

TABLE 12: RANGES

Range	Description
Hand	You're mere inches — or less! — from your opponent. You may be grappling, hanging round your opponent's neck, or otherwise in physical combat. It's almost impossible to bring to bear anything larger than a knife. Natural weapons like teeth and claws are perfect at this range.
Close	Standard combat range — a few feet, enough to jab with a sword or slash with an axe, or lash out with teeth and claws.
Reach	You're circling your foe, but too far away to easily make contact. If you have a long spear, polearm, or great sword, then you can attack, but otherwise you need to move to close range to be effective.
Short	You can throw something at this range, or shoot a missile weapon, but melee weapons are ineffective. You're probably twenty or thirty feet from your opponent. This is usually the maximum range for intimidation and fear attacks.
Medium	You can see your opponent clearly, and you can shout to one another, but otherwise your only contact is missile weapons — you're too far to even throw things at one another. You're probably a hundred or more feet apart.
Long	Now it's getting silly. You can just about hear one another if you scream, but, unless you're a really, really good shot, even missile weapons are going to be a wild stab in the dark. You're probably several hundred feet apart.
Out of Range	This is what it says — you can just about see one another if visibility is good, but otherwise you can't affect one another. This range is the maximum possible distance for an encounter.

TABLE 13: MAXIMUM ENCOUNTER RANGE

Conditions	Maximum Encounter Range
Outdoors, by day, good visibility, no obstructions.	Out of range
Outdoors, poor visibility or obstructions	Medium
Outdoors, at night	Short
Indoors, vast space like cathedral or huge cavern	Medium
Indoors, chamber, tunnel, or corridor	Short

STARTING RANGE

On a successful Scouting check (page XX), you become aware of an encounter at its maximum possible range; your opponent may or may not be aware of you. The Scouting check is against a resistance if your target is trying to hide; difficulties can be found in “The Environment” (page XX). Usually only a single character makes a Scouting check; the GM makes a Scouting check for the target, too, to see if it spots you.

The maximum range for an encounter depends on the surroundings, as shown in Table 13: Maximum Encounter Range.

If you fail your Scouting check, the starting range is reduced by 1 range band on a simple failure, 2 bands on a minor consequence, and 3 bands on an major consequence or greater (to a minimum of **reach**); or to the range at which the opponent detects you or chooses to act, whichever is greater.

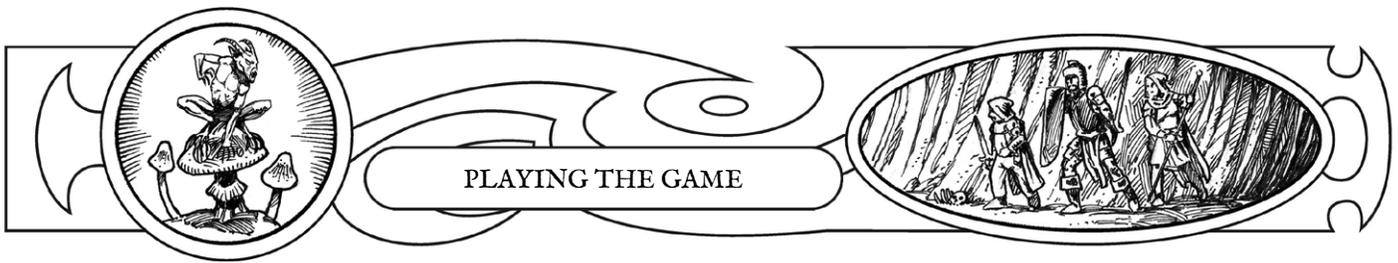
CHANGING RANGE

You may change range on any action check as a minor effect. If you're in combat, this is part of your attack; if you succeed, you successfully change range, and if your new range allows you to attack, you may use any remaining effect points for effects, including damage. If you don't get enough effect points on your check to change range, you spend the round feinting and attempting to manoeuvre, but remain at your current range and may do no damage or other effect.

*For example, a dragonet attacks at **hand** range, and you defend. You attack back, but you're using a long sword, a **close** range weapon. You must make a minor effect to move out to **close** range, then you can attack with your remaining effect points. Then it's the dragonet's turn again; this time, it's too far away, and must create a minor effect on its turn to get back into **hand** range — and so on...*

OPTIONAL RULE: CHANGING RANGE IN CINEMATIC GAMES

If you're playing a game with a cinematic tone, where characters are making lots of swooping, dynamic moves, consider allowing players to use hero points to change range. For a game where oriental martial arts and *wushu* experts are flipping off the scenery and diving through the air, let a PC pay a single hero point to move a single range band. For grittier but still high-action games, perhaps of swashbuckling, piratic, or samurai-style adventure, allow a PC to spend five hero points to change range. You can even allow characters and monsters in regular games to acquire this ability as a special action (page XX).



PLAYING THE GAME

VISIBILITY & COVER

In addition to **range**, a character's ability to perceive or affect a target is affected by **visibility**. A target in semi-darkness, hiding in shadow, in thick fog, etc, is considered to have **semi-concealment**; this acts like a minor consequence on any character attempting to spot or attack the target (imposing a -2 penalty). A target in total darkness or who is otherwise invisible has **total concealment**, a major consequence imposing a -4 penalty.

Targets concealed behind solid objects like walls, etc, may also gain **cover**. Cover is an armour bonus, based on the nature of the object and how much cover it provides; characters may have **half-cover**, which lets them still make ranged attacks, or **full cover**, which means they may not attack at all. Armour bonuses are as shown in Table 14: Cover Bonuses.

MOVEMENT

Movement refers to physical movement made by a character, whether a few feet or yards in combat, or miles when travelling across wilderness.

The distance you can move is determined by your **Movement**, a special kind of attribute indicating the number of 10-foot units you can advance at a very cautious walk per 1-minute round. Like an attribute, Movement has an ATT modifier, abbreviated as MOV.

Unlike normal attributes, your Movement score isn't rolled, but is based on your character race. Humans, elves, half-elves and half-orcs have a Movement score of 12 (+1); dwarves and halflings have a Movement score of 9 (-1).

Your Movement is affected by your encumbrance (page XX) or the armour you're wearing, whichever causes the greatest reduction.

TABLE 14: COVER BONUSES

Type of Cover	Half-cover Bonus	Full Cover Bonus	Examples
Light cover	+2	+5	Thin wood, plaster, undergrowth, branches
Medium cover	+5	+10	Thick wood, thin brick or stone
Heavy cover	+10	+20	Thick stone, metal

TABLE 15: ENCUMBRANCE

Encumbrance	Armour Worn	Maximum Movement
Unencumbered	None, Light	12 (+1)
Lightly encumbered	Medium	9 (-1)
Heavily encumbered	Heavy	6 (-2)
Over-encumbered	—	3 (-4)

Some traits (like the monk's *Improved Movement* trait) let you add your trait bonus to your movement checks.

Your Movement score determines how fast you move in different environments, Table 16: Movement. This equates to the distances shown in Table 17: Distances Moved

Tactical movement is usually handled using **effects**. For example, a minor effect allows you to move yourself and your opponent up to 5 feet if you're **engaged** in combat.

If you're not engaged, you can automatically move up to your Movement in 10-foot units per round without making a check. If someone tries to block you, you must make a MOV check to avoid the block (or possibly use STR or DEX), against their Strength or perhaps attack action. On a success, you avoid the block and may move as intended; on a failure, you have been blocked, and are now **engaged** with the blocker, who may place consequences on you.

In a chase, you roll 3d6 +MOV, either as a single action check or an incremental check (page XX).

TABLE 16: MOVEMENT

Movement Type	Distance Moved per Point of Movement	Notes
Outdoor movement	2 miles per day	Assumes 8 hours walking per day
Mapping speed	10 feet per 10-minute turn	Mapping, checking for traps, etc.
Cautious walk	10 feet per round	If unengaged in combat
Normal walk	20 feet per round	Imposes a minor consequence on non-movement actions
Run	50 feet per round	Imposes a major consequence on non-movement actions
Sprint	100 feet per round	Imposes an extreme consequence on non-movement actions

TABLE 17: DISTANCES MOVED

Movement	12 (+1)	9 (-1)	6 (-2)	3 (-4)
Outdoor (miles / day)	24	18	12	6
Mapping (feet / turn)	120	90	60	30
Cautious (feet / rd)	120	90	60	30
Normal (feet / rd)	240	180	120	60
Run (feet / rd)	600	450	300	150
Sprint (feet / rd)	1200	900	600	300



CHAPTER 4

STAYING ALIVE

Conflicts in *Monsters & Magic* are very tactical. While you can stand toe-to-toe and slug it out with alternating attack checks, it's also lethal: a lucky blow can easily cause maximum damage, or leave you with consequences, making it increasingly difficult to strike back. You stand a greater chance of achieving your goals by thinking tactically. Here are some ideas:

- ❖ **Choose your stance:** low-level non-combat specialists should play it safe. Buy the Stalwart Defence stance for a +4 AC / defence bonus in exchange for losing your ATT bonus on your attack action; you can gauge your opponent's capabilities while other more competent combatants wear it down with consequences.
- ❖ **Keep moving:** weapon range is your friend. Find out which distance works for you and not for your opponent. If your opponent has to change range to bring his weapon to bear,

that's effect points he can't spend damaging you.

- ❖ **Secure a superior position:** using effect points to place effects and consequences instead of damage may seem counter-intuitive, but against hard-to-hit opponents it's vital. A foe with consequences becomes easier to attack — and maybe not just for you. If your opponent has the staying power to keep fighting more than a round or two, placing effects on yourself or consequences on him (knocking him back, kicking sand in his eyes, or getting yourself onto higher ground) stack the odds in your favour.
- ❖ **Help one another:** if you're not a combat specialist or spell-caster with just the right spell, you may do little damage to a heavily armoured expert foe. Instead, use the "helping others" action (page XX) to give the most capable fighter in your party the power he needs to punch through a tough defence and land a consequence. Once your opponent is suffering consequences, you stand a better chance of success.

Size

SO FAR, WE'VE assumed characters are facing opponents of roughly the same size. That's not always the case; creatures in *Monsters & Magic* may be **small** (S), **medium** (M), or **large** (L). **Medium** represents human-sized creatures; **small** represents creatures of dog-size or smaller; and **large** represents creatures the size of a troll or giant or larger. It's easier to physically touch or attack a larger target, and harder to damage it; and vice versa for smaller targets.

- ❖ **Physically affecting a larger target:** reduce your target's armour class or rolled defence by -2, and then reduce your effect points by -2 if you hit, per size difference (so small attacking large is actually -4 / -4). Larger targets are easy to hit, hard to damage.
- ❖ **Physically affecting a smaller target:** increase your target's armour class or rolled defence by +2, then increase your effect points by +2 if you hit, per size difference (so large attacking small is actually +4 / +4). Smaller targets are hard to hit, easy to damage.

In mental combat, it's generally harder to both touch and damage a larger target; and the opposite for a smaller target.

- ❖ **Mentally affecting a larger target:** increase your target's resistance by +2, and reduce your effect points by -2 if you hit, per size difference (so small attacking large is actually +4 / -4). Larger targets are hard to affect, hard to damage.
- ❖ **Mentally affecting a smaller target:** decrease your target's resistance by -2, and then increase your effect points by +2 if you hit, per size difference (so large attacking small is actually -4 / +4). Smaller targets are easy to affect, easy to damage.

Example of Play

OUR PARTY OF 5 PCs have entered the Fane of the First Ones in the "Silvermoon" scenario (page XX), where the sorcerer Haugaband (now dead) has already released the ancient bat-winged ape-woman mummy!

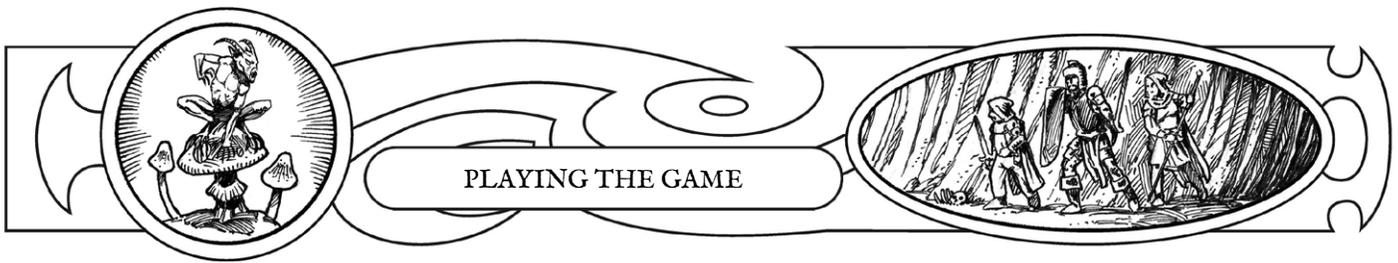
ENCOUNTER RANGE

The GM judges the maximum encounter range to be **short**, and the Scouting check Tough difficulty (15). Xiola Zenwaith, high elven magic user, is the most perceptive PC, and rolls 12 +4 (+2 WIS, +2 trait bonus for *Excellent Perception, Infravision*), for a total 16 — a success. The GM rules the mummy has no special perceptive powers, and rolls 10 +2 WIS, a total of 12 — a failure. Xiola spots the monster lumbering around the ancient Fane. The GM rules the party has surprise, and may take a free action.

FREE ACTION

We roll initiative for the PCs. Xiola is casting a spell, so rolls INT + level, getting a 13 +7 = 20. Felix Pook, 1st level thief, is sneaking in the shadows, and rolls DEX + level, getting a 14 +7 = 21. Guido of Gramarye, 1st level bard, is singing a song of inspiration, and rolls DEX + level, getting a 7 +3 = 10. Shamira Sunfire, 1st level cleric, brandishes her holy symbol to *Turn Undead*, and rolls DEX + level, getting a 11 +2 = 13. Finally, Gramfive the Grim, 1st level fighter, attacks with Cutter, his signature longsword, with an initiative roll of DEX + level, getting 11 +2 = 13.

Felix acts first. The GM rules he has semi-concealment, giving the mummy a -2 to spot him. Felix rolls DEX, with a +1 trait bonus



PLAYING THE GAME

for *Stealthy*, getting a $12 + 7 = 19$. The mummy is surprised, and so must roll its WIS resistance, with a -2 penalty; it rolls $11 - 2, 9$. Felix succeeds with 10 effect points; he sneaks, and uses all his effect points to close range to **close**.

Xiola acts next. She casts her Shield spell. She's not yet in danger, so the difficulty is Average (10) +1 for the spell level. She rolls INT + her trait bonus of +1 (*Spellcasting*), +1 for the bonus from her Staff of Magic. She rolls $10 + 8$, total 18, for 7 effect points. She creates a *magical shield* minor effect, gaining a +2 defence bonus for 5 rounds; her AC is now $17 (+5)$.

Shamira and Gramfive both act at initiative 13; let's take Gramfive first. He rolls STR + his trait bonus of +1 (*Weapons Training*), with +1 to hit and $1d8+1$ for his signature longsword. He gets $15 + 8 + 7$, total 30. The mummy's AC is $17 (+7)$; as it's surprised, it must roll its defence. It rolls 9, slightly off-guard, a total defence of 16; Gramfive gets 14 effect points, reduced by -2 because he's attacking a **large** opponent. With a cry, he advances 2 range bands to **close** range, and inflicts 2 physical hit points damage! The mummy's PHP drop from 49 to 47.

Now Shamira tries to *Turn Undead*. The GM rules she can attempt this at short range or less. She rolls WIS + her trait bonus of +2 (*Turn Undead*, religious trait *Ensure the Dead Stay in the Underworld*), getting a $7 + 8 = 15$ against the mummy's rolled resistance of 20 ($12 + 2 + 6$) and failing with a minor consequence! The GM makes a GM reaction, choosing the mummy's *Infect with Regressing Disease* monster action. This attacks immediately with a +2 (the bonus from the minor effect which the disease derives from the minor consequence), $1d8+1$ for the disease itself (page XX), against Shamira's Constitution of 8. The disease rolls $13 + 5 = 18$, for 10 effect points, and the GM decides to inflict a *regressing to ape-man* major consequence on Shamira. As she spent her hero point earlier in the adventure, she must accept the consequence!

Finally it's Guido, singing his bardic song of inspiration. Against Average difficulty (10) he rolls CHA + his trait bonus of +2 (*Help Others Fight or Face Danger* and alignment focus *Use Your Music to Help People*), getting $11 + 8 = 19$. He gives the whole +9 helping bonus to Shamira for her next *Turn Undead* attempt, and marks down a point of alignment focus — he'll get XP for that later.

ROUND ONE

The surprise round over, the GM rolls the mummy's initiative. It's engaged in combat with Gramfive, so she adds its +6 trait bonus to a roll of 14, for initiative 20 — a formidable foe!

Felix acts first. He's in the shadows, attempting a backstab, so rolls DEX + his trait bonus of +2 (*Simple Weapons, Stealthy*), $1d4$ for his dagger. He gets $15 + 8 + 3 = 26$. The mummy's no longer surprised, so uses its AC 17, but with a -2 penalty as the GM rules Felix is still semi-concealed. Felix gets 11 effect points, reduced to 9 against a large foe; his maximum damage with a dagger is 5 points (4 on a d4, + level), but he really wants to make the backstab count, so spends his single hero point to bump his 9 effect points to 10, and inflict a *backstabbed!* major consequence, giving the mummy a -4 penalty on its combat actions.

Xiola and the mummy act next, at initiative 20. Let's take Xiola first; she casts her Magic Missile spell against a Tough difficulty (15) — she's now in a dangerous environment — and rolls $14 + 7 + 4 = 25$; that's 10 effect points. She could do a maximum of 6 PHP damage, but decides to inflict a *catching fire* minor consequence on the mummy for 5 effect points, and do 5 PHP damage. The mummy's PHP drop from 47 to 42.

Now the mummy. As this is happening at the same time as Xiola's attack, the GM rules the *catching fire* consequence doesn't yet apply — but the *backstabbed!* major consequence does! The mummy rolls $15 + 20 + 7$ for its massive bash attack against Gramfive, with a -4 penalty for *backstabbed!* — a total of 38! Gramfive's AC is 19, increased to 21 because the mummy is attacking a smaller foe: the mummy gets 17 effect points, increased back up to 19 against a smaller target. The GM wants to inflict an extreme effect *chest bashed in* on Gramfive, causing him long-term trouble. Gramfive's player balks, and spends his hero point to take all the effect points as PHP damage instead. The maximum damage is 18 (12 on the d12 + the mummy's level of 6), so Gramfive's PHP drop instantly from 25 to 7 — a huge blow! But Gramfive's still standing and, importantly, not suffering any consequences.

Next come Shamira and Gramfive at initiative 13. We do Gramfive first, attacking the mummy. He rolls $14 + 8 + 3 = 25$, against the mummy's reduced AC 11 (-4 penalty for *backstabbed!* and -2 for *catching fire*). That's 14 effect points, reduced to 12 against the large target; Gramfive wants to spend 5 on a *lacerated* minor consequence, but the mummy already has a minor consequence (*catching fire*), so Gramfive would have to choose something else, such as *knocked back*. He decides instead to inflict all 12 points as PHP damage. The mummy's PHP drop to 30.

Now Shamira. She has the +9 bonus from Guido's inspirational song on her *Turn Undead* check, but is suffering a *regressing to ape-man* major consequence (a -4 penalty). She rolls a dismal 6, $+8 + 9$, but -4 for the consequence, a total of 19 against the mummy's 16 (the GM rules neither the *backstabbed!* nor *catching fire* consequences affect the mummy's resistance to clerical turning). That's 3 effect points; the mummy takes 3 MHP damage, and drops to 53 MHP.

Now the mummy's regressing disease attacks Shamira again; she needs to accumulate 10 effect points to throw it off, and has zero so far. The disease attacks with a $15 + 6 = 21$, against Shamira's Constitution of 8 — that's 13 effect points, which the GM decides is PHP damage. Shamira's 16 PHP drop straight to 3 points! Shamira needs help to throw off the disease — and fast!

Lastly Guido. He begins a song of healing, but decides to use it to boost Shamira's resistance to the mummy's regressing disease. He rolls $12 + 8 = 20$, against Tough difficulty (15), giving Shamira a +5 bonus to her 8 Constitution for next round's disease attack.

That's the end of the first round. Things are looking tough — although the First One mummy is already injured and suffering consequences. But Shamira and Gramfive are in trouble — the next combat round will be crucial!