

# SWORD & SPELL (Version 1.1) PLAYERS MANUAL

## THE BASIC RULE

Whenever a Player Character (PC) attempts an action where success or failure is NOT guaranteed, then a Challenge Roll (CR) must be made.

A CR works as follows:

- Roll a d20.
- Add the relevant Trait Modifier. The descriptions of the three Traits in Player Character Creation will enable you to choose which Trait is relevant to the task at hand.
- Add and/or subtract any additional, circumstantial modifiers.

If the total is equal or greater than the Difficulty Value (DV) of the CR, then the PC has succeeded. DV can be anything from 5 (easy) to 20 or more (very hard).

NAME	_____
LEVEL	CLASS _____
STR	( ) DEX ( )
CHR	( ) DEFENCE
END	POW _____
EQUIPMENT	_____
ADDITIONAL	_____
	_____
	_____
	_____

A natural, unmodified roll of a 1 is ALWAYS a failure.

CR can be opposed with two or more PC's taking actions in direct competition with one another. In this case the highest total wins.

If circumstances (such as magical obstacles or items) demand that the CR be "halved" or "doubled", only the actual d20 roll and NOT the modifiers are halved (round down) or doubled.

## PLAYER CHARACTER (PC) CREATION

### Character Classes

There are three Character Classes: Warrior, Wizard or Wanderer.

### Trait Values

Roll 3d6, total and repeat twice. Distribute these three initial values between the three Traits: Strength (STR), Dexterity (DEX) and Charisma (CHR).

Each Trait also has a modifier that is added to relevant CR. This equals the Trait's value divided by two (round down) and then minus five. So a Trait with a value of seventeen has a modifier of plus three ( $17/2 = 8.5 = 3$ ).

### Reserves

Each PC has three reserves; Defence, Endurance and Power, which reflect secondary ability, based on his or her Trait values.

- Defence is the PC's ability to avoid being hit in combat. It equals the total of his Trait values divided by three (round down).
- Endurance (END) is the PC's ability to absorb physical harm. It equals his STR value. END lost during an adventure can only be regained through healing spells or potions.
- Power (POW) is the PC's store of "energy" that fuels spells and allows Warriors to perform great feats on the battlefield. It equals his CHR value. POW spent during an adventure cannot be regained until after the adventure.

### Equipment

Each PC begins with the following equipment: a hand weapon, backpack, 2d6 coins and two mundane items (such as 50' rope, 10' pole, lantern etc.)

Each Warrior and Wanderer has a missile weapon (with ammunition) and an armour/shield combination appropriate to the campaign world.

Each Wanderer begins with one spell and each Wizard begins with two spells (see SPELLCASTING).

### COMBAT

Actions are taken in order from the highest DEX to the lowest. If two or more combatants have the same DEX value then both should roll a d20 and the combatant with the highest roll goes before the others. Each PC can take one action per round. Assume each round lasts about six seconds. Any round that a PC is not engaged in hand-to-hand combat allows the PC to use a missile weapon or cast a spell.

To hit a target with a missile weapon requires a successful DEX CR using their Defence value as the DV. If the target is behind effective cover or the PC is using an improvised weapon, the CR is halved.

To hit an opponent in hand-to-hand combat requires a successful STR CR using their Defence value as the DV. If the PC is using an improvised weapon or is unarmed he the CR is halved.

The damage inflicted depends on the PC's Class and reflects his/her overall skill and expertise in combat and weapon usage.

Wizard = 1d6 damage

Wanderer = 2d6 damage  
Warrior = 3d6 damage

Half the damage rolled (round down) if the PC is unarmed.

Damage is reduced (to a minimum of 1) if the opponent is wearing/using armour and/or shields. For PC's that means:

Wanderers = 1d6 damage reduction  
Warriors = 2d6 damage reduction

A Wizard can, if he was to grab a shield or similar item, can gain a 1d6 damage reduction by warding off blows but only if he takes no other action apart from moving at a walking/shuffling pace.

Damage is taken from the loser's END. When END is reduced to zero or less, the PC is dead.

Anyone can move out of hand-to-hand combat at any time but this gives his opponent a free attack. This does not happen to flying or mounted combatants fighting against unmounted or ground based opponents.

In addition, Warriors and Wanderers can perform feats. These represent a focused and determined attempt to perform an heroic

## LEVELING UP

combatant's take actions.

Every PC begins at Level 1 and can spend coins to train and increase their level.

The cost for training to gain one level is 100 times your current level in coinage.

A PC can only ever increase by one level between adventures. Each time you level up, you can:

- Increase any single Trait by one (don't forget to recalculate your END, POW and/or Defence if needed).
  - Add 1d6 to either your END value or your POW value (but not both).
  - The PC gains a +1 bonus upon reaching every even level (2, 4, 6 etc.) that is added to all CR.
  - Take a new mundane item or swap one mundane item for two new items.
- Regardless of whether a PC can gain an additional level between adventures, his/her END and POW always return to their maximum values between adventures.

action in combat. A feat is taken by (a) and (b) spending 1d6 POW (2d6 for a Wanderer). Only one feat may be declared by each PC per round.

- Breakaway: The PC moves away or past an opponent without harm.
- Disarm: Knocks a weapon held an opponent out of his hand and knocks it 1d6 metres away.
- Frenzied Attack: Make two attacks against the same opponent (hand weapons only).
- Full Defence: Add 2d6 to defence while taking no other action except moving.
- Frenzy: Add 1d6 to Defence for one round. Can still attack with a hand weapon.
- Rapid Fire: Make two attacks against a single target with a missile weapon provided that no move is made that round.
- Savage Blow: Double the damage roll (hand weapons only).
- Skillful Strike: Add 1d6 to his DEX or STR DV to hit.
- Spring into Action: The PC takes his action that round, and that round only, as if his DEX was 1d6 higher than it is. This feat must be declared before any other





# SWORD & SPELL (Version 1.1) MONSTERS

Monsters don't have a Level or Traits. Instead they have a Monster Rating (MR), END and POW. The higher the MR the tougher the monster is and the harder it is to beat.

Assume all the Monster's Traits and his Defence score is equal to his MR when you need them for a roll.

All monsters add a bonus to their CR equal to their MR divided by two (round down) before subtracting five.

Most monsters also have a speciality:

- Brutes add a third of their MR (round down) to their STR CR. Brutes will always have 1d6 Armour for every 10 MR (round down).
- Sneaks add a third of their MR (round down) to their DEX CR. Sneaks will always have a missile attack.
- Mystics add a third of their MR (round down) to their CHR CR. Mystics always have one

Assume all monsters can see in the dark.

The following lists are of "standard" monsters. More powerful and/or different monsters exist so feel free to increase the MR or change the monster's speciality as required.

Anytime a monster wishes to use a special ability (or SA) it must spend 1d6 POW to do so. If the SA is an Attack or a Touch this is done AFTER a hit is made in hand-to-hand combat AND in addition to any damage inflicted. If the SA is a gaze, roar, song, breath weapon etc., it can be done in any round it has not made an attack in hand-to-hand combat.

A monster will do on average 1d6 of damage per 5 points of MR. Thus a MR 8 monster should do around 1d6 points of damage, a MR 15 one around 3d6 and so on.

You can choose to halve END and/or Mind points for a weaker/smaller monster or double them for stronger/larger ones. Very strong/huge monsters can have up to three or four times their END or POW as their MR.

A standard monster has as many END and POW as his MR.

spell plus one per 10 MR (round down)

## THE UN-DEAD

- SKELETON (BRUTE). MR 10 (0/+3) 2D6 damage. 1d6 armour.
- ZOMBIE (BRUTE). MR 11 (0/+3) END=22. 2d6 damage. 1d6 armour.
- GHOU (BRUTE). MR 12 (+1/+5) 2d6 damage. 1d6 armour. SA = Paralysis (STR-12 CR or KO'd for 2d6 rounds)
- WIGHT (BRUTE). MR 13 (+1/+5) 2D6 damage. 1d6 armour. SA = Draining Touch (STR-13 CR or lose 1d6 END permanently. This is NOT added to damage taken already but merely reduces the maximum amount of END Points a PC can have)
- WRAITH (BRUTE). MR 14 (+2/+6) 2d6 damage. 1d6 armour. SA = Draining Touch (STR-14 CR or lose 1d6 STR permanently), Incorporeal (an even to-hit roll always misses in hand-to-hand or missile combat)
- MUMMY (MYSTIC). MR 15 (+2/+7). 3d6 damage. END=15. POW=30. SA = Despair (CHR-15 CR or suffer a -4 penalty to all rolls against mummy). Rotting touch (STR-15 CR or contract disease from touch. Once contracted the victim must make a CR every day or lose 1d6 END Points to the disease). Any two spells.
- SHADOW (BRUTE) MR 16 (+3/+8) 3d6 damage. 1d6 armour. SA = Draining Touch (DEX-16 CR or lose 1d6 DEX permanently), Incorporeal (as Wraith)

## CLASSIC MONSTERS

- GARGOYLE (BRUTE) MR 13 (+1/+5). 2d6

## THE SAVAGE RACES

- GOBLIN (SNEAK) MR 9 (-1/+2) 1D6 damage.
- ORC SOLDIER (BRUTE) MR 11 (0/+3) 2d6 damage. 1d6 armour.
- HOBGOBLIN LEGIONAIRES (BRUTE) MR 12 (+1/+5). 2d6 damage. 1D6 ARMOUR.
- ORC RAIDER (BRUTE) MR 13 (+1/+5) 2d6 damage. 1d6 armour.
- ORC SCOUT (SNEAK) MR 13 (+1/+5) 2d6 damage.
- GOBLIN/ORC/HOBGOBLIN SHAMAN (MYSTIC) MR 12 (+1/+5) 2d6 damage. END=12. POW=12. Any two spells.
- OGRE (BRUTE) MR 15 (+2/+7) 3d6 damage. END=30. 1d6 armour.
- MINOTAUR (BRUTE) MR 15 (+2/+7) 3d6 damage. END=30. 1d6 armour. SA = Gore Attack (doubles damage)
- TROLL (BRUTE) MR 17 (+3/+8) 3d6 damage. END=34. 1d6 armour. SA = Regenerate (recover 1d6 END Points).
- HILL GIANT (BRUTE) MR-19 (+4/+10) 3d6 damage. END=57. 1d6 armour.

- SPECTRE (BRUTE). MR 17 (+3/+8) 3d6 damage. 1d6 armour. SA = Draining Touch (CHR-17 CR or lose 1d6 CHR permanently), Incorporeal (as Wraith).

- giant snake etc.) = MR 10
- 15, END 30
- Large animal (wild boar, bear, lion etc.) = MR 20, END 60
- Huge animal (elephant, dinosaur etc.) = MR

## VERMIN

Vermis come in one of two types: aberrations and swarms.

- Aberrations are "giant" insects and spiders. Use the same ratings for animals except that they always have an extra 1d6 armour due to their chitinous bodies. Aberrations are normally flyers and/or poisonous.
- Swarms are large, cooperative amounts of normal insects and are treated as a single entity. Their MR is determined randomly by rolling 6d6. A swarm's END is double its MR but its damage equals that of a monster with half its MR.

Creatures such as these can have any MR and virtually any additional power. Treat them as creatures that have two or all three specialities.

## DEMONS/DEVILS ETC

## COMMON PEOPLE

- Villagers/townfolk etc. MR 6
- Militia/Town guard etc MR 10
- Mercenary/professional soldier MR 12
- Veteran/mercenary captain etc MR 14

MR	CR bonus (Normal/specialty)	DAMAGE	Armour (Brutes only)
5	-3/-2	1d6	X
6,7	-2/0	"	X
8	-1/+1	"	X
9	-1/+2	"	X
10,11	0/+3	2d6	1d6
12,13	+1/+5	"	"
14	+2/+6	"	"
15	+2/+7	3d6	"
16,17	+3/+8	"	"
18,19	+4/+10	"	"
20	+5/+11	4d6	2d6
21	+5/+12	"	"
22,23	+6/+13	"	"
24,25	+7/+15	4d6, 5d6	"
26	+8/+16	5d6	"
27	+8/+17	"	"
28,29	+9/+18	"	"
30,31	+10/+20	6d6	3d6
32	+11/+21	"	"
33	+11/+22	"	"
34,35	+12/+23	6d6, 7d6	"
36	+13/+25	7d6	"