AACHEN

Aachen is a set of tabletop role playing rules.

It's inspired by John Grümph's Gallant & Bold and by Kevin Crawford's Stars Without Number.

Design Decisions:

- targets a low-fantasy Europe between the Dark Ages and AD 1100 (or a similar world of your conception)
- low on math (additions, arithmetic means, subtractions)
- may leverage any B/X bestiary (HD, AC, …)
- abilities are nouns, skills are verbs, traits are adjective
- abilities are the six well-known abilities of old
- skills are more like skill domains, they are learned with a master usually
- traits are short qualifier available in three levels (default, *very*, and *extremly*)
- traits bring in "exceptions"
- all checks are 1d20 + *skill* ≥ DC or TC
- DCs are either TCs (target class) when challenging oneself or DCs when being challenged
- DCs are computed from abilities and derived means of abilities (for example BODY TC is the mean of STR TC, CON TC, and DEX TC)
- skills are nurture, while abilities and their derivatives are nature
- linear character advancement
- non-scholarly magic system, easily replaceable though

Concepts

Abilities · Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma

Ability DC · Or simply Ability Score; The higher the better

Ability TC · 21 - Ability DC, for example STR TC = 21 - STR DC; The lower the better

Advantage · The referee might grant advantage on check, roll 2d20 instead of 1 and keep the highest.

Armor Class (AC) · Base armor class + the best of *Dodge*, or the skill for the melee weapon currently in hand

Armor Class (AC) with shield · Base armor class + the best of *Dodge*, *Shields*, or the skill for the melee weapon currently in hand

Attack Check · 1d20 + *weapon skill* ≥ Opponent's AC

Background · Where a character is raised (not necessarily their social class)

Check · A 1d20 + *skill* roll to determine the outcome of an action

Class · Most people are FIGHTERS, some are DABSTERS. Some are CASTERS, in secret.

Difficulty Class (DC) · Or Diamond Class. The number that has to be reached with 1d20 + *skill* when rolling for an attack check, a skill check, or a save check. FIXME

Disadvantage · Like the *Advantage*, but keep the lowest of the 2d20.

Hit Dice · The number of d8s that are rolled to determine the hit points (HP) of a creature. 1 HD is roughly equivalent to 1 character level.

Hit Points · Zero hit points, coma or death.

Instant Action · TODO

Level · A number from 1 to 6 or more denoting the character level of experience.

Main Action · TODO

Move Action · TODO

On Turn Action · TODO

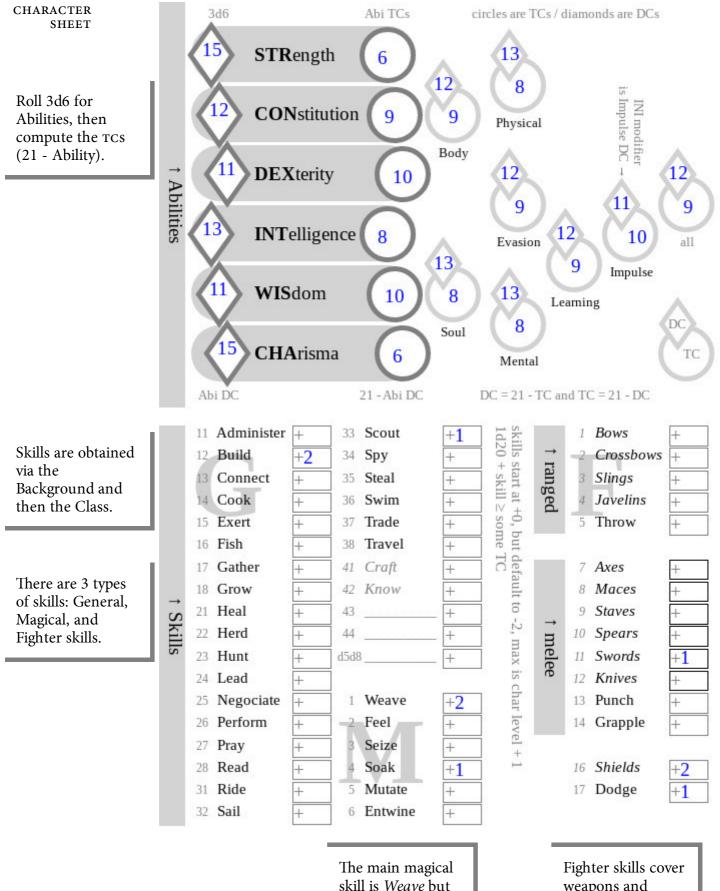**Referee** · Gamemaster, loremaster, umpire, arbiter, wilderness lord, dungeon master, …

Save Check · A last ditch attempt granted by the referee. 1d20 + (*skill* or *level* or nothing) ≥ some TC

Skill · A verb representing more of a *skill domain* than a single skill. For example *Scout* could cover the actual Sneak, Observe, etc… skills.

Skill Check · A roll like 1d20 + some *skill* ≥ some TC

Target Class (TC) · An ability TC is equal to 21 - the ability score; A "save" TC is the mean (rounded down) of two or three ability TCs; Skill checks are usually 1d20 + *skill* ≥ TC; For example, the referee might demand 1d20 + *Exert* ≥ STRENGTH TC to break some tool.

Trait · A small "exception" granted to the character to denote their side talent or specialization. A trait manifests at three level, *normal*, *very*, and *highly*.

Abilities

3d6	Ability	Abi TCs		
15	**STRength**	6		13
12	**CONstitution**	9	12	8 → Physical
			9 → Body	
11	**DEXterity**	10		12
13	**INTelligence**	8		9 → Evasion
11	**WISdom**	10	13	
			8 → Soul	13
15	**CHArisma**	6		8 → Mental

circles are TCs / diamonds are DCs

12
11
10 → Impulse

12
9 → all

INI modifier is Impulse DC →

12 → Learning

DC
TC

Abi DC   21 - Abi DC   DC = 21 - TC and TC = 21 - DC

Roll 3d6 for Abilities, then compute the TCs (21 - Ability).

Skills

Skills are obtained via the Background and then the Class.

There are 3 types of skills: General, Magical, and Fighter skills.

G (General)

11	Administer	+
12	Build	+2
13	Connect	+
14	Cook	+
15	Exert	+
16	Fish	+
17	Gather	+
18	Grow	+
21	Heal	+
22	Herd	+
23	Hunt	+
24	Lead	+
25	Negociate	+
26	Perform	+
27	Pray	+
28	Read	+
31	Ride	+
32	Sail	+

33	Scout	+1
34	Spy	+
35	Steal	+
36	Swim	+
37	Trade	+
38	Travel	+
41	*Craft*	+
42	*Know*	+
43	_____	+
44	_____	+
d5d8	_____	+

M (Magical)

1	Weave	+2
2	Feel	+
3	Seize	+
4	Soak	+1
5	Mutate	+
6	Entwine	+

skills start at +0, but default to -2, max is char level +1
1d20 + skill ≥ some TC

F

→ ranged

1	*Bows*	+
2	*Crossbows*	+
3	*Slings*	+
4	*Javelins*	+
5	Throw	+

→ melee

7	*Axes*	+
8	*Maces*	+
9	*Staves*	+
10	*Spears*	+
11	*Swords*	+1
12	*Knives*	+
13	Punch	+
14	Grapple	+
16	*Shields*	+2
17	Dodge	+1

The main magical skill is *Weave* but the other skills are necessary when composing effective threads of magic.
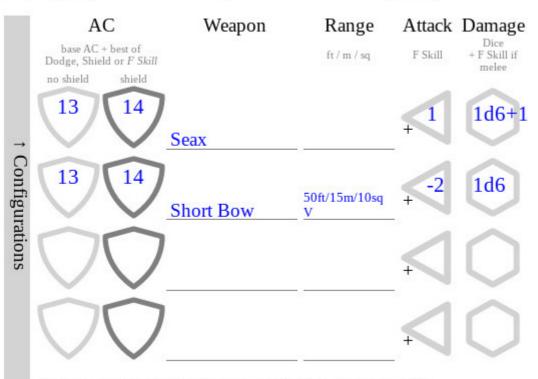
Fighter skills cover weapons and *Throw*, *Punch*, *Grapple*, and *Dodge*.

Melee weapons and *Shields* cover attack and parry.

name **Gabriel De la Tour d'Auvergne**

→ Hit Points

HP max

8

→ Info

player	Giuseppe
origin	Burgund
level	2
class	Fighter-Caster
background	Wanderer

appearance

→ Cast Points

CP max

7

traits **Very Swerving**

scars

Amber Blue Coal Copper <u>Gold</u> Night Quartz Red Scarlet Silver Turquoise Faery

<u>Arrow</u> Ball Crown Disk Finger Flail Hand Hut Net <u>Pole</u> Powder Shield

→ Configurations

AC		Weapon	Range	Attack	Damage
base AC + best of Dodge, Shield or *F Skill*			ft / m / sq	F Skill	Dice + F Skill if melee
no shield	shield				
13	**14**	**Seax**		+ **1**	**1d6+1**
13	**14**	**Short Bow**	50ft/15m/10sq v	+ **-2**	**1d6**
				+	
				+	

base AC: no armour 10 / <u>gambeson 12</u> / mail shirt 14 / mail hauberk 16

CHARACTER CREATION

Level · A new character is level 1.

p4 ← **Abilities** · Determine STR, DEX, CON, INT, WIS, and CHA;
Roll 2 series of 6 × 3d6; pick best of the 2; assign at will.

p4 ← **Ability TCs** · Compute STR TC, DEX TC, CON TC, INT TC, WIS TC, and CHA TC;
STR TC = 21 - STR and so on.

p4 ← **Other TCs** · Compute BODY TC, SOUL TC, PHYSICAL TC, EVASION TC, MENTAL TC, LEARNING TC, IMPULSE TC, and ALL TC.

p4 ← **Initiative** · The INI modifier is equal to 21 - IMPULSE TC;
Compute other DCs (21 - TC).

p6-7 ← **Background** · Determine the background of the character;
Then follow the background table to roll or pick skills.

p8-9 ← **Class** · Select a character class;
FIGHTER, DABSTER, or CASTER.

p10-11 ← **Traits** · They represent side talents or particular specializations;
Choose a trait and if 1d20 ≥ Trait Ability TC, add 1 level to it, else nothing.

p12 ← **Skills** · Pick 2 extra skills (caster skills are off limits for non CASTERS)

p12 ← **Hit Points** · FIGHTER → 1d8+3 | DABSTER → 1d8 | CASTER → 1d8-1;
Roll 1d20 ≥ CON TC, if successful roll 2d8 and keep the best else roll 1d8;
Apply trait modifiers if any;
Minimum HP is 1.

p12 ← **Cast Points** · CASTER → 1d8 | DABSTER/FIGHTER - CASTER → 1d6;
Roll 1d20 ≥ MENTAL TC, if successful, roll 2 dice keep the best, else roll 1 die;
Apply trait modifiers if any;
Minimum CP is 1.

p12 ← **Spells** · A CASTER is granted 2 *spell forms* and 1 *spell colour*;
Roll 1d20 ≥ SOUL TC, grant a 2nd *spell colour* if successful.

p13 ← **Name** · Give the character a name.

p14-15 ← **Equipment** · Determine the equipment of the character with the referee.

Determine Abilities

CHARACTER
CREATION

Abis & Saves
Background
Class
Traits
Hit Points
Name
Equipment

Name	Abi	Description
Strength	STR DC	physical power
Dexterity	DEX DC	agility and coordination
Constitution	CON DC	hardiness and endurance
Intelligence	INT DC	book smart
Wisdom	WIS DC	street smart
Charisma	CHA DC	force of character

Roll 2 series of 6 × 3d6; pick best of the 2 series; assign the 6 numbers at will.

Or roll 3d6 and assign in order. Replace the lowest roll with a 14.

Or use the 14, 12, 11, 10, 9, 7 array and assign at will.

COMPUTE SAVE/MEAN TCS

TC	Use	Value (round up)
Body	Physical challenges	(STR TC + CON TC + DEX TC) / 3
Soul	Mental challenges	(INT TC + WIS TC + CHA TC) / 3
Physical	Against poison, disease, or exhaustion	(STR TC + CON TC) / 2
Evasion	Against sudden perils	(DEX TC + INT TC) / 2
Mental	Against spells, charms, or illusions	(WIS TC + CHA TC) / 2
Learning	When acquiring new skills or feats	(INT TC + WIS TC) / 2
Impulse	Checking instinctive reactions	(DEX TC + WIS TC) / 2

Evasion and *Impulse* might seem interchangeable. *Impulse* should be used over *Evasion* when "gut feeling" is involved.

COMPUTE SAVE/MEAN DCS

DC	Use	Value
Body	Opposition to physical actions	21 - BODY TC
Soul	Opposition to mental actions	21 - SOUL TC
Physical	Opposition to physiological actions	21 - PHYSICAL TC
Evasion	Opposition TODO	21 - EVASION TC
Mental	Opposition TODO	21 - MENTAL TC
Learning	Opposition TODO	21 - LEARNING TC
Impulse	Opposition and Initiative modifier	21 - IMPULSE TC

Opposition as presenting an opposing DC to the action of another character or creature. Save TCS are classical saving throws, while Save DCS are closer to AC.

· CHARACTER CREATION
· *Abis & Saves*
· *Background*
· *Class*
· *Traits*
· *Hit Points*
· *Name*
· *Equipment*

SKILLS

More like skill domains, some of those domains overlap.

Skills are expressed from 0 to 10 or 20. That value is used as a d20 modifier against an Ability TC, a Save TC, an arbitrary DC, or an AC.

When a character acquires a skill, they start at +0. If a character has not been exposed to the skills, they have a default -2.

A character may have at most a LEVEL + 1 skill score.

Skills are divided between Fighter skills **F**, Magic skills **M**, and General skills **G**.

❦ FIGHTER SKILLS

BOWS / CROSSBOWS / SLINGS / JAVELINS / THROW ·
Shoot with a given type of ranged weapon (or throw a rock).

AXES / MACES / STAVES / SPEARS / SWORDS / KNIVES ·
Fight with a given type of melee weapon.

PUNCH / GRAPPLE · Fight unarmed. Punching and grappling are separate.

SHIELDS · To use a shield, defensively and offensively.

DODGE · To avoid hits and projectiles.

❦ MAGIC SKILL

WEAVE · To cast spells.

FEEL · To feel spell effects.

SEIZE · To take over others' magical threads.

SOAK · To absorb magical energy as CP (Casting Points).

MUTATE · To alter woven magical threads.

ENTWINE · To arrange and synchronize two or more set of threads.

❦ GENERAL SKILLS

ADMINISTER · To manage land and laborers, or a workshop, its journeyfolk and apprentices.

BUILD · To build structures, to appraise such structures (traps and anomalies?).

COOK · To prepare meals

EXERT · To climb, run, lift, throw. Athletic training.

FISH · To catch fish and other aquatic creatures.

GATHER · To gather herbs, mushrooms, to identify plants.

GROW · To cultivate crops and the like.

HEAL · To mend wounds, combat diseases, neutralize poisons.
This skill is used when stabilising *Mortally Wounded* characters, its importance cannot be overstated.

HERD · To herd cattle, to take care of the animals.

HUNT · To take game with snare, arrow or spear, to know the habits and the manner of preys.

LEAD · To conduct and inspire people.

NEGOTIATE · To talk, to convince.

PERFORM · To sing, dance, or play an instrument. To know songs and stories.

PRAY · To know how to perform the religious rites, to know the religious history.

READ · At +0, read. From +1 on, read and write.

RIDE · To ride an animal, to drive a cart or carriage. To take care of the animal.

SAIL · To sail and navigate a ship, to build a craft. To read sea weather, to manage sailors.

SCOUT · To gather information, unnoticed.

SPY · To observe, to notice. To gather information.

STEAL · To lay one's hands on something.

SWIM · To swim, to be at ease in the water.

TRADE · To buy and sell advantageously, to value goods correctly, to deal with traders and merchants.

TRAVEL · To be used at travelling.

CRAFT · One of the many crafts of the era.

KNOW · Grammar, logic, rhetoric, then arithmetic, geometry, music, astronomy.

Determine Background

CHARACTER CREATION

Abis & Saves
Background
Class
Traits
Hit Points
Name
Equipment

A background corresponds to where/how the character was raised. There isn't a one to one mapping between social class and background. A wanderer character may be of noble origin, but since they spent their childhood wandering, their skillset is given by the WANDERER background.

d6	Background
1	Wanderer
2	Slave
3	Commoner
4	Artisan
5	Religious
6	Noble

Aachen targets Europa between 700 and 1100 AD. The Empire receded in far Byzantium, counts are still appointed officials but they try to make their officie hereditary, feodality is not far. A free man is expected to fight for his community but many are happy to pay for others to fight. The time period is wide and shifting, known yet foreign and dark.

The background is determined by rolling 1d6, or by choosing one in accord with the referee. A player may also want to come up with their own background, giving it a name and three skills. For example, a MOUNTEBANK background that grants *Talk*, *Exert*, and *Perform*.

APPLYING THE BACKGROUND

There are three ways to apply a background table.

The **quick way** is to take the *Free Skill* and the 2 *Quick Skills*.

The **selection way** is to take the *Free Skill* and then select two skills from the right-most column, the *Learning* column. Disregard, *Any Skill* and *Any Fighter Skill*.

The **random way** is to the the *Free Skill* and then roll thrice, either from the *Growth* column or from the *Learning* column. It is not necessary to roll thrice from the same column.

Rolling *Any Skill* means the player may choose any one skill for his character. Rolling *Any Fighter (Skill)* means the player may choose SLASH, SHOOT, or PUNCH.

Rolling *+1 Any Abi* means 1 point may be added to the score of any ability. Rolling *+2 Physical* means 2 points may be added to the score of STR, DEX, or CON. 2 points on one of them, or 1 point on two of them. Rolling *+2 Mental* is the equivalent for INT, WIS, and CHA. Remember to recompute the ability modifiers and the saving throw scores if an ability score is changed.

When a character is given a skill, it sets it at level 0. Taking it a second time sets it at level 1.

Character with Backgrounds tagged *learning advantage* get an advantage when rolling for skills upon levelling up.

maybe, to differentiate social class from bg:

d12	soclass
1-8	*bground*
9	outcast
10	slave
11	free
12	elite

d12	origin
1-8	country
9-11	city
12	court

d8	seniority
1	illegitim.
2	bastard
3	4th
4-5	3rd
6-7	2nd
8	1st

Any Skill: The referee may prevent you from choosing CAST, FEEL, or SOAK. Or let you take it for scholarly reasons (no actual spell casting).

1

	d6	Growth	d8	Learning
Free Skill	1	+1 Any Abi	1	Any Fighter
Gather	2	+2 Physical	2	Any Skill
	3	+2 Physical	3	Perform
Quick Skills	4	+2 Mental	4	Steal
Hunt	5	Hunt	5	Hunt
Any Fighter	6	Any Skill	6	Spy
			7	Scout
			8	Negotiate

WANDERER

An outlaw or an unprotected foreigner. At some point the character "branched out".

2

	d6	Growth	d8	Learning
Free Skill	1	+1 Any Abi	1	Any Fighter
Grow	2	+2 Physical	2	Any Skill
	3	+2 Physical	3	Negotiate
Quick Skills	4	+2 Any Abi	4	Craft
Scout	5	Exert	5	Exert
Exert	6	Any Skill	6	Scout
			7	Spy
			8	Steal

SLAVE

Born into slavery or forced into it by war or debt. The character could be the servant of one of the characters in the party, or it could have become free through escape or manumission.

3

	d6	Growth	d8	Learning
Free Skill	1	+1 Any Abi	1	Any Fighter
Grow	2	+2 Physical	2	Any Skill
	3	+2 Physical	3	Negotiate
Quick Skills	4	+2 Mental	4	Craft
Staves	5	Exert	5	Ride
Connect	6	Any Skill	6	Hunt
			7	Administer
			8	Build

COMMONER

A free woman or man born in a family owning enough land to support itself.

4

	d6	Growth	d8	Learning
Free Skill	1	+1 Any Abi	1	Any Skill
Trade	2	+2 Physical	2	Negotiate
	3	+2 Mental	3	Craft
Quick Skills	4	+2 Mental	4	Trade
Craft	5	Exert	5	Know
Negotiate	6	Any Skill	6	Administer
			7	Read
			8	Build

ARTISAN (learning advantage)

Born in an artisan family, son or daughter of a master or journeyman or born elsewhere but accepted as an apprentice into an artisan workshop.

5

	d6	Growth	d8	Learning
Free Skill	1	+1 Any Abi	1	Any Skill
Pray	2	+2 Physical	2	Negotiate
	3	+2 Mental	3	Craft
Quick Skills	4	+2 Mental	4	Know
Negotiate	5	Negotiate	5	Perform
Know	6	Any Skill	6	Pray
			7	Hunt
			8	Work

maybe:

d10	religion
1-3	pagan
4-8	christian
9	heresy
10	other

RELIGIOUS (learning advantage)

Born in a family of priests (pagan faith) or in a family linked to a religious institution (christian faith). Training to become a priest or being a novice in a minster.

6

	d6	Growth	d8	Learning
Free Skill	1	+1 Any Abi	1	Any Fighter
Sword	2	+2 Physical	2	Any Skill
	3	+2 Physical	3	Negotiate
Quick Skills	4	+2 Mental	4	Trade
Lead	5	Negotiate	5	Lead
Negotiate	6	Any Skill	6	Ride
			7	Shield
			8	Scout

ELITE (learning advantage)

Born in an old roman senatorial family or in the germanic elite. Or simply being raised with the sons or daughters of an elite family and "hanging around".

SELECT A CLASS

CHARACTER
CREATION

Abis & Saves
Background
Class
Traits
Hit Points
Name
Equipment

There are only three core classes, FIGHTER, DABSTER, and CASTER, but they can be mixed in pairs (three plus three classes in total).

The vast majority of people belong to the classes FIGHTER and DABSTER. People are categorized as *fighter*, *cleric*, or *commoner*. Classes are technical.

Adventurers are probably travellers, pilgrims, traders, vagabonds, gyrovagues, or hired hands on a mission. One who wields a spear is probably a fighter, you'd have to see them fight to ascertain that, the man with a tonsure is a cleric, or someone posing as one.

Each class is presented with a table detailing the count of each item an adventurer get upon levelling up. Character creation counts as levelling up (to 1st level).

Before rolling for count, roll a d20 against the given TC, if successful then the count dice is rolled twice with the best result kept (like when rolling with advantage). For example, a fighter successfully rolling 1d20 against their CON TC may roll 2d8 pick the best and add 3 to determine their new HP max.

Traits are a bit different. A character receives *attempts*, they can be used to acquire a trait or to enhance it (from *regular*, to *very*, to *highly*). An attempt is a roll against the trait given TC, if successful the trait is acquired or enhanced, else too bad.

Option:

to speed things up, instead of advantage, on TC check success get the max, else the min.

Item	1d20 ≥	Count
HP	CON TC	1d8+3
CP		
Fighter Skills	EVA TC	1d4
General Skills	LEA TC	1d4
Magic Skills		
Spells		
Traits		3 attempts

Item	1d20 ≥	Count
HP	CON TC	1d8
CP		
Fighter Skills	EVA TC	1d3
General Skills	LEA TC	1d6
Magic Skills		
Spells		
Traits		3 attempts

FIGHTER

A character with the FIGHTER class isn't necessarily a professional soldier, it's a person with an inclination for weapons. They may be a priest or a farmer, but they know how to fight.

DABSTER

One who is skilled, proficient. Thief, diplomat, healer, scholar, explorer, priest, artisan, …

Dabsters gain the widest variety of non-combat skills and are the quickest to learn more of them.

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Item	1d20 ≥	Count
HP	CON TC	1d8-1 (min 1)
CP	MEN TC	1d8
Fighter Skills	EVA TC	1d3-1 (min 0)
General Skills	LEA TC	1d4
Magic Skills	MEN TC	1d3
Spells	LEA TC	1d3
Traits		2 attempts

CASTER

At some point during their childhood, the CASTER's gift was revealed and they understood they were different and had to conceal that difference. Some of them are very talented, some others less so but were lucky enough to find someone whose trail they could walk in.

OR A HYBRID OF TWO CLASSES

For when a player wants to place the cursor between two classes for their character.

FIGHTER-DABSTER

A dabster with extra weapon skills.

Item	1d20 ≥	Count
HP	CON TC	1d8+1
CP		
Fighter Skills	EVA TC	1d3
General Skills	LEA TC	1d5
Magic Skills		
Spells		
Traits		3 attempts

Referees might use FIGHTER-DABSTER as a class for common NPCs

FIGHTER-CASTER

Skilled with weapons and with some kind of supernatural luck.

Item	1d20 ≥	Count
HP	CON TC	1d8+1
CP	MEN TC	1d6
Fighter Skills	EVA TC	1d3
General Skills	LEA TC	1d3
Magic Skills	MEN TC	1d2
Spells	LEA TC	1d2
Traits		2 attempts

DABSTER-CASTER

A regular person, with something strange about them.

DABSTER-CASTER could be used for common, average, caster NPCs

Item	1d20 ≥	Count
HP	CON TC	1d8
CP	MEN TC	1d6
Fighter Skills	EVA TC	1d3-1 (min 0)
General Skills	LEA TC	1d4
Magic Skills	MEN TC	1d2
Spells	LEA TC	1d2
Traits		3 attempts

Select Traits

A trait is a qualifier denoting a special capability or a talent of a character or a creature. A trait comes in three level *(no prefix)*, *very*, or *highly*.

Upon creation and levelling up, characters get 2 or 3 attempts at traits, depending on their class. An attempt is a roll against a TC, the trait dictactes what TC. If the roll is successful, the trait is acquired. If the trait is already acquired, it goes up one level (*highly* is the maximum).

· *(no prefix)* → ·· *very* → ··· *highly*

ABLE · (WIS TC) · 11 ← d4d8
· Simply increase an ability by one (recompute the derived TCs)

ARTFUL · 12
· +1 on checks when cunning/trickery is involved
·· As per ·, but +2
··· As per ·, but advantage

BRUTAL · (STR TC) · 13
· +1 melee damage
·· +1d4 melee damage
··· +1d8 melee damage

DECEITFUL · (WIS TC) · 14
· Once per scene, as an instant action, a missed *Scout* check can be turned into a success
·· As per · and the character has a +1 on *Scout* checks aimed at deception
··· As per · and the character has advantage on *Scout* checks aimed at deception

EVASIVE · (EVA TC) · 15
· +1 on *Evasion* saves
·· +1 or +*Dodge* on *Evasion* saves
··· Advantage on *Evasion* saves

ELUSIVE · (EVA TC) · 16
· May disengage as an *On Turn Action* if 1d20 + *Dodge* ≥ EVASION TC
·· May disengage as an *On Turn Action* if (best of 2 d20) + *Dodge* ≥ EVASION TC
··· As per ·· and +1 to AC

FAST · (DEX TC) · 17
· Initiative ← BEST OF 2 d20 + INI
·· Initiative ← 1d20 + INI + INT/2
··· Initiative ← BEST OF 2 d20 + INI + INT/2

FIRM · (PHY TC) · 18
· +1 on *Physical* saves
·· +1 or +*Exert* on *Physical* saves
··· Advantage on *Physical* saves

HAMMERING · (EVA TC) · 21
· One more melee attack per turn if the first attack hits
·· One more melee attack per turn
··· One more melee attack per turn, and if that hits, a third melee attack

INTRICATE · (SOU TC) · 22
· +2 CP per level, retroactive
·· +3 CP per level, retroactive
··· +4 CP per level, retroactive

IMPULSIVE · (IMP TC) · 23
· Recompute Impulse TC and DC, select the best of DEX TC and WIS TC
·· As per ·, with a +1 to the TC (-1 to the DC)
··· As per ·, with a +2 to the TC (-2 to the DC)

LUCKY · (MEN TC) · 24
· +1 on checks when sheer luck is involved
·· As per ·, but +2
··· As per ·, but advantage

MARKING · (IMP TC) · 25
· +1 damage for ranged attacks
·· +2 damage for ranged attacks
··· add skill modifier to damage for ranged attacks

SAFE · (DEX TC) · 26
· Recompute a save TC and its DC: instead of the mean, select the best of the two Abi TCs
·· As per · for another save TC and DC
··· As per · for the remaining save TC and DC

SCHEMING · (LEA TC) · 27
· Each combat turn, may exchange their initiative rank with someone in the party
·· Each combat turn, may reshuffle the initiative ranks of the party
··· As per ··, with +2 on initiative rolls

SHARP · (DEX TC) · 28
· +1 on ranged attacks
·· +2 on ranged attacks
··· Advantage on ranged attacks

SKILLED · (LEA TC) · 31
· Simply increase a skill (start at +0)

Option:

How about paying -2 to an Ability to gain a Trait?

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SKILLFUL · (EVA TC) · 32
· Once per scene, as an instant action, a missed non-combat skill check can be turned into a success
·· As per · and the character has a +1 on checks for known skills (level 0 or better)
··· TODO

SNAPPY · (MEN TC) · 33
· -3 instead of -4 on snap attacks
·· As per · but -2
··· As per · but -1

STUDIOUS · (INT TC) · 34
· +1 on the LEARNING TC
·· As per · but +3
··· As per · but advantage

SWERVING · (PHY TC) · 35
· Once per scene, as an instant action, a successful attack against the character can be negated
·· As per · or a missed attack by the character can be made to succeed
··· As per ··, twice per scene

TALENTED · (CHA TC) · 36
· +1 when rolling against Ability TC to acquire a trait level
·· As per ·, but +3
··· As per ··, but advantage

THORNY · (EVA TC) · 37
· Still inflicts 1 damage on a failed melee attack
·· As per ·, but 1 damage per weapon skill (at least 1)
··· As per ··, but 2 damage per weapon skill (at least 1)

VIGOROUS · (STR TC) · 38
· +1 HP per level, retroactive
·· +2 HP per level, retroactive
··· +3 HP per level, retroactive

WATCHFUL · (WIS TC) · 41
· +1 to *Spy* checks
·· +2 to *Spy* checks
··· Advantage on *Spy* checks

WISE · (MEN TC) · 42
· +1 on *Mental* saves
·· +1 or +*Know* on *Mental* saves
··· Advantage on *Mental* saves

Select Two Extra Skills

Learn a new skill (starting at +0) or increase an already known skill (max +2, since character level + 1).

Magical skills are off limits for non CASTER characters.

Determine Hit Points

The class table determine the hit points for the character. For example, a FIGHTER starts with 1d8+3 HPs. The player is granted a CON TC roll, if they succeed the HP roll is done with advantage, thus a fighter with a successful roll would then roll 2d8, pick the best and add 3 to determine their starting HPs.

Option:

a level 1 character gets the best possible roll, the example FIGHTER thus gets 11 HPs

Determine Cast Points

Everyone has Hit Points, but CASTERS have Cast Points (CPs) too. They can be thought of as mana points. They are consumed when casting spells and are acquired back through rest or through draining.

The class tables determines how many CPs a character starts with. For example a DABSTER-CASTER rolls 1d6. Players first roll 1d20 against their MEN TC (mental save TC), if they succeed, the CP count is determined by rolling two dices and picking the best, so a successful DABSTER-CASTER would roll 2d6 and pick the best.

Select Spells

CASTERS get to know 1d3 new spells by level, while half-CASTERS get to know 1d2. A prior successful 1d20 roll against LEA TC (Learning TC) lets the player roll 2 dice instead of one, thus a CASTER rolls 2d3 and keeps the highest roll.

Option:

The referee selects the spells, since casting befalls the caster, it's not a scholarly pursuit.

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NAME

Romans had three names (praenom, nomen, and cognomen) but in this dark age, only the last one remains. Family names will only come back in the fifteenth century.

Frankish and germanic names are fashionable. Roman names are out of fashion except in some germanic families fascinated by roman civilization. Celtic (gallic) names are the least fashionable.

Should the name be too ambiguous indicate the father name (patronym) or some place name. Bernhard son of Martin, Juliana of the Lake.

maybe:

d6d8	origin
11	*roman*
12	.
13	.
14	.
15	.
16	frankish
17	.
18	.
21	.
22	.
23	gallic
24	.
25	.
26	.
27	.
28	burgund
31	.
32	.
33	.
34	lombard
35	.
36	.
37	saxon
38	.
41	.
42	briton
43	.
44	.
45	a-saxon
46	irish
47	visigoth
48	.
51	.
52	.
53	ostrogoth
54	hun
55	dane
56	norwegian
57	swede
58	sami
61	pict
62	byzantine
63	rus
64	maghreb
65	jewish
66	.
67	.
68	arab

d6d8	Frankish M	F	Gallic M	F	Roman M	F
11	Adalbert	Adelhaid	Ambigat	Abrezta	Aetius	Aemilia
12	Agobard	Adalmut	Adcomaros	Admata	Aemilius	Amanda
13	Arduin	Agatha	Aesarius	Albina	Antonius	Aquillia
14	Audomar	Bergundis	Allovico	Aventina	Appius	Aurelia
15	Bernhard	Chlodeswinthe	Ambaxius	Ballatulla	Armenius	Barbatia
16	Burchard	Clothild	Balorix	Banna	Augustus	Bella
17	Carloman	Danburga	Bellognatus	Betudaca	Aulus	Caecilia
18	Chilperic	Deuteria	Borvonicus	Brogimara	Caelus	Caesonia
21	Dagobert	Engelberga	Britomartis	Cabrilla	Caius	Calpurnia
22	Drogo	Ermina	Camulatucus	Caranta	Calpurnius	Camilia
23	Eberhard	Fara	Carigo	Centa	Camillus	Dillia
24	Ebrulf	Fredegunde	Catamandus	Danissa	Cassius	Domitia
25	Faro	Geneva	Cingessus	Devignata	Castorius	Drusilla
26	Fredegar	Gisela	Cintumarus	Donisia	Cnaeus	Eboria
27	Fridolin	Helinda	Cottio	Dubna	Decimus	Egnatia
28	Fulk	Herenfrida	Dano	Eburia	Drusus	Ennia
31	Gerald	Hildberta	Divicatus	Epponina	Eborius	Fabiana
32	Goscelin	Hruodgarda	Dobagni	Fimmilene	Eugenus	Festa
33	Gunthar	Imma	Dubnotalus	Friagabi	Fabius	Flavia
34	Hagen	Ingelburga	Eburo	Gabra	Falco	Florentia
35	Hartgard	Irmengard	Epomedius	Genna	Faustus	Galeria
36	Hilduin	Itta	Excingomarus	Iccia	Felix	Gemella
37	Humbert	Joveta	Gabrius	Itta	Flavius	Germanica
38	Ingomer	Landrada	Gennalo	Kareia	Gallus	Helvetia
41	Jocelin	Leuekin	Gnatusius	Karina	Germanicus	Hortensa
42	Karlmann	Liedrada	Haesus	Leucimara	Julianus	Icilia
43	Leodegar	Mauriana	Iccalus	Loucitta	Livius	Iovia
44	Leutfried	Merofled	Ientinus	Luppa	Longinius	Julia
45	Martin	Merwig	Itavus	Mandelana	Lucius	Laetoria
46	Nordbert	Nidlebis	Licno	Meducena	Marcellus	Lentula
47	Odo	Nordrada	Litgenus	Moria	Marcus	Lucilia
48	Ouen	Ogiva	Losagni	Namusa	Munatius	Lucretia
51	Pancras	Olga	Maccarus	Nantia	Maximus	Marcia
52	Philibert	Otberta	Megaravico	Nertomaria	Numerius	Nepia
53	Radbod	Plectrudis	Nertomaros	Ollia	Octavianus	Octavia
54	Reginald	Radeken	Oclicnos	Origena	Paulus	Orania
55	Sigefroy	Rainilda	Perrus	Oxidubna	Primus	Orissa
56	Sigismund	Regana	Qasigni	Peruia	Publius	Plautia
57	Tescelin	Rosamund	Remicus	Regina	Quintus	Pompeia
58	Theodemir	Rotlenda	Sacrovir	Regula	Secundus	Quinctia
61	Theutgaud	Sigeberta	Segomaros	Rotania	Sempronius	Quintiliana
62	Uda	Susanna	Tanotalos	Samaxa	Septimus	Romana
63	Unroch	Swanahilde	Trito	Segolia	Sextus	Rusonia
64	Vigor	Teutberga	Ulcagni	Sila	Tertius	Scribonia
65	Walaric	Theodelinda	Venixamus	Tascilla	Tiberius	Tullia
66	Wichmann	Ultrogotha	Viriodacus	Trocina	Titus	Umbria
67	Wulfram	Vulfegundis	Vocorix	Veleda	Tullus	Valeria
68	Zwentibold	Wisigard	Vridolanos	Vlatuna	Valerius	Victorina

Equipment

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These are equipment suggestions for new characters, based on their background and class.

The referee may allow the CASTER to choose the equipment of a FIGHTER of the same background, but beware playing the soldier.

	FIGHTER	DABSTER or CASTER
WANDERER	quarterstaff, seax	quarterstaff
SLAVE	quarterstaff	quarterstaff
COMMONER	spear, shield, seax	seax
ARTISAN	spear, shield, seax, 5-6 gambeson	seax
RELIGIOUS	spear, shield, seax	1-4 seax or 5-6 dagger
	— religious object —	
ELITE	spear, shield, sword, 1-4 gambeson or 5-6 mail shirt	sword, 5-6 gambeson
all	— everyday clothes, sling bag, knife, tinderbox, 1 gallon waterskin, travel rations 1d6 days —	
· *Ranged weapon* ≥ 0	— weapon with 2d6 pieces of ammo (1d3 in case of javelins) —	
· CRAFT ≥ 0	— light tools for 1 given craft —	
· HEAL ≥ 0	— medicine bag of herbs and bandages —	
· WORK ≥ 0	— axe —	

LIBRI, SOLDI, DENARII

	Name	Latin	French	Val	Val d	Worker		Wage	d
L	Pound	Liber	Livre	20s	240d	Labourer	1 day	1d	1d
s	Shilling	Solidus	Sou		12d		1 month	2s	24d
d	Pence	Denarius	Denier		1d		1 year	1L4s	288d
f	Farthing		Ferlin		1/4d	Master	1 day	5d	5d
						Craftsman	1 month	10s	120d
							1 year	5L	1,440d

Monetary exchange is at its worse but people and organizations are still in the habit of valuing services and merchandises in *Liber*, *Solidus*, and *Denarii*.

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ARMOR

Item	Base AC	Val	d		Item	Val	d
Gambeson	12	1L	240d		Shield small	3s	36d
Mail Shirt	14	2L	480d		Shield large	4s	48d
Mail Hauberk	16	3L	720d		Shield broad	6s	72d
No Armor	10						

MELEE WEAPONS

Name	Skill	STR ≥	Damage	Flags	Value	Value d
Axe	Axes	7	1d6	T	6s	72d
Axe, war	Axes	9	1d10	2H	9s	108d
Club	Maces		1d4	T, LL		
Club, large	Maces	7	1d10	2H		
Dagger	Knives		1d4	S, T	2s	24d
Halberd *	Spears	7	1d10	L	5s	60d
Hammer, war	Maces	8	1d8		8s	96d
Hammer, great	Maces	9	1d10	2H	10s	120d
Hatchet	Axes		1d4		1s	12d
Javelin	Javelins		1d6	T	5s	60d
Knife	Knives		1d4		1s	12d
Mace	Maces		1d6	LL	7s	84d
Quarterstaff	Staves		1d6	2H, LL		
Seax	Swords		1d6		2s	24d
Spear, broad	Spears		1d8	L	6s	72d
Spear, heavy	Spears	7	1d10	2H, L	7s	84d
Sword, short	Swords		1d6		10s	120d
Sword, long	Swords		1d8		1L	240d
Sword, great	Swords	7	1d12	2H	2L	480d
Shield bash S	Shields		1d4	LL		
Shield bash L	Shields		1d6	LL		
Unarmed attack	Punch/Grapple		1d2	LL		

LL · Less Lethal, wielder can decide that opponents downed at 0 HP are still alive/conscious

L · Long, allows melee attacks up to 10ft (2sq), even if ally in the way. An opponent between 5 to 10ft can disengage freely from the L weapon wielder, no need for a *fighting withdrawal*.

2H · 2 Handed

T · Throwable, -4 to hit if throwing while engaged in melee

R · Reload. Takes a *Move Action* to reload. If the user has at least Shoot +1 skill, only an *On Turn Action* is necessary.

SR · Slow Reload. Takes a *Main Action* to reload.

RANGED WEAPONS

Name	STR ≥	Dmg	Short Range <	Long Range (Atk -2) <	Flags	Val	d
Bow, small		1d6	50ft 15m 10sq V	300ft 90m 60sq 6V	2H, R	2s	24d
Bow, large	10	1d8	100ft 30m 20sq VV	600ft 180m 120sq 12V	2H, R	3s	36d
Crossbow *	7	1d10	100ft 30m 20sq VV	300ft 90m 60sq 6V	2H, SR	7s	84d
Sling		1d6	50ft 15m 10sq V	100ft 30m 20sq VV	2H, R	6d	6d
Axe	7	1d6	10ft 3m 2sq	30ft 9m 6sq t	T	6s	72d
Dagger		1d4	30ft 9m 6sq t	60ft 18m 12sq tt	T	6d	6d
Javelin	7	1d6	30ft 9m 6sq t	60ft 18m 12sq tt	T	6d	6d

CHECKS

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GENERAL MECHANISM

If there is time pressure, opposition, or the task is dangerous, the referee might demand a check to the player (or roll for a NPC).

$$1d20 + \textit{modifier} \geq \text{TC or DC}$$

The modifier is usually a skill, covering the task at hand. The target number might be a character Target Class (TC) or an opposing character DC.

For less passive opposed checks, the referee might request

$$1d20 + \textit{skill} \geq \text{opponent's } 1d20 + \textit{skill}$$

where the left skill and the right skill might be the same or not.

ATTACK CHECKS

An attack check follows the pattern above. The modifier is the weapon skill, while the DC is the opponent's Armor Class.

$$1d20 + \textit{weapon skill} \geq \text{AC}$$

SAVE CHECKS

The referee might grant a save check to character. The modifier might be a skill or simply half the level or the hit dice (HD) rounded down. The target class (TC) has to be selected among PHYSICAL TC, EVASION TC, MENTAL TC, or any other TC on the character sheet.

$$1d20 + \textit{modifier} \geq \text{TC}$$

Should the TCs be unavailalbe for a creature, the referee might default to a mean 10 or 11 or to any difficulty class they deem appropriate.

ADVANTAGE AND DISADVANTAGE

Depending on the circumstances, the referee might grant advantage or disadvantage on a check. Roll two d20s instead of one, and keep the highest in case of advantage or the lowest in case of disadvantage.

the referee might grant +2 or -2 instead of an advantage or disadvantage.

ONES AND TWENTIES

The referee decides if something extra happens on a natural 1 or a natural 20. They might even rule that nothing special happens.

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CHECK EXAMPLES

Remember, TCs are target classes, the lower the better, they are used when rolling against oneself. And DCs are opponent classes, the higher the better, as they are "presented" to the opponent.

Sneaking · 1d20 + *Scout* ≥ EVA TC or
1d20 + *Scout* ≥ opponent's 1d20 + *Spy* or
1d20 + *Scout* ≥ opponent's LEARNING DC or
1d20 + *Scout* ≥ opponent's EVA DC or
1d20 + *Scout* ≥ opponent's WIS DC or
1d20 + *Scout* ≥ static DC

Obtaining a discount · 1d20 + *Trade* ≥ INT TC or
1d20 + *Trade* ≥ WIS TC or
1d20 + *Trade* ≥ opponent's 1d20 + *Trade* or
1d20 + *Trade* ≥ opponent's MENTAL DC

Shooting at the range · 1d20 + *Bows* ≥ DEX TC or
1d20 + *Bows* ≥ 15 (arbitrary DC)

Healing a character · 1d20 + *Heal* ≥ INT TC or
1d20 + *Heal* ≥ wounded's CON TC

DC is *Diamond Class*, while TC is, well, *The Circle* on the character sheet

IN SUMMARY

Against own's TC · 1d20 + *skill* ≥ Ability TC or
1d20 + *skill* ≥ Save TC

Against friend's TC · 1d20 + *skill* ≥ friend's Ability TC or
1d20 + *skill* ≥ friend's Save TC

Opposed check · 1d20 + *skill* ≥ opponent's 1d20 + *skill* or
1d20 + *skill* ≥ opponent's 1d20 + other *skill* or
1d20 + *skill* ≥ opponent's Ability DC

Arbitrary DC · 1d20 + *skill* ≥ arbitrary DC (Difficulty Class)

COMBAT

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Reaction · if necessary, 2d6 →
≤ 2 Hostile | 3-5 Unfriendly | 6-8 Neutral |
9-11 Indifferent | ≥ 12 Helpful.

Surprise · no surprise, or;
a side gets the surprise, or;
1d20 + *Scout* ≥ DEX TC *or*
1d20 + *Scout* ≥ opponent's 1d20 + *Spy or*
1d20 + *Scout* ≥ opponent's WIS DC

Surprise Round · if a side was granted the surprise.

Initiative · each side rolls 1d20 + side's best INI (initiative)
the side with the highest roll goes first,
in case of tie, the PC side goes first;

❦ Hi Ini Round · each participant in this side takes their turn.

Lo Ini Round · each participant in that side takes their turn.
then loop back to ❦ unless the combat has ended.

Morale · on sustaining its first casualty and
when half its participants are down,
the NPC side breaks and flees/parleys if 2d6 > *Morale*

option:

each player
rolls 1d20 +
INI and the
players get
interleaved
initiative
(while the
opfor still
has its
rounds
together)

Combat Round · approximately 6 seconds;
1 **MA** + 1 **MvA** | 1 **MvA** + 1 **MA** | 2 **MvA**;
plus as many **OTA** as the referee deems reasonable.

Main Action (MA) · takes up most of the round;
examples: attacking, casting a spell, drawing a friend to
cover, apply a skill, etc.

Move Action (MvA) · from 0 to movement rate (30ft 9m 6sq t for a human);
may not be split (may not move 10ft, shoot, then
move the remaining 20ft).

On Turn Action (OTA) · are performed on turn, like **MA** and **MvA**;
are simple and quick actions;
as many may be performed as the referee deems
reasonable;
examples: saying a few word, drawing out a readied
object, reloading a bow from a readied quiver, etc.

Instant Action (IA) · are simple and fast, and linked to traits or special
powers;
may be performed *out of turn*;
as many as the referee deems reasonable;
execution order decided by referee if many trigger at
the same time.

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ACTIONS

Actions that are common in combat:

- Main Action **MA**
  - make a melee attack
  - make a ranged attack
  - make a mob attack
  - cast a spell
  - use a skill
  - ready or stow an item
  - reload a weapon
  - shatter a shield
- Instant Action **IA**
  - drop an item
- Instant Action **IA** + Main Action **MA**
  - go total defense
  - make a snap attack

- Move Action **MvA** + Main Action **MA**
  - charge
- Move Action **MvA**
  - hold action
  - lock shields
  - pick up an item
  - run
  - screen an ally
  - stand up
- On Turn Action **OTA**
  - take action after
  - go prone

MELEE ATTACKS

Circumstance	Mod
attacking an adjacent prone foe	+2
attacking while prone	-4

Option:

The referee might bypass modifiers and simply grant advantage or disadvantage

Range · usually 5ft 1.5m 1sq (the adjacent square);
10ft 3m 2sq, if the weapon or creature has the **L** (Long) trait;

Roll · 1d20 + *weapon skill* ≥ *target AC*;
circumstance table might add a modifier;
natural 1 → always failure | natural 20 → always success.

Dis-Advantage · granted by the referee;
advantage → highest of 2d20 | disadvantage → lowest of 2d20.

Damage · in case of successful attack:
weapon damage dice + *weapon skill*

RANGED ATTACKS

Like Melee Attacks, but

Range · as per weapon description.

Circumstance	Mod
Target cover	
· at least half behind cover	-2
· almost completely in cover	-4
Shooting	
· at an adjacent prone foe	+2
· at long range	-2
· at a distant prone foe	-2
· a single handed weapon while in contact	-4
· a two handed weapon while in contact	**No**

Combat Actions

MOVE · MvA

The character moves at their normal movement rate (30ft 9m 6sq t for a human); Halve the movement rate in case of difficult terrain or progressing prone; Some terrains might even require a 1d20 + *Exert* ≥ STR TC skill check or some other check success to secure even the half rate.

MAKE A MELEE ATTACK · MA

Make a melee attack with a readied melee weapon, see previous page.

MAKE A RANGED ATTACK · MA

Make a ranged attack with a readied ranged weapon, see previous page.

CAST A SPELL · MA

Cast a spell, with a free hand.

USE A SKILL · MA

The character uses a skill that could be plausibly applied in a few seconds. An 1d20 + *Heal* ≥ INT TC or 1d20 + *Heal* ≥ WIS TC skill check to stabilize a wounded comrade is one such potential use, as is turning a creaking engine wheel, shouting out a stirring rallying cry to timorous NPC allies, or anything else that might be done quickly.

TAKE ACTION AFTER

· OTA

The character declares it will act **after** another participant has acted; Unlike HOLD ACTION, the character cannot change their mind and act earlier; Unlike HOLD ACTION, it doesn't consume a **MvA**.

HOLD ACTION · MvA

The character foregoes their **MvA** to hold their action until later in the round; The remaining **MA** is triggered as a **IA** when the character wishes it; Held actions are resolved before other characters' impeding actions.

MAKE A CHARGE ATTACK · MvA + MA

Rush in straight line from at least 30ft (9m 6sq t) up to 60ft (18m 12sq tt) and hurl a spear or make a melee attack with a +2 attack roll bonus. -2 penalty to AC until the whole combat round ends.

GO TOTAL DEFENSE · IA + MA

As an Instant Action (so even before his own turn), the character chooses to focus on avoiding anything hurled at them; It consumes the character Main Action; The character gains a +2 to their AC until their next turn and is immune to shock damage; It is OK to decide to *Go Total Defense* right after a foe has rolled their attack, thus potentially turning their hit into a miss.

MAKE A SNAP ATTACK · IA + MA

The character decides to act immediately (before his turn), sacrificing accuracy for speed. They *Make a Melee Attack* or *Make a Ranged Attack* against a foe in range; The attack takes a -4 penalty to its hit roll. If multiple combatants decide to *Make a Snap Attack* at the same time, they are resolved simultaneously; (if the character is a nameless NPC, the referee shouldn't bother granting them snap attacks).

MAKE A FIGHTING WITHDRAWAL · MA

The character disengages from any melee opponents around them. They don't actually move away, but they can now move away (**MvA**) from their opponents without granting them a free melee attack; If the character doesn't move, the opponents might re-engage them.

GO PRONE · OTA

The character falls flat, forcing a -2 penaly on the to hit roll of ranged attacker; Although adjacent melee and ranged opponents get a +2 to hit instead.

DROP AN ITEM · IA

The character drops an item they were holding. They can do it instantly to free up their hands.

PICK UP AN ITEM · MvA

The character scoops up an object off the floor if they have a free hand, leaving it readied in their grip.

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MA
  Main Action

MvA
  Move Action

OTA
  On Turn Action

IA
  Instant Action

READY OR STOW AN ITEM · MA

The character draws a weapon, extracts an item from their pack, or otherwise moves an object around on their person.

RELOAD A WEAPON · MA

The character reloads a weapon like a crossbow with a quarrel from a readied quiver;

Bows can be reloaded as an On Turn Action (**OTA**), assuming the character has a readied quiver and at least 1 for their particular weapon skill; other wise it's a Move Action (**MvA**).

STAND UP · MvA

The character gets up from a prone position, gathering any dropped belongings if they so desire;

Characters that have just come out of unconsciousness must get up before they do much else.

SCREEN AN ALLY · MvA

FIXME

The character moves up to their normal move rate towards an ally and then physically blocks opponents from attacking them, provided they remain within ten feet. Until the character's next turn, enemies who wish to make a melee or ranged attack against the screened ally must succeed a STR or DEX based skill check against the screener using the combat skill applicable to their weapon; on a failure, the attack roll is automatically directed toward the screening character.

A character can screen against a number of attackers in one round equal to their combat skill; thus Stab-2 lets them block two attackers. Characters with level-0 or worse combat skills can't effectively screen.

Multiple characters can try to screen the same ally; in such a case, the attacker's skill check is compared against all screeners and the lowest-rolling successful blocker is attacked. Characters can only screen against foes and attacks they could plausibly physically block.

LOCK SHIELDS · MA

TODO

SHATTER A SHIELD · MA

TODO

MAKE A MOB ATTACK · MA

TODO

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Hit Points

(more generally health FIXME)

When a character reaches 0 HPs, it is considered *mortally wounded*. If they endure further damage they die.

Each round, when their initiative turn comes, the player rolls 1d20 + 1 ≥ PHY TC, if they fail, they die.

Another character may try a *Heal* skill check, for example 1d20 + *Heal* ≥ INT TC, or 1d20 + *Heal* ≥ wounded CON TC.

If the skill check is successful, the wounded character is stabilized, and will be able to go on after the combat ends. Taking further damage here will bring them back to *mortally wounded*.

The referee might rule the character surviving a *mortally wounded* episode will be scarred and ask for a roll on the following table. The amount of damage that downed the character determines the dice to roll from d4+d20 to 6d4. If the character already suffers from the resulting scar, it is ignored.

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WOUNDS

TODO

						Damage > 18	
						Damage ≥ CON	
						Damage > 12	
						Damage > 6	
						else	
roll	d4+d20	2d12	3d8	4d6	6d4		
2	1.25%	0.69%				Death	
3	2.50%	1.39%	0.20%			Gut Wound	CON - 4
4	3.75%	2.08%	0.59%	0.08%		Missing Leg	DEX - 4, mvmt reduced to 10ft
5	5.00%	2.78%	1.17%	0.31%		Missing Arm	DEX - 4
6	5.00%	3.47%	1.95%	0.77%	0.02%	Missing Hand	DEX - 2
7	5.00%	4.17%	2.93%	1.54%	0.15%	Incontinent	CHA - 2, often stinking of piss
8	5.00%	4.86%	4.10%	2.70%	0.51%	Throat Wound	unable to speak above a whisper
9	5.00%	5.56%	5.47%	4.32%	1.37%	Blinded Eye	-4 when throwing or shooting
10	5.00%	6.25%	7.03%	6.17%	2.93%	Unhealing Abcess	CHA - 1, CON - 1
11	5.00%	6.94%	8.20%	8.02%	5.27%	Ripped Muscle	STR - 2
12	5.00%	7.64%	8.98%	9.65%	8.20%	Broken Knee	DEX - 2 and movement halved
13	5.00%	**8.33%**	**9.38%**	10.80%	11.13%	Destroyed Nose	CHA - 2, loss of sense of smell
14	5.00%	7.64%	**9.38%**	**11.27%**	13.33%	Flesh Wound	that's it
15	5.00%	6.94%	8.98%	10.80%	**14.16%**	Ruined Ear	-1 on all Spy checks
16	5.00%	6.25%	8.20%	9.65%	13.33%	Stiffened Scars	CHA - 1, DEX - 1
17	5.00%	5.56%	7.03%	8.02%	11.13%	Mangled Fingers	bow fingers gone
18	5.00%	4.86%	5.47%	6.17%	8.20%	Torn Face	CHA - 2
19	5.00%	4.17%	4.10%	4.32%	5.27%	Skull-Cracked	INT - 2
20	5.00%	3.47%	2.93%	2.70%	2.93%	Brain-Bruised	WIS - 2
21	5.00%	2.78%	1.95%	1.54%	1.37%	Smashed Ribs	CON - 2
22	3.75%	2.08%	1.17%	0.77%	0.51%	Shattered Elbow	DEX - 2, costs the use of an arm
23	2.50%	1.39%	0.59%	0.31%	0.15%	Man-Wounded	unable to sire heirs
24	1.25%	0.69%	0.20%	0.08%	0.02%	Collapsed Lung	CON - 4

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Travel TODO

TRAVEL SPEED

These are average travel speeds, infrastructure and terrain will alter them:

Terrain	per day	bad weather	night
plain	24mi / 36km	12mi / 18km	18mi / 27km
mountain	12mi / 19km	6mi / 9km	6mi / 9km
forest	18mi / 27km	12mi / 18km	12mi / 18km
by boat	48mi / 72km	24mi / 36km	36mi / 54km
under ground	6mi / 9km	6mi / 9km	6mi / 9km

HUNTING

The party may attempt a WIS + Hunt skill check for every 6 hours of hunting. The difficulty is 8 most places. For every point succeeded by, meat for 1 man per day is obtained.

Each day of hunting in the same hex (6mi / 9km), increases the difficulty by 2.

On a natural roll of 2 or 3, some danger or trouble has befallen the hunting party (or the party was discovered by the rightful owner of the land in the middle of poaching it).

FORAGING

TODO

CAMPING

TODO

Exploration TODO

A "site" may be a dungeon, an old ruin, an underground site.

Time in a site is measured in turns of ten minutes. Most of the things adventurers will wish to do will take a turn to accomplish, taking into account the packing and unpacking of gear, the need to listen carefully while working, and the desire and/or need to do all things quietly and carefully.

MOVEMENT

There are three modes of movement in a site.

Cautious movement is 120 ft per turn

Cautious movement is at a speed of hundred and twenty feet per turn. At a cautious pace, the adventurers are pacing out distances, making a map, checking carefully for any features of interest around them, and doing all this as quietly and stealthily as possible.

Swift movement is 360 ft per turn

Swift movement is at thrice the speed, three hundred and sixty feet per turn. The party moving swiftly is merely reading their map as it ventures through an area they have already explored and are making no effort to examine again as they pass through. They are maintaining some quiet, but are not as careful as a Cautious party.

Running movement is indefinite, but reckless

Running movement generally lets adventurers reach any location in most sites with ten minutes of running. They may not consult their map and must simply tell the referre which turns they take and passages they venture down. They must halt for the remainder of the turn when a door must be opened or a barrier overcome, and then rest will be needed if they are not to be wearied.

RESTING

TODO

Advancement

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The class tables on pages 8 and 9 drive levelling up. Each time the character levels up, the table is consulted to add HPs, CPs, Skill levels and traits.

CPS AND HPS

TODO

SKILLS

TODO

TRAITS

TODO

PLAYING THE GAME

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Spellcasting

PLAYING A
CASTER

Spellcasting
Spells
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Spell forms

Casters have the gift of weaving magical threads to achieve effects. The gift doesn't seem hereditary, a minority of people are casters, some of them don't even know they have the gift, some might be blind, weaving but not seeing the threads. Casters normally see the threads they weave but don't see other casters' threads, unless a thread revealing spell is used.

Most non-casters think magic exists, but they don't know what forms it takes. Some of them know of the gift.

Casting Points ·
After a good night rest, casters go back to their Cast Point maximum (CP max);
After a not so good night rest, casters go back to half the CP max rounded up;
Casters may temporarily accumulate more CP than their CP max;
As an instant action, casters may at any moment convert one or more of their remaining HPs to CPs;
As an instant action, casters may turn 1 CON point into 1d8 CPs.

Using two sort of coins for HPs and CPs make point management easy and tactile.

Casting Cost ·
Casting a spell costs a main action and at least 1 CP;
Spells scale with the CPs invested in them;
Casters may not invest more CPs than their current CP count.

Casting Roll ·
The referee and the caster player determine which magic skill (*Weave*, *Feel*, *Seize*, *Soak*, *Mutate*, or *Entwine*) and which of the caster's TCs are involved;
The roll is 1d20 + *Magic Skill* ≥ *Caster TC*;
Casters who incur damage in the combat round right before casting roll with disadvantage;
If the roll fails, the spell peters out;
Success or failure, invested CPs are consumed and gone.

Casting at Risk ·
Casters may accept a risk in order to gain 1 extra CP to invest;
Still, at least 1 CP must be invested;
If the casting roll fails with a 1, the spell peters out as expected, the CPs are consumed, but 1d6 extra HPs have to be paid;
Friends and/or foes within 5ft must bear the extra HP cost;
The caster must endure at least 1 of the extra HPs (they may pay in CP though).

After Cast ·
Casters who converted all their HPs to CPs to cast fall inconscious right after the the cast, successful or not.

PLAYING A
CASTER

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SPELLS

Skill × Colour × Form

Weave		Amber	1	heat		Arrow	1	missile
Feel		Blue	2	cold		Ball	2	sphere
Seize		Coal	3	damage		Crown	3	donut
Soak		Copper	4	earth		Disk	4	platform
Mutate		Gold	5	light		Finger	5	point
Entwine		Night	6	darkness		Flail	6	whip
	×	Quartz	7	meta	×	Hand	7	touch
		Red	8	fire		Hut	8	shelter
		Scarlet	9	drain		Net	9	web
		Silver	10	fence		Pole	10	ten feet
		Turquoise	11	healing		Powder	11	cloud
		Faery	12	beyond		Shield	12	lens

Casters see the magical energy as threads of various colours. It is probable that some casters see colours differently, and that some of them don't see some of the colours.

Most of the casters choose simple, well known, forms for weaving their magical threads. Maybe in Constantinople or further east, there are casters that know more complex forms.

A Spell is a combination Skill × Form × Colour. Most of the time, the skill is *Weave*.

FIXME The caster player negotiates with the referee the effect of the spell and then invests CPs and attempts to cast the spell. Most of the time, the magical skill involved will be *Weave*, but feel free to use the other skills, *Feel*, *Seize*, *Soak*, and *Mutate*.

Spell colours

PLAYING A
CASTER

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The threads that the casters weave appear to them in certain colours. Each colours has a domain of effect.

The domain covered by *Feary* threads is left to the discretion of the referee. The other colors are rather *pedestrian*, high magic, beyond magic is left to *Feary* threads.

AMBER · heat

The space within the threads heats up. A novice caster may reach water boiling point, but only the most expert casters may melt iron and other metals.

BLUE · cold

The temperature falls. Casters usually stop at the point where water turns to ice, there doesn't much use to go below.

COAL · damage

Applying such threads to matter seem to wreck it and damage it.

COPPER · earth

Threads that are solidly tied together and may be used as supports or platforms. Sound waves are blocked / reverberated by copper threads.

GOLD · light

Novice caster weave gold threads that emit white light. More advanced casters may modulate the light color. Some casters (2 in 6) seem able to go meta and use such threads to control the path of light.

NIGHT · darkness

Dark threads absorb light.

QUARTZ · meta

The threads react to surrounding threads and may reveal them.

RED · fire

Red threads trigger combustion in adjacent elements.

SCARLET · drain

Threads that absorb magical energy. Some casters use them as trap to weaken enemies (draining HPs or CPs), some casters use those traps or missiles to drain enemies and then soak the gathered magical energy as CPs for themselves.

SILVER · fence

Threads that block other threads. Some casters use them to craft magical shields and armors.

TURQUOISE · healing

Living elements exposed to turquoise threads seem to repair / re-harmonize on the spot.

FAERY · beyond

Most of the casters describe this colour as coming out of Faery land. Some expert casters describe those threads as emanating from "true magic". Referee are free (as should be) to define the domain of the faery threads.

Spell Forms

Blah blah blah.

form	nick	description
Arrow	missile	
Ball	sphere	
Crown	donut	
Disk	platform	
Finger	point	
Flail	whip	
Hand	touch	
Hut	shelter	
Net	web	
Pole	ten feet	
Powder	cloud	
Shield	lens	

size	CPs	cast time	range	CPs	duration	CPs	speed	CPs
1 inch	1	Main Action	contact	1	1 rnd	1	0	0
1 ft	2	MA	1 ft	2	1 min	2	15 ft/rnd	1
5 ft	3	MA	5 ft	3	5 min	3	30 ft/rnd	2
10 ft	4	MA	10 ft	4	10 min	4	60 ft/rnd	3
20 ft	5	MA + OTA	20 ft	5	20 min	5	90 ft/rnd	4
40 ft	6	MA + OTA	40 ft	6	40 min	6	120 ft/rnd	5
60 ft	7	2 MAs	60 ft	7	60 min	7	150 ft/rnd	6
80 ft	8	2 MAs	80 ft	8	80 min	8	180 ft/rnd	7
100 ft	9	2 MAs	100 ft	9	100 min	9	210 ft/rnd	8

Skill Checks

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THE GAME

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WHEN TO CHECK

- a task is difficult and hazardous,
- a task is performed under time pressure, or
- success or failure of the task is important or interesting

Old farm hands don't get skill checks each time they drive the cart to the market, it is routine work for them.

HOW NOT TO CHECK

The referee might decide the task is too easy (DC < 6) or look at the character skill level and decide it is appropriate for an automatic success.

If there is time, the referee might look at the character skill level and decide how much time is spent until the task succeeds (DC < 9).

DIFFICULTY

The referee might increase the difficulty by 1 or 2 if they think that the skill is not completely relevant to the check.

Circumstances and tools might alter the DC. Usually the referee should limit the total change from -2 to +2.

SAVE CHECKS

TODO

Reaction

RUNNING THE GAME

Skill Checks
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2d6	Reaction
≤ 2	Hostile, attacks if the situation allows it
3 - 5	Unfriendly, may hinder, harm, or be of little help
6 - 8	Wary, neutral
9 - 11	Indifferent, uninterested
≥ 12	Friendly, helpful

When the adventuring party encounters one or more creatures or NPCs, the referee might want to determine randomly what this opposition's reaction is. He rolls 2d6 and consult the table above.

If the opposition is ambushing the party, a reaction roll is not needed (determining the if the adventuring party is surprised is needed).

The reaction roll result has to be adapted to the situation. A 12 reaction with a band of thug might mean that they don't want to take the life of the party and are happy to let them go for a light fee.

A high reaction roll combined with some caution on the part of the player characters might turn the combat into a parley and potentially avoid fight altogether.

social encounter reaction

Reaction rolls may be used for social encounters as well. The player characters might be presenting a request to a local magistrate and the referee rolls 2d6 plus the party's spokesperson cham.

Morale

Troop Type	Morale
Irregulars	6
Barbarian horde	7
Regulars	8
Mounted	+1
Elite	+1
Fanatics	+2

Morale affect NPCs, not PCs. By default, NPCs fight as long as honor and common sense demand it, but failed morale checks may change that.

Morale checks are done

· the first time the NPCs sees an ally downed,
· when the NPCs sees half their allies downed

The referee rolls a 2d6 for the NPCs, if the result is higher (> not ≥) than its morale number, the NPCs must retreat or surrender, at the referee's discretion.

The referee may decide on a modifier from -2 to +2 given circumstances like the presence of the leader (for example, goblins have a morale of 7 usually, but it becomes 9 in presence of their leader).

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BESTIARY

TODO conversion process

TODO you can give *Traits ·* to monsters

MONSTERS AND SAVING THROWS

TODO move me

Monsters have a single save equal to 15 minus half their hit dice, rounded down.

A 1 hit die NPC would thus save at 15, while a dragon with 14 hit dice would save at 8 or better on its d20.

BEAR

AC · 13
HD · 4 (HP 18) Large
Save · 13
Attack · +3, 2 x Claws (1d3), 1 x Bite (1d6)
Morale · 7
Move · 40ft 12m 8sq F

Bear Hug · If the bear hits the same victim twice with its Claws in the same round, it hugs and an extra 2d8 of damage are dealt.

GOBLIN

AC · 13
HD · 1 -1 (HP 3)
Save · 15
Attack · +0 seax 1d6, +1 short bow 1d6+1
Morale · 7 (9 with leader)
Move · 30ft 9m 6sq t

Attack -1 when in full daylight.

PROBABILITIES

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1D20 VS TARGET TABLE

Target	1d20	Adv	~	Dis	~
2	95%	99.75%	+1	90.25%	-1
3	90%	99.00%	+2	81.00%	-2
4	85%	97.75%	+3	72.25%	-3
5	80%	96.00%	+3	64.00%	-3
6	75%	93.75%	+4	56.25%	-4
7	70%	91.00%	+4	49.00%	-4
8	65%	87.75%	+5	42.25%	-5
9	60%	84.00%	+5	36.00%	-5
10	55%	79.75%	+5	30.25%	-5
11	50%	75.00%	+5	25.00%	-5
12	45%	69.75%	+5	20.25%	-5
13	40%	64.00%	+5	16.00%	-5
14	35%	57.75%	+5	12.25%	-5
15	30%	51.00%	+4	9.00%	-4
16	25%	43.75%	+4	6.25%	-4
17	20%	36.00%	+3	4.00%	-3
18	15%	27.75%	+3	2.25%	-3
19	10%	19.00%	+2	1.00%	-2
20	5%	9.75%	+1	0.25%	-1

How to read this table? For example, if the TC is 13 and the skill modifier is +2, look at the 11 row, which says that the probablity of success is 50%. Should the advantage be given, the probability jumps to 75% which is roughly equivalent to granting a +5 modifier (the ~ tilde column).

Appendix N

NON-FICTION

- "The Age of Charlemagne", David Nicolle and Angus McBride, Osprey "Men-at-Arms"
- "Carolingian Cavalryman AD 768-987", David Nicolle and Wayne Reynolds, Osprey "Warrior"
- "The Conquest of Saxony AD 782-785", David Nicolle and Graham Turner, Osprey "Campaign"
- "Charlemagne and his world", Friedrich Heer

FICTION

- "Three Hearts and Three Lions", Poul Anderson
- "The Compleat Enchanter", L. Sprague de Camp and Fletcher Pratt
- "The Story of Roland", James Baldwin

GAMES AND SUPPLEMENTS

- "Wolves of God", Kevin Crawford
- "Avant Charlemagne", François Nedelec
- "HR2 Charlemagne's Paladin", TSR 1992
- "Gallant & Bold", John Grümph