

SIMPLE RULES FOR PLAYING MELEE & WIZARD AS A ROLEPLAYING GAME

SKILLS :

At character's creation: the character receives a number of skills's levels that the player can add to the skills of his choice.

The skills are grouped by stats. The character receive a number of skills's levels to distribute for each of those groups.

The number of skills levels to be attributed to skills depending from respectively **QI**, **ST** and **DEX** are determined by using this table :

Skills Points Table:	number of skills levels by stat group				
Stat+QI	16-17	18-19	20-24	25-29	30
levels	2	4	6	8	10

Exemple : a character has QI 9, ST 12 and DX 11, he shall receive 4 points of skills for his QI skills (because $QI9+QI9=18$), 6 points of skills for his ST skills (because $ST12+QI9=21$) and 6 points for his DEX skills (because $DX11+QI9=20$).

Skills by group : the skills depending on the stats are the following :

QI: Seduction, Persuasion, Disguise, Knowledge, Track, Healing, Perception, Will, Languages

ST: Carousing, Constitution, Stamina, Intimidation, Riding, Physique, Armour

DEX: Weapon, Stealth, Manipulation, Acrobatics, Artisan

Exemple : the character above can choose the following skills : Perception 2 ; Track 1 ; Healing 1 ; Constitution 1 ; Riding 2 ; Armour 3 ; Sword 3 ; Spear 2 ; Stealth 1



Use of Skills :

- At creation, no skill can be set higher than +3.

- The skill bonus is added to a stat for testing (normally on 3D but more difficult tasks are tested with 4D, 5D or more) but the skill bonus can be added to any stat (not only the stat from which group it depends) if the situation needs it.

Example : the character has +3 in Acrobatics (depending from Dex), he can use his bonus with a IQ check when assessing the actions of a NPC to discover that whilst acting completely inabriated his moves are perfectly controlled and that he is in no danger of falling.

- The skill bonus for a weapon covers all the weapons of the same type (all one handed swords for exemple) and can be added to the Dex stat for fighting OR to the damage done by the weapon (add one D6 for each 3 points of skill + whatever remnant, *exemple : a character with a +5 bonus would add 1D6+2 to his damage*). This choice must be made before each attack.

- The Constitution bonus is also added as Hit Points to the ST value. They are lost before any ST is lost (which means that you can have a Wizard with high Constitution and low Strength, see later).

- The Armour value is added to the ST of the character when calculating the effect of armour on the character DX and MV.

- The Knowledge and Languages skills test must take two things into account : the difficulty of the matter itself, as any other test, but also the familiarity of the characters with the surroundings.

For exemple, characters from a northern country would treat any test in a similar setting with apparented langage as a +1D environment, whilst in an egyptian style setting, they would treat it as a +4D area, until they are accustomed with it. There is NO automatic success in this kind of situation and the GM can always rule that a test is even impossible. Period.



Experience: Each time a character reaches 100XPs points (which is more or less what a dangerous session should earn him), he can:

EITHER : upgrade one of its skills by 1. Upgrading a skill also gives him a chance to increase the associated stat by 1. To increase the stat, he must roll 3D under (25 – stat to be obtained). Automatic success and failure levels apply.

OR : the player can choose a new skill for his character.

Maximums : the maximum for a stat is 20, the maximum for a skill is 10.

If using non human characters, the stats maximum are augmented by difference of the race in those stats x2. Exemple, whilst beginning stats for humans are 8, halflings are ST4 (-4 compared to humans), DX12 (+4 compared to humans), IQ8 (same as humans) ; so, halflings maximum stats are ST12, DX 28, IQ20.

Mages have maximum ST -5, but maximum Constitution +5

Automatic failures and successes :

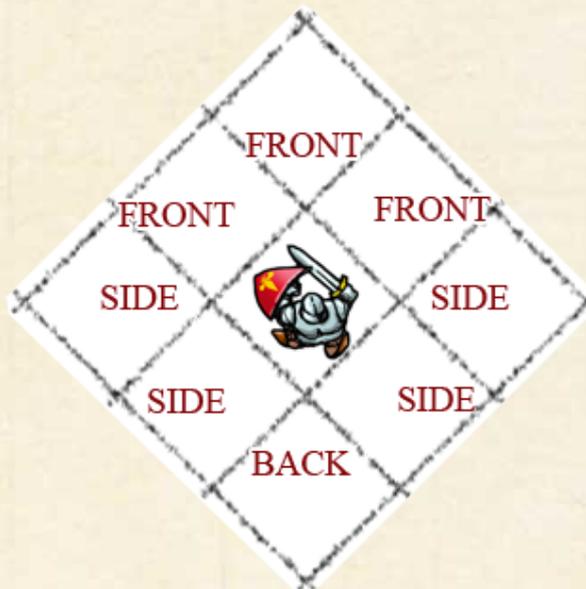
Depending on the difficulty of the task (and the number of D6 used for the test), some results are automatic successes or failures. Check also the rules for special results in combat and magic.

Difficulty Result

1 D:	Always an automatic success, don't check.
2 D:	2 = success; 12 = failure.
3 D:	5 or less = success; 16 or more = failure.
4 D:	8 or less = success; 20 or more = failure.
5 D:	11 or less = success; 24 or more = failure.
6 D:	14 or less = success; 28 or more = failure.
7 D:	17 or less = success; 32 or more = failure.
8 D:	20 or less = success; 36 or more = failure.

Using maps with squares instead of hexes : whilst using hexes respect more the original rules, there are muuuch more maps with squares available on the net, so if you have only maps with squares to play on, don't despair, it is as easy to play on squares as on hexes.

- The orientations of the figures are used like this :



- Distances are calculated this way: an orthogonal direction is 1, a diagonal is 1,5.
- When rules are using a megahex, use a square and all adjacent squares touching it (even by a corner). If it is a distance that is expressed in megahexes, multiply it by 3, and use the distance calculation above

Healing :

- Healing on the spot : Roll for $QI + \text{Healing skill}$. The player chooses the number of dices that he wants to roll (+1D if the character has not the material needed for it (bandages, herbs, potions...)). If it is a success, the number of it points healed is equal to the number of dices that the player had chosen to roll. There is only one chance to heal on the spot for any set of wounds that a character received.
- Natural healing : After that, each day, the character rolls $FO + \text{Constitution skill}$ to heal 1 point (on 3D at rest with a healer and material, add 1D for any of those conditions not met).