

# AGE OF BARBARIANS

**RPG**

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# CREATION OF THE CHARACTER

## CHARACTERISTICS SCORE

Roll 3D6, discard the result of the lowest die and add up the result of the remaining data. Write down the result on a sheet of paper and repeat the operation for each Characteristic score (Muscles, Dexterity, Constitution, Intellect, Courage, Adventurousness).

The player is free to allocate the scores obtained to the Characteristic he prefers.

Characteristic scores generate modifiers, and influence the roll of the dice during Tests. In practice the player must add or subtract the value of the modifier to the roll of the dice.

CHARACTERISTICS SCORE	MODIFIER
2	-3
3-4	-2
5-6	-1
7-8	0
9-10	+1
11-12	+2
13-14	+3
15-16	+4
17-18	+5
19-20	+6

As the character progresses, these values may increase or decrease.

## CHARACTERISTICS' EXPLANATION

**MUSCLE ( MUS )** - Measures the character's brute strength. Its value affects damage, carrying capacity and performing any action requiring the use of force.

**DEXTERITY ( DEX )** - It indicates the speed and co-ordinative ability with which a character can perform certain actions.

**CONSTITUTION ( COS )** - Measures a character's health, affects their maximum Health Point value and their resistance to diseases and poisons.

**INTELLECT ( INT )** - Indicates a character's level of understanding, intuitiveness and memory. It helps one progress more quickly in arcane skills and knowledge.

**COURAGE ( BR )** - One of the noblest attributes of human nature, it represents strength of mind, and enables one to master fear.

**ATTRACTION ( ATT )** - It represents the outward beauty, harmony of form and degree of sexual attractiveness of a character.

## LIFE POINTS

Life Points (LP), abstractly represent the sum total of a character's physicality, luck, skills and experience. They are practically a Buffer that a character can sustain before beginning to suffer Critical Damage.

First-level characters start with the maximum number of Life Points (LP) depending on their class: Warrior, Priest, Sorcerer, Thief.

The Constitution modifier must be added to the life point total.

CLASS	LIFE POINTS
Warrior	1D8
Priest	1D6
Sorcerer	1D4
Thief	1D6

## ÌK POINTS

ÌK is the essence of magic, a supernatural force connected with the dark energy that permeates all things. ÌK is used by sorcerers to cast spells.

If a character is not of sorcerer class, he does not possess ÌK.

First level Sorcerers start with 10 ÌK points and gain 1D10 ÌK points when they level up.

The intellect modifier must be added to the total ÌK points.

## FATO POINTS

This score can be used by the player to influence any dice roll made by the character with a positive or negative modifier.

Each Fate Point corresponds to a modifier of +1, or -1 depending on the desired result.

Fate Points can also be used to reduce the damage inflicted on the character at a cost of one point of damage per Fate Point spent.

Fate Points cannot influence the rolls of the Master or other players.

During the adventure Fate Points can be regenerated by resting (all points), praying (depending on the creed) or at the victorious end of each combat (1d4 points), if the enemy was stronger, more dangerous or numerically superior.

## SAVING THROWS

Saving throws are used to resist or survive particularly dangerous situations. It is up to the Master to inform the player when and which saving throw must be made.

To make a saving throw, roll 1D20 if the result is equal to or greater than the required number, the test is passed.

Saving throws are affected by the character's class, level and skill modifiers.

- Paralysis (For): Used against any effect that prevents the character from moving.
- Poison (Con): Used against any effect that causes death or unconsciousness in spite of health points.
- Breath (Dex): Used against hazards that cover an area of effect.
- Device (Dex): Used to keep a character from falling into either man-made or natural traps.
- Magic (Int): Used to save against the effects of sorcery.

## SKILLS

When character performs a particular dangerous or difficult action a skill test is used.

Roll 1D20 and add +1 for each skill point possessed, if the result is equal to or greater than 11 the action is successful.

- Steal
- Burglary
- Find trap
- Hide
- Hear noises
- Climbing
- Sneak attack
- Swimming
- Ride
- Hunting
- Healing

## **GAINING SKILLS**

At first level, depending on the class, the character already has starting skills.

When leveling up, the character earns Stat Points (SP), with which new skills can be purchased or skills previously possessed can be improved.

## **ALIGNMENT**

A player must choose which type of moral and ethical alignment his character adheres to. If the player does not adhere to his ethical principles, the master may decide to make the player change his character's alignment. Changing alignment is a traumatic event and always results in a loss of sanity.

In addition, the alignment may affect the use of certain magic items and mystical powers in the game.

There are 6 alignments: Good, Fair, Neutral, Sneaky, Evil, Chaotic.

### **GOOD**

The good man is a character who strives to do good and help others. He frowns upon neutrals, resents the devious and hates the wicked. Precisely because of his excessive goodness, the good man is sometimes attracted to darkness, ugliness and squalor. He justifies his own sometimes manipulative actions, justifying himself for doing them for good. The good will always be in conflict with his dark side and will do everything to hide it from himself and others.

### **RIGHTEOUS**

The righteous go about their lives trying not to meddle in the problems of others, but when they see an injustice or are forced to choose a side they always side with the good. The righteous are men

of the world, they know how things are, they are often cynical and believe in revenge, revenge as justice against injustice.

### **NEUTRAL**

Neutrals live their lives disregarding others and trying never to take sides. However, sometimes, out of self-interest, they may temporarily decide to take either the side of good or evil. They tend to be inclined to use others and do not make much fuss if their attitude may cause suffering.

### **SUBDOL**

The devious live for themselves by masking their intentions with false attitudes and covered in hypocrisy in order to deceive and achieve a hidden purpose. Because they are pathological liars, the devious are often excellent instigators. When unmasked, they tend to spontaneously perform good or evil actions depending on whom they want to ingratiate themselves with, in order to prove that they can be trusted.

### **EVIL**

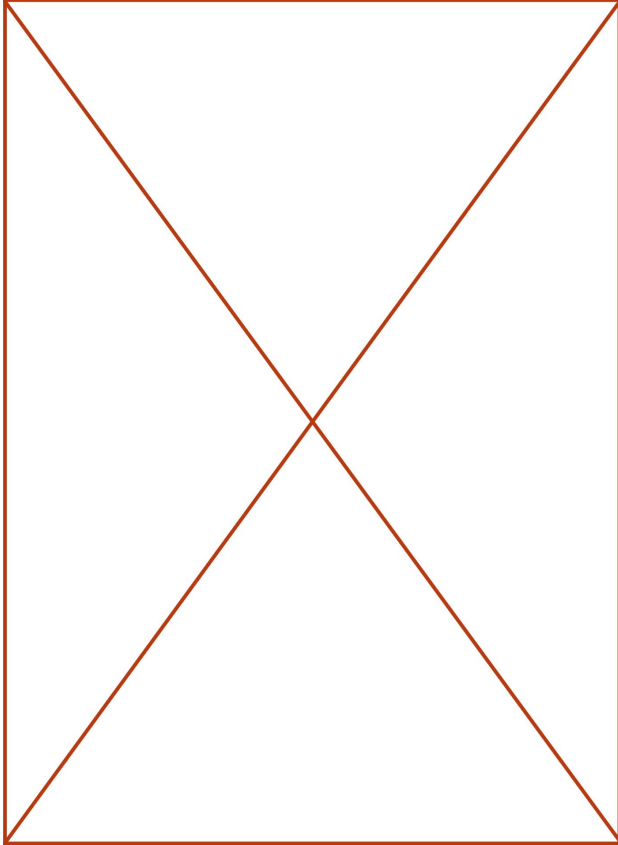
The evil are extremely selfish, alexithymic individuals, incapable of putting themselves in the shoes of others, but rather taking sadistic pleasure in inflicting pain and seeing others suffer. The evil one hates everything that is good and pure, and is therefore irresistibly attracted to it, naturally once he has obtained the object of his desire he destroys it.

### **CHAOTIC**

The mind of the chaotic transcends the human one, difficult to comprehend except by flashes of delirious madness, the chaotic embodies a thought alien to this world. Chaotics improvise decisions without apparent logic, or they plan cold, ruthless, complex and hardly comprehensible plans always

aimed at their enormous egos.

## SEX CHOICE



The player can freely choose whether to play a male or female character.

In Atlan, females are generally considered to be the submissive sex, however, it is possible for a female to declare herself 'Ishakur' which means free female, with the possibility of becoming a warrior, thief or sorceress.

Should she choose to be a priestess, she will call herself 'Kal-Isha', and will have to answer to the obligations of the temple to which she belongs.

A female character has the following modifiers

Strength -2

Dexterity +1

Avvenence+1

## CHARACTER CLASS

In Age of Barbarians there are four main classes: Warrior, Priest, Sorcerer, Thief.

Several subclasses branch off from these:

Barbarian, Hulslauker, Beastmaster, Amazon, Courtesan, Oracle and Shaman.

To choose a particular class, the character must meet the minimum requirements with his Characteristic scores.

# WARRIOR

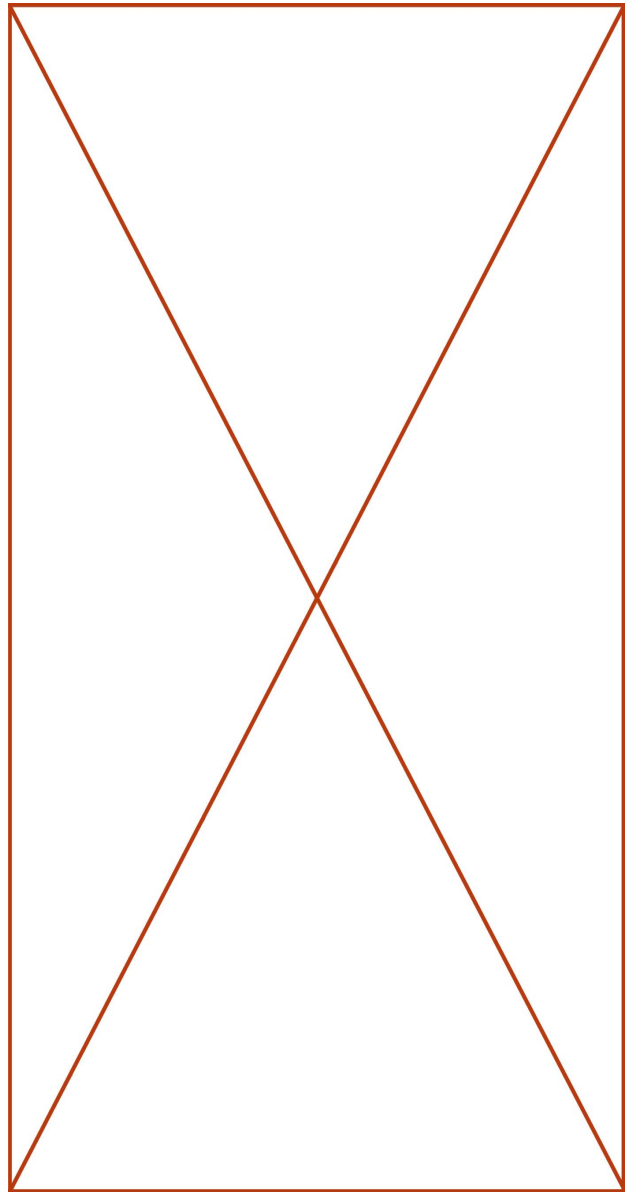
*“Short the life, heavy the arm, blood as if never ending, after sunset the horns sound, the victims scream and the fallen are silent”*

Fragment of a Skaranian poetry

The warrior, known as an 'Ator', is the most eclectic of fighters, he is not born with special talents but is trained from boyhood in the arts of combat. An 'Ator' prefers a single weapon and shield to heavy two-handed weapons, knows how to fight in a group, and is unprejudiced in the use of armour and weapons of marksmanship.

Warriors seek power and the pleasure of battle, so they always seek to improve their equipment, exploring the oldest dungeons of Atlan in search of ever more powerful weapons and armour, often cursed by the sorcerer gods themselves.

Many of the best warriors come from Shem such as the black Ujai, the Kudra of Kemth, and the Skarator of Skar-Am.





LEVEL	EXPERIENCE	LP	STAT PTS	PARALYSIS	POISON	BREATH	DEVICE	MAGIC
NPC	-	1D8	-	16	16	16	15	18
1	0	1D8	-	14	12	15	13	16
2	2000	+1D8	+3	14	12	15	13	16
3	4000	+1D8	+3	14	12	15	13	16
4	8000	+1D8	+3	12	10	13	11	14
5	16000	+1D8	+3	12	10	13	11	14
6	32000	+1D8	+3	12	10	13	11	14
7	64000	+1D8	+3	10	8	9	9	12
8	128000	+1D8	+3	10	8	9	9	12
9	256000	+1D8	+3	10	8	9	9	12
10	384000	+3	+2	8	6	7	7	10
11	512000	+3	+2	8	6	7	7	10
12	640000	+3	+2	8	6	7	7	10
13	768000	+3	+2	6	4	5	5	8
14	896000	+3	+2	6	4	5	5	8
15+	+128000/Lv	+3	+2	6	4	5	5	8

**Requirements:** None

**Prime:** Strength

**Life Points:** 1D8

**Bias:** Prefers weapon and shield to two-handed weapons.

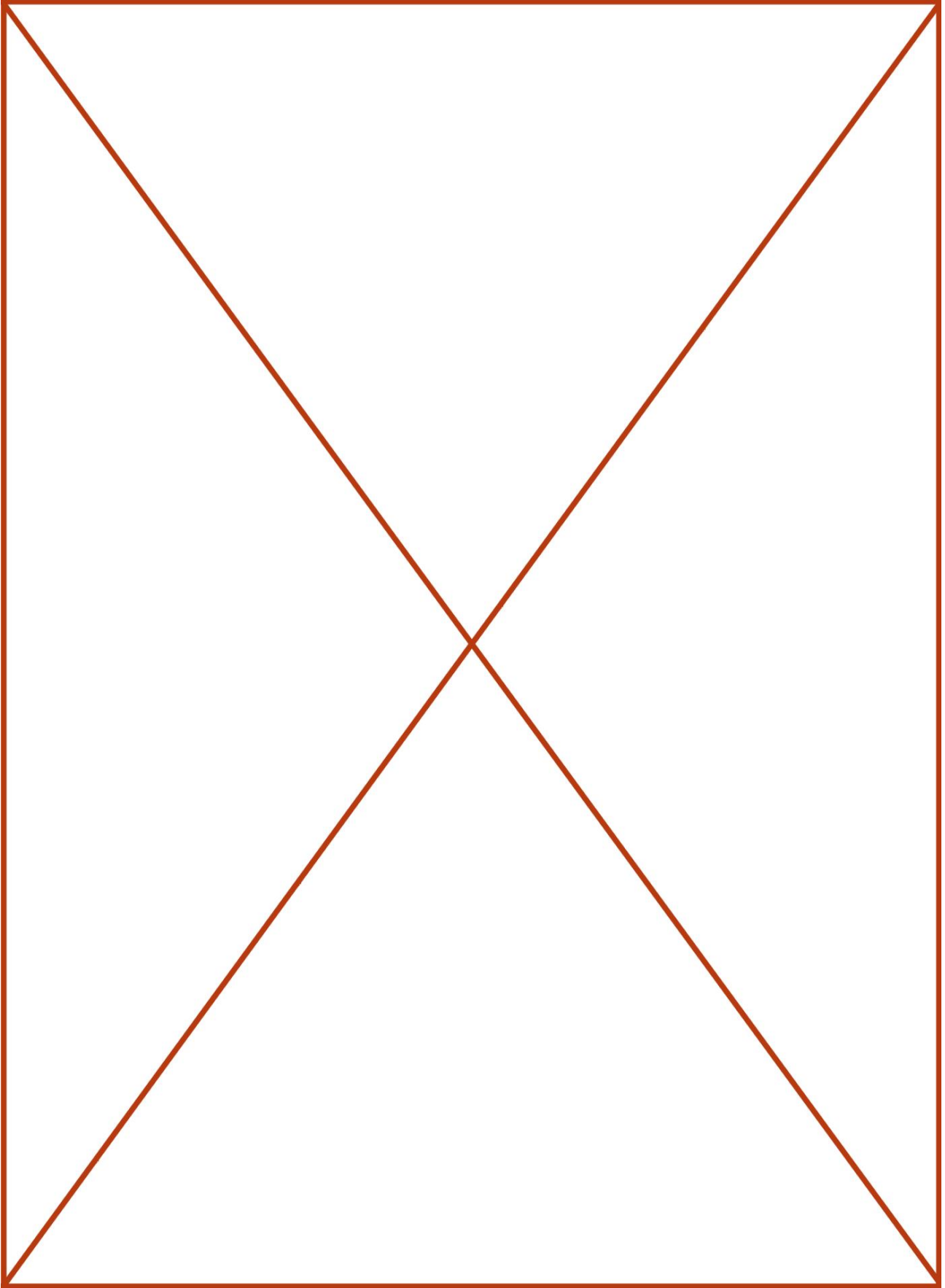
**Taboo:** None

**Starting Money:** 3D6 Gur

**Equipment:** Sword or Axe (1D6 damage); Shield AC+1; Leather Armour (Torso) AC12.

**Skills:** Sword Mastery 1; Axe Mastery 1; Bow Mastery 1; Parry 1; Stun 1; Ride 2; Hide.

**Special Abilities and Combat Skills:** At 1st level the warrior starts with 3 stat points to spend on combat skills of his choice.



# BARBARIAN

*“All I ask for is a warm wind to caress my muscles and muss my hair, as I raise my scarlet sword and shout victoriously over the mountain of my fallen foes.”*

Anonymous Taaranian.

The barbarians known as 'Kernan' are primitive and semi-wild peoples living in small tribes outside the known cities and kingdoms.

Barbarians distrust civilisation, considering it corrupt and unnatural, especially that created and granted by the Witch-Gods.

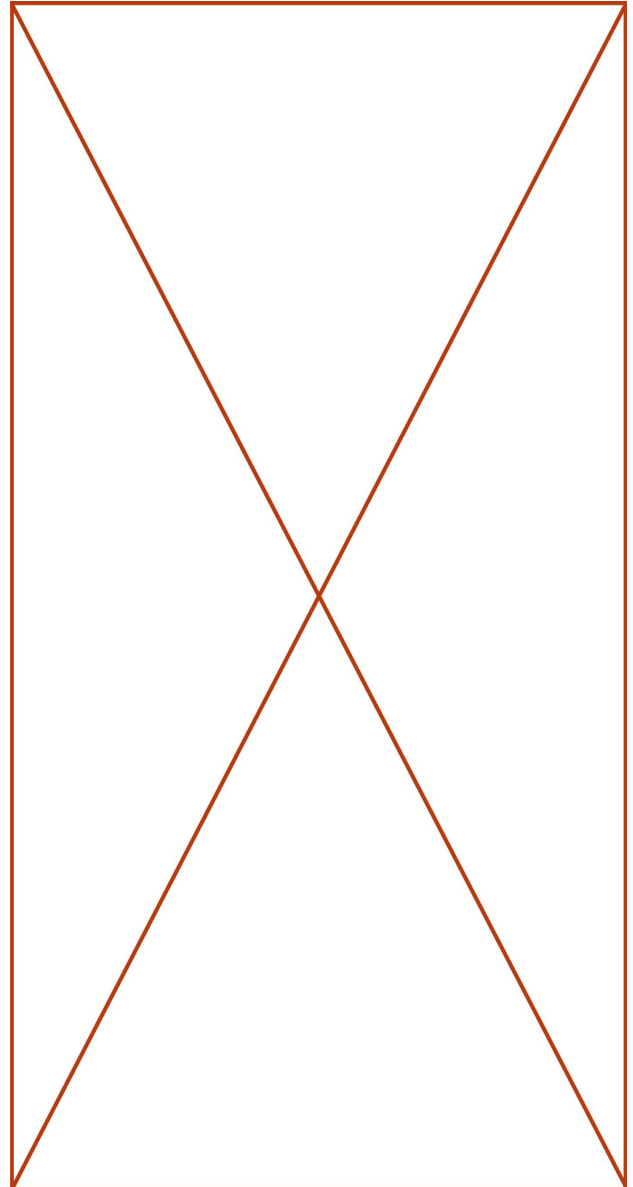
Some tribes of barbarians are settled in the north, in the frozen lands, on the western slopes of the Kar-Azza Mountains, in the Ocron Hills and other wild areas of the continent.

The barbarians admire strength and live by the ruthless laws of nature, where the strong survive and the weak die.

Because of their visceral relationship with nature, Barbarians hate and fear all that is unnatural, such as witchcraft, but tolerate and respect shamanism, believing it to be part of the universal natural balance.

Barbarians do not wear armour, only helmets, some shrouds and shin guards, they rarely use breastplates unless they are made of metal and extremely well made (AC15+), they prefer large two-handed weapons and disdain the use of bows, considering them cowardly weapons only suitable for females.

Because of their aversion to civilisation, barbarians are often attracted to it, ending up wishing to become chieftains or kings.



LEVEL	EXPERIENCE	LP	STAT PTS	PARALYSIS	POISON	BREATH	DEVICE	MAGIC
NPC	-	1D8	-	16	16	16	15	18
1	0	1D8	-	14	12	15	13	16
2	2000	+1D8	+3	14	12	15	13	16
3	4000	+1D8	+3	14	12	15	13	16
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6	32000	+1D8	+3	12	10	13	11	14
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12	640000	+3	+2	8	6	7	7	10
13	768000	+3	+2	6	4	5	5	8
14	896000	+3	+2	6	4	5	5	8
15+	+128000/Lv	+3	+2	6	4	5	5	8

**Requirements:** Strength 9+

**Prime:** Strength

**Life Points:** 1D8

**Bias:** Prefer two-handed weapons, do not wear armour except partial armour and do not use bows.

**Taboo:** They hate magic and stay away from it. They would never use an enchanted item unless forced to, in which case they must pass a Courage test.

**Starting money:** 2D6 Gur

**Equipment:** Two-handed Sword or Axe (1D8 damage).

**Skills:** Sword or Axe Mastery 1; Parry 1; Dodge 1; Ride 2; Hunt 2; Climb 2.

**Special Abilities and Combat Skills:** Must be acquired by spending statistic points (SPs)

## SPECIAL SKILLS

### PANTHER REFLEXES

Cost:	Available:	Requires:
1SP	<i>Once</i>	-

The character has reflexes similar to those of a wild beast and gains +1 on all Initiative rolls.

### STINK OF MAGIC

Cost:	Available:	Requires:
1SP	<i>Once</i>	-

The Barbarian is able to sense the presence of sorcery, which is why he cannot be taken by surprise by magical attacks or traps. Furthermore, because the Barbarian expects something to happen, he gains +1 on Initiative.

Finally, the Barbarian is instinctively able to sense if an object is imbued with magic.

### MIGHTY MUSCLES

Cost:	Available:	Requires:
2SP	<i>Once</i>	-

Thanks to a steady diet of meat and eggs and continuous training, the barbarian's muscles are visibly powerful. Muscles +1

### BRONZE MUSCLES

Cost:	Available:	Requires:
2SP	<i>Once</i>	-

The barbarian's muscles are so tight and turgid that the Armour Class (AC) of his Arms, Legs and Torso increase by +1.

### SAVAGERY

Cost:	Available:	Requires:
2SP	3 Times	-

Once per fight the barbarian can attack with a sudden savage fury, gaining an extra attack for each point often in this skill.

### BLADE WHEEL

Cost:	Available:	Requires:
2SP	<i>Once</i>	Sword

Through spectacular wristwork the barbarian swivels his sword in front of him, raising his Armour Caster (AC) by +4.

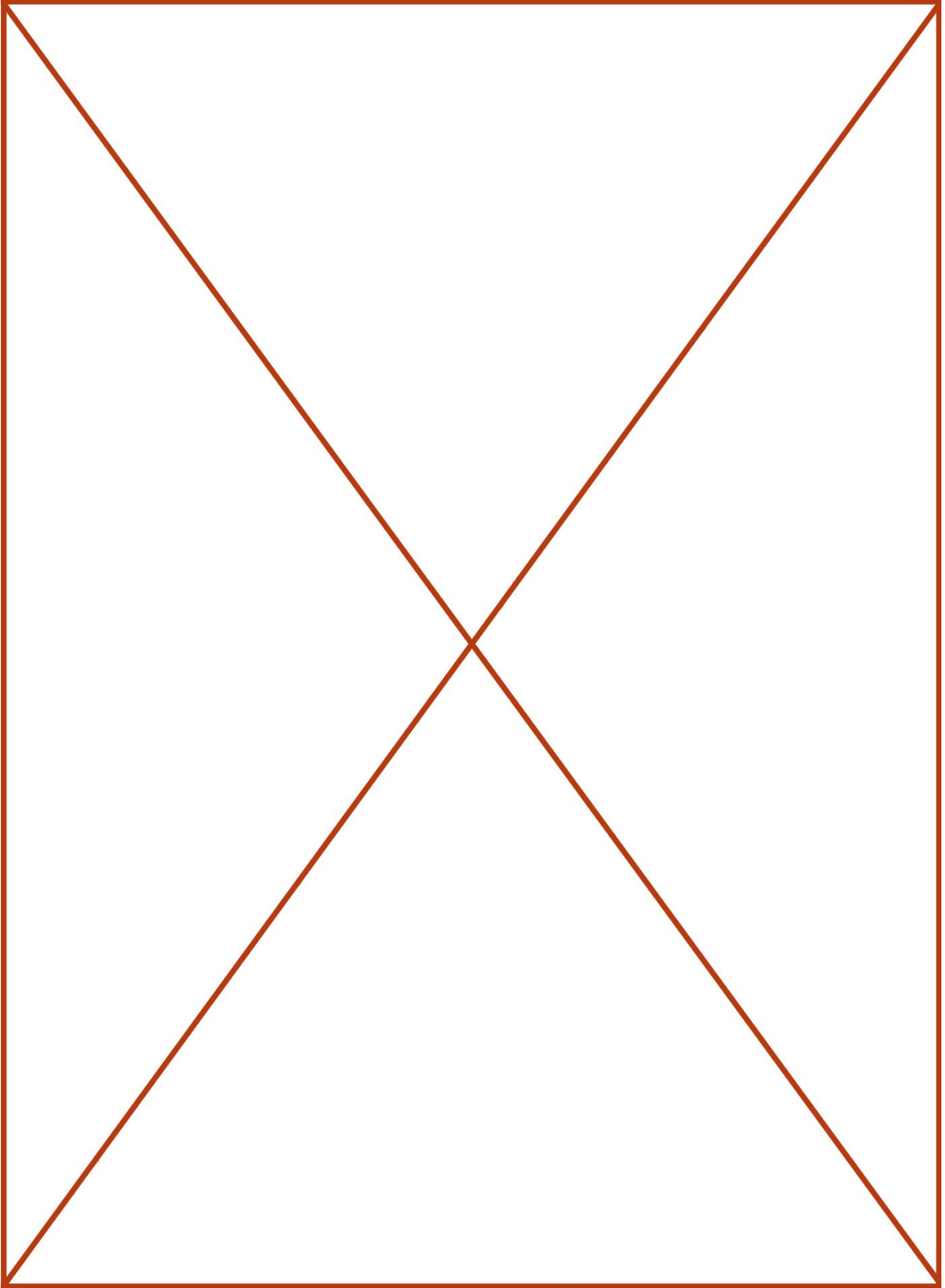
At the cost of one attack this technique can be used during the enemy's turn against one of his attacks. If used during the barbarian's turn he can, if engaged, move away without suffering an attack of opportunity.

### GOD OF WAR

Cost:	Available:	Requires:
2SP	<i>Once</i>	Forza 12

The Barbarian becomes so damn strong that he can wield a two-handed weapon with one hand, so he can wield two two-handed weapons (Attack +1) or a shield and a two-handed weapon (Loss of Bias).

Wielding a two-handed weapon with one hand carries a -1 Damage penalty on the right hand and -2 on the left hand.



# HULSLAUKER (BERSERKER)

*“Great mother, from darkness bring forth the beast in me, that it may become invincible, melt my body, melt my blade, make me your reaper! My will is firm, firmer than the sleep of death. Come! Come! Come!”*

Fragment of the Hulslauker invocation.

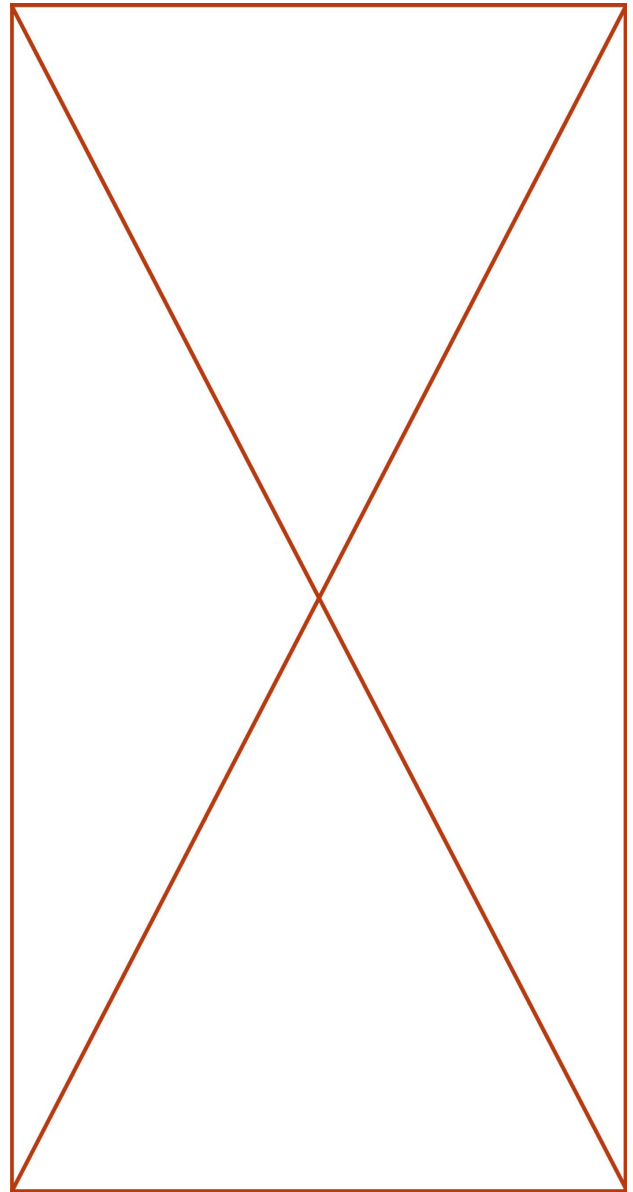
The Hulslaukers (sabre-toothed tiger tusk skin), are formidable warriors belonging to a tribe of Ihkuul, the frozen lands north of Atlan.

The Hulslaukers are true human furies, incapable of feeling pain, pity for their enemies, they are relentless reapers of the Goddess

Only a child chosen from birth for his deep connection with the mother goddess Inanna can be initiated to become a Hulslauker warrior. As he grows up, he will develop a unique talent that will enable him to enter a state of fury.

Hulslaukers favour two-handed weapons, despise bows, disdain the use of armour, except for shrouded helmets and shin guards, and rarely use breast armour unless it is of extremely well-made metal (AC15+).

Hulslaukers believe in destiny, and always follow the signs that can lead them to glory, even and especially if this should bring them a triumphant death in battle.



LEVEL	EXPERIENCE	LP	STAT PTS	PARALYSIS	POISON	BREATH	DEVICE	MAGIC
NPC	-	1D8	-	16	16	16	15	18
1	0	1D8	-	14	12	15	13	16
2	2000	+1D8	+3	14	12	15	13	16
3	4000	+1D8	+3	14	12	15	13	16
4	8000	+1D8	+3	12	10	13	11	14
5	16000	+1D8	+3	12	10	13	11	14
6	32000	+1D8	+3	12	10	13	11	14
7	64000	+1D8	+3	10	8	9	9	12
8	128000	+1D8	+3	10	8	9	9	12
9	256000	+1D8	+3	10	8	9	9	12
10	384000	+3	+2	8	6	7	7	10
11	512000	+3	+2	8	6	7	7	10
12	640000	+3	+2	8	6	7	7	10
13	768000	+3	+2	6	4	5	5	8
14	896000	+3	+2	6	4	5	5	8
15+	+128000/Lv	+3	+2	6	4	5	5	8

**Requirements:** Strength 10+

**Prime:** Strength

**Life Points:** 1D8

**Bias:** Prefer two-handed weapons, do not wear armour except partial armour and do not use bows.

**Taboo:** If they are convinced that destiny has shown them the way, they must follow it.

**Starting money:** 2D6 Gur

**Equipment:** Sword, Axe or Two-Handed Hammer (1D8 damage).

**Skills:** Sword or Axe or Hammer 1; Parry 1; Dodge 1; Ride 2;

**Special Abilities and Combat Skills:** Must be acquired by spending SPs.



## SPECIAL SKILLS

### RAGE STATE

Cost:	Available:	Requires:
1SP	5 Times	-

Thanks to an induced mental instability, the Hulslauker is able to attack with inhuman ferocity.

- Advantages:

While in a state of fury, the Hulslauker doubles the number of his attacks per round, and is also immune to Stun. The duration of the state of fury depends on how many points have been invested in this skill: One point equals one round, Two points equals two rounds, and so on.

- Penalties:  
He cannot parry, just the idea would make him laugh, but he can dodge.

### BATTLE CRY

Cost:	Available:	Requires:
2SP	<i>Once</i>	-

The Hulslauker is able to let out a terrifying cry, more like that of a ferocious beast than a man.

Anyone within 6 m of the Hulslauker must make a saving throw against Paralysis or be stunned for one round.

### GODS' STRIKE

Cost:	Available:	Requires:
-------	------------	-----------

2SP	<i>Once</i>	-
-----	-------------	---

By invoking the power of the Mother Goddess, the Hulslauker is able to summon the power of lightning to his weapon, lightning that is only visible to those who have entered the mystical world. Larma of the Hulslauker gains +3 Damage for the next 3 rounds.

### DEATH CIRCLE

Cost:	Available:	Requires:
2SP	<i>Once</i>	-

By performing a sudden 360° movement the Hulslauker is able to hit all enemies around him within a radius of 2 m with a single attack.

Make a roll to hit for each enemy adjacent to the Hulslauker.

### BLACK VEINS

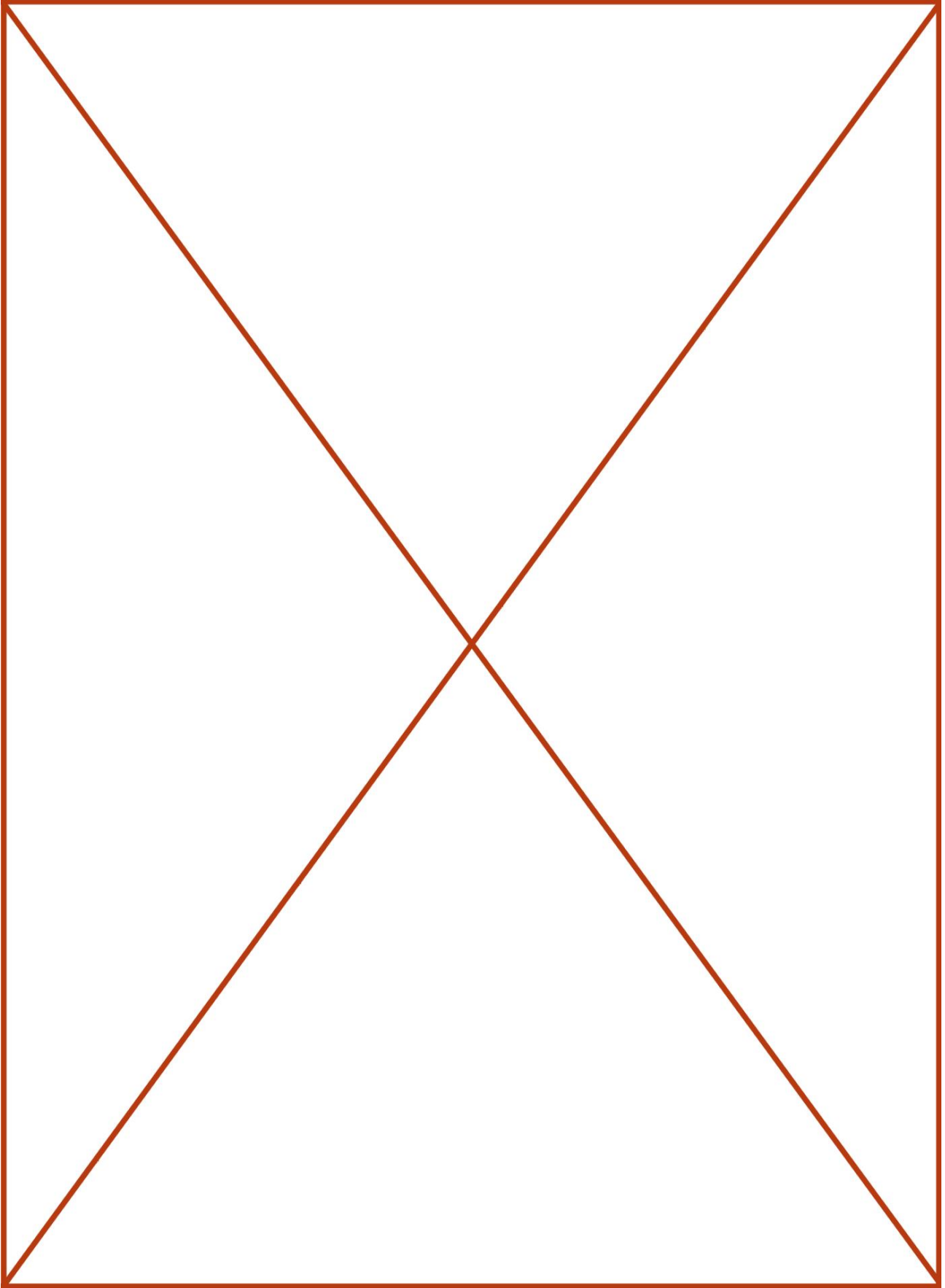
Cost:	Available:	Requires:
2SP	<i>Once</i>	-

In your blood runs the black blood of the earth,

### SHARP SKULL

Cost:	Available:	Requires:
2SP	<i>Once</i>	Muscle 15

The Hulslauker's bones bend and mould to your impossible musculature, changing density and becoming hard as iron the Armour Class (AC) of the Arms, Legs and Torso increase by +2..



# EQUIPMENT

In Age of Barbarians there are two types of trade, coin and barter:

Coins: The coins used are called Gur, there are also ring-shaped coins worth half a Gur, called Shak.

Barter: Commonly, exchange takes place between goods of equivalent value, however, depending on the needs of an individual, certain goods may be worth much more than their equivalent in Gur.

For example, water in the desert, or an iron sword for savages and so on.

Each character's body is divided into five areas: head, torso, groin, arms and legs.

Each unprotected body part has armor class (AC) 11.

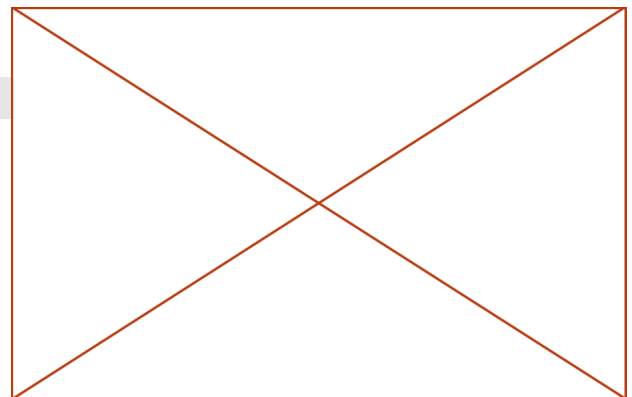
Each piece of armor is suitable to be placed on a different part of the body, resulting in each part having a different armor class.

ARMOUR		AC
ARMOUR	GUR	AC
Leather		
Helmet	5	20
Bodice	8	40
Nipple Covers / Chest		15
Bracelets	10	30
Leggings	20	30
Bones/Fur		
Helmet		30
Bodice		60
Bikini / Chest		25
Bracelets		40
Leggings		40
Scales		
Hood		50
Bodice		100
Bikini / Chest		35
Briefs /		30
Bracelets		50
Leggings		50
Plates		
Helmet		50
Helmet with visor		100
Breastplate		200
Nipple covers / Chest		45
Bracelets		90
Leggings		90

MELEE WEAPONS			
WEAPON	WGP	ING	
Axe			
Knife			
Wp			
Spear			
Mace	1		
Sword	4		
Two-handed sword			
Two-handed axe			
War hammer			

THROWING WEAPONS			
WEAPON	GUR	DAMAGE	ING
Bow	10	-	2
Arrows (10)	5	1D6	2
Throwing knives (3)	8	1D4	2
Throwing hatchet (2)	10	1D6	3
Bolas	10	1D4	2
Frombola	7	1D6	1
Glave*	200	1D8	1

\* raro



**INDUMENTS**

<b>DRESS</b>	<b>GUR</b>	<b>AC</b>
Tunic	5	-
Fine tunic	15	-
Priest's tunic	12	-
Fur dress	8	-
Slave dress	3	-
Dancer's bikini	7	-
Chest chains	10	-
Chest / groin chains	15	-
Fur cape	30	-
Thong	3	-

**MISCELLANEOUS**

<b>DRESS</b>	<b>GUR</b>	<b>ING</b>
Sleeping bag	2	1
Parchment	10	-
Candle	1	-
Chain (1.5m)	5	-
Crock pot	1	-
Amphora	1	-
Lamp	3	-
Lamp oil (3)	1	
Flashlight (3)	1	1
Food (5 days)	3	1

# ABILITIES

At the Master's discretion, the test can be made more difficult through the addition of a difficulty coefficient: +1 if he deems the test to be moderately difficult, +2 or +3 if he deems it to be arduous or extremely difficult.

## BASIC SKILLS

### STEAL

Cost: Available:  
1SP 10 Times

This skill is used to snatch items without being noticed or perform sleight of hand.

### PICK LOCKS

Cost: Available:  
1SP 10 Times

Use this skill to pick locks or disable traps or similar mechanisms.

### FIND TRAPS

Cost: Available:  
1SP 10 Times

This skill is mainly used to find traps, but also hidden doors and passages.

### HIDE

Cost: Available:  
1SP 10 Times

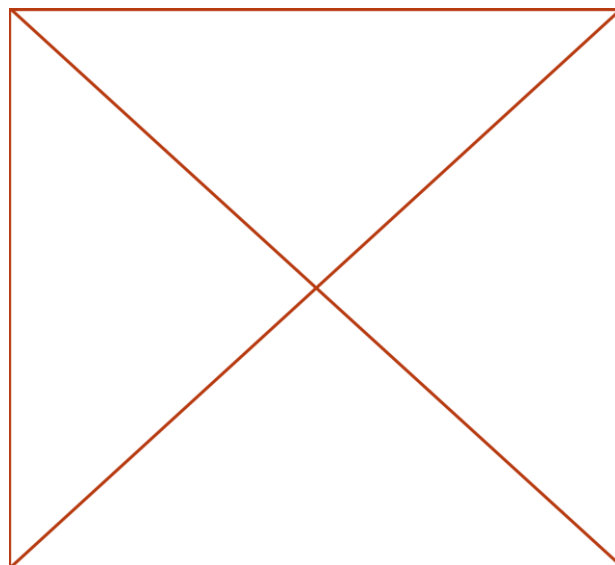
A hiding place or darkness is required to use this skill.

#### ENVIROMENT

#### MODIFIER

Sun	-4
Torch or similar	-2

Darkness / Fog	+2
Pith black	+3
Column or similar	+4



### HEARING NOISES

Cost: Available:  
1SP 10 Times

If this test succeeds, the character is not only able to hear faint noises, but also to identify, with some accuracy, where and what it is caused by. If the character is wearing a helmet he has penalty +1; if the character has lost an ear he has penalty +2.

## CLIMB

Cost: Available:  
1SP 10 Times

Use this skill to climb natural walls or walls. Climbing tools increase the chance of success by one point.

## SNEAK ATTACK

Cost: Available:  
1SP 10 Times

To use this skill, the character must be able to take an opponent by surprise by solving a hide test. For each point spent on this skill, the character gains +1 on the roll to hit. If the attack is successful the character multiplies the damage inflicted by two.

## SWIMMING

Cost: Available:  
1SP 10 Times

Swimming halves the speed of movement (M). The test is required when swimming in difficult situations, such as rough water or prolonged diving.

## HEALING

Cost: Available:  
1SP 10 Times

Description: A successful Heal test restores 1D6 Health points +1 for each skill point possessed. This skill is also used to stop bleeding and immobilise fractures.

The test can only be taken once.

## HUNT

Cost: Available:  
1SP 10 Times

This skill is used to obtain food in the wilderness. If the test is successful, roll 1D6:

1-2 Food for one day

3-4 Food for three days

5-6 Food for one week

## RIDE

Cost: Available:  
1SP 10 Times

This test is required when the mount must perform a particularly difficult action, such as jumping over a ditch or running along a bumpy road.

Note: to ride a reptile or avian creature you must spend 1SP in the following skills:

- Cavalcare rettili.
- Cavalcare creature aviane.

## FIGHTING SKILLS

Combat skills are accessible to all character classes, but if the main class is not Warrior, the cost in SP is double.

### SWORD MASTERY

Cost: Available:  
1SP 5 Times

Description: The way of the sword is an art that requires sacrifice and assiduous dedication to master.

For every point invested in this skill, the character using a sword gains +1 Throw to Hit.

### AXE MASTERY

Cost: Acquistabile:  
1SP 5 Times

Description: The power of the axe requires an equally strong arm to tame it.

For every point invested in this skill, the character using an axe gains +1 Hit roll.

### HAMMER MASTERY

Cost: Available:  
1SP 5 Times

Description: The hammer discipline requires tenacity, sacrifice and destructive will.

For every point invested in this skill, the character using a hammer gains Roll to Hit +1.

### BOW MASTERY

Cost: Available:  
1SP 5 Times

Description: requires balance, a keen eye and a steady heart to master.

For every point invested in this skill, the character using a bow gains +1 Throw to Hit.

### MIGHTY STRIKE

Cost: Available:  
1SP Once

This is an extremely powerful charged attack that can be used instead of a normal attack.

Roll to Hit -2; Damage +2

### PARRY

Cost: Available:  
1SP 3 Times

Description: You can parry 1 or more hits, depending on whether the skill has been purchased several times.

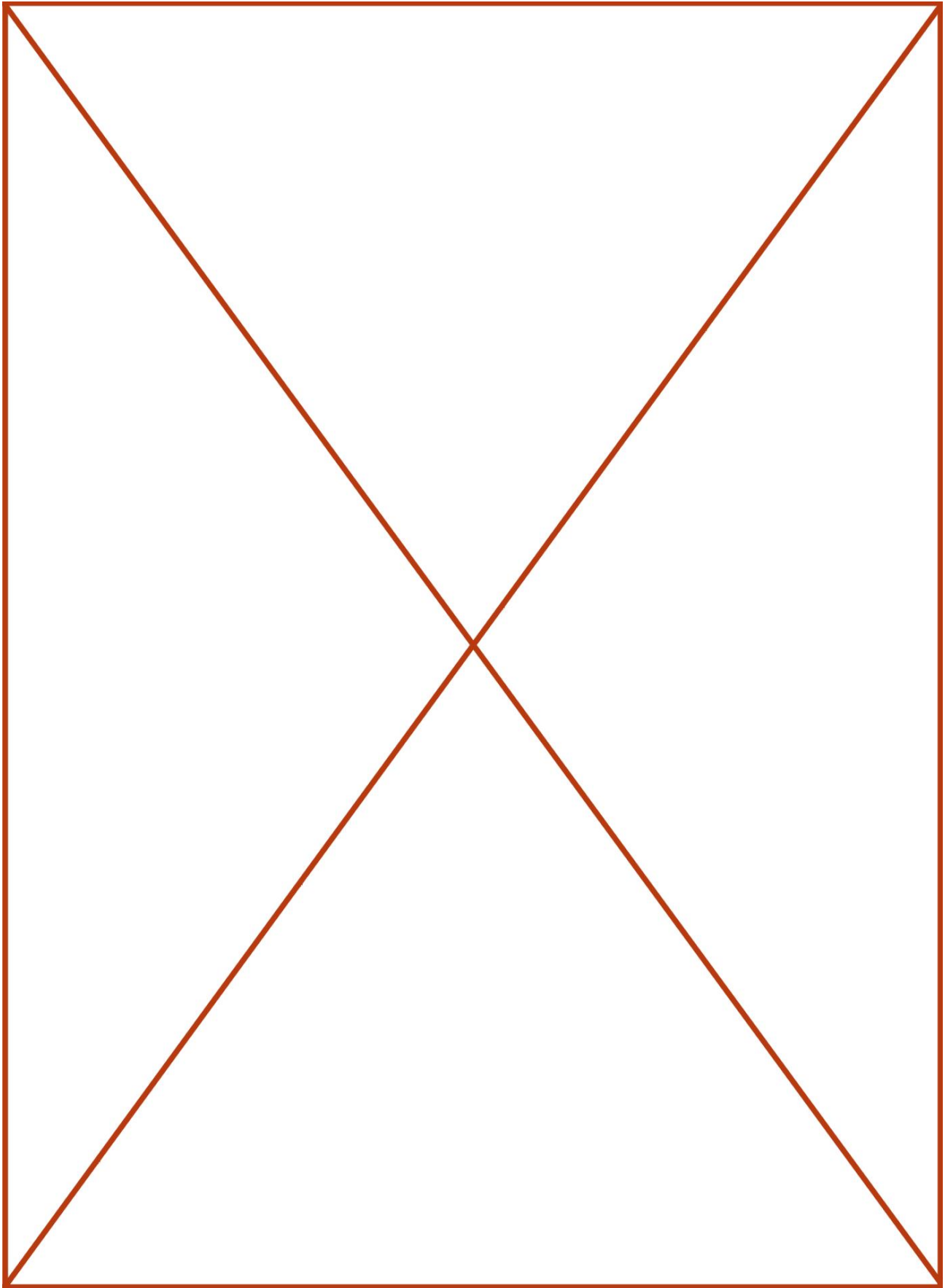
To parry a blow you must make an opposing roll: roll 1D20 if the result is greater than or equal to the attacker's score, the blow is parried. No modifier must be added to the roll to parry. If the result is 20 the parry is always a success, if the result is 1 it means that you are exposed and the opponent's damage is doubled.

### DODGE

Cost: Available:  
1SP Once

Description: Once per round the character is able to dodge a blow or projectile.

Roll 1D20 and add your Dexterity modifier to the result, if the result is 11 or more the hit is dodged.





# COMBAT

## ENCOUNTER

An encounter occurs when characters are forced into a combat situation with enemies or monsters.

## INITIATIVE

Initiative is used to determine who moves or attacks first during an encounter.

There are two systems for determining initiative:

- **Group:** a player representing the characters rolls 1D6, and so does the Master. The side with the highest score acts first. This type of initiative is the easiest to handle.
- **Single:** each player rolls 1D6 and adds the character's Dexterity modifier, the Master does the same with enemies. The player with the highest score will act first.

## SURPRISE

If the characters did not expect to encounter an enemy, because they were distracted, because the enemy was hidden, or because they were ambushed, a Surprise test must be performed. If Master must roll 1D6:

- 1-2 the ambush was successful and the characters cannot do anything for one round.
- 4-6 Ambush failed, roll normally for initiative.

## TURN AND ROUND

During an encounter time is divided into turns containing rounds.

If group initiative was used, the turn begins and ends alternately depending on whether all characters or all enemies acted.

If a single initiative has been used, the turn ends when all characters and enemies have finished acting.

If it is necessary to take the passage of time into account, a round is conventionally considered to last 60 seconds.

The round is a space of time (about 10 seconds) within which characters have the opportunity to perform certain actions.

## POSSIBLE ACTIONS

During combat, characters can perform various actions:

### MOVE

If the character is not engaged he can move freely:

- If a grid map is used, the character may move a number of squares equal to his Movement value.
- If a grid map is not used, the character may move a number of metres equal to his Movement value multiplied by 1.5.

## CHANGE WEAPON

To change weapons, the character must expend an attack.

## PICK UP AN OBJECT

If the object is hanging from the belt the character must spend one attack.

If the object is in a bag the whole turn will be required.

## USE AN OBJECT

The time required to use an object varies greatly depending on the nature of the object. Below are

some examples for reference:

- Using an artefact you already have in your hand: Requires an attack.
- Pull a small lever with one hand: Requires an Attack.
- Pulling a large lever with two hands with force: Requires one turn.
- Drink a potion: Requires one turn

## CASTING A SPELL

Casting a spell requires the character to not move and to lose the entire turn. If single initiative was used the character intending to cast a spell always loses initiative.

## THROWING HIT

To make an attack the character must be adjacent to his opponent, or at least 1.5m away if using a long weapon such as a spear.

To make a Hit Roll the player must roll a Hit Location Die and 1D20 to which he must add the Strength modifier and the Mastery modifier of the weapon he is using.

If the result is equal to or greater than the AC of the body part hit, the character has inflicted damage on his opponent.

## RANGED ATTACK

To make a ranged attack the player must roll a Hit Location Die and 1D20 to which he must add the Dexterity modifier and the Dexterity modifier of the weapon he is using.

If the result is equal to or greater than the AC of the affected body part, the character has inflicted damage on his opponent.

## HIT LOCATION

In the event that you do not possess a Hit

Localisation Die, roll a die from 12 and use the following table:

SCORE	LOCATION
1-2	Head
3-5	Torso
6	Groin
7-8	Right arm
9-10	Left arm
11	Right leg
12	left arm

## DAMAGE

The amount of damage depends on the weapon used, which can range from 1D4 to 1D10 plus the attacker's Strength modifier. Any other modifiers possessed by the weapon or the type of attack performed can be added to this value.

The total obtained must be subtracted from the opponent's hit points.

## CRITICAL DAMAGES

When a character exhausts his positive Buffer expressed in Health Points he begins to suffer Critical Damage, which is used to determine the truculent effect of hits.

For each point of Damage the character receives a Critical Damage that must be counted as negative numbers, e.g. -1, -2, -3, up to -10.

For each hit inflicted that causes Critical Damage the appropriate Critical Effects table must be consulted.

The player who inflicted the Critical Damage must roll 1D6, which must be taken as a negative addend, add the value of the Critical Damage and consult the effect described on the table.

Eg: Critical Damage inflicted is -5, roll 1D6 and I get 4, for a total of -9,

## COMBAT MODIFIERS

### UNBALANCED

The blow throws the opponent off balance and he is forced backwards. If you use a grid map move the character into an adjacent square, otherwise make him step back 1.5m.

Yes there is something that can trip him, or there are no clear spaces, the unbalanced character must take a Dexterity Test or fall to his knees.

A character trying to attack an unbalanced opponent gains +1 on the Hit Roll. The character who has unbalanced the opponent has the right to follow him up by pressing him with a free move if he sees fit.

### WEAKENED

A weakened character obtains a negative Buffer of -1 on all Tests and dice rolls, including the roll to hit and the roll to determine Damage.

### KNEELING

A character who attacks a kneeling opponent gains +2 on the Throw to Hit.

### PRONE

A character attacking a prone opponent gains +4 on the Throw to Hit.

### STUNNING

A stunned character cannot attack. A character who attacks a stunned opponent gains +4 on the Hit Roll.

### UNCOSCIOUS

A character attacking a stunned opponent automatically hits him as if he scored 20 on the Hitting Throw, inflicting a critical hit.

## CLUMSY HIT

If, during the roll to hit, the character scores a natural 1 with 1D20, the hit was clumsy, roll a six die and consult the table below:

### 1D6 RESULT

- |     |  |
|-----|--|
| 1   | The character hits a random ally nearby. If no ally is near the character, the character hits himself. If no ally is near the character, the character hits himself. |
| 2-3 | Unbalanced, make a Dexterity test or the weapon will slip out of your hand.  |
| 4-5 | Unbalanced, make a test against Dexterity or fall prone.   |
| 6   | You recover miraculously, no effect.   |

## CRITICAL HIT

If the player's Hit Roll scores a natural 20 with 1D20, it means that the blow has penetrated a vital area of the opponent causing considerable damage and truculent consequences.

- Roll the appropriate damage die, add the modifiers and multiply the total by two.
- If the opponent's health points are not negative, roll 1D6 and consult the appropriate Critical Effects table.

# CRITICAL EFFECTS

## HEAD

- 1** It's just a scratch, nothing special happens.
- 2** Wounded! The blow causes the opponent's head to spin violently and he becomes Unbalanced.
- 3 -4** Cut! A deep wound opens up from which blood spurts out and the opponent falls to the ground on his knees.
- 5 -6** A vertical slash opens a tremendous cut on the opponent's head, which bends violently downwards as it is smeared with blood. The opponent is Prono.
- 7** Cut to the eye! The cut wounded the cheekbone and nicked the opponent's eye, who must roll 1D6:
  - 1-3 You're out of luck, you'll go blind!
  - 4-6 It's OK, in a couple of weeks the eye will be as it was before.In any case the opponent is Unbalanced and Stunned 1D4 turns.
- 8** Amputated ear! The ear flies off in a random direction and falls back 2D6 m away. Opponent is Unbalanced and Stunned for 1D6 Turns
- 9** Eye gouged out! A deep slash from forehead to cheek splits the opponent's eye in two, spraying its aqueous humour out like a grape. The opponent must make a +1 saving throw against Paralysis or die instantly.  
  
If the saving throw is successful the opponent will bleed to death within 2D6 turns unless rescued.
- 10** Slashed! A large cavernous wound opens like two lips on the opponent's head, who must make a Saving Throw against Paralysis or die on impact.  
  
If the saving throw is successful the opponent will bleed to death within 1D6 turns if not rescued.
- 11** Split in two! The head opens into two swinging vertical sections, letting the two mushy brain halves slide to the ground. Splat!
- 12** Decapitated! There is a fountain of blood and the head flies in a random direction, falling back and rolling 2D6 metres away. What a beautiful death!
- 13** Transversely dissected! Half of the head is severed at mouth level, leaving the tongue and trachea hole clearly visible. The upper half falls 1D6 metres away. Wow!
- 14** Opened! The skullcap is surgically severed and falls 1D6 metres away. When the body collapses, the brain has no choice but to smear itself on the ground. Mmm, buttery!

# TORSO

- 1** It's only a scratch, nothing special happens.
- 2** Wounded! The blow bends the opponent in two and he becomes Unbalanced.
- 3 -4** Cut! A deep wound opens up from which blood spurts out and the opponent falls to the ground on his knees.
- 5 -6** An oblique slash opens a tremendous cut on the back of the opponent, who bends violently downwards as he spurts blood. The opponent is Prono.
- 7** Gash! Deep bleeding gash opens up in the chest of the opponent who is Unbalanced and knocked out for 1D4 Turns.
- 8** Rib Cutting! The slash cuts into the flesh and penetrates the ribs, which separate with a sinister clang. the opponent is Unbalanced and Knocked Out for 1D6 Turns.
- 9** The flesh opens up! Two beautiful chunks of flesh rise up exposing the bones underneath, a fountain of blood begins to ooze from the visibly severed veins.  
  
The opponent falls prone, is KO'd and will die of Bleeding in 2D6 turns if not rescued or if he does not spend a full turn healing himself.
- 10** Gutted! From a large gash in the opponent's belly pale mushy innards slowly spill out, but they are intact. The opponent must make a Saving Throw against Paralysis or die instantly.  
If the saving throw is successful the opponent will die of Exsanguination within 1D6 turns unless rescued. If he survives, he needs one month to recover within which time he can do nothing except complain of excruciating pain.
- 11** Gutted! A huge gash in the belly spews out blood and guts, causing a noise similar to the pouring of rain. After 1D4 rounds, the belly has finished emptying, ending the opponent's tremendous agony and his screams of horror.
- 12** Chest ripped open vertically! The arms fall backwards and the ribcage opens in two exposing the heart and lungs, when the body slumps to the ground the chest opens further compressing the mushy organs on the floor and crushing the heart.
- 13** Sliced in two! An unbelievable blow slices the body in half at navel level in a blaze of blood and guts. The upper half of the body flies spinning on itself at a distance of 1D4 metres.
- 14** Split in two! An oblique cut starting at the shoulder and ending at the opposite hip divides the body into two grotesque trunks, opening like a flower and pouring all the organs and rivers of blood to the ground.

# ARM

- 1** It's only a scratch, nothing special happens.
- 2** Wounded! The blow bends the opponent to the side and he becomes Unbalanced. The opponent must be moved sideways in the opposite direction to the arm hit.
- 3 -4** Cut! The opponent must make a Saving Throw against Paralysis or drop what is in his hand, and is Off-balance and must be moved sideways and in the opposite direction to the affected arm.
- 5 -6** A slash opens a deep cut on the shoulder of the opponent who bends violently to the side dropping whatever was in his hand. The opponent is unbalanced and must be moved sideways and in the opposite direction to the struck arm.
- 7** Gash! An oblique slash opens a deep gash across the opponent's shoulder, causing him to miss whatever was in his hand. The opponent falls to the ground kneeling, moving sideways in the opposite direction to the arm struck.
- 8** The blade slashes its way through flesh and "spac!", impacting against a bone and causing a compound fracture. The opponent suffers a -2 penalty on Damage rolls and on all Strength Tests. The opponent falls to the ground kneeling, moving sideways in the opposite direction to the arm struck.
- 9** Bone-breaking gash! A hideous gash on the arm sever an artery and a bone leaving the arm dangling. The opponent falls to his knees, is KO'd and will die of Bleeding in 2D6 turns if not rescued or if he does not spend a full turn healing himself.
- 10** Zack! Amputation! The opponent stares in horror at the blood-spurting stump. Roll 1D6: 1-3 It was fine, you only lost your Hand  
4-6 Bad luck, you lost your arm above the elbow.  
The opponent must make a Saving Throw against Paralysis or die instantly. If the saving throw is successful the opponent will die of Exsanguination within 1D6 turns unless rescued.
- 11** Arm split in two! The arm opens into two stumps similar to a grotesque scissor as blood spurts out in all directions. Death by exsanguination occurs after 2D6 turns.
- 12** Amputated arm above the elbow! Arm flies in a random direction and bounces back 1D6 metres. Death occurs after 3D6 rounds if untreated.
- 13** Obliquely severed arm! The cut sever the arm from the shoulder to the inside of the elbow exposing muscle and bone. When the flesh sags the bone remains exposed and can be used as a weapon to deal 1D4 damage. Death occurs after 2D6 rounds if untreated.
- 14** Arm and shoulder amputated! The arm flies in a random direction and falls back bouncing 1D6 metres away. The body falls to the ground spraying blood like a fountain.

# LEG

- 1** It's only a scratch, nothing special happens.
- 2** Wounded! The blow bends the opponent to the side and he becomes Unbalanced. The opponent must be moved sideways in the opposite direction to the affected leg.
- 3 -4** Cut! A deep, blood-spurting wound opens, the opponent must make a Saving Throw against Paralysis or fall to his knees.
- 5 -6** A slash opens a deep cut on the hip of the opponent who bends violently to the side. The opponent falls to the ground kneeling, moving sideways in the opposite direction to the leg struck.
- 7** Sliced! An oblique slash opens a deep bloody gash on the opponent's thigh, who must resolve a Saving Throw against Paralysis or fall prone.
- 8** The blade strikes the thigh from the outside and impacts against the femoral bone, fracturing it compoundly. The opponent falls prone to the ground, moving laterally in the opposite direction to the affected leg.
- 9** Severed vein! A precise cut on the leg severed an artery and made its way to the bone, breaking it. Opponent falls prone, is KO'd and will die of Bleeding in 2D6 turns if not rescued or spends a full turn healing.
- 10** Zack! Amputation! The opponent loses his footing and suddenly falls prone. Roll 1D6:
  - 1-3 It could have been worse, you only lost your foot.
  - 4-6 Bad luck, you lost your leg above the knee.The opponent must make a Saving Throw against Paralysis or die instantly. If the saving throw is successful the opponent will die of Exsanguination within 1D6 turns if not rescued.
- 11** Amputated Leg! The blade passes through the thigh and cuts it in half, causing the entire leg to fly off in a random direction and fall back 1D6 yards. Death by exsanguination occurs after 1D6 turns.
- 12** The slash rips through the thighs of both legs of the opponent, causing a tremendous outpouring of blood that bathes everything and everyone within a 3m radius. Death is almost instantaneous.
- 13** Leg split vertically! The leg opens in two vertically from the middle of the thigh to the ankle. The body collapses on top of it, breaking all the bones that remain intact. A horrible death, but undoubtedly spectacular!
- 14** Both legs amputated! A frightening slash goes through the thighs of both legs, amputating them and sending them flying 1D6m away. With a thud the body slumps onto the stumps and then falls Bocconi. A classic instant death!

## PERMANENT EFFECTS

### DESTROYED EYE:

The character suffers a -2 penalty on all rolls to hit with ranged weapons, he also permanently loses 1D4 Adventure points.

### DESTROYED EAR:

The character permanently suffers a -2 penalty on the Sense Noise skill, and -2 on the Initiative Test. In addition, he permanently loses 1 Adventure point.

### DESTROYED HAND:

The character can no longer use two-handed weapons and also suffers a -2 penalty to all tests requiring Strength. In addition, he permanently loses 1D2 Adventure points.

### DESTROYED ARM:

As a destroyed hand, plus he can no longer wear a shield.

### DESTROYED FOOT:

The character loses 2 Movement points 2 Dexterity points permanently.

### DESTROYED LEG:

The character loses 4 Movement points 4 Dexterity points permanently.

## OTHER TYPES OF DAMAGE

### FIRE

Regardless of their Armour Class (AC) characters suffer Fire damage (1D6) for every round they are exposed to it.

If a character has any clothing or is doused with anything that can catch fire, he must roll 1D6 each round:

- 1-3 The object did not catch fire.

- 4-6 the object caught fire and causes 1D6 Danni per Round.

### POISON

Normally when you are exposed to poison you must make a Saving Throw against Poison or death is instant.

However, there are also poisons that do not kill instantly but cause a progressive loss of Health Points for a set number of Rounds.

This damage can range from 1D4 to 1D10 depending on the type of poison.

### FALL

To calculate the fall damage it is sufficient at the moment of impact to roll 1D6 for every 3 m travelled while falling.