BRUTAL
Big Bad Ball Busting Bloody Battles

GAME RULES 4.1

A Hack-and-Slash Fantasy Horror Game

David J. Stanley

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Check on-line for the latest updates.
www.BrutalRPG.com

BRUTAL is a Fantasy Combat Horror Game

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Created by: David J. Stanley

ILLUSTRATORS
Erix Barnett - Horrific images of a fearful sort
James Bolinger - Lots and lots of Catlings
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Larry Elmore - Zeetvahs, from Snarf Quest ®
Joseph Garcia – NPCs and monsters
Erwan Warengham - Maps
David J. Stanley - Maps

PROOFREADING
Michel Côté

 # OF PLAYERS
2 to 8, Best 4 to 6

AGE OF PLAYERS
14 and up
Must be able to roll a pile of six-sided dice then quickly add up the total sum.

SUB DOMAINS
Strategy Game, Thematic Game, War Game

CATEGORIES
Adventure, Exploration, Fantasy, Horror, Fighting, Miniatures

WAR GAME MECHANICS
Cooperative Play, Competitive Play, Dice Rolling, Grid Movement

ROLE PLAYING MECHANICS
Attribute and Ability, Stat-based
Dice Pooling (Primarily d6)
Point Based Skills
Race Based Special Skills

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ONE PAGE RULES

> 💡 **TIP**
>
> **Everything you need to know as a "player" is on this one page!**

ROLLING DICE

BRUTAL only uses 6-sided dice. The more dice you get to roll the better. Phrases like "3d" mean you roll three 6-sided dice at the same time and add the results, generating a value between 3 and 18.

Phrases like "+2d" **Modifier** or **Bonus** mean you get to roll two extra dice.

Phrases like "-1d" **Penalty** mean you have to roll one less dice than normal. At no time may any Penalty ever reduce your roll below one die.

Phrases like "+1p" **Pip** mean you get to add one point to the final sum of rolled dice.

Phrases like "3 in 6 chance" mean you must roll one dice, and if you roll a 3 or lower than something happens.

Phrases like "x2 damage" **Multiplier** mean that damage is doubled, only AFTER the damage is calculated in the normal manner.

DISTANCES

Because battles are played out using miniatures on the table top, distances are often described using the word "inches". A weapon with a range of 6 inches literally translates to 6 inches on the tabletop. A ruler can be used to measure distances.

- When using a battle map with a pre-printed grid, each square (or hex) = 1 inch.
- 1d = 1", 2d = 2", etc.
- 1 inch on the table = 5 feet to the characters.

TIME

During a battle, time is measured in rounds. Each round of battle is further divided into 12 countdown seconds.

- 1 countdown second = 1 second of time to the characters.
- 1 round of combat = 12 seconds of time to the characters.
- 5 rounds of combat = 60 seconds of time = 1 minute.

The "Game Master" (GM)

The GM brings everyone's imaginary character into a shared narrative that takes place within a fantasy setting provided by the GM. The GM is responsible for knowing all the rules, arbitrating disputes, and role-playing the numerous imaginary characters the players meet and interact with as the story unfolds.

Character Sheets

A character sheet records all the information necessary to play an imaginary character within the fantasy setting.

ATTEMPTING ACTIONS

Most of the time, your character may freely travel the roads, speak with the inn keeper, and explore dungeons. But sometimes, things are not so simple. To find a secret door, for example, you roll some dice to see if they can manage it. Some characters will get to roll more dice than others. How many dice you roll is based on the abilities, attributes and equipment shown on your character sheet.

RESISTING ACTIONS

To avoid being spotted, the secret door will also roll some dice. Some secret doors will roll more dice than others.

OPPOSING DICE ROLLS

Everyone involved rolls some dice and adds them up. Whoever rolls the highest wins. Ties always go to the defender who is trying to resist the action.

> 💡 **TIP**
>
> *ARE YOU A BAD ASS?*
>
> Just for fun, you might want to compare how many attack dice you roll vs. some common creatures.
>
> | | |
> |-----|----------------|
> | 3d | dogs, kobolds |
> | 5d | peasants, farmers |
> | 6d | giant rats |
> | 7d | orcs, goblins |
> | 8d | skeletons |
> | 9d | zombies |
> | 10d | ogres |
> | 11d | medusas |
> | 12d | werewolves |
> | 13d | giants |
> | 17d | dragons |

FOR THE GAME MASTER

In the BRUTAL game, the battles have been designed to feel "rushed". Mistakes should happen from time to time. That's okay. Don't look back. Just keep pushing forward.

- Do not allow a player to stop a battle to go back and do something they forgot to do earlier. They had their chance and they missed it.

- Do not allow a player who is not ready to fight, stop a battle and contemplate their next move. If the player stands dazed and confused, then so does their character.

- Do not allow one player to ruin it for everyone else. If one of your players struggles with the fast and furious battles of BRUTAL, you might offer to help them practice outside of normal game time.

Battles are played as one or more consecutive "Rounds" of combat. Every character (and monster) will have a chance to move and attempt actions.

The GM begins a round of combat by declaring "New Round" and waiting 15 seconds (or less, if everyone is ready sooner). You then countdown "Initiative" numbers from 12 to 1.

A character's initiative is a random number between 1 and 12. In BRUTAL, bigger numbers are always better, so bigger initiatives get to go first. Therefore, as the GM, you need to call out the initiatives starting with 12 first.

As "Initiative" numbers are called out, two or more players often declare their actions at the same time as they all reach out and move their miniatures on the tabletop battlefield simultaneously.

When an attack is declared the countdown pauses (briefly) as both the attacker and the defender roll opposing pools of dice.

If the attacker rolls a higher total than the defender, then damage points are subtracted from the defender's current health. If they receive too many damage points, they die.

DRAGON'S REACH
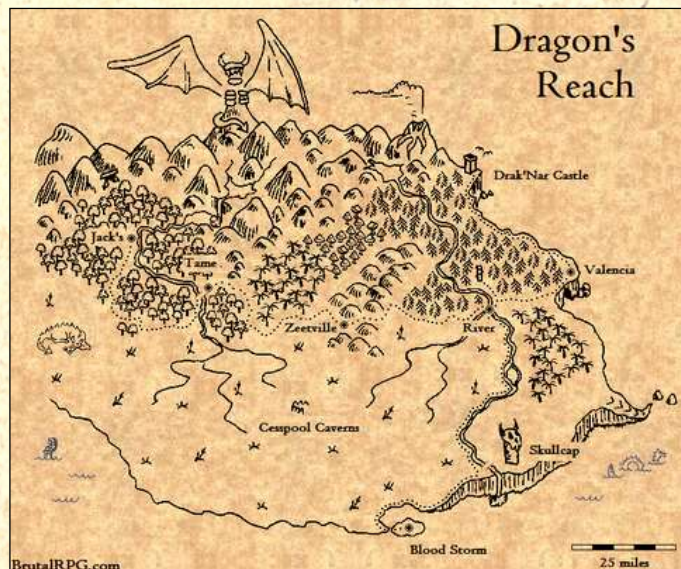
Dragon's Reach is the official campaign setting of BRUTAL.

Download and play the pre-written campaign adventures of Dragon's Reach or create your own from scratch.

Start off with short easy adventures that take place near a known city or village where you can recruit new characters to your cause regularly and keep your ranks full to ensure victory and, most importantly, avoid a "Total Party Kill" (TPK). If everyone dies, all of your adventure's fortunes are lost!

This game is for serious players only! Hordes of heart-stopping, heavy-hitting, hack-and-slash action adventure await! This game is not for sissy players who do not want their characters to die. In the BRUTAL game, your characters get killed all the time.

Battles move very quickly, as the Game Master counts down combat "Initiative" numbers at an alarming rate. As soon as your number is called, you may start making moves and attempting actions. During a BRUTAL battle, the players continue to move and attack throughout the round.

FANTASY ROLE PLAY MEETS HACK-AND-SLASH WARGAME

In BRUTAL, survival is a pure testament to its name. Learning to flee or stand your ground will mean the difference between a sigh of relief or a choke of blood in this game's intense and fast-paced combat system.

Creating a character is both quick and easy, allowing players to create and even control entire groups of them at the same time. Expect death, for it will find you in BRUTAL.

To win, characters must work together to gather clues, defeat monsters, avoid traps, and find treasures to grow in power.

ROLLING ABILITY RATINGS

If a character "Wants to find a secret door?" the player rolls some dice against the GM who also rolls some dice. Whoever rolls the highest wins.

Life is not fair. Some characters are better at finding secret doors then other characters are. The better a character is at finding secret doors, the more dice the player gets to roll.

Likewise, some secret doors are more difficult to find than other secret doors. The more difficult a secret door is to find, the more dice the GM gets to roll.

If a player wants to improve their character's chances (i.e., rolling more dice) then the character must survive battles and complete adventures to earn "Experience Points" (XP). Over time, characters earn and save up their XP until they have enough to purchase an ability rating increase.

ABILITY RATINGS

In BRUTAL, there are no character classes and no character levels. All we care about are **Abilities** such as Strength, and **Ratings** such as 6 dice. Together these form "Ability Ratings".

Ability ratings are used to determine how many dice to roll. All characters automatically have a rating = 1d or higher for each ability. You may always roll at least one die.

If your character has a Strength rating = 6d, there are various shorthand methods to write this:

Strength = 6d, Str=6, ST=6, and ST6.

CB	Combat
How well your character attacks others while they defend themselves.

CN	Coordination
How well your character overcomes obstacles, sprints on battlefields, avoids traps, opens locks, and reacts quickly.

CR	Corruption
How well your character trips others, nudges others, lies to others, taunts others.

IN	Intellect
How well your character spots hidden traps, hidden creatures, hidden treasure, secret doors and hidden spell glyphs.

MG	Magic
How well your character identifies spell glyphs and read spell glyphs.

NT	Nature
How well your character detects poison, neutralizes poison, resists pick pockets, and resists sneak attacks.

ST	Strength
How well your character pushes, pulls, lifts, etc. A very high ST is needed when wielding massive weapons.

WP	Willpower
How well your character resists fear, gore, horror, and mind controlling spells.

ATTRIBUTE RATINGS

DV   Dark Vision
How far your character can see in the dark. Dark Vision = 3d allows your character to see 3 inches on the tabletop (15 feet as seen by your character).

MV   Movement
How fast your character can move. Movement = 2d allows your character to move 2 inches on the tabletop (10 feet as seen by your character).

SP   Spring
How well your character leaps, jumps, and lands. (See "Spring").

SZ   Size
How big a weapon your character may wield, and how much Impact it delivers.

LF   Life Force
How many Hit Points your character has, and how well your character Resists Death Magic Spells.

HP   Hit Points
How much total damage your character may take before they die.

LK   Luck
How many times you may use the "Luck" action each day.

EXPERIENCE POINTS

Ability ratings can be improved by surviving battles and completing adventures to earn "Experience Points" (XP).

Attribute ratings are very similar to ability ratings, except they are permanent values that never change.

Characters earn and save up XP until they have enough XP to afford an ability rating upgrade.

It costs 2 XP to advance from 1d to 2d
It costs 3 XP to advance from 2d to 3d
It costs 4 XP to advance from 3d to 4d
And so on.

Your character may NOT skip ability ratings and jump from 3d to 6d without first purchasing 4d then 5d.

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CHARACTER RACES

Choose carefully. Each character race has its own unique advantages, disadvantages, and special abilities. Some are better thieves. Some are better spell casters. Some are better fighters. You get the idea.

Adventure Beetle
They cannot turn when flying, and totally suck at landing.
With a Strength of 10d and a Coordination of 10d, or higher, Adventure Beetles can turn and land normally, and MV = 2/5.

CB	CN	CR	IN	MG	NT	ST	WP
2	2	1	2	1	1	2	1
DV	MV	SP	SZ	LF	LK		
6"	2/4	2/6	2	2	2		

Catling
+2d Sprint
+2d Sneak

CB	CN	CR	IN	MG	NT	ST	WP
2	3	1	1	1	1	1	1
DV	MV	SP	SZ	LF	LK		
15"	3	3/9	3	2	2		

Cesspooler
(D) Thick skin = 2d
(A) Bite = 2d
+2d to resist surprise,
+2d to resist sneak attack.
With a Strength of 10d and Combat of 10d, or higher, Cesspoolers bite attack = 5d.

CB	CN	CR	IN	MG	NT	ST	WP
2	2	1	1	1	1	4	1
DV	MV	SP	SZ	LF	LK		
6"	2	1/3	4	2	2		

Cyclops Turtle
(D) Hard shell = 2d
(A) Bite / Claws = 3d
They can breathe under water. And with a Coordination of 10d and a Combat of 10d, or higher, a Cyclops Turtles shell grows longer spikes and defense = 5d.

CB	CN	CR	IN	MG	NT	ST	WP
2	3	1	2	1	1	3	1
DV	MV	SP	SZ	LF	LK		
6"	2/2	1/3	2	3	2		

Cyclopsling
+2d Size when wielding "Massive Weapons". With a Strength of 10d, or higher, a Cyclopsling may act as two people when operating a siege weapon.

CB	CN	CR	IN	MG	NT	ST	WP
2	5	1	2	1	1	3	2
DV	MV	SP	SZ	LF	LK		
6"	2	1/3	6	3	2		

Dwarf
+2d Spot Secret Door
+2d Spot hidden treasure
+2d Resisting "Impact" and "Crushing Blow"
With a Strength of 10d and a Combat of 10d, or higher, they gain +2d with axes.

CB	CN	CR	IN	MG	NT	ST	WP
2	2	1	2	1	1	3	3
DV	MV	SP	SZ	LF	LK		
15"	2	0/2	2	3	2		

Elf (Dark Elf "Drow" & Light Elf "Fae")
All elves get +1d with bows
With a Magic of 10d, or higher, Drow may attempt the Shadowy Darkness spell 3/day.
With a Magic of 10d, or higher, Fae Elves may attempt the Blinding Light spell 3/day.

CB	CN	CR	IN	MG	NT	ST	WP
2	2	1	2	1	3	2	2
DV	MV	SP	SZ	LF	LK		
15"	2	2/6	3	2	2		

Half Elf
+1d Coordination
With a Coordination of 10d, or higher, Half-Elves treat all ground Terrain Ratings as 2d.

CB	CN	CR	IN	MG	NT	ST	WP
2	2	2	2	1	2	2	2
DV	MV	SP	SZ	LF	LK		
6"	2	2/6	3	3	2		

Half Ogre
(D) Thick skin = 3d
-2d Intellect
+2d Strength
With a Strength of 10d and Combat of 10d, or higher, Half Ogres get + 5d Strength.

CB	CN	CR	IN	MG	NT	ST	WP
2	2	2	2	1	2	2	2
DV	MV	SP	SZ	LF	LK		
6"	2	1/3	4	3	2		

Half Orc

(D) Thick skin = 3d
-2d Intellect rolls.
With a Strength of 10d and Combat of 10d, or higher, Half Rocs get a +1d to all attack rolls.

CB	CN	CR	IN	MG	NT	ST	WP
2	2	2	2	1	2	2	2

DV	MV	SP	SZ	LF	LK	
6"	2	1/3	3	3	2	

Half Troll

(D) Thick skin = 3d
-2d Intellect
Naturally regenerate "heal" 2 to 7 HP (1d +1p) 1/hour, and can re-grow lost limbs in a single night.

CB	CN	CR	IN	MG	NT	ST	WP
2	1	2	1	1	1	2	2

DV	MV	SP	SZ	LF	LK	
18"	2	1/5	4	3	2	

Human

-1d or +1d Corruption at will.
With a Nature of 10d, or higher, Humans may refuse death for 3 rounds, regardless of any damage they may sustain.

CB	CN	CR	IN	MG	NT	ST	WP
2	2	3	1	1	1	2	1

DV	MV	SP	SZ	LF	LK	
0"	2	1/5	3	4	2	

Nightstalker

(D) Shell = 2d
(A) Bite / Claws = 3d
With a Willpower of 10d and a Nature of 10d, or higher, Nightstalkers may attempt the "Howling Pack" action 3/day.

CB	CN	CR	IN	MG	NT	ST	WP
2	3	1	1	1	2	1	1

DV	MV	SP	SZ	LF	LK	
18"	3/3	3/7	1	1	2	

Phoenite

(A) Claws (feet) = 3d
With a Willpower of 10d and a Nature of 10d, or higher, they may burst into flames on demand 3/day.

CB	CN	CR	IN	MG	NT	ST	WP
2	1	1	1	1	3	2	3

DV	MV	SP	SZ	LF	LK	
0"	2	1/3	3	3	2	

Skunklar

(D) Thick fur = 2d
They can release a natural cloud of spores 3/day.
With a Nature of 10d, or higher, are immune to all poisons.

CB	CN	CR	IN	MG	NT	ST	WP
2	1	2	1	1	3	2	1

DV	MV	SP	SZ	LF	LK	
12"	2	1/3	1	2	2	

The Gray

(D) Thick skin = 2d
They communicate telepathically.
They have a pair of tentacles that grow from their back. They may be used to "Grab and Hold", each with a +2d Strength bonus.

CB	CN	CR	IN	MG	NT	ST	WP
2	4	1	4	1	1	1	1

DV	MV	SP	SZ	LF	LK	
6"	2	1/5	3	3	2	

Tundra

Attack bonus when attacking with two weapons = +1d

CB	CN	CR	IN	MG	NT	ST	WP
2	2	1	2	1	3	2	2

DV	MV	SP	SZ	LF	LK	
12"	2	1/5	3	3	2	

Warrior Fly

(D) Wire-like fur = 1d
(D) Defense bonus when flying = +2d
With a Nature of 10d and a Combat of 10d, or higher, Warrior Flies may become Invisible on demand 3/day.

CB	CN	CR	IN	MG	NT	ST	WP
2	2	1	2	1	1	2	2

DV	MV	SP	SZ	LF	LK	
6"	2/3	1/4	1	3	2	

Zeetvah

(Special thanks: Larry Elmore)
(D) Thick skin = 1d
+3d Hide, -2d Sneak
With a Nature of 10d and a Coordination of 10d, or higher, Zeetvahs gain a 5 in 6 chance of avoiding all Traps.

CB	CN	CR	IN	MG	NT	ST	WP
2	4	1	1	1	1	1	1

DV	MV	SP	SZ	LF	LK	
0"	2	1/5	2	2	2	

PERKS & FLAWS

Perks & Flaws provide you with a way of making your character different from other characters. Perks & Flaws are optional. If you choose to select one or more "Perks", then you must also select one or more "Flaws". (P2) has rank = 2. (F1) has rank = 1.

- You cannot have more perk ranks than flaw ranks.
- In some cases (ask GM) you may choose the same perk twice. For example, 2 agility perks will cost you 4 perks but give you +2d for all CN rolls.
- Some settings (ask GM) may have special perks & flaws.

1. (F1) ADHD = easily distracted by *(squirrels?)*
2. (F1) Allergies = sneeze a lot when near *(pigs?)*
3. (F2) Bleeder = always suffer -2p extra points of damage
4. (F1) Braggart = must always exaggerate your stories
5. (F1) Chip On Shoulder = difficult to walk away from a fight
6. (F1) City Slicker = -2d to all NT rolls
7. (F1) Clumsy = -2d to all CN rolls
8. (F1) Color Blind = *(gold?)* and *(silver?)* look the same
9. (F2) Combat Paralysis = skip 1st round of a new battle
10. (F1) Cowardly = -2d to all WP rolls
11. (F2) Cursed = cannot distinguish between dead and undead
12. (F2) Cursed = always sneeze when trying to hide or sneak
13. (F2) Cursed = all gold turns to silver when you touch it
14. (F1) Dim Witted = -2d to all IN rolls
15. (F1) Drunk'n Master = -1d to all attack rolls, unless drunk
16. (F3) Elderly = -1 LF rating, -1 MV rating, -1d HP
17. (F1) Fear of Blood = no cutting, piercing, stabbing weapons
18. (F1) Fear of *(frogs?)* = an irrational fear from childhood
19. (F1) Fear of the Dark = need to be led by the hand
20. (F1) Fear of Heights = cross bridges or walk on ledges
21. (F2) Fear of Height (flying character races)
22. (F1) Fear of Water = cannot swim, hates getting wet

23. (F2) Fear of Water (swimming character races)
24. (F1) Knot Challenged = cannot tie knots
25. (F1) Foolhardy = try to be the first in and the last out
26. (F1) Foreigner = don't know any of the standard languages
27. (F2) Forgetful = 1 in 6 chance to not know/remember things
28. (F1) Greedy = easily bribed, sucker for bad bets
29. (F2) Hesitant = -2p to all initiative rolls
30. (F1) Honest Abe = literally unable to lie, even a little
31. (F1) Illiterate = cannot read or write
32. (F1) Memorable = +1d to be selected as a random target
33. (F3) Missing An Arm = no two handed weapons
34. (F1) Mute = may only say your name
35. (F1) Narrates = narrates their own action out loud
36. (F1) Paranoid = suffers from a fear that is not rational
37. (F3) Peg Leg = -1" MV rating, and max spring 2"
38. (F1) Poor Direction Sense = get lost easily
39. (F1) Poor Eye Sight (eye patch?) = -2d to all spot checks
40. (F2) Poor Grip = fails all drop an item rolls
41. (F1) Poor Hearing = others must yell for you to hear them
42. (F1) Rude = no people skills, pay twice cost at stores
43. (F3) Sickly = -1 LF rating, -2d HP
44. (F1) Speech Impediment = pronounce *(p?)* as *(k?)*
45. (F1) Third Person = refers to themselves in third person
46. (F1) Ugly = children run in fear and scream
47. (F3) Unlucky = zero luck, LK = 0
48. (F1) Wanted = there is a price on your head
49. (F1) Weakling = -2d to all ST rolls
50. (F1) Wrong Race = Thinks they are a different race
51. (F3) Youngling = -1 LF rating, -1 SZ rating, -1d HP

PERKS

1. (P2) Agile = +1d to all CN rolls
2. (P2) Alert = +2d to resist surprise, and sneak attack
3. (P5) Archer = +1d attack rolls with bows and arrows
4. (P2) Athletic = +1d to all ST rolls
5. (P1) Attractive = others tend to be more helpful
6. (P2) Bard = improved battle song by +1d
7. (P2) Beast Master = charm and train +1 beast
8. (P2) Brave = +2d to resist fear, gore and horror
9. (P3) Broad Stance = +2d defense vs. landing attacks
10. (P3) Cleric = all heal spells cure extra +1d hit points
11. (P2) Climber = +2d to grab and hold, and +1" climb speed
12. (P2) Confident = +1d to all WP rolls
13. (P2) Corrupt = +1d to all CR rolls
14. (P3) Detect = existence of goblin types, within 12", 3/day
15. (P3) Detect = existence of treasure, within 12", 3/day
16. (P3) Detect = existence of secret doors, within 12", 3/day
17. (P3) Detect = existence of traps, within 12", 3/day
18. (P3) Detect = existence of undead, within 12", 3/day
19. (P1) Druid = +1d to all NT rolls
20. (P2) Dungeoneer = never gets lost under ground

21. (P4) Extraordinary Hearing = able to hear anything 3/day
22. (P3) Extraordinary Wealth = begin with 100 extra gold coins
23. (P4) Extraordinary Memory = able to recall anything 3/day
24. (P4) Extraordinary Sight = able to see anything 3/day
25. (P4) Face in the Crowd = never selected as a random target
26. (P2) Gambler = +2d to sleight of hand
27. (P2) Gladiator = +2d with nets
28. (P1) Good Grip = never drop anything
29. (P1) High Pain Threshold = +2d to resist pain
30. (P1) Honorable = -1d to all CR rolls
31. (P4) Hulk = may use weapons 2 sizes larger than normal
32. (P2) Hunter = +2d to find hidden creatures and characters
33. (P4) Inheritance = a free random magic weapon
34. (P2) Investigator = +2d spot secret doors
35. (P1) Lands on feet = Half damage from falling
36. (P1) Lawful = +2d Resist disguise and lies
37. (P1) Linguist = speak three additional languages
38. (P4) Lionhearted = may receive bind wounds 3/day
39. (P2) Locksmith = +2d to open locks
40. (P5) Lucky = +1 to LK rating
41. (P3) Magic Resistant = +2d to resist magic
42. (P2) Navigator = never gets lost at sea
43. (P3) Oracle = knows a mysterious fact, 3/day
44. (P2) Pirate = knows where to find the pirate king
45. (P4) Quick = +2p to all initiative rolls
46. (P2) Ranger = never gets lost on land (above ground)
47. (P3) Savage = +1d to natural attack rating
48. (P2) Scholar = +1d to all IN rolls
49. (P2) Scout = +2d to track, and to resist being tracked
50. (P2) Sneaky = +2d Hide, +2d Sneak
51. (P2) Spy = +2d to disguise, and eavesdrop
52. (P2) Stout = +2d to resist poison
53. (P1) Sticky Finger = +2d to pick pocket
54. (P1) Streetwise = you might know a guy, who knows a guy
55. (P1) Sure Footed = +2d to resist trip and fall
56. (P5) Swordsman = +1d attack rolls with swords
57. (P3) Thick Skin = +1d to natural defense rating
58. (P1) Trapper = +2d to find and remove traps
59. (P2) Treasure Hunter = +3d find hidden treasure
60. (P1) Vampire Hunter = +2d to turn undead
61. (P4) Warlord = extra 2" free move for friends within 3"
62. (P2) Wizard = +2d to detect magic, and dispel magic
63. (P3) Wizard Apprentice = a random spell glyph

Character Name	Dwayne Dibbly

Player Name	David J. Stanley
Date Created	9/23/2015

CB	CN	CR	IN	MG	NT	ST	WP
5	6	1	2	1	2	1	2

DV	MV	SP	SZ	LF	HP	LK	XP
0"	2	1/5	2	5	19	2	

Modifiers & Penalties: *(racial abilities, etc.)*

+3d to hide

-2d to sneak

Immune to all effects of all mushrooms

Languages: Zeetvah, Common, Goblin

Perks & Flaws   *(what makes you different)*

(P4) Inheritance = begin with a random magic weapon

(F2) Bleeder = always suffer -2p extra points of damage

(F1) Braggart = must always exaggerate your stories

(F1) Cowardly = -2d to all WP rolls

Combat Adjustments: *(default / standard adjustments)*

(D) Defense Ajustment = +3d   Max = 3d

(A) Attack Adjustments = +2d   Max = 5d

Armor & Weapons: *(sword, shield, ring, etc.)*

(A) Magic Big Sword (Hand) = +3d

(D) Leather Armor (Torso) = +1d

(D) Wooden Shield (Hand) = +1d

Defense = (3 CB) + (1 armor) + (1 shield) = 5d

Attack = (2 CB) + (3 sword) = 5d

+3	2"
Initiative	Move
5	5
Defense	Sword

Current HP	Race	Zeetvah
	Age	17
	Hair	Brown
	Eyes	Green
	Sex	Male

Personality: *(description)*

Charges into battle, but runs away as soon as he gets hurt.

Says "Ka-Pow!" after killing monsters.

Gets along well with others, but very shy around girls.

Portrait:

Items Carried: *(not armor & weapons)*

A pet chicken and a half dozen eggs

35 Pack: *(50 gp value)*

Backpack, Belt & Pouch

Water skins [2], Food [7 days]

Flint & Steel, Lantern, Oil Skins [1]

Wool Blanket, 50 foot rope

Small Hammer, Iron Spikes [12]

Dagger / Big Knife (as weapon = 1d)

Gems	Gold	Silver
	4	

START HERE...

Character Description

Race:
Select a character race from the character race list.

(See "Character Races" pages 5,6).

Ask your GM if there are any special restrictions for the character races available. For example, if playing in a future apocalyptic earth then only humans and zombies are available.

Appearance:
Make up your age, hair color, etc.

Elves and Dwarves grow up just as fast as the other character races. They just live a lot longer.

Your initial age will likely be somewhere between 16 and 24.

Personality:
Describe your personality; hopes and dreams; biggest fears; mannerisms; face expressions; voice; catch phrase; etc.

Image:
Add a picture.

A simple doodle is just fine.

Abilities & Attributes

Abilities:

CB, CN, CR, IN, MG, NT, ST, WP

Copy the ability ratings exactly as they appear in the character race list.

(See "Character Races" pages 5,6).

Increase 4 abilities by 1.
Dwayne: CB=3, IN=2, NT=2, WP=2

Increase 2 abilities by 2.
Dwayne = CB=5, CN=6

Attributes:

DV, MV, SP, SZ, LF, LK

Copy the attribute ratings exactly as they appear in the character race list. (Skip HP & XP)

(See "Character Races" pages 5,6).

Set LF = LF + 2
Set HP = 0
Set XP = 0

Increase 1 attribute by 1.
Dwayne: LF=5

Maximum HP:

Roll your LF rating one time. Dwayne has LF=5, so he rolls 5 dice. Turn your lowest die to a six before adding them up. This roll determines your max HP.

Dwayne rolled = 5,3,3,2,1
Change lowest to a 6 = 6,5,3,3,2
Set HP =19

Once your character is created, all your attributes are fixed, and may never change, including your HP.

Current HP:

Copy your HP to the big white box "Current HP" off to the right.

Character Name	Dwayne Dibbly		Player Name	David J. Stanley
			Date Created	9/23/2015

CB	CN	CR	IN	MG	NT	ST	WP
5	6	1	2	1	2	1	2

DV	MV	SP	SZ	LF	HP	LK	XP
0"	2	1/5	2	5	19	2	

Current HP

Race	Zeetvah
Age	17
Hair	Brown
Eyes	Green
Sex	Male

Modifiers & Penalties: *(racial abilities, etc.)*

+3d to hide
-2d to sneak
Immune to all effects of all mushrooms

Languages: Zeetvah, Common, Goblin

Personality: *(description)*

Charges into battle, but runs away as soon as he gets hurt.

Says "Ka-Pow!" after killing monsters.

Gets along well with others, but very shy around girls.

Perks & Flaws *(what makes you different)*

(P4) Inheritance = begin with a random magic weapon

(F2) Bleeder = always suffer -2p extra points of damage
(F1) Braggart = must always exaggerate your stories
(F1) Cowardly = -2d to all WP rolls

Portrait:

Combat Adjustments: *(default / standard adjustments)*

(D) Defense Ajustment = +3d	Max = 3d
(A) Attack Adjustments = +2d	Max = 5d

Armor & Weapons: *(sword, shield, ring, etc.)*

(A) Magic Big Sword (Hand) = +3d
(D) Leather Armor (Torso) = +1d
(D) Wooden Shield (Hand) = +1d

Defense = (3 CB) + (1 armor) + (1 shield) = 5d
Attack = (2 CB) + (3 sword) = 5d

+3	2"
Initiative	Move
5	5
Defense	Sword

Items Carried: *(not armor & weapons)*

A pet chicken and a half dozen eggs

35 Pack: *(50 gp value)*
Backpack, Belt & Pouch
Water skins [2], Food [7 days]
Flint & Steel, Lantern, Oil Skins [1]
Wool Blanket, 50 foot rope
Small Hammer, Iron Spikes [12]
Dagger / Big Knife (as weapon = 1d)

Gems	Gold	Silver
	4	

Character Name	Dwayne Dibbly				Player Name	David J. Stanley	

Date Created 9/23/2015

CB	CN	CR	IN	MG	NT	ST	WP
5	6	1	2	1	2	1	2

DV	MV	SP	SZ	LF	HP	LK	XP
0"	2	1/5	2	5	19	2	

Current HP

Race	Zeetvah
Age	17
Hair	Brown
Eyes	Green
Sex	Male

Modifiers & Penalties: *(racial abilities, etc.)*

+3d to hide

-2d to sneak

Immune to all effects of all mushrooms

Languages: Zeetvah, Common, Goblin

Perks & Flaws *(what makes you different)*

(P4) Inheritance = begin with a random magic weapon

(F2) Bleeder = always suffer -2p extra points of damage

(F1) Braggart = must always exaggerate your stories

(F1) Cowardly = -2d to all WP rolls

Personality: *(description)*

Charges into battle, but runs away as soon as he gets hurt.

Says "Ka-Pow!" after killing monsters.

Gets along well with others, but very shy around girls.

Portrait:

Combat Adjustments: *(default / standard adjustments)*

(D) Defense Ajustment = +3d   Max = 3d

(A) Attack Adjustments = +2d   Max = 5d

Armor & Weapons: *(sword, shield, ring, etc.)*

(A) Magic Big Sword (Hand) = +3d

(D) Leather Armor (Torso) = +1d

(D) Wooden Shield (Hand) = +1d

Defense = (3 CB) + (1 armor) + (1 shield) = 5d

Attack = (2 CB) + (3 sword) = 5d

+3	2"
Initiative	Move
5	5
Defense	Sword

Items Carried: *(not armor & weapons)*

A pet chicken and a half dozen eggs

35 Pack: *(50 gp value)*

Backpack, Belt & Pouch

Water skins [2], Food [7 days]

Flint & Steel, Lantern, Oil Skins [1]

Wool Blanket, 50 foot rope

Small Hammer, Iron Spikes [12]

Dagger / Big Knife (as weapon = 1d)

Gems	Gold	Silver
	4	

Racial Abilities:
Copy any and all advantages and disadvantages your character race has, from the monster book.

For example, Dwayne is a zeetvah, and all zeetvahs have a +3d to hide, a -2d to sneak, and are immune to all effects of all mushrooms.

Languages:
Choose 3 languages.

Perks & Flaws:
Select and copy one or more perks from this rule book. Each perk and each flaw has a rank. (P2) has rank = 2. (F1) has rank = 1. You cannot have more perk ranks than flaw ranks.

(See "Perks & Flaws", (pages 7,8)

Dwayne chose 4 perk ranks to inherit a random magic weapon. In this case, the random weapon is a "Big Sword".

Note, a magic weapon is simply a +1d version of a normal weapon:
(A) Big Sword (Hand) = +2d
(A) Magic Big Sword (Hand) = +3d

Dwayne selected 4 ranks of perks, so he must now select 4 or more ranks of flaws.

(F2) Bleeder = always suffer -2p extra points of damage
(F1) Braggart = must always exaggerate your stories
(F1) Cowardly = -2d to all WP rolls

(F2) + (F1) + (F1) = 4 ranks of flaws.

Equipment

Every new character begins with up to 75 gold coins (gp) worth of equipment. This must be spent on initial starting equipment right now, or else be lost forever.

(See "Equipment" page 14,15)

Armor & Weapons:

Dwayne begins with a free weapon, because he selected the inheritance perk (see above). So all Dwayne needs to buy is some armor:

➢ Leather Armor = 10 gp
➢ Wooden Shield = 10 gp

Items Carried:

The 35 pack is optional. It cost 35 gold and contains 50 gold worth of gear. If you don't buy it just cross it out. Dwayne chose to buy it.

➢ 35 Pack = 35 gp

Dwayne also wants to buy a pet chicken and a half dozen eggs. Chickens are not listed in the "Rules" book. When this happens, just ask the GM.

➢ Pet Chicken = 10 gp.

Dwayne has now spent a total of 65 gold. The remaining 10 gold (if not spent) is lost.

Starting Gold:

Every character begins with 2 to 7 (1d + 1p) gold coins in their pocket.

Dwayne rolled a 3 + 1 = 4 gp (See bottom-right corner)

Character Name	Dwayne Dibbly

Player Name	David J. Stanley
Date Created	9/23/2015

CB	CN	CR	IN	MG	NT	ST	WP
5	6	1	2	1	2	1	2

DV	MV	SP	SZ	LF	HP	LK	XP
0"	2	1/5	2	5	19	2	

Current HP

Race	Zeetvah
Age	17
Hair	Brown
Eyes	Green
Sex	Male

Modifiers & Penalties: *(racial abilities, etc.)*

+3d to hide

-2d to sneak

Immune to all effects of all mushrooms

Languages: Zeetvah, Common, Goblin

Personality: *(description)*

Charges into battle, but runs away as soon as he gets hurt.

Says "Ka-Pow!" after killing monsters.

Gets along well with others, but very shy around girls.

Perks & Flaws *(what makes you different)*

(P4) Inheritance = begin with a random magic weapon

(F2) Bleeder = always suffer -2p extra points of damage

(F1) Braggart = must always exaggerate your stories

(F1) Cowardly = -2d to all WP rolls

Portrait:

Combat Adjustments: *(default / standard adjustments)*

(D) Defense Ajustment = +3d	Max = 3d
(A) Attack Adjustments = +2d	Max = 5d

Armor & Weapons: *(sword, shield, ring, etc.)*

(A) Magic Big Sword (Hand) = +3d

(D) Leather Armor (Torso) = +1d

(D) Wooden Shield (Hand) = +1d

Items Carried: *(not armor & weapons)*

A pet chicken and a half dozen eggs

Defense = (3 CB) + (1 armor) + (1 shield) = 5d

Attack = (2 CB) + (3 sword) = 5d

+3	2"
Initiative	Move
5	5
Defense	Sword

35 Pack:	*(50 gp value)*
Backpack, Belt & Pouch	
Water skins [2], Food [7 days]	
Flint & Steel, Lantern, Oil Skins [1]	
Wool Blanket, 50 foot rope	
Small Hammer, Iron Spikes [12]	
Dagger / Big Knife (as weapon = 1d)	

Gems	Gold	Silver
	4	

Character Name	Dwayne Dibbly		Player Name	David J. Stanley
			Date Created	9/23/2015

CB	CN	CR	IN	MG	NT	ST	WP
5	6	1	2	1	2	1	2

DV	MV	SP	SZ	LF	HP	LK	XP
0"	2	1/5	2	5	19	2	

Current HP		Race	Zeetvah
		Age	17
		Hair	Brown
		Eyes	Green
		Sex	Male

Modifiers & Penalties: (racial abilities, etc.)

+3d to hide

-2d to sneak

Immune to all effects of all mushrooms

Languages: Zeetvah, Common, Goblin

Personality: (description)

Charges into battle, but runs away as

soon as he gets hurt.

Says "Ka-Pow!" after killing monsters.

Gets along well with others, but very

shy around girls.

Perks & Flaws   (what makes you different)

(P4) Inheritance = begin with a random magic weapon

(F2) Bleeder = always suffer -2p extra points of damage

(F1) Braggart = must always exaggerate your stories

(F1) Cowardly = -2d to all WP rolls

Portrait:

Combat Adjustments: (default / standard adjustments)

(D) Defense Ajustment = +3d   Max = 3d

(A) Attack Adjustments = +2d   Max = 5d

Armor & Weapons: (sword, shield, ring, etc.)

(A) Magic Big Sword (Hand) = +3d

(D) Leather Armor (Torso) = +1d

(D) Wooden Shield (Hand) = +1d

Defense = (3 CB) + (1 armor) + (1 shield) = 5d

Attack = (2 CB) + (3 sword) = 5d

+3	2"
Initiative	Move
5	5
Defense	Sword

Items Carried: (not armor & weapons)

A pet chicken and a half dozen eggs

35 Pack:		(50 gp value)

Backpack, Belt & Pouch

Water skins [2], Food [7 days]

Flint & Steel, Lantern, Oil Skins [1]

Wool Blanket, 50 foot rope

Small Hammer, Iron Spikes [12]

Dagger / Big Knife (as weapon = 1d)

Gems	Gold	Silver
	4	

Combat

Combat Adjustments:
Notice that Dwayne has a CB = 5. This means he has 5 dice to use to attack others while defending himself at the same time. He must now split his CB dice into two piles of dice:

(1) Defense adjustment   (max=3)
(2) Attack adjustment   (max=5)
(See "Combat" page 18)

If he is feeling aggressive, he can place more of his CB dice into his attack pile. Or, if he is feeling cautious, he can place more of his CB dice into his defense pile.

Dwayne has chosen to max out his defense:
(D) Defense adjustment = +3d
(A) Attack adjustment = +2d

Defense Roll
Add up all defense dice (D's)
= (3 CB) + (1 armor) + (1 shield)
= 5d

Attack Roll:
Add up all attack dice (A's)
= (2 CB) + (3 sword)
= 5d

Initiative Modifier:
By default, your initiative modifier = +3p.
(See "Initiative" page 16)

Finishing Up:
So we can find them quickly, we now find and write down our initiative modifier, movement speed (inches), defense roll, and attack roll in the 4 large white boxes at the bottom.

Equipment

Currency

1 Silver = $ 1
1 Gold = $ 40   1 Gold = 40 Silver
1 Gem = $ 1000   1 Gem = 25 Gold

Gems are very common, but accurate or honest appraisals are not. Most common folk simply treat all gems as if they are each worth 25 gold.

GOLD	EQUIPMENT
2	50 feet of rope
3	Backpack
2	Candles - 1 dozen (3" radius, 1 hour)
1	Flint and steel - a kit for starting fires
5	Food - fancy dinner for two by candle light
1	Food - some fresh fruit, or bread, or cheese
5	Food (1-week) dried meat and dried bread
5	Hammer (small steel) and 12 iron spikes
20	Holy Oil (See "Fire Jar" +1d vs. Undead)
5	Holy Symbol
5	Holy Water (See "Fire Jar" but only vs. Undead)
15	Lantern – Hooded (7" radius, 10 hours)
1	Large sack
2	Leather belt + common belt pouch
35	Lock Picks
3	Oil, 1 Skin
5	Shovel (small)
30	Silver Holy Symbol +1d ("Turn Undead")
3	Torches - 2 dozen (5" radius, 30 minutes)
1	Water, 1 Skin
8	Wine, 1 Skin
2	Wool blanket
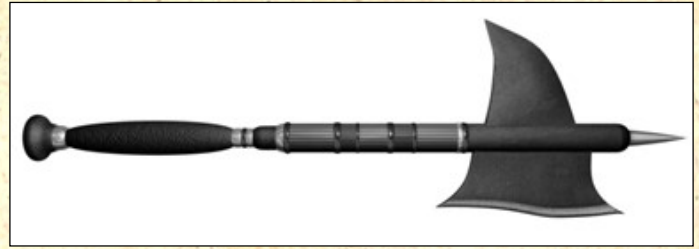
GOLD	MELEE WEAPONS (POINTED, EDGED)
25	(A) Small Axe (Hand) = +2d
50	(A) Big Axe (Hand) = +2d
50	(A) Big Axe (Both Hands) = +3d
100	(A) Brutal Axe (Both Hands) = +4d
10	(A) Dagger (Hand)= +1d
25	(A) Small Sword (Hand) = +2d
50	(A) Big Sword (Hand) = +2d
50	(A) Big Sword (Both Hands) = +3d
100	(A) Brutal Sword (Both Hands) = +4d
50	(A) Glaive (Both Hands, Reach 2") = +2d

GOLD	MELEE WEAPONS (FLAT, BLUNT)
5	(A) Small Club (Hand) = +1d
15	(A) Big Club (Hand) = +1d
15	(A) Big Club (Both Hands) = +2d
25	(A) Mace (Hand) = +2d
25	(A) Rod (Hand) = +2d
15	(A) Staff (Both Hands) = +2d
50	(A) War Hammer (Both Hands, Siege Weapon) = +3d
15	(A) Whip (Hand, Reach Only, Pain = 7) = +2d

GOLD	RANGE WEAPONS (UNASSISTED, THROWN)
5	(A) Knife (Hand, Range 3", 6", 9") = +1d
15	(A) Fire Jar (Hand, Range 3", 6", 9") = +2d
15	(A) Net (Both Hands, Range 2", 3", 4") = +2d
10	(A) Spear (Hand, Range 3", 9", 15") = +2d

GOLD	RANGE WEAPONS (ASSISTED, SHOT)
5	(A) Sling (Hand, Range 3", 12", 18") = +1d
25	(A) Bow (Both Hands, Range 3", 18", 21") = +2d
50	(A) Cross Bow (Both Hands, Range 3", 12", 18") = +3d
2	(A) Quiver with 24 arrows, bolts, etc.

GOLD	ARMOR (WORN)
2	(D) Common Clothes (Torso) = +0d
10	(D) Leather Armor (Torso) = +1d
50	(D) Half Chain Armor (Torso) = +2d
150	(D) Full Chain Armor (Torso) = +3d
400	(D) Plate Mail Armor (Torso) = +4d

GOLD	ARMOR (HELD, CARRIED)
10	(D) Wooden Shield (Hand) = +1d
25	(D) Steel Shield (Hand) = +1d

35 Pack

This saves both time and money. For the cost of only 35 gold you may QUICKLY purchase a complete adventurer's backpack kit including:

Backpack, Belt & Pouch, Water skins [2], Food [7 days], Flint & Steel, Lantern, Oil Skins [1], Wool Blanket, 50 foot rope, Small Hammer, Iron Spikes [12], Dagger (weapon = +1d)

Arrows

An arrow by itself (held as a pointy stick) is a 1d melee weapon.

"Big" – Weapons with the word "Big"

"Big" weapons may be used with one hand or both hands. When using both hands, they do more damage.

(A) Big Axe (Hand) = +2d
(A) Big Axe (Both Hands) = +3d

"Brutal" – Weapons with the word "Brutal"

"Brutal" weapons must always be used with both hands.

 (A) Brutal Axe (Both Hands) = +4d

Crossbows and Slings

Crossbows and slings may be shot with one hand, but require two hands to reload them. Crossbows require one action to reload.

Fire Jar

A small clay or glass bottle filled with alcohol and a bit of cloth stuck in the top. These may be used 3 ways:

1. Ignite a single inanimate target (tapestry, straw hut, etc.)
2. As a +2d weapon against a single target; Fire rating = 3
3. As a +1d weapon to everyone within a 2" x 2" square area
4. Holy Water = Fire Jar, but only good against undead monsters.
5. Holy Oil = Fire Jar with +1d Modifier when used again undead monsters.

Range = 3"/6"9", Radius = 2", Attack = 0+2d, Fire Rating = 3d
(See "Explosions")
(See "Fire Damage")

Half Chain Armor

This is what we call leather armor with a chain shirt.

Net

A net may be used to "Grab and Hold" at a range of 3 inches. This requires a CN vs CN roll with a +1d modifier, and requires you actively maintain the hold.
(See "Grab and Hold")
(See "Escape")

Range

Weapons with "Range" may only attack opponents 2 or more inches away, meaning they must have 1 blank tile between them. Short range gains a +1d attack modifier. Long range suffers a -1d attack penalty.

Reach

Weapons with "Reach" may attack opponents 1 or 2 inches away, meaning they may have 1 blank tile between them.

Silver Weapons

Silver items cost six times as much.

Two Shields

Two shields may be used at the same time, but your character will only be able to attack by biting, kicking or casting spells.

Whip

There are 3 ways to use a whip…

1. A whip may be "cracked" to create a loud threatening noise. All within 3" must Roll WP vs 7d or back off to minimum distance of 4".

2. A whip may be used to "attack" as a +2d weapon. However, a whip is a "Reach Only" weapon, so it may only attack opponents 2 inches away, meaning they must have 1 blank tile between them. All hits only inflict 1 HP of damage plus pain.
(See "Pain" page 39)

3. A whip may be used to "Grab and Hold" at a range of 2 inches. This may be used to swing from a branch, or wrap around an opponent to keep them from running away.
 (See "Escape")

COMBAT RULES

SETUP A BATTLEFIELD

Before combat can begin, the battlefield needs to be defined by the GM. Borders, exits and landmarks are typically located first. Miniatures representing the characters and monsters are then placed where the GM feels they make the most sense.

A Battlefield may be as simple as a small square room, or as complicated as a massive valley with trees and a river.

You may use a blank table top and rulers to measure inches, or a large battle grid with preprinted square tiles or hexes, and count 1 inch per tile like game pieces on a chess board.

MOVING ON THE BATTLEFIELD

Your character's "Move" (MV) defines how far they may travel. For example, a MV=2d means MV=2" translates into "2 inches" when measured by a ruler, or "2 tiles" when playing on a pre-printed battle grid.

For those of you using a pre-printed battle grid:

- Only one character or monster may occupy a map tile at a time. Some large creatures may occupy 2 or more tiles at once. Some "swarms" (such as rats) move and attack as a single creature.
- A range attack must have 1 or more map blank tiles between your character and their target, with clear line of sight.
- A melee attack must target someone on an adjacent tile.

INITIATIVE

Each round, you roll your initiative as a random number between 4 and 9 (1d + 3p). By default, your initiative modifier = +3p. With a CN of 10 or higher your initiative modifier = +5p, so you roll a number between 6 and 11 (1d+5p).

If you have any perks, magic items or spell effects that alter your initiative, be sure to apply these modifiers as well.

PHASES OF COMBAT

A battle is separated into one or more consecutive, sequential rounds of combat. Each round is then separated into two phases:

PHASE ONE "NEW ROUND"

The battlefield is set and any previous round of combat has ended. The next round of combat begins right away as the GM declares "New round".

When the GM calls out "New Round", everyone has roughly 15 seconds to prepare for combat. There are 3 things every character must try to accomplish during this phase.

- Roll your initiative. Typically 1d + 3p for most characters.
- Move up to 2 inches. This is known as the "Free Move".
- Make changes to your attack adjustment (AKA) and your defense adjustment (DFA). Then add up your new attack and defense rolls.

PHASE TWO "THE COUNTDOWN"

A round of combat is separated into 12 countdown initiatives. The GM should begin counting down the combat seconds beginning with "12", then "11", and so on. Your character must wait until their initiative is called. Higher initiatives get called out first, because the GM is counting down, not up. Once your character's initiative is called, they are said to be "in play".

While you wait for your initiative to be called, you can still be attacked, so stand ready with your defense roll (DFR) dice.

If you are hiding, then stand ready with your coordination ability rating (CN) dice in case someone tries to find you.

Also, try your best to prepare your next move, attack, etc. and be ready with your dice as best as you can.

New Round

"New Round" is declared by the GM, and a wild frenzy of dice rolling and moving miniatures happens. You have just 15 seconds or so to prepare for battle!

Roll Your Initiative

The most important thing you must do is roll your character's initiative. Your initiative is a random number between 4 and 9 (1d + 3p). With a CN of 10 or higher your initiative is a number between 6 and 11 (1d+5p). If you have any magic items or spell effects that alter your initiative, be sure to apply these modifiers. Write down your character's initiative or use a 12-sided dice to remember it.

The GM is responsible for rolling the initiatives for all the monsters. To save time, most GM's will roll a single initiative and use it for all the monsters. It is totally up to the GM.

Take your Free Move

Every character and monster not trapped and not lying on the grounds from tripping or falling may choose to move up to 2 inches (or 2 map tiles) on the battlefield. It doesn't matter who moves first, but if you are waiting for someone else to move first and you wait too long, because once the countdown begins, all "Free Moves" not taken, are lost.

- Free moves are always 1 or 2 inches, even when climbing, swimming and flying.
- You're not allowed to change your move once you've made it. Once your fingers let go, your character's move is made and cannot be changed.

The GM is responsible for moving all the monsters. Most GM's move the monsters first, then roll their initiatives. This then allows the players to move their characters in response to the monster moves.

Some GM's prefer to call out "Free Move" as its own combat phase, thus forcing everyone to reach out and move all the characters and monsters at the same time.

Tweak Your Adjustments

If your character wants to alter their attack adjustment (AKA) and defense adjustment (DFA), now is the time to do it. Once the GM begins counting down, no changes to your character's adjustments are allowed.

The Countdown

As soon as the GM starts counting down, all "Free Moves" not yet taken are lost and you may no longer change your attack adjustment (AKA) or defense adjustment (DFA).

During the countdown phase, all characters and monsters must wait until their initiative is called. Once their initiative is called out, they are said to be "In Play" and may now choose when to attempt their one combat move and two combat actions.

A combat round ends when the GM counts down to "1" (Last Call). All combat moves and combat actions not used by the end of the countdown phase are lost.

- Your one combat move and two combat actions are three different things, each attempted separately and often during different count-downs.
- You may not combine special "Attack" moves: Hit & Run, Landing Attack, Sneak Attack.
- Your two combat actions may not be the same action, except where specifically stated.
- Only one of your combat actions may be used to attack. (See "Multiple Weapons" and "Multiple Attacks")
- You may use role-playing actions as your combat actions. For example, the "Spot" action is used to find hidden opponents.

Simultaneous Attacks

When multiple characters and monsters move and/or attack during the same countdown second, they all happen at once.

Even if your character kills a monster, the GM may still attack with that monster (as it dies) if that monster was attacking at the same time.

Random Targets

Whenever there are two or more possible targets to choose from, the GM does not choose. Instead, all potential targets/recipients roll 2d + their Corruption (CR).

Example: With a CR = 4, her character rolls (2d +4p) to determine if she is the random target.

> **Corrupt characters are motivated to work alone.**

Karma – Bad things happen to bad people.
Cheaters – Bad people win more often.
Good or bad, whatever it is, the highest roll gets it.

ATTACK ADJUSTMENTS
DEFENSE ADJUSTMENTS

DFA   **Defense Adjustment**
The number of CB dice dedicated to defending yourself.

AKA   **Attack Adjustment**
The number of CB dice dedicated to attacking others.

> *Combat is a delicate balance between attacking others while defending yourself*

Let's say that you have a CB = 6. This means you have 6 dice that you may use to attack others while defending yourself at the same time. You must split your CB dice this into two piles of dice; One pile for defending, and one pile for attacking. If you are feeling aggressive, you can place more of your CB dice into your attack pile. Or, if you are feeling cautious, you can place more of your CB dice into your defense pile.

Combat (CB) rating = 6
(D) Defense adjustment = +2d   (max = 3)
(A) Attack adjustment = +4d   (max = 5)

To avoid endless battles where everyone's defense is too high, and no one can ever get hurt, the following limits are imposed.

- The max Defense Adjustment (DFA) is 3d.
- The max Attack Adjustment (AKA) is 5d.

💡**TIP**

If you use red dice for your combat ability rating dice (CB), then you can easily and quickly move the red dice between attacking and defending.

Thereby "Adjusting" how aggressive or cautious you want to be.

Remember, you can only change these in between rounds of combat, not during the countdown of combat seconds.

Also, remember that there are a maximum number of (CB) dice that may be used.

- Max defense adjustment = 3d
- Max attack adjustment = 5d

ATTACK ROLLS
DEFENSE ROLLS
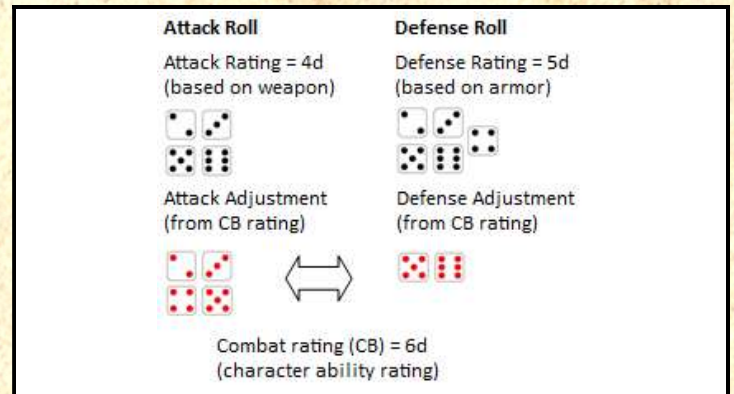
DFR   **Defense Roll**
The total number of dice you roll, each and every time you are attacked. Your DFR is a sum of all armor worn or held, plus all magical defenses, plus your defense adjustment (DFA).

(D) Defense Adjustment = +2d
(D) Magic Full Chain Armor (Torso) = +4d
(D) Ring of Defense = +1d

Defense = (2 CB) + (4 armor) + (1 ring)) = 7d

AKR   **Attack Roll**
The total number of dice you roll when you attack someone. Your AKR is a sum of your weapon and your attack adjustment (AKA).

(A) Attack Adjustment = +4d
(A) Magic Big Sword (Both Hands) = +4d

Attack = (4 CB) + (4 sword) = 8d

DAMAGE
If the attacker rolls higher, then damage is the difference between the AKR and DFR.

AKR (8d) = 5, 2, 6, 4, 1, 2, 4, 3 = 27
DFR (7d) = 3, 1, 5, 1, 6, 3, 2 = 21

Damage = AKR – DFR
Damage = 27 – 21 = 6 points of damage

MOVES & ACTIONS

Sorted alphabetically . . .

All Out Attack

You must set your defense adjustment (DFA) = 0
But you gain a +1d attack bonus dice

With a defense adjustment (DFA) = 0 you are not even trying to defend yourself at all, but your armor still works.

All Out Defense

You must set your attack adjustment (AKA) = 0
But you gain a +1d defense bonus dice

With a defense adjustment (AKA) = 0 you are not even trying to attack, and your weapons may not attack at all.

Aim	(Action)
No roll needed.	

Use your first action to give a +1d attack modifier to your first range attack.

Appraise	(Action)
Attempt with IN vs. Treasure	

A character may examine a gem, a piece of jewelry, a work of art, etc. and attempt to determine its value. Success will provide the correct value. Failure will provide a false value (some random too low, or too high, made up by the GM). In order to know for sure, you must have two different appraise attempts by two different people that both provide the same value. Even then, you cannot be 100% sure.

Assassination	(Action)
No roll needed.	

"Coup-de-gras" … If you successfully sneak up to sleeping victim, you may kill them in their sleep, (NO ROLL NEEDED). (See "Sneak Attack")

If they wake up (because you failed to sneak, perhaps) then you may still attempt to attack them as if they are prone. (See "Prone")

Attack   (Action)
Attempt with Attack Roll vs. Defense Roll

> ### 💡TIP
>
> 1. Your character's initiative number has already been called, so you are "In Play".
>
> 2. The target is on an adjacent map tile (or within weapon range) at some point during your combat move.
>
> 3. It is not always the most strategic approach to attack right away.
>
> 4. When you are ready to attack, tap your miniature and an opponent's miniature and declare something like, "My dwarf attacks this orc".
>
> 5. Roll your character's attack roll (AKR). This should be a pile of 6-sided dice. Add up the results. Let's say you rolled a total of 19
>
> 5. The Game Master then rolls the orc's defense roll (DFR). This is also a pile of 6-sided dice. The GM adds up the results of his roll. Let's say he rolled a total of 11.
>
> 6. If the attacker rolled higher than it is a successful "hit". If the defender rolled higher than it is a "miss". Ties always go to the defender.

The "Attack" action is an attempt to strike an enemy with the intent to injure (and possibly kill) them. To attempt the "Attack" action you must roll your attack roll (AKR) vs. an opponent's defense roll (DFR).

If you roll higher then you hit your opponent and cause damage. Damage is found by subtracting the opposing dice rolls. For example:

You attack with 5 dice and roll a sum or 19.
Your opponent defends with 4 dice and rolls a sum of 11.
Damage is found as 19 – 11 = 8

- Ties always go to the defender.
- The combat move and the attack action are often attempted during the same countdown.

Avoid Trap
Resist with CN vs. Trap

If you fail to Spot a trap, or you fail to remove it, the trap will automatically activate! Your only hope now is that your reflexes help you avoid the trap. Success means the trap was avoided entirely.

Attack Roll Traps:
Some traps are called "Attack Roll" traps because they shoot arrows, swipe blades, etc. Attack roll traps cannot be avoided, but you do get to roll defense roll instead, ..as if fighting.

Back To Back Defense

When two or three individuals choose to work together to keep their backs near each other they gain a +1d melee defense modifier but suffer a -1d melee attack penalty.

Bash To Bits   (Action)
No roll needed.

When you find a treasure chest, locked door, etc. and are unable to pick the lock and your strength fails you, then you may simply need to beat on it until it falls apart. Note that every item has its own "Defense Roll" (DFR) and "Hit Points" (HP) just like you. Here are some examples:

- Wooden Door DFR=4, HP=18
- Iron reinforced chest (DFR=8, HP=21)

Without a siege weapon this will take a long time and make a lot of noise: 1 point of damager, per strength, per minute. With ST=6 you cause 6 points of damage every minute (5 rounds). The sample door above would require 3 minutes of continuous bashing.

With a siege weapon, things go a lot quicker. You simply attack the item as if you were in combat.

- The "Big Axe" and "Brutal Axe" are considered +2d siege weapons against wooden things like doors.
- The War Hammer is a +3d siege weapon against all things.

A maximized "All Out Attack" with a war hammer results in an attack roll (AKR) of (+5d +1d +3d) = 9d. And 9d vs 4d will likely demolish the HP=18 door in 1 or 2 rounds (12 or 24 seconds)

Battle Cry (Action)
No roll needed.

Use your first action to give a +1d attack modifier to your first melee attack.

Battle of Strength (Action)
Attempt with ST vs. ST

Using sheer strength, a character may attempt to "push" open a door, "lift" a gate, etc.

Or perhaps two creatures (or characters) try to shove one another, or arm wrestle.

Battle Song (Action)
Ongoing…

Use your first action to sing, giving all friends within 12 inches a +1d modifier to WP rolls and Attack rolls.

You are not permitted to attack while you are singing.

Two or more characters singing Battle Songs at the same time may not combine their benefits, but might manage to reach a larger audience.

Bigger & Stronger

An Attacker is "Bigger & Stronger" if their Size and Strength are both greater than the target's Size. The target's Strength has nothing to do with it.
(See "Escape")
(See "Impact")

Bind Wounds (2 Actions)
No roll needed.

You may use 2 actions to heal 1d+1p
The "Bind Wounds" instantly heals (restores) 2 to 7 (1d+1p) of your lost Hit Points.
(See "Heal")

- Bind Wounds may never be used to raise a character's current Hit Points above their maximum HP rating.
- Bind wounds does not work on characters and creatures who naturally regenerate, such as Half-Trolls.
- Bind Wounds may only be **received** 1/day.

Blind Fighting
Attempt with NT vs. NT to reduce Penalty

The "Blind Fighting" action may be attempted when fighting in the dark, blinded, or against invisible opponents. Normally a blind character suffers a -2d Penalty to all of their Attack Rolls. Success reduces your Penalty to only -1d against that same opponent for 2 to 7 (1d+1p) rounds.

Bluff (Action)
Attempt with CR vs. NT

The "Bluff" action may be attempted by any character who tries to tell a false statement or omit part of the truth.

Bribe (Action)
Attempt with CR vs. WP

The "Bribe" action is used to persuade by offering favorable consequences.
(See "Intimidate")

Charm Beast (Action)
Attempt with NT vs. Attack Roll   Max 1 Beast

Attempt to charm (befriend) a wild beast, and feed it some carrots or something. A trained beast cannot be charmed. Only one beast at a time.

Check Lore (Action)
Attempt with IN vs. Lore

A character may try to remember the legend of some ancient artifact, the significance of some symbol, etc. This action only applies when the GM has a secret and challenges the characters to see if any of them know it.

Climb (Move)
Attempt with CN vs. Wall

A character may climb at a rate of 1 inch per "Move". Remaining where you are, is easy and requires no dice rolling. But climbing up, down, across, etc. requires a new roll each time. Any failed attempt means the character slips and falls.

- Nightstalkers climb 2 inches per round.
- Climbing requires both hands and both feet.

Crushing Blow
Resist with ST vs. Crushing Blow

Dropping an anvil, pushing over a large stone statue, or rolling a large round stone over someone results in a crushing blow.

The attack roll is based on the thing doing the crushing. Resist crushing blow damage by rolling your strength. If the crushing blow rolls higher then you take damage. Damage is found by subtracting the opposing dice rolls.

Detect Magic (Action)
Attempt with MG vs. 6d (Range 12")

The "Detect Magic" action attempts to determine if an item is magical, or if any spells are currently in affect with 12 inches.

Detect Trap (Action)
(See "Spot")

Determine Direction (Action)
Attempt with NT vs. Terrain

Success provides which direction is north, from which direction they have recently come, or which direction leads to a known objective.

Difficulty Level

Some adventures are more difficult than others.
(See "Unknown Ratings" at the beginning of this chapter, on page 19.)

Disease
(See "Disease" page 37)

Disguise (Action)
Attempt with CR vs. IN

The "Disguise" action may be attempted by any character wanting to alter their physical appearance.

Dispel Magic (Action)
Attempt with MG vs. Variable*

Variable* depends on the caster's MG rating when the spell was cast. If unknown, use 10d

The "Dispel Magic" action attempts to stop (or temporarily suppress) an ongoing spell effect.

Encourage (Action)
One action to help WP of friends

The "Encourage" action may be used to provide a +1d modifier to the WP of all friends within 9 inches for 2 to 7 (1d+1p) rounds. The character attempting the "Encourage" action does not gain the +1d Modifier.

Eavesdrop (Action)
Attempt with NT vs. NT

Success enables one character to overhear something that they are not supposed to hear.

The GM may give the speaker (the potential victim) one or more bonus dice for various conditions like listening through a door, across a crowded noisy room, etc.
(Ask the "GM")

Escape (Action)
Attempt CN or ST vs…

Chains or Webs = 12d
Nets, Ropes, Whips = 9d
Grapple = Attacker's CN or ST

CN is used when trying to escape something that can be wiggled out of. You are on your own, and you may try 1/round until successful.

ST is used when trying to use brute strength to break free. Usually as many as 3 friends may try and help (combine all your strengths) , and you may try 1/round until successful.

Explosions

SAMPLE
Range = 12", Radius = 4", Attack = 10d, Fire Rating = 3d

There are two parts of an explosion.
1. ***Roll defense vs 10d attack roll*** =
   The actual attack itself
2. ***Roll LF vs 3d fire rating each round*** =
   The ongoing damage from being on fire
3. **2 actions per person or object, including yourself** =
   Put out flames

Fall

Falling down on the ground:
(See "Trip and Fall")
(See "Prone")

Fall into deep pits, or from great heights:
(See "Falling Damage")

Falling Damage
Resist with Max SP vs. Inches

Damage from falling is found by rolling 1d of damage for every "inch". You resist damage from falling by rolling your maximum SP rating.
(Ask the GM)

Feign Death (Play Dead)   (Action)
No roll needed.

Just lay there and wait. Everyone believes you are dead, unless they use a Spot check vs. your CR.

Feint Dice

Before a character may use a Feint dice they need to get one. During the "New Round" phase of combat, you may exchange 5 of your CB adjustment dice for a single +1d bonus dice, to be used whenever and however you want.

A feint dice must be used during the same round of combat in which it was created. If not used, it is lost.

You may create (aka "purchase", slang) no more than 3 feint dice during each round of combat.

Imagine throwing a fake punch with the left (also known as a "feint") followed quickly by a really good punch with the right.

Find Trap   (Action)
(See "Spot")

Fire Damage
Resist with LF vs. Fire

Damage from burning is found by rolling a fire's "Fire" rating. You resist damage from burning by rolling your LF rating.

- Fires that are ignored will grow, and increase their fire rating +1d each round
- Extinguish Flames (Requires 2 actions)

Flaming Arrows may be used for igniting fires when used on highly flamable objects such as straw huts and tapestries.

Burning Oil comes in many forms. The most common form is a lit lantern. Other forms may include a small glass bottle with a cloth stuck in the top. Treat all of these as "Fire Jars".

(See "Equipment")
(See "Explosions")

Flank

+1d attack modifier when two or more opponents are melee attacking a common enemy from different sides.
(See "Swarm")

Fly   (Move)
Attempt with CN vs. Wind

Warrior Flies, Adventure Beetles, and some monsters may fly at will. Other characters must use a flying carpet, flying broom stick, flying mount, etc. Warrior Flies can NOT fly when their wings are wet.

Flying in normal conditions does not require any dice rolls. However if the "Wind" ratings are high enough, the GM may require a dice roll to check if you are able to fly successfully.

Going Up requires a character to forfeit 2 horizontal inches of forward flight, for 1 vertical inch going up. Max altitude = 18".

Coming Down enables a character to forfeit 1 or 2 vertical inches going down, for an additional 1 or 2 horizontal inches of forward movement.

Gore
(See "Gore" page 38)

Grab And Hold   (Action)
Attempt with CN vs. Obstacle
Attempt with CN vs. CN

Hold on to a cliff, ladder, rope etc. with one hand while attacking with the other.

Success allows a character attempting to catch a rope swaying in the breeze, hold onto a log while floating down stream, etc.

Grapple

(See "Grapple" page 33)

Heal
No roll needed.

When your character suffers damage, you must subtract the damage points from their current hit points (HP). When your character's current HP equals zero or less, they die

Lost hit points (HP) recover at a rate of 1 point every 4 hours, or 6 points for every day spent resting.

- Characters who are poisoned, do not heal.
- Resting may never be used to raise a character's current Hit Points above their maximum Hit Points.

(See "Bind Wounds")

Hide   (Action)
No roll needed.

If You Don't Look For It – You Will Never Find It

The "Hide" action may be attempted by any character who stops moving and gets behind, inside, or under something – or simply nestles down into a shadow. The character attempting the Hide action is instantly hidden. It is then up to the others to attempt the "Spot" action to find them.
(See "Spot")

Hit and Run
No roll needed.

- You may use "Sprint" to try and increase your total "Move".
- You may divide your total "Move" into two or more smaller moves.
- You may divide your total CB "Attack Adjustment" into two or more weaker attacks.

If you put these all togethe, you may "Move" and "Attack" multiple targets during a single round of combat.

You may only move and attack once per countdown initiative.

(See "Sprint")
(See "Move")
(See "Multiple Attacks")

Horror
(See "Horror" page 38)

Hunt & Gather
NT vs. Survival

A hunt takes half a day. A character may hunt once or twice a day. Each successful hunt results in finding enough food to feed 5 characters for 1 day, or 1 character for 5 days.

Impact

After a successful attack with a hand-held blunt weapon, a "Big & Strong" attacker may immediately check for "Impact" by rolling their Strength vs. the Coordination of the defender. If the Impact is successful, the defender stumbles backwards 2 to 7 (1d +1p) inches (10 to 35 feet).

ST vs. CN to push back 2 to 7 inches
1 in 6 chance to "Trip and Fall"

If the Defender is unable to stumble back the full distance due to a solid wall, tree, large rock, etc. then they suffer +2p additional points of damage for each inch they would have stumbled if the solid object had not been there.

(See "Bigger & Stronger")

Insanity
(See "Insanity" page 39)

Intimidate   (Action)
Attempt with CR, SZ OR ST vs. WP or CB

The "Intimidate" action is used to persuade by threatening (or warning of) less than favorable consequences.
(See "Bribe")

Jump
(See "Spring")

Landing Attack   (Move + Action + Action)

Attacking as you land (after a spring) is called a "Landing Attack". Though technically 2 actions, this combo is treated as a single action.

Spring 1 to 5 inches = +1d Attack
Spring 6 or more inches = +2d Attack, x2 Damage
(See "Spring")
(See "Attack")

Leap
(See "Spring")

Lie
(See "Bluff")

Luck

With a Luck rating (LK) = 2, you may use "Luck" 2/day.
With a Luck rating (LK) = 3, you may use "Luck" 3/day.
And so on.

Re-rolling all 1's and roll an extra bonus dice for all 6's.

Magic Armor & Weapons

Magic armor & weapons have a +1d defense or +1d attack rating and cost an additional 100 gold to purchase. For example:

(A) Small Sword (Hand) = +2d   25 gold
(A) Magic Small Sword (Hand) = +3d   125 gold

(D) Steel Shield (Hand) = +1d   25 gold
(D) Magic Steel Shield (Hand) = +2d   125 gold

Magic armor & weapons are very abundant in Dragon's Reach, the official setting for BRUTAL, and the players are thrilled to find them, at first. Eventually however, they will have too many magic armor & weapons, and must find a way to unload (sell) them. Locating a new buyer is a great way to introduce new NPC's, and keep the story moving.

Magic armor & weapons are created using the "Copy" spell glyph and the "Enchanted Item" spell glyph.

(See "Making Magic Items")

Massive Weapons

"What to do with a giant size weapon?"

The "Size" of a weapon is determined by the size of the creature it was originally intended for. Humans have a Size = 3d, so human-sized weapons all have a Size = 3d as well. This means that a Human dagger and a Human battle axe both have a Size = 3d. Most weapons found will have a Size Rating between 2d and 4d, but some larger weapons (Ogres and Giants for example) can occasionally be obtained, and bigger weapons mean more Damage.

Weapon Size	Weapon Modifier	Initiative Penalty
1d to 4d	+0d	-0p
5d to 6d	+1d	-1p
7d to 8d	+2d	-2p
9d to 10d	+3d	-3p
11d to 12d	+4d	-4p
13d+	+5d	-5p

A couple of massive weapon examples:

(A) Big Axe (Both Hands) = +3d
(A) Massive Big Axe (Both Hands, **Size 5**) = +4d

(A) Bow (Both Hands, Range 3", 18", 21") = +2d
(A) Massive Bow (Both Hands, Range 3", 18", 21", **Size 7**) = +4d

Requirements:
Not every character is big and strong enough to wield really large weapons. To find out how big a weapon your character may wield, use the following math equation, and round down.

Your character's maximum weapon size

= (Character Size **+** Character Strength) ÷ 2

For example:

A Human (Size = 3d) with a Strength = 12d can wield weapons as large as 7d because:
(3 + 12) ÷ 2 = 7.5 (round down)

Slower Attack:
Notice the "Initiative Penalty" in the chart above. Wielding really big weapons may cause more damage, but only in exchange for slowing down your reaction/response time for moving and attacking.

Move   (Move)
Attempt with CN vs. Terrain

If the Terrain rating is low, or your CN rating is high, then many GM's will simply skip this attempt roll and just assume you successfully move about the battlefield.

How far your combat move takes you is based on your movement rating (MV). With a MV=3 you may move up to 3 inches (or 3 tiles).

If you attempt to "Sprint", you must do so FIRST, before you move. The Sprint action is an attempt to exchange your first action, for an increased distance (+2").
(See "Sprint")

Walking/running is the standard way to move, but there are five other types of movement.
(See "Climb")
(See "Fly")
(See "Sneak")
(See "Spring")
(See "Swim")

You are permitted to Move and Attack at the same time (during the same countdown initiative).

You are permitted to split one big "Move" into two or more smaller "Moves". This still counts as one "Move". You may move in and attack, then move somewhere else.

Unknown Terrain:
1-2	Easy
3	Mild
4	Harsh
5+	Severe

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Multiple Attacks
Attempt with Attack Rolls vs. Defense Rolls

Within the basic combat rules, you were told that you must split your "Combat" (CB) dice into two separate piles of dice called an "Attack Adjustment" (AKA) and a "Defense Adjustment" (DFA). But now you are learning that you may split your CB dice out into one defense pile, and one or more attack piles.

When you use two or more pile of AKA dice, this still counts as one "Attack" action. In most cases, each attack must take place during a different countdown initiative.

Be warned, spreading out your attack adjustments too thinly may result in a lot of weak attacks that all fail, rather than one strong attack that succeeds.

Single Attack Example
Combat (CB) rating = 8
(D) Defense adjustment = +3d   (max = 3)
(A) Attack adjustment = +5d   (max = 5)
                            Attack = (5d CB) + (3d sword) = 8d

Multiple Attacks Example:
Combat (CB) rating = 8
(D) Defense adjustment = +3d   (max = 3)
(A) Attack adjustments = +3d, +2d   (max = 5 each)
                Attack = (3d,2d CB) + (3d,3d sword) = 6d,5d

Multiple Weapons

Any character may choose to hold 2 weapons, but simply holding "Multiple Weapons" does not guarantee two attacks. In order to actually attack with both your weapons, you will need to uses "Multiple Attacks".

There is no real advantage, until you increase both your CB and CN ratings to 10 or higher. with a CB=10+ and a CN=10+, you gain a +1d attack modifier to each and every attack, just for holding two weapons, even if you only attack once with only one of the two weapons.

(See "Multiple Attacks")
(See "Scissor Attack")

Natural Attacks

Most monsters and some character races have a natural attack rating based on their fist, claws, tails, teeth, etc.

Natural Defenses

Most monsters and some character races have a natural armor ratings based on their shells, thick hides, scales, etc.

Nudge   (Action)
Attempt with CR vs. CN

The "Nudge" action may be attempted by any character who wants to move any adjacent creature character 1 inch in any direction, whether they want to or not.

- Nudge someone off a balcony, down a flight of stairs, or into a pit.
- Nudge someone forward to volunteer for something.
- Nudge someone between you and a monster.
- Nudge someone back when running away (cut in front of them).
- Etc.

Overcome Obstacle   (Action)
Attempt with CN vs. Obstacle

Success allows a character to get past an obstacle. The results of failing may vary.

For example, an adventure may include a situation where the characters must swing from a rope, through an open window. The adventure may define the Obstacle as having an Obstacle Rating = 10d and specify that if the character fails they will swing into a solid brick wall and suffer 3d of immediate Damage.

Parry   (Action)
No roll needed.

+1d Defense
+2d Defense if wielding a staff

Parry only works against melee attacks.
(See "Take Cover")

To use Parry, you must be wielding a staff (no glaives) or a one handed weapon.

If using a magic weapon, then gain an additional +1d Defense modifier.

Wielding multiple one-handed weapons, gains no additional modifiers.

Pick Lock (Action)
Attempt with CN vs. Lock

The "Pick Lock" action may ONLY be attempted by a character with a set of lock picks. The Pick Lock action may be attempted again and again (once per round) for as long as it takes.

Pick Pocket (Action)
Attempt with CN vs. NT

If they fail, then a second Coordination vs. Nature is rolled to determine if the attempt was noticed.

Many expensive belt pouches have been designed so as to resist being picked (jingle bells, twisted wire knots, etc.). These often provide a +1d or possibly a +2d Modifier to resist being picked. Also, it's been rumored that some belt pouches have been known to contain Traps!

Poison

(See "Poison" page 40)

Prone

A character found awkwardly on their back is said to be "prone". While on the ground a character suffers a -2d Penalty to their Defense Rolls and a -1d Penalty to their Attack Rolls.
(See "Trip and Fall")

Quick Stand (Move)
Attempt with CN vs. 8d

Normally it requires an entire round (one move + two actions) to stand up. Or you can attempt to return to your feet in a single action. However, if your fail, then you remain on your back, your turn ends, and you lose all actions and moves not yet used.

Read Rune Markings (Action)
Attempt with IN vs. Runes

Success provides the character with the meaning of the strange (and often ancient) written text.

Remove Trap (Action)
Attempt with CN vs. Trap

Before you may remove a trap, you must first "Spot" it. Failure results in the trap immediately being set off, and must now be avoided!
(See "Avoid Trap")
(See "Traps")

Ride Wild Beast (Action)
Attempt with CN vs. Attack Roll

Riding a beast that has already been trained is easy and no dice rolls are needed.

Riding a wild beast is not easy. The character must get on the beast then stay on the beast for 3 consecutive rounds. Each round, the character must roll their CN against the attack roll (AKR) of the beast.

Each failure results in being "thrown" off the beast and suffering 2 to 7 (1d+1p) points of damage.

Three successes in a row, means you may ride the wild beast for now, but as soon as you dismount, the beast returns to its wild status.

(See "Train Beast")
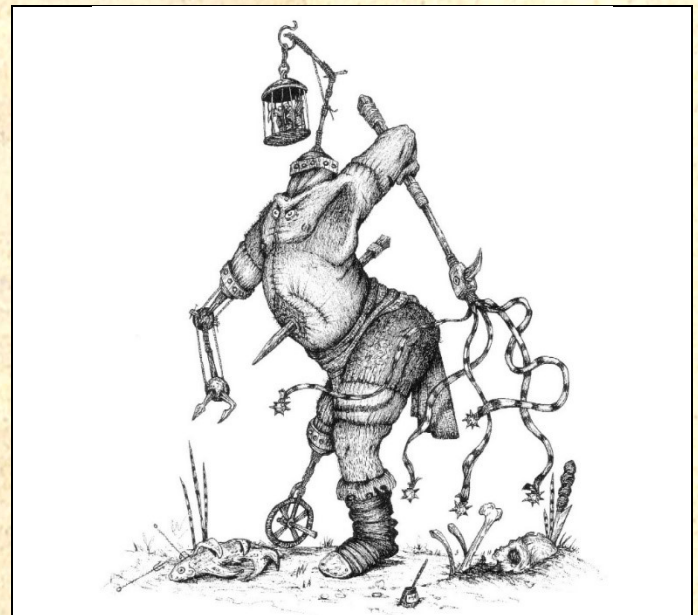
Run Away
Exactly what it sounds like !!!

When you declare, "Run Away!" you automatically get to move first (Initiative = 12) every round, beginning at the start of the next countdown phase.

SPRINT

When the GM calls out "12", all characters and monsters who are running away must attempt the "Sprint" action toward the nearest relatively safe exit. If the sprint fails, then their turn ends and there is a 1 in 6 chance that they Trip and Fall.
(See "Sprint")
(See "Trip and Fall")

DROPPED ITEMS

A trip and fall, may result in a dropped item. You may not try to pick up dropped items while you are running away.

STOP RUNNING AWAY

You may choose to stop running away and resume rolling initiative at any time. There is no limit or Penalty for starting and stopping an attempt to run away. You may do so as many times as you please.

ESCAPING THE BATTLEFIELD

Declaring that your character is running away does NOT guarantee their safety. They must still manage to move off the edge of the Battlefield to escape.

FORFEIT XP

Leaving the room or battlefield forfeits any and all claims to XP.

Scissor Attack   (Action)
2 weapon attack against a single target

Multiple weapons + multiple attacks ... put them together and you may attempt two attacks on one opponent, at the same time, during the same countdown second.

The two attacks complement each other (like scissors) so they each gain an additional +1d attack roll Modifier.

Slight Of Hand   (Action)
Attempt with CN vs. IN

A clever deception where the hands move faster than the eye.

Sneak   (Move + Action)
Attempt with CN vs. IN (all within 12 inches)

The "Sneak" action is usually followed by a hide action (to sneak from one hiding place to another.
(See "Hide")

The "Sneak" action is sometimes followed by an attack action (See "Sneak Attack').

For Example:

Round #1
        Hide (action).
Round #2
        Sneak (move) + Hide (action)
Round #3
        Sneak (move) + Attack (action)

Before a character may "Sneak", they must already be "Hidden".
(See "Hide")

- The sneaking character may not be wearing more than leather armor with a chain shirt (Half-Chain), though shields and weapons may be carried.
- There is no roll when attempting to hide, but there is a roll when attempting to sneak.
- Just because one character successfully notices a Sneaking character, doesn't mean that everyone else does.
- +2d modifier to sneak rolls, when sneaking past (or up to) sleeping characters.

Sneak Attack   (Move + Action + Action)
Attempt with CN vs. NT

The "Sneak Attack" may be attempted by any character who begins in a hidden location. From there, they must successfully sneak within range, then immediately attack (during the same countdown initiative). Though technically 2 actions, this combo is treated as a single action.
(See "Sneak")
(See "Attack")

If the Sneak attempt is successful, then the attack gains a +2d attack Modifier, and x2 damage.

With "Scissor Attacks" and "Sneak Attacks" the sneak attack modifiers only count for the first two attacks that make up the scissor attack.

Sneak Attacks using a range weapon get the +2d attack modifier, but do not get the double damage Modifier.

Spot   (Action)

Hidden
IN vs. Hidden (traps, secret doors, spell glyphs)
IN vs. CN (hiding monsters or characters)

Invisible
IN vs. Invisible (objects)
IN vs. MG (invisible monsters or characters)

The Spot action is used to look around; alone or in groups.
Alone: roll your IN
Groups: everyone rolls their IN. Only the highest roll is used.

> **Casual glance:**
> Requires 1 round.
> Provides a +0d chance to spot "Hidden" only
>
> **Search the room:**
> Requires 5 to 10 (1d+4p) minutes
> Provides a +1d chance to spot "Hidden" or "Invisible"
>
> **Search a specific place (a single wall, just the floor, etc.):**
> Requires 5 to 10 minutes
> Provides a +1d chance to spot "Hidden" or "Invisible"
>
> **Search again:**
> Repeating a search is NOT allowed. If the three chances (above) did not find it, then you are simply not going to find it.

- Sometimes a thing may be both hidden and invisible. When this happens, roll them separately. Both must be successful at the same time. These are meant to be very difficult to find.

- A successful detect magic will reveal the use of invisibility, but not where exactly.

- A successful dispel magic will remove invisibility.

- Invisible monsters and characters must still use the "Sneak" action to move.

(See "Blind Fighting")

Spring   (Move + Action)
Attempt with SP vs. Terrain

A "Spring" rating has two numbers separated by a "/" such as "SP = 2/5". Like all ratings, these define how many dice to roll.

- Use the first number (left side) for standing jumps, with no preparation time.
- Use the second number (right side) if your character has enough time to "Squat" down and buildup your jump energy.

The "Spring" takes a minimum of 3 countdown seconds to complete: (1) Leap up, (2) Travel through the air, and (3) Land. With a SP = 2/5, this will move you 2 inches.

For longer leaps: (1) Squat and wait to buildup "power", (2) Keep squatting for one or more countdown initiatives, (3) Leap up, (4) Travel through the air, and (5) Land. With a SP = 2/5, the most this will move you is 5 inches, but only after squatting 3 countdown initiatives.

> SP = 2/5
> Initiative = 7
>
> **A short leap**
> 7 leap
> 6 travel   2 inches
> 5 land
>
> **A long leap**
> 7 squat   Distance = 3
> 6 squat   Distance = 4
> 5 squat   Distance = 5 (max SP value)
> 4 leap
> 3 travel   5 inches
> 2 land

- If you land, after countdown initiative 1, then all you may do is land, and your turn ends.
- While travelling through the air, your character suffers a -2d Defense.
- If a Squatting character is disturbed while squatting, they must restart the squat from the beginning.

(See "Landing Attack")

Spring Assist (Action)
No roll needed.

Instead of squatting and waiting, a character may be assisted by another character who cups their hands together, catches the jumper's foot and uses one of their own actions to lift and throw the jumping character. There is no squat time involved and the character instantly and automatically reaches their maximum spring distance (or height)

Sprint (Action)
Attempt with CN vs. Terrain

The "Sprint" action is an attempt to give up your first action in exchange for an additional move.
(See "Move")

The "Sprint" action must be attempted before your character moves. If you fail your Sprint action, then your turn ends, you lose all remaining moves and actions not yet used and there is a 1 in 6 chance that you Trip and Fall.
(See "Trip and Fall")

When swimming, flying or climbing = gain a 1" bonus only.

Default Terrain Ratings:

2	Street
4	Grass
6	Dungeon Floor
8	Forest,
10	Marsh, Swamp, Jungle
12	Riverbed with loose rocks

Squat

(See "Spring")

Surprise
Attempt with CN vs. NT

Surprise occurs when one group (or individual) unexpectedly attacks another group (or individual).

Perhaps a group of kobolds leap out of the bushes. The GM rolls the worst CN of all the kobolds. Everyone rolls their NT to resist. All characters who fail to resist are "surprised".

The GM declares "New Round", and everyone rolls their initiative. Anyone who is surprised is forced to have an initiative = 1, and gets no free move.

The "surprise" only last one round.

Swarm

+2d attack modifier when five or more opponents are melee attacking a common enemy.
(See "Flank")

Swim (Move)
Attempt with CN vs. Current

Most characters may swim at a rate of 1 inch per "Move". Swimming in still waters is easy and does not require any dice rolls. However, but swimming against a current requires a dice roll. Failure means you lose 2 inches (10 feet). Success means you gain 1 inch (5 feet).

- Cyclops Turtles swim at the normal movement rate, regardless of any currents.

Take Cover

When you hide behind a tree, stone, table, etc. you gain a +1d defense modifier against ranged weapons (thrown or shot).

Taunt (Action)
Attempt with CR vs. WP x2 (Range 12 inches)

By yelling insults and making rude gestures, you attempt to aggravate a single opponent. As soon as they are in play, if possible, they will try to move and attack you with a melee attack.

This is very effective when used against archers and spell casters, or flying opponents.

Throwing Melee Weapons

All one handed weapons have a thrown range of 2", 4", 6" with a -1d attack penalty. All two handed weapons have a thrown range of 2", 3", 4" with a -2d attack penalty.

Track (Action)
Attempt with NT vs. NT

Success enables you to follow the path taken by another character or monster.

The Defender (being followed) gains a +1d Modifier for every 6 hours passed for a total of a +4d Modifier per day.

The GM may give the character being tracked (the potential victim) one or more bonus dice for various special conditions, such as fresh snow.

Train Beast   (Action)
Attempt with NT vs. NT

Before you may train a beast you must first charm it.

To befriend a beast, you must then continue to successfully charm it 3 days in a row.

Once a beast is befriended, you may then train your beast to perform 5 simple tasks, such as "pull a wagon", "plow a field", "stand guard", "attack", "be ridden as a mount", 'fetch', etc.

Characters with the "Beast Master" Perk may also train a beast to perform up to 3 exotic tasks such as "chew through rope", "walk on two legs", "open a door", etc.

(See "Charm Beast")
(See "Ride Wild Beast")

Traps

All traps have a "Hidden" rating and a "Trap" rating. Some traps also have a "Fire" rating or an "Attack Roll" rating. There are 3 basic types of traps:

(See "Spot" to find a trap)
(See "Remove Trap" to disable a trap)
(See "Avoid Trap" to get out of the way!)

ATTACK ROLL TRAPS

Some traps result in an "Attack Roll" (AKR) like the ones that shoot an arrow out of a small hole in the wall. "Attack Roll" traps require the characters to resist the damage by rolling their "Defense Roll" (DFR) as if they were in combat.

CAPTURE TRAPS

Some traps simply catch and hold their victims, like a pit or a sliding wall.

FIRE TRAPS

Some traps produce fire and cause burning damage, like the ones that spray oil followed by a flame. Beginning Fire rating = 2 to 7 (1d+1p)
(See "Fire Damage")

Trip   (Action)
Attempt with CR vs. CN

The "Trip" action may be attempted to force another character to "Trip and Fall".

(See "Trip and Fall")

Trip and Fall

A "Trip and Fall" typically occurs when a character fails an attempt to Sprint. However other things may also cause your character to Trip and Fall.

When characters Trips and Falls they land awkwardly on their stomachs or backs. They must then use 1 move and 2 actions to return to their feet.

When characters Trips and Falls, there is a 1 in 6 chance that they also drop something in their hands like their weapon, shield, or anything else they might be holding. It requires 1 action to pick up each item that was dropped, but only if no one else has picked it up first.

Characters may choose to pick up dropped items first, before returning to their feet.

(See "Prone)

Turn Undead   (Action)
Attempt with (WP – CR) vs. WP   (Range 9 inches)

Turn undead only works on vampires, torsos, and ghouls. Turn undead does not work on mindless zombies or skeletons.

To turn undead, you will need a holy symbol or holy weapon. You present the object, order the undead to stay back or leave (it doesn't matter which one you say). Then roll your (WP - CR).

With a WP = 6 and a CR = 2, you would roll (6 - 2) = 4d

- Success (a higher roll) simply means that they are unable to advance toward the character who turned them, for 2 to 7 (1d + 1p) rounds.

- During this time, you may attack them, and they may attack you (if you move within range).

UNARMED COMBAT

This chapter covers attacking without weapons and defending without armor.

- You can punch, if either hand is empty.
- You can use natural defenses, while attacking with normal weapons.
- You can wear standard armor, while using natural attacks.

Unarmed characters MUST be less powerful than characters who wear armor and wield weapons. Otherwise why buy armor and weapons? ..the game would boil down to "Beast Battles" with unarmed savage creatures fighting each other.

So why have unarmed combat rules in BRUTAL?

- Unarmed combat gives characters with no equipment a fighting chance.
- Unarmed combat allows tough characters to blend in with common villagers.
- Unarmed combat may be a way of life for a remote village of peaceful farmers, who repeatedly fend off a nasty group of goblin raiders every year during the harvest.

The rules describing multiple weapons and multiple attacks carry over to fist and claws.

The rules describing landing attacks, battle cries, etc. are still in effect.

One-Two-Three Punch

Fists are fast! Fist may attack up to 3 times against one opponent during a single countdown second.

Circle Kicks and Flying Kicks

Kicks are strong! A kick combined with the landing attack gains the benefits of "Impact" as long as the attacker is "Big and Strong" enough.
(See "Impact")

Raking Claws

Characters and monsters with feet claw attacks may use the rake attack, but only after a successful Grab and Hold action. Each rake attack gets a +1d attack modifier and all damage is doubled.

GRAPPLE

Empty Hands Defense

With two empty hands, your character gains a +1d Modifier to their natural defense.

Grapple - Combat   (Action)
Attempt with CN vs. CN

There is more to unarmed combat then simply punching and kicking. In some cases, it may be easier to wrestle an opponent down and pin them to the floor, then it is to fight them with swords in the traditional sense.

- The "Grapple" action requires two empty hands.
- The "Grapple" action requires that the attacker be bigger and stronger than their opponent.
(See "Bigger and Stronger")

Once your character has grappled their opponent, it merely requires one action (no roll needed) each subsequent round to maintain the hold. The character (or monster) being held must use the "Escape" action to break free.
(See "Escape")

Grapple - Choke   (Action)
Attempt ST+CN vs ST+CN+WP (each round)

After a Grapple …

The "Choke" action is an attempt to hold them in such a way as to cut off oxygen to their brain causing them to pass out for 2 to 7 (1d+1p) minutes.

Grapple - Drag   (Move)
Attempt with ST vs. CN + SZ

After a Grapple …

The "Drag" action is a move, not an action.

Grapple - Throw   (Action)
Attempt with ST vs. CN + SZ

After a Grapple …

The "Throw" action is an attempt to toss them 2 to 7 (1d+1p) inches, but where exactly is up to you (off a cliff, into a fire, etc.).

WARGAMES

FORMATIONS

Characters, NPCs, and monsters who want to work together may position themselves side-by-side, shoulder to shoulder to create a "Formation". Formations do not need to be made up of identical characters. Individual characters may optionally join a formation by moving into position, or they may separate from a formation by moving out of position.

Enemies are NOT permitted to move through any Formation. Instead, they must move around the Formation, over the Formation, or attack the individuals within the Formation.

Formations are extremely valuable to the mighty siege weapons, powerful spell casters, and cowardly generals who hide behind them.

TAKING SHAPE

Formations do not need to be straight lines. The characters must stand side by side but they may form arcs, circles, squares, etc.

Circle and square Formations may face outward to protect those within, or face inward to entrap those within.

STRENGTH IN NUMBERS

If all the members of a formation move and attack in a similar fashion, then the formation may choose to attack a single target as a single attacking unit. Larger formations have larger Modifiers when combining their individual attacks into a single attack roll.

SIZE	NAME	DEFENSE	ATTACK
3+	A Few		
10+	A Gang	+1d	+2d
30+	A Swarm	+2d	+4d
100+	A Horde	+3d	+6d
300+	An Army	+4d	+8d
1000+	A Legion	+5d	+10d

It is sometimes better if you split a big formation into two or more smaller ones to maximize their effectiveness.

ATTACKING AS ONE

The **Attack Roll** and **Defense Roll** are found as the average Attack Roll and Defense Roll in the formation (round up) + any Modifiers that may apply for the size of the formation.

If everyone in the formation can attack twice then the formation may attack twice.
(See "Multiple Attacks")

LEADERS

In order for a formation to move and attempt actions as a single unit, every formation must identify 1 character as the "Leader", who uses 1 of their actions each round to call out commands that keep the formation moving and acting as a single entity.

- All of the troops in a formation share the **Willpower** rating of the leader if it is higher than their own Willpower.
- All of the troops in a formation share the **Initiative** roll of the leader.
- If the Leader is lost or killed, then a new Leader must be identified immediately, or the formation is lost.

MARCHING FORMATIONS

There are only 2 ways to move a Formation: the "Blitz" and the "March".

The term **Blitz** is used to describe when the original formation breaks apart and everyone races at full speed on their own to a new location where they attempt to form a new formation.

The term **March** is used to describe when a formation moves as a single unit. This is much slower than the blitz, but the formation is maintained throughout the move. To march a formation, the leader simply attempts a standard move. If the leader fails, then so does the entire formation. Marching formations are NOT permitted to sprint.

BREAKING A FORMATION

A formation protects whatever lies behind it, so it can be very strategic to "punch a hole" in a formation. Killing a single individual does create a hole, but this hole can be closed the next time the individuals within a formation are permitted to move. And, killing a single individual does not work against formations that are 2 or more individuals deep. The Taunt and Intimidate actions often prove to be more effective ways to break up a formation.
(See "Taunt")

SIEGE WEAPONS

Siege weapons are very large weapons intended for attacking stubborn doors, castle walls, wizard towers, troll bridges, and other inanimate objects. Most siege weapons require two or more characters working together to operate. When attacking with a siege weapon, only one character's "Attack Adjustment" (AKA) may be used.

GOLD	SIEGE MELEE WEAPONS
50	(A) Small Ram (2 persons) = + 4d
550	(A) Large Ram (8 persons) = + 8d

GOLD	SIEGE RANGE WEAPONS
1250	(A) Ballista (2 persons, Range 3", 21", 27") = + 5d
2000	(A) Catapult (4 persons, Range 3", 27", 36") = + 10d

There are many more siege weapons. Please feel free to expand the list.

Doors, walls, bridges, etc. all have "Defense Rolls" (DFR) and "Hit Points" (HP) just like the characters do.

- Iron Gate: DFR 5, HP 18
- Stone Bridge: DFR 7, HP 53

You add the main character's attack adjustment to the siege weapon and attack like normal combat. As damage occurs the points are subtracted from the object's current HP. When an object's HP falls to zero or below, the object is said to be broken, crushed, destroyed, crumbled, etc.

(See "Bash to Bits")

MASS COMBAT

FORMATION AGAINST FORMATIONS

When one Formation Attacks another Formation using hand-held melee weapons, the two Formations exchange blows together at the same time. Both Formations Attempt their Attack Rolls and Defense Rolls immediately and simultaneously. This often results in Damage to both Formations at the same time. Each point of Formation Damage translates into a lost troop.

LOST TROOPS

Only half of the lost characters are killed. The other half are merely panicked and must declare "Running Away" as they attempt to move off the Battlefield as quickly as possible for 2 to 7 (1d +1p) rounds or until another character manages to calm them down by using the encourage action or some other creative approach.
(See "Encourage")

MOVING FIRST

When one formation moves forward and attacks another formation, they receive an additional +2d attack modifier for the first round of combat. This modifier only applies to formations using hand-held weapons, and this modifier only applies to formations attacking other formations.

ARCHERS

When one formation launches a range weapon attack upon another formation they do not exchange simultaneous attack rolls. Only the archers may attack.

BRACE FOR IMPACT

When a formation remains stationary (no moving) for one or more rounds, they are said to be braced for impact and gain a +1d defense modifier, but only against the first attack made against them. "Moving First" has a smaller advantage against those who are ready for it.

DIGGING IN – HOME COURT ADVANTAGE

It requires one full day of Digging In to create a long, narrow trench protected by jagged spears. These usually belong to the army with the Home Court Advantage who tries desperately to hold on to some land or position that is already theirs. Spear-protected trenches provide a +5d defense modifier against both hand-held weapon and range weapon Attacks.

ARMY BATTLES

BUILDING YOUR ARMY

The first step to creating a war game army is to create your role playing character to serve as the general. The next step is to spend 500 "Experience Points" (XP) to purchase troops and improve the ability ratings of your general and his/her troops. The final step is to spend 1000 gold pieces to purchase armor, weapons and equipment for you general and their army.

- If a monster is worth 20 XP to kill it, then it cost 20 XP to purchase it as one of your troops. Be sure not to buy what you cannot control.
- All character race troops cost 10 XP each. All character race troops start off with 5 XP to spend on themselves, automatically.

SETTING UP THE BATTLEFIELD

Two or more players create their armies and line them up within the first 6 inches of the table's edge where they are sitting. Some Battlefields are simple flat Terrains. Others have obstacles, flowing rivers, and perhaps even a nest of giant spiders or something.

COMMUNICATIONS

Troops may never advance more than 24 inches from the general without being accompanied by a communication officer who uses a flag, drum, horn, etc. to send and receive commands from the General's communication officer. Communication officers cannot attack, and if killed they must be replaced immediately by a surviving troop.

INFILTRATORS

Troops with a Willpower of 10d and a Combat of 10d, or higher, may operate independently without communications with the general. They are simply given their orders and perform them (or die trying). Infiltrators may begin a battle as far in as 18 inches from the edge of the table and often involve a lot of Hiding and Sneaking.

MATURE RULES

These **OPTIONAL** rules may be added to the game to make your adventures more spooky, disgusting, sick and twisted.

Some of these BRUTAL rules may not be suitable for all players. Feel free to include or exclude these rules as you see fit.

Disease
Gore
Horror
Insanity
Pain
Poison
Traps
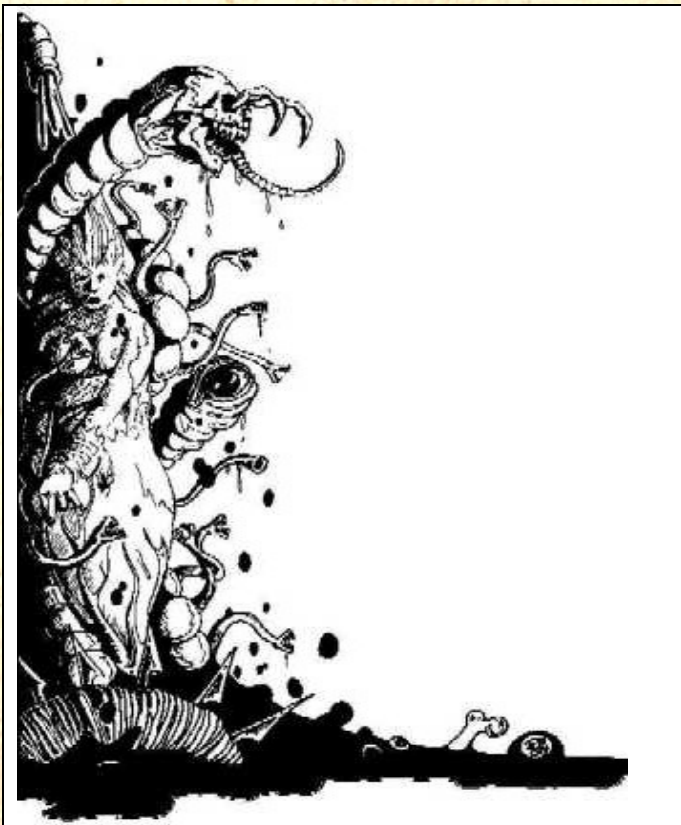
DISEASE

Resist Disease
Resist with NT vs. Disease

For when you get bit by a diseased rat, rabid dog, etc.

Cure Disease

(See the spell)

Examples:

FEVERISH TICK WORMS
Disease Rating = 6d
Severe aching of the mind accompanied with hundreds of skin sores that swell first then burst to reveal tiny squirmy worm like growths that cover the body and appear to be worm-like parasites but are in fact a mutated hair follicles.

Cure: Simmer the flowers of Chamomile with mashed elderberries, dried Stinging Nettle, Stinking Iris and dried Willow Bark then strain to make a strong tonic.

DIARRHEA AND FLATULENCE
Disease Rating = 9d
Occasional farting and intermittent loss of bowels causing embarrassing moments and loud noises making it impossible to attempt the hide and sneak actions for (1d +1p) days.
(See "Hide")
(See "Sneak")

Cure: Chew Catnip leaves and flowers fresh out of the ground, and use the leaves of Purslane crushed and blended with a 1/2 cup of Shepherds Purse to make a strong astringent.

RETCHING VOMIT:
Disease Rating = 9d
Constant barfing and dry heaves causing a -2d Penalty to all Strength rolls for (1d +1p) days.

Cure: Stops when the characters collapse and pass out from exhaustion for ten to sixty minutes (1d x 10). Passed out character awaken again after (1d +1p) hours of sleep and if they are still lying in vomit the must resist the Horror or repeat the process again and again.

GORE

Resist Gore
WP vs. Gore

The "Resist Gore" action may be attempted to stomach a disgusting site without losing their lunch. Some samples of Gore are listed below.

Examples:

BONE GARDEN
Gore Rating = 3d
Littering the ground are piles of bones, forming a huge circle around the old abandoned tower. Someone or something has arranged these bones into a variety of shapes and symbols on the ground. The characters must resist the Gore, or spend their next 2 to 7 (1d+1p) rounds staring in disbelief as they come to grips with the scene.

DISEMBOWELED
Gore Rating = 7d
Some disgusting beast has pulled the head and spinal cord out of its latest victim, and hung it from a large tree branch to warn away intruders. The characters must resist the Gore, or gag and spit uncontrollably for (1d +1p) rounds.

ZOMBIES
Gore Rating = 7d
The old and helpless are just as vulnerable as the young and innocent. No one is safe from the flesh eating zombie hordes. The characters fight them off for a while, then one character is overpowered and gets dragged down to the ground. His screams for help go unanswered as the zombies begin to feed on his living flesh. There is nothing anyone can do to save him. Your eyes meet his as a zombie bends his head back so far that his bones break, and rip upward through the thin skin of his neck. His screams finally end as another zombie yanks and twists his jawbone free. The characters must resist the Gore and use the feeding frenzy as an opportunity to escape, or spend their next two rounds staring helplessly as their friend is eaten alive.

CANNIBALISM
Gore Rating = 9d
As the savage creatures are killed in battle, other creatures stop attacking you and begin to feed upon their own dead friends and family members. You see them rip off the hard outer shells of their own deceased and ravenously slurp on the juicy wet inner muscles and veins. The characters must resist the Gore, or spend their next two actions vomiting.

HORROR

Resist Horror
WP vs. Horror

The "Resist Horror" action may be attempted to muster the courage to approach a bleeding tree, not turn to stone when catching a glimpse of a Medusa, not run in terror when spotting a Dragon, etc. Some samples of Horror are listed below.

Examples:

SUPERSTITION
Horror Rating = 3d
A superstitious symbol has been made out of Human bones and now hangs oddly from the branch of a dead tree. The characters must resist Horror to advance beyond this point, otherwise they are filled with Fear and strongly feel the need to turn around and go back.

DRIPPING BLOOD
Horror Rating = 6d
A tree is slowly bleeding Human blood. Dripping from its branches, the blood forms a muddy puddle on the ground. There's something scratched into the bark of the tree but characters must resist the Horror to approach close enough to read it.

MEDUSA
Horror Rating = 6d
A woman's head is covered with living snakes that squirm about hissing and biting. Characters who catch a glimpse of her hideousness must resist the Horror to Avoid turning to stone, and even if they do resist the Horror, they are still forced to look away.

DRAGON
Horror Rating = 9d
As the Dragon swoops by far overhead, the panicked villagers scatter to the four winds. Characters must resist the Horror or flee as fast as they can in a random direction for 2d rounds.

EVIL KNIGHT
Horror Rating = 9d
As the mighty evil knight suddenly appears. He stares at you grimly and slowly approaches. You find yourselves suddenly frozen stiff with Fear. Characters must resist the Horror in order to Speak, Move, Attack or even Run Away.

INSANITY

Resist Insanity
IN vs. Insanity

The "Resist Insanity" action may be attempted to endure a particularly visual, painful, or physical torment. Those who suffer too much may go insane. Some samples of Insanity are listed below.

Examples:

I Am A Chicken
Insanity Rating = 5d
Your character receives a severe bump on the head. Suddenly they believe they are a chicken (or other harmless farm animal). This lasts until they receive a heal spell or healing potion.

Paranoia
Insanity Rating = 7d
Your character discovers a secret about somebody, and begins to suspect others. They increasingly believe that others are secretly plotting against them. If your characters do not help them then you are part of the conspiracy, and you cannot be trusted either. This lasts until they receive a heal spell or healing potion.

Hallucinations
Insanity Rating = 7d
Your character loses someone they care about, or were looking after. The guilt builds up inside them. They keep seeing the "ghost" of the one they failed to protect, especially when stressed (during a battle for example). They will talk to the "ghost" who is not really there and not fight or run away. This lasts until they receive a heal spell or healing potion.

End Of The World
Insanity Rating = 9d
Your character sees a demon, a horde of zombies, or some impossible threat and just gives up. They believe the end of the world is coming. They will stop fighting, make signs, and try to warn others. This lasts until they receive a heal spell or healing potion.

PAIN

Resist Pain
WP vs. Pain

The "Resist Pain" action may be attempted to endure a particularly painful physical torment. Pain can be crippling and those who suffer too much may fall to the grounds helpless. Some samples of Pain are listed below.

Examples:

Fighting Someone Wielding A Whip
Your opponent wields a whip. You've seen it in action and it appears quite harmless compared to your sword that can literally slice off hunks of flesh, ..and then you get hit by the whip and feel it's sting across your flesh! Your mind struggles to comprehend the pain. How can it possibly hurt so much?!

Most whips have a Pain Rating = 7.
Some bladed floggers have a Pain Rating 7 to 12 (1d + 6p).

Characters must resist the Pain in order to stay and fight, otherwise they must automatically use All Out Defense mode and do their best to keep out of range of the whip. Each hit by the whip requires another attempt to resist pain. After 3 failures during a single battle the character must drop all items carried and run away for 2 to 7 (1d+1p) rounds.

Itch Weed
Pain Rating = 3d
Your character brushes up against an ugly weed and their skin immediately begins to turn red and itch. The characters must resist Pain or scratch the affected area again and again once every 10 minutes. Each time they resist successfully, there is a 1 in 6 chance the itching stops. Each time they fail to resist, they scratch themselves hard enough to cause 1 Hit Point of damage. Characters can literally scratch themselves to death.

Run Bare Foot Through Broken Glass
Pain Rating = 7d
The monster is coming, and all who stay will surely die, but your only escape is to run barefoot through broken glass. You know it's your only chance, but as you take your first step and feel the painful shards pierce your feet you instinctively step back. Can your mind focus long enough to resist the pain and escape? Characters must resist the Pain in order to escape over the broken glass.

POISON

Detect Poison
NT vs. Poison

Success indicates a knowledge of the poison as well as the necessary components to neutralize the poison.

Neutralize Poison

(See the spell)

Examples:

IODINE
Poison Rating = 6d
The lips and tongue turn black, the face becomes very pale and the pupils dilate causing a -1d cumulative Penalty to Strength Rating every other round for 2 to 12 rounds (2d). If their Strength Rating falls below zero they collapse, pass out, and remain unconscious for (1d +1p) hours. Cure: Elephant Ear leaf ground with mandrake root and made into a tonic.

ARSENIC
Poison Rating = 9d
Fever, irritation of the throat and stomach, cramps in the calf muscles and restlessness cause random occurrences of fainting. There is a 1 in 6 chance each round that the character faints, and once they have fainted they wake up in (1d +1p) rounds or until slapped. These random fits of fainting continue for (1d +1p) hours or until the Poison is Neutralized. Cure: Epitaph syrup will cause the victim to vomit up and out the arsenic.

DIGITALIS
Poison Rating = 9d
Severe nausea, vertigo, fatigue, dilated pupils cause the loss of sight (blindness) for twenty-four hours or until the Poison is Neutralized. Cure: Verbena leaf and or Vervain root mixed with a sprig of Wolves bane to make a salve rubbed over the eyes.

ERGOT
Poison Rating = 9d
Drooling, diarrhea, mental depression, a staggering gait and labored breathing cause bouts with self pity, hours of sobbing and crying, and a –3d Modifier to WP for (1d +1p) days or until the Poison is Neutralized. Cure: Rub the leaves of Mullein on Stinging Nettle all over the body.
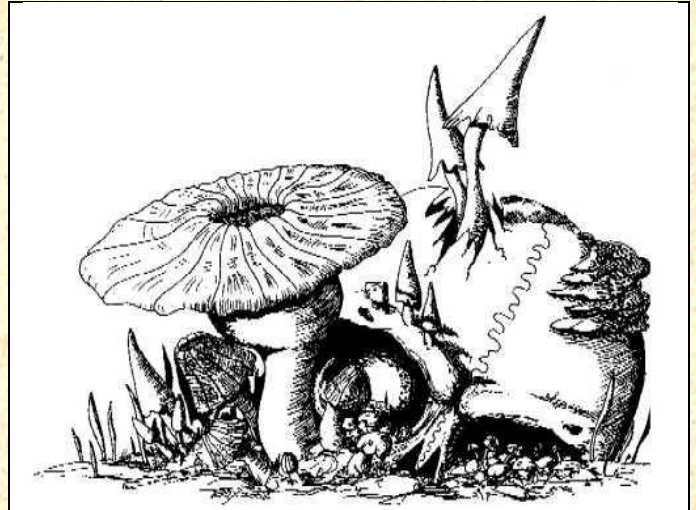
MAGIC RULES

Necromancers, Wizards, Magic Users, Sorcerers, Warlocks and Witches

Titles like "Necromancer" mean nothing to BRUTAL. As a rule, any character may learn to cast magic spells.

In order to cast magic in BRUTAL your characters need to improve their Intellect and Magic ratings then "Find" and "Identify" some Spell Glyphs.

SPELL GLYPHS

Spell Glyphs are complicated (and very secret and very rare!) rune markings that may be found just about anywhere: Armor, Weapons, Equipment, Stones, Scrolls, Books, Furniture, Curtains, Paintings, Doors, Chests, Walls, Floors, Shoes, Rugs, etc.

Characters cast spells by reading Spell Glyphs out loud in an attempt to evoke the magic contained within spell glyph. "Reading a Spell Glyph" can take a long time. A spell with a rating of 10d requires 10 consecutive uninterrupted actions, but with only 2 actions per round, this will require 5 rounds, or 1 minute.

Spell glyphs cannot be memorized. The objects they are found on must be carried around by the characters.

SPELL ACTIONS

Detect Magic	(Action)
Attempt with MG vs. 6d	(Range 12")

The "Detect Magic" action attempts to determine if an item is magical, or if any spells are currently in effect within 12 inches.

Dispel Magic	(Action)
Attempt with MG vs. Variable*	

Variable* depends on the caster's MG rating when the spell was cast. If unknown, use 10d

The "Dispel Magic" action attempts to stop (or temporarily suppress) an ongoing spell effect.

Find Spell Glyph

Spell Glyphs are often hidden.
(See "Spot")

Identify Spell Glyph	(Action)
Attempt with MG vs. Spell Rating	

After a new spell glyph is found …

The "Identify Spell Glyph" action may be attempted to identify an unknown spell glyph. Finding a Spell Glyph is not enough. Your character must identify it before they may attempt to read it. If the character successfully identifies a Spell Glyph, then the meaning of that Spell Glyph is forever known to them, no matter where else it is found. If the character fails to identify a Spell Glyph, then they must use XP to increase their Magic rating before they may attempt to identify that same spell glyph again. With each failed attempt they must increase their Magic rating again and again.

Read a Spell Glyph (Action)
Attempt with MG vs. Spell rating

The "Read Spell Glyph" action attempts to release the magical power of a spell glyph.

- They must be found and Identified first.
- They must have them in their possession.
- There must be ample light to read them.
- They must be read out loud.

The more complicated a spell glyph is, the longer it takes to read it:

- A 3d spell glyph requires 3 actions.
- A 6d spell glyph requires 6 actions.
- A 9d spell glyph requires 9 actions.
And so on...

After reading a spell glyph, the character must roll their magic ability rating (MG) vs. the spell's rating. The character must roll higher or the spell fails and fizzles out.

Speed Read a Spell Glyph (Option)

Faster but more difficult

A character may attempt to read a spell glyph faster than normal. This takes less time (requires fewer actions), but the difficulty of success increases proportionally.

A Spell Rating = 3d normally requires 3 actions to Read it, and the character must roll their Magic rating vs. 3d for success.

If a character chooses to read it faster (3 actions **-1 action** = 2 actions) then it becomes more difficult to succeed (3d **+ 1d** = 4d).

If a character chooses to read it faster (3 actions **-2 actions** = 1 actions) then it becomes more difficult to succeed (3d **+ 2d** = 5d).

It is not permitted to slow read a difficult Spell Glyph with the hopes of improving your characters chance to be successful.

SPELL GLYPHS

This list in no way represents all the Spell Glyphs possible. Authors of adventures are encouraged to create their own new Spell Glyphs.

♣ = Reversible

1d Rating	3d Rating	4d Rating
Bless	Blinding Light	Choking Cloud
Create Flame ♣	Jump	Magic Key
Heal Light Wounds	Shadowy Darkness	Shield
Mage Lock	Spell Arrow	Shock
Stack Coins		Spy Hole
		Stink

5d Rating	6d Rating	7d Rating
Courage ♣	Appear Dead	Appear Undead
Enlarge ♣	Catch Stones	Coordination ♣
Find Secret Door	Levitate	Shadow Step
Strength ♣	Dark Vision	Shadow Form
Webbing	Scry	Wall of Fire
Whisper	Water Breathing	

8d Rating	9d Rating	9d Rating (cont)
Bleed	Command Undead	Restore Limbs
Heal Heavy Wounds	Cure Disease	Rock to Mud ♣
Fire Ball	Lightning Bolt	Stone Shape
Petrify ♣	Invisibility	Throw Weapon
Speed ♣	Neutralize Poison	

10d Rating	12d Rating	14d Rating
Curse ♣	Fly	Destroy Undead
Polymorph ♣	Heal Critical Wounds	Horror
True Vision	Rage	Magic Door
	Sleep	Permanency ♣
		Push

16d Rating	16d Rating (cont)	18d Rating
Animate Dead	Shadow Shackles	Death
Falling Rocks	Speak with Dead	Earth Quake
Insignificant	Teleport	Gate
Mass Nightmare		

1D GLYPH SPELLS

Bless

Rating:	1d	Range:	Touch
Duration:	Permanent	Resist:	None

Used to create holy water and holy oil.
(See "Making Potions")

Create Flame (Reversible)

Rating:	1d	Range:	3 Inches
Duration:	Permanent	Resist:	None

Used to light torches, candles, etc. It is not useful as an attack. The reverse of this spell, Extinguish Flame, is used to extinguish small harmless flames.

Heal Light Wounds

Rating:	1d	Range:	Touch
Duration:	Permanent	Resist:	None

Restores 2 to 7 (1d+1p) lost Hit Points, but can never be used to raise a character's Current Hit Points above their maximum Hit Points.

> 💡 **Note:**
> Heal spells may only be received 1/day

Mage Lock

Rating:	1d	Range:	Touch
Duration:	Permanent	Resist:	None

Magically "glues" something shut: a door, a book, a chest, a drawer, etc. A mage lock has no mechanics and cannot be picked by thieves. You may attempt to force it open by rolling your MG vs. the MG of the character who cast the Mage Lock spell. The original caster may open their own Mage Locked items at any time.

Stack Coins

Rating:	1d	Range:	3 Inches
Duration:	Permanent	Resist:	None

The Stack Coins instantly cleans up and organizes a pile of coins, gems, etc. It even works to fold clothes or to stack dishes. As long as the items being stacked have some sort of value.

3D GLYPH SPELLS

Blinding Light

Rating:	3d	Range:	6 Inches
Duration:	Variable	Resist:	Willpower

Make an inanimate object glow with the light of a standard lantern for one hour.

Attempt to cause blindness for 2 to 7 (1d +1p) rounds.

Jump

Rating:	3d	Range:	Touch
Duration:	Instantaneous	Resist:	None

Provide an instantaneous spring = 9 inches.

Shadowy Darkness

Rating:	3d	Range:	6 Inches
Duration:	10 Rounds	Resist:	Willpower

Make an inanimate object give off a dark, foggy cloud, that provides a +2d Modifier to Hide and Sneak.

May be used as a starting point when shadow stepping.
(See "Shadow Step")

Vampires gain a +2d Modifier to resist damage from sunlight.

Spell Arrow

Rating:	3d	Range:	12 Inches
Duration:	Instantaneous	Resist:	Willpower

Create a magical bolt of energy that unerringly strikes a single victim and causes 2 points of damage. Targets that resist take half damage, round down. After striking the victim, the Magical arrow expires and no longer exists. Though it doesn't cause a lot of Damage, it does enough to disrupt other spell casters or characters who are Squatting-and-Springing who must start over from the beginning each time they are disturbed.

➤ With a MG rating of 10 or higher, the spell creates 2 arrows causing 2 points of damage each, and may be used against different targets.

➤ With a MG rating of 20 or higher, the spell creates 3 arrows.

4D GLYPH SPELLS

Choking Cloud

Rating:	4d	Range:	9 Inches
Duration:	10 rounds	Resist:	Willpower

Produce a green cloud that expands 3 inches each round for 4 rounds. Each round, everyone who remains in the cloud must resist with Willpower, or suffer -1 HP.

Magic Key

Rating:	4d	Range:	Touch
Duration:	N/A	Resist:	Lock

Attempt to pick locks as a thief but without using lock picks, by rolling their MG rating vs. Lock rating.

Shield

Rating:	4d	Range:	Touch
Duration:	10 Rounds	Resist:	None

Provide a +2d Modifier to all Defense rolls. The character is also 100% immune to all Spell Arrow attacks.

Shock

Rating:	4d	Range:	3 Inch
Duration:	Instantaneous	Resist:	Willpower

Attempt to zap a single victim and inflict 2 to 7 (1d+1p) damage per round. It takes one action each round to continue zapping your target. Each round, the target may attempt to resist (break free from) the spell.

Spy Hole

Rating:	4d	Range:	Touch
Duration:	Variable	Resist:	None

Create a tiny spot of invisibility on a door (or other surface) to peek through. It last as long as the caster concentrates.

Stink

Rating:	4d	Range:	3 Inches
Duration:	10 Rounds	Resist:	Willpower

Attempt to cause a single victim to emit a foul odor that is embarrassing and may attract the attention of nearby monsters.

5D GLYPH SPELLS

Courage (Reversible)

Rating:	5d	Range:	3 Inches
Duration:	10 Rounds	Resist:	Willpower

Provide a +2d Modifier to Willpower. The reverse of this spell, Cowardice, attempts to inflict a -2d Penalty.

Enlarge (Reversible)

Rating:	5d	Range:	3 Inches
Duration:	10 Rounds	Resist:	Willpower

Provide a +2d Modifier to Size. The reverse of this spell, Shrink, attempts to inflict a -2d Penalty.

Find Secret Door

Rating:	5d	Range:	1 Inches
Duration:	3 Rounds	Resist:	None

Provide the ability to see any and all hidden, concealed, secret doors or sliding walls, etc.

Strength (Reversible)

Rating:	5d	Range:	3 Inches
Duration:	10 Rounds	Resist:	Willpower

Provide a +2d Modifier to Strength. The reverse of this spell, Weakness, attempts to inflict a -2d Penalty.

Webbing

Rating:	5d	Range:	3 Inches
Duration:	Permanent	Resist:	None

Create a 10" x 10" square area filled with webbing as if spun by a giant spider. The caster's MG rating is used to resist all escape attempts.
(See "Escape")

Whisper

Rating:	5d	Range:	3 Miles
Duration:	1 Minute	Resist:	None

Send a 1-minute-long message to a person or creature who they have already met in person.

6D GLYPH SPELLS

Appear Dead

Rating:	6d	Range:	3 Inches
Duration:	Special	Resist:	None

Make something alive appear as if it were dead, including plants.

➢ You may look around, but you may not move or speak.
➢ The Spot action is fooled by this spell.
➢ Undead monsters are not fooled by this spell.

Catch Stones

Rating:	6d	Range:	Touch
Duration:	10 Rounds	Resist:	None

Provide the ability to safely catch one large stone every round, even if they were thrown by a giant or shot from a catapult.

Levitate

Rating:	6d	Range:	Touch
Duration:	10 Rounds	Resist:	Willpower

Attempt to make something float up or down at the will of the caster, up to a max of 18 vertical inches.

Dark Vision

Rating:	6d	Range:	Touch
Duration:	1 Hour	Resist:	None

Provide the ability to see in the dark (range = 6 inches) using the infrared spectrum (hot and cold).

Scry

Rating:	6d	Range:	25 Miles
Duration:	1 Hour	Resist:	Willpower

The caster must first touch a mirror, bowl of smooth water, crystal ball, etc. then attempt to use it to see and hear places, things, persons, or creatures that they have met, visited, or touched.

Water Breathing

Rating:	6d	Range:	Touch
Duration:	1 Hour	Resist:	None

Provide the ability to breath under water.

7D GLYPH SPELLS

Appear Undead

Rating:	7d	Range:	3 Inches
Duration:	1 Hour	Resist:	None

Make living characters appear as a Zombie. They do not gain any of the powers or Abilities of a Zombie, but they do not gain any of their weaknesses either.

➢ The Spot action is fooled by this spell.
➢ Only Skeletons, Ghouls and Zombies are fooled
➢ Other undead creatures are not fooled by this spell.

Coordination (Reversible)

Rating:	7d	Range:	3 Inches
Duration:	10 Rounds	Resist:	Willpower

Provide a +2d Modifier to Coordination. The reverse of this spell, Clumsy, Attempts to inflict a -2d Penalty.

Shadow Step

Rating:	7d	Range:	Self
Duration:	Instantaneous	Resist:	None

The caster may step into one shadow then out of another shadow, up to 18" away. Both shadows must be in line of sight of one another.

Shadow Form

Rating:	7d	Range:	Self
Duration:	1 Hour	Resist:	None

The caster may turn themselves into a shadow. This may be reversed (turned off) at will. All gear is kept but may not be used. As a shadow, characters may move about on walls, floors, ceilings, etc. and slip through the tiniest cracks.

Wall of Fire

Rating:	7d	Range:	12 Inches
Duration:	20 Rounds	Resist:	None

The wall covers 10 inches (10 map tiles), and may be placed in any shape as long as it is a single stretch of wall. It cannot be moved after it is placed.

Crossing it requires a resist Horror action. Roll your WP vs. the MG rating of the caster.

Crossing it may cause damage. Roll your DFR (defense) vs. the MG rating of the caster.

8D GLYPH SPELLS

Bleed

Rating:	8d	Range:	3 Inches
Duration:	10 Rounds	Resist:	Willpower

Make an inanimate object drip with blood. It causes Horror when seen: You must roll your WP vs. the MG rating of the caster or Run Away for 2 to 7 (1d +1p) rounds.

Heal Heavy Wounds

Rating:	8d	Range:	Touch
Duration:	Permanent	Resist:	None

Restore 6 to 21 (3d+3p) lost Hit Points, but can never be used to raise a character's Current Hit Points above their Maximum Hit Points.

> 💡 **Note:**
> Heal spells may only be received 1/day

Fire Ball

Rating:	8d	Range:	12 Inches
Duration:	Instantaneous	Resist:	Defense Roll

Creates a grenade like explosion, causing an attack roll equal to the caster's Magic rating to everyone in a 4 inch blast radius centered on where it lands.

Petrify (Reversible)

Rating:	8d	Range:	Touch
Duration:	Permanent	Resist:	Willpower

Attempt to transmute living flesh into stone. The reverse of this spell, Un-Petrify, Attempts to transmute a petrified character (or monster) back into living flesh.

> 💡 **Note:**
> Characters are alive, but held in stasis. They may be un-petrified and brought back to living flesh. If broken, then they suffer a great deal of damage and might even die.

Speed (Reversible)

Rating:	8d	Range:	3 Inches
Duration:	10 Rounds	Resist:	Willpower

Provide a +2" Modifier to movement. The reverse of this spell, Slow, Attempts to reduce their movement down to 1".

9D GLYPH SPELLS

Command Undead

Rating:	9d	Range:	12 Inches
Duration:	Variable	Resist:	None

Give orders to all Skeletons, Ghouls and Zombies within range. These new orders replace any existing orders, but must be kept to ten words or less.

Cure Disease

Rating:	9d	Range:	Touch
Duration:	Permanent	Resist:	None

Remove a disease along with all its effects.

Lightning Bolt

Rating:	9d	Range:	12 Inches
Duration:	Instantaneous	Resist:	Defense Roll

Create a burst of electricity, causing an attack roll equal to the caster's Magic rating to everyone in its path:
3 inch wide and 12 inch long.

Invisibility

Rating:	9d	Range:	Touch
Duration:	10 Rounds	Resist:	None

Invisible creatures and objects cannot be seen, unless you look for them using the spot action.
(See "Sneak Attack")
(See "Blind Fighting")
(See "Spot")

Rest

Rating:	9d	Range:	Touch
Duration:	N/A	Resist:	None

Reset all daily counters such as luck dice, bind wounds, etc. Equivalent to 8 hours of sleep. Restores 2 to 7 (1d + 1p) lost hit points.

9D GLYPH SPELLS

Neutralize Poison

Rating:	9d	Range:	Touch
Duration:	Permanent	Resist:	None

Remove a poison along with all its effects.

Restore Limb

Rating:	9d	Range:	Touch
Duration:	Permanent	Resist:	None

Regrow/Repair a missing or damaged limb.

> 💡 **Note:**
> Heal spells may only be received 1/day

Rock to Mud (Reversible)

Rating:	9d	Range:	8 Inches
Duration:	Permanent	Resist:	None

Transmute 8 cubic inches of rock (or solid ground) into mud. The reverse of this spell, Mud to Rock transmutes 8 cubic inches of mud into rock (or solid ground).

Stone Shape

Rating:	9d	Range:	Self
Duration:	10 Minutes	Resist:	None

The caster can work with stone as if it were soft clay.

Throw Weapon

Rating:	9d	Range:	Touch
Duration:	10 Rounds	Resist:	None

Make a one-handed melee weapon easy to toss, twirl, spin, and catch without fear of dropping it.

With a little practice (must have used the spell at least one time already), the character can fling the weapon out and attack others as far as 12 inches away, then catch the weapon that returns to them automatically.

It requires only one action to throw the weapon and attack. The catch happens automatically.

10D GLYPH SPELLS

Curse (Reversible)

Rating:	10d	Range:	3 Inches
Duration:	Instantaneous	Resist:	Willpower

Attempt to inflict someone with one of the following six random curses. The reverse of this spell, Remove Curse, removes all curses from a single character.

Quest — Causes a character to retrieve a specific object or complete a specific task as defined by the caster, such as, "Stay here and guard this room for me."

Weakness — Causes a –2d Penalty to Strength and Willpower

Stupidity — Causes a –2d Penalty to Intellect and Nature

Clumsy — Causes a –2d Penalty to movement and Coordination

Amnesia — Causes a character to believe they are someone or something else as defined by the caster such as, "You are a chicken!"

Peasant — Causes a character to forget all of their experience and treat all of their Abilities as they are originally defined for the character race, until such time as the curse is lifted.

Polymorph (Reversible)

Rating:	10d	Range:	Touch
Duration:	1-6 Hours	Resist:	Willpower

Attempt to transform a character or monster into a harmless farm animal. The reverse of this spell, True Form, returns them back to their normal state.

True Vision

Rating:	10d	Range:	12 Inches
Duration:	10 Rounds	Resist:	None

Provide the ability to see all things as they truly are, within range. This includes Hidden, Concealed, Disguised, Secret, Illusions, and Invisible objects.

12D GLYPH SPELLS

Fly

Rating:	12d	Range:	Touch
Duration:	10 Rounds	Resist:	None

Provide the ability to fly as a Warrior Fly. If they are not safely on the ground at the end of the spell, they fall and may suffer Damage.

Heal Critical Wounds

Rating:	12d	Range:	Touch
Duration:	Permanent	Resist:	None

Restore 10 to 36 (5d+5p) lost Hit Points, but can never be used to raise a character's Current Hit Points above their Maximum Hit Points.

Note:
Heal spells may only be received 1/day

Rage

Rating:	12d	Range:	3 Inches
Duration:	2 to 12 Rounds	Resist:	Willpower

Attempt to cause a single character or monster to be filled with Rage:

➢ +2p Initiative
➢ +2" Move
➢ +3d Attack Rolls
➢ Immune to fear, horror and gore

However, they cannot determine friends from foes and will always attack the closest random targets first.

Sleep

Rating:	12d	Range:	12 Inches
Duration:	2 to 7 Rounds	Resist:	Willpower

Attempt to cause everyone in the area of effect to fall asleep for 3 to 8 (1d + 2p) minutes. The center of the area of effect may be up to 12 inches away within a 3 inch radius.

14D GLYPH SPELLS

Destroy Undead

Rating:	14d	Range:	12 Inch Radius
Duration:	Instantaneous	Resist:	Willpower

Attempt to cause all Skeletons, Ghouls and Zombies within range to burst into flames then immediately turn to dust.

Horror

Rating:	14d	Range:	3 Inches
Duration:	10 Rounds	Resist:	Willpower

Attempt to fill something or someplace with Horror created and described by the caster. Others who try to touch the thing, or enter the place must roll their Willpower vs. the Magic Rating of the caster or Run Away for (1d +1) rounds.

Magic Door

Rating:	14d	Range:	Touch
Duration:	1 minute	Resist:	None

Create a door through solid rock, etc. on a wall, the floor, etc. and every one may use it.

Permanency

Rating:	14d	Range:	1 Inch
Duration:	Permanent	Resist:	None

After a caster creates a spell effect, they may choose to extend the duration of the spell effect by casting this spell. The permanency last forever.
(See "Dispel Magic" page 41)

Push

Rating:	14d	Range:	8 Inches
Duration:	Instantaneous	Resist:	Willpower

Create a wave of force capable of pushing 30 points.

Qty 3, Size 3, Distance 3 inches (3x3x3=27 points)
Qty 1, Size 5, Distance 6 inches (1x5x6=30 points)
Etc.

Animate Dead

Rating:	16d	Range:	12 Inches
Duration:	Permanent	Resist:	None

Cause all corpses within range to come to life as undead monsters. Corpses of creatures who died within the past 24 hours and are now buried under the ground will become Ghouls. Corpses of creatures who died with the past 24 hours and are above the ground will become Zombies. All other corpses above the ground will become Skeletons.

Falling Rocks

Rating:	16d	Range:	12 Inches
Duration:	Variable	Resist:	Defense Roll

Create a shower of falling rocks that randomly strike those within the area of the spell, defined as a 6" x 6" square area, as far as 12 inches away. Every round a creature remains in the spell area, there is a 2 in 6 chance that they get struck by a falling rock. Falling rocks are treated as attacks equal to the caster's MG rating.

It takes one action each round to continue the spell, round after round. Once the rocks fall, they smash into tiny little pieces and go away. Regardless of how long the spell stays in effect, no pile of rocks ever develops.

Insignificant

Rating	16d	Range	18 inches
Duration	Special	Resist	Special

The Insignificant spell creates an area that when looked upon by others, will be appear to have nothing of value or interest.

Mass Nightmare

Rating	16d	Range	18 inches
Duration	Special	Resist	Special

(See "Doom Spider", Monster)

Shadow Shackles

Rating	16d	Range	18 inches
Duration	Special	Resist	Special

The Shadow Shackles spell creates a puff of black shadowy darkness filling a radius of 4 inches around a point up to 18 inches away. As the cloud dissipates, it wraps around the appendages (arms, legs, wings, tentacles, etc.) of every living thing in the area, which are instantly become bound by magical chains and shackles, rooted to the floor, wall, nearby stone, or whatever. There is nothing the victims can do for the rest of the current round, but starting next round, they may attempt to break free once per round with a +1 cumulative ST vs MG until they eventually break free. Meanwhile they cannot move and suffer a -1d attack and defense penalty.

Speak with Dead

Rating:	16d	Range:	3 Inches
Duration:	10 Minutes	Resist:	None

Provide the ability to speak with any dead character or monster, providing they share a common language.

Teleport

Rating:	18d	Range:	Touch
Duration:	Instantaneous	Resist:	Willpower

Attempt to teleport someone (or something) to a known location up to 25 miles away. As many as 12 characters may be teleported at once (while holding hands) along with one beast, mount, pack animal, etc.

18D GLYPH SPELLS

Death

Rating:	18d	Range:	18 Inches
Duration:	Instantaneous	Resist:	Willpower

Attempt to cause damage and hopefully kill one or more creatures in a variety of methods. The caster must choose one of the following methods before starting to read the spell…

- Cause 2d of instant Damage to all creatures within an 18 inch radius.
- Cause 3d of instant Damage to all creatures within a 3" x 3" inch square area up to 18 inches away.
- Cause 5d of instant Damage to a single creature up to 18 inches away.

Earthquake

Rating:	18d	Range:	12 Inches
Duration:	2 to 12 Rounds	Resist:	None

Cause the earth to shake and crack within a 12" x 12" square area up to 12 inches away.

The Terrain Rating of the area is increased by a +3d Modifier making it more difficult to move out of the area.

All creatures in the area suffer a 10d Attack Roll each round they remain in the area.

All buildings, bridges, etc. in the area suffer a 10d siege weapon Attack Roll each round.

Characters who die and buildings that are destroyed within an Earth Quake spell are all swallowed up by the earth along with all of their possessions and treasures.

The devastation continues each round for 2d rounds. The caster is unable to stop the Earth Quake spell once it has been started and must allow the spell to work completely through its 2d rounds.

Gate

Rating:	18d	Range:	100 Miles
Duration:	1 Hour	Resist:	None

Creates a magical portal (or doorway) to and from a known location.

MAGIC ITEMS

The legendary tomes of arcane creation are very rare! Each contain 3 "special" spell glyphs that cannot be copied, ..ever!

MAKING MAGIC ITEMS

The following 3 spell glyphs are needed to make your own magic items. Like all spell glyphs, you must first find and identify these spell glyphs before you may use them.

Copy Spell Glyph

Rating:	6d	Range:	Touch
Duration:	Permanent	Resist:	None

The Copy Glyph spell allows the caster to read a known Spell Glyph, then create a new copy of it somewhere else. The "Copy Glyph" is not just a simple matter of drawing what you see. An artist, or engineer cannot simple look at it and recreate it. There is a mystical element to the glyph.

The new spell glyph may be given a Hidden rating that may be any number equal to your "Intellect" rating (IN) or less.

A means of recording the new copy must be provided: carving into wood, writing with ink on a scroll, etc. The original spell glyph is not harmed.

The cost to copy a spell glyph is measured in "Experience Points" (XP) earned by going on adventures, but not yet used to improve your character. It cost 3 XP per rating, so to copy a 5d spell glyph would cost 3 x 5 = 15 XP.

The "Copy Glyph" may be used to tattoo living flesh as a read-only spell glyphs. "Enchant Item" and "Autocast" may not be used on living flesh.

Enchant Item

Rating:	1d	Range:	Touch
Duration:	Permanent	Resist:	None

The Copy Glyph spell must be used to copy the "Enchant Item" spell glyph on to the armor, shield, weapon, etc. giving the item a +1d Modifier.

Autocast

Rating:	6d	Range:	Touch
Duration:	Permanent	Resist:	None

Autocast is used to create things like a magic wand or a ring of invisibility. The ring of invisibility for example, autocasts the invisibility spell (in a single action) when placed on a finger, 3/day.

Each autocast may use its own secret activation keywords and/or gestures: someone says "Open Sesame", "The ring is put on", "The lamp is rubbed", "The door way is walked through", "The carpet is sat on", "The spell glyph is touched", etc.

A STEP-BY-STEP EXAMPLE:
1. Copy the "Enchant Item" spell glyph to the wand.
2. Copy the "Lightning Bolt" spell glyph to the wand.
3. Copy the "Autocast" spell glyph to the wand.
4. Describe (make it up) the autocast activation.
   Point the wand and say "Zap Zap"

The cost to add an Autocast is the permanent sacrifice of one Life Force point (rating).

Auto cast only works 3 times per day. So a "ring of invisibility" will only work 3 times a day, and works as if cast by a MG=9d or at the MG rating of the character using it, whichever is higher.

The Autocast spell glyph is hidden just like any other spell glyph. In order to learn the activation words and/or gestures, all you need to do is find the Autocast spell glyph.

In our magic wand example, even without the Autocast, we may still find, identify, and read the Lightning Bolt spell glyph, as many times a day as we want.

Calculating Sale Values

If you add a +1d Modifier (enchanted) you simply add 100 gold to the cost. Add more for each known spell glyph. You cannot charge for something you don't know exists. The cost of each spell glyph is 100 gold per rating. An Autocast with known trigger events cost an additional 400 gold per rating. A special ability cost 1000 gold pieces

Some examples of cost:

- A +1d magic "small" sword with no special abilities cost 25 + 100 = 125 gold
- A quiver with 10 enchanted +1d magic arrows should cost 1,000 gold! ..and those magic arrows work again and again, if you manage to retrieve them.
- A rod with an Autocast used to cast "Lightning Bolt" (9d) three times a day would cost 500 x 9 = 4,500 gold.
- A +1d magic "big" sword with a special ability such as "Frost" cost 50 + 100 + 1000 = 1150 gold

Special Items

Not all magic is understood. Much of the ancient knowledge is now lost, and magic is becoming a lost art. And it is no longer known how to create all magic items. A sword of sharpness, a bag of holding, and many others simply lack explanation and are beyond our understanding.

Legendary Items

Legendary items are unique, one-of-kind magic items (perhaps gifts from the gods). Each one has a name, history, legend, etc.

Legendary items don't use the "Enchant Item" spell glyph, and yet they all have a +3d Modifier.

Fortunately, most Legendary items have one or more hidden spell glyphs. And usually include an autocast feature, so we can still learn how to activate and use them, even if we can no longer create them.

Other Magic Items

Not all magic items are weapons. Boots, belts, gloves, cloaks, rings, bags, etc. A magic item can be any item with a spell glyph on it.

MAKING POTIONS

💡 Note:
Only 3 potions may be created each week.

The following spell glyphs are needed to make your own magic potions. Like all spell glyphs, you must find and identify these spell glyphs first.

Identify Potion	(Action)
Attempt with MG vs. 6d	

The "Identify Potion" action attempts to determine what spell will be cast, when a potion is drunk.

Enchant Cauldron

Rating:	1d	Range:	Touch
Duration:	Permanent	Resist:	None

The Copy Glyph spell must be used copy this "Enchant Cauldron" spell glyph on to the cast iron pot, glass basin, etc., that gives the item the ability to make magic potions.

Make Potion

Rating:	6d	Range:	Touch
Duration:	Permanent	Resist:	None

The make potion spell requires an enchanted cauldron.

Various components are added depending on the magic potion you are making. Perhaps hunting down a rare component will be needed.
(Ask your GM)

Once the cauldron is ready, you simply read a known spell glyph into the cauldron and scoop out a small container full. Only one potion (a single scoop) can be gathered. The rest is poured out and useless.

The potion you make will have the same effect as if you were there casting the spell. Some common spell glyphs are:

Heal Light Wounds, Invisibility, Fly, etc.

LEGENDARY ITEMS

What follows is a list of some of the most famous legendary and cursed Magic Items found within my own fantasy world ... by David J. Stanley.

Axe of Hacking

It is believed that the gods gave this oversized pickaxe to King Codiac of the Viking Dwarves, with his promise to kill or enslave all non-Dwarf creatures.

Operates as a +3d two-handed Battle-Axe.
Provides the wielder with a +5d Combat Modifier

Spell Glyph:
Throw Weapon: Secret=3d, Magic=9d
Autocast 3/day = "twirl by wrist strap"

Bloody Armor

This gruesome looking Armor is made of black leather stretched across steel plate Armor. The leather is pierced with bloody bones and bleeding profusely. It is believed to have been created especially for the Black Knight.

Operates as +3d plate Armor
Bleeding has a Horror Rating = 6d
Characters must resist the Horror to approach close enough to melee attack.

Bone Shield

This gruesome looking shield is made of black leather stretched across a steel shield. The leather is pierced with bloody bones. It is believed to have been created especially for the Black Knight.

Operates as a +3d shield

Spell Glyph:
Shield: Secret=3d, Magic=4d
Autocast 3/day = "bang on shield three times as if knocking on a door with anger"

Cloak of Vampire Wanna-Be

Appears as long black cape with a shiny red silk lining and a huge collar. Once a character puts it on, they become falsely convinced that they have just been turned into a Vampire.

Operates as a +3d Cloak of Defense

Spell Glyph:
Fly: Secret=12d, Magic=12d
Autocast 3/day = "hold the cape while flapping arms in a goofy manner"

Side Effects;
- Extreme Fear of sun light
- Crave blood, and eat small uncooked rodents
- 1 in 6 chance that all they can say is "BLAH, BLAH" when they try to speak.
- 1 in 6 chance that they suddenly start counting, "1 AH-AH-AH, 2 AH-AH-AH, 3 AH-AH-AH, etc." when they see three or more things in a row.

Dragon Pearls

These Magic pearls will float when first released and automatically orbit the head of the person who released them. There are at least six of them known to exist.

BLACK   Provides the user with True Vision
WHITE   Cures Wounds = 2d each round
RED   Makes the user Immune to Fire
CLEAR   Allows the user to Breath under water
BLUE   Allows the user to Fly as a Warrior Fly
YELLOW   Makes the user Immune to Poison

There are no Spell Glyphs on these pearls. How they function has puzzled the most brilliant wizards for many ages.
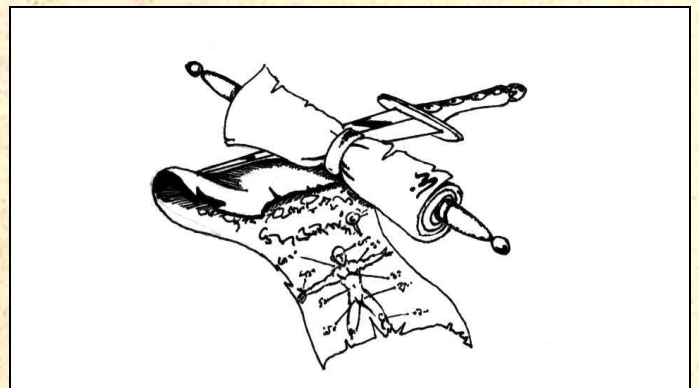
Dragon's Reach

This ancient Elf blade was created through the cooperation of fifteen different elf elders. They each added some of their Magic to the blade in hopes of creating a weapon that could be used against the evil dragons from the north. The sword appears as a Massive two-handed sword with tiny metal claws on the hilt. One claw holds a large black pearl, while the other holds a large white pearl. Dragon's Reach has a purpose to stand guard against all Dragons in the courtyard of Dracona Tierdrom, an ancient elf outpost that has long since crumbled and is currently home to cesspoolers who now call it "Cesspool Caverns".

The wielder may not put down the weapon or leave his post unless they can defeat the sword in a battle of wills, during which the +7d Modifier to Willpower is turned against the wielder as a -7d Penalty. Dragon's Reach can speak all languages and has a will of its own: WP=18d, IN=18d. In Combat the claws of the sword will release the two pearls that float into the air and orbit about the wielder's head, …Dragon Pearls.

Operates as a +3d two-handed sword, Size = 7d. Provides the wielder with a +2d Size Modifier. Provides the wielder with a +7d Willpower Modifier. Makes the wielder immune to Pain, Fear, Horror and Gore. Makes the wielder immune to Disease, Poison and Alcohol. Makes the wielder never Sleep, Drink, or Hunger

Spell Glyphs:
Lightning Bolt: Secret=3d, Magic =9d
Autocast 3/day = "point the sword and say 'lightning bolt' in any language"

Falling Rocks: Secret=3d, Magic =16d
Autocast 3/day = "point the sword and say 'falling rocks' in any language"

Mashing Mallet

Little is known about this extremely large stone hammer, other than it came from a land of giants, ..duh.

Operates as a +3d two-handed hammer, Size = 9d

Spell Glyph:
Enlarge: Secret=4d, Magic=5d
Autocast 3/day = "Fee Fi" increases the wielder's Size with a +5d Modifier
Autocast 3/day = "Fo Fum" returns the wielder to their normal Size.

Rod of Inertia

This spooky green glowing rod floats motionless in mid air. In fact, you can't seem to move it at all! Where did it come from? Why is it here? Originally, the Green Mage created it as a locking device to keep his doors from being broken down. Later it was picked up by some adventures who choose to leave it behind as a locking device used to keep a powerful Vampire Trapped within a stone tomb.

Operates as a +3d rod when used as a weapon. Oddly, there are no Spell Glyphs found on it.

Command Words:
"Glow" to turn the green glow on.
"Dark" to turn the green glow off.
"Stop" to cause the rod to literally stop in mid air
"Go" to release the rod from a stopped position.

It requires a Battle of Strength vs. 25d to force the "Stopped" rod to move.

Staff of Necromancy

Appears as a long, old, withered stick.

Operates as a +3d staff, with attack and defense Modifiers. Provides the wielder with a +5d Magic Modifier. Provides the wielder with a +5d Corruption Modifier

Six Spell Glyphs:
(1) Appear Dead: Secret=3d, Magic =6d
(2) Appear Undead: Secret=3d, Magic =7d
(3) Command Undead: Secret=5d, Magic =9
(4) Destroy Undead: Secret=5d, Magic =14d
(5) Animate Dead: Secret=7d, Magic =16d
(6) Death: Secret=7d, Magic =18d

All six glyphs have Autocast 3/day = "touch the glyph and speak its name", ..So you will need to find and identify each spell glyph before you can use it.

Sword of Rage

Once a character holds the sword, they must roll their Willpower vs. 15d to resist the auto-casting of the Rage Spell.

Operates as a +3d two-handed sword

Spell Glyph:
Rage: Secret=9d, Magic =12d
Autocast 3/day = "pick up this sword"

RANDOM TREASURE

How To Roll

- For "2 to 7" roll= 1d + 1p
- For "1 to 3" roll 1d where
  (1,2,3 = 1) (4,5 = 2) (6 = 3)

Treasure Types

A....2 to 7 silver pieces (sp)
B....20 to 70 silver pieces (sp)
C....2 to 7 gold pieces (gp)
D....20 to 70 gold pieces (gp)
E ....1 to 3 gems
F ....1 jewelry
G....1 to 3 jewelry
H....1 weapon
I .....1 armor
J .....1 potion
K ....1 magic item

Gem Table   Roll 2d

2	Glass (cracked) = worthless
3	Ruby (dark red) = 25 gold
4	Jasper (blackish-brown) = 20 gold
5	Bloodstone (red flecks) = 15 gold
6	Amethyst (deep purple) = 10 gold
7	Pearl (lustrous white) = 5 gold
8	Amber (watery gold) = 8 gold
9	Jade (waves of green) = 12 gold
10	Onyx (bands of black) = 17 gold
11	Moonstone (pale blue) = 22 gold
12	Diamond (crystal clear) = 30 gold

Jewelry Table   Roll 2d

Every piece of jewelry is randomly encrusted with 1 to 3 gems.

2	Decaying Wood = worthless
3	Chalice (gold) = 50 gold
4	Statuette (ivory) = 40 gold
5	Headband (silver) = 30 gold
6	Necklace (silver) = 20 gold
7	Ring (silver) = 10 gold
8	Earring (silver) = 15 gold
9	Armband (silver) = 25 gold
10	Bracelet (gold) = 35 gold
11	Ring (gold) = 45 gold
12	Crown (gold) = 55 gold

Armor Table   Roll 1d

1	Wooden shield
2	Steel shield
3	Leather armor
4	Half-chain armor
5	Chain armor
6	+1 magic (non cumulative) roll again

Weapon Table   Roll 1d

1	Bow
2	Staff
3	Big axe
4	Small sword
5	Big Sword
6	+1 magic (non cumulative) roll again

Potion Table   Roll 1d

1	Invisibility for 10 minutes
2	Neutralize any poison
3	Cure any disease
4	Heal (1d +1) points
5	Heal (2d +2) points
6	Heal all but 1 to 3 points

Magic Item Table   Roll 2d

> ♣ 1 in 6 chance of having
> 1 to 3 random spell glyphs hidden on these item.

2	Pouch of Holding
3	+2d Lock Pick Tools
4	Scroll with 1 spell glyph
5	+1d Amulet of Magic
6	+1d Staff ♣
7	+1d small sword ♣
8	+1d Arrows (Quantity = 1 to 3)
9	+1d Ring of Defense
10	+1d Cloak of Defense
11	Special Sword
12	Special Staff

Random Spell Glyph Table #1   Roll 2d

> These items have a Hidden = 2 to 7 (1d +1)

2	Mage Lock (1d)
3	Night Vision (6d)
4	Strength (5d)
5	Shield (4d)
6	Spell Arrow (3d)
7	Blinding Light (3d)
8	Shadowy Darkness (3d)
9	Shock (4d)
10	Enlarge (5d)
11	Jump (3d)
12	Heal Light Wounds (1d)

Random Spell Glyph Table #2   Roll 2d

> These items have a Hidden = 7 to 12 (1d +6)

2	Falling Rocks (16d)
3	Magic Door (14d)
4	Sleep (12d)
5	Invisibility (9d)
6	Fire Ball (8d)
7	Throw Weapon (9d)
8	Lightning Bolt (9d)
9	Polymorph (10d)
10	Fly (12d)
11	Shadow Step (7d)
12	Teleport (18d)

Special Staff Table   Roll 1d

1	"Arrow Deflection" Provides a +2d defense modifier vs. arrows.
2	"Magic" +1d to al MG rolls
3	"Extending" The staff can resize from 1 to 25 feet long at will.
4	"Tripping" +2d modifier when used to trip others.
5	"Shall Not Pass" Stand your ground. Any who wish to attack you or pass by you must win a battle of wills (WP vs. WP) and they may only try once every 5 minutes.
6	"Quick Casting" Reduces the casting time by half, round up. (See "Read Spell Glyph")

Special Sword/Axe/Hammer Table   Roll 3d

3	"Holy Avenger" +2d "Turn Undead" modifier, and +2d attack modifier vs. undead creatures.
4	"Wounding" Damage from this blade can only be healed by potions, spells or regeneration.
5	"Goblin Slayer" +2d attack modifier vs. Ogres, Kobolds, Bugbears, Goblins, etc. (Keyword "Goblin").
6	"Flame" Produce real flames at will, and +2d attack modifier vs. frost and ice creatures.
7	"Frost" Freezing cold at will, and +2d attack modifier vs. fire, lava and demon creatures
8	"Defender" Cast the "Shield" spell (3/day).
9	"Light" Cast the "Blinding Light" spell (3/day).
10	"Darkness" Cast the "Shadowy Darkness" spell (3/day).
11	"Shadow Step" Cast the "Shadow Step" spell (3/day).
12	"Jumping" Instantly Spring 9 inches (3/day)
13	"Sharpness" +3d modifier for 2 to 7 rounds (3/day)
14	"Quickness" +1p Initiative for 2 to 7 rounds (3/day)
15	"Treasure Finding" Glows a feint color when near treasure (within 15 inches) and pints the way.
16	"Luck" +1 Luck (LK) rating
17	"Throwing" cast "Throw Weapon" for 2 to 7 rounds (3/day)
18	"Life Stealer" On any successful attack, you heal 1 to 3 hit points. On any killing attack, you heal 2 to 7. (Not able to heal above your max hit point value)

WICKED D6 DICE

Treat all 4s, 5s, 6s as 5s. You simply count by 5s.
Then continue counting by treating **ALL** dice rolled as 1s.
The dice that are counted as 5s, are also counted as 1s.

The wicked d6 dice method is an alternative way to produce results when rolling multiple dice (6-sided).

Consider the following six dice:

The natural sum = 21

View them as wicked d6 dice:

Count by 5s = 15

Continue counting by
1s = 15 + 6 = 21

GM Warning

The wicked d6 dice results do not always match the natural sum results. Sometimes it is better to use one method over the other. It should be clear which method a player intends to use before they roll their dice.

Faster

When rolling a lot of dice, many players find it a lot easier and faster to "count" wicked d6 dice, than to sum the dice values.

Similar Results

The wicked d6 dice method follows the smooth predictable curve of the natural sum, while injecting a bit of chaos, with unexpected highs and unexpected lows.

Results
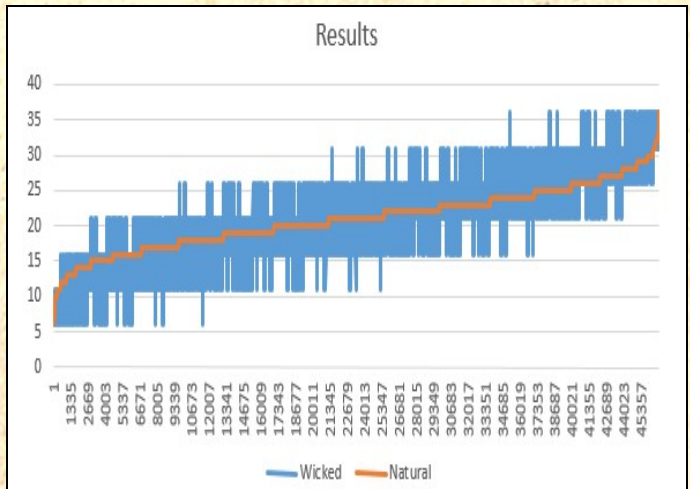
More Crits and Fumbles

Take a look at the "Bell Curve" chart below. Notice how the wicked d6 dice method produces a sharp increase (greater chance of occurring) at the far-left and far-right, where the really good and really bad rolls are found.

At both ends, the natural sum follows a smooth curve slowly diminishing to a zero chance of occurring, while the wicked d6 dice takes all the results and thrust them up to the largest, most extreme result possible.

Bell Curve
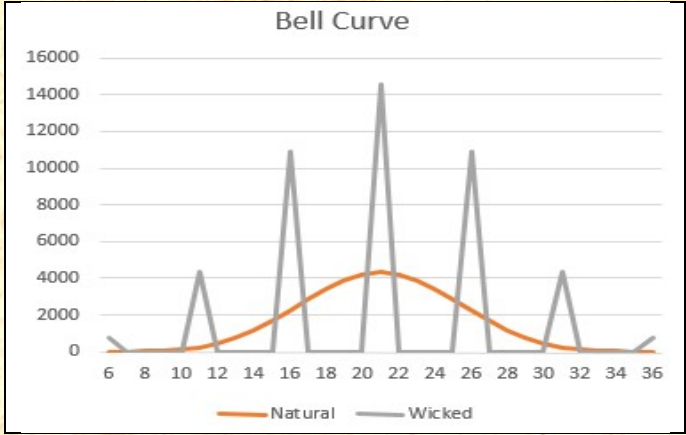
Math Stuff

The natural sum method has only a (210 in 46,656) 0.45% chance (LESS THAN 1%) of producing a 32 or higher.

The wicked d6 dice method has a (729 in 46,656) 1.6% chance of producing a 36 (more than 3 times as likely), and when it does, it does so as largely as possible.

Result	Natural	Wicked
32	0.270%	0.000%
33	0.120%	0.000%
34	0.045%	0.000%
35	0.012%	0.000%
36	0.002%	1.560%

All graphs shown here are based on 6 dice.
But wicked d6 dice can be used for any number of dice.

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Character Name:

Player Name:
Date Created:

CB	CN	CR	IN	MG	NT	ST	WP

DV	MV	SP	SZ	LF	HP	LK	XP

Current HP

Race:
Age:
Hair:
Eyes:
Sex:

Modifiers & Penalties:　(racial abilities, etc.)

Languages:

Personality:　(description)

Perks & Flaws　(what makes you different)

Portrait:

Combat Adjustments:　(default / standard adjustments)

(D) Defense Ajustment =　Max = 3d

(A) Attack Adjustments =　Max = 5d

Armor & Weapons:　(sword, shield, ring, etc.)

Items Carried:　(not armor & weapons)

35 Pack:　(50 gp value)

Backpack, Belt & Pouch

Water skins [2], Food [7 days]

Flint & Steel, Lantern, Oil Skins [1]

Wool Blanket, 50 foot rope

Small Hammer, Iron Spikes [12]

Dagger / Big Knife (as weapon = 1d)

Initiative	Move
Defense	

Gems　Gold　Silver