through a friendly character's space, but must stop upon entering an enemy's space.

ACTION

Every character can execute ONE action per turn. An action is shooting, striking, grappling, etc. A character cannot move after an action.

REACTION

A character being attacked can act out of sequence, immediately reacting to ONE enemy's action. However, he gives up his following turn. A reaction is counterattacking or dodging.

If an enemy moves adjacent to a character and does not attack, the character can counterattack.

SHOOT/THROW

An attacker with a missile or thrown weapon hits an unobstructed defender by passing 3/DX. If he passes, roll for damage; if he fails he misses. If the defender survives, he may immediately counterattack.

A shooter cannot move in the turn he shoots, but a thrower can. Missile range exceeds the playing board. Throwing range is the thrower's ST in hexes. A thrower must recover his weapon from the target hex before throwing it again.

COUNTERATTACK

A defender surviving an attack may immediately counterattack by shooting or striking his attacker. The defender hits by passing 3/DX. If he hits, roll for damage; if he fails he misses.

STRIKE

An attacker hits an adjacent foe by passing 3/DX. If he passes, roll for damage; if he fails he misses. A defender can immediately dodge, or if he survives the strike, he may counterattack.

DODGE

A defender dodges a strike by passing 3/DX. If he fails, he is hit. On passing, he must retreat one hex *away* from the attacker into a vacant space. If no such space exists, he is hit. He may view the attacker's hit roll result, but not damage roll result, before deciding to dodge. A defender cannot dodge a missile or thrown weapon.

MOVING INTO AN ENEMY'S SPACE

When an attacker moves into a defender's space, the defender can execute a preemptive counterattack. The defender hits the attacker by passing 3/DX; otherwise he misses. If the defender hits, roll for damage adding an additional die. Both characters drop their weapons/shields, draw daggers, and are now grappling.

GRAPPLE

Enemies in the same space are grappling. They can only attack each other; they cannot attack into adjacent spaces. An attacker hits a defender by passing 3/DX. If he hits, roll for damage; if he fails he misses. If the defender survives, he can immediately counterattack.

DRAG

A grappler drags his opponent into any adjacent unoccupied space by winning 3/ST against him. A grappler with twice or more the ST of his opponent suffers no mobility penalty nor must he attack only into his own space. When moving, he carries his opponent with him.

ESCAPE

A grappling character escapes into an adjacent unoccupied space by winning 3/ST against his opponent. If he fails, he remains grappled.

CAST SPELL

A character casts a spell by passing 3/IQ. The caster cannot move in the turn he casts. The target of a *direct* spell resists by passing 3/IQ by a margin greater than or equal to the caster. A caster can only cast a spell into a hex with an unobstructed line of sight.

INJURY & EXHAUSTION

Injury is measured in damage points; exhaustion is measured in fatigue points. Both are cumulative. When a character accumulates a combination of damage and fatigue equal to his ST or more, he immediately falls unconscious and is completely helpless until he recovers.

DAMAGE

When all combat is over, characters suffering damage equal to their ST or more must be healed to a net ST of at least one. If not, they die. Characters sustaining twice their ST or more in damage are unrecoverable.

FATIGUE

Fatigue counts towards falling unconscious but not death. Each fatigue point delivered to an unconscious character is a damage point.

A character recovers one fatigue point after each encounter and recovers all his fatigue with a full night of sleep. If his sleep is interrupted, he recovers only one fatigue point.

RECOVERY

Between adventures, all characters recover fully. However, during an adventure, every week a character spends resting with warmth, water and food, he checks 3/ST. His margin of success is the number of damage points he recovers. A character recovers a minimum of one damage point/week.

WEAPONS

DAMAGE (D)

A character hitting an opponent rolls the number of dice indicated by his weapon's damage rating. He then adds or subtracts any modifiers. This total is the number of damage points he delivers. For example: Ajax hits Hector doing 2D6-1 damage. He rolls a five and a two, inflicting six damage points (5+2-1=6).

HEFT (H)

Each weapon has a heft rating. This is the minimum ST required to use the weapon.

REACH/RANGE (R/R)

Used in advanced rules only.

UNARMED	*D*	*H*	*R/R*
Unarmed (F,G)	D3(F)	-	1-
SWORDS	***D***	***H***	***R/R***
Dagger (G,D,T)	D6	-	1-/2
Rapier	D6	9	1
Cutlass	2D6-2	10	1
Short Sword	2D6-1	11	1
Broad Sword	2D6	12	1
Bastard Sword	2D6+1	13	1
2-Handed Sword (2)	3D6-1	14	1
CLUBS	***D***	***H***	***R/R***
Club (T)	D6	9	1/2
Mace	2D6-1	11	1
Morningstar	2D6+1	13	1
Maul (2)	2D6+2	14	1
AXES	***D***	***H***	***R/R***
Hatchet (T)	D6+1	9	1-/1
Axe	D6+3	12	1
Battle Axe (2)	3D6	15	1
POLE ARMS	***D***	***H***	***R/R***
Javelin (T)	D6	9	1+/3
Spear (T)	D6+2	11	1++/2
Halberd (2)	2D6+1	13	1+
Pike (2)	2D6	13	2
MISSILES	***D***	***H***	***R/R***
Thrown Rock	D6-4	6	-/2
Sling	D6-1	8	-/4
Bow (2)	D6	10	-/5
Longbow (2)	D6+2	11	-/7
Crossbow (2,R)	2D6	12	-/6
Arbalest (R3)	3D6	14	-/8

(2) Two-handed weapon; cannot use a shield.
(D) A dagger does D6+2 grappling.
(F) Three-sided die; fatigue points only.
(G) Grappling characters only attack unarmed or with a dagger. The stronger grappler adds an extra fatigue point when attacking unarmed.
(R) Reload takes one turn.
(R3) Reload takes three turns.
(T) This weapon can be thrown.

ARMOR

ARMOR (A)

When a character is hit, reduce the damage points he suffers by the cumulative rating of the armor he wears. For example: Hector suffers six damage points, but his total armor stops three points. Therefore, he suffers only three damage points (6-3=3).

RESTRICTION (R)

Adjust a character's DX *down* by the restriction of the armor he wears. This also affects MA. For example: Hector (DX12), wears cloth (1) and carries a large shield (1). He has an adjusted DX10 (12-1-1=10). His MA is half of DX10 or five hexes.

TYPE	*A/R*
Cloth	1/1
Leather	2/2
Chain	3/3
Plate	5/5
Small Shield	1/0
Large Shield	2/1
Tower Shield	3/2

CAMPAIGNING

EXPERIENCE POINTS

Characters use experience points (XP) to buy skills, magic and attribute points. After each encounter, every character contributing to victory gets one XP if all enemies are killed, captured or routed. Characters get no XP if they flee. Additionally, when a party acquires a plotword, each character gains one experience point.

ADVANCEMENT

Between adventures, a normal character may cash in 10XP for a skill or 20XP for a spell. A magical character may cash in 10XP for a spell or 20XP for a skill--but only between adventures. A character may permanently increase an attribute at any time, provided he spends XPs equal to the next higher level. For example: an IQ13 character can spend 14XP to get IQ14.

KARMA/WISH

During an adventure, a character may acquire karma points or wishes. Each karma point allows the character one re-roll of a set of dice. A wish can be used as a karma point. A karma point can be used as one XP. Both karma and wishes *are* transferable between adventures.

CURSE

During an adventure, a character may acquire a curse. The cursed character adds one to *all* his rolls (making it harder to succeed). He only returns to normal when the curse is lifted. Curses can be cumulative.

MAGIC

A magic user casts a spell by passing 3/IQ. He can only cast spells that he knows. A character can only learn spells rated his IQ or less. A caster must be either empty handed; holding only a staff/wand; or holding only a book/scroll.

SPELLS

Spells are either dynamic or static. Dynamic spells are single-use; static spells remain in play for the duration of the encounter.

DIRECT SPELLS

A direct spell is cast directly upon a person. The target of a direct spell resists by passing 3/IQ by margin greater than or equal to the caster. A magic user suffering a takedown can cast a direct spell as his preemptive attack. Resisting a direct spell does not use an action.

FATIGUE

A magic user suffers fatigue upon successfully casting a spell (see Injury & Exhaustion). Fatigue costs appear in parenthesis following each spell.

MULTI-HEX SPELLS

A character learning a multi-hex spell automatically knows all lesser hex versions of that spell. Likewise, a character learning a lesser-hex spell automatically knows the greater-hex version when his IQ gets to the appropriate level.

STAFFS/WANDS

A magic user can carry a staff or wand, which can be any piece of wood (treated as a club in combat). The staff/wand provides a reserve of power used in lieu of fatigue--until depleted.

CHARGING STAFFS/WANDS

A depleted staff/wand automatically recharges overnight. New staffs start with zero capacity. A magic user permanently increases his staff or wand's capacity by expending 2XPs for each point of capacity. A magic user can only increase the capacity of his staff/wand up to his IQ.

METAL

Excessive metal interferes with magic user's ability to cast spells. As a result, magic users wearing metal armor cannot cast spells.

CREATION

Creation magically creates physical objects. Area spells (fire, mist, wall) automatically upgrade when the character's IQ reaches the next level's requirement. Creation spells cannot be resisted by winning 3/IQ. Creation is static.

IQ 9 SPELLS

Fire-1 burns two damage points on anyone in or passing through the target hex. Armor does not protect. Wild animals will not enter fire. (1F)

IQ 10 SPELLS

Flash creates a blinding flash. Everyone on the board except the caster suffers DX-2. Not cumulative. (3F)

Mist-1 creates a 1-hex mist masking anything in the hex. All attacks into or out of the hex are at DX-3. (1F)

IQ 11 SPELLS

Destroy Created Object: destroys any created object that your magic user could cast. Costs (F) = original cost of the creation.

Rope: is used for entanglement or climbing. For entanglement: character in target space cannot move and must pass 4/DX instead of 3/DX for all actions. If character passes 4/DX, rope vanishes. Works only on characters ≤ ST20. (2F)

Wall-1 creates a 1-hex solid wall that blocks movement just like a real wall. (2F)

IQ 12 SPELLS

Fire-3: Like the one-hex spell, only covering three contiguous hexes. A character takes two damage points for each fire hex he crosses. (2F)

Mist-3: Just like the mist-1, only covering 3 continuous hexes. (2F)

IQ 13 SPELLS

Wall-3: Just like the one-hex wall, only covers three contiguous hexes. (4F)

IQ 15 SPELLS

Super Rope: Same as rope spell, but works on creatures up to ST40. Includes Rope. (5F)

Mist-7: Just like the one-hex spell, only covering seven contiguous hexes. (4F)

IQ 16 SPELLS

Fire-7: Just like the one-hex fire, only covering seven contiguous hexes. (4F)

Wall-7: Just like the one-hex wall, only covering seven contiguous hexes. (6F)

ENCHANTING

Enchanting affects the properties or behavior of objects and beings. Area spells (slippery floor) automatically upgrade when the character's IQ reaches the next level's requirement. Enchantments are static.

IQ 8 SPELLS

Blur makes the subject difficult to hit. All attacks are DX-2 to hit the subject. (1F)

Slow slows down the target. The target can only move 1/2 his MA. (2F)

IQ 9 SPELLS

Assist temporarily adds +1 to the ST, DX or IQ of any character (including the magic user). (1F)

Clumsiness drops the target's DX-1. (1F)

Confusion adjusts the target's IQ-1 for every two fatigue the magic user spends on the spell.

IQ 10 SPELLS

Speed doubles subject's MA. (2F)

Slippery Floor-1 Characters in affected hex fight at DX-3 and must pass 3/DX or they will fall and lose their turn. (1F)

IQ 11 SPELLS

Reverse Missiles: all missiles aimed at target hit the shooter, not the target. (2F)

IQ 12 SPELLS

Freeze freezes the target for the duration of the encounter (does not prevent a magic user from casting spells). (4F)

Invisibility: target becomes virtually invisible. Target is DX-4 to hit, unless grappling, whereupon target is DX-2 to hit. (3F)

Mage Sight: see through any visual obstruction, both natural and magical. (1F)

Slippery Floor-3 affects three contiguous hexes. Characters fight at DX-3 and must pass 3/DX or they will fall and lose their turn. (2F)

IQ 13 SPELLS

Flight: target flies 12 hexes per turn. (4F)

Stone Flesh stops four damage points each time the subject is hit. Cannot be stacked with other armor spells. (4F)

IQ 14 SPELLS

Remove Enchantment removes any enchantment the magic user could cast. Cost (F) = original cost of enchantment.

Spell Shield protects the subject from any direct spells on him. (3F)

IQ 15 SPELLS

Iron Flesh stops six damage points each time the target is hit. Cannot be stacked with other armor spells. (6F)

Slippery Floor-7 affects seven contiguous hexes. Characters fight at DX-3 and must pass 3/DX or they will fall and lose their turn. (4F)

IQ 16 SPELLS

Death: gives the target one damage point for each fatigue point the magic user expends.

HEALING

Healing facilitates rapid recovery of injury. Healing spells are dynamic.

IQ 10 SPELLS

Heal Wounds: target heals one damage point per fatigue point expended. Can treat self.

IQ 14 SPELLS

Reverse Death revives a character killed in the current encounter, stabilized at ST1. A character having taken 2xST damage points is irreversibly dead. Cost (F) = ST of the resurrected character.

IQ 16 SPELLS

Channel Energy: transfer damage point from one local character to another. Target resists by passing 3/IQ by a margin greater than or equal to the caster. Cost (F) = points transferred+3.

ILLUSION

Illusion creates imaginary objects and mind manipulations. Images disappear upon touch; illusions do damage until disbelieved or killed. A character can use his action to disbelieve an illusion by passing 3/IQ by a margin greater than or equal to the caster. Illusions are static.

IQ 8 SPELLS

Image-1 creates a one-hex object that looks, sounds and smells just like real. (1F)

IQ 10 SPELLS

Illusion-1 creates a one-hex object acting just like real; exists until disbelieved. (2F)

IQ 11 SPELLS

Sleep causes target to immediately fall asleep. Target wakes when the encounter is over, when attacked or shaken awake for one turn. (3F)

IQ 12 SPELLS

Mind Control: Target will do as instructed unless suicidal. (3F)

Image-4: like image-1, only covers four contiguous hexes. (2F)

IQ 14 SPELLS

Dispel Illusions causes all illusions within 15 hexes of caster to vanish. (5F)

Illusion-4: like illusion-1, only covers four contiguous hexes. (4F)

IQ 15 SPELLS

Image-7: like image-1, only covering seven contiguous hexes. (4F)

IQ 16 SPELLS

Illusion-7: like illusion-1, only covers seven contiguous hexes. (6F)

Sleep-7 causes characters in seven contiguous hexes to immediately fall asleep. Sleeping characters awake when encounter is over, when attacked or when shaken awake. (8F)

KINETICS

Kinetics is the ability to move remote objects. Magic strikes *(Fist, Fireball, Lightning)* act as missiles and cannot be resisted by winning 3/IQ. Kinetic spells are dynamic.

IQ 8 SPELLS

Magic Fist does XD6-2 damage for X fatigue spent (max=2).

Drop Weapon target drops any object he is carrying. (1F) or (2F) if the target has ST20+.

IQ 9 SPELLS

Avert-1 causes one character to end his move when he started. (2F)

IQ 10 SPELLS

Trip knocks victim down. (2F)

Shock Shield D6 damage to all other characters in the magic users's hex. Armor does not protect. (2F)

Reveal Magic: detect all local magic. (1F)

IQ 9 SPELLS

Lead Mind: player can read one talk option ahead without having to take the option. (1F)

IQ 12 SPELLS

See Future: player can read one option ahead without have to take the option. (3F)

IQ 14 SPELLS

Bless does D6 damage to other characters in the caster's hex and every hex adjacent. Armor does not protect. (3F)

Break Weapon shatters the target weapon. Cannot be used on magical weapons. (3F)

Fireball does XD6-1 damage for X fatigue spent (max=3); will set fire to flammable objects.

IQ 14 SPELLS

Avert-7 causes characters in seven contiguous hexes to end their move six hexes farther away from the caster than when they started. (6F)

Lightning does D6 damage for every fatigue spent (max=4).

IQ 15 SPELLS

Summon Wolf: ST10 DX13 IQ6 MA8; bite 1D6+1; fur 1/0. (4F)

Summon Warrior: ST12 DX12 IQ8; broadsword 2D6; shield 1/0. (5F)

IQ 11 SPELLS

Summon Bear: ST30 DX11 IQ6; bite/claws 3D6; fur 2/0. (6F)

Summon Gargoyle: ST20 DX11 IQ8 MA16 flying; claws 2D6; stony skin 3/0. (6F)

IQ 13 SPELLS

Summon Giant: ST30 DX9 IQ8 MA8; club 3D6+2. (7F)

IQ 14 SPELLS

Teleport: teleport any character to another hex. Cannot teleport into solid object. (1F)

Summon Small Dragon (4-hex): ST30 DX13 IQ16 MA16 flying; breathe fire 2D6+2; bite/claws 2D6+2; scales 3/0; Treat breath as missile. (8F)

IQ 16 SPELLS

Summon Dragon (7-hex): ST60 DX14 IQ20 MA20 flying; breathe fire 4D6; bite/claws 9D; scales 5/0; Treat breath as missile. (12F)

IQ 18 SPELLS

Raise the Dead: summon the spirit of a dead character. To remain alive, the spirit must have a

IQ 17 SPELLS

Weredragon: Each damage point taken as a dragon counts as 1/3 point rounded up when character returns to normal. Dragon: ST43 DX13; breathe fire 2D6+2; bite/claws 2D6+2; scales 3/0; MA16 flying. Treat breathe fire as shooting. (9F)

SEEING

Seeing is the ability to be cognizant of events, locations, seeing spells are dynamic.

IQ 9 SPELLS

Reveal Magic: detect all local magic. (1F)

IQ 12 SPELLS

Lead Mind: player can read one talk option ahead without having to take the option. (1F)

IQ 14 SPELLS

See Future: player can read one option ahead without have to take the option. (3F)

SUMMONING

Summoning calls a being from a different plane. The being appears within two hexes of the caster and does nothing on the turn he appears. The being disappears if the caster goes unconscious or wills he being away. Summoning is static.

IQ 9 SPELLS

Summon Wolf: ST10 DX13 IQ6 MA8; bite 1D6+1; fur 1/0. (4F)

IQ 10 SPELLS

Summon Warrior: ST12 DX12 IQ8; broadsword 2D6; shield 1/0. (5F)

IQ 11 SPELLS

Summon Bear: ST30 DX11 IQ6; bite/claws 3D6; fur 2/0. (6F)

Summon Gargoyle: ST20 DX11 IQ8 MA16 flying; claws 2D6; stony skin 3/0. (6F)

IQ 13 SPELLS

Summon Giant: ST30 DX9 IQ8 MA8; club 3D6+2. (7F)

IQ 14 SPELLS

Summon Sorcerer's Tongue: speak Sorcerer's Tongue on 3/IQ; costs magic users 10XP.

Literacy: literacy in specific language on 2/IQ.

SURVIVAL

Land Navigation: navigate the wilds on 3/IQ.

Stalker: at the beginning of a combat, the character (not party) gets a free turn by winning 3/DX against opponent's 3/IQ.

Stealth: evade detection by winning 3/DX against enemy's 3/IQ.

Survival: live off land on 3/IQ.

Tracklore: at the beginning of an encounter, the character can steal initiative by winning 3/IQ.

Tracker: track quarry across the wilds on 3/IQ.

Aerobat: jump/fall without injury on 3/DX.

Climbing: scale obstacles on 3/ST.

Riding: ride large animals on 3/DX.

Swimming: swim on 3/ST.

SOCIAL

Charisma: control non-hostile non-player character by winning 3/IQ against NPC's 3/IQ.

Leadership: leader sacrifices turn to add his leadership rating to one character's check.

Bwarish: speak Bwarish on 3/IQ.

Vorish: speak Vorish on 3/IQ.

Elvish: speak Elvish on 3/IQ.

Sorcerer's Tongue: speak Sorcerer's Tongue on 3/IQ.

Literacy: literacy in specific language on 2/IQ.

ATHLETICS

Acrobat: jump/fall without injury on 3/DX.

Climbing: scale obstacles on 3/ST.

Riding: ride large animals on 3/DX.

Swimming: swim on 3/ST.

Throwing: throw weapons on 3/DX.

ASSISTED SKILL CHECKS

Any character can attempt an assisted skill check, even if he doesn't know the skill. However, he only gets the skill bonus if he knows the skill. Adventures call for assisted checks by using the plus sign. For example: "The character must pass 3/DX+CLIMBING to scale the wall."

WEAPONS

Each level is +1DX to hit OR +1 damage; decide before attacking. Multiple levels cannot be split.

Axe: +1 with an axe, mace or club.

Bow: +1 with a bow.

Dagger: +1 with a dagger.

Pole Arms: +1 with spear/halberd.

Sword: +1 with a sword.

Unarmed Combat: +1 unarmed.

THIEF

Locks: pick locks on 3/D.

Streetwise: negate surprise by winning 3/IQ against enemy's 3/DX.

Thief: steal objects on 3/DX.

Traps: detect/remove traps on 3/IQ.

TRADES

Alchemist: create potions on 3/IQ; costs 10XP for magic characters.

Animal Handler: prevent animal attacks by winning 3/IQ against animal's 3/IQ.

Bard: gives one member in his party one karma point in the current adventure; the level of bard on 3/IQ. Bard must be alive to use.

Crafts: carpenter, farmer, mason, smith, weaver; earns daily skilled labor rate on 3/DX.

Herbalist: use herbs and plants on 3/IQ.

Jeweler: craft metals and gems on 3/IQ.

Medic: heal one damage point per medic level for damage sustained in current combat on 3/IQ.

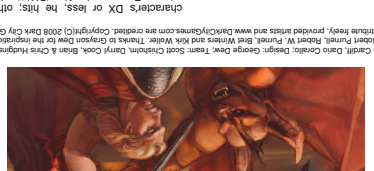
Merchant: purchase goods at 10% of list price for each mercenary hired by winning 3/IQ against the merchant's 3/IQ.

Navigator/Pilot: navigate/pilot on 3/IQ.

Scholar: know history and sciences on 3/IQ.

Seaman: handle watercraft vessels on 3/IQ.

Legends of the Ancient World



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Legends is a role-playing game. Each player controls one or more characters who go adventuring. Players mark their characters with tabletop miniatures and use a hexagon board or cardboard pieces and use a hexagon board to depict an encounter map. One hexagon (hex) equals roughly one meter.

ADVENTURES

An adventure is designed to be played either solitaire or with other players. If played with others, one player should be the Game Master (GM), leading the instructions and keeping track of the current entry and game time.

CHARACTERS

Each character possesses three attributes: Strength, Dexterity and Intelligence.

Strength (ST): Strong characters find it easier to lift and carry heavy objects, and survive more damage.

Dexterity (DX): Agile characters fit enemies and dodge blows with greater success.

Intelligence (IQ): Smart characters are better able to notice clues and apply skills.

NEW CHARACTERS

Create a new character with 32 points, allocating a minimum of ST8, DX8 and IQ8. Distribute the remaining eight points as desired. These are your character's basic attributes. Normal characters begin with three skills of choice; magical characters begin with three spells. Record your characters' attributes, skills, capabilities, weapons and belongings.

RESOLVING UNCERTAINTY

A character hits a foe by passing a three-die DX check (***3/DX***). The player rolls three six-sided dice (3D6) and totals the results. If the total is his character's DX or less, he hits. Otherwise he misses. For example: Ajax (DX11) rolls 2, 3 and 5 for a total of 10. This is his DX or less, so he hits Hector and rolls the damage (see *Damage*).

A ST check (***3/ST***) can be required for physical tasks. Roll the check as abbreviated ***4/DX, 4/ST or 4/IQ***. A character ***wins a check*** against an enemy by passing his check by a greater margin.

SEQUENCE OF PLAY

Legends is played in turns. The side with initiative moves first. Sides then alternate turns until only one side survives.

INITIATIVE

Decide initiative with a die roll. The side with initiative takes the first turn.

SURPRISE

An adventure may specify that one side has surprise. The side that surprises gets one free unopposed turn, and then takes the first turn.

PLAYER'S TURN

The player moves each of his characters, in any sequence, one at a time. He must completed one character's turn before proceeding to the next.

CHARACTER'S TURN

A character can move up to his MA in hexes allowance (MA) and executing ONE action. He must move before acting. A character may pass.

MOVEMENT

A character's MA is half his DX, rounded down. A character may move up to his MA in hexes before executing one action. For example: Ajax (DX11) moves five hexes and attacks.

SPACE

Only one character can occupy a space, unless grappling an enemy. A character can move through a friendly character's space, but must stop upon entering an enemy's space.