with a Mage attribute value of 1 or higher can cast spells. If you want to run a more low-magic game, you can make the following changes:

The Mage attribute is replaced by the Scholar attribute. All skills that used Mage before now use the Scholar attribute. This is a purely cosmetic change, so if this isn't that important to you, you can of course stick to the Mage attribute.

In order to cast spells a character needs to buy

a new talent called "Spellcaster" which gives access to 1st circle spells. Spell casting works as usual, although you are restricted to basic spells when you start with a new character. All other talents that affect your magic abilities (like Blood Mage) need Spellcaster as a prerequisite now. When the character levels up, he can acquire "Advanced Spellcaster" which grants him access to the remaining spell circles.

This optional rule allows low-magic campaigns. By disallowing the Spellcaster talent you can even play without any magic at all.

Chapter 5: Equipment

Each character starts with 250 silver pieces (SP) to purchase equipment. Every character can wield every weapon. Spellcasting characters may wear armor, but the armor penalty of the armor worn raises the mana cost of each spell cast.



WEAPON	SKILL	DAMAGE	RANGE* (YARDS)	COST (SP)
Unarmed/Fist	Unarmed	1d6/2		
Axe	Axes	1d6		5
Bow	Bows	1d6	80	4
Crossbow	Bows	1d6+3	100	8
Dagger	Daggers/Thrown	1d6-2	8	2
Dragon pistol	Firearms	1d6+4	20	18
Dragon rifle	Firearms	2d6	40	25
Halberd	Polearms	1d6+3		7
Longbow	Bows	1d6+2	120	8
Mace	Blunt	1d6		5
Spear	Polearms/Thrown	1d6	20	3
Staff	Blunt	1d6		2
Sword	Swords	1d6		5
Throwing star	Thrown	1d6-1	15	2
Two-handed weapon	see description	2d6		10
Warhammer	Blunt	1d6		5

* When the target is further than half the Maximum Range away, the attack DL is increased by 4. This modifier is not applied when using daggers and throwing stars.



WEAPON DETAILS

BOW

A bundle of 10 arrows costs 2 SP. A bow can be used from horseback.

CROSSBOW

It takes one round to reload the crossbow. A bundle of 10 bolts costs 2 SP. A bow can be used from horseback.

DRAGON PISTOL

The dragon pistol is a one-handed firearm that was invented during the golden age of the Imperium. Reloading the pistol takes one round. 10 shots costs 4 SP.

DRAGON RIFLE

The dragon rifle is a two-handed firearm. It works similar to the dragon pistol but has a much longer range and causes more damage.

Reloading the rifle takes one round. 10 shots costs 4 SP.

HALBERD

The halberd has a reach of 2 yards.

LONGBOW

A bundle of 10 arrows costs 2 SP. A long bow cannot be used from horseback.

TWO-HANDED WEAPON

Swords, axes, maces and warhammers exist in larger, two-handed versions. The appropriate skill is used for each weapon.

UNARMED

Characters can make unarmed attacks using their fists. Unarmed attacks cause 1d6/2 damage (rounded down). The minimum damage caused is one hitpoint.

ARMOR	DEFENSE	ARMOR PENALTY	COST (SP)
Clothes	0	0	3
Padded cloth	1	0	8
Leather armor	2	1	15
Scale armor	3	2	23
Lamellar armor	4	3	35
Chain mail	5	4	70
Light plate armor	6	5	90
Heavy plate armor	7	5	120
Golem armor	8	see description	N/A
Small shield	+1	+2	5
Large shield	+2	+4	12
Tower shield	+3	+6	15

The stats given above are for full suits of armor

ARMOR DETAILS

GOLEM ARMOR

Golem armor is a bulky armor created by the armor smiths of a bygone era. It not only is incredibly tough, but also grants a bonus of 1d6 to all weapon damage. Casting is impossible when using golem armor.

There are rumors of special golem armors that not only allow spell casting but also are a magical implement in themselves. Golem armor is not available for sale.

PLATE ARMOR

Plate armor is made from large metal plates, that must be fitted to the wearer. Ill-fitted plate armor reduces all rolls by 2.

SCALE ARMOR

Scale armor consists of many small scales attached to a backing material of either leather or cloth.

LAMELLAR ARMOR

Lamellar armor was developed from scale armor, from which it differs by not needing a backing for the scales.

MAGIC ITEMS

Following is a list of sample magic items. GMs are encouraged to come up with their own magic items, or modify the samples to create even more exotic treasure for the player characters.

HEALING POTION

This vial contains a red bubbling liquid that heals 1d6 HP when quaffed.

MANA POTION

This vial contains a blue bubbling potion that restores 1d6 Mana points when quaffed.

GAUNTLETS OF TITANIC STRENGTH

These large gauntlets cause 2d6 damage when used for unarmed attacks.

FEATHERED CLOAK

This cloak is completely covered by raven feathers that slow every fall, so that the wearer does not sustain any damage from the fall.

WARMAGE ARMOR

This plate armor from the time of the Imperium uses special enchantments to allow casters to wear it without penalty. Its statistics are equal to normal plate armor, but its AP is 0.

RUNEBLADE

This rune covered sword ignores any armor. Attack rolls with this weapon are made against basic Defense.



ITEM	COST (SP)
Adventure's Kit	5
Backpack	4
Cask of beer	6
Cask of wine	9
Donkey or mule	25
Iron ration (for 1 week)	14
Lantern	5
Lockpick	2
Noble clothing	12
Normal clothing	3
Ox cart	7
Packhorse	30
Pickaxe	3
Pole (3 yards)	1
Ration (for 1 week)	7
Riding horse	75
Rope (10 yards)	2
Saddle bags, saddle and bridle	8
Torch	1
Travel clothing	5
Warhorse	150
1 st circle spell	25
2 nd circle spell	50
3 rd circle spell	75
4 th circle spell	100
Spellbook (leatherbound)	20
Spellbook (metalplated)	40
Magic implement (1 st circle)	80
Magic implement (2 nd circle)	160
Magic implement (3 rd circle)	240
Magic implement (4 th circle)	320

EQUIPMENT DETAILS

ADVENTURER'S KIT

This kit contains flint and tinder, a water flask, a blanket, a bed roll and a small tent.

HORSE

Stats for horses can be found in Appendix 3.

IRON RATIONS

These rations don't spoil over time.

LANTERN

Lanterns produce a brighter light than torches and are not as easily blown out.

MAGIC IMPLEMENT

A magic implement can take many forms (gauntlet, amulet, wand, etc.). For more details on magic implements see Chapter 4.

OX CART

The ox cart is a two-wheeled vehicle which is usually drawn by cattle. The oxen is not included.

PACKHORSE

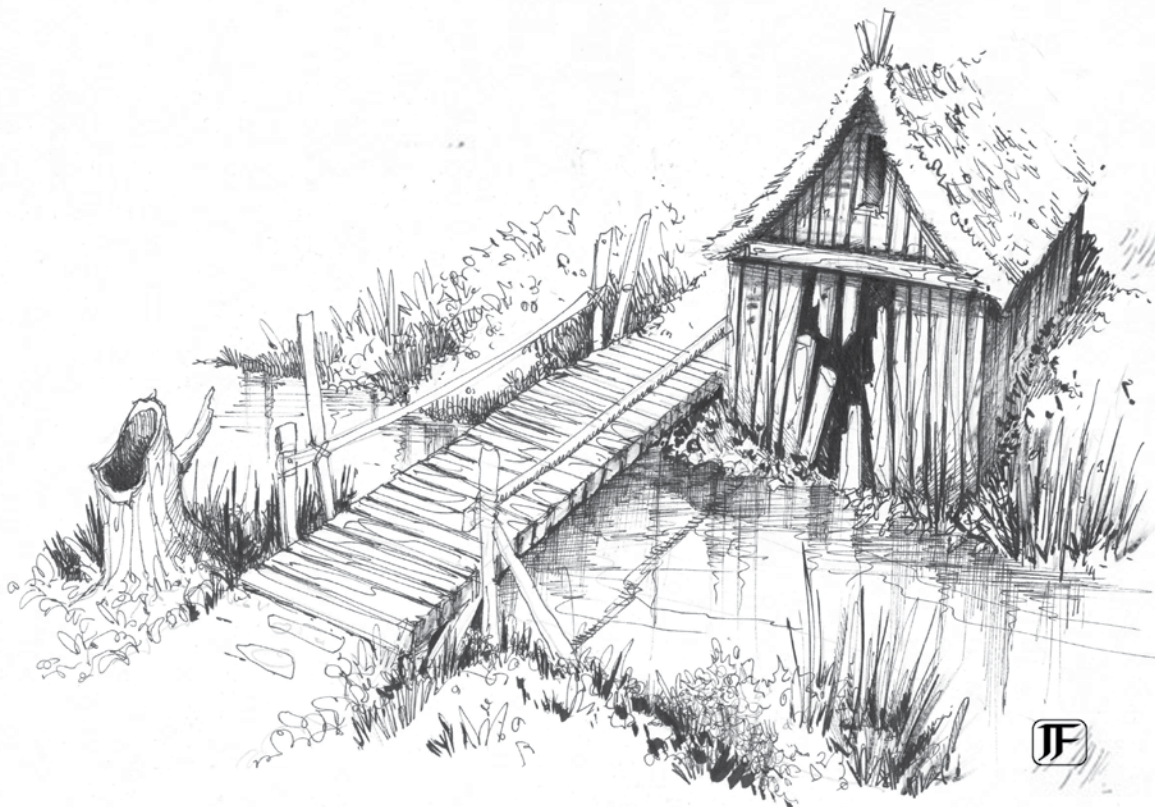
A packhorse comes fully equipped with a pack saddle and bridle.

SPELLS

Spells have to be acquired before they can be used. They can either be transcribed from an existing grimoire, or they can be bought in the form of spell scrolls, which can then be added to a caster's repertoire.

TORCH

A lit or un-lit torch can be used as an improvised weapon. Use the Blunt skill. Damage is 1d6-2 for unlit and 1d6-1 for lit torches. Flammable enemies may be set ablaze.



Chapter 6: Game Mastering



¶s

THE FOLLOWING SECTION IS FOR THE GAMEMASTER ONLY. IF
YOU ARE A PLAYER, STOP READING HERE!

RUNNING WARRIOR, ROGUE & MAGE

WR&M leaves a lot of room for interpretation in the rules, and in many cases GM fiat plays a major role. It shares this with a lot of early roleplaying games, which are now called "old school". But that aspect of the game allows it to be a perfect toolbox for players and GMs alike. If there's something missing from the game that you need for your campaign, just add it. If there's something that bothers you, change it or drop it completely. The possibilities are endless and the rules-light nature of the game allows you to make the game your own without having to fear you break the whole game.

START SLOW BUT THEN GO EPIC

Especially if you haven't run WR&M before, you should start things slow. Don't throw your players into an epic adventure right from the start. Try to get a feel for the rules and the lethality of combat first. There's nothing more frustrating for your gamers than to have to face a total party kill in the first session. After you're more comfortable with the game, you can turn things up a notch. WR&M is supposed to be epic fantasy. The setting included in the book hints at powerful artifacts, lost technologies and ruined cities. This is probably what the players expect when they sit down at the gaming table, so the GM should deliver.

GM RULINGS INSTEAD OF RULES

In most cases it's much faster and better for the flow of the game if the GM makes rulings when there's a rule discussion. Nothing destroys the mood of any game more than a lengthy discussion about rules and the interpretation of what is printed in the book. To avoid that, the GM should always have the last word in these cases. If the issue at hand still bothers you after the

game, just look it up and make up your mind; during the game you should decide something instead of making a fuss about it.

MAKE IT YOUR OWN

I can't stress this enough: make WR&M your own. GMs and players are encouraged to bring their own ideas to the table. Add new lands. Create new monsters. Change the rules. Write up your own spells. Whatever suits your fancy, do it. A lot of creativity went into the production of the game, but it definitely shouldn't end there! This book contains several optional rules that you can use, but you can add your own house rules as well. If you think there's something critical or very cool missing from the game, let us know!

SETTING THE MOOD WITH MUSIC

When it comes to setting a mood, nothing is better than music. Some people prefer movie and computer game soundtracks; some people prefer heavy metal tunes. The important part is that you and your players are comfortable with the music and that it enhances the mood of your game. Playing music from a horror movie in the background is a great way to improve the immersion if you're running a horror adventure.

CHARACTER ADVANCEMENT

Characters in WR&M don't have levels or need to amass experience points to improve their abilities. The GM decides when the characters are ready to advance. Usually this happens at the end of a successful adventure. (If you want to let the characters advance faster, you can allow them to advance after each session, every other session, and so on.)

Whenever the GM allows the players to advance they may do the following:

- Raise one attribute by one.
- Add 1d6 to either HP or Mana
- Gain an additional skill
- Gain a talent

Talents should be harder to get than an additional skill or HPs. The GM should send the player character on a sidequest to find a trainer, get admission to a special group or learn an ancient ritual that unlocks that talent.

OPTIONAL: The GM can allow players to add 3 points of HP or Mana when they level up instead of rolling the die.

NON-COMBAT HAZARDS

Aside from combat, there are many ways a character may be harmed. The table below lists a few possible hazards.

HAZARD	DAMAGE
Fall	1d6 per 3 yards fallen
Suffocation/ drowning	1d6 per round
Mild poison	1d3 initial damage, 1 damage per round until successful Warrior check vs. DL 7.
Lethal poison	1d6 initial damage, 2 damage per round until successful Warrior check vs. DL 11.
Fire	1d6 per round exposed to the flames



JF

Chapter 7: The World

WR&M can be played in almost any setting, but it was created with the fallen Imperium of Vaneria in mind. The Vanerian people had conquered the whole continent in ages past and had built the most glorious civilization in all human history. Technological and magical advancements allowed the Valerian citizens to live in peace and prosperity. Golems did most of the hard and dangerous work and war golems

helped defend the borders. When the last Emperor, Aurelius III, died, his successors started a bloody civil war. Five hundred years later, not much of the glorious Imperium remains. A few warlords still claim the Imperial throne, but none of them have enough power to unite the warring city states. Most Imperial war golems were destroyed; those that remained were outlawed centuries ago.



GAZETTER

TUKRAEL

The former capital of the Imperium was razed at the end of the war and is now overrun by the undead. No sane person dares to explore the ruins of old Tukrael. What wonders may still be hidden among the ruins?

VAIKUS

A city state in the foothills of the Dragontooth

Mountains in northern Vaneria. It is the most civilized nation among the successors of the Imperium. The Vaikusians have a strong caste system, where the Noble and Warrior castes hold power while the lower castes provide prosperity. The Vaikusian Falcon Knights are one of the few military units that still carry dragon pistols as sidearms.

JOAKALAVI

A city located in the Central Desert. It was an unimportant Imperial outpost before the war,

but has become the most important trade city on the continent. Caravans from every city state trade with each other in this beautiful city. None but the Scorpion Guard are allowed to bear arms in Joakalavi.

TRAEVAR

Traevan is a relatively small city at the shores of Lake Anytes. It is known for the Dark Spire, the last remaining magical academy from Imperial times.

CEMIMUS

The kingdom of Cemimus is the greatest rival of Vaikus. Ruled by a direct descendent of emperor Aurelius III, Cemimus is one of the nations that claim the Imperial throne. The nation is known for its ruthless mercenary armies and the corruption among its officials. Cemimus is currently waging a war against its neighbor, Bekel.

BEKEL

Bekel is a city state to the south of Cemimus and close to the former Imperial capital of Tukrael. It is known for the large ore deposits that are mined directly under the city. A large portion of the miners never leave the underground tun-

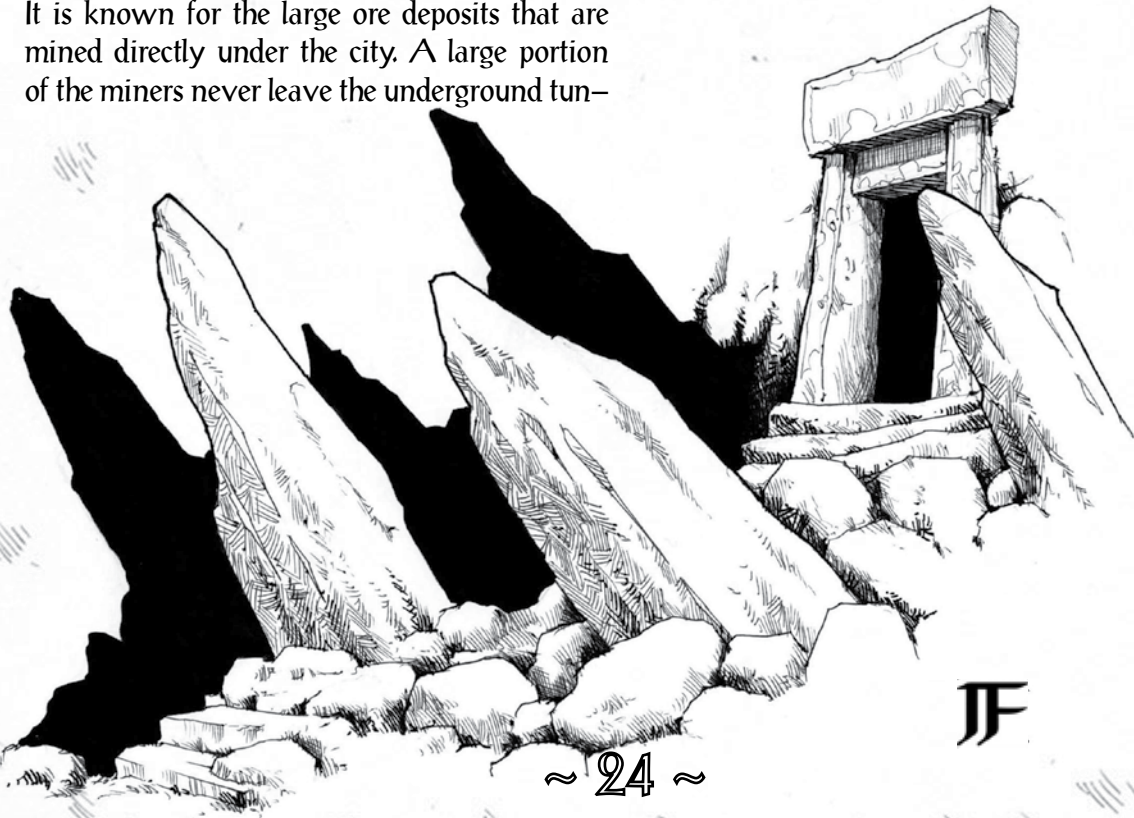
nels. Bekelan engineers and blacksmiths are among the best of the world.

CHAETRIL

Chaetril is one of the smaller city states. It is located in the grasslands to the west of Vaikus. Chaetril exports livestock and horses to all other city states. Its horses are only second to Imperial Warhorses. It is also the seat of the Patriarch of the Imperial Faith, the major religion of the continent. The cathedral of Chaetril is the home of the Paladins, an elite unit of church knights.

SOME NOTES

The information presented here is not a complete campaign setting. It should form the seed of a campaign of your own. Who rules the city of Bekel? What is the Imperial Faith like? What's going on in Tukrael? Fill in the blanks. Don't like the idea that the Falcon Knights carry pistols as sidearms? Change it. You want to have invading barbarian hordes from the east or even orcs? Put them in. It's your sandbox, feel free to play in it.

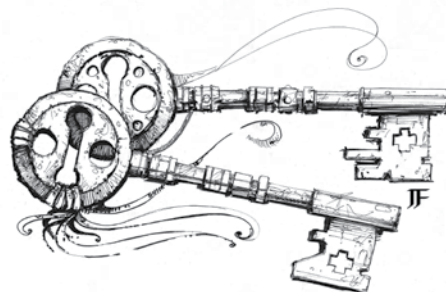


Appendix 1: Skills & Talents

SKILL LIST

The table below lists all available skills for WR&M. GMs are free to add more skills, if necessary.

SKILL	ATTRIBUTE. DESCRIPTION
Acrobatics	Rogue. Training in activities like dancing, contortion, climbing, tightrope walking, tumbling.
Alchemy	Mage. Training in creating and identifying potions and salves.
Athletics	Warrior. Training in swimming, running and jumping.
Awareness	Mage. This skill is a measure of a characters awareness of his surroundings.
Axes	Warrior. Training with axes.
Blunt	Warrior. Training in all blunt weapons incl. maces and staves.
Bows	Rogue. Skill for using bows and crossbows.
Daggers	Rogue. Training with daggers and knives.
Driving	Warrior. Training with driving vehicles.
Firearms	Rogue. Training in the usage of exotic firearms.
Herbalism	Mage. Knowledge of plants, herbs and their medical uses. Can be used to heal critically wounded characters.
Lore	Mage. General knowledge.
Polearms	Warrior. Training with polearms, spears and lances.
Riding	Warrior. Training in riding on horses and other common mounts.
Swords	Warrior. Training with all kinds of swords, including two-handed ones.
Thaumaturgy	Mage. Skilled with arcane spells and rituals.
Thievery	Rogue. Training in the roguish arts like picking locks and picking pockets.
Thrown	Rogue. Proficiency with thrown weapons like shuriken.
Unarmed	Warrior. Training with unarmed fighting.



TALENTS LIST

The following table contains all talents available for characters in WR&M. GMs are free to add more if needed.

TALENT	DESCRIPTION
Armored Caster	You may reduce the armor penalty by 2. May be taken more than once.
Blood Mage	You may use hit points instead of mana when casting spells. You may use your HP for some or all of the cost of a spell when it is cast.
Champion	Select a cause. You get a +2 bonus on attack and damage rolls against enemies of that cause. May be taken more than once.
Channeller	You may add your Mage attribute level to your magic attack damage once per combat.
Craftsman	You are trained in a craft like blacksmithing, carpentry or bowmaking. May be taken more than once.
Dual Wielding	You may wield a weapon in your off-hand without penalty. Does not grant an extra attack.
Familiar	You have a small animal like a cat or falcon as a pet that can do some simple tricks.
Henchman	You are followed by a henchman who carries your equipment and treasure around and may be asked to perform tasks.
Hunter	You are a trained hunter and may live off the land easily. When given enough time, you can provide enough food to feed a party of four.
Leadership	You are a talented leader any may command troops.
Lucky Devil	You may reroll any roll once per scene (or combat)
Massive Attack	You can add your Warrior attribute level to your melee attack damage once per combat
Precise Shot	You can add your Rogue attribute level to your ranged attack damage once per combat
Sailor	You are trained in steering a boat or sailing ship and don't get any penalties for fighting on a sea vessel.
Sixth Sense	You may roll a die before any ambush or other situation where you are about to be surprised. If you roll 4+ you are not surprised and may act first.
Tough As Nails	Damage you take from an individual attack is reduced by 2.

Appendix 2: Optional Rules

NON-HUMAN

PLAYER CHARACTERS

Non-human races, such as Elves, Dwarves, Halflings and Gnomes are a common trope of the fantasy RPG genre. Some games even allow players to play a member of more bestial races like Orcs, Goblins or even more fantastic creatures. Although there are no Elves, Dwarves, Gnomes and Halflings in the campaign setting presented in this book, they may be viable player options in other fantasy settings.

PLAYER RACES

At the beginning of character creation the player chooses a character's race. This can be chosen from the following list, or the GM may create more races. The character automatically receives all the talents listed as "racial talents" in the race's entry.

ELF

Elves are usually slender, beautiful humanoids with slightly elongated limbs and pointed ears. Elves have less body hair than humans, have an exceptional talent for magic and live much longer than humans, but mature about as fast. RACIAL TALENTS: Exceptional Attribute (Mage), Sixth Sense, Weak

DWARF

Dwarves are shorter and stockier than humans. Male dwarves usually sport thick, long beards. Dwarves are very strong and tough for their small size and are known for their fighting prowess. Dwarves live longer than humans, but not as long as Elves. RACIAL TALENTS: Exceptional Attribute (Warrior), Craftsman (craft of player's choice), No Talent for Magic

HALFLING

Halflings are even shorter than Dwarves and are sometimes mistaken for human children. They usually live peaceful lives far away from the bustling towns of larger folk, but if one of the members of this race goes adventuring their exceptional talent for thievery shines. RACIAL TALENTS: Exceptional Attribute (Rogue), Hunter, Weak

LIZARDMAN

Lizardmen are an intelligent species that evolved from lizards. Though they are warm-blooded, they still prefer hot and dry areas. They resemble humanoid lizards with scales instead of skin (which also double as armor). Lizardmen are known for their lack of strong emotions and their keen logic. RACIAL TALENTS: Natural Armor (Defense 2), Tough as Nails, Outcast

GOBLIN

Goblins are the smallest of the "greenskin" races. They have green skin and very long pointed ears, and are about three feet tall. They have high voices and mouths full of razor-sharp teeth. Goblins seem to have a knack for salvaging and tinkering. RACIAL TALENTS: Tinkerer, Lucky Devil, Weak

ORC

Orcs are slightly larger than humans, green skinned and are exceptionally strong. They can be savage warriors, but they have a strong sense of honor. They usually look down on smaller races like Goblins and Halflings. Orcish adventurers are a rare sight, but often they are accompanied by one of their tame black wolves. RACIAL TALENTS: Berserker, Exceptional Attribute

(Warrior), Outcast

RACIAL TALENTS

Members of non-human races receive a number of bonus talents at character creation. Some of these are special talents available only to a particular race, which help set them apart from ordinary humans. Some racial talents are actually drawbacks, meant to balance out the advantages that these races get. GMs are encouraged to invent their own racial talents. The talents given in this chapter are meant as a source for inspiration. With the GMs approval players of other races may pick some of these talents as well.

BERSERKER

This talent allows a character to go berserk during combat. Going berserk adds +2 to the Warrior attribute and all damage caused.

A berserk character temporarily ignores all damage effects: note all the damage the berserk character takes, and apply the total when the berserk rage wears off. The Mage attribute is reduced to 0 during the duration of the berserk effect, and casting of magic is impossible.

The character has to attack the nearest enemy and is only allowed to fight in close combat (melee or unarmed). When all the enemies are incapacitated or dead the berserker has to make an Easy (5) check using his or her normal, unmodified Mage score. If the check is successful, the effect ends and the character drops unconscious to the ground. A character who has taken enough damage to be reduced to 0 or less HP is dead or dying. Otherwise the character is knocked out for 2d6 minutes and awakes with a headache. If the roll was unsuccessful, the berserker has to attack the nearest ally but can continue making the roll to come out of berserk every combat turn.

EXCEPTIONAL ATTRIBUTE

This talent allows the player to roll two six-sided dice instead of one when making a check using the relevant attribute. The highest result counts.

NATURAL ARMOR

Natural armor usually is in the form of scales or thick fur that protects the character from damage. The Defense granted by natural armor works as long as no other armor is worn.



NO TALENT FOR MAGIC

A character with this talent has a hard time grasping the concepts of magic or has a natural resistance to channeling mana. When making a casting check, the character rolls two d6 and takes the lowest result. In addition to that, all base mana costs for spells are doubled. The armor penalty for armor worn remains the same.

TINKERER

This talent grants a +2 bonus on all checks related to repairing, dismantling or using technical equipment like mechanical traps, firearms, war golems, clockwork, etc.

WEAK

A character with this talent starts play with hit points equal to 3 + the Warrior attribute, and when levelling up only gains 1d6-2 hit points (minimum 1 point).

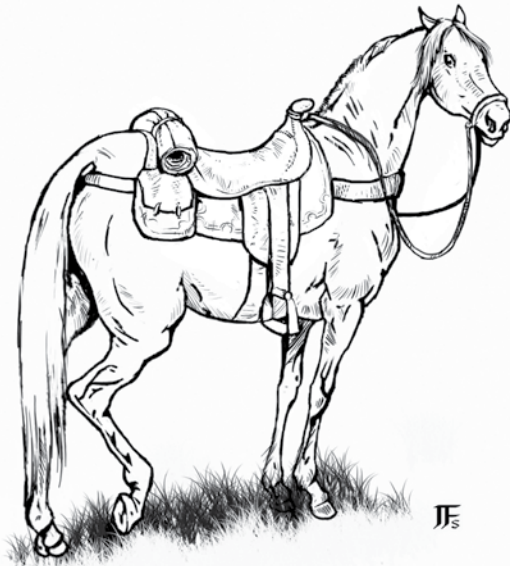
OUTCAST

A character with this racial talent is considered an outcast in most societies. Every test related to social interaction with a member of a different race is modified by -3.

DUAL WIELDING AND MULTIPLE ATTACKS

The talent Dual Wielding already allows characters to wield two weapons at once, although it does not grant additional attacks. If the C/M approves, PCs using two weapons may also attack with both weapons in one round if they take the talent Double Attack, which has Dual Wielding as a prerequisite. When using Double Attack the character gets an additional attack using the off-hand weapon. Both weapons must be of the same type in order to use this maneuver; two melee weapons or two ranged

weapons are fine (for example: dragon pistols, twin swords or sword and dagger), but not one ranged and one melee weapon. Two-handed weapons cannot be dual-wielded.



MOUNTED COMBAT AND VEHICLE COMBAT

Mounted combat and vehicle combat are handled much like combat between characters. The main difference is Maneuver checks. Fighting from horseback, or out of a fast-moving vehicle like a horse-drawn carriage, can be a complicated and dangerous matter.

MANEUVERS

A character attempting to perform a maneuver on a horse or on a moving vehicle must make a Maneuver check with a DL decided by the C/M. When riding a horse or similar mount, this is a riding check; when controlling a vehicle, the Driving skill applies. Just moving in a straight line is not considered a maneuver in itself as long as the rider/driver is not fighting.

Here are some examples of common maneuver DLs:

MANEUVER	DL
Walk (Horse)	—
Canter (Horse)	5
Gallop (Horse)	9
Tight Turn	7
Sudden Stop	9
Jump Obstacle	7

If the maneuver check is successful the character can perform combat actions like attacks, reloading weapons and so on. If the check fails the character may fall from the horse or crash. In case the maneuver performed was riding/driving in a straight line, the character has to reduce speed immediately.

RITUAL MAGIC

Spells of the higher circles are beyond the reach of most casters. The casting DLs are high and the mana costs may pose a problem for lesser mages.

With GM approval, casters may choose to per-

form ritual magic to get around these difficulties.

When more than one person performs a ritual, the participants can pool their mana. If one or more participants have the Blood Mage talent they can use it to convert any participant's HPs to Mana as well. Some truly evil sorcerers know the secret of sacrificing living beings to draw great amounts of power into a spell; this vile act is best left unpracticed by heroes.

Ritual magic takes a longer time to perform than normal spell magic. The following list gives the minimum casting times for ritual magic. The mana cost of the spell stays the same, and spell enhancement can be used, but the casting difficulty is reduced by 1 when the ritual is performed in the minimum time. If the casters choose to take double the listed time, the DL is reduced by 2, and so on.

CIRCLE	TIME	MAX. PARTICIPANTS
1st circle	1 min	3
2nd circle	5 min	6
3rd circle	15 min	9
4th circle	1 hour	12



Appendix 3: Bestiary

In this Bestiary you'll find average stats for various non-player characters and common creatures. Please note that the Defense listed is always the unarmored Defense. Bonuses granted by armor or shields are listed in parenthesis.

OPTIONAL: If you need non-human NPCs, like an Orcish Bandit, or an Elfish Mage, just add the racial talents listed in Appendix 2.

COMMON NPCs

APPRENTICE MAGE

Attributes: Warrior 2, Rogue 3, Mage 5
HP: 8, Mana: 10
Defense: 6
Skills: Alchemy, Blunt, Thaumaturgy
Talents: Familiar (Raven)
Spells: Frostburn, Healing Hand
Trappings: Mage robes, Staff, pouch with 2d6 silver pieces

BANDIT

Attributes: Warrior 5, Rogue 3, Mage 2
HP: 11, Mana: 4
Defense: 10 (+2 for leather armor)
Skills: Axes, Bows, Riding
Talents: none
Trappings: Leather clothing, wide-brimmed hat, axe, crossbow with 10 bolts.

COMMONER

Attributes: Warrior 2, Rogue 2, Mage 1
HP: 8, Mana: 2
Defense: 6
Skills: none
Talents: none
Trappings: Simple clothes, knife, pouch with 1 silver piece

CUTTHROAT

Attributes: Warrior 3, Rogue 5, Mage 2
HP: 9, Mana: 4
Defense: 10
Skills: Daggers, Thievery, Thrown
Talents: Dual-wield
Trappings: Dark clothes, hooded cloak, dagger, 1d6 throwing stars

JOURNEYMAN MAGE

Attributes: Warrior 3, Rogue 3, Mage 5
HP: 12, Mana: 10
Defense: 6
Skills: Alchemy, Blunt, Lore, Thaumaturgy
Talents: Familiar (Raven), Channeller
Spells: Frostburn, Healing Hand, Lightning Bolt
Trappings: Mage robes, Staff, pouch with 2d6 silver pieces

KNIGHT

Attributes: Warrior 6, Rogue 2, Mage 3
HP: 16, Mana: 6
Defense: 10 (+6 for light plate armor, +1 for small shield)
Skills: Lore, Polearms, Riding, Swords
Talents: Leadership, Henchman
Trappings: Light plate armor, sword, small shield, warhorse

PRIEST

Attributes: Warrior 3, Rogue 3, Mage 5
HP: 12, Mana: 10
Defense: 6
Skills: Awareness, Blunt, Lore
Talents: Champion (Imperial Faith), Henchman
Spells: Healing Hand, Create Food and Water
Trappings: Priest robes, Staff, holy symbol

SOLDIER

Attributes: Warrior 5, Rogue 3, Mage 2

HP: 10, Mana: 4

Defense: 10 (+3 for scale armor, +2 for large shield)

Skills: Athletics, Firearms, Swords

Talents: none

Trappings: Scale armor, large shield, sword, dragon rifle with 20 shots.

Town Guard

Attributes: Warrior 5, Rogue 3, Mage 2

HP: 11, Mana: 4

Defense: 10 (+3 for scale armor)

Skills: Bows, Polearms, Swords

Talents: none

Trappings: Scale armor, halberd, sword, cross-bow with 10 bolts, manacles

ANIMALS

Animal have slightly different stat blocks from humans. Instead of skills, talents and trappings, the animals various attacks are listed. Animals can attack with all their natural attacks if not noted otherwise. If an attack is marked with an asterisk (*) the exploding die rule for damage does not apply.

BEAR

Attributes: Warrior 8, Rogue 4, Mage 0

HP: 20, Mana: 0

Defense: 10 (+2 for thick fur)

Attacks: 2x Paws (uses Warrior attribute) 1d6+4 damage, Bite (uses Warrior attribute) 2d6

BIRD OF PREY

Attributes: Warrior 2, Rogue 6, Mage 0

HP: 4, Mana: 0

Defense: 9 (+3 while flying)

Attacks: Beak* (uses Rogue attribute) 1d6/2 damage

Notes: These stats can also be used for ravens and other birds of comparable size

CAT, LARGE

Attributes: Warrior 4, Rogue 8, Mage 0

HP: 12, Mana: 0

Defense: 8

Attacks: 2x Claws (uses Rogue attribute) 1d6+2 damage, Bite (uses Warrior attribute) 1d6+3

CAT, SMALL

Attributes: Warrior 2, Rogue 8, Mage 0

HP: 5, Mana: 0

Defense: 8

Attacks: 2x Claws* (uses Rogue attribute) 1d6/2 damage

DOG

Attributes: Warrior 4, Rogue 2, Mage 0

HP: 6, Mana: 0

Defense: 7

Attacks: Bite* (uses Warrior attribute) 1d6 damage

Notes: can be trained as a mount for small races

FIRE BEETLE

Attributes: Warrior 4, Rogue 4, Mage 0

HP: 8, Mana: 0

Defense: 8 (+3 for chitin armor)

Attacks: Fire spray (uses Rogue attribute) 1d6 damage, range 10 yards

GIANT BEETLE

Attributes: Warrior 4, Rogue 4, Mage 0

HP: 14, Mana: 0

Defense: 8 (+3 for chitin armor)

Attacks: Bite 1d6+2 damage

GIANT LEECH

Attributes: Warrior 3, Rogue 6, Mage 0

HP: 15, Mana: 0

Defense: 8

Attacks: Venomous bite (uses Rogue attribute)
1d6-2 damage (mild poison)

GIANT RAT

Attributes: Warrior 4, Rogue 2, Mage 0

HP: 12, Mana: 0

Defense: 7

Attacks: Bite (uses Warrior attribute) 1d6 damage

GIANT SPIDER

Attributes: Warrior 6, Rogue 6, Mage 0

HP: 24, Mana: 0

Defense: 8 (+4 for chitin armor)

Attacks: Venomous bite (uses Rogue attribute)
1d6+2 damage (mild poison)

Notes: can be trained as a mount for small races

HORSE

Attributes: Warrior 5, Rogue 5, Mage 0

HP: 12, Mana: 0

Defense: 9

Attacks: Bite* (uses Warrior attribute) 1d6 damage

Notes: Warhorses have 1d6+4 additional hit-points and have one trample attack (which uses Warrior attribute) that causes 2d6 damage

VENOMOUS SNAKE

Attributes: Warrior 2, Rogue 6, Mage 0

HP: 6, Mana: 0

Defense: 8

Attacks: venomous bite* (uses Rogue attribute)
1d6/2 damage + poison (mild or lethal, see Chapter 6)

WOLF

Attributes: Warrior 4, Rogue 4, Mage 0

HP: 8, Mana: 0

Defense: 8

Attacks: Bite (uses Warrior attribute) 1d6 damage

WOLF, DIRE

Attributes: Warrior 6, Rogue 6, Mage 0

HP: 25, Mana: 0

Defense: 10 (+2 for thick fur)

Attacks: Bite (uses Warrior attribute) 1d6+3 damage

Notes: can be trained as a mount

MAGICAL CREATURES

AND THE UNDEAD

DRAKE

Attributes: Warrior 8, Rogue 6, Mage 2

HP: 35, Mana: 4

Defense: 11 (+4 for scales)

Attacks: Bite (uses Warrior attribute) 1d6+3 damage, 2x claws (use Warrior attribute) 1d6+2 damage

Notes: can be trained as a mount

FIRE DRAKE

Attributes: Warrior 8, Rogue 6, Mage 2

HP: 38, Mana: 4

Defense: 11 (+4 for scales)

Attacks: Bite (uses Warrior attribute) 1d6+1 damage, 2x claws (use Warrior attribute) 1d6 damage, flame breath (uses Rogue attribute) 2d6

Notes: can be trained as a mount

ELEMENTAL, EARTH

Attributes: Warrior 10, Rogue 2, Mage 0

HP: 40, Mana: 0

Defense: 10

Attacks: 2x stone fist (uses Warrior attribute) 2d6+2

GOLEM, WAR

Attributes: Warrior 10, Rogue 0, Mage 3

HP: 20, Mana: 0

Defense: 9 (+5 armor plating)

Attacks: steel fist (uses Warrior attribute) 2d6 or

can use normal weapons

Notes: The war golem has all the weapon skills he needs to use the weapons he's equipped with.

GOLEM, WORK

Attributes: Warrior 10, Rogue 0, Mage 2

HP: 20, Mana: 0

Defense: 9 (+2 light armor plating)

Attacks: steel fist (uses Warrior attribute) 2d6

SKELETON

Attributes: Warrior 3, Rogue 3, Mage 0

HP: 9, Mana: 0

Defense: 7 (+1 for rusted armor)

- SKELETON WARRIOR
Trappings: Rusted armor, broken shield, sword
- SKELETON ARCHER
Trappings: Rusted armor, bow with 10 arrows

Notes: Skeletons ignore half damage from all but blunt weapons and axes.

ZOMBIE

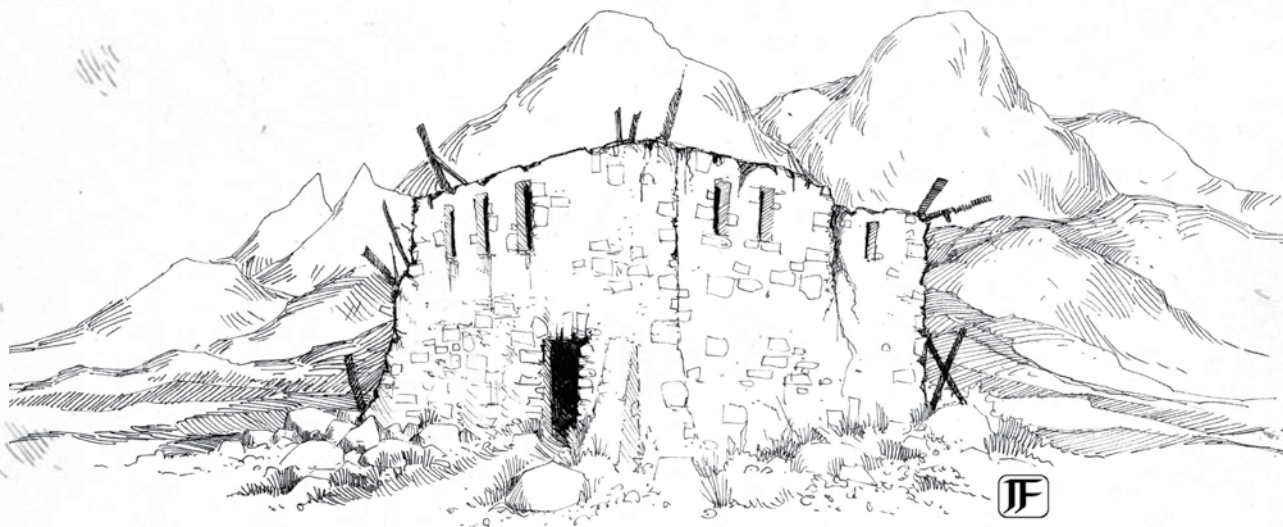
Attributes: Warrior 6, Rogue 0, Mage 0

HP: 12, Mana: 0

Defense: 7

Attacks: infected bite (uses Warrior attribute) 1d6

Notes: characters killed by the bite of a zombie arise as zombies after 1d6 minutes



Appendix 4: Tables

CHARACTER CREATION SUMMARY

1. Distribute 10 attribute levels among the three attributes Warrior, Rogue, and Mage. No attribute may be higher than six.
2. Pick three skills
3. Pick one talent
4. (OPTIONAL: Choose a non-human race for your character and write down the racial talents on your character sheet)
5. Calculate HP, Fate, Mana and Defense
 $HP = 6 + \text{Warrior}$
 $\text{Fate} = 1 \times \text{Rogue}$
 $\text{Mana} = 2 \times \text{Mage}$
 $\text{Defense} = (\text{Warrior} + \text{Rogue}) / 2 + 4$
6. Purchase starting equipment for 250 SP.
7. Fill out character sheet.

STANDARD DIFFICULTY LEVELS NON-COMBAT HAZARDS

DIFFICULTY	DL
Easy	5
Routine	7
Challenging	9
Hard	11
Extreme	13

CASTING SPELLS

CIRCLE	MANA COST	DL
1 st	1	5
2 nd	2	7
3 rd	4	9
4 th	8	13

HAZARD	DAMAGE
Fall	1d6 per 3 yards fallen
Suffocation/ drowning	1d6 per round
Mild poison	1d3 initial damage, 1 damage per round until successful Warrior check vs. DL 7.
Lethal poison	1d6 initial damage, 2 damage per round until successful Warrior check vs. DL 11.
Fire	1d6 per round exposed to the flames

CHARACTER SHEET

WARRIOR, ROGUE & MAGE

CHARACTER NAME

PLAYER NAME

ORIGIN, RACE

APPEARANCE

W WARRIOR		ADV. TAKEN	
R ROGUE		CURRENT FATE	
M MAGE		ARMOR PENALTY	

HP HIT POINTS		CURRENT HP	
M MANA		CURRENT MANA	
Def DEFENSE		=	Base Defense Armor

WEAPON	BONUS	DAMAGE	RANGE	AMMO
Unarmed/Fist		1d6/2		

ARMOR WORN	DEFENSE	PENALTY

SKILL	ATTRIBUTE	TRAINED
Acrobatics	Rogue	O
Alchemy	Mage	O
Athletics	Rogue	O
Awareness	Mage	O
Axes	Warrior	O
Blunt	Warrior	O
Bows	Rogue	O
Driving	Warrior	O
Daggers	Rogue	O
Firearms	Rogue	O
Herbalism	Mage	O
Lore	Mage	O
Polearms	Warrior	O
Riding	Warrior	O
Swords	Warrior	O
Thaumaturgy	Mage	O
Thievery	Rogue	O
Thrown	Rogue	O
Unarmed	Warrior	O
		O
		O
		O
		O

CHARACTER SHEET

WARRIOR, ROGUE & MAGE

CHARACTER NAME

PLAYER NAME

TALENTS

ITEM

SPELL

CIRCLE

DL

MANA

WEALTH

WARRIOR, ROGUE & MAGE

PLAYER NAME

~ THIS CHARACTER SHEET MAY BE COPIED FOR PERSONAL USE ~

EQUIPMENT SHEET

WARRIOR, ROGUE & MAGE

CHARACTER NAME

PLAYER NAME

ITEM

ITEM

WEALTH

NOTES