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<u>WILDBLADES™</u>
THE "EASY-PLAY" FANTASY FUZION™ RULES[1]
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Version 1.13; August 1999

This is your introduction to the exciting world of fantasy roleplaying in the Fuzion™ system. Using these rules, you can run or play in a fast-paced, versatile game in just a few minutes. Better still, characters created with these rules are fully compatible with full Fuzion™ games.

Hey, whenever you see a word or phrase in **<u>bold and underlined</u>**, look at the end of this document and you will find a Glossary of Terms that will explain it better.

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[1] Also known as the "Instant Fuzion™" rules, in this case developed for fantasy gaming.

Part 1: Create a Character

Just follow the following steps and you will have a character of your own making to play in a classic fantasy setting.

The Name of the Game

The **Game Master** (the person who is running the game) needs to decide what kind of game it is going to be. This will determine how many **Primary Points** and **Option Points** you can start with to build your **Character**.

If you are playing a **Standard Game**, you will have 18 Primary Points to spend on **Characteristics**. You cannot put more than 8 Primary Points into any 1 Characteristic, but you must put at least 1 Primary Point into every Characteristic. Also, if you want to cast **Spells** or **Gifts**, you'd better save some Primary Points for later. You will also start with 20 Option Points with which to buy a **Race**, **Skill Sets**, and **Talents**. Game Masters should not let Standard Characters put more than 4 Option Points into any one Skill Set.

If you are playing an **Epic Game**, you will have 24 Primary Points to spend on Characteristics. You can put up to 9 Primary Points in *one* Characteristic, but none of the other Characteristics can be higher than 8. These are the Characters that are already hunting Dragons and leading armies into battle. Characters at the Epic level also begin with 30 Option Points (or more, depending on the Game Master). There is no real limit on how many Option Points can be put into a Skill Set, although more than 8 is generally obnoxious.

If you are playing an **"Off the Farm" Game**, you will have only 12 Primary Points to spend, and the highest beginning Characteristic you can have will be 5. This is a game meant for inexperienced Characters who will have a long run. "Off the Farm" Characters have only 10 Option Points to spend, and no Skill Set may start higher than 2.

The Characteristics

These are what define what your Character is like and how well that character can do things. There are **four (4)** Characteristics in "Easy Play" FUZION –

> **PHYSICAL (PHY)**: A measure of your Character's Strength, Constitution, Body, and other matters of muscle, health, and toughness. Whenever you hit someone with your bare fists, you will do your PHY in dice of **Bashing** **Damage**.

> **MENTAL (MEN)**: A measure of your Character's Intelligence, Willpower, Presence, Spirit, and other intangible aspects of their makeup. Anything to do with Magic, awareness, and Lore will involve your MEN rating.

> **COMBAT (COM)**: A measure of your Character's Reflex, Dexterity, Technique, and other hand-eye coordination and agility matters. Whenever you are trying to hit something or not be hit, your COM rating is paramount.

> **MOVE (MOV)**: A measure of your Character's ability to get from A to B over any terrain.

The Stats

These are indications of specific things each Character can do, and they are based directly upon the Characteristics. You don't put any Points into these; you simply follow the math instructions and jot down the results.

Hits: A measure of how much Damage your Character can take before being **Dazed**, **Knocked Out**, or **Dead**. Hits are measured as your Physical Characteristic multiplied by 5.

Hits = PHY x 5

Defense: A measure of how tough your Character is when it comes to **Bashing** attacks. The Damage rolled from a Bashing attack is subtracted from your Defense (or your Armor, if that is *higher*) before anything is taken off of your Hits. Defense is measured as your Physical Characteristic multiplied by 2.

Defense = PHY x 2

Run: This is how many **Spaces** (usually measured as meters or yards) a Character can move as one **Action**. A Character can move ½ (round up) this amount and still make an Attack Action. Run is measured as your Move Characteristic multiplied by 2.

Run = MOV x 2

Swim: This is the number of spaces a Character can swim as an Action. A Character can Swim their Move Characteristic.

Swim = MOV

Leap: This is the number of spaces a Character can leap across (with at least a couple of steps for a running start). The Character can jump straight up (with something of a running start) ½ this amount (round up). A Character's Leap is equal to their Move Characteristic.

Leap = MOV

All People, All Races

Since we are talking about "classic" fantasy gaming here, there are some races that are often seen in this genre. The following options cost Option Points[2]:

Cat Folk [10]
- +2 COM (10 Maximum)
- Acute Hearing (+2 Perception)
- Acute Sense of Smell (+2 Perception)
- Acute Vision (+2 Perception)
- Fast Runner (+2 Run)
- Exceptional Jumper (+1 Leap)
- Claws (PHY as Slashing Damage, ½ Damage Against Armor)
- PHY can only go as high as 7
- MEN can only go as high as 7
- Very distinctive appearance

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[2] These costs are based on the Racial Packages in "The Shaintar Chronicles," with modifications.

Dwarves [3]
- +1 PHY (9 Maximum)
- Hard to Kill (+5 Hits)
- Solid (+2 Defense)
- Instinctive Direction Sense
- Thermal Vision
- +6 Armor, only vs Magic
- Long Lived
- Strong Immune System (+3 vs Poisons/Disease)
- COM can only go as high as 7
- MOV can only go as high as 6
- Cannot swim
- Distinctive appearance

Elves [10]
- +1 MEN (9 Maximum)
- +1 COM (9 Maximum)
- Acute Hearing (+2 Perception)
- Acute Vision (+2 Perception)
- Beautiful (+1 in Social Settings)
- Very Long Lived
- PHY can only go as high as 7
- Distinctive appearance

Goblins [0]
- + 1 COM (9 Maximum)
- Very Acute Sense of Smell (+4 Perception)
- Tracking Scent
- Thermal Vision
- Fast Runner (+2 Run)
- PHY can only go as high as 7
- MEN can only go as high as 7
- Very distinctive features

Humans [0]
- No special abilities or adjustments

Lizard Folk [4]
- +2 PHY (10 Maximum)
- Good Swimmer (+1 Swim)
- Breath underwater
- Tail usable as limb
- Claws (PHY as Slashing Damage, ½ Damage Against Armor)
- -1 to all Actions in Extreme Cold
- Very distinctive appearance
- "Inner Beast" – fits of rage and violence when under stress or in combat

Ogres [7]
- +3 PHY (11 Maximum)
- +1 MOV (9 Maximum)
- Armored Skin (2 Armor)
- Acute Sense of Smell (+2 Perception)
- Thermal Vision
- Really Huge (x8 Mass, x2 Height)
- Too Big (-2 Defense Value)
- MEN can only go as high as 6
- COM can only go as high as 7
- Very distinctive appearance

Orcs [0]
- +1 PHY (9 Maximum)
- Acute Sense of Smell (+2 Perception)
- Fast Runner (+2 Run)
- Thermal Vision
- MEN can only go as high as 7
- Distinctive appearance

Winged Folk [15]
- Flight (30 Spaces per Round)
- +1 COM (9 Maximum)
- Very Acute Vision (+4 Perception)
- Night Vision
- Beautiful (+1 Social Settings)
- Light Sleeper
- PHY can only go as high as 7
- Very distinctive appearance
- x 1 ½ Damage from Bashing Attacks

We've Got the Tools, We've Got the Talent…

These are special abilities, enhancements, or other distinctive aspects that some Characters have over the rest of folks in the world. You don't need to purchase any of these for your Character, but some may prove useful to you. The cost listed in **[ ]** is in Option Points, and those marked with a * can be purchased multiple times (but usually no more than twice or three times; the Game Master must decide). Characters from Races who already have these can purchase additional levels with the Game Master's approval.

ACUTE HEARING: The Character hears in a wider range and more effectively than others; +2 on all related Perception rolls. **[3]**

ACUTE SENSE OF SMELL: The Character smells a wider range of odors more distinctly than most and can identify things and creatures based on such information; +2 on all related Perception rolls. **[3]**

ACUTE VISION: The Character sees more clearly over a longer range than most and possesses excellent nighttime vision; +2 on all related Perception rolls. Also, the first –2 for Range Penalties is offset. **[3]**

ALTERNATE IDENTITY: The character has a second, established identity that they can take on in a given area. Certain other perks may be dependent on this second identity **[3]**

AMBIDEXTERITY: The Character uses both hands equally well. If they are using two weapons in Melee combat, they can perform the "Attack Twice" Maneuver with no AV penalty (though the DV penalty still applies). **[3]**

AURA SIGHT: The Character is able to see mystical phenomena and detect magic with a successful Perception roll. **[2 Primary Points]**

AUTHORITY: The Character has the ability to dispense justice and otherwise command respect and duty from those within their area of influence. This authority may stem from being a knight, noble, highly-placed clergy, or other station. Authority within a city or county **[3]**. Authority within a kingdom **[5]**.

BEAUTIFUL/HANDSOME: The Character gains +1 on all Interaction rolls where looks would count. **[3]***

CHARISMATIC: The Character has natural leadership and inspirational talents; +1 on all Interaction. **[3]***

COMBAT SENSE: The Character has a natural gift for combat situations, gaining +1 on all <u>Initiative</u> rolls. **[3]***

EXCEPTIONAL JUMPER: The Character gains +1 to their Leap. **[3]**

FAST DRAW: The Character is able to draw one-handed weapons in no time. **[3]**

FAST PULL: The Character is able to load and draw a bow (but not a crossbow) in no time. **[3]**

FAST RUNNER: The Character gains +2 to their Run (this can be purchased twice only) **[3]***

GOOD SWIMMER: The Character gains +1 to their Swim (this can be purchased twice only) **[3]***

HARD TO KILL: The Character gains +5 to their Hits (this can be purchased three times only) **[3]***

LIGHT SLEEPER: The Character needs no roll to awaken if noise is made, and they are instantly awake with no ill effects. **[3]**

NIGHT VISION: The Character sees as well in the day as at night, although not in true pitch black darkness. **[3]**

RAPID HEALING: The Character gains +3 Hits over each healing period. **[3]**

SOLID: The Character gains +2 to their Defense. **[3]**

STATUS: The Character holds an influential position in society, complete with the appropriate resources. This is often combined with AUTHORITY. *Master/Mistress: Guild Officer, Ranked Bureaucrat, Teacher, Low Court Post* **[1]**; *Low Nobility: Lord or Lady* **[2]**; *Middle Nobility: Baron, Baroness, Chancellor* **[3]**; *Knight* **[3]**; *High Nobility: Duke, Duchess, High Chancellor* **[4]**; *Prince, Princess* **[6]**; *King* **[8]**

STRONG IMMUNE SYSTEM: The Character gains +3 on their roll to resist Poisons and Diseases. **[3]**

It's All In What You Know

Next up, it's time to choose what Skill Sets your Character has knowledge and experience in. These Skill Sets cover a wide range of training, education, and applied know-how. Each Option Point placed in a Skill Set gives it a +1 rating; if you put 4 Option Points in Interaction, you have a rating of 4 in that Skill Set.

Listed with each Skill Set is a default **Characteristic** that is added to the Skill Set value whenever rolling for an Action. However, there may be times when the Game Master decides that a different Characteristic is appropriate. For example, most of the time Athletics is based on the Combat (COM) Characteristic. However, when your Character is climbing a rope, the Game Master may decide you need to replace Combat with your Physical (PHY) value instead.

ATHLETICS (COM): An overall ability to use the body in physical pursuits including climbing, acrobatics, horse riding, wagon driving, sailing, feats of strength, and evading Ranged Attacks.

ARCHERY (COM): A measure of the Character's skill with Bows and Crossbows.

DRUID (MEN): A Character's specific training in the Paths and the use of Druidic gifts.

HAND TO HAND (COM): The Character's training in bare-handed combat as well as the use of Staves, Clubs, and related weapons. This also includes evading Hand to Hand Attacks.

INTERACTION (MEN): All facets of using one's personality to accomplish things. This includes acting, performance, courtier, dance, interrogation, intuition, and merchant skills.

LANGUAGES: No rolls are involved with Languages. Every Option Point spent in this set lets you speak one additional language beyond your own race's. Talk to the Game Master about what Languages exist in the game you are playing. Note: Reading and writing require points in Lore.

LORE (MEN): The scholarly Characters have good scores here; this set includes alchemy, history, politics, research, and teaching ability, as well as any special lore or expertise not covered elsewhere. You must have at least one point in Lore to be able to read and write whatever languages you speak.

MAGE (MEN): A Character's specific training in the Pattern and the use of Mage spells.

MECHANICAL (MEN): A Character's ability to work with tools and simple machines. This includes artisan skills, inventing, using siege weapons, and smithing.

MELEE (COM): Training in melee weapons, as well as evading Melee Attacks.

MIND (MEN): The Character's concentration and focus ability.

PERCEPTION (MEN): The Character's skills in observation and awareness, including investigation and tactical alertness.

RANGER (MEN): The Character's skills in animal handling, binding wounds, ranger training, and wilderness lore.

SCOUNDREL (MEN): A Skill Set oriented towards nefarious dealings, including: concealment, cryptography, disguise, forgery, gambling, lip reading, mimicry, streetwise, and ventriloquist.

SNEAK (COM): Skills related to doing things that others should not see, such as lockpicking, sleight of hand, and stealth.

THROWING (COM): The Character's skill in all thrown weapons and Slings.

Do You Believe In Magic?

If you want your Character to be able to use Magic of some type, you are going to have to save some Primary Points from the Characteristics section. You can also save Option Points, but it takes 5 of those to equal 1 Primary Point, and magical powers cost Primary Points to purchase. Also, your Character **must** purchase the Talent, **Aura Sight** (which costs 2 Primary Points itself).

First, you have to choose what kind of wielder of magic you want to be: Mage (master of manipulating the raw magical Patterns that surround us all), or Druid (one with the Paths of Nature, Earth, Sky, and Sea).

Once you choose what type of wielder you are, you then spend points on your specific powers. You buy the Base form of the power first; additional levels of power or new aspects of the power are listed afterwards.

Whenever a power is cast or invoked, it will last for a number of Rounds equal to the **total number of Primary Points** spent on all powers. The exceptions such spells as Eldritch Blast or Healing, where there is a one-time effect and the power is ended. If a Mage has 2 Primary Points spent on Eldritch Blast, 1 spent on Eldritch Senses, and 2 spent on Eldritch Armor, his Senses and Armor spell will each last 5 Rounds when he casts them.

By the way, it isn't necessary to roll dice every time you use magic; the only time you need to roll is if you are trying to target an unwilling recipient of a spell. In those cases, you use the same Combat rules as are used for all other Attacks.

Mages – Manipulating the Pattern

Mages study the formulas and methods for bending the Patterns of Existence into their will. Mage spells have a "raw" visual effect – there are no "fireballs" or "lightning bolts," simply raw energy in pure, amazing form.

When a Mage casts a spell, it takes a full Action; they cannot move or do anything else. They must be able to speak their incantations and move their hands and arms to invoke their spells (which means they cannot be bound or gagged while casting).

BLINDING FLASH: A burst of magical light temporarily blinds a target of the Mage's choosing. The Base form of this spell blinds a target for **4 Rounds** for 2 Primary Points. Each additional 3 Primary Points increases this period by **+2 Rounds**.

ELDRITCH ARMOR: A force of energy that wraps itself around the Mage, protecting them from some or all of any Damage they get hit with. It costs 1 Primary Point for a base **Armor 10**. Each additional **+2 Armor** costs an additional 1 Primary Point. (In most games, this spell should never be allowed to go above Armor 20).

ELDRITCH BLAST: A burst of Bashing Damage that springs forth from the Mage's hands. It costs 1 Primary Point for a base **5d6**. Each additional **1d6** costs an additional 1 Primary Point. For 4 additional Primary Points, the Damage will cover an area **9 Spaces** in Radius.

ELDRITCH BOLT: A more lethal burst of Damage, this version doing Slashing Damage. It costs 1 Primary Point for a base **3d6**. Each additional **1d6** costs an additional 1 Primary Point.

ELDRITCH BONDS: Energy coils that wrap around a target and hold them in place. To escape the Bonds, the target rolls their PHY in dice. Take the result and subtract the Armor of the Bonds; the rest is subtracted from the Structure. When the Structure is reduced to 0, the Bonds are destroyed. Others can also do Damage to the Bonds in order to help the target escape. The Base form of the spell has an **Armor 9** and **3d6 Structure** and costs 2 Primary Points. Pay 2 Additional Primary Points to add **+3 Armor AND +1d6 Structure**.

ELDRITCH SENSES: Various sensory enhancements are conferred upon the casting Mage. The Base form of this spell gives the Mage **See In the Dark** (the ability to see through all forms of Darkness), **+4 Perception** (with all senses), and **Ultrasonic Hearing** (the ability to hear extremely high and low-pitched sound), all for 1 Primary Point. There are no enhanced options of this spell.

ELDRITCH VEIL: A shroud of darkness reaches out from the Mage and covers an area. The Base form of this spell creates a **5 Space Radius of Darkness** for 1 Primary Point. Each additional Primary Point adds **+1 Space Radius**.

HANDS OF FORCE: Telekinetic force that allows the Mage to apply "Strength" at a distance. Targeting Hands of Force is the same as targeting any ranged Attack. The Base form of this spell gives the Mage **4 PHY** (as applied Strength and Bashing Damage) for 2 Primary Points. Each additional **+2 PHY** costs 3 additional Primary Points.

ILLUSIONS: Phantoms of the Mage's creation can be projected, affecting multiple senses but causing no real effects at all. Even though they can be touched, any real force applied to them will cause them to "burst," and these illusions cannot perform any tasks of lifting or other uses of strength. The Base form of this spell creates **Images** that affect **Sight, Hearing, Smell,** and even **Touch** over a single Space for 1 Primary Point. For each additional Primary Point, a **−1** is applied to any Perception test to see through the illusion. For 4 additional Primary Points, the illusion will take up a radius of **9 Spaces**, and this area can be doubled for each additional Primary Point spent after that.

INVISIBILITY: Renders the Mage unseen. The Base form of this spell causes the Mage to become **Invisible vs Sight and Hearing** for 1 Primary Point. There is no additional enhancement to this spell.

PATTERN PHASE: Intangibility is conferred upon the Mage, although they can still be affected by magic. While in Pattern Phase, the Mage can only affect other similarly phased beings or spirits. This spell costs 4 Primary Points, and there are no enhanced options.

PATTERN SHIFT: Teleportation across distances, ignoring barriers and terrain. The Base form of this spell allows the Mage to move **25 Spaces** instantly for 1 Primary Point. An additional **+5 Spaces** can be moved for an additional 1 Primary Point. Also, 1 Primary Point can be spent to allow the Mage to carry **x2 Mass** along for the ride; each additional Primary Point spent this way further doubles the mass that can be carried.

SHROUD OF SILENCE: A field of silence covers an area of the Mage's choosing. The Base form of this spell creates a **5 Space Radius of Silence** for 1 Primary Point. Each additional Primary Point adds **+1 Space Radius**.

Druids – Walking the Paths

Druids are one with the Paths of Nature, Earth, Sky, and Sea. They invoke the Spirits to aid them in their quest to fight Evil and protect the natural world, and they work with these Spirits in a kind of partnership for mutual benefit. Druid powers are called "gifts," and these gifts have visual effects related to which of the Paths are being invoked. Earth gifts feature stone and mud and earth; Sea gifts involve water and ice; Air gifts are all wind and clouds; and Nature gifts encompass animals, plants, and simple life force (often seen as a greenish-white light).

When a Druid invokes a gift, it takes a full Action; they cannot move or do anything else. They must be able to speak their incantations and move their hands and arms to invoke their spells (which means they cannot be bound or gagged while casting). Druids must also stay in favor with the Spirits or lose access to their powers.

BESTOW THE LIFE FORCE: The healing powers of Nature are invoked. The Base form of this gift provides **3d6 Healing** (applied directly to Hits that have been lost) for 1 Primary Point. Each additional 2 Primary Points adds **+1d6 Healing**.

BINDING EARTH: The earth reaches up and ensnares the Druid's foe in its solid embrace. This gift follows the same rules as the Mage spell, Eldritch Bonds. The Base form of this gift has an **Armor 6** and **4d6 Structure** and costs 1 Primary Point. Pay 1 Additional Primary Point to add **+1d6 Structure**.

CARRYING WINDS: The winds carry the Druid and a few companions (all of whom must hold hands) into the air, allowing them to fly at a slow speed. For 1 Primary Point, the Druid and 4 others can **Fly** at a pace of **10 Spaces** a Round. For each additional Primary Point, add **+5 Spaces**.

EARTH PASSAGE: Holes are opened through any earthen or stone structure, as well as through the very ground itself. The Base form of this gift can **Tunnel** through **6 Spaces** of material with an **Armor 7** rating or less and costs 1 Primary Point. For an additional Primary Point, add either **+2 Spaces** OR **+2 Armor** that can be dug through.

HEART OF STONE: The Druid's very skin is hardened into an armored shell, giving them protection against both Slashing and Bashing damage. The Base form of this gift provides **12 Armor** and costs 1 Primary Point. There is no enhanced version of this gift.

ICEWALL: A wall of ice is formed, about 2 Spaces tall, capable of protecting the Druid and others behind it. The rules for breaking the Wall are very similar to those involved in breaking Eldritch Bonds (the Mage spell). The Base form of the gift creates a wall **6 Spaces** long with **Armor 9** and **2d6 Structure** for 1 Primary Point. For each additional 1 Primary Point, add **+1d6 Structure** OR **+4 Spaces** of length OR **+3 Armor**.

LIGHTNING BURST: A blast of electricity bursts forth from the Druid's outstretched hands towards the target. Armor is only ½ effective against this attack, as is the Character's Defense. The Base form of this gift allows the Druid to let forth **3d6 Armor Piercing** Bashing Damage for 1 Primary Point. Each additional Primary Point adds **+1d6**.

ONE WITH THE SEA: Enables the Druid to become completely comfortable in the ocean depths. The Base form of this gift confers the following upon the Druid for 1 Primary Point: **Breath Underwater, Survive Extreme Pressure, Survive Extreme Cold,** and **+30 Spaces of Swimming** per Round. There are no enhancements to this gift.

SPEAK WITH ANIMALS: The Druid can speak with and possibly influence any natural creature. As an Action, the Druid rolls their MEN + Druid + 3d6 vs the animal's MEN + 10. If successful, the Druid then rolls another 3d6 and adds their MEN **+6**, while the animal rolls 3d6 and adds only their MEN. If the Druid's total is the same or higher, they can converse with the animal and it will be inclined to listen and help. If their total is less than the animal's, they may still converse, but the animal is in no way compelled to be helpful or even friendly. This gift costs 1 Primary Point, and each additional Primary Point allows the Druid to add another **+1** to the effect total when they use this gift.

SPIRIT SIGHT: Grants the Druid the ability to see things in the Spirit world, as well as enhancing their mystical senses overall. Without benefit of their normal senses, they can detect everything around them. They suffer no penalties for being blind, in darkness, or otherwise deprived of their senses. For 1 Primary Point, the Druid is granted **+4 Aura Sight** and **Spatial Awareness**. There are no enhancements to this gift.

WATER IS LIFE: Water is summoned into the area, either into a pool (to be collected for drinking and other purposes) or simply splashed all about (very useful for putting out fires). The Base form of this gift will summon enough water to cover a **6 Space radius**, about a foot deep, at a cost of 1 Primary Point. For an additional 1 Primary Point, **double** the radius.

WIND MASTERY: The Druid can control the winds to do their bidding; this gift works very much like the Mage spell, Hands of Force. The Base form of this gift gives the Druid **4 PHY** (as applied Strength and Bashing Damage) for 2 Primary Points. Each additional **+2 PHY** costs 3 additional Primary Points.

He Who Dies With the Most Toys…

You know what your Character is like, what they know, and just how good they are. Now you need to get some Stuff to go out and do that Adventuring Thing.

Don't worry about clothes and water skins and belts and torches and backpacks and shoes and all the other details that you could spend *hours* deciding on. We can assume your character is not naked and is wearing a cool outfit designed to make you look Good while fighting Evil.

Every Character starts with at least two sets of clothes, things to carry their stuff in (such as a backpack, belt pouches, and sacks), stuff to camp with (such as pots, fire-making tools, sleeping bags, and field rations), and other incidentals that make sense. If your Character has any points in Authority or Status, you can assume that you also have a good horse and higher-quality gear (as well as more of it).

That just leaves the two most important things – **Weapons** and **Armor**. Every Character starts out with a Dagger *or* a Club. That's it. You have to buy whatever else you want, which costs **Silver**.

All Characters start with **200 Silver Pieces**. For every Option Point a Character has spent on **Status** and **Authority**, they get **+10 Silver Pieces** to spend on Weapons and Armor.

Weapons

Melee Weapons have the following information listed: **Name**, **AV** (any bonus or penalty to your Character's Action Value while using the Weapon), **DAM** (the number of Damage dice rolled if your Character hits something; ratings in *italics* indicates it is Bashing Damage, while normal ratings are Slashing Damage), **MIN** (the minimum PHY rating your Character must have to even use the Weapon), **Cost**, and **Notes** (special things about the weapon, explained after the list).

Here's a special thing to remember about all Melee Weapons – for every point of PHY you have over the MIN, you get to **add** an extra die of Damage. However, you can never roll more than *double* the original Damage dice listed for the Weapon.

For example, if Ratburry has a Short Sword (DAM 2d6, MIN 3) and his PHY is 4, he will do 3d6 with the Short Sword (+1 over the MIN = +1d6 Damage). If he somehow gained a PHY of 5, he would then do 4d6 of Damage, but even if his PHY went up to 6 or higher, he could never do more than 4d6 with the Short Sword. If he gets that buff, he might want to look into carrying a Great Sword.

Weapon	AV	DAM	MIN	COST	Notes
Battle Axe	-1	4d6	4	60	APM (Armor Piercing Maneuver)
Broadsword	+1	3d6	4	55	
Club	0	*3d6*	2	0	
Dagger	+1	1d6	2	30	Throw
Flail	0	3d6	4	55	Flail
Great Axe	-1	6d6	5	80	2-H, APM
Great Sword	+1	5d6	5	90	2-H, Medium
Halberd	0	5d6	4	70	2-H, Medium
Mace	0	3d6	4	40	+1d6 Bashing
Mug/Chair Leg	-2	*2d6*	1	0	
Pole Arm	0	6d6	5	80	2-H, Long
Quarterstaff	+1	*4d6*	3	20	2-H, Medium
Short Sword	+1	2d6	3	40	
Spear	0	3d6	4	40	2-H, Medium, Throw
War Hammer	0	4d6	5	55	2-H, +1d6 Bashing

Notes

APM (Armor Piercing Maneuver): If the Character is willing to take an additional –2 to their AV and DV on the current Round, and they hit anyway, the target's Armor rating is cut in half (½) when the Damage is resolved for that Attack.

Throw: The Character can Throw this Weapon for the same Damage they would do in Melee. They can Throw the Weapon a total distance of their Physical Characteristic x 5 (PHY x 5).

Flail: This Weapon ignores all Shields; their DV Bonus cannot be applied.

2-H: This Weapon requires 2 hands; no shields or other items can be carried in either hand.

Medium: This Weapon is so long, the wielder gets a +1 to their Defense Value (DV) in Melee or Hand to Hand combat.

+1d6 Bashing: In addition to the normal Damage rolled, the Character adds an additional 1d6 of Bashing Damage. This extra Damage heals back more quickly (like all Bashing damage) and should be rolled in a way that makes it easy to keep track of (such as with a different-colored die, or else roll it away from the other dice).

Long: This Weapon is so long, the wielder gets a +2 to their DV in Melee or Hand to Hand.

Ranged Weapons are listed with the following information, which is mostly the same as for Melee Weapons: **Name**, **AV**, **DAM, MIN** (in this case, what it takes to re-load the weapon before it can be fired; you *cannot* do extra Damage by having a higher PHY than this number), **Cost**, and **Notes**

Ranged Weapon	AV	DAM	MIN	Cost	Notes
Light Bow	0	3d6	2	50	½ Reload, Rx20, -1DV
Medium Bow	0	4d6	3	60	½ Reload, Rx30, -2DV
Longbow	+1	6d6	4	85	½ Reload, Rx40, -3DV
Heavy Long Bow	+1	7d6	5	115	½ Reload, Rx40, -5DV
Light Crossbow	+1	4d6	4	85	1 Reload, R=120
Heavy Crossbow	+1	5d6	5	110	1 Reload, R=200
Sling	0	2d6	2	5	½ Reload, Rx20, -1DV

Notes

½ Reload: This Weapon can be reloaded and fired as 1 Action.

Rx#: The Range of this Weapon is equal to the PHY of the wielder multiplied by the listed number.

-#DV: While firing this Weapon, the wielder suffers a penalty to their Defense Value equal to the listed number.

1 Reload: This weapon requires an entire Action to reload; your Character has to wait until the next Round to fire.

R=#: This Weapon has a set Range, indicated by the number listed.

Armor

This part is pretty simple – buy the Armor, put it on, and it gets in the way of Damage (especially that nasty Slashing Damage that your Character's personal Defense won't stop at all).

However, you have to be careful. If you aren't strong enough, you cannot wear it. Even if you are, some Armor is still pretty bulky and hard to wear. Mages and Druids in particular will have problems wearing Armor that gets in the way of their magic.

Armor has the following information listed: **Name**, **Armor** (the Armor rating, an amount subtracted from any Damage done to your Character), **MIN** (the minimum Physical Characteristic your Character must have to wear the Armor at all), **PEN** (a penalty subtracted from all activities where bulk and impairment might affect them, such as Athletics, Archery, Druid, Mage, Ranger, Sneak, and Throwing[3]), and **Cost.**

Armor Type	Armor	MIN	PEN	Cost
Cloth/Hides	2	1	0	25
Leather	4	2	0	80
Studded Leather	6	3	0	120
Ring Mail	8	3	-1	200
Scale Mail	10	4	-1	300
Chain Mail	12	4	-2	500
Plate&Chain Armor	14	5	-2	1000
Plate Mail	16	5	-3	2500
Plate Armor	18	5	-4	5000

Shields are also popular for getting in the way of pain and suffering. However, instead of absorbing points of Damage, Shields add their **DV+** to your Character's Defense Value, making them harder to hit. Of course, you can't use a 2-Handed Weapon, Bow, or Crossbow with a Shield, and Mages and Druids cannot use their magic while using a Shield.

Shield Size	DV+	MIN	Cost
Small Shield	+1	2	8
Medium Shield	+2	3	12
Large Shield	+3	4	20

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[3] It is assumed that the wearer is trained enough to not suffer penalties with Melee or Hand to Hand while wearing even bulky armor.

Part 2: Play the Game

All right, you've built a Character. You're ready to play. What follows are the basic rules for Doing Things in WILDBLADES™. We are going to assume you know the basic idea behind a roleplaying game[4] and get right into the meat of how this particular set of rules lets you get things done (especially when it comes to bashing **Bad Guy** heads).

Rolling the Bones

The most important thing to remember in WILDBLADES (and any FUZION game, for that matter) is that, to do *anything* that requires you to roll, simply add –

AV + 3d6

That's it. That's how you roll for everything, from Perception checks to targeting magic Spells.

AV stands for Action Value, a measurement of your Character's combined raw ability (Characteristic) and training (Skill Set). Simply add the appropriate Characteristic and Skill Set together to get your Character's AV for a task.

Want to hit someone with a sword? Add your Combat (COM) and Melee scores together. Want to jump over a table and out the window? Add your COM + Athletics together. Want to remember a history fact that might save your skin? Add your MEN + Lore scores. Want to blast someone with an Eldtritch Bolt? Add your MEN + Mage.

In each of the above cases, you would then roll 3d6 and add the result to your AV. How well you do determines if you succeed or not, as well as whether you just "get by" or do it with style. The amount you generate is called an **Action Total**, and this number is compared to the following chart. It is up to the Game Master to decide what level you need to roll to succeed.

DIFFICULTY	TARGET
Simple (Climb a ladder, Pick an old, rusty padlock, Remember a famous battle)	10
Standard (Climb a tree, Pick a door lock, Remember a famous general)	**14**
Advanced (Climb a dying tree, Pick a good door lock, Remember a not-so-famous general)	18
Complicated (Climb a stone wall, Pick a standard jail cell lock, Remember a not-so-famous captain in a noted historical incident)	22
Hard (Climb a brick wall, Pick a good dungeon lock, Remember a minor baron in a distant kingdom)	26
Really Hard (Climb a mostly smooth cliff face, Pick a master craftsman's lock, Remember a minor baron of a long-forgotten province from three epochs ago)	30
Extreme (Climb a mostly smooth cliff face in terrible winds, Pick a master lock in 10 seconds while dodging crossbow bolts, Remember the location of where the minor baron of the forgotten province is buried)	34
Nigh Impossible (Climb a sheer surface through pure will, Pick a grandmaster lock while drowning in a submerged dungeon, Remember the ancient password to enter the tomb of the long-forgotten baron in the long-forgotten province)	38

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[4] If you are totally new to the hobby, let us know at www.TheFuze.com and we'll be happy to get you up to speed.

By default, the Game Master should set **14** as your Target Number, but they can go higher or lower as the situation demands.

There is one **Big Exception** to using this system, and that's when you are competing directly against another Character (or a Bad Guy) to get something done. One form of this is Combat (which is discussed in more detail shortly). The other simply involves **Opposed Rolls**.

If two Characters are working against each other, each one rolls and generates an Action Total (based on the appropriate Skill Set, of course). The higher roll succeeds (so long as both rolls at least reach whatever minimum level of success the Game Master thinks is needed).

For example, if Ratburry the Slick is trying to sneak past Snoozer the Guard, Ratburry rolls 3d6 and adds his COM (a 5) + Sneak (a 6), while Snoozer rolls and adds his MEN (2) + Perception (3). If Ratburry rolls a 7 (for a total of 18), and Snoozer only gets a 12, Ratburry is free and clear.

The Game Master should feel free to expand on this idea any way they want; for example, they may want to use multiple rolls over time (like a kind of "race"). There may be multiple characters all working together or against one another, so combined totals for "sides" may be a good idea. This system is meant to be easy to be creative with.

One final note about the basics of this system – a Character may try to do something for which they have no training. The Game Master may decide that it's simply impossible and allow no roll. However, if the Character should have a chance, simply use their raw Characteristic score as appropriate, but make the Difficulty at least one "stage" higher.

For example, a trained locksmith will have little trouble unlocking a standard door lock (TN = 14), but a librarian with no experience in breaking and entering may have to get at least an 18 to succeed. Make it even worse if they are under a lot of pressure…

Timing Is Everything

Most of the time, the Game Master will just tell you how long it takes to get something done. You take the time, you move on. However, just how long something takes may become very important in some circumstances. For example, the ceiling is slowly but determinedly making its way downwards towards you and your comrades; just how long it will take Ratburry the Slick to pick open that highly complicated lock means a great deal to you.

In such situations, you use the **Time Chart** as part of your planning. When the Game Master sets a Target Number for a task, they will also choose how long the task will take based on the following chart:

1 Round (3 Seconds)[5]
4 Rounds = 1 Turn (12 Seconds)
5 Turns = 1 Minute
5 Minutes
20 Minutes
1 Hour
6 Hours
1 Day
1 Week
1 Month
3 Months
1 Year

If you want to take less time than the Game Master assigns, the task will be that much harder. As a general rule, each step up the Time Chart (which shortens the time taken) raises the Target Number by one "stage." Conversely, if you are willing to take more time, each step down the chart can lower the Difficulty by a "stage."

Of course, the Game Master should feel free to state an absolute minimum time required for a task. After all, there's no way you can build a house in a minute (not without more magic that we've provided for in the previous spell lists). A maximum benefit from extra time is also more than fair. Let's face it, there's only so much preparation for baking a cake you can do.

It's at the top of the Time Chart that we are dealing with **Combat Time**, which is how we measure out the steps Characters go through when they are bashing each others' brains in.

Simply put, when Combat Time is invoked (usually because someone is trying to hurt someone else), everything is done in **Rounds**. Each **Action** takes one Round. Four (4) Rounds make up a Turn. Rounds and Turns are really all you need to worry about, because conflicts never really get past a few Turns.

At the beginning of a conflict, everyone **Rolls Initiative** for their Character. The base Action Value (AV) for this roll is your raw Combat (COM) Characteristic, plus any Combat Sense you might have (from the Talents section). The Character with the highest roll gets to go first, followed by the Character with the next highest roll, and so on. In the case of ties, the Character with the highest COM goes first. If there is still a tie, each Character rolls a separate die (or else the Game Master just decides).

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[5] Yes, this is a change from previous versions of FUZION. Too many people are confused by the term "phase," so we use Rounds and Turns here.

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"From out of the Void… Endless possibilities"

Your Initiative score remains in place for a full Turn. At the start of a new Turn, everyone rolls again.

The following is a list of Actions that can be taken in a Round. It is important to note that you can normally move a number of Spaces equal to your MOV (Move) Characteristic and still take one of these Actions (with "Getting Up" being a notable exception), but once you take an Action, you are done until the next Round. In other words, you can Move and Attack, but you cannot Attack and then Move.

<u>Basic Actions</u>

Attack: Punch, stab, poke, shoot, bite, claw… you get the idea.

Block: Also known as "Parry," this involves stopping an incoming Melee or Hand to Hand attack from hitting you. Just roll an "attack roll" in opposition to the one being done against you; high roll wins. You can do this even before your Initiative score comes up (but you can do nothing else that Round if you do). If you succeed, you make the attacker wait until after you go on the next Round. Also, once you start Blocking, you can keep doing it against other attacks until you go on the next Round. However, each additional attempt suffers a cumulative –2 AV penalty; the second Block is at –2, the third Block is at –4, and so on.

Dodge: Nothing fancy about this – just get out of the way! Like Blocking, you can do this even before your Initiative comes up (but you have no other Action until the next Round). Until you go again, you get +3 to your Defense Value (DV) versus all incoming attacks.

Draw Weapon: Readying a Melee Weapon normally takes an Action (although Fast Draw will turn this into a 0-time activity).

Get Up: Done after you fall or get knocked down (or when someone barges in to kill you while you sleep). This is a **Full Action**, which means you can't even move your MOV this round.

Grab: You can get your hands on your opponent, so long as you are willing to deal with a –2 AV. If you hit, you and your target roll PHY + Athletics against each other; high roll wins. If you win, you can hold onto your opponent (and squeeze them for your PHY score in Bashing Damage), throw them a Space or two (again, for PHY Bashing Damage), or simply refuse to let them go. Both of you are at –3 to your DV against all other attacks while you hold on. Each Round, you'll both make another PHY-based Athletics test (on whoever's Initiative is higher) to see if you hold on or they get free. If you still have them Grabbed, you can keep doing Bashing Damage to them. This Action can also be used to grab a weapon away from an opponent.

Run: In a Round, you can move your Run in Spaces as a Full Action.

Sprint: You can go your Move (MOV) x 3 Spaces in a Round, but you are at –5 to your AV and DV until your next Action (with a minimum of 1).

Throw: Chuck a stone, dagger, or hamster as far as your PHY x 5 in Spaces.

Whatever Else: The Game Master is the final judge as to what else counts as an Action. Truly simple stuff (like dropping a weapon or shouting a command) should take no time at all, but some things (like binding someone's wounds or putting on armor) will probably take at least a couple of Rounds or more.

<u>Advanced Actions</u>
These add a bit more complexity to the mix, but they also add a bit more style *and* substance.

Aim: For every Round that you do nothing else but this (Full Action, no moving), you get +1 to your AV (up to +3 maximum). You have to aim at the same target the entire time.

Attack Twice: If you have a weapon in each hand, you can attempt to hit one target twice or hit two different targets in Melee range. This is a Full Action (you cannot move at all when doing this), and you suffer a –2 AV for each attack. You are also a –5 to your DV until you act again, making this a very risky maneuver.

Called Shot: If you want to go for broke, you can try to hit your target in the head or some other vital spot. Doing so means you suffer a –6 AV, but if you succeed, you do **double damage**.

Charge: This Action allows you to attack at the end of a full Run. Suffer a –2 AV and a –3 DV, but you add +1d6 for every 10 Spaces you ran (fractions round up).

Choke Hold: Useful for keeping people from screaming out, this attack suffers a –4 to the AV, and the attacker and the target are both at –3 DV versus other attacks (much like Grab). So long as the target is held, the attacker can do their PHY rating (up to 4d6, maximum) in Slashing Damage. So long as they are held, the opponent cannot breath or shout out a warning.

Disarm: Instead of attacking a target, you can attack their weapon. If you hit, each Character rolls PHY + Melee. If you win, the weapon flies out of their hand. On a tie or worse, they hold onto their weapon.

Draw and Attack: Though it normally takes an Action to ready a Melee Weapon, you can take a –3 AV penalty and also attack on the same Round.

Kick: At a penalty of –1 AV, you can add +1d6 to your PHY in Bashing Damage.

Legendary Blow: At a penalty of –2 AV, you can add +2d6 Damage to any attack you are performing.

Mighty Blow: At a penalty of –1 AV, you can add +1d6 Damage to any attack you are performing.

Sweep/Trip: Instead of doing Damage, you can (upon a successful attack) cause an opponent to fall down. They are at –5 to their DV until they Get Up, and they also lose –2 on their Initiative.

When the Steel Clears the Scabbard…

By now, you've seen the terms **AV** (Action Value) and **DV** (Defense Value) quite a bit. Remember where we said there was a Big Exception to the normal means of figuring out if you succeeded in a task? Here it is – whenever you are trying to hit another Character, you roll as before:

AV + 3d6

Instead of comparing it to the Difficulty Chart, however, your Target Number is the target's:

DV + 10

It's that simple. If you have an AV of 9 (say, from your COM of 5 and a Melee score of 4), and your opponent has a DV of 8 (from a COM of 3 and a Melee score of 5), you need to roll a total of **18** or better to hit your opponent.

All the maneuvers and other factors (such as Weapon bonuses or Range penalties) are simply added and subtracted from these base numbers. Speaking of Range modifiers – whenever you are Throwing something or using Archery or a magic power to hit something at range, the following chart (the numbers are Spaces, or meters) should be used to determine how hard it is:

CATEGORY	THROWN	BOW/SPELL	AV PENALTY
Melee	0-2	0-2	-0
Very Close	3-6	3-6	-1
Close	7-10	7-10	-2
Medium	11-20	11-50	-4
Long	21-50	51-100	-6
Extreme	51+	101+	-8

Another important concept comes into play with some **Area Effect** magic attacks (and any other kind of attack where an area is to be affected). Instead of having to hit a specific target with Area Effect attacks, you need only hit a Target Number of **14** to succeed. Of course, if someone is caught in an Area Effect (such as a Mage's Eldritch Veil spell), they need only leave the area to be no longer under its effects. To keep this from happening, the Mage would have to target them directly, in which case the area of effect would literally follow them around until its duration passed.

When the metal bites the flesh, this is where **Damage** comes into play…

Oh, the Pain… the Pain

There are two types of Damage in WILDBLADES – **Bashing** and **Slashing**. Bashing Damage hurts like all heck, but you don't normally die from it (unless you take too much of it). Slashing Damage, however, is all about shuffling you off the mortal coil.

Whichever you hit with, you roll the appropriate number of dice and count the points. In the case of a straight punch, you roll dice equal to your PHY rating. Weapons have their own Damage ratings as well (and the rules for figuring out how much you should roll have already been covered).

Once you have a Damage total, the target gets to subtract their appropriate protection. In the case of Bashing Damage, they can subtract their **Defense** OR their **Armor** (if any is worn), whichever value is *higher*. These values do **not** stack.

For example, Ratburry the Slick is fond of wearing simple Leather Armor, which gives him Armor 4. He's pretty tough and has a Defense of 6. When Snoozer the Guard catches him and gives him a hard cuff on the ear for 4d6 damage, Ratburry is going to want to subtract his Defense from the total Damage (since it is higher).

In the case of Slashing Damage, however, there is no choice. Only Armor will defend against this kind of damage. If Snoozer decides to stick a sword into Ratburry's ribs, the thief has only his Leather's Armor rating of 4 to rely on.

Once defenses have been applied to the Damage, the remaining points are subtracted from the target's **Hits**. There are three states a person who has suffered too much Damage can be in:

Dazed: If ever you suffer enough Damage from a single attack to lose more than ½ of your **Total Hits** (your full value when you are totally healthy), you are Dazed. You can do nothing on your next Action *except* recover from being Dazed; you are at –5 DV until that time.

Knocked Out: If ever you lose all of your Hits, you are unconscious. Your body is prone on the ground (DV = 0) and you will remain that way until you heal back up somehow. Any additional Damage you take, regardless of the source, is considered Slashing Damage now.

Dead: If ever you lose so many Hits that you end up at –10 (ten past your normal total), you are dead and gone.

It is a good idea to keep track of what Damage you have taken that is considered Bashing, because that will heal back up much faster than Slashing Damage will. Bashing Damage heals back at the rate of 1d6 returned for every full **Turn** your Character has a chance to rest (strictly out of a combat situation).

Slashing Damage takes much longer to heal. Without any outside help, it will take a full **Day** for your character to heal back 1d6 of Slashing Damage. If someone successfully uses their Ranger Skill Set to bind your wounds (Target Number is normally 14, but conditions could make it worse), you will heal back 2d6 per Day, instead of 1d6. Of course, magical healing can bypass this rather quickly.

Part 3: Things to Fight

Let's face it, the primary part of any fantasy adventure story is the Big Fight With the Bad Guys. Well, here are a bunch of them (and some other things, as well) for your Characters to tangle with. Of course, more are sure to come, so keep your eyes out[6].

The format for the information is as follows[7]:

PHY: (The Physical rating of the creature or character)
MEN: (The Mental rating)
COM: (The Combat rating)
MOV: (The Move rating)

Hits: (The creature's or character's Hits, modified for any Talents or other Abilities)
Defense: (The creature's or character's Defense, as well as their Armor rating, if any)
Run: (The creature's or character's Run rating)
Swim: (The Swim rating)
Leap: (The Leap rating)

ATTACKS:
[Type of attack; AV (Attack Value) of the attack; Damage or Effect of the attack]

EVADES:
Melee Evade = DV "x" (Defense Value)
Hand to Hand Evade = DV "y" (Defense Value)
Ranged Evade = DV "z" (Defense Value)

Special Abilities and Other Notes:

A list of special powers, talents, and other abilities, as well as any special notes or limitations.

Combat Power: See Appendix 3: "The Rule of X."

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[6] Many thanks to Doug Tabb for the original <u>Hero System Bestiary</u>, and Dustin Evermore for excellent translations, both of which aided this work.
[7] You will note that some numbers don't "add up" if you check against Character Creation rules. Don't worry about it; changes were made as appropriate using advanced rules.

Animals

OK, so most of these aren't necessarily out to kill you. Still, mess with them, take their food, threaten their young, or get around them when their just plain hungry… you get the picture.

Animals, Small
This includes Beavers, Foxes, Otters, Raccoons, Cats, and similar creatures

PHY: 1
MEN: 2
COM: 6
MOV: 2

Hits: 5
Defense: 2
Run: 6
Swim: 2
Leap: 2

ATTACKS:
[Bite and Claws; AV 6; 1d6 Slashing Damage (Divide rolled damage by 2 if target is wearing Armor)]

EVADES:
Melee Evade: DV 10
Hand to Hand Evade: DV 10
Ranged Evade: DV 10

Special Abilities and Other Notes:
- Really Small (15 – 30" Long)
- Perception: AV 4 (8 with Hearing and Smell)
- "Sneak" abilities (for hiding only): AV 11
- Night Vision

Combat Power: 8

Animals, Very Small
This includes Squirrels, Chipmunks, Rats, Ferrets, and similar creatures

PHY: 1
MEN: 1
COM: 5
MOV: 2

Hits: 3
Defense: 1
Run: 4
Swim: 1
Leap: 1

ATTACKS:
[Bite and Claws; AV 5; 1 Point of Slashing Damage]

EVADES:
Melee Evade: DV 12
Hand to Hand Evade: DV 12
Ranged Evade: DV 12

Special Abilities and Other Notes:
- Really, Really Small (8" – 20" Long; reduced Hits, Defense, Swim, and Leap)
- Perception: AV 3 (7 with Hearing and Smell)
- "Sneak" abilities (for hiding only): AV 13
- Night Vision

Combat Power: 7

Bears

These are the big kinds, with massive power and lots of attitude.

PHY: 9
MEN: 2
COM: 7
MOV: 4

Hits: 60
Defense: 24 (Armor: 8)
Run: 8
Swim: 4
Leap: 4

ATTACKS:
[Bite and Claws; AV 8; 9d6 Slashing Damage (Divide rolled damage by 2 if target is wearing Armor)]

EVADES:
Melee Evade: DV 6
Hand to Hand Evade: DV 6
Ranged Evade: DV 5

Special Abilities and Other Notes:
- Huge (7', 250-300 pounds)
- Perception: AV 4 (3 with Sight, 6 with Hearing and Smell)
- +3 MEN when growling and roaring (for purposes of frightening others; roll 3d6 + MEN vs the target's Interaction AV+10. If the bear gets more than 5 over the target, the target is frozen in fear or runs away for every Round until they can make a roll based on their Mind AV vs a Target Number of 18.

Combat Power: 18

Boars

As with Bears, these are the over-sized ones that Kings hunt and Peasants run from.

PHY: 4
MEN: 2
COM: 5
MOV: 3

Hits: 30
Defense: 8 (Armor: 4)
Run: 8
Swim: 3
Leap: 3

ATTACKS:
[Bite; AV 7; 4d6 Slashing Damage (Divide rolled damage by 2 if target is wearing Armor)]
[Gore with Tusks; AV 8; 4d6 Slashing Damage]
[Charge; AV 7; 6d6 Bashing Damage (See "Special Abilities" below)]

EVADES:
Melee Evade: DV 7
Hand to Hand Evade: DV 8
Ranged Evade: DV 7

Special Abilities and Other Notes:
- Boars are devastating when charging; if one hits a target, roll its PHY + 3 + 3d6 versus the target's PHY + 3d6. If the boar gets the higher number, the target is knocked to the ground.
- Perception: AV 3 (7 with Hearing and Smell)
- Night Vision

Combat Power: 12

Crocodiles

Lurking in the marshes and swamps, these are monsters of another time, fearing nothing.

PHY: 8
MEN: 1
COM: 5
MOV: 3

Hits: 50
Defense: 18 (Armor: 8)
Run: 6
Swim: 10
Leap: None

ATTACKS:
[Bite; AV 7; 8d6 Slashing Damage (Divide rolled damage by 2 if target is wearing Armor)]
[Tail; AV 8; 10d6 Bashing Damage]

EVADES:
Melee Evade: DV 7
Hand to Hand Evade: DV 8
Ranged Evade: DV 6

Special Abilities and Other Notes:
- Really Huge (5-10 meters long, 440-600 pounds)
- Can use Bite with Grab Maneuver (doing Bite Damage each Round)
- Perception: AV 2 (5 with Hearing and Smell)
- "Sneak" abilities (for hiding only): AV 8

Combat Power: 17

Gorillas

These are the "rip your arms off and beat you with them" types

PHY: 9
MEN: 2
COM: 5
MOV: 3

Hits: 55
Defense: 18 (Armor: 2)
Run: 6
Swim: 0
Leap: 5

ATTACKS:
[Bite; AV 6; 9d6 Slashing Damage (Divide rolled damage by 2 if target is wearing Armor)]
[Brawling (Slaps and Grabs); AV 7; 11d6 Bashing Damage]

EVADES:
Melee Evade: DV 6
Hand to Hand Evade: DV 7
Ranged Evade: DV 5

Special Abilities and Other Notes:
- Really Huge (6'6" – 8+' Tall, 330-500 pounds)
- Can use Bite with Grab Maneuver (doing Bite Damage each Round)
- Perception: AV 4 (6 with Hearing and Smell)
- "Sneak" abilities (for hiding only): AV 7
- +3 MEN when growling and roaring (for purposes of frightening others; roll 3d6 + MEN vs the target's Interaction AV+10. If the gorilla gets more than 5 over the target, the target is frozen in fear or runs away for every Round until they can make a roll based on their Mind AV vs a Target Number of 18.

Combat Power: 16

Horses, Riding
You're not supposed to fight them – you're supposed to ride them.

PHY: 8
MEN: 2
COM: 5
MOV: 8

Hits: 40
Defense: 16 (Armor: 2)
Run: 24
Swim: 8
Leap: 8

ATTACKS:
[Bite; AV 5; 4d6 Slashing Damage (Divide rolled damage by 2 if target is wearing Armor)]
[Hooves; AV 5; 8d6 Bashing Damage]

EVADES:
Melee Evade: DV 3
Hand to Hand Evade: DV 3
Ranged Evade: DV 3

Special Abilities and Other Notes:
- Big. As a horse, even.
- Perception: AV 3 (7 with Hearing and Smell)
- Wants nothing to do with combat, loud noises, or any of that mess.

Combat Power: 13

Horses, War
Now these you may end up fighting, along with their riders…

PHY: 10
MEN: 2
COM: 5
MOV: 8

Hits: 50
Defense: 20 (Armor: 4)
Run: 16
Swim: 8
Leap: 8

ATTACKS:
[Bite; AV 6; 5d6 Slashing Damage (Divide rolled damage by 2 if target is wearing Armor)]
[Hooves; AV 7; 10d6 Bashing Damage]

EVADES:
Melee Evade: DV 4
Hand to Hand Evade: DV 4
Ranged Evade: DV 4

Special Abilities and Other Notes:
- Big. Broad of Chest and Noble of Spirit
- Perception: AV 4 (8 with Hearing and Smell)
- +3 MEN for purposes of not being frightened or intimidated

Combat Power: 17

Lions

Of all the Big Cats, these are the ones who most likely see you as lunch.

PHY: 8
MEN: 2
COM: 7
MOV: 7

Hits: 40
Defense: 16 (Armor: 2)
Run: 14
Swim: 7
Leap: 7

ATTACKS:
[Bite and Claws; AV 9; 8d6 Slashing Damage (Divide rolled damage by 2 if target is wearing Armor)]

EVADES:
Melee Evade: DV 8
Hand to Hand Evade: DV 9
Ranged Evade: DV 8

Special Abilities and Other Notes:
- Big – Bigger than you, most likely.
- Perception: AV 4 (8 with Hearing and Smell)
- Tracking Scent (can follow trails by scent)
- +3 MEN when growling and roaring (for purposes of frightening others; roll 3d6 + MEN vs the target's Interaction AV+10. If the lion gets more than 5 over the target, the target is frozen in fear or runs away for every Round until they can make a roll based on their Mind AV vs a Target Number of 18.

Combat Power: 17

Wolves

Not as evil as legends say, but they're not "nice doggies," either.

PHY: 3
MEN: 2
COM: 6
MOV: 5

Hits: 20
Defense: 6 (Armor: 2)
Run: 10
Swim: 5
Leap: 5

ATTACKS:
[Bite and Claws; AV 8; 3d6 Slashing Damage (Divide rolled damage by 2 if target is wearing Armor)]

EVADES:
Melee Evade: DV 8
Hand to Hand Evade: DV 9
Ranged Evade: DV 8

Special Abilities and Other Notes:
- Perception: AV 4 (8 with Hearing and Smell)
- Tracking Scent (can follow trails by scent)
- +3 MEN when growling and howling (for purposes of frightening others; roll 3d6 + MEN vs the target's Interaction AV+10. If the wolf gets more than 5 over the target, the target is frozen in fear or runs away for every Round until they can make a roll based on their Mind AV vs a Target Number of 18.
- Pack Tactics – Each wolf gets a +1 / additional wolf attacking the same target. Thus, if three wolves are attacking you, they each get a +2 to their AV.
- "Sneak" abilities (for hiding only): AV 8
- Night Vision

Combat Power: 12

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Giants

Big. Really big. Often mad, too.

PHY: 14
MEN: 3
COM: 5
MOV: 7

Hits: 70
Defense: 28 (Armor: 4)
Run: 14
Swim: 7
Leap: 7

ATTACKS:
[Hand to Hand: AV 8; 14d6 Bashing Damage]
[Really Big Club: AV 9; 16d6 Bashing Damage]

EVADES:
Melee Evade: DV 5
Hand to Hand Evade: DV 4
Ranged Evade: DV 4

Special Abilities and Other Notes:
- 13 Feet Tall, Massive – Just Plain Big
- Perception: AV 5
- +3 MEN (for purposes of frightening others; roll 3d6 + MEN vs the target's Interaction AV+10. If the giant gets more than 5 over the target, the target is frozen in fear or runs away for every Round until they can make a roll based on their Mind AV vs a Target Number of 18.
- Night Vision

Combat Power: 22

Minotaurs

These guys bring all-new meaning to the term "bull-headed."

PHY: 8
MEN: 3
COM: 6
MOV: 7

Hits: 45
Defense: 16 (Armor: 8)
Run: 14
Swim: 7
Leap: 7

ATTACKS:
[Bite and Horns; AV 10; 8d6 Slashing Damage]
[Charge with Horns; AV 9; 10d6 Slashing Damage]
[Great Axe; AV 11; 9d6 Slashing Damage]

EVADES:
Melee Evade: DV 9
Hand to Hand Evade: DV 9
Ranged Evade: DV 8

Special Abilities and Other Notes:
- Big and beefy
- Perception: AV 5 (AV 9 with Smell and Hearing)
- Thermal Vision
- Night Vision
- Tracking Scent
- +3 MEN when growling and roaring (for purposes of frightening others; roll 3d6 + MEN vs the target's Interaction AV+10. If the minotaur gets more than 5 over the target, the target is frozen in fear or runs away for every Round until they can make a roll based on their Mind AV vs a Target Number of 18.

Combat Power: 18

Ratlings

Big, smart rats that walk upright, carry swords, and really don't like you at all.

PHY: 3
MEN: 2
COM: 5
MOV: 5

Hits: 15
Defense: 6 (Armor: 6)
Run: 10
Swim: 5
Leap: 5

ATTACKS:
[Bite and Claws; AV 7; 3d6 Slashing Damage]
[Short Sword; AV 9; 2d6 Slashing Damage]
[Disease; 1d6 Bashing Damage per Hour (only if Bite or Claw Slashing Damage gets through Armor). Target rolls PHY + 3d6 versus a Target Number of 18 (every hour) to make the Damage stop]

EVADES:
Melee Evade: DV 10
Hand to Hand Evade: DV 10
Ranged Evade: DV 10

Special Abilities and Other Notes:
- Small and Fast
- Perception: AV 6 (AV 10 with Smell and Hearing)
- Thermal Vision
- Night Vision
- Tracking Scent
- Pack Tactics – Each ratling gets a +1 / additional ratling attacking the same target. Thus, if three ratlings are attacking you, they each get a +2 to their AV.

Combat Power: 14

Trolls

Redefining "ugly" for everyone, these monstrosities are very hard to kill and live to eat - everything.

PHY: 10
MEN: 3
COM: 8
MOV: 5

Hits: 60
Defense: 20 (Armor: 10)
Run: 10
Swim: 5
Leap: 5

ATTACKS:
[Bite and Claws; AV 11; 10d6 Slashing Damage]
[Great Club; AV 12; 12d6 Bashing Damage]
[Disease; 1d6 Bashing Damage per Hour (only if Bite or Claw Slashing Damage gets through Armor). Target rolls PHY + 3d6 versus a Target Number of 22 (every hour) to make the Damage stop]

EVADES:
Melee Evade: DV 10
Hand to Hand Evade: DV 10
Ranged Evade: DV 10

Special Abilities and Other Notes:
- Huge and tough
- Perception: AV 5 (AV 9 with Smell and Hearing)
- Night Vision
- Tracking Scent
- Regeneration: At the end of every Turn (4 Rounds), the Troll gets back 20 Hits. This happens even if it is dead. The only way to stop it is to burn the body or otherwise utterly destroy it.

Combat Power: 24

People

Sometimes, the worst "monsters" in the world are the people in it. The following are some "typical" folk that you might find yourself on the wrong of a blade from. The Game Master should feel free to create anyone they wish from the rules provided above.

Soldiers
Guarding a gate or charging at you with murder on their minds, these men are trained to fight and equipped for the job.

PHY: 4
MEN: 2
COM: 4
MOV: 3

Hits: 20
Defense: 8 (Armor: 8)
Run: 6
Swim: 3
Leap: 3

ATTACKS:
[Broadsword; AV 8; 3d6 Slashing Damage]
[Crossbow; AV 7; 4d6 Slashing Damage (1 Round to re-load)]

EVADES:
Melee Evade: DV 9
Hand to Hand Evade: DV 8
Ranged Evade: DV 8

Special Abilities and Other Notes:
- Perception: AV 5

Combat Power: 11

Thugs
In barrooms, dark alleys, and on the road, these are the bully-boys who might pop you in the mouth over an insult or stick a knife in you for some silver.

PHY: 3
MEN: 2
COM: 3
MOV: 3

Hits: 15
Defense: 6 (Armor: 4)
Run: 6
Swim: 3
Leap: 3

ATTACKS:
[Dagger; AV 5; 2d6 Slashing Damage]
[Club; AV 4; 4d6 Bashing Damage]

EVADES:
Melee Evade: DV 4
Hand to Hand Evade: DV 4
Ranged Evade: DV 4

Special Abilities and Other Notes:
- Sneak: AV 5

Combat Power: 7

Veterans

These are soldiers and warriors who have been around for some time, and experience makes them all the more dangerous.

PHY: 5
MEN: 3
COM: 5
MOV: 4

Hits: 25
Defense: 10 (Armor: 10)
Run: 8
Swim: 4
Leap: 4

ATTACKS:
[Broadsword; AV 10; 4d6 Slashing Damage]
[Longbow; AV 9; 6d6 Slashing Damage (-3 DV when firing)]

EVADES:
Melee Evade: DV 11
Hand to Hand Evade: DV 10
Ranged Evade: DV 10

Special Abilities and Other Notes:
- Perception: AV 7

Combat Power: 14

Wildblades

There are a few warriors throughout the land that rise above the common ranks to shine as Great Heroes… and Terrible Villains. Their mastery of the art of combat is a thing of legend and song. Pray you are never on the wrong side from one of them.

PHY: 7
MEN: 4
COM: 8
MOV: 6

Hits: 45
Defense: 14 (Armor: 12)
Run: 12
Swim: 6
Leap: 6

ATTACKS:
[Great Sword; AV 15; 7d6 Slashing Damage]

EVADES:
Melee Evade: DV 14
Hand to Hand Evade: DV 14
Ranged Evade: DV 14

Special Abilities and Other Notes:
- Athletics: AV 12
- Perception: AV 11
- Ranger: AV 10
- Sneak: AV 11

Combat Power: 21

Undead

Some things have no business walking around… but they do anyway. They never get sick, they never get old, they never die. Well, they *do* stop walking around if you hack on them enough.

Skeletons
Clatter, clatter went the bones…

PHY: 4
MEN: 1
COM: 5
MOV: 4

Hits: 20
Defense: 8 (Armor: 8)
Run: 8
Swim: No
Leap: 4

ATTACKS:
[Swords; AV 9; 3d6 Slashing Damage]

EVADES:
Melee Evade: DV 8
Hand to Hand Evade: DV 8
Ranged Evade: DV 8

Special Abilities and Other Notes:
- Undead Bones: Skeletons take ½ Damage from all attacks except Druid gifts, War Hammers, and Maces.
- Brittle Bones: Skeletons take x1 ½ Damage from War Hammers and Maces.
- Perception: AV 3 (AV 7 with Sight)
- Thermal Vision
- Night Vision
- Pack Tactics – Each skeleton gets a +1 / additional skeleton attacking the same target. Thus, if three skeleton are attacking you, they each get a +2 to their AV.

Combat Power: 15

Vampires
These are the basic-level variety, the ones that Vampire Lords create as part of their entourage. You don't wanna know what one of the Lords are like.

PHY: 9
MEN: 4
COM: 8
MOV: 5

Hits: 45
Defense: 18 (Armor: 12)
Run: 10
Swim: No
Leap: 5

ATTACKS:
[Bite and Claws; AV 12; 9d6 Slashing Damage]
[Bite with Blood Drain; AV 9; 9d6 Slashing Damage + 1d6 Bashing Damage per Round (only if Bite Slashing Damage gets through Armor). Target and Vampire roll PHY + Athletics + 3d6 against each other to break the grip at the beginning of each Round, and both are at –3 to their DVs during this time.]

EVADES:
Melee Evade: DV 11
Hand to Hand Evade: DV 12
Ranged Evade: DV 11

Special Abilities and Other Notes:
- Undead Flesh: Vampires take ½ Damage from all attacks except Druid gifts, fire, and wood.
- A "Called Shot" to the heart region with a wooden stake will paralyze a Vampire if it does at least 10 Hits of damage (after doubling).
- Perception: AV 8 (AV 12 with Smell and Hearing)
- Thermal Vision
- Night Vision
- Tracking Scent

Combat Power: 24

Zombies

Rotting flesh, worms crawling all over them…

PHY: 5
MEN: 1
COM: 3
MOV: 2

Hits: 25
Defense: 10 (Armor: 2)
Run: 4
Swim: No
Leap: No

ATTACKS:
[Bite and Claws; AV 5; 5d6 Slashing Damage]
[Disease; 1d6 Bashing Damage per Hour (only if Bite or Claw Slashing Damage gets through Armor). Target rolls PHY + 3d6 versus a Target Number of 18 (every hour) to make the Damage stop]

EVADES:
Melee Evade: DV 5
Hand to Hand Evade: DV 5
Ranged Evade: DV 5

Special Abilities and Other Notes:
- Undead Flesh: Zombies take ½ Damage from all attacks except Druid gifts and fire.
- Perception: AV 3 (AV 7 with Smell)
- Thermal Vision
- Night Vision
- Tracking Scent
- Pack Tactics – Each zombie gets a +1 / additional zombie attacking the same target. Thus, if three zombies are attacking you, they each get a +2 to their AV.

Combat Power: 13

Appendices, AKA "Other Stuff"

Appendix 1: Glossary of Terms

Action: Whenever a Character tries to do something, it is called an Action. Characters can only do one Action in a **Round**.

Action Value/Attack Value (AV): Add this number to 3d6 to get an Action Total. Compare the Action Total to the **Target Number**, and if it equals or exceeds that number, the attack or action is a success.

Bad Guys: One of the main thrusts of any heroic adventure is the battle with opposing forces, which we call the Bad Guys. These could be drunk thugs, vicious beasts, the walking dead, or anything else that the Player Characters have to draw steel and hurl magic against.

Bashing: This is damage that is not necessarily lethal, but hurts like the dickens anyway. Bashing Damage is subtracted from either Armor **or** Defense, whichever is higher.

Character: The persona that you play in the game. Much like a role in a play, but there are numbers that define what you can do in game terms as well.

Characteristics: These are the main defining numbers that tell you what your Character's strengths and weaknesses are.

Damage: Whenever you hit another character in combat, you roll dice of Damage to determine the effect. If they take enough Damage, they will be **Dazed**, **Knocked Out**, or even **Dead**.

Dazed: When a Character is Dazed, they can do nothing for the next **Round** of Actions except shake the dizziness and pain off. They suffer a –5 to their **Defense Value** until after they have recovered from this state. A Character is Dazed when any one attack causes them to lose more than ½ their total Hits.

Dead: When a Character has suffered so many Hits that they are at –10, they are considered Dead. Sorry. It happens.

Defense Value (DV): This rating is used to determine what it takes for someone to hit your Character. Simply add it to 10 to get the **Target Number** needed to hit.

Druids: Practitioners of magic that flows from the natural order, able to call upon spiritually-granted **Gifts**.

Epic Game: This is the level above the **Standard Game**, giving more **Primary Points** and **Option Points** for making Characters.

Game Master: The person who runs the game, controls all the Bad Guys, tells the main part of the story, and everything else so that the other Players can enjoy their experience with the game.

Gifts: Magical abilities that some Characters can use, if they follow the path of being a **Druid**. These powers come from the forces of Life, Earth, Sky, and Sea.

Initiative: Whenever Combat starts or the timing of something is important, all Characters must roll to see who goes first, who goes second, and so on. This is done by rolling 3d6 and adding the COM Characteristic to the result, with the highest result going first.

Knocked Out: When your Character has reached 0 Hits, they are Knocked Out, unconscious, unable to move, and in deep trouble. Over time, they can get back up and do things, but this is up to the **Game Master**.

Mages: Practitioners of magic that specialize in casting **Spells**, which rely on knowledge of magical patterns and raw force.

"Off the Farm" Game: This is the level below the **Standard Game**, giving less **Primary Points** and **Option Points** for making Characters.

Option Points: Points allocated for buying Skill Sets, Talents, and Races. Option Points can be converted into **Primary Points** at the rate of 5 Option Points = 1 Primary Point, but the **Game Master** has to OK this.

Primary Points: Points allocated for buying Characteristics and Spells. You can convert Primary Points into **Option Points** at the rate of 1 Primary Point = 5 Option Points, but the **Game Master** has to say it's OK.

Race: It is possible to play something other than Human in WildBlades, and each Race has its own features and special abilities.

Round: A period of time equal to 3 seconds (more or less) in which **Actions** take place. Four of these equal a **Turn**.

Skill Sets: These represent what your Character has trained at, practiced, or studied over time.

Slashing: This is the "Cut you, pierce you, stab you" Damage that only Armor will defend against. The Defense Stat has no effect on Slashing Damage.

Spaces: A measurement of distance for when Characters are moving during Combat **Rounds**. In the "real world," this distance would be equivalent to a meter or yard. The **Game Master** should decide how big a Space is depending on whether they are using classic RPG miniatures, action figures, or something else entirely.

Spells: Magical abilities that some Characters can use, if they choose to follow the path of **Mages**.

Standard Game: This is the recommended level for most "classic" fantasy adventures. The **Game Master** might decide, however, to run an **Epic Game** or an **"Off The Farm" Game** instead.

Talents: These represent unique features of your Character, such as special inborn gifts, exceptional training, or background opportunities that have developed for the Character.

Target Number: The number needed for success for any rolled **Action**. For most non-combat Actions, this is a set number decided on by the **Game Master**; in Combat, it is determined by adding 10 to the target's **Defense Value**.

Turn: A period of time equal to four (4) **Rounds**. Some Spells and other things take a full Turn to happen, or else last for a Turn.

Appendix 2: The Strength Chart and Breaking Things

Whenever a Character wants to lift something or throw something, just roll their PHY + **1d6**[8] and consult the following chart:

Total	Lift	Throw a Rock	Throw a Person
2	Bag of potatoes	5 Spaces	0 Spaces
5	10-13 yr old Child	10 Spaces	0 Spaces
7	Adult Female	40 Spaces	0 Spaces
9	Adult Male	80 Spaces	1 Space
11	Lion	120 Spaces	5 Spaces
13	Bear	½ Mile	10 Spaces
15	Loaded Wagon	½ Mile	40 Spaces
17	Elephant	1 Mile	80 Spaces

Breaking Things

If you want to break something, you roll your PHY in dice of Damage, or else (if you wish), you can bash on it with a weapon (Axes, Maces, and such will do nicely, though Swords and similar weapons will usually only do ½ Damage to material items).

Small things should be pretty easy to figure out; don't bother with rolls. Breaking your way through walls and doors, however, should probably involve some dice rolls.

Items have an Armor rating, as well as Hits. The following samples should give the Game Master a good idea of how tough something should be:

Normal Wooden Door/Table: Armor 7, Hits 5
Heavy Wooden Door/Table: Armor 9, Hits 12
Wooden Wall (1 Space x 1 Space): Armor 7, Hits 15
Metal Grate: Armor 20, Hits 20
Metal Door: Armor 20, Hits 30
Stone Wall (1 Space x 1 Space): Armor 30, Hits 50
Glass Window: Armor 2, Hits 4

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[8] Yes, this is different from everything else, but it's still pretty simple, yeah?

Appendix 3: Limits on Magic

This might add a little complication to the game, but some Game Masters may feel that magic-wielding Characters have too much flexibility and power if they are able to just keep casting their spells and gifts with no cost or limitations. If you want to make it so that Mages and Druids (and other magic-wielders) have to be careful in how much power they are using, you can use one of two methods:

Method I: The Easy Way

This quick and dirty method is not very "system-integrated," but it will get the job done for anyone looking for an easy means of clamping down on "rampant spell mongering."

Just take the **total** number of actual **Primary Points** spent on spells or gifts. That's the number of spells that can be cast per day. Thus, if a Mage has 2 Primary Points spent on Eldritch Blast, 1 spent on Eldritch Senses, and 2 spent on Eldritch Armor, he may cast a total of **5 spells** in that one day.

Method II: The Better Way

If you would rather use a means more in line with the way everything else works, the following method is appropriate.

You will add a new Stat to the magic-wielding Character called **Essence**. This is calculated as the Character's **Mental** Characteristic multiplied by 5 (MEN x5). Whenever a spell or gift is used, an amount of Essence is spent. The wielder must sleep (at least 6 hours) to recover any spent Essence.

Each time a spell or gift is cast, the caster spends **2 Essence**, **+1 Essence for every TWO additional Primary Points** in the spell or gift (round down).

Thus, if a Mage casts a 7d6 Eldritch Blast (Base +2 Primary Points), they spend **3 Essence** when it is cast. If a Druid casts a 6d6 Bestow the Life Force (Base +6 Primary Points), they spend **5 Essence** when it is cast.

Appendix 4: The Rule of "X"

This is a tool for Game Masters to use, one that allows them to make sure that everyone in the game is playing at the same "power level" as everyone else. It also helps the Game Master decide how powerful to make the Bad Guys that they are utilizing against the Player Characters.

The concept is pretty easy – just use the simple addition formulas to determine the effective power of the characters. The Game Master can set a limit based on these formulas and ensure that each Player Character in the game doesn't exceed that limit. That way, everyone is on the same overall level, and the Bad Guys can be tailored to fit the group more effectively.

There are two measures of power in WILDBLADES – **Combat Power** and **Magic Power**.

Combat Power is easy to measure. Just use the following formula to determine any Character's Combat Power:

PHY + COM + ATTACK SKILL

This means you add the Character's Physical Characteristic to their Combat Characteristic. Then you add the *highest* value of the following Skill Sets: **Hand to Hand, Melee, Archery,** or **Throwing**. The resulting value is how powerful the Character is in combat.

For example, if Ratburry the Slick has a PHY of **3**, a COM of **5**, a Hand to Hand score of 2, a Melee score of 4, no score in Archery, and a Throwing score of **5**, his Combat Power will be:

$$3 + 5 + 5 = 13$$

Magic Power is a little more complicated, but it still involves very simple math. The basic formula for any magic wielder is:

MEN + CASTING SKILL + BASE SPELL VALUE + POINTS

This means you add the Mental Characteristic to either Mage, Druid, Priest, Necromancer or Demonimancer (whichever is appropriate). Then you add the "Base Spell Value" (which is **4** for Mages and **5** for Druids, Priests, Necromancers and Demonimancers)[9]. Finally, you take the spell or gift with the *most* points put into it and add those points to the total.

For Mages, this makes the formula as follows:

MEN + MAGE + 4 + POINTS

For Druids, Priests, Necromancers and Demonimancers, the formula is:

MEN + DRUID + 5 + POINTS

First example - Vandrax the Exuberant has a MEN of **5**, a Mage rating of **6**, the Base Spell Value for Mages is **4**, and he has 3 Points in Eldritch Blast, 2 in Eldritch Armor, and **4** in Eldritch Bonds. His Magic Power rating is:

$$5 + 6 + 4 + 4 = 19$$

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[9] This value has to do with the inherent limitations in using the magic in question and how many extra Points those limitations add to the power level of the Base forms of the spells/gifts.

Second example - Canaris the Calm has a MEN of **4**, a Druid rating of **5**, the Base Spell Value for Druids is **5**, and she has 3 Points in Bestow the Life Force, **4** Points in Icewall, and 1 Point in Spirit Sight. Her Magic Power rating is:

$$4 + 5 + 5 + 4 = 18$$

If the Game Master is going to use the Rule of "X," they should set a limit based on what kind of game they want to run.

For **Standard Games**, the X value should be set at **15** at the start.

For **Epic Games**, the X value should be set at **20** at the start.

For **"Off the Farm" Games**, the X value should be set at **10** at the start.

Each of the listed Bad Guys has a **Combat X** and (where appropriate) **Magic X**, so the Game Master will have an easy time deciding which Bad Guys are the right ones for the Heroes to fight.

Appendix 5: Experience and Improving Characters

If you play **WildBlades** over time, you will want the Characters in the game to grow and improve. This is done with Experience.

The Game Master awards Experience in additional **Option Points** at the end of each session of game play, according to the following rules:

Played in a game: +1 OP
Played well: +1 OP
Overcame great odds: +1 OP
Character learned something of great value: +1 OP
Bonus (for whatever reasons the Game Master might decide): +1 OP

Players may take these Option Points and spend them like they did the initial Option Points they received at the beginning of the game. However, there are some rules that Game Masters should follow to keep things balanced and even over time.

1) No Skill Set should go up by more than 1 point per game session.
2) Talents, Enhancements, and Perks ("We've Got the Tools, We've Got the Talent…") should only be bought after Character Creation with the Game Master's permission, and only then if the story really warrants it.
3) As at Character Creation, Options Points can be combined at a rate of 5 OPs to 1 Primary Point; as such, they can be used to buy new spells/gifts, improve existing ones, or improve Characteristics. The Game Master should only allow 1 "level" of such purchases at a time.
4) Keep an eye on Rule of "X" if you are using that (**Appendix 4**); the Game Master should not let this go up every session. Once every 3 sessions is probably best, but this means that Melee and other combat-oriented Skill Sets should probably not get OPs spent on them every session.