

BRUTAL

Big Bad Ball Busting Bloody Battles

GM SCREEN RELEASE 2.0

BRUTAL is a Hack-and-Slash
Fantasy Horror Game
Created and freely distributed by
DAVID J. STANLEY

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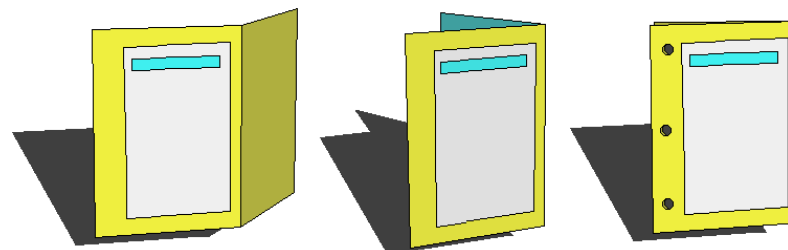
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BRUTAL

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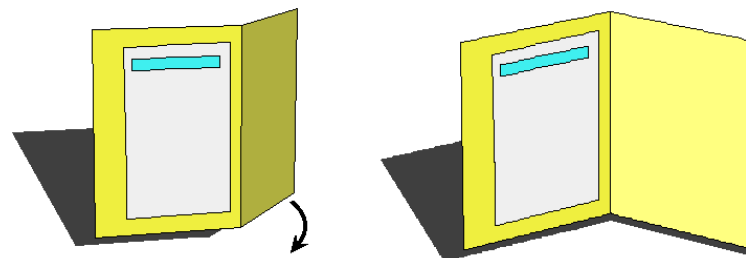
FOLDING INSTRUCTIONS

This is a FREE PRESS document, and you are responsible for any and all printing, folding, and binding of this document that you choose to implement. It is expected that you will fold each page as shown below and punch holes to add to your binder (half-sized 5.5 x 8.5). Another alternative is to fold each page as shown below and have a printer shop such as Kinko's® or OfficeMax® bind it using either comb binding or spiral binding. If you opt for the comb or spiral binding, it is highly recommended that you have them add a clear cover to the front, and a solid black cover to the back.



ALTERNATIVE FOLDING

The above fold creates a "GM Page" in your binder. However, you might want to print on a thick, hard, cardstock paper and fold it the other way so you can stand it up on the table. This is called a "GM Screen" and may be used to roll secret dice behind it, and keep the players guessing.



BACK PAGE ART

The second page contains artwork intended to be printed on the back of the GM Screen (double-sided print)

ACTIONS

<u>MIND</u>	<u>ATTEMPT</u>	<u>RESIST</u>	<u>PAGES</u>
Appraise	IN	Treasure	25
Check History	IN	Lore	
Comprehend Languages	IN	Language	
Cure Disease	NT	Disease	28
Detect Disguise	NT	CR	29
Detect Lie	NT	CR	
Detect Poison	NT	Poison	
Determine Direction	NT	Terrain	
Listen	NT	NT	
Neutralize Poison	NT	Poison	33
Read Runes	IN	Lore	
Resist Horror, or Gore	WP	Horror, Gore	
Spot vs. Hidden, Invisible, Secret	IN	CN, Invisible, Hidden, etc	
Track Identify, or Follow	NT	NT	
Yell Out	--	--	

<u>BODY</u>	<u>ATTEMPT</u>	<u>RESIST</u>	<u>PAGES</u>
Bash to Bits	ST	--	
Battle of Strength	ST	ST	
Climb	MV	Terrain	27
Grab and Hold	MV	Terrain	
Jump Up	MV	Terrain	31
Leap Across	MV	Terrain	
Leap into Saddle	MV	Terrain	32
Overcome Obstacle	CN	Obstacle	
Remove Trap	CN	Trap	

<u>COMBAT</u>	<u>ATTEMPT</u>	<u>RESIST</u>	<u>PAGES</u>
Battle Cry, or Song	--	--	26
Bind Wounds	--	--	
Blind Fighting	NT	NT	
Encourage	WP	--	30
Intimidate	CB	WP	
March	CB		
Nudge	CR	CN	34
Ride Beast	CN	MV	36
Quick Stand	MV	Terrain	35
Sprint 3", 6", 9"	MV	Terrain x2, x4, x8	37
Taunt	CR	WP	38
Trip	CR	CN	

<u>THEIF & ASSASSIN</u>	<u>ATTEMPT</u>	<u>RESIST</u>	<u>PAGES</u>
Disguise	--	--	
Hide	--	--	
Lie	--	--	
Pick Locks	CN	Lock	
Pick Pockets	CR	NT	
Sneak	CN	IN	
Surprise	CN	NT	

ARMOR

<u>WORN</u>	<u>RATING</u>	<u>GOLD</u>	<u>EXAMPLES</u>
1. Armor - Worn	0	2	common clothes, sheets
2. Armor - Worn	1d	10	leather armor, furs, and hides
3. Armor - Worn	2d	50	leather armor with a chain shirt
4. Armor - Worn	3d	150	padded clothing with full chain mail
5. Armor - Worn	4d	400	padded clothing with full plate mail

<u>CARRIED</u>	<u>RATING</u>	<u>GOLD</u>	<u>EXAMPLES</u>
6. Armor - Carried	1d	10	wooden shield - floats
7. Armor - Carried	1d	25	steel shield - doesn't burn
8. Armor - Carried	2d	15	2-handed staff or pole-arm

Notes:

- (1) Only the best armor worn is counted
- (2) Up to two shields may be used, but only with two free hands.
- (3) The staff acts as both a weapon and a shield.
- (4) +1d defense modifier when wielding a one-handed sword, (see Parry on page 17)

WEAPONS

<u>MELEE</u>	<u>HANDS</u>	<u>SIZE</u>	<u>RANGE</u>	<u>RATING</u>	<u>GOLD</u>	<u>EXAMPLES</u>
1. Sharp	1	Small	0"	1d	10	dagger, knife
2. Sharp	1	Normal	0"	2d	25	small sword, axe
3. Sharp	1 or 2	Large	0"	2d or 3d	50	big sword, big axe
4. Sharp	2	Very Big	0"	4d	100	2-hand sword
5. Blunt	1	Normal	0"	1d	5	small club
6. Blunt	1 or 2	Large	0"	1d or 2d	10	big club
7. Blunt	2	Very Big	1"	2d	15	staff, pole-arm
8. Hammer	2	Large	0"	3d	50	war hammer

<u>RANGE</u>	<u>HANDS</u>	<u>SIZE</u>	<u>RANGE</u>	<u>RATING</u>	<u>GOLD</u>	<u>EXAMPLES</u>
9. Thrown	1	Small	3",9",15"	1d	10	Dagger, knife
10 Thrown	1	Small	3",12",18"	1d	10	sling
11 Shot	2	Normal	3",18",27"	2d	25	bow
12 Shot	1	Normal	3",18",27"	3d	150	crossbow

<u>SIEGE</u>	<u>HANDS</u>	<u>SIZE</u>	<u>RANGE</u>	<u>RATING</u>	<u>GOLD</u>	<u>EXAMPLES</u>
13 Held	2-man	Very Big	0"	3d	50	small ram
14 Held	8-man	Massive	0"	8d	550	large ram
15 Shot	2-man	Very Big	9",21",33"	4d	550	balista
16 Shot	2-man	Very Big	18",27",36"	6d	1,250	catapult

Notes:

- (1) 20 arrows cost 2 gold, or 12 gold if tipped with real silver.
- (2) Range Modifiers: short range +1d, medium +0d, long -1d.

More Notes:

- (1) Crossbows and Slings may be shot with one hand, but require 2 hands to reload.
- (2) Crossbows require one action to reload.

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