

The Adventurer's Tale - Quick Play

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Making an Adventurer

An adventurer chooses four of the following Stats to be their strongest. One of these must be Body.

Body: How strong and tough the character is.

Melee: Fighting up close.

Shooting: Firing a bow or throwing magic.

Grace: Sneaking, jumping, avoiding missiles.

Wisdom: Understanding of the world, history and magic.

Craft: Using tools and practical skills.

Write these four stats down and roll 1d6 to find the score for each.

Choosing a Class

Each adventurer then chooses a class and takes the benefits given. No Stat may be raised above 7 for a new adventurer.

Fighter: Roll 1d6 and spend the points between Body, Grace, Melee and Shooting. You may wear Heavy Armour.

Rogue: Roll 1d6 and spend the points between Grace, Craft and Wisdom. You do two extra damage on a critical hit instead of one.

Scholar: Roll 1d6 and spend the points between Wisdom, Craft, Melee and Shooting. You know two spells.

Equipment

Each character rolls 3d6 for gold and spends it on equipment as they wish.

Common Items Cost 1 gold, such as Rope, Rations, Hats, Poles, Torches and a room at a hostel or bad Inn.

Fancy Items cost 5 gold such as Musical Instruments, Mirrors, Fancy Hats, Professional Toolkits and a room at a good Inn.

Weapons Cost twice as much as their Damage score.

Damage 2 - Dagger, Handaxe, Club, Sling.

Damage 3 - Sword, Spear, Axe, Mace, Bow, Staff.

Damage 4 - Greatsword, Warhammer, Halberd. These use both hands to wield.

Shields cost 5 gold.

Light Armour costs 10 gold and Heavy Armour costs 20 gold.

Character Training

As long as they have had an adventure since their last training a character can spend 100 Gold reflecting on their experiences and training. They gain bonuses based on their class.

Fighter: Add 1 to Body, 1 to Melee or Shooting and deal an extra point of Damage with your chosen weapon.

Rogue: Spend 3 points between Stats as you like.

Scholar: Add 1 to Wisdom, 1 to any other Stat and learn 1 new Spell.

Combat: In combat the GM decides which side acts first, Adventurers or Opponents. Turns are then taken. The roll required for an attack depends on the situation. Tied rolls always mean no change in the situation.

Melee: The attacker and defender both roll 1d6 and add their Melee score. The winner deals damage equal to their weapon's Damage score (1 if unarmed). If the hitting die was a 6 this is a Critical Hit and an extra point of damage is caused. If the unmodified dice match then either opponent wielding a shield cannot be hit. Wielding two weapons adds 1 to Melee rolls. If you wish to avoid fighting you can use your Grace score instead of Melee, but if you win the roll you do not cause Damage. A natural roll of 1 can NEVER cause a hit.

Ranged Attacks: The attacker rolls 1d6 and adds his Shooting score, the target rolls 1d6 and adds their Grace score, or Melee score if they wield a shield. If the attacker beats the target's roll he hits and causes damage equal to the weapon's damage score. If the hitting die was a 6 this is a Critical Hit and an extra point of damage is caused. A natural roll of 1 can NEVER cause a hit.

The GM may assign a +2 Bonus to combat rolls for characters or monsters that are in an advantageous position over their opponent, such as ganging up or attacking from high ground.

Casting Spells: To cast a Spell they know the adventurer rolls 1d6. If this is a 1 the spell fizzles and it cannot be cast again until they have rested. Casting needs a free hand.

Damage and Death: A character that has taken equal or more Damage than they have points in their Body Stat is knocked out. Subtract 1d6 from their Body stat. If their Body goes below 1 they die. They lose Body in this way on every hit until healed to consciousness.

Light Armour subtracts 1 from any damage taken from a hit. Heavy Armour subtracts 2 but can only be worn by Fighters.

Resting: Every 30 minutes restores 1 fizzled spell from each character and heals Damage equal to the highest Craft score in the party.

Other Tests: The GM decides whether or not a player's choice of actions will require a Test to be rolled. Tests are carried out by rolling 1d6 and adding the most relevant Stat. The number required to succeed is set by the GM with the following guidelines:

Target 2: A basic task most people would succeed at.

Target: 6: Something requiring some skill in the area.

Target 10: Something an Expert would find challenging.

Target 14: Something even a Master finds challenging

Target 18: Legendary deeds.

Rule X: For all other situations the GM should have the player roll 1d6. If the result is high it goes well, if it is low it goes badly. This rule can also be used for sources of damage such as fire, drowning and falling blocks. These may deal 1d6 Damage, or 2d6 for particularly dangerous situations.

Spells

Figment

Create a simple illusion such as a candle flame, ventriloquism or making a small object invisible.

Healing Touch

Touch yourself or a friend to heal one point of Damage and remove any poison from their system.

Guidance

The target of this spell adds 2 to all combat rolls until the start of the caster's next turn.

Curse

The target of this spell subtracts 2 from all combat rolls until the start of the caster's next turn.

Light and Shadow

Fill one room-sized area with either light or darkness.

Invisible Hand

Manipulate an object in the nearby area just as if you were doing so physically. You may use this to make melee attacks with a weapon from some distance.

Tongues

Communicate freely with one target, regardless of language barriers. This includes animals.

Bless

You can bless any amount of food or drink. This removes anything harmful from it and makes it delicious. Blessed Water thrown at Undead creatures causes 1d6 Damage.

Hold

Prevent a target with a Wisdom score lower than yours from moving, attacking or otherwise acting until your next turn. Target defends themselves normally.

Invisibility

You make yourself invisible to anyone with a Wisdom score lower than yours until the start of your next turn.

Mind Stab

Cause Damage to one target you can see equal to the result of your Spell Roll minus their Wisdom score, ignoring Armour.

Magic Shield

Your Magic Shield protects you, absorbing a number of points of Damage equal to your Wisdom before disappearing. The shield disappears at the start of your next turn.

Magic Strike

Make an immediate Melee attack. If you hit then deal Damage equal to your Wisdom.

Animate

Choose one inanimate object, such as a table or chest. It is magically able to walk at a normal rate and follows you. The object cannot fight at all.

Monsters

Treasure: 1 Treasure is generally worth 1 Gold.

Goblin

Body 3, Melee 2, Shooting 2, Grace 2.

Sword (Damage 2), Goblin Bow (Damage 2), 1d6 Treasure.

Dodge: A goblin that rolls a 5 or 6 on a combat roll is never hit. *Critical Hit* bypasses.

Orc

Body 6, Melee 3

Axe (Damage 3), Shield, Light Armour, 1d6 Treasure.

Battle Lust: Heal 1 Damage whenever the orc damages an opponent.

Troll

Body 8, Melee 5

Fists (Damage 4), 1d6 Treasure.

Regenerate: At the start of its turn heal 1d6-1 Damage from the Troll. *Getting hit by Fire* disables this.

Giant Spider

Body 4, Melee 3, Shooting 2, Grace 1.

Poison Bite (Subtract 1 from target's Body on a hit)

Spider Venom: Whenever a spider hits with its bite the victim must roll 1d6 and score lower than their Body score or pass out for an hour.

Young Dragon

Body 18, Melee 10, Wisdom 4.

Claws (Damage 4), Scales (Heavy Armour), 1d6x20 Treasure in Hoard and Scales.

Fire Breath: Ranged attack against 3 Targets, Damage 4.

Skeleton Warrior

Body 1, Melee 1, Shooting 1.

Bow (Damage 2) or Rusty Weapon (Damage 2) and Shield.

Reassemble: Roll a few moments after a Skeleton is killed. On a 6 it returns to life with no Damage.

Zombie

Body 3, Melee 1

Bite (Damage 2)

Relentless: A zombie ignores any non-critical hits that cause less than 4 Damage.

Beastman

Body 5, Melee 3, Grace 3

Sword (Damage 3), Shield, 1 Treasure.

Bloodthirsty: A Beastman adds 1 to melee combat rolls against an opponent that is currently Damaged.

Wild Man

Body 4, Melee 4, Shooting 2, Grace 2.

Club (Damage 3), Throwing Axes (Damage 2), 1d6 Treasure.

Axe Fling: Wild Men immediately throw an Axe at any opponent they charge or who charges them.

**For more Monsters, Spells and Complete Rules
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