

Rules and Such¹

Contents

Contents.....	1
Introduction.....	5
Character Generation	5
Characteristics and their Game Effects	5
Table 1: Characteristics and their Game Effects.....	5
Aspect	7
Table 2: Aspect.....	7
Background	8
Table 3: Social Status Table (revised)	8
Table 4: Order of Birth Table with Money and Experience Multipliers (revised) ²	9
Table 5: Noble Titles ²	10
Magic Colleges	10
Table 6: The Magic Colleges.....	10
Skill Sets and Adventuring Skills.....	11
Skills Sets	11
Diplomat.....	11
Herbalist.....	12
Table 7: Herbalist Abilities	13
Ranger Addendum	14
Adventure Skills.....	14
Climbing.....	14
Falling Damage.....	15
Jumping	17
Swimming	18
Hunting/Fishing.....	19
Table 8: Hunting Modifiers	19
Table 9: Looking for Water Modifiers	20
Minor Skills	20

¹ Last updated May 30, 2017.

Table 10: Minor Skills	20
Table 11: Skill Sets and Adventure Skills Point Costs.....	21
DragonQuest Combat.....	22
Overview	22
Table 12: Combat Terminology.....	22
<i>Initiative Value (IV)</i>	24
<i>Action Points/Tactical Movement Points</i>	25
Table 13: Action Points/Tactical Movement Points.....	25
Table 14: Racial Modifiers	25
Facing and Zones.....	26
Actions	26
Table 15: Action Point Expenditure Chart	27
<i>Engaged</i>	28
<i>Movement</i>	28
<i>Move</i>	28
<i>Shift</i>	29
<i>Bob</i>	29
<i>Withdraw</i>	29
<i>Modifiers</i>	30
<i>Drop</i>	30
<i>Rise</i>	30
<i>Jump</i>	30
<i>Turn</i>	31
<i>Pass</i>	31
<i>Combat</i>	31
<i>Initiative Value (IV) in Combat</i>	31
<i>How to Strike</i>	32
<i>Defense Rating</i>	32
<i>Evading and Parries</i>	33
Table 16: Parries	34
<i>Combat Actions</i>	34
<i>Prepare</i>	34
<i>Cache</i>	34
<i>Load</i>	34

<i>Fire</i>	35
<i>Hurl</i>	35
<i>Evade</i>	35
<i>Attack</i>	35
<i>Grapple</i>	35
<i>Special Attacks</i>	36
<i>Trip</i>	36
<i>Entangle</i>	36
<i>Restrain</i>	36
<i>Knockout</i>	36
<i>Shield Rush</i>	36
<i>Disarm</i>	36
<i>Mounted Combat</i>	37
<i>Aiming</i>	37
<i>Sweeping Attack</i>	38
<i>Inflicting Damage</i>	38
<i>Magical Damage</i>	39
<i>Effects of Damage</i>	39
<i>Impales</i>	39
<i>Magic in Combat</i>	40
<i>Preparing</i>	40
<i>Casting</i>	40
<i>Quickcasting</i>	40
<i>Combat Modifiers</i>	41
Table 17: Melee Combat Modifiers.....	41
Table 18: Ranged Combat Modifiers.....	41
Table 19: Close Combat Modifiers.....	42
Table 20: Environmental Condition Modifiers.....	42
Table 21: Miscellaneous Modifiers.....	43
Table 22: Special Damage Chart.....	44
<i>Spending Experience</i>	45
Increasing skill ranks during an adventure.....	45
Split Training.....	45
Appendix 1. Grievous Injury (Table 18.3).....	46

Appendix 2 – Multi-hex Figures.....	47
Appendix 3: Weapons Tables	48
Table 21: Swords and Knives:.....	48
Table 22: Axes, Maces, Picks, Maces and Clubs:	48
Table 23: Lances, Spears and Polearms:	49
Table 24: Missile Weapons, Missiles and Accessories:.....	50
Table 25: Missiles:	51
Table 26: Accessories:	51
Table 27: Entangling and Throwing Weapons:.....	51
Table 28: Special Weapons.....	52
Table 29: Shields.....	52
Table 30: Armour.....	53
Table 31: Experience Costs Per Rank.....	53
Appendix 4: Poisons in DragonQuest	57
How Poison Works.....	57
Poison Resistance	57
Soporifics	58
Who Can Identify Poisons?	58
Treating Poison.....	58
Plant and Synthetic Poisons.....	59
Poisonous Creatures	62
Supernatural Creatures	63
Magical Poisons	63
Appendix 5: Monster APA and TMR	64
Appendix 6: Firearms in DragonQuest.....	70
Appendix 7: Stormbringer 1 st Edition Style Demon Weapons and Armour.....	73
Demon Armour	73
Demon Weapons.....	73

Introduction

This is a collection of house rules as well as adapted extra rules for DragonQuest taken from various sources. All sources should be cited my apologies if some aren't.

If a rule isn't covered here it should be covered in the basic rules.

Character Generation

Characters are generated as per the rule book with the following modifications.

1. Roll for Race
2. Roll for Characteristic Points/Experience (see DQ 2nd edition)
3. Roll for Aspect using the included table
4. Assign Characteristics (see DQ 2nd edition). Note that Perception starts at 15 rather than 8.
5. Roll for background using the tables included below
6. All characters receive 10,000 experience points before the game starts. It is assumed that any fees or support money required by a profession have been paid for up to the current year. At least one Characteristic point must be purchased for non-mages. Note that magic users receive less than 6,500 points because of their expenditures on spells, talents and rituals. The section under Magic Colleges lists the point totals per college.
7. See additional Skills and Minor Skills listed below. This includes some modifications to the Ranger skill.
8. Finish character.

Characteristics and their Game Effects

This section describes the different characteristics and their in-game effects.

Table 1: Characteristics and their Game Effects

Characteristic	Game Effect
PS Physical strength	<ul style="list-style-type: none">• Determines the weapons you can wield. You do -1 DM for each point of PS you lack to wield the weapon and you can never get Ranks in that weapon.• For every 5 points of surplus PS you have over that required to wield a weapon you can add +1 to the DM but you have to add +6 % to your chance to break the weapon.• Used to Restrain opponents or break from a Restrain.• Adds or subtracts to your Close Combat attack chance for every point your PS is over or under your opponent's.• Determines how much weight you can carry. (see page 144 in the 2nd edition).
MD Manual	<ul style="list-style-type: none">• Determines the weapons you can wield. For each point of MD you are lacking you subtract -5% from the base chance AND you cannot get ranks

Characteristic	Game Effect
Dexterity	<p>in that weapon.</p> <ul style="list-style-type: none"> • Modified MD is added to all attack chances. • You have to roll under 3 x Modified MD to see whether you break or drop your weapon when you roll 99 or 100. • MD is reduced by some shields. • Reduces chance of accidentally poisoning yourself when using poisoned weapons. • Affects the following professions: Alchemist; Courtesan; Mechanician, Spy, and Thief. • Affects Climbing and Swimming skills.
AG Agility	<ul style="list-style-type: none"> • Modified Agility determines Action Point Allowance (APA) and Tactical Movement Rate (TMR). • Modified Agility determines your Initiative Value. (IV) • Modified Agility determines your base Defence value. • 3 x MAG is used to defend against Tripping attacks. • Used in Restrain attempts to attack and break free. • 3 x MAG is used to avoid falling when Shield rushed. • Reduced when wearing certain armours. • Reduced when carrying a lot of weight. • If your modified Agility is between 9 and 12 an opponent armed with a dagger can attack you twice in a Pulse (or 3 times if your MAG is under 8). • Each A Class weapon stuck in you reduces your AG by 3 points. Or 5 points for pole arms. • 2 x MAG is your base chance with Unarmed combat. • Affects the following professions: Alchemist; Courtesan. • Affects Horsemanship, Stealth and Swimming.
EN Endurance	<ul style="list-style-type: none"> • Determines FT Fatigue points. • Roll under EN to heal infections. • Expended to create magic items. • Adds to success chance when using potions or anti-venom. • Adds to success chance when being administered to by a Healer. • Determines how long you can resist torture. • Low EN (10 and under) means you recover FT points slower.
MA Magical Aptitude	<ul style="list-style-type: none"> • Determines your Magic Resistance. • Each Magical College has a minimum MA requirement equal to the number of General Knowledge spells and rituals the College has. • MA determines the base chance of some rituals and wards. • You can only know as many spells and rituals at Rank 5 or less as you have points of MA.

Characteristic	Game Effect
	<ul style="list-style-type: none"> Each point over/under 15 adds/subtracts 1% from your casting chance with spells.
WP Willpower	<ul style="list-style-type: none"> Used to resist unconsciousness. 4 x WP roll used to determine whether you lose your concentration when attacked or interrupted. Used for casting spells and rituals and aiming a missile weapon. Used to determine whether you suffer the effects of some poisons. Used to resist torture. Affects the following professions: Astrologer; Beast Master; and Military Scientist. Used to resist the skills of Troubadors. A Fear check is 4 x WP. Affects Horsemanship.
PC Perception	<ul style="list-style-type: none"> Adds to your Initiative Value (IV). Determines how observant a character is. Used to determine whether a character can attack an Obscured hex or not. (4 x PC). Base of various magical Talents, e.g. Witchsight, Predict Weather, Infravision, Detect Aura, Used by Namers as their ability to determine True Names. Affects the following professions: Assassin, Astrologer; Healer; Merchant; Military Scientist; Navigator; Ranger; Spy; Thief

Aspect²

This table for Aspect replaces the one found in the rules. Roll Aspect before distributing characteristics.

Table 2: Aspect

Roll	Aspect	Sign
01 – 07	Winter Stars	Air
08 – 10	Winter Stars	Water
11 – 15	Winter Stars	Fire
16 – 20	Winter Stars	Earth
21 – 25	Spring Stars	Air
26 – 30	Spring Stars	Water

Besides the regular modifiers listed in 7.2 (pg. 10 Bantam DQ2) the following modifiers also apply. Whenever a player is involved in a situation in which his astrological sign comes into play (being effected by magic of an opposite element, for example) there is a die roll bonus of plus or minus 10.

For example: a character with a water sign would get +10 to actions while immersed in water, e.g. swimming and get +10 magic resistance versus spells and rituals from the College of Water. Conversely the same character would suffer from a -10 when entering a burning building or resisting spells from the College of Fire Magic. There will also be a lesser modifier if the same character is out in the rain (+5) or in a hot arid

² Adapted from Ares Magazine no. 12

31 – 35	Spring Stars	Fire
36 – 40	Spring Stars	Earth
41 – 45	Summer Stars	Air
46 – 50	Summer Stars	Water
51 – 56	Summer Stars	Fire
56 – 60	Summer Stars	Earth
61 – 65	Fall Stars	Air
66 – 70	Fall Stars	Water
71 – 75	Fall Stars	Fire
76 – 80	Fall Stars	Earth
81 – 86	Sun	None
86 – 90	Moon	None
91 – 96	Life	None
96 – 00	Death	None

environment (-5).

Also, if he chooses a College which matches his sign, all spells, rituals, and talents are given a + 5 to their Base Chances. They would also get a -5 to all Base Chances if they joined an opposed college.

Background

This section shows the revised social status table for DQ.

Table 3: Social Status Table (revised)³

Social Class	Human	Halfling	Elf	Dwarf	Goblin	Giant	Lloroi	Eloia	Selkie	Shape Changer
Barbarian	01-05	—	—	—	01-20	01-20	—	—	—	01-15
Slave	06-10	01-05	—	01-05	21-30	—	—	01-25	—	16-25
Woods Dweller	11-15	—	01-45	—	—	—	—	26-50	—	—
Miner	16-17	—	—	06-35	—	—	—	—	—	—
Peasant	18-25	06-15	—	—	31-40	21-30	—	—	—	26-35
Farmer	26-31	16-35	—	—	—	31-50	01-25	51-70	01-50	36-45
Townsmen	32-38	36-55	—	36-40	—	—	26-75	71-90	—	—

³ DragonQuest Open Source pg. 6 and Dragon Magazine May 1985

Social Class	Human	Halfling	Elf	Dwarf	Goblin	Giant	Lloroi	Eloia	Selkie	Shape Changer
Soldier	39-46	—	—	41-50	41-50	—	—	—	—	—
Craftsman	47-53	56-75	46-65	51-65	—	51-65	76-00	—	—	—
Adventurer	54-63	76-85	66-80	66-75	51-60	66-75	—	91-100	—	46-65
Bandit	64-70	—	—	76-80	61-75	75-90	—	—	—	66-80
Pirate/Sailor	71-77	—	81-85	—	76-85	—	—	—	51-00	81-85
Merchant	78-84	86-95	—	81-85	86-95	—	—	—	—	86-95
Merchant Prince	85-88	—	—	—	—	—	—	—	—	—
Lesser Nobility	89-97	96-00	86-95	86-95	96-00	91-95	—	—	—	96-00
Greater Nobility	98-00	—	96-00	96-00	—	96-00	—	—	—	96-00

Table 4: Order of Birth Table with Money and Experience Multipliers (revised)²

Social Class	Money Multiplier	Experience Multiplier	Order of Birth		
			Bastard	Legitimate	First
Barbarian	2	1.2	01-10	11-85	86-00
Slave	1	0.9	01-25	26-95	96-00
Woods Dweller	4	1.0	01-10	11-80	81-00
Miner	7	1.0	01-05	06-85	86-00
Peasant	2	0.8	01-30	31-85	86-00
Farmer	4	0.9	01-17	18-81	82-00
Townsmen	5	1.0	01-13	14-92	93-00
Soldier	5	1.1	01-13	14-92	93-00
Craftsman	5	1.0	01-13	14-92	93-00
Adventurer	5	1.2	01-13	14-92	93-00
Bandit	8	1.2	01-15	16-90	91-00
Pirate/Sailor	8	1.2	01-15	16-90	91-00
Merchant	6	1.0	01-20	21-89	90-00

Merchant Prince	10	0.9	01-24	25-87	88-00
Lesser Nobility	5	0.8	01-27	28-96	97-00
Greater Nobility	10	0.7	01-35	36-98	99-00

Table 5: Noble Titles²

Roll	Lesser Nobility	Greater Nobility
1-5	Knight (Sir/Lady)	Marquis/Marchioness
6-8	Baron/Baroness	Duke/Duchess
9-10	Count/Countess	Prince/Princess

Magic Colleges

Players may belong to any college they like. At the start of the game they are assumed to know all the Talents and General Knowledge spells and rituals of their College plus the General and Special Counter Magic spells for their College at Rank 0. I totaled the values for each College using the Experience Multiplier and came up with the totals found under the Basic Cost column. I subtracted this amount from 10,000 to come with the value in the fourth column. This shows how many bonus experience points the character has available.

Table 6: The Magic Colleges

	College	Basic Cost	Minimum MA	10,000 -	Source Book	Branch
1	Enspellments and Enchantments	4,325	15	5,675	DQ 2nd edition	Thaumaturgies
2	Mind	3,300	10	6,700	DQ 2nd edition	Thaumaturgies
3	Illusions	1,675	8	8,325	DQ 2nd edition	Thaumaturgies
4	Namers@	5,400	1	4,600	DQ 2nd edition	Thaumaturgies
5	Air	2,175	12	7,825	DQ 2nd edition	Elementals
6	Water	3,000	17	7,000	DQ 2nd edition	Elementals
7	Fire	1,650	13	8,350	DQ 2nd edition	Elementals
8	Earth	1,350	21	8,650	DQ 2nd edition	Elementals
9	Celestial	1,925	13	8,075	DQ 2nd edition	Elementals
10	Necromancers	2,975	14	7,025	DQ 2nd edition	Entities
11	Black Magic	4,850	17	5,150	DQ 2nd edition	Entities
12	Greater Summonings	2,350	8	7,650	DQ 2nd edition	Entities
13	Lesser Summonings	3,650	18	6,350	Arcane Wisdom	Entities
14	Shaping	3,775	15	6,225	Arcane Wisdom	Thaumaturgies
15	Rune	3,925	17	6,075	Arcane Wisdom	Thaumaturgies
16	Witchcraft	3,375	18	6,625	Poor Brendan's Almanac	Entities

	College	Basic Cost	Minimum MA	10,000 -	Source Book	Branch
17	Time	3,100	14	6,900	Poor Brendan's Almanac	Elementals
18	White	5,410	21	4,590	DQ Open Source	Entities

@Namers start with the game knowing the General and Special Magic Counter Spells for all the colleges at rank 0.

Skill Sets and Adventuring Skills

Skills Sets⁴

Diplomat

A diplomat is skilled in the arts of communications and politics. Diplomats find employment as governmental representatives in foreign courts, as bureaucrats and officials of government, and as representatives of their leaders in their absence. Diplomats may also sometimes be found in the employ of merchants dealing in foreign trade.

A diplomat must be able to speak his government's language at Rank 8. In order to progress past Rank 1 the diplomat must also be able to read and write his government's language at Rank 8. It is sometimes the case that the court language is not the same as that spoken by the people of the land, so this distinction may be relevant. In order to advance beyond Rank 3 a diplomat must also be able to speak and to read and write at least one foreign language at Rank 8.

A diplomat can assess the current social standing of other sentients he meets. A diplomat's chance of successfully recognizing another's social standing is equal to $40 + (6 \times \text{Rank})\%$. Additionally, when a figure attempts to deceive a diplomat with a disguise, subtract $(2 \times \text{Rank})\%$ from the success chance.

A diplomat is able to appear non-hostile and can avoid offending others. When making an encounter reaction roll for a diplomat, or for a party with a diplomat as their spokesman, the die roll should be adjusted by $(2 \times \text{Rank})$ in the diplomat's favor.

A diplomat will be aware of court politics and the rumors surrounding court life. A diplomat will know all of the major figures at court (or at least will recognize them if he is not personally acquainted) and will be conversant with his lord's stand on major issues of importance. The chance of a diplomat knowing a secondary figure or issue is equal to $[50 + (5 \times \text{Rank})]\%$ and the chance of his being familiar with minor figures or issues is equal to $[10 + (8 \times \text{Rank})]\%$. The GM should make all rolls for a diplomat's knowledge secretly. If the roll is above $(90 + \text{Rank})$ then the diplomat should instead be given erroneous information. When serving at a foreign court, the diplomat is treated as being at 3 Ranks lower than his actual Rank if the court is hostile to his lord's. If the foreign court is neutral, he is treated as being 2 Ranks lower, and is treated as being 1 Rank lower if in the court of an ally. If the diplomat is not familiar with a particular issue or rumor, he may spend $(12 - \text{Rank})$ days investigating. If the GM's roll is successful, the diplomat has found the information he was seeking. A diplomat must be in service at court for a number of days equal to (20 Rank) before he can perform any of

⁴ Poor Brendan's Almanac

his tasks. Any task performed before he has acclimated is treated as though he were 2 Ranks below his true Rank. If a diplomat is gone from a court for more than (Rank) months he will be forced to reestablish himself at that court upon his return.

A diplomat is able to negotiate differences and settle disputes between parties. A diplomat may advance a proposed settlement to one of the parties. The time needed to negotiate a dispute as well as modifiers to the diplomat's chance of reaching an agreeable settlement will depend on the complexity of the issue, and are left to the GM's interpretation. The base chance of the proposal's acceptance is equal to $(6 \times \text{Rank})\%$. Once one party accepts the proposal, the diplomat must present it to the other side, with the same Base Chance. If both sides accept the settlement, the issue is resolved. Otherwise, the diplomat must begin a new round of discussion. Each subsequent round of proposals increases the diplomat's chance by +5, up to a maximum of +30. However, if at any time the roll for acceptance of a diplomat's proposed settlement is above $(90 + \text{Rank})$ the entire process has broken down, perhaps even with dire consequences for the diplomat himself.

A diplomat is familiar with the customs of other cultures. When performing social activities, addressing nobles, following local customs, etc., a diplomat's chance of knowing the proper forms is equal to $[20 + (6 \times \text{Rank}) + (2 \times \text{Rank in the appropriate Language})]\%$. If the diplomat fails his roll, the degree of error and the consequences of such an error should be interpreted by the GM depending on how badly the roll was missed.

A diplomat in the full time service of a major noble will receive an annual stipend of $[1000 + (500 \times \text{Rank})]$ Silver Pennies. A diplomat's pay will vary from this based on the employer's position, the diplomat's responsibilities, etc. The GM should use this formula as a base guideline and figure an appropriate amount based on the diplomat's actual circumstances.

A diplomat must spend $[200 + (50 \times \text{Rank})]$ Silver Pennies annually to maintain a proper wardrobe and appearance plus $[50 + (25 \times \text{Rank})]$ Silver Pennies each month while serving in court for gifts and entertainments. A diplomat who does not meet the former requirement is treated as being at one Rank lower than his actual Rank. A diplomat who has not made the latter payment is treated as being two Ranks below his actual Rank and will be forced to spend twice the time needed to investigate rumors or information or to settle in at court.

Herbalist

Due to the presence of mana in the DragonQuest world, there exist magical plants, as well as ordinary plants with which magic can be worked. The herbalist is an individual who has detailed knowledge of magical plants and their properties as well as extensive education in the uses of non-magical plants.

An herbalist's training is particular to a specific ecological zone, and his ability to use his skill in another zone is limited. The herbalist will be familiar with the plants of the zone of his training. Unlike a ranger, the herbalist will be familiar with plants of different terrains, but primarily those from the area where he lives. It will be necessary for the GM to outline the boundaries of the particular ecological zones and to determine which plants are native to that environment. The herbalist understands the effects and uses of all plants native to his particular ecological zone. An herbalist has a chance to know the general effects of a foreign plant equal to $(\text{Perception} + 2 \times \text{Rank})\%$.

An herbalist may attempt to analyze a new or unfamiliar herb or plant in order to determine its properties. His chance of success is $(\text{Perception} + 8 \times \text{Rank})\%$ if the plant is found in his native ecological zone, and half that if it is not. If the GM's die roll is above the herbalist's success chance, the herbalist may be given partial information or erroneous information depending on the die roll. The herbalist must spend $120 - (10 \times \text{Rank})$ hours in an herbal laboratory (although not necessarily all at one time) to perform the analysis.

An herbalist gains certain abilities as he gains Rank.

Table 7: Herbalist Abilities

Rank	Ability
0	Identify Common Plants and Herbs
1	Perfumer, Use of Common Remedies
2	Basic Herbalism
3	Cure Infections
4	Cure Diseases, Create Pain- Killers
5	Cure Wounds
6	Formulate Drugs
7	Advanced Herbalism
8	Create Poisons and Antidotes

An herbalist may create perfumes and dispense common remedies. The herbalist must spend $(12 - \text{Rank})$ hours and $100 + (5 \times \text{Rank})$ Silver Pennies to distill each quarter ounce of perfume oils. Common folk remedies are easily found and grown by an herbalist.

The herbalist learns to create herbal compounds for a variety of purposes. The GM must create a list of basic herbal compounds for the players. They may be for such things as sleeping draughts, headache remedies, and the like. Advanced herbal compounds are for more complex ends such as enhancement of the senses, sleeping potions and so forth.

The herbalist can create unguents to cure infections, wounds, and diseases and can formulate pain-killers. To cure infections the herbalist must spend $180 - (10 \times \text{Rank})$ minutes to create the mixture. The percentage chance of success is $10 + (9 \times \text{Rank})$. Different plants can be used to cure a variety of ailments and diseases. An herbalist has an $(8 \times \text{Rank})\%$ chance of curing these maladies. To cure wounds or diseases, the herbalist must spend an amount of time equal to $300 - (15 \times \text{Rank})$ minutes mixing and preparing the herbs. The herbal wound cure takes $(12 - \text{Rank})$ hours to take effect and cures wounds equal to $D + (\text{Rank} - 5)$ points.

An herbalist can prepare therapeutic and recreational drugs.

An herbalist may create poisons and poison antidotes. He must spend (20 - Rank) hours to create a poison or antidote, and the procedure will cost 750 - (60 x Rank) Silver Pennies. The poison or antidote will be of the natural variety (as outlined under Alchemist) and may be either a Nerve Agent or a Blood Agent. The poison will cause (D5 + Herbalist's Rank) points of damage. Refer to Alchemist for additional details.

An herbalist must pay 100 Silver Pennies a year for upkeep of his laboratory. He must pay the cost of the building plus an additional 1500 Silver Pennies to construct his lab. An herbalist without access to lab facilities performs at 3 Ranks below his true Rank in all but the assay skill (114.1). An herbalist may also construct a greenhouse at an additional cost of 1500 Silver Pennies. It costs 250 + (100 x Rank) Silver Pennies to maintain the greenhouse each year. If the herbalist has no greenhouse, all the plants will have to be acquired from some other source at additional cost. The GM must require an herbalist without a greenhouse to pay to acquire the necessary herbs and plants.

Ranger Addendum⁵

The following are additions to the original write-up of the Ranger from DQ 2nd Edition.

A Ranger adds 2% per Rank to his Stealth ability when he is in the environment of his specialty. There is no bonus in other environs. In addition, a ranger will develop a deep knowledge of the area surrounding his home, and will be at an advantage when acting in his home terrain. Every three months that a ranger spends at home practicing his craft, he adds 1 mile to his home area radius to a maximum of (Rank) miles. A ranger's chance of remaining undetected in setting an ambush is increased by (3 x Rank) in his home terrain.

A ranger is adept at setting, baiting and concealing traps in the environ of his specialty. He has a percentage chance to catch anything equal to 20 + (6 x Rank) per trap. He must spend 60 - (5 x Rank) minutes to set each trap. A ranger setting a trap outside of his specialty environment is treated as if he were only half his true Rank.

When a ranger makes a surprise ranged attack in his environ of specialty he adds 1% per Rank to hit and 1% per 2 Ranks to his chances of scoring an endurance hit or a grievous injury. If a ranger scores an endurance hit, his target will sustain the full damage, plus an additional 50% of the damage due to bleeding at the rate of 1 point per 30 seconds.

A ranger must pay 100 + (100 x Rank) Silver Pennies a year for special weapon points, camouflage clothing, weapon maintenance, etc.

Adventure Skills

The following minor skills are also available to characters.

Climbing⁶

"An adventurer can use his/her climbing skill to climb a structure. Climbing Skill is an adventure skill like Horsemanship and Stealth. It operates in exactly the same fashion as the thief's climbing skill: $([4 \times MD] + [10 \times \text{Rank}]) - (\text{Distance climbed in feet}/10)$. A check is made for each entire vertical surface. If a failure occurs, roll

⁵ Poor Brendan's Almanac. There are aspects of the hunting skill which I decided not to use.

⁶ Modified version of the climbing rules found in DQ Open Source

% dice to determine at which height the character fell. A 100 would indicate that character fell from the top of the climb. Consult falling damage rules if a fall occurs.

“If the climber cannot see the surface he is climbing, the base chance is reduced by 15%. If the surface is unusually sheer, the chance is reduced by 20%. The presence of a firmly anchored rope to aid the ascent will increase the base chance by 50%.”⁷

Further descriptions not included in the Thief ability, but which should apply equally:

Once a ledge, or similar area, where a character can stand freely and rest is reached, the climb has ended. If he proceeds upward from that point, another success check must be rolled.

GM should account for loss of fatigue as climbing is a strenuous activity, and penalizes the climber as he sees fit. Typically a -10 should be applied for any character with 0 Fatigue.

A character can have both thief and climbing skill, in which case the higher rank applies for determining success.

If a character's rank in Thief is higher than his rank in Climbing, he need only expend half the experience to gain rank in the Climbing skill.

A character who has the Ranger Skill, and is has selected mountains (not caverns), as his area of specialty, need only expend half the experience points to gain rank in climbing, up to a rank equal to his rank in Ranger.

Armor affects a character's chance to successfully climb, similar to the way it effects Stealth, only the penalty is doubled, with the exception that Leather receives a -5 penalty, and cloth does not receive any bonus.

Furthermore, the chance of success is increased or reduced by 1 for each point above or below 15 that a character has in Physical Strength and Modified Agility.

Roll of 00 is an automatic failure, no matter what the percentage chance was, and likewise a roll of 01 is always a success.

Falling Damage⁸

These rules provide for accidental falls as well as planned falls and jumping down from heights.

Here's the formula with explanations to follow:

Damage Points = Falling Points - Absorption Points

Damage Points = (Dist x Sfc Mult) - (Mod AG - 2d10)

How it works:

1. Falling Points are calculated based on distance fallen and landing surface.

⁷ Dragon Magazine December 1984 pg. 62

⁸ DQ Open Source

Falling Points = Distance (in feet) x Landing Surface Multiplier

Landing Surface Multiplier Chart

0.5 = Water, Hay Stack.

1.0 = Hard Ground, Flat Rock.

1.5 = Hard Protrusions, Jagged Rock.

GM should assess Multiplier as he sees fit. Perhaps a 0.9 for a wooden floor.

2. Absorption Points are determined based on MAG minus a dice roll. For planned jumps, use just the MAG without the dice roll.

Absorption Points = Modified Agility - 2d10 (special - see note)

Note 1 - Roll 2d10, but treat 0's as zero not ten, ie. a roll of 2&0 would total 2 and not 12. There is also a special rule for rolls of 99. If a fall results in damage to the character, and a 99 was rolled, then the character has received a broken neck.

3. Actual Damage Points are a result of subtracting Absorption Points from Falling Points. Actual damage is applied to Fatigue and then Endurance. Unlike combat damage, once Fatigue runs out, the remainder of the actual damage is subtracted from Endurance. Armour and shields do not protect.

Damage Points = Falling Points - Absorption Points

4. Grievous Injuries: For every 10 Endurance points taken due to a fall, roll a Class C grievous injury check. For most characters, you'd have to be dead to receive 2 grievous rolls. If the roll falls between 01-69, no grievous injury occurs. 70-00, take the grievous injury.

EXAMPLE A: Delion gets pushed off a 35 foot cliff by a nasty Orc. Delion has FT=21, EN=19, and Mod AG=12. Lucky for Delion there are no jagged rocks where he lands. He rolls a 2&6 on his dice roll. He takes: $(35 \times 1.0) - (12 - 8) = 35 - 4 = 31$ points of damage. He loses all his Fatigue and $31 - 21 = 10$ points to Endurance so he's down to 9 EN and rolls a grievous. 78! Oh no! A massive chest wound! Broken ribs and other nasty stuff, he takes 5 more Endurance, now he's down to 1 EN. In 4 months when he recovers, he'll kick the Orc's behind I'm sure.

EXAMPLE B: Strongbow returns the favor to the Orc, unfortunately for the Orc, he doesn't miss the jagged rocks and boulders. The Orc has FT=24 EN=23 Mod AG=14. The Orc rolls a 7&9, he takes: $(35 \times 1.5) - (14 - 16) = 42 - (-2) = 44$ points of damage. All 24 FT and 20 more to EN now he's down to 3 EN, and has to roll for grievous twice. The first roll = 03, nothing. The second roll = 68, nothing again. The lucky Orc is unconscious but alive.

EXAMPLE C: Strongbow, realizing that his friend is hurt and that the Orc isn't dead yet, decides to jump down and correct the situation. FT=24 EN=17 Mod AG=14. He tosses down his pack and weapons (hope nothing broke), now his Mod AG is 17. He hangs off the side of the ledge, effectively reducing his fall by 5 feet, and jumps from there. He takes: $(30 \times 1.0) - (17) = 30 - 17 = 13$ points of damage. He's got 11 FT and all 17 EN, plenty of strength to kill the Orc, and help the Dwarf to safety.

(Optional) Miracle Rule: Everyone has heard about someone falling a great distance, and surviving, well maybe your character needs the same miracle. If your character dies from a fall, you can call upon the god(s) for just such a miracle. Calculate the damage the character took from the fall, and the resulting negative Endurance points. The Character can get 2 points of Endurance back, but has to make a Class C grievous check. A roll of 70-00 means the character takes that injury. However, should he roll 01-69, he will get the 2 points back on EN. The character can continue to do this until he is either alive or mutilated beyond all recognition. Basically any character that needs more than 4 EN points to regain life will have to be very lucky to survive. It might even be fun to keep a tally of the mounting injuries a character takes until he finally gives up GM can pull the plug on the character after any grievous if he wants.

Jumping⁹

Here are guidelines for various types of jumps.

1. Broad Jump: A broad jump is any jump where a character does not take a running start to make a jump. One or two steps make little difference in the distance actually cleared. A successful broad jump can be completed without tripping or falling, and needs only one step for recovery room where he or she lands. A player needs only room to plant his or her feet to make a standing broad jump.
2. Long Jump: A running long jump requires a good deal of running room to gain the maximum distance. Both a runway and landing strip are required for long jumps. The runway should be equal to twice the distance attempting to be cleared, and the landing strip should be equal to the distance jumped.
3. Jumping Distances
An average character can make a standing broad jump a distance equal to their height plus 6", and a running long jump equal to twice the broad jump distance. Modifications to this are based on higher and lower than average Physical Strength and Agility scores. Add 3" to a character's height for each point PS or Agility are over 15, and subtract 3" for each point under 15. Use modified ability scores to determine a character's ability in armor and with the items he or she is carrying.

Example Delion has a PS of 24 and a Modified Agility of 11 in his armor. He is 4' 3" tall, so he can broad jump 4' 9" + Strength (9 x 3") and - Agility (4 x 3") for a total of 6'0". His long jump would be 12'0".

4. Extending for that extra distance Extra distance can be added to a broad jump by diving forward. You can gain up to half your height in this fashion, but an agility check should be made. If for example Delion were broad jumping a 7' pit, he would have to dive, and catch onto something. Increase or decrease the agility roll depending on what there is to catch on the other side. If for example there were a handrail built into the edge of the pit, he should have a fairly good chance of catching it, say 5 times agility.

Two types of extensions can be attempted for a long jump, the leg extension or the dive. Leg extension landings, similar in fashion to Olympic long jumping, can add half of your height to a jump. If you extend in this fashion, you come to a crash landing, and take 1 fatigue point of damage, if no fatigue, then endurance.

Diving forward at the end of a long jump is a very dangerous maneuver. If attempted, a character should suffer damage similar to a fall of the same distance jumped. Like falls, the surface landed on can reduce or

⁹ DQ Open Source

even eliminate any damage. In the case of a dive, the player must catch on to something similar to a broad jumping dive.

5. Short Runways and Landings There are often times when the runway is not the required two times the distance to be jumped. A runway must be longer than the character's height who is attempting the jump, only broad jumps may be made if the runway is less than the jumper's height. In the case of a short runway follow these procedures to determine jumping distances.

Lets say Delion, in armor, needs to clear a pit that is somewhat less than 10 feet across, but he has only a 10' runway. Divide the runway distance (10') by Delion's maximum long jump runway distance, ($12' \times 2 = 24$ feet) the result is 42%. Multiply this by Delion's broad jumping distance ($.42 \times 6' = 2.5'$) then add it to his broad jumping distance ($6' + 2.5' = 8.5'$) to see how far he can jump with the short runway. He may jump 8.5' with the 10' runway. Only dive extensions are available for short runway jumps. In this case, Delion can either dive to make sure he clears that pit, or remove his armor and weapons, and throw them across before jumping.

If the required amount of landing strip is not available, there are two options. In the case where a player is attempting to jump a 15' pit in a passageway, but the passage turns 10' after the pit, the player will end up slamming into the wall before coming to a controlled stop. The player should roll for falling damage of Required Landing strip minus Available Landing strip. In this case it would be a 5' fall, which would usually not end up in any damage. If a player were jumping a 15' pit and were trying to land on a 3' ledge, ouch! Essentially the player would be running full speed into a wall. That can really hurt.

The second option is the case where the landing strip ends into open space. If you are jumping from rooftop to rooftop, and you end up jumping a 15' gap and landing on a small roof area, with only 10' of landing space, you will need to dive onto the roof to avoid sailing over the edge. In this case you can continue your jump to another roof, hope one is nearby, or do a fall and roll, take damage similar to hitting the wall. If the rooftop is even smaller, you'll have to make a dive or leg extension landing, and take appropriate damage.

Swimming¹⁰

Swimming is a minor skill but characters do not start ranked in it. The chance of swimming without incident is somewhat dependent on the time which will have to be spent in the water, reckoned in increments of 15 minutes. For example, if a character will have to swim for half an hour, then the "duration" in the formula for the base chance is 2. The base chance for a successful swim is $(EN + WP + MD) + (10 \times Rank) - (duration^2)$ minus the square of the duration. Thus, a Rank 1 swimmer with EN 15, WP 12, and MD 18 who is trying to swim for an hour has a 39% chance of succeeding: $(15 + 12 + 18) + (10 \times 1) - (4 \times 4) = 39$. The base chance is adjusted by +30% if the water is very still, by -30% if the water is unusually rough, by -20% if the character was completely unprepared for a swim (i.e., thrown in unawares), and by a negative amount equal to the square of $(AG \text{ loss due to armor} + AG \text{ loss due to encumbrance})$. If the roll is failed and the character is alone, the unfortunate swimmer drowns. If a companion is traveling with the character, all is not lost: the companion may attempt to save the victim, at a base chance of $(2 \times \text{companion's AG}) + (5 \times \text{companion's Rank})$, with modifiers of +20 for still water and -30 for rough water. If this roll also fails, the character is dead. Even if the companion manages

¹⁰ Dragon Magazine December 1984 pg. 62

to keep the character from drowning, the character being saved takes 1D10 damage directly to Endurance and must make a new attempt to complete the swim. If this second attempt also fails, the character drowns with no possibility of being saved by a companion. A character who has not attained any Rank with Swimming but who needs it anyway has to make a roll against (4 x modified AG) to stay afloat — and repeat this for every minute spent in the water. The character who can't swim may be able to keep from sinking, but cannot make any headway in the water.

Hunting/Fishing¹¹

Hunting is the skill used to find food and water. Everyone starts at Rank 0. Everyone in a party may hunt but this does slow the party down. The hunter (who works alone for the most part) travels separately and the whole party reassembles at nightfall to share the spoils. It is possible to spend zero hours hunting and still catch something; this represents making the best traveling time possible while still checking out potential targets along the way and getting lucky. At the end of the day, add up the modifiers from the following chart, add the roll of 1d10, divide by 10, and subtract 1. The result, rounded off to the nearest whole number, is the number of person ration-days obtained by the day's hunting efforts. Fresh food can be kept for up to three days before it becomes inedible. The number of party members this food will feed is a function, to some extent on what those members are. A giant consumes 3 human-sized rations per day, and even the smallest of the humanoids in the group consumes at least one ration a day.

Note that this skill can also be assigned as a Fishing skill with the exact same modifiers. Note though that you are unable to make any progress on the map while fishing.

Table 8: Hunting Modifiers

Condition	Modifier
Armed with a missile	Rank with weapon
Perception	2 x Perception
Ranger skill (all types)	Rank
Ranger in correct terrain	2 × Rank
Per hour of hunting	+2
In desert (or other waste)	-20
In forest/swamp (or other life-dense)	+10
Hunting skill	5 x Rank

Finding water is easier than finding food, for several reasons, not the least of which is the self-fulfilling prophecy that it simply is easier to find. Water doesn't hide; sources of water are much larger than the typical

¹¹ Dragon Magazine October 1983

game animal; and one source will suffice for the entire party to slake its thirst. Searching for water occurs during the same time as normal hunting. Use the table above to determine some of the appropriate modifiers, but don't use the desert and forest/swamp modifiers or the missile-weapon modifier. For the effects of varying terrain on the chance of finding water, use the modifiers below:

Table 9: Looking for Water Modifiers

Terrain	Modifier
Mapped source of water in this hex	+90
Forest	+30
Desert	-30
Swamp	-10
Other	+15

The resulting number (using the same process described above for hunting) is the percentage chance of finding a water source during the day.

Minor Skills¹²

This is a series of minor skills that characters can obtain to add colour to his character. Here's a list:

Table 10: Minor Skills

Baker	Cook	Herald	Shipwright	Tanner
Boatwright	Cooper	Innkeeper	Smith, Armour	Vintner
Bowyer	Falconer	Jeweler	Smith, Cooper	Weaver
Brewer	<i>Fisherman</i>	<i>Lumberjack</i>	Smith, Iron	Wheelwright
Cabinetmaker	Fletcher	Mason	Smith, Silver	
Calculator (Math)	Gambler	Potter	Smith, Weapon	
Carpenter	Gardener	Sailor	Stonecutter	
Cartographer	Glassblower	Scribe	Tailor	

The skills in italics are ones I added. The costs are the same for any of these skills.

¹² Poor Brendan's Almanac

Table11: Skill Sets and Adventure Skills Point Costs

Rank	0	1	2	3	4	5	6	7	8	9	10	Total
Adventure Skills												
Stealth	0	500	1,000	1,500	2,000	2,500	3,000	3,500	4,000	4,500	5,000	27,500
Horsemanship	0	125	250	375	500	625	750	875	1,000	1,125	1,250	6,875
Speak Language	200	75	125	300	550	850	1,350	1,700	2,250	2,900	3,500	13,800
R/W Language	250	100	150	350	700	950	1,500	1,850	2,500	3,200	4,000	15,550
Climbing	0	150	300	450	600	750	900	1,050	1,200	1,350	1,500	8,250
Swimming	100	200	300	400	500	600	700	800	900	1,000	1,100	6,600
Hunting	0	200	50	100	150	200	300	400	500	750	1,000	3,650
Minor Skills	200	100	200	300	400	500	600	700	800	900	1,000	5,700
Skill Sets												
Alchemist	800	350	1,200	2,650	4,350	6,500	8,650	11,100	12,750	14,500	17,000	79,850
Assassin	600	250	750	1,700	2,900	4,200	5,750	7,550	9,500	11,700	14,100	59,000
Astrologer	400	150	500	1,150	2,050	3,100	4,400	5,900	7,500	9,500	11,500	46,150
Beast Master	600	250	750	1,650	2,800	4,300	5,600	7,350	9,300	11,400	13,750	57,660
Courtesan	250	100	200	500	950	1,450	2,050	2,800	3,600	6,300	8,000	26,200
Diplomat	250	125	250	750	1,200	1,800	2,500	3,800	4,600	6,500	9,000	30,725
Healer	1,000	400	1,600	3,500	5,800	8,400	11,400	14,700	18,500	22,500	26,750	114,550
Herbalist	700	300	800	1,750	2,800	4,500	5,500	7,500	9,700	11,250	13,000	60,800
Mechanic	600	250	650	1,500	2,600	3,900	5,300	7,000	8,850	10,900	13,000	54,550
Merchant	300	125	300	850	1,400	2,200	3,400	4,200	5,300	6,800	9,500	34,375
Military Scientist	300	125	350	950	1,500	2,350	3,100	4,150	5,400	6,750	10,000	34,975
Navigator	400	150	400	900	1,550	2,400	3,350	4,450	5,750	7,100	10,500	36,950
Ranger	600	250	800	1,650	2,750	4,100	5,650	7,350	9,300	11,400	13,250	57,100
Spy	500	200	600	1,400	2,400	3,600	5,000	6,600	8,400	10,400	12,600	51,700

Rank	0	1	2	3	4	5	6	7	8	9	10	Total
Thief	750	300	1,050	2,350	4,000	5,750	7,900	10,250	12,900	14,850	16,000	76,100
Troubador	250	100	200	500	1,050	1,450	2,100	2,800	3,900	4,600	7,000	23,950

DragonQuest Combat

Overview

Combat in DragonQuest is brutal and bloody. Opponents try and outmanoeuvre each other and destroy or capture each other. Here is an overview of how this works starting with the basics.

Your character's Agility determines how fleet of foot you are and how many actions you can perform in one **Pulse** (5 seconds in duration). Order is determined by your **Initiative Value (IV)** with the **Figure** (character, NPC, monster, whatever) with the highest IV going first and then others going in descending order of IV.

Note: Important concepts are capitalized and bolded in the following. Section headings are also italicized.

During combat there are two basic things **Figures** can do **Move** or **Fight**.

NB: Whenever a new **Pulse** starts a **Figure** who has not had a chance to act yet is considered to be still performing the last **Action** it was performing the previous **Pulse**.

Table 12: Combat Terminology

Term	Definition
Figure	A character, monster or NPC or anything that may act during a Pulse .
Pulse	5 second period of time in which Figures take Actions .
Action	Any activity that a Figure can perform during a Pulse . Each Action uses up one or more Action Points .
Action Points	Cost of performing Actions during a Pulse . The number of Action Points a Figure has are determined by its modified Agility .
Facing	Every Figure must face one specific hex side on the tactical display. The hex in front of the character and the two hexes adjacent to this one are the Figure's Front Hexes . The other three hexes are its Rear Hexes . Larger, multi-hex Figures have more Front and Rear Hexes and may have Flanks as well.
Engaged	Figures that are in each other's Melee Zones are considered Engaged. All other Figures are considered Unengaged. Note: You can only <i>Engage</i> one opponent at a time unless your ranks with a <i>Prepared</i> weapon are equal to or greater than the combined ranks of all the Figures you are <i>Engaged</i> with.

Term	Definition
Strike Zone	The Front Hexes of any Figure armed with a Melee Weapon or a Natural Weapon are its Strike Zone . Normally a Figure may only Attack other Figures in its Strike Zone . (Some longer weapons like a Pike or Lasso allow Figures to extend their Strike Zone . This is also true for larger Figures like Giants or Dragons). Note that Movement may be curtailed if a Figure enters an enemy Figure's Strike Zone .
Fire Zone	An area that extends outward from the Strike Zone in which a Figure may make either Ranged or Missile Attacks .
Attack Zone	Combination of the Melee Zone and Fire Zone .
Blocked Hex	A hex obstructed by solid material. It cannot be moved into or attacked through.
Obstructed Hex	A hex filled with something that obstructs vision but not movement (e.g. a Hedge). A Figure's Strike Zone may extend into an Obstructed Hex but its Fire Zone may not.
Sheltered Hex	A Sheltered Hex is one in which there is something, like a table, behind which a Figure may take cover. An enemy may attempt to Attack a Figure in a Sheltered Hex but may receive penalties to Hit .
Attack	An Attack is an attempt to injure a Figure with a Weapon (whether in Close Combat, Melee Combat or Ranged Combat).
Rank(s)	Levels of skill with weapons, Spells, or Unarmed Combat.
Strike Chance	Chance to Hit a Figure . This is a percentage equal to the base chance with a Weapon + any 4% x any Ranks with the Weapon plus any positive Modifiers – any opponent's Defense + any negative Modifiers .
Hit	A successful Strike Chance is termed a Hit . This results in a Damage Check .
Damage Check	Roll D10 and add apply appropriate modifiers to determine Damage Points . Weapon bonus plus 1 per 5 points of Physical Strength over base needed to wield weapon (rounded down) plus 1 point per 4 ranks in a weapon (rounded down)
Damage Points	The result of the Damage Check. Armour and possibly magical protection is subtracted and the results are then applied to Fatigue or Endurance.
Endurance Damage	Strike Chance equal to or less than 15% of the Strike Chance results in damage that affects Endurance directly rather than Fatigue.
Grievous Injury	Strike Chance equal to or less than 05% of the Strike Chance results in a chance of a special injury AND directly affects Enurance.

Term	Definition
Weapon	Anything used to attack an opponent. These can be classified into one or more of the following categories: 1) Close Combat : may only be used against opponents in the same hex as you are. 2) Melee Combat : may only be used against opponents in your Strike Zone . 3) Natural Weapons : depending on their nature they may be used in either Close or Melee Combat . 4) Ranged Weapons : may only be used against opponents in your Fire Zone .
Line of Fire	Straight line from the centre of a Hex occupied by a Figure using Ranged Combat to the centre of a target Figure's Hex. The line must pass through the Figure's Attack Zone and not pass through any Blocked or Obstructed Hexes.
Concentration	When distracted or attacked a character needs to make a 4 x Willpower roll to avoid losing Concentration .
Magic	There are two basic Magic actions. Preparing and Casting. (Some Magic Users can also employ Quickcasting).
Defense	Is equal to your modified Agility. Having Ranks in a prepared Shield or Melee weapon can add to this amount. 2-6 % per Rank depending on the type of Shield or 2% per Rank in a Melee weapon whichever is higher. Shields add to your defense against Missile and Hurled attacks coming through your Melee Zone while Melee weapons do not apply versus Missile attacks. Note that Bucklers and Main-Gauche bonuses do not apply versus Two-handed or Giant weapons.
Parry	When using an Evading Action a target may successfully parry a Melee Attack .

Initiative Value (IV)

Initiative Value (IV) is the combination of modified Agility (mAG) plus Perception (PC) plus Weapon Rank (using the highest value of any 1 prepared weapon) plus weapon IV bonus or Spell Rank if a caster has a spell prepared. Note that you cannot add weapon Ranks to your IV for a weapon that cannot be used in the circumstances you are in. Agility can be modified by the armour you are wearing, the weight you're carrying or an injury you have suffered.

For example: Desperate Dave the Halfling never wears armour. He has a mAG of 23 plus a PC of 15. His usual weapon of choice is the sling with which he has a Rank of 6. This gives him a magnificent IV of 44. Of course if he is in an enemy's Melee Zone where he can be attacked in Melee Combat and cannot use his sling his IV drops two points due to his lower Unarmed Combat Rank of 4. (You never have to prepare your Unarmed Combat so you can always use ranks in that in a Melee or Close Combat situation).

Conversely you cannot add ranks in purely melee weapons to your IV if you are not engaged in combat even if you are planning to *Attack* an enemy that Pulse. You can use ranks in a Missile Weapon or a Thrown Weapon to boost your IV if they are *Prepared* if there are enemies in range.

Action Points/Tactical Movement Points

Action Points (AP) and **Tactical Movement Points (TMR)** are both based on your modified Agility (AG). AP determines how many **Actions** you can perform in a pulse while TMR limits how many hexes you can move. Cost for movement is always separate from the cost for all other actions.

Table 13: Action Points/Tactical Movement Points¹³

<i>Agility is...</i>	<i>Action Points are...</i>	<i>Tactical Movement Rate is...</i>
3 or 4	7	2
5 to 8	8	3
9 to 12	9	4
13 to 17	10	5
18 to 21	11	6
22 to 25	12	7
26 or 27	13	8

Being non-human may modify your AP and TMR.

Table 14: Racial Modifiers

<i>Race</i>	<i>Action Points</i>	<i>Tactical Movement Rate</i>
Dwarf	-1	-1
Elf	+1	+1
Giants		
Fire	-1	+4
Frost	-1	+8
Cloud	-1	+8
Stone	-1	+4
Halflings/Half-Elf	0	0

¹³ **Boldface values** are only attainable by non-human races.

<i>Race</i>	<i>Action Points</i>	<i>Tactical Movement Rate</i>
Orc	-1	-1
Shape-changers ¹⁴		
Wolf	13	8
Tiger	18	9
Bear	12	7
Boar	14	7



Facing and Zones

The Figure in Figure 1 shows three important elements. First off is the facing. The Figure is facing towards his extended left hand. The hex immediately in front of him and the hex to the left and right of this hex make up his Melee Zone. The three hexes behind him are his rear. The hexes extending from his Melee Zone hexes out to as far as his Ranged Weapon (if any) can reach make up his Ranged Zone. His Melee Zone and Ranged Zone together make up his Attack Zone.

Larger Figures have slightly different rules and have flank hexes as well. See Appendix 1.

Figure 1 Facing and Zones

Actions

Any action you perform during your **Pulse** uses up **Action Points**. Below is a list of:

- The **Actions**,
- Their AP cost.
- Combat modifiers that apply while you are performing the action. Some actions affect others attacking you while some may affect your attack chances as well. (MC = Melee Combat, RC = Ranged Combat, CC = Close Combat)
- In which situations they can be used. For example can they be used when a **Figure** is Unengaged¹⁵, Adjacent¹⁶, Engaged¹⁷ or in Close Combat¹⁸.

¹⁴ Values are for the animal form. Human form values are as for a normal human.

Table 15: Action Point Expenditure Chart

Action	AP Cost	Combat Mod	Unengaged	Adjacent	Engaged	Close Combat
Attack	4	-	N	Y	Y	Y
Charge	1 per hex or hexside turned, plus 4 to Attack or Grapple	+15 MC/ -15 RC as Target. +20 MC for attacker with Pole Weapon or Shield -15 MC for attacker with non-pole weapon +10 CC if Target is charging/ -10 CC if Attacker is charging	Y	Y	Y	N
Cache	3	-	Y	Y	N	N
Drop	2	-10 RC	Y	Y	Y	N
Evade	2 per hex moved; 1 per hex side turned	-10 MC/-20 RC	Y	Y	Y	N
Fire	6	-10 RC if attacker moved in RC	Y	Y ¹⁹	Y ²⁰	N
Grapple	4	-10 MC/-10 RC	N	Y	Y	Y
Hurl	3	-	Y	Y ⁷	Y ⁸	N
Jump	1 per foot jumped	-10 MC/-5 RC	Y	Y	Y	N
Load	3/6/9@	-	Y	Y	N	N
Move	1 per hex or hex side turned	-10 RC ²¹	Y	Y	Y	N

¹⁵ No enemies are adjacent.

¹⁶ Adjacent is when you are beside an enemy but not in any enemy's Melee Zones (those hexes in front of a Figure where they can strike you).

¹⁷ When you are in the three hexes in front of an enemy Figure.

¹⁸ You and an enemy are in the same hex.

¹⁹ May only *Fire* or *Hurl* at a non-adjacent enemy, i.e., not the enemy you're adjacent to and only if they are not engaging you!

²⁰ This is normally only possible for individuals with a *Loaded* missile weapon or *Prepared Hurl*ed weapon they have delayed with using a *Pass* action. There is a negative modifier (-10) to hit in this case

²¹ If you are mounted and your horsemanship Rank is not 5 ranks then you cannot fire while the animal is moving. If your ranks with horsemanship are equal to or higher than your missile weapon ranks you do not get the -10 modifier.

Action	AP Cost	Combat Mod	Unengaged	Adjacent	Engaged	Close Combat
Prepare	3	-	Y	Y	Y	Y
Rise	4	+10 MC for attacker.	Y	Y	Y	N
Shift	3 per hex entered; 1 per hexside turned	-5 RC	Y	Y	Y	N
Withdraw	4	+10 MC for attacker.	N	N	Y	Y
Pass	2	-	Y	Y	Y	Y
Magic	All	+10 MC/ +10 RC	Y	Y	Y	N

Engaged

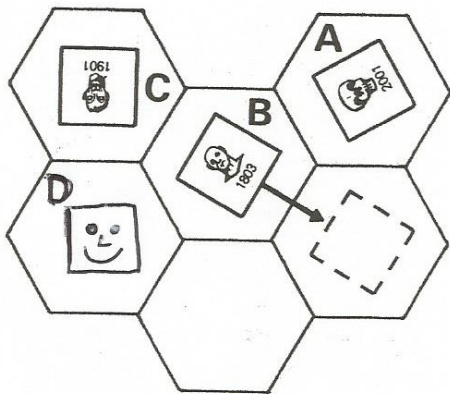


Figure 2 Engaged

Figure 2 shows a combat between C and A on one side and B and D on the other side. B is *Engaged* by C and A (because A is behind him and has no other opponent) and C has enough ranks in his weapon to cover both B and D).

A Figure may only *Engage* multiple enemies when it has enough Ranks in its Prepared weapon equal to or greater than their total ranks. In Figure 2 C can engage both B and D because C is Rank 10 in Rapier and B is only Rank 4 in Short Sword and D only has Rank 5 in Broadsword.

- A is *Unengaged*.
- B is *Engaged* by C and A.
- D is *Engaged* by C.

B wishes to *Withdraw* from C (which gives opponents adds to hit him in Melee Combat). B could *Shift* one hex up to stand between C and A (if the Hex is not Blocked) which wouldn't give his enemies any adds to hit him. This is as far as he can *Shift* since both C and A are engaging him and he cannot *Shift* to become *Disengaged*. Alternatively he could *Withdraw* to the hex behind D (which would again give his current opponents adds to hit him in Melee Combat).

Movement

Move

A Figure may *Move* up to their entire Tactical Movement Rate by expending one Action Point per Hex they *Move* through or 1 AP per Hexside they turn. (See Figure 2).

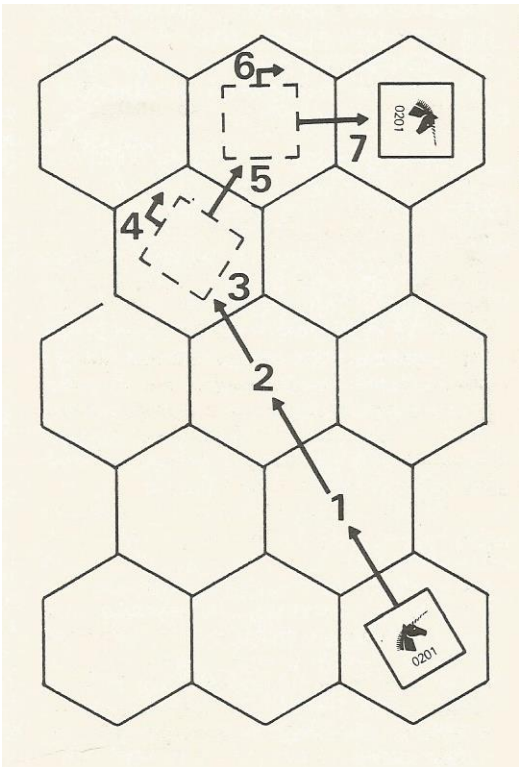


Figure 3 Movement Example

Note that in Figure 2 the Figure (represented here by a chit) *Moves* a total of five Hexes expending seven AP in total (because they change facing twice as well). The Figure must have a TMR of at least seven to *Move* this far.

Note that a Figure must immediately stop if they enter the Melee Zone of any enemies.

Shift

An Engaged Figure can use a *Shift* to move at a cost of 3 AP per Hex shifted. They must stay adjacent to the same enemy Figure they started the Pulse beside. They do not have to stop *Shifting* when they enter the Melee Zone of another Enemy.

If you are *Engaged* by multiple enemies and wish to *Shift* you can only do so if you can maintain contact with every one you are *Engaged* by.

Bob

Bob is a defensive movement that makes a Figure harder to hit at the cost of moving slower. It works like *Move* but each Hex costs 2 AP instead of 1. Hexside turns still cost 1 AP. The total AP cost of the *Bob* movement cannot exceed your TMR! For example a Baboon has 11 AP and a TMR of 7. The farthest the Baboon can move using *Bob* is 3 hexes plus one turn. $2 \times 3 + 1 = 7$.

Withdraw

Withdraw is a movement that takes a character straight back 1 Hex from one Enemy they were Engaged with at the start of the Pulse. This costs 4 AP and is all the movement the Figure can perform. No changes in Facing are allowed. This can be combined with other Actions though. For example *Evade* or *Attack*. In the case of *Evade* the Figure would effectively neutralize the Melee Combat bonus he gave his opponent. (+10 SC for *Withdrawing* +/-10 SC for *Evading*)

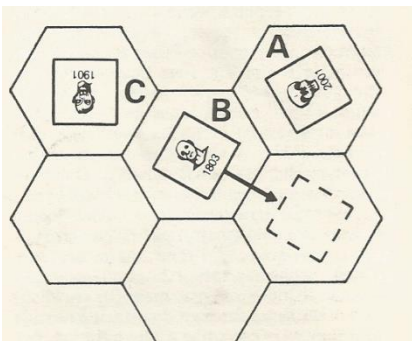


Figure 4 Withdraw

Figures may *Jump* up onto obstacles in the Hex they're *Withdrawing* into by expending one AP per feet they are *Jumping* up onto. The chance to successfully *Jump* in this case is $(5 \times \text{Modified Agility}) - (5 \times \text{distance Jumped in feet}) - 30$ (for *Jumping* backwards). So for example if a Figure with a Modified Agility of 16 wanted to *Jump* backwards onto a two foot tall bench he would have to roll $80 - 10 - 30 = 40\%$ or lower.

Figure 3 shows A Figure (B) withdrawing from (C). He may now perform any Action allowed him other than further movement. To *Withdraw* from Close Combat a Figure must first “break contact”. To do this you must roll a 10 or better on a D10.

Modifiers

Add Modified Agility and Physical Strength of all enemies in the Hex. Ranks in Unarmed Combat (if being used) may be added as well. Subtract this amount from the total Modified Agility and Physical Strength of all the friends in Close Combat plus any ranks in Unarmed Combat of the Figure *Withdrawing*.

For example: Desperate Dave the Halfling is trying to withdraw from Close Combat with a Gnoll. The Gnoll is PS 20 and has a modified AG of 9. He has no skill in Unarmed Combat. Desperate Dave has a puny PS of 9 but an awesome AG of 23. He also has 5 ranks in Unarmed Combat. So Desperate Dave’s chance of *Withdrawing* is: $(9+32+5) = 46 - (20+9) = 29$ or an automatic *Withdrawal* with adds of 17 to the die roll! If Desperate Dave had been in Close Combat with an Ogre with PS 30 and AG of 7 and 4 ranks in Unarmed Combat (a total of 41) he would have needed to roll at least a 5 on the D10 to *Withdraw*.

Drop

A *Drop* movement results in a change in vertical position. It costs 2 AP. A Figure can switch from standing to crouching, kneeling, sitting or prone. A change in vertical position doesn’t automatically change the Figure’s *Facing*. Any changes in *Facing* cost 2 AP in any of these positions. To further change vertical position to a lower position requires another *Drop*. It doesn’t matter how many vertical levels you change at one time, the AP cost is always 2. You can move in any of these vertical positions (except sitting and kneeling) by expending 3 AP per Hex.

Rise

The opposite of *Drop*. It costs 4 AP. You can go from any of the vertical positions to standing using a single *Rise* action. Facing remains the same.

Jump

Figures can *Jump* onto or over things like chairs, benches, chests, rocks, tables etc. The AP cost is one for the hex the object is in plus 1 for each foot in height. To *Jump* over something the height is considered double to take into account the need to clear the object. The base chance is $(\text{modified AG} \times 5) - (5 \times \text{height in feet (or distance in feet with the first foot not being counted)})$.

So Desperate Dave has a base of 115% (23×5) to *Jump* over anything. If he wants to *Jump* over a 3 foot tall table he needs to roll $115\% - (3 \times 2 \text{ (because it's a Jump over movement)}) - 1$ or $5 \times 5 = 25\%$ or a 90% chance.

Turn

Turn allows a Figure to change their facing at a cost of 1 AP per Hexside. If the Figure is in any other vertical position, i.e. crouching, kneeling, sitting or prone the cost to *Turn* is 2 AP.

Pass

A *Pass* action, which costs 2 AP, can be used by Figures casting spells, picking locks or delaying their action. A delay allows a Figure to wait for another, usually enemy Figure, to start their Pulse (which pre-empts them) or wait to see if someone comes through a doorway, etc. For example a Figure with a *Loaded* missile weapon or *Prepared Hurling* weapon can delay fire as an opportunity shot.

For example: Desperate Dave has *Loaded* his sling (3 AP), he wants to protect Old Man Groo the party's mage from attack so he declares that he is going to delay the rest of his actions (2 AP). This leaves him with 7 AP (out of his total of 12 points) so he can *Fire* (6 AP) at someone attacking Old Man Groo. He can change his facing by one hexside if necessary at a cost of his remaining AP and a negative Ranged Combat modifier.

Combat

Initiative Value (IV) in Combat

As mentioned above *Initiative Value (IV)* is determined by adding your *Perception* characteristic to your *modified Agility (mAG)*. This number determines when in the pulse you act.

If you remember Desperate Dave the Halfling has a mAG of 23 plus a PC of 15. This gives him a base IV of 38. This means he acts before people with lower IVs and after people with higher IVs.

If Desperate Dave was going to attack someone with his sling he would add his ranks in sling to his IV. Dave has six ranks in sling so he would now act in IV 44.

Now in melee Dave is at a disadvantage as he normally uses unarmed combat which doesn't provide a weapon boost in IV. He has 4 ranks in unarmed combat which gives him an IV of 42. If he was fighting a man with 5 ranks in pike and a base IV of 31 the man would have a total IV value of 48 due to the incredible weapon IV boost of 12 the pike provides. This means the man would go first. If the man doesn't stun Dave with his attack he can attack at his IV value of 42.

Closing the Gap

During his IV turn of the Pulse Dave can attempt to close the gap. This allows Dave to get closer to his enemy so he loses the weapon IV bonus portion of his IV. If Dave successfully attacks and hits his opponent, he doesn't have to damage him just hit him, the following pulse the opponent loses the weapon IV bonus portion of his IV. The only way to regain this bonus is by using a *Withdraw* action to open the distance again.

This is the same manner in which you can enter *Close Combat* with an opponent through their *Melee Zone*. Using a weapon rated for *Close Combat* and *Melee Combat* you enter an opponent's *Melee Zone*. (No garrottes through the *Melee Zone*!) They get a chance to attack you, even if they've already gone this *Pulse* using their normal *Strike Chance* with all applicable modifiers. If they hit you they cause 1 point of damage and you cannot enter *Close Combat*. If they get a Special or Grievous hit these proceed as normal.

Of course any attempts to enter *Close Combat* from the rear do not trigger a defensive attack. But they do still require a successful *Strike Chance* though you do not need to damage your opponent. In this case you can use a garrotte as your attacking weapon.

Dropping/Breaking Weapons

As per the standard rules on a roll of 99 or 100 a weapon may be dropped (100) or broken (99). The chance to avoid either is Modified Dexterity x 3. In the case of dropping the weapon you can add 2 x Rank in that weapon to your chance to avoid dropping it. This latter addition is a change to the original rules.

How to Strike

The *Strike Chance* is the number you need to roll under to hit an opponent. This number is composed of the *Base Chance* with the weapon of choice plus any applicable modifiers.

Every weapon and form of attack (i.e. Unarmed Combat) has a *Base Chance*. To this *Base Chance* is added the user's modified Manual Dexterity and (4 x Rank) if they are ranked with the weapon. If they are unranked with the weapon the chance to hit with it is equal to the *Base Chance* plus any modifiers (other than Manual Dexterity).

For example: Desperate Dave is using a Dagger (base chance 40%) with which he has 5 Ranks (for adds of 20, 4 per rank). His modified Manual Dexterity is 20 so his *Strike Chance* with a Dagger is 80% (40+20+20).

If Desperate Dave were to try and stab Ironic Ivan with his dagger he would need to roll his *Strike Chance* minus any applicable modifiers. At the very least he would need to subtract Ironic Ivan's *Defense Rating*.

Defense Rating

Your *Defense Rating* is your modified Agility. This works against all attacks in any situations (Ranged, Melee or Close Combat) except when you are stunned or incapacitated. When an attack comes through your *Melee Zone* you may also add a defensive bonus for any shield or melee weapon you have prepared. The amount of this bonus varies depending on the type of shield you are ranked in, from 2 to 6% per rank. See the Shield Table. You may instead add 2 percent per rank of *Prepared* melee weapon if it would be higher than the bonus provided by a Shield OR you don't have a Shield. Note that the defense bonus given by Melee weapons does not work against Ranged attacks, though it does work against Hurlled attacks.

For example: Ironic Ivan is a notable thug who always uses a mattock as his weapon of choice. He has the max ranks in Mattock of 5 and has a modified Agility of 12. His *Defense Rating* is as follows:

Situation	Defense Rating
Conscious and not stunned.	12
Opponent in Melee Zone and mattock prepared.	22

So striking from Ironic Ivan's Melee Zone Desperate Dave has a 58% chance of hitting. $80-22=58$.

Second example: Joanna de la Fer with a modified Agility of 15 has Rank 9 with her Rapier and Rank 10 with Main-Gauche (2% shield bonus per rank). Her total Defense Value versus Melee Combat from her Melee Zone is $15+20$ or 35%.

Each type of combat has their own modifiers (see Melee, Ranged and Close Combat modifiers charts) as well as Environmental Modifiers, charts which follow.

When rolling to attack a 99 or 100 will always miss no matter how many modifiers there were. On a roll of 99 the Figure may have broken their weapon while on a 100 they may have dropped their weapon. A roll of 3 x modified Manual Dexterity avoids either. A dropped weapon may be picked up, using a *Cache* action while a broken weapon is pretty much useless until it is repaired.

Evading and Parries

A character can *Evade* (done while stationary) or *Bob* (done while moving) to increase their defense. Both of these always add 10% to your Defense. In the case of *Evading* you can also 2% per rank with your *Prepared* weapon.

For example: Joanna de la Fer with her modified Agility of 15 has Rank 9 with her Rapier and Rank 10 with Main-Gauche (2% shield bonus per rank). Her total Defense Value versus Melee Combat from her Melee Zone is $15+20$ or 35%. When she *Evades* she gets to add 28% to her defense which goes up to 63% versus Melee attacks.

Basic defense value of 15 due to her modified Agility plus 20 for her Ranks in Main-Gauche plus 18 for her 9 ranks in rapier (2 points per Rank) plus 10 points for *Evading*.

If the *Strike Check* is 30 or more above the modified *Strike Chance* for a Melee attack when a target is *Evading* there is a chance that the target may have *Parried* the attack. *Evading* characters can even *parry* attacks coming from the Rear.

The defender rolls a D10 and adds the highest Rank of prepared weapons and subtracts the rank of the attacking weapon.

Table 16: Parries

Roll on D10	Result
3 or less	Attack is parried but defender is thrown off balance and must Evade as their only action on their next Pulse.
4 to 7	Attacker may be disarmed. They lose 1 EN point and drop the attacking weapon if they miss a 3 x modified Manual Dexterity roll.
8 or above	Attack is parried and target may immediately make a melee attack called a Riposte. A Riposte cannot itself be <i>Parried</i> and an <i>Evading</i> character can <i>Parry</i> any and all attacks directed at them the Pulse they're Evading in.

Combat Actions

Prepare

A *Prepare* action costs 2 AP and readies a weapon for use. You need to expend one *Prepare* action for each weapon you want to use (including shields). Missile weapons also must be *Prepared* to use. You can *Prepare* any type of weapon if you are unengaged. If you are in an enemy's Melee Zone you can only prepare Melee or Close Combat weapons. In Close Combat you can only prepare Close Combat weapons. You can only *Prepare* as many weapons as you have hands to hold them with. To store a weapon on your person you have to do a *Cache* action otherwise you just drop it in your hex. A weapon stays *Prepared* (exception: *Hurled* weapons, other than Boomerangs) unless it is dropped or *Cached*.

Cache

A *Cache* action costs 3 AP and safely stores a weapon on your person. You must not be engaged or in Close Combat to perform this action. You can use this action to pick up anything in your hex whether it was yours originally or not.

Load

A 3 AP action that is used to *Load* a missile into a missile weapon. You must not be engaged or in Close Combat to perform this action. A missile weapon remains *Prepared* when *Fired* but needs to be re-Loaded to *Fire* again. It costs double, i.e. 6 AP to *Load* a crossbow or a heavy crossbow unless you're using a cranequin in which case it costs triple the AP or 9 pts.

Fire

An action, (6 AP) that allows you to *Fire* a prepared missile weapon at a target in your Fire Zone. Once *Fired*, a missile weapon is no longer *Loaded* and may not be used in combat until it has been loaded again. Missile weapons may not be *Cached* until they are unloaded using a *Load* action. Crossbows must be *Fired* into the ground instead to unload them, a *Cache* action must be performed to retrieve the bolt. You can change facing as part of your *Firing* action at an additional cost of 1 AP per hexside but this causes a negative modifier (-10) when *Firing*.

Hurl

Hurl is the action (3 AP) used for non-missile Ranged Combat weapons. Targets may not be adjacent. You can change facing as part of your *Hurling* action at an additional cost of 1 AP per hexside. Movement penalties do not apply when *Hurling*.

Evade

Evade is the action (2 AP) of making it harder to get hit while staying in the same hex. You can change facing as part of your *Evade* action at an additional cost of 1 AP per hexside.

Attack

Attacking an enemy in an adjacent hex uses the *Attack* action (4 AP). The *Attack* action can be combined with movement. In this case it is considered a charge. Figures armed with non-pole arms or without shields get a negative modifier to attack²². Figures armed with pole arms or who are shield bashing can move their full TMR and attack. (This is the only time you can exceed your APA total!) You can change facing but this AP cost has to be included in the total AP cost for the *Attack*.

Grapple

Grapple is the action (4 AP) of fighting in Close Combat. Opponents in Close Combat are considered to be prone and rolling around in the same hex. Any weapon not rated for Close Combat is dropped when this is going on.

Anyone attacking into a Close Combat must choose who they are attempting to hit. If they miss that attack they must then roll to attack another combatant (chosen at random). If they miss that combatant as well they must attempt to hit any other combatants until they run out of possible victims.

²² Mounted characters can move their mounts full TMR and attack but still get a negative modifier to attack unless they're using a Pole Weapon.

Special Attacks

Trip

You must be armed with a Quarterstaff, Spear, Halberd, Poleaxe, Glaive or have sufficient ranks in Unarmed Combat to attack with your legs. (Rank 3). The Base Chance is 40% and the Damage is D10. If the attack is successful, the target must attempt to roll less than or equal to 3 X modified Agility. If the roll is successful the target keeps his footing. Otherwise they fall prone. This attack only works against human size or smaller targets unless the attacker is also larger.

Entangle

Entangle is a special attack using a Net, Whip, Lasso, or Bola. The base chance is listed with the weapon. Damage equals D-4. If the attack succeeds the target must roll equal to or under modified Agility x 3 or fall prone. It takes two Pulses of unangling for a target to free themselves.

Restrain

Restrain is a special attack used in Close Combat to attempt to pin the target's arms to their sides and prevent them from doing anything.

$$\text{Base chance} = (\text{PS} + \text{mAG of attacker(s)}) - (\text{PS} + \text{mAG of target}) \times 3.$$

Target remains restrained until an attack causes at least 1 point of effective damage to restrainer. Multiple Figures can try and *Restrain* a target.

Knockout

Attacked must be armed with any weapon except Missile Weapons, Entangling Weapons, Darts, Shuriken, Grenados, Lances, or Pikes. The attack is successful if the Strike Check is a special (15% or less of the modified Strike Chance). No damage is done and the target is knocked unconscious for D10+5 minutes. This attack may not be attempted on larger than human-sized monsters (unless the attacker is the same size).

Note that Sap has special rules for this.

Shield Rush

The attacker must be armed with any shield except a Main-Gauche or Tower Shield. If the attack is successful the target must roll 3 x modified Agility or less or they fall prone. This attack may be used in a charge in which case the modifier is +20%.

Disarm

The attacker must be armed with any weapon rated for Melee or Close Combat. The modifier is -20. If the attack is successful the target must succeed in a 3 x modified Manual Dexterity roll or drop one weapon or

item of the attacker's choice. In either case the target suffers 1 point of Endurance damage with no armour or shield protection allowed.

Mounted Combat

Mounted combat involves a rider and a mount. The rider and his mount are normally one hex in size unless the mount is larger than a horse. A rider unskilled in Horsemanship is restricted in what they can do while mounted:

They cannot:

- Mount or dismount while the mount is moving;
- Use a two-handed weapon;
- Fire or throw any missile or thrown weapons while the mount is moving;
- Use more than one weapon at a time.

These restrictions are lifted depending on the rank attained in Horsemanship (see 83.2 for more information). You may not use more ranks in a weapon than you have in the Horsemanship skill.

An attacker may always use a one handed weapon and shield while mounted. While mounted an attacker may only attack to the left or right hexes of his Melee Zone unless armed with a spear or lance. Charging while mounted must always be in a straight line and a Horsemanship roll is required. The following Pulse the mount must continue moving in a straight line for its full TMR. After that Pulse the rider may attempt to stop or turn the mount with a Horsemanship check. A failure means the mount continues moving in a straight line.

Note while the mount uses their TMR for movement the rider (if in control) uses their AP to pay for the movement. Each hex moved costs ½ an AP. Changing facing still costs 1 full AP.

*Aiming*²³

“A Figure employing certain forms of missile weapons or thrown weapons may use a special form of Ranged Attack called Aimed Attacking to increase his chance of success. To make an Aimed Attack, a Figure must have the weapon prepared (and loaded, if applicable). Rather than executing an immediate Fire action, the attacking Figure announces his target and declares that he is *Aiming*. The GM may need to decide whether or not the Figure being aimed at is aware of being *Aimed* at or if he has a chance of noticing. The attacker may change targets at any time. However, he loses any bonus he may have accrued due to *Aiming*. An attacker is allowed to conduct an *Aimed* Attack against a moving target, but if he loses direct line-of-sight with his target for more than one Pulse, he loses all bonuses due to *Aiming*, and must begin *Aiming* anew when he regains sight of the target. In all other respects the *Aiming* Figure is treated as if he had executed a Pass action. On any subsequent Pulse, the attacker may then Fire his weapon, with the appropriate *Aiming* bonus added to his Base Chance. A Figure who has made an *Aimed* Attack also increases his chance of causing an Endurance hit by

²³ Poor Brendan's Almanac pg. 6

one for each Pulse he has aimed (to a maximum of 3). The attacker may *Aim* his attack for up to three Pulses in order to accrue maximum effect. There is no further bonus if a Figure continues to *Aim* beyond three Pulses.

Pulses	Bonus
1	+5
2	+15
3	+25

If the *Aiming* Figure is attacked, he will have to make a Concentration Check [see DragonQuest 15.6 and 29.5]. If he fails, he loses his *Aiming* bonuses.

A Figure may make an Aimed Attack using any of the following weapons: any Bow, any Crossbow, Blowgun, Atlatl, or any of the following weapons when thrown: Dagger, Knife, any Axe, Spear, Javelin, Rock, or Boomerang.”

Sweeping Attack

A Figure armed with a two handed B or C class weapon can conduct a *Sweeping Attack* against all opponents in their Melee Zone. Each attack is minus 20 to hit and each attack must hit for the *Sweeping Attack* to continue. Roll for each attack in order from left to right depending on whether the Figure is left or right handed.

Inflicting Damage

Whenever a target suffers a *Hit*, (a successful *Strike*) the attacker rolls a D10 to determine damage. To this amount is added the normal damage modifier for the weapon plus any other modifiers that may apply (usually from magic). For every five points of PS (round up) possessed over the minimum needed to wield the weapon you can add +1 to the DM. Each +1 add also adds 6% to the breakage chance however unless the weapon was made specifically for you or someone equally strong or stronger.

For example: Blorko the Bad is a brute of a man. His mighty PS of 25 means he adds +4 to the DM total when he uses a dagger. He also adds +24 to the chance of breaking said dagger. So on rolls of 1-74 he’s okay but if he rolls a 75-99 he has a chance to break his dagger. On a 100 he must test to see if he drops it instead.

You can also add +1 DM for every 4 Ranks in a weapon (round down) which does not increase the breakage chance and can be applied to Missile and Thrown Weapons.

Rolls within the modified *Strike Chance* have three possible results as far as damage goes:

- Below the modified *Strike Chance* but not less than 15% results in damage that affects Fatigue (or Endurance once Fatigue is all gone). Armour will be subtracted from this.

- A roll equal to 15% of the modified *Strike Chance* results in an attack that affects Endurance directly and ignores armour.
- A roll equal to 5% of the modified *Strike Chance* results in an attack that affects Endurance directly and may result in a Grievous Injury. The attacker rolls on the Grievous Injury table and if the roll falls into the range for the type of weapon that caused the wound (A Class 01-20 (thrusting weapons), B Class (slashing weapons) 20-80, and C Class (crushing weapons) 70-100) a Grievous Injury occurs. This damage is added to the amount the attack already inflicted. Anyone suffering a Grievous Injury must either subtract 2 points from their armour's protection or have their shield cloven in two (destroyed).

See the special damage chart for the chances based on modified *Strike Chances*.

Magical Damage

All magical spells that cause damage cause points to be taken from Fatigue first and then Endurance. In the case of magical attacks that create energy like a Bolt of Fire 42.S-1 or Starfire Spell 44.S-3 armour is ignored. Spells that use natural phenomena to cause damage like the Windstorm Spell 40. S-1 do not ignore armour.

Monster breath weapons ignore armour but all targets are allowed a *Passive* resistance roll for half damage.

Effects of Damage

When your Endurance reaches zero you are dead. If your Endurance drops below 3 you fall unconscious and only a Healer or time will revive you. Whenever your character takes damage in a single blow of equal to 1/3 of your original Endurance you become *Stunned*. Test to see if you drop anything held in your hands (3 x modified Manual Dexterity or less). Once *Stunned* all you can do is test to recover. The chance to recover from *Stun* is equal to remaining Endurance and Willpower plus remaining Fatigue expressed as an percentage. Any Figure that is *Stunned* automatically goes last in Initiative order. If necessary ties can be broken by comparing modified Agility.

Impales

If a Figure is hit by an A class missile or weapon which causes enough damage to *Stun* (i.e. does damage equal to 1/3 of the target's Endurance) the weapon is now impaled in them. Class A missile or thrown weapons reduce Agility by 2 points until removed with a Pass action while pole arms reduce Agility by 5 points. Removing an arrow or similar missile does 1d10-4 points of Fatigue damage while removing a pole arm like a spear or javelin does 1d10-2 points of Fatigue damage. In neither case does armour count.

If a Healer removes the impaling weapon they subtract 1 point of damage per 2 ranks they have in the healer skill to a minimum of 1.

For example a Level 6 healer will cause 1d10-7 points damage for removing an arrow or 1d10-5 points for removing a javelin.

Magic in Combat

Only Spells may be used during combat. Most spells require one entire Pulse to *Prepare* and another to *Cast*. In some cases, Namers casting counterspells for example no preparation is necessary.

Preparing

As stated above each spell normally requires an entire Pulse in which the caster does nothing but *Prepare* the spell. This uses all their available AP and no other action can be combined with spell *Preparation*!

Casting

Each spell requires one entire Pulse to cast. This uses all their available AP and no other action can be combined with spell *Casting*!

*Quickcasting*²⁴

An exception to the aforementioned rules: "Once an Adept has become skilled in the application of a spell, he may learn to *Prepare* and *Fire* the spell in the same Pulse. This procedure is called *Quickcasting*.

An Adept may attempt to *Prepare* and *Fire* a spell in the same pulse by using *Quickcasting*. The Fatigue cost to *Quickcast* a spell is double the standard cost of casting the spell. The Adept's Cast Chance is reduced by 15 for using *Quickcasting*. If the Adept's player rolls a number more than 20 higher than the Cast Chance while attempting to *Quickcast* a spell, the spell backfires. Certain spells which state a requirement for a longer period of time to cast cannot be *Quickcast*. An Adept may not *Quickcast* a spell in a "mana poor" location. A spell cast by *Quickcasting* may still receive double or triple effects [see DragonQuest 28.2].

The Adept must have achieved at least Rank 6 with a spell he wishes to learn to *Quickcast*. The Experience Point cost to learn to *Quickcast* a spell is equal to the Experience Modifier for that spell. It takes one week to learn to *Quickcast* a General Knowledge spell and two weeks to learn to *Quickcast* a Special Knowledge spell.

The Adept's Initiative Value when *Quickcasting* a spell is reduced by 25. The Adept may *Quickcast* a spell, even if his Initiative Value has been reduced to a negative number. He will simply act after all other Figures with higher Initiative Values.

The presence of cold iron makes it very difficult to *Quickcast* a spell. The GM's interpretations as to the amount of cold iron which may be in contact with an Adept attempting to *Quickcast* a spell should be much more severe than for those for normal spell casting. If an Adept has neutralized items of cold iron which he carries with precious metals, the following modifiers should be used when the Adept attempts to *Quickcast* a spell. If the item is neutralized with silver, the Adept's base Chance is reduced by 20. The Cast Chance for the Adept with items neutralized by gold is reduced by 10. Even if the item is neutralized with truesilver, the Cast Chance is reduced by 5."

²⁴ Poor Brendan's Almanac pg. 8.

Combat Modifiers

Table 17: Melee Combat Modifiers

Status	Bonus
Target has 0 Fatigue Points remaining	+10
Target is being attacked through Flank Hex	+15
Target is Stunned	+15
Target is kneeling, sitting, crouching or prone	+20
Attacker is Charging with a Pole Weapon or Shield	+20
Attacker is at least 5 feet higher than Target	+20
Target is being attacked through a Rear Hex	+30
For each Rank the target has with his prepared weapon if Evading	-2
Target is currently Evading (in addition to the above)	-10
Attacker has zero Fatigue Points remaining	-10
Attacker is charging with a non-Pole Weapon	-15
Attacker is Melee attacking while <i>Withdrawing</i>	-20
Attacker is conducting a <i>Sweeping Attack</i>	-20

Table 18: Ranged Combat Modifiers

Status	Bonus
Target is being attacked through Flank Hex	+10
Target is Stunned	+10
Attacker is kneeling	+10
Target is being attacked through a Rear Hex	+20
Each hex through which a Thrown Weapon travels	-3
Each five hexes (or fraction) after the first five through which a Missile Weapon travels	-3
Target is currently moving ²⁵	-5

²⁵ This modifier is cumulative with the *Bobbing* modifier.

Status	Bonus
Attacker has shifted his facing	-5
Attacker has moved	-10
Target is kneeling, crouching, sitting or prone	-10
Target occupies an Obstructed hex	-10
Target is <i>Bobbing</i> or <i>Evading</i>	-20
Target occupies Sheltered hex	-20
Target was not the intended target of the shot	-20
For each Pulse attacker aims up to three Pulses	+5/+15/+25

Table 19: Close Combat Modifiers

Status	Bonus
Each point attacker's PS is greater than target's PS	+1
Target has zero Fatigue Points left	+20
Target is stunned	+20
Each point target's PS is higher than attacker's PS	-1
Attacker has zero Fatigue Points left	-20

Table 20: Environmental Condition Modifiers

Condition	Bonus
Uneven footing	-10
Dangerous footing	-20
Starry night or shadowy interior	-10
Cloudy night	-20
Cave or unlit interior	-30
Pitch blackness	-40

Table 21: Miscellaneous Modifiers

Status	Bonus
Striking weapon held in attacker's Secondary hand (if you're not using Primary hand)	-20
Multiple strike: attack with weapon in Primary hand	-10
Multiple strike: attack with weapon in Secondary hand	-30
Multiple strike: attack with each weapon if ambidextrous	-10
Multiple strike with Class B two-handed weapon	-20

Table 22: Special Damage Chart

<i>Modified Strike Chance</i>	<i>Possible Grievous Injury</i>	<i>Damage Directly Affecting Endurance</i>
01-09	-	01
10-16	01	01-02
17-23	01	01-03
24-28	01	01-04
29-36	01-02	01-05
37-43	01-02	01-06
44-49	01-02	01-07
50-56	01-03	01-08
57-63	01-03	01-09
64-69	01-03	01-10
70-76	01-04	01-11
77-83	01-04	01-12
84-89	01-04	01-13
90-96	01-05	01-14
97-103	01-05	01-15
104-109	01-05	01-16
110-116	01-06	01-17
117-123	01-06	01-18
124-129	01-06	01-19
130+	01-07	01-20

Spending Experience

Increasing skill ranks during an adventure

Once per adventure players may spend experience to improve any of the following skills:

- Ranks in a weapon, spell or talent.
- Adventure skills (stealth, horsemanship, etc.)

The player must have used the skill successfully during the adventure. The player may not improve more than one rank in the same skill in this fashion. The next rank has to be done the traditional way.

Split Training

Players may also split the time they need to improve skills.

For example Don Carlos the Halfling wants to learn Rank 5 in dagger. He would need to train for 10 weeks to advance to Rank 5. Unfortunately he only has five weeks to spend on training right now. He can spend the experience and get the benefits of half the rank, i.e. 2% add to the SC. He has to do the rest of the training within 3 months (game time) or he will lose the benefit and the experience.

You cannot combine this technique with the previous one listed!

Appendix 1. Grievous Injury (Table 18.3)

Class A weapons do Grievous Injuries on rolls of 01 through 20. Class B weapons do Grievous Injuries on rolls of 21 through 80. Class C weapons do Grievous Injuries on rolls of 70 through 100. Blue text is the range shared by Class B and C weapons.

<p>01-05 Congratulations! It's a bleeder in your primary arm! Take 1 Damage Point from Endurance immediately and 1 per Pulse thereafter until the flow is staunched by a Healer of Rank 0 or above or you die.</p> <p>06-07 Oh no! Your opponent's weapon has entered your secondary arm's elbow joint and the tip has broken off. Take 2 Damage Points immediately from Endurance and that arm is useless until the sliver has been removed by a Healer of Rank 3 or above. Also, increase the chance of infection by 30.</p> <p>08 A vicious puncture wound in your groin! Take 3 Damage Points immediately from Endurance and reduce your APA and TMR by 2 until fully recovered, which will take two months. In addition, add 30 to your chance of being infected (assuming you live long enough for such things to matter).</p> <p>09-10 You have been stabbed in your secondary arm. Drop whatever you were holding in it and take 2 Damage Points immediately from Endurance. It will take a full week for the arm to be of any use to you whatsoever.</p> <p>11 Your aorta is severed and you are quite dead. Rest assured your companions will do their best to console your widow(er).</p> <p>12 A stomach puncture. Nasty. You suffer 3 Damage Points immediately from Endurance and lose 2 from your APA and TMR until fully recovered, which will take two months. Also, you are automatically Stunned for the next Pulse (if you aren't already), after which you will recover. Add 20 to the chance to be infected.</p> <p>13 Your opponent's weapon has entered your eye; roll D10. On a roll of 1, the weapon has entered your brain and you are dead. On a roll of 2-5, your left eye is blinded; on a roll of 6-10, your right eye is blinded. If you are lucky enough to be blinded instead of killed, you have suffered 2 Damage Points to Endurance. In addition, a figure who is blind in one eye suffers the following subtractions: -2 from Physical Beauty; -4 from Perception; -1 from Manual Dexterity. A figure blinded in one eye reduces his Base Chance with any Missile or Thrown Weapon by 30.</p> <p>14-18 Tsk. Tsk. A wound of the solid viscera. Usually fatal. Take 3 Damage Points to Endurance immediately and 1 per Pulse thereafter until the bleeding is stopped by a Healer of Rank 2 or above or you die. Add 30 to the chance of infection.</p> <p>19-20 Take a stab in the leg (your choice as to which one) resulting in a deep puncture of the thigh muscle. Suffer 1 Damage Point to Endurance immediately and reduce your TMR by 1 until you heal, which will take 4 weeks.</p> <p>21-25 A chest wound. Take 2 Damage Points to Endurance immediately and reduce your APA and TMR by 1 until recovered (about 2 months).</p>	<p>Look on the bright side, though. Your attacker's weapon is caught in your rib cage and has been wrenched from his grasp.</p> <p>26-27 Bad luck! Your secondary hand has been severed at the wrist. Take 2 Damage Points to Endurance immediately and subtract 1 point per Pulse from Fatigue thereafter (Endurance when Fatigue is exhausted) until you are dead or the bleeding is staunched by a Healer of Rank 0 or above. If you live, reduce your Manual Dexterity by 2</p> <p>28-30 Worse luck! Your primary hand has been severed. See result 26-27 for effects.</p> <p>31-34 A minor wound. Your face is slashed open, ruining your boyish good looks and causing blood to spurt into your eyes. Reduce your Physical Beauty by 4 permanently</p> <p>35 Your secondary arm is sliced off at the shoulder. Take 5 Damage Points immediately from Endurance and 1 per Pulse thereafter from Fatigue (Endurance when Fatigue is exhausted) until you are dead or the bleeding is staunched by a Healer of Rank 1 or above. Reduce your Manual Dexterity by 2 and your Agility by 1.</p> <p>36 The same as 35, except it's your good primary arm that has been lopped off.</p> <p>37-40 You have been eviscerated! Take 4 Damage Points immediately from Endurance and 1 point per Pulse from Fatigue thereafter (Endurance when Fatigue is exhausted) until you are unconscious. Increase your chance of infection by 40.</p> <p>41-42 A glancing blow lays open your scalp and severs one ear (your choice as to which one). Take 2 Damage Points immediately from Endurance. Reduce your Perception by 2</p> <p>43 A savage slash rips open your cheek and jaw. Take an automatic Pass action next Pulse due to the shock of the blow. Your Physical Beauty is increased by 1, since your disfigurement will, bring out the maternal/paternal instincts in the opposite gender.</p> <p>44-50 A slash along one arm, and it's a bleeder! Take 2 Damage Points immediately from Endurance and lose 1 point from Fatigue (Endurance when Fatigue is exhausted) each Pulse until the bleeding is stopped by a Healer of Rank 1 or above or you die.</p> <p>51-52 Hamstrung! Roll D10. On a roll of 1-4, it is your left leg. On a roll of 5-10, it is your right. Take 4 Damage Points immediately from Endurance and fall prone. You may not stand unassisted until the wound is healed (which should take three months). Reduce your Agility by 3 permanently.</p> <p>53-60 Your primary arm is crippled by a wicked slash! Take 2 Damage Points immediately to Endurance and drop anything you have in your primary hand. The arm is unusable until healed, which should take 2 months.</p>	<p>61-67 Your secondary arm is crippled; see 53-60 for details.</p> <p>68-69 A nasty slash in the region of the shoulder and neck. Roll D10. On a roll of 1-3, your head is severed and your corpse tumbles to the ground. On a roll of 4-6, your secondary collar bone is crushed; on a roll of 7-10, your primary collar bone is crushed. If your collar bone is crushed, the results are identical to 53-60, except you suffer 4 Damage Points to Endurance.</p> <p>70-74 A crushing blow smashes your helmet and causes a concussion. Take 3 Damage Points from Endurance and suffer a reduction of 4 in both Manual Dexterity and Agility lasting for 3 days.</p> <p>75-80 A massive chest wound accompanied by broken ribs and crushed tissues. Very ugly, this. Take 5 Damage Points immediately from Endurance. Reduce your Manual Dexterity and Agility by 3 each until this wound heals (should take about 4 months). Increase your chance of infection by 10.</p> <p>81-84 A crushing blow smashes tissue and produces internal injuries. You suffer 2 Damage Points immediately to Endurance and 1 per Pulse thereafter to Fatigue (Endurance when Fatigue is exhausted) until unconscious or you receive the attention of a Healer of Rank 2 or above.</p> <p>85-87 A jarring blow to your primary shoulder inflicts 2 Damage Points immediately to Endurance. Roll D10; the result is the number of Pulses the arm is useless. You immediately drop anything held in that hand.</p> <p>88-89 Similar to 85-87 except it is your secondary shoulder.</p> <p>90-92 Your right hip is smashed horribly. Take 5 Damage Points immediately to Endurance and fall prone. You will be unable to walk until the damage has healed (takes about 6 months). Good fun. When healed, you will still have a limp which will reduce your TMR by 1 and your Agility by 2.</p> <p>93-94 The same as 90-92 except it is your left hip that is smashed.</p> <p>95-97 Your opponent's weapon has come crashing down on your head and fractured your skull. You fall prone and are unconscious, and take 8 Damage Points to Endurance. If you survive, you lose 2 from Agility, 2 from Manual Dexterity, and 2 from Perception. It will take a year in bed to recover.</p> <p>98-100 Crushing blow to your pelvis breaks bone and tears tissue. Take 7 Damage Points immediately to Endurance and fall prone. Try to roll under your Willpower on D100 to avoid falling unconscious. If you survive, you will be unable to move for D10 months.</p>
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NOTES:

The suggested recovery times are a guideline for the GM's to use in determining how long characters should be kept out of action. The actions of a competent Healer may alter these times in some instances.

These Grievous injuries are designed for combat between human-sized opponents; any injuries sustained involving larger monsters should be applied judiciously by the GM, taking into account size and mass differences, etc. Simply stated, a halfling would be hard put to drive his dagger into the eye of an elephant, and in situations such as these, the GM may have to disallow the Grievous Injury or change its effects.

Any damage which results from a Grievous Injury is in addition to the Endurance damage already determined.

Appendix 2 – Multi-hex Figures

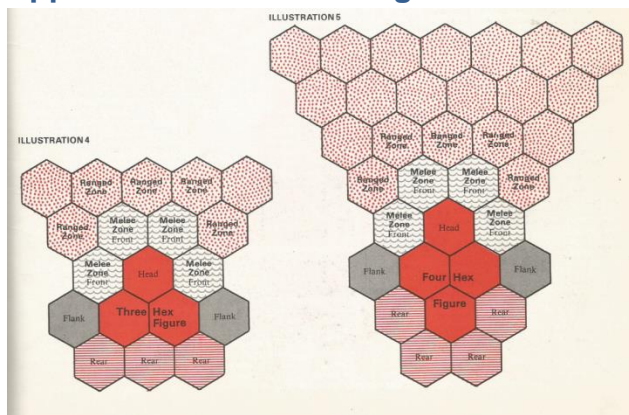


Figure 5 3 and 4 Hex Figures

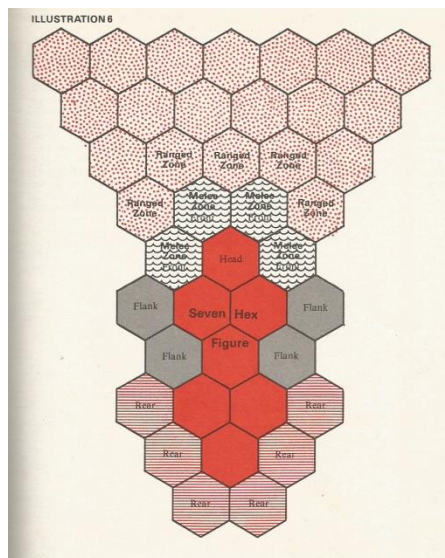


Figure 6 7 Hex Figure

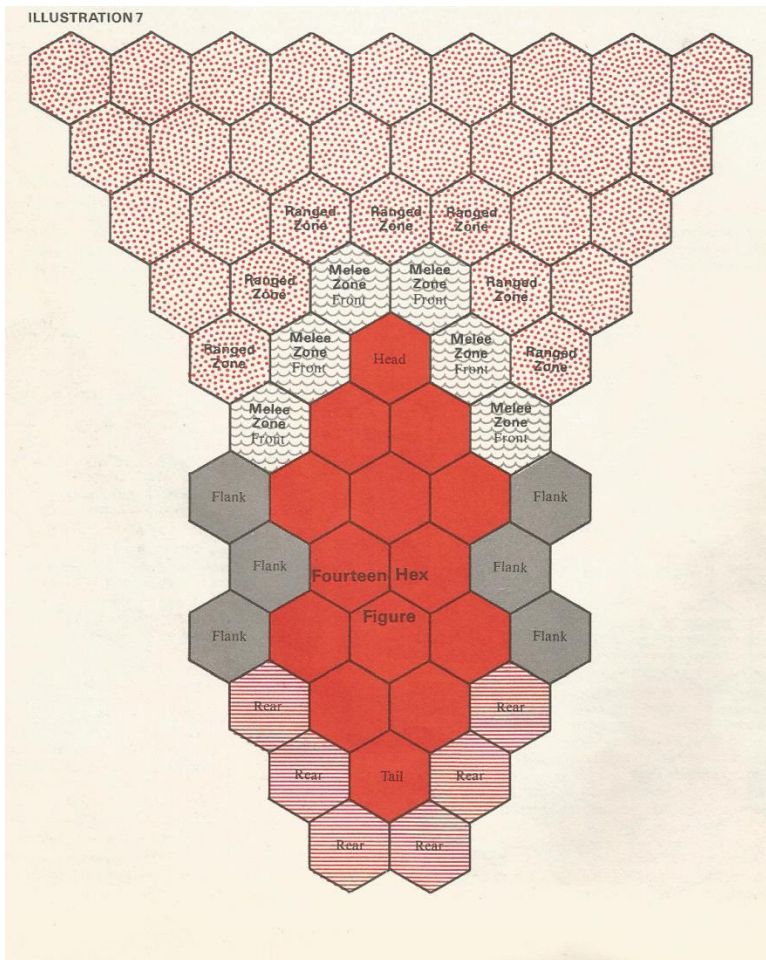


Figure 7 14 Hex Figure

Multi-hex monsters have three types of hexes surrounding them, Front, Flank and Rear. The head must always face the vertex of two hexes. It may move forward in the direction its head faces up to its full TMR allowance. It costs 2 AP for a multi-hex monster to change facing.

A multi-hex monster may freely enter any hex occupied by a 1 hex Figure. The smaller Figure is knocked prone automatically and the monster may attempt to trample the Figure at a base chance of 40% plus modified Manual Dexterity – Defensive Value. If the target is struck the damage done is D10 + size of monster in hexes. Trampling is C Class damage.

Appendix 3: Weapons Tables

Table 21: Swords and Knives:

Weapon	WT	PS	MD	BC	DM	IV +	RG	C	Use	RN	Cost
Dagger ²⁶	.5	7	10	40	D	1	8	A	RMC	1	10
Main-Gauche	1	10	12	45	+1	1	P	A	MC	1	20
Short Sword	2	10	12	45	+3	2	P	A	M	1	40
Falchion	4	12	11	50	+2	2	P	B	M	1	35
Scimitar	4	11	15	50	+3	3	P	B	M	1	60
Tulwar	4	13	15	50	+4	3	P	B	M	1	65
Rapier	2	11	18	45	+3	3	P	A	M	1	35
Sabre	3	14	15	60	+3	2	P	B	M	1	40
Katana	5	12	17	60	+3	3	P	B	M	1/2	100
Broadsword	3	15	15	55	+4	3	P	B	M	1	50
Estoc	2	15	17	45	+5	3	P	A	M	1	65
Hand and a Half	6	17	16	60	+5	3	P	B	M	1/2	85
Claidheamh-mor	5	16	13	50	+4	4	P	B	M	1/2	80
Two-Handed Sword	9	22	14	55	+7	6	P	B	M	2	100
O Dachi	8	18	15	65	+5	6	P	B	M	2	130
Bolo (Goblin Knife)	2	11	11	45	+1	1	6	B	RMC	1	40

Table 22: Axes, Maces, Picks, Maces and Clubs:

Weapon	WT	PS	MD	BC	DM	IV+	RG	C	Use	RN	Cost
Hand Axe	2	8	11	40	+1	1	8	B	RMC	1	15
Sai	3	10	16	40	D	2	P	C	MC	1	12
Crude Club	4	16	10	45	+2	2	6	C	RM	1	3
War Club	3	14	10	50	+2	2	7	C	RM	1	5

²⁶ When used against a foe with a modified AG between 12 and 9 a Dagger may be used twice in a Pulse. If the modified AG is 8 or less the Dagger may attack 3 times a Pulse.

Weapon	WT	PS	MD	BC	DM	IV+	RG	C	Use	RN	Cost
Torch ²⁷	3	8	12	40	+1	-	6	C	RM	1	1
Mace	5	16	9	50	+4	2	5	C	RMC	1	15
War Hammer	4	15	13	45	+3	3	6	C	RMC	1	14
War Pick	5	17	13	45	+4	3	P	C	M	1/2	20
Flail	4	14	15	50	+2	5	P	C	M	1	15
Battle Axe	5	14	14	60	+4	3	6	B	RM	1/2	20
Morningstar	5	18	15	60	+4	3	P	C	M	1/2	20
Mattock	6	19	14	55	+6	3	P	C	M	2	18
Quarterstaff	3	12	16	55	+2	6	P	C	M	2	3
Great Axe	6	19	17	65	+6	7	P	B	M	2	30
Nunchuku	4	14	17	40	+2	3	6	C	RMC	1	5
Giant Club	10	25	9	50	+8	4	9	C	RM	1	10
Sap ²⁸	1	9	11	40	+1	1	P	C	MC	1	2
Giant Axe	25	29	12	65	+10	6	6	B	RM	1	50
Giant Mace	25	27	10	50	+7	4	8	C	RM	1	40
Sickle	2	11	14	45	+1	2	P	B	M	1	8
Scythe	8	16	15	50	+4	4	P	B	M	2	14

Table 23: Lances, Spears and Polearms:

Weapon	WT	PS	MD	BC	DM	IV +	RG	C	Use	RN	Cost
Javelin ²⁹	3	12	15	45	+2	6	12	A	RM	1	4
Spear	5	15	14	50	+3	9	6	A	RM	1/2	10

²⁷ Burning torches can be used to scare off animals with WP of less than 10. An animal must roll under 4 x WP or they will run away. If a Torch is thrown as a weapon it will go out unless you roll under 3 x modified MD is rolled. Ranks in Crude Club can be used if any.

²⁸ Saps may only be used to knock out targets wearing Leather, Cloth, no armour or without a helm. Used by an Assassin *any* hit knocks out a target. For anyone else, any hit Stuns and 4 or more points of effective damage knocks out the target.

²⁹ In Ranged Combat a Javelin functions as a Thrown Weapon except when you're using an Atlatl in which case it functions as a Missile Weapon.

Weapon	WT	PS	MD	BC	DM	IV +	RG	C	Use	RN	Cost
Pike ³⁰	8	18	16	45	+5	12	P	A	M	2	15
Lance ³¹	7	16	18	45	+6	12	P	A	M	1	4
Halberd	6	16	16	55	+3	7	P	B	M	2	15
Poleaxe	6	18	15	55	+4	7	P	B	M	2	20
Trident	5	14	16	45	+2	5	5	A	RM	1/2	8
Glaive	7	16	18	55	+5	7	P	B	M	2	15
Giant Glaive	14	22	18	55	+9	10	P	B	M	2	30
Giant Spear	15	22	18	50	+7	13	12	A	RM	1/2	20

Table 24: Missile Weapons, Missiles and Accessories:

Weapon	WT	PS	MD	BC	DM	RG	C	Use	RN	Cost
Sling	1	7	15	40	+1	60	C	R	2	1
Staff Sling ³²	5	13	16	45	+3	80	C	R	2	6
Short Bow	4	14	15	45	+2	60	A	R	2	20
Horse Bow	5	16	15	50	+2	90	A	R	2	30
Long Bow	6	16	15	55	+4	180	A	R	2	25
Composite Bow	8	17	15	55	+4	225	A	R	2	80
Giant Bow	14	25	17	55	+7	450	A	R	2	80
Crossbow ³³	7	18	14	60	+3	80	A	R	2	15
Heavy Crossbow ⁸	10	20	14	60	+4	90	A	R	2	20
Atlatl	4	11	14	50	+2	15	A	R	2	5
Blowgun	2	7	16	30	-	7	-	R	2	3

³⁰ An Actor with a Pike can attack an enemy two hexes away.

³¹ Dismounted a Lance is treated as a Pike in all aspects.

³² The staff-sling requires at least 4 feet of overhead clearance in order to be employed effectively. It may also be used to launch grenades up to a range of 40 hexes. Grenados fired in this manner use the staff-sling rules to determine a hit, but do grenade damage rather than normal missile damage. A fustibal may be used as a quarterstaff if necessary.

³³ Loading a Crossbow or Heavy Crossbow takes 6 AP or 9 AP with a cranequin.

Table 25: Missiles:

Missile	Quantity	Weight	Cost	Notes
Shot	20	4	1	Used in Slings
Darts	20	2	5	Used in Blowguns
Arrows	20	2	5	Used in all Bows
Quarrels	20	7	10	Used in Crossbows and Heavy Crossbows
Javelin	1	3	5	Used in Atlatls
Large Shot	20	20	5	Used in Staff Slings

Table 26: Accessories:

Accessory	Weight	PS	MD	RN	Cost	Notes
Cranequin	3	11	-	2	10	Used with Crossbows and Heavy Crossbows. Allows weaker people to use Crossbows. Increases AP for <i>Load</i> action to 9 points.

Table 27: Entangling and Throwing Weapons:

Weapon	WT	PS	MD	BC	DM	RG	C	Use	RN	Cost
Net ³⁴	2	15	16	30	-5	5	-	RMC	1	4
Bola ³⁵	1	13	15	35	-3	10	-	RC	1	3
Lasso ³⁶	1	12	18	30	-4	6	-	RC	2	5
Whip	1	15	16	40	-4	2	-	MC	1	6
Throwing Darts ³⁷	.2	12	15	40	D	12	A	RC	1	1
Boomerang ³⁸	3	12	15	40	D	20	C	R	1	2

³⁴ The Net can be used to Entangle a victim in either Ranged or Melee Combat. Anyone struck by a Net must roll under 4 x modified AG or they are Entangled and fall Prone. They need to roll under 4 x modified Manual Dexterity while performing a *Rise* action to become disentangled. In Close Combat a Net functions as a Garotte.

³⁵ Used to Entangle in Ranged combat and as a Garotte in Close Combat.

³⁶ The Lasso may Entangle anyone within 6 Hexes. The owner may inflict damage by staying within 6 hexes. Others may cut the Lasso by successfully striking it with a B class weapon and doing 1 point of damage. The entangled victim can free themselves by succeeding at a 4 x Modified Manual Dexterity roll or successfully inflicting 1 point of damage with a B class weapon.

³⁷ It only costs one AP to throw this weapon and up to three may be thrown in one Pulse.

³⁸ The Boomerang always returns to the thrower unless it hits a target. There is a variant called a Throwing Stick which has the same characteristics but does not return to the thrower when used.

Weapon	WT	PS	MD	BC	DM	RG	C	Use	RN	Cost
Grenado ³⁹	2	12	16	V	V	15	-	R	1	V
Shuriken ¹²	.5	8	15	40	D	10	A	RC	1	2

Table 28: Special Weapons

Weapon	WT	PS	MD	BC	DM	IV +	RG	C	Use	RN	Cost
Rock	V	5	10	25	-1	0	8	C	RMC	1	None
Cestus	2	14	14	30	-1	0	P	C	MC	1/2	10
Garotte ⁴⁰	1	15	15	30	+3	0	P	-	C	2	3
Thug Scarf ⁴¹	1	14	15	25	-2	0	P	-	MC	1	5
Unarmed	-	-	-	V	-4	0	P	C	MC	-	-
Shield	V	10	12	40	-2	0	P	C	M	1	V
Improved Shield ⁴²	V	10	12	40	+1	0	P	A	M	1	+10

Table 29: Shields

Shield	Weight	Defense/Rank	Manual Dexterity Loss	Cost
Buckler	3	2%	-	5
Small Round Shield	5	3%	-2	8
Large Round Shield	10	4%	-3	10
Kite Shield	15	5%	-4	15
Tower Shield	25	6%	-6	20
Main-Gauche ⁴³	1	2%	-	20

³⁹ Base chance for a Grenado is 3 x MD. Since a hex is normally targeted rather than an individual there are normally no modifiers to hit. Damage and cost depends on what is in the Grenado.

⁴⁰ A Garotte is used by trained assassins in Close Combat to strangle a victim. Only man-sized or smaller victims can be affected. Once a successful hit has been scored damage can be rolled for each Pulse. If the victim has a higher PS they may attempt to break free. Chance is equal to (PS + mAG of victim) – (PS + mAG of attacker) x 3. Alternatively the hold is broken if the victim or another hits the assassin for effective damage, i.e. at least 1 point gets through protection. A non-assassin using a garrotte must roll a successful strike chance each Pulse to damage a target.

⁴¹ A Thug Scarf used in Close Combat works as a Garotte.

⁴² A spike can be affixed to any shield larger than a buckler. This adds 1 pound to the weight and further reduces MD by 1 and costs 10 sp.

⁴³ Does not add to defense versus Ranged Combat or Close Combat. Cannot be used to Shield Rush.

When a shield is not prepared it is considered to be slung on the back of the figure carrying it. Only the Tower and Main Gauche and any Improved Shields are metal and affect Adepts.

Note: Bucklers and Main-Gauches do not provide any protection versus two-handed or giant weapons. Main-Gauches do not provide any protection versus Missile weapons.

Table 30: Armour

Armour	Weight	Protection	Agility Loss	Cost	Stealth Adjustment
Cloth ⁴⁴ alone or Heavy Furs, etc.	1	1	0	10	+5%
Leather	3	4	-1	20	0
Scale	4	5	-3	100	-5
Chainmail	7	6	-2	200	-10
Partial Plate	6	6	-2	250	-15
Full Plate	8	7	-3	300	-20
Improved Plate	7	8	-3	350	-20

Table 31: Experience Costs Per Rank

Weapon	0	1	2	3	4	5	6	7	8	9	10	Total
Swords and Knives												
Dagger	25	25	50	100	200	400	700	1,500	3,000	4,000	4,000	14,000
Main-gauche	50	50	100	200	400	1,100	1,500	3,000	3,000	3,000	4,000	16,400
Short Sword	100	100	200	400	700	1,500	3,000	3,000	3,000	3,000	3,000	18,000
Falchion	25	25	50	100	200	1,400	1,700	2,500	3,000	3,000	3,000	15,000
Scimitar	100	100	200	400	700	1,500	3,000	3,000	3,000	3,000	3,000	18,000
Tulwar	100	100	200	400	700	1,500	3,000	3,000	3,000	3,000	3,000	18,000
Rapier	200	200	200	200	200	500	500	2,000	4,000	4,000	3,000	15,000
Sabre	150	150	200	500	1,000	2,000	2,000	2,000	2,000	2,000	2,000	14,000
Broadsword	50	50	100	200	400	1,700	2,500	2,500	2,500	2,500	2,500	15,000

⁴⁴ Cloth is worn under all other armours and its protection and weight are already factored into the values for other armour.

Weapon	0	1	2	3	4	5	6	7	8	9	10	Total
Estoc	75	75	150	200	500	1,000	2,000	4,000	4,000	3,000	3,000	18,000
Hand-and-a-half	100	100	200	400	1,000	1,900	1,900	3,000	3,000	3,000	3,000	15,700
Claymore/ Two-handed Sword	150	150	200	400	1,400	1,700	1,500	2,000	2,800	2,800	2,800	15,900
Katana	150	150	200	500	1,000	2,000	2,000	2,000	4,000	3,000	3,000	18,000
Bolo	25	25	50	100	200	400	700	1,500	3,000	4,000	5,000	17,000
Hafted Weapons												
Hand Axe	100	100	200	500	1,500	1,500	1,500	1,500	1,500	1,500	1,500	11,400
Battle Axe/Giant Axe	75	75	150	200	500	1,000	2,000	4,000	4,000	4,000	4,000	20,000
Great Axe	150	50	100	200	500	1,000	3,000	5,000	5,000	5,000	5,000	25,000
Crude Club/ War Club/Giant Club	25	75	150	400	750	1,700	1,700	1,700	1,700	2,700	2,700	13,600
Mace/Giant Mace	150	150	200	400	800	1,400	1,400	1,400	1,400	1,400	1,400	10,100
War Hammer	150	150	200	400	800	1,400	1,400	1,400	1,400	1,400	1,400	10,100
War Pick	75	75	150	300	800	1,500	1,500	1,500	1,500	1,500	1,500	10,400
Flail	125	125	150	200	600	1,400	1,400	1,400	1,700	1,700	1,700	10,500
Morningstar	100	100	200	400	700	1,800	1,800	1,800	1,800	1,800	1,800	12,300
Mattock	150	150	200	400	800	1,700	1,700	1,700	1,700	1,700	1,700	11,900
Quarterstaff	75	75	150	200	500	1,000	2,000	4,000	4,000	3,000	3,000	18,000
Sap	25	75	150	250	500	1,000	1,000	1,250	1,250	1,500	3,000	10,000
Scythe	75	100	200	400	750	750	1,000	1,750	1,750	1,750	1,750	10,275
Sickle	100	150	250	500	1,000	1,500	1,500	1,500	1,500	1,500	1,500	10,500
Pole Arms												
Javelin	50	50	100	200	400	800	1,400	2,000	2,000	2,000	3,000	10,600
Spear/Giant Spear	100	100	200	400	700	1,800	1,800	1,800	1,800	1,800	1,800	12,300

Weapon	0	1	2	3	4	5	6	7	8	9	10	Total
Pike	200	200	400	700	1,500	3,000	3,000	3,000	3,000	3,000	3,000	21,000
Lance	250	400	700	1,000	1,700	3,500	3,500	3,500	3,500	3,500	3,500	24,950
Halberd/Poleaxe	75	75	150	200	500	1,000	2,000	4,000	4,000	4,000	4,000	20,000
Trident	200	200	400	800	1,400	3,000	3,000	3,000	3,000	3,000	3,000	21,000
Glaive/Giant Glaive	75	75	150	200	500	1,000	2,000	4,000	4,000	4,000	4,000	20,000
Missile Weapons												
Sling	200	200	400	700	1,500	3,000	3,000	3,000	3,000	3,000	3,000	21,000
Staff Sling	200	250	500	750	1,500	3,000	3,000	3,000	3,000	3,000	3,000	21,200
Short Bow	100	100	200	400	700	1,500	3,000	3,000	3,000	3,000	3,000	18,000
Long Bow/Giant Bow	300	200	500	1,000	2,000	2,000	2,000	2,000	2,000	3,000	3,000	18,000
Composite Bow	200	200	400	700	1,500	3,000	3,000	3,000	3,000	3,000	3,000	21,000
Crossbow/ Heavy Crossbow	100	100	200	400	800	1,000	1,250	1,500	2,000	2,000	2,000	11,350
Spear Thrower	25	25	50	100	200	400	700	1,500	3,000	4,000	5,000	15,000
Blowgun	25	25	50	100	200	400	700	1,500	3,000	4,000	5,000	15,000
Throwing Weapons												
Shuriken	200	100	200	100	500	1,000	2,000	2,000	2,000	2,000	2,000	12,100
Throwing Dart	200	100	200	500	1,000	2,000	2,000	2,000	2,000	2,000	2,000	14,000
Boomerang	100	300	500	1,000	1,200	1,500	1,500	1,500	1,500	1,500	1,500	12,100
Entangling Weapons												
Net	150	150	300	600	1,300	1,300	1,300	1,300	1,300	1,300	1,300	10,300
Bola	200	200	400	700	1,500	2,000	5,000	5,000	5,000	5,000	5,000	30,000
Whip	150	150	500	900	1,400	2,000	3,500	4,000	5,000	5,000	6,000	28,600
Lasso	150	150	500	900	1,400	2,000	3,500	4,000	5,000	5,000	6,000	28,600

Weapon	0	1	2	3	4	5	6	7	8	9	10	Total
Special Weapons												
Thug Scarf	75	75	300	500	1,000	1,500	2,000	2,000	2,000	3,000	4,000	14,450
Rock	25	25	100	150	400	600	900	1,000	1,500	2,000	2,500	8,700
Cestus	30	40	50	100	200	400	700	1,500	3,000	6,000	6,000	18,020
Garotte	100	200	300	600	900	1,200	1,500	2,000	2,500	3,000	3,500	15,800
Shield	25	25	50	100	200	400	800	1,600	3,200	6,400	6,400	19,200
Unarmed Combat	150	300	450	600	800	900	1,500	3,000	4,000	5,000	4,000	20,700
Throwing Weapons												
Shuriken	200	100	200	100	500	1,000	2,000	2,000	2,000	2,000	2,000	12,100
Throwing Dart	200	100	200	500	1,000	2,000	2,000	2,000	2,000	2,000	2,000	14,000
Boomerang	100	300	500	1,000	1,200	1,500	1,500	1,500	1,500	1,500	1,500	12,100
Grenado		25	100	150	400	600	900	1,000	1,500	2,000	2,500	8,700

Appendix 4: Poisons in DragonQuest⁴⁵

Poisons are divided into two main categories **Contact** and **Ingestible**. (There is also a third category known as soporifics which produce unconsciousness). As the names suggest the first class can take effect when introduced through a wound or by skin contact while the second class must be eaten to take effect. The **Ingestible** category includes corrosive and irritant poisons such as mineral acids, caustic alkaloids, arsenic and antimony compounds and most systemic poisons.

The **Contact** category includes insect and animal stings and bites and certain poisonous plants like curare and strophanthus. Class A and B weapons may have poison applied. Poison applied in this fashion will remain effective for 6 hours or until 1 point of effective damage is administered in which case the poison may take effect.

How Poison Works

Each poison has a given Potency and an Effect Period. The Potency determines how much damage a victim will suffer. This damage goes straight to Endurance bypassing Fatigue. They don't suffer any damage however until the Period of Effect has passed.

For example Aconite also known as Wolfsbane or Monkshood has a Potency of 26 and an Effect Period of 2D10 minutes. This means that 2D10 minutes after ingesting or coming into contact⁴⁶ with it a victim will take 26 points of damage.

Multiple doses are additive. Each additional dose after the first does however introduce a chance that the victim will vomit out all the poison. The chance of this is equal to:

Number of Doses	Vomiting Chance
2	20%
3	50%
4	75%
5 or more	95%
Add +20% if the Poison Potency is 16 or higher.	

Note that you cannot apply more than one dose of a Contact poison to a weapon. Venomous animals can of course produce multiple doses though!

Poison Resistance

An individual's Poison Resistance is equal to their EN + WP expressed as a percentage. A successful roll of Poison Resistance at the end of the period of effect will reduce the damage from poison by half.

For example: Desperate Dave the Halfling has an EN of 18 and a WP of 20. This gives him a Poison Resistance of 39%.

Since poison does not take full effect automatically the application of an antidote may help to alleviate the effects. Poisons need to be properly identified so the correct type of antidote can be administered. The use of a proper antidote will reduce the Potency of a poison by D10-2 x 10% (minimum of 10%).

⁴⁵ Much of this material is based on the treatment used in Gameslords' Thieves World supplement.

⁴⁶ Aconite can be used as a contact poison.

Desperate Dave the Halfling accidentally eats two doses of Amanita (Potency 48!) Unfortunately he doesn't vomit them out despite having a 40% chance of doing so. If someone identifies the source of the poison properly he can take the correct antidote. Unfortunately Desperate Dave rolls a 2 so he only gets to reduce the Potency by 10%! 48×0.1 is 4.8 or 5 points. So the Potency drops to 43. If Dave can roll under his Poison Resistance he will only take 27 points of damage. If he misses his Poison Resistance roll he's probably a goner.

Soporifics

This class of poison causes unconsciousness that lasts for the Potency rating hours – the victim's Endurance in minutes.

Desperate Dave the Halfling gets a snoutful of ether (Potency 3) and fails his Poison Resistance roll. He falls asleep for 3 hours minus 16 minutes for his Endurance.

Soporifics do cause damage to Fatigue as well as causing unconsciousness.

Who Can Identify Poisons?

Any character can attempt to identify a poison. The chance to do so is equal to: Perception x 2% plus any modifiers due to the distinctiveness of certain poisons. (Obviously if someone is bitten by a venomous animal or insect there is no need for an identifying roll).

Adventurer Skill Set	Bonus
Alchemists	+ 5 x Rank.
Assassin	+ 3 x Rank.
Healer	Automatic.
Herbalist	+ 4 x Rank for natural plant based poisons from their chosen environment. + 2 x Rank for all other poisons.
Ranger	+ 4 x Rank for natural poisons of all kinds that originate in their chosen environment. + 2 x Rank for natural poisons from other environments.
Spy/Thief	+ 2 x Rank.

Treating Poison

Healers of Rank 4 or better automatically neutralize natural poisons. They take $30 - 2 \times \text{Rank}$ minutes to do so. They may also automatically neutralize synthetic poisons produced by a lower level alchemist and have a $(50 - [5 \times \text{difference in Ranks}])\%$ to neutralize poisons created by higher level alchemists.

Alchemists can create antidotes which will automatically neutralize a poison but each antidote is specific to a class of antidote (1 through 8) or a group of venomous animals, e.g. snake poisons.

Herbalists can create antidotes to plant based poisons that flush $2 + \text{Rank}$ percent of the Potency. These antidotes are specific to one class of antidote (1 through 8).

Plant and Synthetic Poisons

Name	Contact?	Soporific?	Availability	Potency	Effect period	Common Symptoms	Recommended General Antidotes
Aconite (Wolfsbane, Monkshood)	✓	-	Fairly common in temperate zones; plant has distinctive helmet-shaped flowers.	26	2D10 minutes	Acts as a paralytic of the central nervous system; dilated pupils, stupor.	6, 7, 8
Amanita	-	-	Rare, white-topped, red gilled mushroom.	24	2D5 hours. First effects take D5-2 hours.	Heart pain, difficulty in breathing.	1, prayer
Aqua fortis (nitric acid)	-	-	Fairly common alchemical formula.	6	24 hours	Severe pain in throat and stomach; vomiting convulsions, collapse. Causes characteristic yellow staining of tissues - +15% chance of identification.	4
Arnica (Leopard's Bane)	-	-	Fairly common; tincture obtained from dried heads of plant with bright yellow-rayed flowers; used externally as counter-irritant to muscle pains.	10	2D5 hours	Nausea and vomiting; slow weak pulse; subnormal temperature; pallor. Has characteristic odour +25% chance of identification.	1, 4, 6
Arsenic (Cantarella)	-	-	Common. Most commonly in form of white powder or white, porcelain like lumps.	20	10d10 hours	Vomiting, diarrhea, acute stomach pains, convulsions, paralysis, internal organ failure.	2, 3, hydrated oxide of iron and magnesia.
Belladonna (Deadly nightshade)	-	✓	Common. Obtained from dried leaves, roots, tops of plant with	16	2+1d5 hours.	Dilated pupils, dry mouth, nausea, vomiting, abdominal	2, 3

Name	Contact?	Soporific?	Availability	Potency	Effect period	Common Symptoms	Recommended General Antidotes
			purplish-red, bell-shaped leaves and small, black-brown, poisonous berries.			cramps, skin rash, delirium or stupor, paralysis.	
Digitalis (Foxglove)	-	-	Common, obtained from dried leaves of purple plant with white flowers. Used as heart stimulant.	9	2D10 hours	Nausea, vomiting, stomach pains, irregular pulse, weakness, dizziness, drowsiness, convulsions.	3
Ergot	-	-	Relatively common, obtained from fungus on rye. Used to check bleeding or as an abortifacient.	12	2d10 hours	Nausea, vomiting, cramping in abdomen, slow, weak pulse, heart pain, shortness of breath, muscle spasms, convulsions, coma.	1, 6
Ether	-	✓	Uncommon, clear, colourless very flammable liquid with burning taste and characteristic odour. (+25 % to identification).	3	1d5 minutes	Cyanotic (blue) face, shallow breathing, weak pulse, possible death from respiratory failure.	8
Hemlock	-	-	Common in natural form. Looks like wild carrot (fleshy taproot). Most toxic while flowering.	20	3d20 minutes	Paralyses central nervous system. Muscular weakness, paralysis of limbs, blindness.	1, 8
Hyoscyamus (Henbane)	-	-	Common. Derived from seeds and pods of black henbane.	14	2+ 1d10 hours	Similar to belladonna.	2, 3
Mandragora (Mandrake root)	-	✓	Common. Made from carrot-like plant with forked	5	6d10 minutes.	Thirst, drowsiness, slow, thready	8

Name	Contact?	Soporific?	Availability	Potency	Effect period	Common Symptoms	Recommended General Antidotes
			root and purplish flowers. Oldest pain-killer, often in wine decoction. (Death-killer).			pulse.	
Opium	-	✓	Uncommon. Milky liquid from unripe fruit of opium poppies. Narcotic, addictive, pain-killer.	15	1d5 hours. 3d10 minutes if injected	Dry mouth, itching, fast pulse, pupil contraction, nausea, strength loss, deepening stupor, coma.	7
Oil of Vitriol (sulphuric acid)	-	-	Caustic liquid. Frequently used as revenge device to scar features.	7	24 hours	Heavy damage to mucous membranes, digestive system lining, vomiting, convulsions, collapse.	4, 5
Strophanthus (arrow poison)	✓	-	Only common in tropical climates. Flowers found on vines, plants and small trees.	14	3d10 minutes	Vomiting, irregular pulse, blurry vision, delirium, circulatory failure.	-
Strychnine	-	-	White crystals made from dried, ripe seeds of nux vomica tree. Peculiar taste, victim has +35% chance to identify.	28	3d5 minutes.	Tightness in chest, convulsions, muscle spasms, death usually occurs from asphyxiation.	6, 7, 8 (for collapse)
Synthetic Poison	✓	✓	Created by an alchemist in their lab. Can resemble anything the alchemist wishes. Must be produced as either a Contact, Ingestible or Soporific.	5 + Rank	2d10-Rank minutes. Minimum of 1 minute.	Various effects depending on the materials used.	Alchemists can produce specific antidotes to all three classes of synthetic poisons.

Antidotes: 1. Emetics general. 2. Mustard. 3. Tannic acid. 4. Demulcent (all). 5. Gum Arabic. 6. Medicinal charcoal. 7. Potassium permanganate. 8. Stimulants.

Poisonous Creatures

Creature	Habitat	Potency Rating	Effect Period
Insects (5% chance of allergic reaction. Triple potency)			
Bees	World-wide, non-frigid	1 No effect is saving throw is success	24 hours
Wasps	Temperate areas	4	2d5 hours
Fire ants	Tropical, temperate	4	2d10 hours
Giant wasps	Wooded tropical	8	1d5 hours
Arachnids			
Black widows	Tropical, temperate	6	4d10 hours (1 st effects take 3d5 hours to manifest)
Brown spiders	Worldwide, non-frigid	4	3d10 hours
Tarantulas	Tropical	2 (only 25% are poisonous)	24 hours
Giant spiders			
Arthropods			
Scorpions	Desert	4 (25% chance for Potency 10)	1d10 hours
Giant scorpions	Desert	12	1d5 hours
Reptiles			
Adders	Dry tropical	10	1d5 hours (1 st effects take 6d10 minutes to manifest)
Black mambas	Moist tropical	16	1d5-1 hours
Brown snakes	Temperate	14	2d10 hours (1 st effects take 3d5 hours to manifest)
Bushmasters	Moist tropical	12	6d10 minutes
King cobras	Wet tropical	14	6d10 minutes
Coral snakes	Wet tropical	12	2d5-2 hours
Copperheads	Dry temperate	10	3d5-3 hours
Cottonmouths	Wet temperate	12	2d5 hours
Fer-de-lances	Moist tropical	12	1d5-1 hours
Gila Monster	Desert	8	2d10 hours
Kraits	Wet tropical	10	2d10 hours (1 st effects take 3d5 hours to manifest)
Rattlesnakes	Temperate, desert	8	2d5 hours
Spitting cobras	Moist tropical	10	2d5 hours
Taipans	Desert	16	6d10 minutes
Tiger snakes	Moist temperate	8	1d5 hours (1 st effects take 3d5 hours to manifest)
Vipers	Dry temperate, desert	10	2d5 hours
Marine creatures			
Man-o-war	Tropical waters	4	6d10 minutes
Sea wasps	Warm waters	18	3d5 minutes
Spotted octopi (stings cause muscle cramping) almost certain death by drowning if alone	Tropical waters	14	3d10 minutes
Sea urchins (stings cause	Tropical waters	6	2d10 minutes

Creature	Habitat	Potency Rating	Effect Period
muscle cramping) almost certain death by drowning if alone			
Stingrays (stings cause muscle cramping) almost certain death by drowning if alone	Warm waters	5	3d5 minutes
Scorpion fish	Warm waters	5	1d5+1 hours
Stonefish	Tropical waters	8	1d5-1 hours
Weaver fish	Temperate waters	9	1d10 hours

Supernatural Creatures

Creature	Page	Potency Rating	Effect Period
Imp	65	4	1d5 minutes
Devil	65	5	1d5 minutes
Aim the Fire Duke	69	18	1d5 minutes
Berith the Savage Duke	70	15 (Rank 10 Nerve Poison)	2d10-10 minutes
Gremory Duke of Songs	69	15 (Rank 10 Nerve Poison)	2d10-10 minutes
Zepar the Red Duke	70	2	Each hour Zepar's poison will cause 2 points of damage to Fatigue or Endurance. This poison can only be treated by a Healer and is effectively as a synthetic poison produced by a Rank 10 Alchemist.
Asmoday, the Infernal King	76	15 (Rank 10 Nerve Poison)	2d10-10 minutes
Basilisk	113	1d10+10	1d5 minutes
Behir	136 ⁴⁷	3	Paralytic poison
Hydra	114	5	1d5 minutes
Wyvern	115	5	1d5 minutes
Gorgon	123	14	6d10 minutes
Naga	124	2	1d5 minutes. Requires an antidote specific to naga venom.

Magical Poisons

Poison	Page	Potency	Effect Period
Ritual of manufacturing sleep dust	42	1+1 per rank.	20-1 x Rank pulses.
Ritual of manufacturing poison dust	42	D10-5 + 1 per 2 ranks	20-1 x Rank pulses.
Spell of Creating Runeweapon	87	If made of Yew a Runeweapon has a contact poison of potency D-6 + 1 per rank of damage.	20-1 x Rank pulses.

Note: Healers can neutralize these magical poisons as though they were produced by an Alchemist of a rank half that of their ritual/spell rank. For example a Rank 16 ritual would be equivalent to a Rank 8 Alchemist.

⁴⁷ DragonQuest 2nd edition revised.

Appendix 5: Monster APA and TMR⁴⁸

Name	APA	TMR
Apes and Prehumans		
Baboon	11-12	7
Gorilla	10-12	7
Neanderthal	8-9	6
Orang-Outang	11-12	6/2
Sasquatch	13-15	6
<i>Chimpanzee</i>	11-12	5/3
<i>Monkey</i>	11-12	3/3
Felines		
Cheetah	20-24	24
House Cat	11-12	9
Leopard	15-17	8/4
Lion	14-18	9
Sabretooth Cat	13-14	12
Tiger	14-18	9
Wild Cat	10-12	6-8
<i>Puma</i>	15-17	9/3
Great Land Mammals		
Bear	8-12	6
Boar	12-14	7
Camel	10-11	12
Elephant	8-10	9
Ox	7-9	5
Stag	12-13	13
Woolly Mammoth	8-9	10
<i>Antelope</i>	12-13	15
<i>Bison</i>	10-11	9
<i>Giraffe</i>	10-11	12
<i>Hippopotamus</i>	9	5/5
<i>Mountain Bear</i>	8-12	7
<i>Mountain Sheep</i>	12-13	12
<i>Rhinoceros</i>	9	7
<i>Walrus</i>	8-9	3/4
Small Land Mammals		
Dingo	10-12	7
Hyena	11-13	7
Jackal	11-13	6
Mongoose	14-16	8
Rat	6-8	2
Weasel	13-15	5
Wolf	10-14	8
<i>Ferret</i>	13-15	4

⁴⁸ TMR and APAs are derived from 1st or 2nd edition DQ. In the case of animals mentioned in other supplements (those indicated in italics) I've chose an APA value that a similar official DQ creature would possess.

Name	APA	TMR
<i>Fox</i>	12-13	6
<i>Rabbit</i>	11-12	9
<i>Seal</i>	9-10	3/7
<i>Squirrel</i>	13-15	3/2
<i>War Dog</i>	10-11	7
<i>Wolverine</i>	12-13	5
Avians		
Common Avians		
Buzzard	10	12
Eagle	12-13	24
Goshawk	12-14	22
Owl	11-12	12
Fantastical Avians		
Gargoyle	9-11	8/4
Gryphon	14-18	4/10
Harpy	12-14	10/1
Hippogriff	10-11	4/8
Pegasus	10-12	6/10
Phoenix	12-14	40
Roc	14-16	40
<i>Dragonet</i>	10-11	3/7
Aquatics		
Fish		
Barracuda	10-11	7
Manta Ray	12-13	4
Pike	8-10	6
Piranha	10	6
Shark	11-12	7
Aquatic Mammals		
Dolphin	11-12	8
Great White Whale	10	14
Orca	10	8
Merfolk	8-12	7
Others		
Eels	10	6
Kraken	9-10	12
Octopus	8-9	3/1
Squid	10-12	12
Lizards, Snakes and Insects		
Lizards and Kindred		
Basilisk	8-10	2
Crocodile	6-7	1/3
Giant Land Turtle	6-7	2
Gila Monster	6-7	2
Hydra	8-9	4
Land Iguana	8-9	5
Salamander	10	7
Suarime (Lizard Man)	7-8	6/2

Name	APA	TMR
Wyvern	10-14	1/3
<i>Behir (Dragon Snake)</i>	10-11	8/4/2
<i>Komodo Dragon</i>	8-9	4/4
<i>Sharaz</i>	10-11	6
Snakes		
Asp	8-10	3
King Cobra	10-11	4
Mamba	6-8	2
Python	8-10	3
Spitting Naja	10-11	3
Insects and Spiders		
Black Widow Spider	4-5	1
Fire Ant	6-7	3
Killer Bee	10	10
Scorpion	7-8	3
Tarantula	5-6	1
Giants, Fairies and Earth Dwellers		
Giant Humanoids		
Cloud Giant	7-11	12-14
Fire Giant	7-11	8-10
Hill Giant	7-11	7-8
Frost Giant	7-11	12-14
Stone Giant	7-11	8-10
Storm Giant	7-11	14-15
Ogre	7-8	9
Titan	9-10	12/6
Troll	13-17	6
Fairy Folk		
Brownie	9-10	3
Dryad	8-10	4
Elf	9-13	6
Fossergrim	9-10	3/2
Leprechaun	11-12	4
Nixie	10-12	7
Nymph	10-12	5
Pixie	11-12	3/5
Satyr	11-12	8
Sylph	12-14	14/5
Earth Dwellers		
Dwarf	6-11	4
Gnoll	8-9	5
Gnome	9-10	3
Goblin	7-9	3
Halfling	8-12	4
Hobgoblin	9-10	5
Kobold	10-11	2
Orc	7-23	5
Fantastical Monsters		

Name	APA	TMR
Centaur	12-14	12
Chimaera	11-13	10
Giant Amoeba	5-6	1
Medusa	10-14	5
Manticore	10-12	10/7
Minotaur	10-11	6
Naga	10-11	8/6
Sphinx	10	10/12
Unicorn	13-15	12
Creatures of Night and Shadow		
Bat	10-12	10
Dire Wolf	11-13	8
Doppelganger	9-10	5
Weres		
Were Rat	8	4
Were Snake	11	4
Werewolf	13	8
Were Bear	12	7
Were Boar	14	7
Were Tiger	18	9
Summonables		
Djinn	11-12	14/7
Efreet	12-13	15/7
Elementals		
Air	12-14	10 + (Adept's Rank)
Earth	9-10	4/2
Fire	10-12	8 + (Adept's Rank/5)
Water	10-11	10 + (Adept's Rank/2)
Hellhound	11-12	9
Undead		
Lesser Undead		
Ghost	10-14	5
Ghoul	6-10	3
Revenant	As character	
Skeleton	10-14	3
Zombie	6-10	3
Greater Undead		
Night-Gaunt	10-12	5
Spectre	12-14	6
Vampire	12-16	6
Wight	10-14	5
Wraiths	15-20	5
<i>Mummy</i>	8-9	4
Dragons		
Black	12-13	17/6
Blue	10-12	14/5
Golden	11-13	17/6
Green	12-13	14/5

Name	APA	TMR
Red	11-12	15/5
Yellow	12-13	14/6
Riding Animals		
Donkey	12	10
Draft Horse	9-10	10
Mule	11	9
Mustang	11-12	12
Palfrey	9-10	13
Pony	9-10	7
Quarterhorse	10-11	12
Warhorse	11-12	10
Netherworld Denizens		
Imps	10-12	7/10
Devils	12-14	8/10
Succubi	11-14	7/8
Dukes		
Agares	10	1
Aim	12	5
Alloces	14	7
Amdusias	12	5
Astaroth	15	9
Barbatos	14	8
Bathin	13	7
Berith	14	7
Bune	16	10/16
Crocell	14	5/10
Dantalion	14	8
Eligos	13	7
Furcalor	15	12/4
Furcas	13	6
Gremory	14	6
Gusion	13	6
Havres	14	8
Murmur	13	7
Sallos	14	6
Uvall	14	7
Valefor	15	8
Vapula	14	8
Vephar	13	12
Zepar	15	7
Princes		
Gaap	14	7
Ipos	13	4/8
Orobas	15	10
Seir	14	7
Sitri	14	7/8
Stolas	14	10
Vassago	10	3

Name	APA	TMR
Presidents		
Avnas	13	7
Buer	15	10
Camio	15	8
Foras	14	7
Haagenti	13	7
Labolas	13	7/10
Malphas	15	7
Marbas	13	7
Volac	12	5/10
Voso	15	10
Earls		
Andromalius	15	6
Bifrons	14	7
Botis	13	7
Furur	14	8
Malthus	12	2/10
Marax	13	8
Raum	14	6
Renove	14	6
Marquises		
Amon	14	8
Andras	13	7
Andrealphus	14	7
Cimejes	13	7
Decarabia	13	7
Forneus	15	12
Leraje	14	7
Marchosias	10	8/6
Naberius	13	5/7
Orias	14	10
Phenex	13	4/8
Samigina	14/12	7
Savnok	14	7
Shaz	15	3/9
Kings		
Asmoday	13	7
Bael	15	6
Balam	13	6
Beleth	14	6
Belial	14	6/8
Palmon	14	6
Purson	14	6/10
Vine	14	6
Zagan	10	8/6

Appendix 6: Firearms in DragonQuest⁴⁹

There are two separate skills for using firearms in DQ: pistols for one-handed firearms, and long arms for weapons that require two hands to fire.

Weapon Statistics

Weapon	WT	PS	MD	BC	DM	RG	C	Use	Cost	AP	Shots	ROF	
Black powder weapons													
Pocket pistol (1)	1	7	14	40	+2	15	A	RMC	50	4	NA	NA	
Holster pistol (1)	4	13	14	40	+4	40	A	RMC	75	6	NA	NA	
Musket (2)	8	15	14	40	+6	80	A	RM	150	8	NA	NA	
Blunderbuss (2)	9	15	14	40	+8/+4/+2	30/60/100	NA	RM	100	NA	NA	NA	
Electrically powered beam weapons													
Pistol (1)	½	5	12	50	+8	50	A	RC	NA	NA	16/100	2	
Rifle (2)	2	7	12	50	+12	100	A	RM	NA	NA	12/50	1	
Light cannon (2)	20	*	12	40	+24	300	A	R	NA	NA	Varies	1/2	
Heavy cannon (2)	45	*	12	40	+36	500	A	R	NA	NA	Varies	1/3	

NA = not applicable. * see note under beam weapons for the rules of firing cannons.

Code	Meaning	Code	Meaning
WT	Weight in pounds	RG	Range
PS	Physical strength needed	C	Class
MD	Manual dexterity needed	Use	Which types of combat the weapon can be used in. Note that a prepared pistol can be fired once in close combat. After that it can only be used as a club.
BC	Base chance	Cost	In gold coins of the realm.
DM	Damage	AP	The number of points of non-magical armour weapon ignores. For example a pocket pistol ignores the first 4 points of non-magical armour a target has when dealing damage.
Shots	Number of charges. Only applicable to beam weapons it indicates how many times the weapon can fire before needing to be reloaded. The first value is for an internal battery while the second amount if for a belt-hung battery.	ROF	Rate of fire. These weapons need to “re-charge” between shots so can only fire the indicated number of times a round. Pulling the trigger requires 2 AP.

⁴⁹ These are based on the firearm rules found in the Rogue Mistress campaign for Stormbringer.

The amount of time needed to reload a black powder weapon depends on the number of ranks of skill one has in the weapon.

Black Powder Weapon Reloading Time

Ranks	Reload Time
0-2	Reloading takes 9 AP and a fumble occurs whenever a 90-100 is rolled.
3-4	Reloading takes 8 AP and a fumble occurs when a 96-00 is rolled.
5-6	Reloading takes 7 AP and a fumble occurs on rolls of 99-00.
7-8	Reloading takes 6 AP and a fumble occurs on a roll of 99-100.
9-10	Reloading takes 6 AP and a fumble only occurs on rolls of 99-100 if a 3 x MD roll is failed.

Note: All standard modifiers that apply to ranged combat apply to the use of firearms in combat.

Due to their quickness to fire firearms win any ties in IV.

Black Powder Weapon Fumble Chart

D6	Result
1-2	Misfire. The weapon does not fire. The weapon must be carefully cleared of the old charge before reloading. Double the time it takes to normally reload the weapon.
3	Hangfire. The weapon appears to have misfired but 1-10 IV ranks later it unexpectedly goes off. The result of this depends on what the character did with the weapon.
4	Underload. The weapon fires but too little powder was used. The shot, underpowered, goes astray.
5	Backfire. Ball if packed too tight and igniting powder flashes back through the touch hole. Weapon fires normally but user takes 1D5 points of damage from powder burns and is blinded for 1D10 pulses.
6	Overload. Too much powder was used. The weapon kicks badly, sending the shot astray. The user takes 1 point of damage and needs to make a 3 x AG roll to avoid getting knocked down.

Experience Cost

	0	1	2	3	4	5	6	7	8	9	10
Pistol	100	100	200	400	800	1,000	1,250	2,000	2,000	2,000	11,350
Long arm	100	100	200	400	800	1,000	1,250	2,000	2,000	2,000	11,350

The Electrical beam weapons found on Uerth fire a bright white energy discharge that loses energy over distance. Roll for damage and then multiply by the damage modifier. This chart continues with the damage modifier doubling with every increase in distance.

Weapon	1 x Range (Damage)	2 x Range (Damage)	3 x Range (Damage)	4 x Range (Damage)
Pistol	0-50 (x1)	51-100 (x ½)	101-150 (x ¼)	151-200 (x 1/8)
Rifle	0-100 (x1)	101-200 (x ½)	201-300 (x ¼)	301-400 (x 1/8)
Light cannon	0-300 (x1)	301-600 (x ½)	601-900 (x ¼)	901-1200 (x 1/8)
Heavy cannon	0-500 (x1)	501-1000 (x ½)	1001-1500 (x ¼)	1501-2000 (x 1/8)

Being made of plastic means they are not terribly effective as melee weapons. The pistol can be fired in close combat as long as it has a charge and the rifle can be used as a melee weapon if equipped with a bayonet. This allows you to use your spear skill with the weapon.

The cannons must be vehicle mounted and need to be connected to an operating energy source to fire.

All armour resists beam weapons normally. Metal armour heats up however and wearers take $\frac{1}{2}$ again the rolled damage as burns. Wooden items have a 25% chance of catching fire when hit.

Appendix 7: Stormbringer 1st Edition Style Demon Weapons and Armour

This is my attempt to replicate 1st edition style Stormbringer demon weapons and armour in DragonQuest. I won't cover the details of summoning and binding just the game effects.

Demon Armour

When a demon is bound to act as set of armour it has the following effects:

- The armour weighs only as much as a set of cloth would unless they are cloth in which case the suit is effectively weightless.
- The armour's Agility loss is 1 point less than it would be depending on what sort of armour it looks like.
- The armour value is increased by 1D8 points (rolled each time the wearer is struck).
- The armour is not damaged by grievous strikes unless the weapon causing the damage is a demon weapon as well or some creature at least three hexes in size.
- The armour has no Rear zone. Instead what would be considered the Rear is instead counted as Flank hexes.
- Demon armour may have special attributes as well. These tend to replicate specific spell effects but may also include other effects like insubstantiality.

Demon Weapons

Demon weapons may have all or only some of the following characteristics:

- They add 8 to their IV value.
- They add 8% to the Base Chance.
- They add 1D8 to the DM value (rolled each time the weapon strikes).
- They add an additional 1% to the grievous chance and 8% to the chance of an Endurance strike. This is on top of the addition the 8% increase in Base Chance adds.
- There is no chance of breaking one of these weapons. Instead rolls of 99 or 100 are both treated as a chance of dropping the weapon.
- The chance of dropping one of these weapons is 3 x modified Manual Dexterity minus 8% plus 2 x Rank. (Yes, they are easier to drop due to the treacherousness of Chaos).
- These weapons can damage demon armour in the case of a grievous strike.

Notes

- A demon missile weapon does NOT add to the damage caused. They do possess all the other attributes of demon weapons however. Demon ranged weapons do add to the damage they cause but may or may not be capable of returning to the thrower's hand.
- Any spell effects or special attributes are at the GM's discretion and any effects are only rarely more powerful than Rank 5 in effect (strength, area of effect, range, duration, etc). Note however that the demon does NOT have to roll a cast chance to generate the effect. Any effect is automatic but may have some other conditions that limit their use. For example they might require a recharge period, may only be triggered under certain conditions, or after damaging an enemy, or may only have a certain number of charges per day.
- In the case of demonic shields they have the usual demon weapon attributes plus they add 8% to Defense. They also reduce Manual Dexterity loss by 1.