

Forgotten Lands

Character Sheet Helps

The following describes each line on the Character Sheets.

Race - Class

Race and Class determine the starting stats that will be used for creating a new character. Race also affects the responses of other races towards your character.

Gender

Defines whether the character is male or female.

Level

Levels are based on experience. A beginning character is a level 1 character. Each time a character gains the required experience to advance to the next level he gains a level and his max health and max mana (if he is a magic user) increase by 10, and he is awarded 5 extra points to use on his character. When becoming a level 5, and all multiples of 5 thereafter the character receives an additional 5 points to use on his character.

Experience

Each time a character or group successfully defeats a creature or another character in battle he receives a certain amount of experience. When he gains the required experience to advance to the next level he starts back at 0 experience and his level is increased by 1.

Next Level

This chart shows the amount of experience required to gain a level. This is also the amount of experience received for defeating a player character of each corresponding level:

1	Starting Level
2	100 Exp
3	250 Exp
4	500 Exp
5	750 Exp
6	1000 Exp
7	1250 Exp
8	1500 Exp
9	1750 Exp

10	2000	Exp
11	2500	Exp
12	3000	Exp
13	3500	Exp
14	4000	Exp
15+	5000	Exp

Left Over Points

This is the amount of points the character has left for distributing. Extra points may be saved for later use, but may not be used while the character is a prisoner (tied, chained, or in a prison of some sort), or during a battle.

Gold Pieces – Gems

This is the character's money. 100 gold pieces are equal to 1 gem.

Night Vision

- 0 = A character with 0 night vision must roll 8 higher than normal to hit in pitch dark conditions, and must roll 4 higher than normal to hit after sunset.
- 1 = A character with 1 night vision must only roll 4 higher than normal to hit in pitch dark conditions, and only needs to roll a normal roll after sunset.
- 2 = A character with 2 night vision only needs to roll a normal roll to hit in pitch dark conditions, and after sunset.

Strength (max 20)

Certain amounts of strength are required to use certain weapons. Strength is added to the final damage done by an attack with any weapon except a bow, crossbow, or explosive weapon.

A character may not exceed 20 strength.

Dexterity [Dex] (max 20)

An opponent must roll 1 higher for every 1 dexterity that a character has in order to hit successfully. For each time a character is missed per battle round his dex is halved. If a character has more than 1 battle speed, his dex will remain at full level for as many misses as he has battle speed, and then will be cut in half once and remain there for as many misses as he has battle speed and so on.

In battle the order of turns is determined by the amount of dexterity characters have. Those with the highest dexterity will go first.

A character may not exceed 20 dexterity.

Health – Stun (max 200)

This is the characters current health level given as a fraction of his max health. Stun defines at what amount of remaining health a character will fall unconscious. This may be set wherever the character chooses. An unconscious character will not be attacked by non-player characters (NPCs), however, they may take his money and items. If the character's health reaches zero or lower the character is dead and will be restarted somewhere else in the scenario losing all of his items.

A character's max health may not exceed 200.

Intelligence (max 20)

Certain amounts of intelligence are required to learn certain spells. Intelligence is added to the final damage done by an attacking spell. A character trying to pickpocket you must roll 1 higher for each level of intelligence your character has.

A character may not exceed 20 intelligence.

Speed (max 7)

Speed determines how fast a character may travel (1 speed = 2 mph). In battle a character with 1 speed may advance 10 feet per battle round. For every 2 speed above that a character may advance an additional 10 feet per battle round. A character who is able to advance 10 feet more than he needs to may advance and attack in the same turn. A character may never advance more than 40 feet at a time, or more than 30 feet at a time and attack. When backing out in battle, a character may back out 10 less feet at a time than he may advance. If he chooses to back out and attack, he may only back out 20 less feet than he may usually advance.

A character may choose to flee a battle, in which case he may retreat at his traveling speed—he may not, however, attack while retreating. If he decides to turn around and continue fighting it will require a full battle round to turn around. If a character is more than 120 feet from all opponents, he escapes the battle and may not continue fighting.

Certain buildings and other conditions will put limitations on how far a character may back out in battle.

A character may not exceed 7 speed.

Battle Speed

A character may do as many moves per battle round as he has battle speed from the following list:

- Attack and defend (sword & shield)
- Attack with left hand and right hand (or more for Gorons)
- Cast a magic spell and attack with one weapon
- Use an item
- Equip weapons and armors
- Pick up an item dropped by fallen characters or creatures
- Use certain races' special abilities

Battle speed also relates to dexterity, bloodlust, and counter attack (see individual sections for details).

Back Attack

A character who has back attack will each time he is attacked by a close range attack (except other back attacks and counter attacks), attack with one attack of his choice, the character who attacked him. While back attacking the dexterity of the opponent remains constant at its full value (it is not halved with each attack). If you attack an opponent's special during back attack, his turn will not be lost. A character that has been attacked in the special may still back attack when attacked on all attacks as usual.

Special

See Section Specials

Weapons (max 28)

For every weapon skill a character has on a particular weapon type he must roll 1 lower starting from 24 on 4 dice in order to hit. A character with no skill must roll a 24 to hit. A character must have skill to use the weapon with each hand that he plans to use it with (two handed weapons only require the skill in one hand).

If a character chooses to aim for a specific body part he must roll 6 higher than normal to hit successfully.

For every 4 weapon skill a character has with a specific weapon type, his shield avoidance (SA) is increased by 1.

Shields (max 21)

For every shield skill a character has he must roll 1 lower starting from 24 on 4 dice in order to block an attack. If an attack is blocked, the attacked unit receives no damage from that attack. A character with no skill must roll a 24 to block.

Climbing, Swimming, Beareacracy, Lying, Boating

- 1 = Beginner skill
- 2 = Advanced skill
- 3 = Expert skill

Tracking

- 1 = Character may track in optimal conditions
- 2 = Character may track in somewhat difficult conditions (not including rainy)
- 3 = Character may track in all conditions (including rainy)

A character who has tracking may also choose to cover his tracks. This will slow your travel speed by 1 speed, or 2 mph. Only characters who have at least 1 more tracking skill than you may find and follow your covered tracks.

Hiding (Stealth)

- 1 = Character may hide in optimal conditions (at night in non-open areas)
- 2 = Character may hide in somewhat difficult conditions (during the day in non-open areas, or at night in open areas)
- 3 = Character may hide in most conditions

In difficult hiding conditions a character may be identified by a character who has equal hiding skill. In somewhat difficult hiding conditions a character may be identified by a character who has at least 1 more hiding skill. In optimal hiding conditions a character may be identified by a character who has at least 2 more hiding skill.

Scholarship

- 1 = May read & write in common language
- 2 = May read & write in all modern languages
- 3 = May read & write in all modern and ancient languages

Bandage

For every skill point on bandage a character has, he may heal all characters in his group up to twice that level of health including himself (a character with 20 bandage may heal up to 20 health but not higher). Bandage skill may not be used during battle.

Pickpocket

Each skill point on pickpocket brings down what you have to roll to be successful from 18 on a roll of 3 dice (certain situations will raise what you have to roll). Characters with no skill must roll an 18. To pickpocket a character who is sleeping you may roll 4 lower than normal and still be successful. You may only attempt to pickpocket 3 times each per turn. To Pickpocket successfully during the day a character must roll 4 higher than normal. When pickpocketing in areas where there are few people you must roll 4 higher than normal to be successful.

Lockpick

Each skill point on lockpick brings down what you have to roll to be successful from 18 on a roll of 3 dice (certain locks will raise what you have to roll). Characters with no skill must roll an 18. You may only attempt to lockpick 3 times each per turn.

Blacksmith

- 1 = Character may make claws, teeth, and bones into basic weapons and armors, and may repair basic weapons
- 2 = Character may make advanced weapons and armors, and repair advanced weapons
- 3 = Character may choose what to turn found items into and may repair expert weapons and armors, and strengthen basic weapons and armors into advanced weapons and armors
- 4 = Character may make expert weapons and armors, and repair unique weapons and armors
- 5 = Character may make unique weapons and armors (given the right materials)

Other

Other skills may include just about anything. Some possibilities are: fishing, woodworking, alchemy, knot tying, geology, etc.

Equipped Weapons & Armor

Left Hand - Put the name of the weapon or shield equipped in the left hand.

AV\DV - Put what the character has to roll to hit with that weapon or block with that shield.

SA - Shield avoidance is your weapons skill divided by 4. Opponents must roll this much higher than normal to block an attack from that weapon. For each time you successfully avoid an opponent's shield per battle round your SA is halved. If your character has more than 1 battle speed, his SA will remain at full level for as many avoidances as he has battle speed, and then will be cut in half once and remain there for as many avoidances as he has battle speed and so on.

Damage - Put the damage that the weapon does here (i.e. 6d + 5). After the

plus sign put any additional damage done (including strength).

Special Effect - Put any special effects that the item has.

Protection - Put the amount of protection that an armor piece provides.

Magic

Mana - This is the characters current mana level given as a fraction of his max mana. Each spell costs a certain amount of mana to be cast. A character may not exceed 200 max mana.

Earth - These are the different types of magic skills a character may learn.
Fire Each skill point of a particular type of magic will lower what the
Water character has to roll to hit successfully from 24 on 4 dice. A
Shadow character with no skill must roll a 24 to hit. A character may not exceed 28 skill with any magic type.

AV - Put what the character has to roll to hit with that type of magic.

Magic

Resistance - For each amount of magic resistance that a character has, an opponent must roll one higher to hit him successfully with an attacking spell. The same rules apply as with dexterity related to weapon attacks. A character may not exceed 20 magic resistance.

Magic Spells

Spell - Put the name of the spell.

Effect - Put what effects this spell has.

Range - Put what the range is for this spell.

Mana - Put how much mana it costs to cast this spell.

Damage - Put how much damage this spell does. After the plus sign put any additional damage done (including intelligence).

Back Pack-Inventory

Item - Put the name of the items that you have collected.

Quantity - Put the number of that item that you have.

Effect - Put any effects that your items have.

Damage - Put the damage that the item does.

Specials

Runic - For each level of runic skill a character will absorb that amount of damage from an attacking spell, healing him for the amount absorbed, and reducing that amount from the final damage. A character may not exceed 25 runic.

Mysticism - For each level of mysticism a character will rejuvenate that much

- mana per battle round, and twice that much per game turn.
- Counter Attack - For each level of counter attack a character must roll 1 less from 24 on 4 dice to counter an opponents attack (or back attack). If an attack is countered no damage is done to the counter attacking character, but the attacking character receives the amount of damage shown on the damage section. A character with counter attack may attempt to counter 1 attack per battle speed per battle round. A character may not exceed 14 counter attack.
- Bloodlust - For each level of bloodlust a character must roll 1 less from 24 on 4 dice to do 150% damage. A character may attempt to get bloodlust once per battle speed per battle round. If successful he will do 150% damage per attack during that battle speed. A character may not exceed 14 bloodlust.
- Poison - After a successful attack the attacked unit will continue to receive 1 damage per poison level each battle round until the end of the battle (unless antidote is cast or used). A character may not exceed 20 poison.
- Regeneration - For each level of regen a character will rejuvenate that much health per battle round, and twice that much per game turn. A character may not exceed 50 regeneration.
- Fear - For each level of fear a character must roll 1 less from 24 on 4 dice to cause the attacking enemy to freeze in fear, losing all actions for that battle round. Fear may be attempted once per battle round (the player may decide to do it after finding out whether the opponent hits or not but before finding out where he hits or how much damage will be done). A character may not exceed 14 fear.
- Aftershock - If the character rolls 6 higher than what he has to roll to hit an opponent, he will do an aftershock doing the amount of damage listed on the damage stat. A character may not exceed 20 damage for aftershock.
- Surprise Attack - If a battle is started and it is not a Surprise, Pincer, Side or die, Preemptive attack, then 1 die is rolled. If a 6 is rolled on the then the player surprise attacks whoever is being attacked.
- Joust Bonus - For each 10 feet advanced before an attack in a battle round, 1 dice roll is added to character's and creature's close ranged attacks.
- Teleport - Allows character and creature to teleport in a non-battle setting. May be used once per turn
- Paralyze - After a successful attack, 2 dice are rolled. If a 12 is rolled, then the attacked unit loses a turn. After each level the creature gains, it must roll 1 lower than 12 to successfully paralyze a unit. Roll may not be lower than 9.
- True Knight - Allows Behemoth to take an attack dealt to any or all friendly characters and creatures in a battle. It is as if the attacking unit had attacked the behemoth.
- Doom Gaze - If an attack is successful and 3 of the dice rolled are the same number, than the attacked unit is automatically stunned.
- Toxic - If an attack is successful, the attacked unit becomes intoxicated. When a unit is intoxicated, it loses 1% of its remaining health for

each level of toxic at the beginning of each battle round. May not exceed 50 toxic

- Fire Range - Increases attack range of Fire by 10 feet per 15 points used.
- Roar - Cuts enemy's Battle Speed in half, lasts 1 turn for each level of roar.

- Stone Gargoyle - A gargoyle may transform into a stone gargoyle, or back into a gargoyle for his turn. When in stone form, armor and magic resistance are doubled, and the gargoyle recovers 1 health per level of stone gargoyle per turn. May not exceed level 40.
- Mooglee Dance - For each level of Mooglee dance the creature must roll 1 less from 24 on 4 dice to successfully dance. If the dance is successful, 1 die is rolled and the corresponding dance is performed. Creature may not exceed 14 Mooglee dance skill.
- Devour - For each level of devour, the Kodo Beast must roll 1 less from 24 on 4 dice to successfully devour another unit. While a unit is devoured, it will lose 10% of its max health and its turn, unless it rolls 4 or greater on 1 die, in which case the unit escapes, receives no damage and can take its turn as normal.

Additional Notes

- Certain items will increase a character's stats. In doing so, the character may exceed the given max values, so long as his base stats do not (speed still has certain limitations in battle, see section Speed).

Battle Rules

Beginning

Upon initiating a battle, two dice are rolled to determine the distance at which the battle will begin according to the following chart:

- 2 = Surprise attack 10 feet
- 3 = 30 feet
- 4 = 40 feet
- 5 = Pincer attack 10 feet
- 6 = 60 feet
- 7 = 70 feet
- 8 = 80 feet
- 9 = Side attack 10 feet
- 10 = 100 feet
- 11 = 10 feet
- 12 = Preemptive attack 10 feet

Surprise Attack

In the event of a surprise attack, the player whose turn it is, is surprise attacked by either the human player against whom he is battling, or by the non-player character (NPC) or creature who is attacking him. All characters who are surprise attacked will take their turn last for the first battle round regardless of what their dexterity is. The dexterity of the surprise attacked characters is also counted as 0 for all of the opponents' regular attacks for that battle round (not including back attacks). After the first battle round, the following rounds will proceed as normal.

Preemptive Attack

A preemptive attack means the player whose turn it is, surprise attacks the opponent. The effects are the same as in a surprise attack, only they are swapped to the other player.

Pincer Attack

In the event of a pincer attack, the player whose turn it is, is surprise attacked (all surprise attack regulations apply). In addition to this, the opponent who does the surprise attack has the option of splitting up his characters so that any number of the party members are on the opposite side of the opponent. The player may choose which characters he would like on each side. Characters in a party which is surrounded in a side attack may not retreat from the battle. When doing an about face, a character may then only advance 10 less feet than normal. If a character may only advance 10 feet at a time, the about face will require the entire battle round. A character may do an about face, advance, and/or attack an opponent if he has 2 more speed than he needs to do the about face and/or attack.

Side Attack

A side attack is the same as a pincer attack, except the player whose turn it is, is surprise attacking his opponent and is thus able to surround his opponent.

Character Turns

After determining the starting distance and the battle type, the battle will continue in a turn based manner. Each character will have a turn to do a number of actions. The order in which characters will take their turns is determined by their dexterity. The character with the highest dexterity will take his turn first, or he may choose to wait and take his turn last. Afterwards, the character with the next to highest dexterity will take his turn, or he may choose to wait and take his turn last (if the first character chose to wait, the second character will be second to last). The rest of the characters' turns continue in the same manner. In the event of a special battle condition (i.e. surprise attack, side attack, etc.) the order of turns during the first battle round may vary (see section Surprise Attack). After all characters have taken a turn, the battle round ends and a new battle round begins starting with the character which has the highest dexterity.

For his turn, a character may do as many moves as he has battle speed from the following list:

- Attack and defend (1 handed weapon & shield)
- Attack with left hand and right hand (or more for certain races)
- Attack with a 2 handed weapon

- Cast a magic spell and attack with one weapon
- Use an item
- Equip weapons and armors
- Pick up items dropped by fallen characters or creatures (within 10 feet)
- Use certain races' special abilities

Certain events and spells may cause a character to lose his turn. In this case the character loses his entire turn and may not do any of the above listed actions until the following turn (assuming he does not lose his turn again). A character which has lost his turn may still defend with an equipped shield.

Attacking

If a character chooses to attack, he must first decide who he is attacking and with which weapon. He may choose to aim for a specific part of his opponents body as well (this will require that he get a roll of 6 higher than normal). At this point four dice are rolled to determine if the character successfully hit his opponent or not. The character must roll at least the amount of his AV for that particular weapon plus the amount of dexterity that his opponent has (see Character Help Sheets under section Dexterity for details). Unless the attacking character has chosen to aim for a specific body part, 2 dice are rolled to determine where he has hit his opponent according to the following chart:

2-3 = Legs	50% Damage
4-9 = Torso	Normal Damage
10 = Head	150% Damage
11 = Special	Lose Turn & Normal Damage
12 = Neck	200% Damage

If a character is hit in the legs he will receive half the normal damage. If he is hit in the head he will receive one and a half times the normal damage. If he is hit in the special he will lose his next turn (that battle round if he hasn't gone already, or the next battle round if he has already taken his turn that battle round). If he is hit in the neck he will receive two times the normal damage.

After determining where a character is hit, dice are rolled to determine how much base damage the character will receive. The number of dice rolled is determined by the weapon specifications for the particular weapon that he is using. After totaling the dice rolls and adding any additional damage specified by the weapon specifications (including arrow & bolt damage when using a bow or crossbow), the amount of protection offered by the character's armor or other protection is subtracted from the base damage. At this point the damage is adjusted according to the above chart, based on where the character was hit. Finally, for close range weapons the attacking character's strength is added to the final damage. This final damage is how far the attacked character's health will decrease.

Defending

If a character has a shield equipped he may choose to use it once per battle speed per battle round. When it is determined that his opponent has successfully hit him and before the dice have been rolled to see where he is hit (except when a specific area is aimed for) the defender may choose to try to block the attack (if he has not already exceeded his allowed number of blocks for that battle round). Four dice are rolled to determine if the character successfully blocked the attack or not. The character must roll

at least the amount of his DV for that particular shield plus the amount of shield avoidance (SA) that his opponent has (see Character Help Sheets under section Shield Avoidance for details). If the attack is successfully blocked the defender receives no damage from the attack.

A character with a shield equipped may choose to attack with his shield if he desires, but doing so will count as one of his blocks for that battle round.

Casting a Spell

There are three categories of spells that may be cast:

Attacking spells

Stat affecting spells (including portal and healing spells)

Element affecting spells (including light and darkness spells)

If a character chooses to cast an attacking spell he must first decide who he is attacking and with which spell. The caster must have enough mana as is required to cast the spell, and the mana is deducted as soon as the caster says what spell he is casting. At this point four dice are rolled to determine if the character successfully hit his opponent with the spell or not. The character must roll at least the amount of his MAV for that particular magic type plus the amount of Magic Resistance (MR) that his opponent has (see Character Help Sheets under section Magic Resistance for details).

If a character chooses to cast a stat affecting spell he likewise must choose who he is casting it on, at which point the mana is deducted. When casting a stat affecting spell, the caster must roll four dice to see whether the spell was successful or not. If casting on a character not on his team, the caster must roll higher for the character's magic resistance. If the spell is cast on a team member, magic resistance will not be taken into account.

When casting element affecting spells the caster must roll four dice to see if the spell was successful, however no magic resistance will be taken into account.

Additional Notes

- If a character is rolling to see if he hits with either a weapon or a spell, and all four dice roll the same number, he automatically hits killing his opponent (if it's an NPC), or stunning his opponent (if it's a player character). If such an attack is blocked, the shield will automatically be destroyed, but the character will not be hurt.
- If a character is rolling to see if he blocks with a shield, and all four dice roll the same number, he automatically blocks destroying his opponent's weapon.

Creature Rules

1. A creature must always be accompanied by a player character (i.e. within sight, and hearing distance.)
2. During battle, if all characters accompanying one or more creatures are stunned or killed, the creatures may continue to fight until the end of the battle.

3. If all characters accompanying one or more creatures are stunned, the creatures must remain with the characters until one or more of the characters are revived.
4. If all characters accompanying one or more creatures are killed or abandon the creatures, the creatures become wandering random fights, and will no longer be controlled by any human players.
5. A creature may not use items such as tonics and tinctures. A player, however, may use such items on a creature if the creature is within 10 feet of the character.
6. While mounted atop a creature, a character may only be attacked by a long range attack. Once the creature has been stunned or killed, the character riding the creature will immediately dismount the creature without penalty or loss of turn (assuming the creature is not a flying creature).
7. When a flying creature is killed, any character riding the creature will fall to the ground losing 25% of his max health, but will not lose his turn.
8. For a close range attack to hit a flying creature, the attacker must roll 4 higher than normal to successfully hit the creature. A long range attack has no penalty for attacking a flying unit or a character riding it.
9. Players may use creatures to make observations, and to overhear conversations. The creatures, however, may not engage in conversations, make purchases, or carry currency.
10. Creatures may carry all relic types, but may only equip the creature relics.
11. Creatures may not equip weapons or armors, but may carry them.
12. Creatures may learn all magic spells regardless of intelligence requirements, however, there will not be any additional damage added to the base damage of attacking spells.
13. Equipment carried by creatures may have carried equipment pick pocketed without any increased difficulty as would be caused by human intelligence.
14. Creature weapons may not be improved by characters' blacksmith skills.

- If a rule is not specified, Jesse will decide what happens.