

Warrior, Rogue and Mage

A rules-light Fantasy RPG
by Michael Wolf
<http://www.stargazersworld.com>



What is WR&M?

WR&M is a simple, lightweight roleplaying game that allows a group of players and a gamemaster to experience epic adventures in a fantasy world filled with wondrous magic. This booklet assumes you are familiar to RPGs. If you have no idea how a RPG is supposed to work, ask your geek friends, they'll know.

Characters

Each player has to create a character in order to play. The character is his or her representation in the game world.

Attributes

WR&M uses three attributes to describe a character: Warrior, Rogue and Mage. Each attribute is usually ranked from 0 to 6, but monsters and veteran characters may have higher values. If an attribute is ranked at 0 you can't perform any related actions. A character with level 0 in Mage can't cast spells for example. Each character starts with 10 attribute levels that are freely distributed between the three attributes. No attribute may start higher than 6 though.

Skills & Talents

Each character is also detailed by a couple of skills and talents. Skills are learned abilities like Riding or Thievery. Talents grant the character special abilities that break or bend the basic rules. Both skills and talents are not ranked. You either have a skill, or you don't. Each character starts with three skills and one talent. Please note that you can't choose a skill if the relevant attribute is at level 0.

Hitpoints, Fate and Mana

Hitpoints are a measure of how many hits a character may sustain before going down. A character with 0 HP is dead or dying. Fate can be used to save one's life in certain situations, or take over some narrative control from the GM.

Mana is raw magical energy. Mages use this resource to cast spells. When your Mana is 0, you can't cast any spells. Each character starts with HPs equal to 6 plus his Warrior attribute, Fate equal to his Rogue attribute and Mana equal to two times his Mage attribute. You start with at least 1 Fate if your Rogue attribute is at level 0, though.

Defense

Each character has a Defense statistic that is equal to the sum of 4 plus his Warrior and Rogue attributes divided by 2 rounded down. Worn armor grants a bonus to Defense but raises the mana cost of spells by their Armor Penalty (AP).

Task resolution

Every time, a character attempts to perform an action that has a chance of failing, he has to do an attribute check. The GM decides which attribute is appropriate and the dice are rolled. In most cases you add the roll result to the relevant attribute and compare that to a difficulty level. If you have an appropriate skill, you can add +2.

Exploding die

Whenever a player rolls a 6, the die may "explode". This means, the player may roll again and add the second result. If the second result was another 6, you roll again. Usually only damage rolls and attribute rolls where the character has the appropriate skill can "explode".

Additional successes

When the result rolled is 4 higher than the DL it's considered an additional success. If the rolled result is 8 higher, it's two additional successes and so on. Each success after the first improves the quality of the task performed or may reduce the time needed to perform the task.

Automatic success

When the risk of failing is extremely low, or the task is only of minor importance to the story, and the character has the appropriate skill, the GM may decide that no skill roll is necessary.

Unopposed check

If the task at hand is not actively opposed, the player has to beat a difficulty level determined by the GM.

Difficulty	DL
Easy	5
Routine	7
Challenging	9
Hard	11
Extreme	13

Opposed check

When two characters are in direct competition, the opposed check method is used. The DL of the active character is determined by a roll made by the passive character.

Combat

Whenever combat occurs, player characters and non-player characters act in turns. At the start of combat, the sequence in which the two sides in the conflict act is determined. This is called initiative. In most cases common sense dictates the initiative. If unsure roll a die for each side. The side with the higher result acts first.

Combat actions

Combat turns are pretty short, so characters can only perform a few actions. Running a short distance, drawing a weapon, attacking a foe, casting a spell are reasonable actions that can be performed during one turn.

Attack roll

All kinds of attacks work the same. You pick the appropriate attribute, roll a d6 and add the attribute level and skill bonus. If the result is higher or equal the opponent's Defense, you have scored a hit. The appropriate attributes are:

- > Warrior for close-combat attacks
- > Rogue for ranged attacks
- > Mage for magic attacks

Damage

After having scored a hit, you determine the damage caused. Damage is determined by the weapon used. See the weapon list for details. Damage rolls are always "explosive"! Each additional success after the first adds +1 to the damage. The victims hitpoints are reduced by a number of points equal to the damage caused. If the hitpoints drop to 0, the character is dead or dying. There are no negative hitpoints.

Using Magic

Characters with a Mage attribute of 1 or higher have access to spells. Spells can be found or bought. These spells must first be transferred to a character's personal spell book before they can be used. To cast a spell from the book, the character has to make a roll versus the DL or the spell. If successful, his mana pool is reduced by the amount listed for the spell.

Magic implement

A character who wants to focus on magic usually owns a magic implement. This may be a staff, gauntlet, ring, or a similar piece of equipment. A magic implement can store up to one spell that may be cast without making a roll.

Healing and Mana Regeneration

A character heals hitpoints equal to his highest attribute per day of rest. Only light activities are allowed. Mana regeneration is much faster. A character gets back his full mana pool for a good night's sleep and receives mana equal to his Mage attribute for one hour of meditation. Magic potions may also regenerate HPs and mana.

Using Fate

A character can spend one of his Fate points to do the following (GM approval needed):

- Ignore an attack that would have killed the character
- Change a minor detail in the game world. For example: your character knows the NPC you've just met. Or there is a shop in the town you just entered with the equipment you need.
- Reroll a single die roll or add +2 to a single check

Skill list

The table below lists all available skills for WR&M. Of course GMs are free to add more skills, if necessary.

Skill	Attribute.	Description
Acrobatics	Rogue.	Training in activities like dancing, contortion, climbing, tightrope walking, tumbling.
Alchemy	Mage.	Training in creating potions and salves.
Athletics	Warrior.	Training in swimming, running and jumping.
Awareness	Mage.	This skill is a measure of a characters awareness of his surroundings.
Axes	Warrior.	Training with axes and polearms
Blunt Weapons	Warrior.	Training in all blunt weapons incl. maces and staves.
Bows	Rogue.	Skill for using bows and crossbows
Daggers	Rogue.	Training with daggers and knives.
Firearms	Rogue.	Training in the usage of exotic firearms.
Herbalism	Mage.	Knowledge of plants, herbs and their medical uses. Can be used to heal critically wounded characters.
Lore	Mage.	General knowledge.
Riding	Warrior.	Training in riding on horses and other common mounts.
Spears	Warrior.	Training with spears and lances.
Swords	Warrior.	Training with all kinds of swords, including two-handed ones.
Thaumaturgy	Mage.	Proficiency with spells and rituals.
Thievery	Rogue.	Training in the roguish arts like picking locks and picking pockets.
Thrown Weapons	Rogue.	Proficiency with thrown weapons like shuriken.

Talents list

The following table contains all talents available for characters in WR&M. GMs are free to add more if needed.

Talent	Description
Armored caster	You may reduce the armor penalty by 2. May be taken more than once.
Blood mage	You may substitute mana with hitpoints when casting spells.
Champion	You have to select a cause. You get a +2 bonus on attack and damage rolls against enemies of that cause. May be taken more than once.
Channeller	You can add your Mage attribute level to your magic attack damage once per combat
Craftsman	You are trained in a craft like blacksmithing, carpentry or bowmaking. May be taken more than once.
Dual-wield	You may wield a weapon in your off-hand without penalty. Does not grant an extra attack.
Familiar	You have a small animal like a cat or falcon as a pet that can do some simple tricks.
Henchman	You are followed by a henchman, that carries your equipment and treasure around.
Hunter	Your character is a trained hunter and may live off the land easily. When given enough time, he can provide enough food to feed a party of four.
Leadership	You are a talented leader any may command troops.
Lucky devil	You may reroll any roll once per scene (or combat)
Massive attack	You can add your Warrior attribute level to your melee attack damage once per combat
Precise shot	You can add your Rogue attribute level to your ranged attack damage once per combat
Sailor	You are trained in steering a boat or sailing ship and don't get any penalties for fighting on a sea vessel.
Sixth Sense	You may roll the dice before any ambush etc., if you rolls 4+ you're not surprised and may act first.
Tough as nails	Every damage taken is reduced by 2.

Equipment

Each character starts with 60 silver pieces (SP) that he can use to purchase equipment. Please note that every character can wield every weapon and even spellcasting characters may wear armor, but the armor penalty rises the mana cost of each spell cast!

Weapon	Skill	Dmg	SP
Unarmed/Fist	none	1d3	/
Axe	Axes	1d6	5
Bow	Bows	1d6	4
Crossbow	Bows	1d6+3	8
Dagger	Daggers	1d6-2	2

Dragon pistol	Firearm	1d6+4	18
Dragon rifle	Firearm	2d6	25
Halberd	Axes	1d6	7
Longbow	Bows	1d6+2	8
Mace	Blunt	1d6	5
Spear	Thrown	1d6	3
Staff	Blunt	1d6	2
Sword	Swords	1d6	5
Shuriken	Thrown	1d6-2	2
Two-handed weapon	*	2d6	10
Warhammer	Blunt	1d6	5

Bow - The maximum range of the bow is 80 yards. The DL for hitting a target at least 40 yards away is increased by 2. A bundle of 10 arrows costs 2 SP.

Crossbow - It takes one turn to reload the crossbow. The maximum range of the crossbow is 100 yards. The DL for hitting a target at least 50 yards away is increased by 2. A bundle of 10 bolts costs 2 SP.

Dagger - The dagger can be thrown or used in melee combat. If thrown the Thrown skill is used and the maximum range is 20 yards.

Dragon pistol - The maximum range of the dragon pistol is 20 yards. The DL for hitting a target at least 10 yards away is increased by 2. Reloading the pistol takes one turn. 10 shots costs 4 SP.

Dragon rifle - The maximum range of the dragon rifle is 40 yards. The DL for hitting a target at least 20 yards away is increased by 2. Reloading the pistol takes one turn. 10 shots costs 4 SP.

Halberd - The halberd has a reach of 2 yards.

Longbow - The maximum range of the longbow is 120 yards. The DL for hitting a target at least 60 yards away is increased by 2. A bundle of 10 arrows costs 2 SP.

Spear - The maximum range of the spear is 20 yards. It can also be used for melee attacks. In that case the Spear skill is used.

Throwing star - The maximum range of the shuriken is 20 yards.

Two-handed weapon - Swords, axes, maces and warhammers exist in larger, two-handed versions. The appropriate skill is used for each weapon.

Armor	Defense	AP	SP
Clothes	0	0	3
Leather	1	1	15
Scale	2	2	25
Chain	3	4	50
Plate	4	6	100
Golem armor	6	*	*
Shield	+1	+2	5

The stats given above are for full suits of armor.

Plate - plate armor must be fitted to the wearer. Ill-fitted plate armor reduces all rolls by 2.

Golem armor - golem armor is a bulky armor created by the armor smiths of a bygone era. It not only is incredibly tough, but also grants a bonus of 1d6 to all weapon damage. Casting is impossible when using

golem armor. There are rumors of special golem armor that not even allows spell casting but also is a magical implement in itself. Some suits of golem armor come fully equipped with weapons. Golem armor is not available for sale.

Item	SP
Adventurer's Kit	5
Backpack	4
Cask of beer	6
Cask of wine	9
Donkey or Mule	25
Iron Rations (for 1 week)	14
Lantern	5
Lock pick	2
Noble's clothing	12
Normal clothing	3
Ox cart	7
Packhorse	30
Pickaxe	3
Pole 3 yards	1
Rations (for 1 week)	7
Riding horse	75
Rope (10 yards)	2
Saddle bags, saddle and bridle	8
Torch	1
Travel clothing	5
Warhorse	150
1 st circle spell scroll	25
2 nd circle spell scroll	50
3 rd circle spell scroll	75
4 th circle spell scroll	100
Spellbook	20
Magic implement (1 st circle)	35

Adventurer's Kit – This kit contains flint and tinder, a water flask, a blanket, a bed roll and a small tent.

Iron Rations – These rations don't spoil over time.

Lantern – lanterns produce a brighter light than torches and are not as easily blown out.

Magic Implement – A magic implement can take many forms (gauntlet, amulet, wand, etc.) and it's used to store up to one spell. This spell can be cast without a roll (you get one automatic success). Magic implements can only hold a spell up to the circle they were designed for.

Torch – a lit or un-lit torch can be used as an improvised weapon. Use the Blunt skill. Damage is 1d6-2 for unlit and 1d6-1 for lit torches. Flammable enemies may be set ablaze.

Casting Spells

In order to cast spells a character needs at least Mage level 1. The thaumaturgy skill is helpful, but not necessary, especially if the character wants to use only a few simple spells.

Spells are divided into four circles. Spells of the 1st circle are the easiest and less powerful, while 4th circle spell are considerably more powerful and need more skill to be cast.

Circle	Mana cost	DL
1st	1	5
2nd	2	7
3rd	4	9
4th	8	12

A caster that wears armor needs to add the AP of the armor worn to the mana cost.

Casting checks are Mage checks. The thaumaturgy skill grants +2 to the roll and allows the die to "explode".

A touch-attack or missile spell's DL is at least the target's base defense (armor does not apply)! Spells can usually targeted at any opponent in the line of sight, if not otherwise noted.

Spell Lists

1st Circle

Spell	Description
Frostburn	Touch attack that causes 1d6-2 damage. Additional successes raise damage by +1.
Healing Hand	Heals 1d6 HP
Magic light	Caster creates a magic light on the tip of his staff or other weapon. Lasts for 1h per success.
Sense Magic	Caster can sense magic in a 3 yards (per success) radius
Telekinesis	Caster may remotely move one item up to 1kg per success

2nd Circle

Spell	Description
Create food and water	The spell creates one daily ration of food and water for one person per success
Healing Light	Heals 1d6 HP (+2 for each additional success)
Identify	Allows the caster to identify one magic property of an item per success.
Levitation	Caster may slowly float up and down for up to 3 turns (+1 turn for each add. success)
Lightning bolt	Missile attack that causes 1d6+2 damage (+2 per additional success)
Magic Armor	A magic bubble around the caster absorbs any damage until its HP are depleted or dispelled. HP of bubble are 4 per success. Excess damage is not transferred.

3rd Circle

Spell	Description
Chain Lightning	As lightning bolt, but can also attack multiple enemies (up to the number of successes rolled) as long as they are within 5 yards of each other.
Walk on Air	The caster may walk on air as if it were solid ground for up to 3 turns (+1 turn for each add. success)
Firebolt	This missile spell

	causes 3d6 damage in a radius of three yards. Additional successes can be used to either improve the damage by +2 or the range by 2 yards.
Enchant weapon	The caster puts a temporary enchantment on a weapon that then grants its wielder +2 on attack rolls and any damage caused. Lasts for a number of turns equal to the successes rolled.
Stasis	Touch-attack that puts target into stasis. For the target time stands still, it cannot move, attack or be attacked. Last for a number of hours equal to the successes rolled.

4th Circle

Spell	Description
Summon Earth Elemental	Caster summons an earth elemental under his control. Elemental is destroyed when its HP are depleted or after a number of turns determined by the successes rolled plus 1.
Magic step	The caster can teleport up to 10 yards (per success) in any direction. No line of sight is needed.
Use moongate	The caster can open moongates at special places (like stone circles) that allow instant travel over long distances
Return to life	Caster can revive one fallen character as long as the body is still intact and warm. Upon success the character also gets back 2 HP per success rolled.
Summon Phantom Steed	The caster calls a phantom steed that can act as a mount for a number of days equal to the successes rolled. The phantom steed needs no rest and can walk on water.

Magic items

Following is a list of sample magic items. GMs are encouraged to come up with their own magic items, or modify the samples to create even more exotic treasure for the player characters.

Healing potion – This vial contains a red bubbling liquid that heals 1d6 HP when quaffed.

Mana potion – This vial contains a blue bubbling potion that restores 1d6 Mana points when quaffed.

Gauntlets of Titanic Strength – These large gauntlets cause 2d6 damage when used for unarmed attacks.

Feathered cloak – This cloak is completely covered by raven feathers that slow every fall, so that the wearer does not sustain any damage from the fall.

Warmage armor – This plate armor from the time of the Imperium uses special enchantments to allow casters to wear it without penalty. It's statistics are equal to normal plate armor, but it's AP is 0.

Runeblade – This rune covered sword ignores any armor. Attack rolls with this weapon are made against basic Defense.

GM Section

The following section is for the Gamemaster only. If you are a player, please stop reading here.

Character advancement

Characters in WR&M don't have levels or need to amass experience points to improve their abilities. The GM decides when he thinks the characters are ready to advance. Usually this happens at the end of a successful adventure. Whenever the GM allows the players to advance they may do the following:

- Raise one attribute by one.
- Add 1d6 to either HP or Mana
- Gain an additional skill
- Gain a talent*

*) talents should be harder to get than an additional skill or HPs. The GM should send the player character on a sidequest to find a trainer, get admission to a special group or learn an ancient ritual that unlocks that talent.

Non-combat hazards

Aside from combat there are a lot of ways a character may be harmed. The table below lists a few possible hazards.

Hazard	Damage
Fall	1d6 per 3 yards of fall
Suffocation/drowning	1d6 per round
Mild poison	1d3 initial damage, 1 damage per round until successful Warrior check vs. DL 7.
Lethal poison	1d6 initial damage, 2 damage per round until successful Warrior check vs. DL 11.
Fire	1d6 per round exposed to the flames

Friends, Foes and Monsters

Human or humanoid characters are basically created using the same rules as player characters. But NPCs don't get any Fate points. Non-humanoid monster function a bit differently. Instead of three attributes they have only one, Monster, and that is used for all their rolls. Non-humanoid creatures also don't have skills or talents (even if they are of human-like intelligence). The GM may of course grant skills or talents to special monsters or NPCs if he wishes.

Monster	Stats
Bat (giant)	Mo2; Def 8; hp 5; bite d6-1
Bear	Mo9; Def 10; hp 20; claws 2d6
Cat*	Mo4; Def 12; hp 15; claws 1d6-2
Earth elemental	Mo10; Def 10; hp 40; slam 2d6+2
Fire beetle	Mo6; Def 11; hp 20; fire spray 1d6 (range: 10 yards)
Giant beetle	Mo5; Def 11; hp 20; bite 1d6+1
Giant leech	Mo3; Def 7; hp 15; poisoned bite (lethal poison) 1d3
Rat (giant)	Mo3; Def 7; hp 6; bite d6
Raven*	Mo4; Def 12; hp 15; beak 1d6-2
Skeleton	Mo6; Def 8; hp 12; rusted sword d6
Skeleton archer	Mo6; Def 8; hp 12; bow d6 with 10 arrows
War golem	Mo9; Def 10; hp 30; iron fist d6, dragon rifle 2d6
Wolf	Mo5; Def 6; hp 10; bite d6
Worg	Mo7; Def 7; hp 16; bite d6+1
Zombie	Mo8; Def 9; hp 14; infected bite (mild poison) 1d6

*) The raven and cat can be used as examples for familiars

The World – An Overview

WR&M can be played in almost any setting, but it was created with the fallen Imperium of Vaneria in mind.

The Vanerian people had conquered the whole continent in the ages past and had built the most glorious civilization of all human history. Technological and magical advancements allowed the Valerian citizens to live in peace and prosperity. Golems did most of the hard and dangerous work and war golems helped defend the borders. When the last Emperor Aurelius III died, his successors started a bloody civil war. Five hundred years later, not much of the glorious Imperium remains. A few warlords still claim the Imperial throne but none of those has enough power to unite the warring city states. Most Imperial war golems are destroyed, the remaining where outlawed centuries ago.

Gazetter

Tukrael

The former capital of the Imperium has been razed at the end of the war and is now overrun by the undead. No sane person dares to explore the ruins of old Toukrael.

But what wonders may there still be hidden among the ruins?

Vaikus

The city state in the foothills of the Dragontooth Mts. In northern Vaneria is the most civilized nation among the successors of the Imperium. The Vaikusians have a strong caste system, where the Noble and Warrior caste hold the power while the lower castes provide the prosperity. The Vaikusian Falcon Knights are one of the few military units that still carry dragon pistols as sidearms.

Joakalavi

The city located in the Central Desert was a rather unimportant Imperial outpost before the war, but has risen to be the most important trade city on the continent. Caravans from all city states do trade with each other in this beautiful city. Nobody but the Scorpion Guard is allowed to bear arms in Joakalavi.

Traevor

Traevor is a relatively small city at the shores of Lake Anytes. It's known for the Dark Spire, the last remaining magical academy from Imperial times.

Cemimus

The kingdom of Cemimus is Vaikus greatest rival. Ruled by a direct descendant of emperor Aurelius III, Cemimus is one of the nations that claim the Imperial throne. The nation is known for its ruthless mercenary armies and the corruption among its officials. Cemimus is currently waging a war against its neighbor Bekel.

Bekel

Bekel is a city state to the south of Cemimus and close to the former Imperial capital of Tukrael. It's known for the large ore deposits that are mined directly under the city. A large portion of the miners never leave the underground tunnels. Bekel engineers and blacksmiths are among the best of the world.

Chaetril

Chaetril is one of the smaller city states and lies in the grasslands to the west of Vaikus. Chaetril exports livestock and horses into all other city states. Chaetril horses are only second to Imperial Warhorses. Chaetril is also the seat of the Patriarch of the Imperial Faith, the major religion of the continent. The cathedral of Chaetril is the home of the paladins, an elite unit of church knights.

Some Notes

The information presented here is not a complete campaign setting but should form the seed of a campaign of your own. Who rules the city of Bekel? What is the Imperial Faith like? And what's going on in Tukrael? Fill in the blanks. You don't like the idea that the Vaikusian Knights carry pistols as sidearms? Change it. You want to have invading barbarian hordes from the east or even orcs? Put them in. It's your sandbox, feel free to play in it.

License

Warrior, Rogue & Mage is ©2010 Michael Wolf. Some rights reserved.
All contents of this document have been licensed under a Creative Commons BY-NC-SA 3.0 license.