

WORLDS OF HEROES & TYRANTS

Introductory Edition

Customizable Epic Adventure Game

Introduction:

Welcome to **The Worlds of Heroes & Tyrants** Introductory Role Playing Game. This free booklet contains all the basic rules and guidelines you will need in order to play this exciting and unique fantasy role-playing game.

The Worlds of Heroes & Tyrants RPG has been designed to be both easy to learn and fun to play. It has a free form system that allows the rules to be adapted to your liking and to fit nearly any adventure setting. With a skill based design you can customize the Worlds of Heroes & Tyrants RPG to meet the exact needs of your campaign. You can even design your own skills and spells using a simple point based system, outlined in these rules.

If you have never played a role playing game before, make sure to read the [What Is A Role Playing Game](#) section below, otherwise feel free to skip that section.

In addition to this rule booklet you will need the following materials before game play can begin:

- ? 1 Six sided die.
- ? Pen or pencil.
- ? Print out copies of as many character sheets as needed.
- ? An active imagination & desire for adventure.

What Is A Role Playing Game?

A role-playing game is a set of guidelines and rules that allow players to create interactive fantasy adventures powered by the joint creativity of all the players and the Realm Master. A theatrical experience with no set manuscript, where the Realm Master unfolds the storyline based upon the decisions and actions made by the players. In a role-playing game there are two types of players. The first are players, who by use of the rule booklet, draft fictional characters with the intent to guide those characters through a variety of quests and challenges. The second is the Realm Master; the person who utilizes the rules to design the adventures and challenges that the fictional characters will have to face. The Realm Master then outlines the scene the characters are in, the details of their surroundings and the events that unfold around them. The players in turn must decide how they wish to have their characters respond to the challenges and events presented to them by the Realm Master. As the players make choices not anticipated by the Realm Master he must improvise the initial story to compensate and in this fashion both the players and Realm Master interact to develop exciting and challenging adventures for the fictional characters.

Role playing games are social games conducted verbally. Both the players and Realm Master use descriptions to inform the others of their characters' actions and everyone uses their imagination to picture the scene and events as they unfold. Some players like to use props such as charts or maps of the scene/location of the adventure, plus miniature figurines to assist them in their visualization of the game as it proceeds. For ideas or help in selecting such props visit your local gaming hobby shop. You can find a shop near you by visiting the Guild of Blades Retail Locator. You can find a link to our Retail Locator on our web page.

<http://www.guildofblades.com/what.html>

Ok, so how exactly do you play?

Generally the first step in any role playing game will be for the players to generate their fictional

characters. Cops and Robbers, Cowboys and Indians, etc; it was as simple as picking one or the other. However the Worlds of Heroes and Tyrants game provides more structure. Each player may define the characteristics, personality, and abilities of the characters. Additionally the Realm Master must also spend some time designing the "adventure" that he will guide the players through. This booklet will only attempt to provide the Realm Master and players with all the basic information they will need to get started. The World of Heroes & Tyrants Realm Master Guide book will be fully dedicated towards assisting Realm Masters in the creation of new adventure materials and Realm Mastering in general. You will be able to purchase the Realm Master Guide at your local gaming retailer or here at the Guild of Blades web site.



Example of play:

It is a Saturday night and everyone is at Eric's house. Eric is the Realm Master (RM) and the players are Mike, Ryan, Bruce and Al.

RM (Eric): You are walking down a dark hall. The light from the torch you are holding only gives you enough light to see about 8 feet in front of you. There are spider webs near the ceiling and a few rats scurry in and out of the light every so often.

Bruce: These aren't mutant rats right?

RM: Nope, they are regular rats.

Bruce: What about the Spiders, they aren't mutants either?

RM: No these are just regular spiders.

Ryan: I have my long sword out and I'm ready for an attack.

RM: No attack. You guys all travel close to 50 feet and the hall forks off into two other halls.

Al: I'm getting out my crystal ball, does it give me any hints?

RM: Ok, roll your die (the RM gives finding the threat a 4 Al rolls a 2)

RM: No, you don't get anything from it.

Mike: I'm going to cast a spell.

RM: Ok, what spell?

Mike: I'm going to cast my glow spell, this spell makes everything within 20 feet on me glow.

RM: Well roll for it (it is a zero cast spell and Mike puts 1 spell point into it and rolls a 5). It works VERY well. It appears that about 30 feet around you is now glowing. And because of the glow you can see several Holes (see creature section in this book) waiting for you guys down the hall to the right.

Bruce: Are they mutant holes?

RM: No, they are normal holes.

Mike: Nothing to the left?

RM: No, you guys don't see anything.

Ryan: I'll go first, you guys stay right behind me.

Mike: I have a spell ready to heal you incase you are attacked.

Bruce: I will go last and make sure nothing comes at us from behind.

RM: You get about 30 feet and you can see something lying on the ground.

Al: What is it?

Ryan: I'm going to get as close as I feel I can without putting my character in danger.

RM: Your character gets to within 20 feet and you can tell that it is a pile of bones in the middle of the hall.

Bruce: Any mutant bones?

RM: Nope, they look like they belong to a normal human.

Ryan: I'm going to get close, to within 3 feet and see what happens.

RM: Nothing.

Ryan: It looks like it is just some old bones. I'll have my character say.

RM: As your character says "old bones" the bones begin to whirlwind and within a second you see a skeleton with a short sword.

Ryan: Crap.

Mike: Go ahead Ryan, I have a healing spell ready for you.

Al: I'm all for Ryan taking him on, if he dies I call his equipment and money first.

Ryan: Hey guys I'm still right here!

RM: Ok Ryan roll initiative; the hall is to close for more than one character to fight the Skeleton. (the RM rolls a 4 with the skeleton having a 2 initiative for a total of 6. Ryan rolls a 6 and on the second roll has a 2 with his characters initiative of 4 for a total of 12). Ryan, you win, so what are you doing?

Ryan: I've had my long sword out so I'm going to take a swing at it.

RM: Roll for it Ryan (Ryan rolls a 5. with the attack level of a long sword at 3 and Ryan's character having 3 weapon masteries for a total attack level of 6 along with the roll (of 5) would make the attack an attack of 11)(the RM rolls the defense level for the skeleton, he rolls a 2 along with the defense level of 1 that a skeleton has for a total of 3)(the RM now delivers the damage to the skeleton so he takes the 3 defense off the 11 attack for a total of 8 points and that is how many hit points the skeleton losses)(the RM makes a few notes such as how many Hit Points the skeleton has left <17>).

Al: Good hit man.

RM: Now it is the skeleton's turn (first the RM has to figure out the attack level of the skeleton. The skeleton has a weapon mastery of 3 and the short sword has an attack Level of 2 for a total of 5. The RM rolls the die for the skeleton and rolls a 6. The RM then rolls the three weapon mastery dice for the skeleton and rolls a 3, 2 & 5. The RM then rolls the non-weapon mastery die and rolls a 4. That makes the total attack level 25 against Ryan's character).

Ryan: I hope you have that spell for me Mike.

Mike: I have it right here, but it won't work if you are already dead.

RM: Ryan, time for you to roll your defense. (Ryan rolls a 5 and his plate mail armor has a defense of 6 for a total of 11. So the RM takes away 11 from the skeleton attack of 25 for a total of 14 hit points lost for Ryan's character, Ryan makes a note on his character sheet so he can tell how many hit points he has left).

Mike: I'm casting my spell: healing.

RM: Give me a roll then (mike puts 5 spell points into the spell and rolls a 5). Ryan, your character gets 10 hit points back.

Ryan: All right, I have him now.

RM: Anyone else want to do anything?

Bruce: Just waiting for the mutants

Al: Nothing.

RM: Ok lets roll for initiative (Ryan rolls a 1 and the RM rolling for the skeleton rolls a 5). The Skeleton has an initiative of 7 and Ryan has an initiative of 5 for this round. The Skeleton goes

first. (The RM rolls a 3 + 3 for weapon mastery + 2 attack level of short sword for a total attack of 8). OK Ryan roll defense (Ryan rolls a 6 and then a 5 along with his armor rating of 5 for a grand total of 16). The attack does NO damage because Ryan's defense level was above the attack level of the skeleton.

Ryan: My turn (Ryan rolls a 5 for his attack +3 for weapon masteries and +3 for long sword for a grand total of an 11 attack level).

RM: I'll roll for Bones (the RM rolls a 1 with the skeletons defense of 2 for a grand total of 3, and that means the skeleton takes 8 hit points of damage and the skeleton has <9> left).

Al: I have an attack spell I want to use now.

RM: Fine, everyone has acted pretty much.

Al: I want to use my disintegration spell (Al has a level 10 spell level is disintegration and puts 10 spell points into the spell and rolls a 5 for a total of 15 attack level Vs the skeleton)

RM: Wait he could still live. (The RM rolls a 6 and then a 1 for a grand total of 9, the skeleton takes 6 hit points of damage and now has <3> hit points left.)

Mike: Since we have him on the run, I'm going to throw a dagger at him (Mike rolls a 5 and with the dagger attack level of 1 for a grand total of 6).

RM: OK, I'll roll defense to see if you guys get him (the RM rolls a 3 with the skeletons defense of 2 for a grand total of 5, so the skeleton loses 1 hit point and has <2> left).

Bruce: Ok, I will rescue you guys. I'll throw my hand axe at it (Bruce rolls a 5 and +2 for the hand axe and +1 for the 1 weapon mastery that he has in hand axe for a grand total of 8).

RM: Well.... you guys seem to want him gone really bad. I'll roll his defense (the RM rolls a 3 with +2 for the defense level of the skeleton for a total of 5 defense level Vs an attack of 8 and the skeleton loses 3 hit points. The skeleton is at -1, the negative number means death even for a dead skeleton).

RM: The skeleton crumbles and turns to dust. There seems to be nothing left.

Bruce: I'm glad that's over.

RM: Now you guys see mutants coming down the hall.

Bruce: Did you say Mutants??

And so our adventures defeat evil wherever it might be.



CREATING A CHARACTER

Making a new **Worlds of Heroes & Tyrants** character is a seven-step process. Follow each step as outlined below.

Step 1: Chose a Race

As a fantasy game, the **Worlds of Heroes & Tyrants** allows players to select one of a variety of humanoid races. Each race has its strong points and weak points, both in physical and mental attributes. You'll note that every race begins with a free skill, traditionally acquired by the character during his youth. See "Skills & Using Skills" for further details on skills.

Dwarf: The Dwarf is short and stocky, typically stronger the average race. They tend to favor long unkempt hair and beards. They are an ornery folk who are only truly happy when they are being challenged to their physical limits. Dwarven societies tend to be clan oriented with rivalries between the leading clans a fact of life. Additionally Dwarves favor caves and underground dwellings and often base their economy on mining, tunneling, and general construction jobs.



Free Skill: Mining 2.

Elf: Elves are short and slender with pointy ears and noses. They are a nature-loving race and prefer solitude to interaction with other races. Elves place high value on honor and social skills with much emphasis placed on their social status. Elven communities tend to be in secluded areas within the deep wilds of a forest or mountainous region. Elven economies are traditionally fairly isolated from those of the other races and are self-sufficient.



Free Skill: Hunting 2.

Giant: Giants are large, awkward people who resemble the classic picture of the Neanderthal man, only larger. They are not as dumb and barbaric as many legends would have us believe. Giants typically avoid other races and travel desert or forest lands in roving bands, though more from fear of being hunted than any natural shyness. Once far more numerous, Giant civilizations have become more scarce. Fear of these skilled warriors has made them a target for most of the other races.



Free Skill: Reading & Writing 1

Gnome: The gnome is typically short and chubby, with a bright and cheery disposition. They are a simple folk who live in peaceful rural communities. Gnomish societies tend to be quiet farming communities with limited governments, often centered around a respected wise man. Though not natural warriors, Gnomish armies have proven fairly successful and rely upon smart tactics and close formation structures.



Free Skill: Farming 2.

Goblin: The Goblin is a tribal creature. Despite their small stature, they are quite fierce. Goblin tribes usually are located along well-traveled trade routes, though as far between major settlements as possible. Goblins hold all other races in contempt. Goblin settlements typically are sprawling wood fortresses, often poorly constructed, positioned to dominate trade and or to run bandit operations from.



Free Skill: Tracking.

Human: This race is fairly self-explanatory. We're sure you've met a few of them in your time. Human settlements tend to be built upon industry and trade. Human craftsmen produce goods of all kinds to trade with other human settlements and where possible other races. Most human settlements are well fortified, with the larger ones typically walled cities. Of the races, human settlements tend to grow larger and more organized than those of the other races.



Free Skill: Speak 1 extra language

Orc: The Orc is another tribal race that often plagues civilized lands. They are large creatures; big, ugly, and stupid. Unlike Goblins, Orcs tend to live near large settlements for the purpose of raiding and plundering them. Orcs often take everything more seriously. What humor they can manage generally leans towards the sarcastic.



Free Skill: Weapon Mastery: club 1

Orion: The Orion are a warrior race, said to have been originally spawned by magic. Orions tend to take little seriously, often not even mortal combat. This despite the fact they excel in the use of weapons. Though fairly human in appearance the Orion is actually a cold-blooded race and only thrives in warm weather climates. Orion villages, though rare can typically be found in tropical lands or swamps. In severe cold the Orion suffers half movement and initiative penalties. The few Orion living in cold climates will actually hibernate during the winter months.



Free Skill: Ambidexterity.

Rylar: The Rylar are an aquatic race; tall and scaly. Rylar have both lungs and gills thus can live above or under the water. They must soak their bodies every few days or their scales will begin to dry out and become brittle suffering 10 hit points of damage a day.



Rylar prefer solitude, even from their own kind, and will generally only suffer through the companionship of others when striving for some personal gain or goal. Once each year Rylar feel compelled to return to their original spawning waters to mate. Failure to do so will distract the Rylar (-3 awareness and initiative) until a full month after the spawning period.

Free Skills: Swimming 5. Deep Sea Diving: 4. Fishing 4

Step 2: Core Attributes

Every character is partially defined by a set of core attributes that represent their natural physical and mental capabilities. To get the starting point value for each Core Attribute simply roll a six-sided die one time (1d6) for each attribute. Then distribute a total of three additional points among the attribute or attributes of your choice. A basic attribute may not start with more than seven points unless there is nowhere else to put the bonus points (i.e. in the case of very high die results in all attribute rolls). Below you will read a basic description of each Core Attribute.

Core Attribute Adjustment Ratings

As a function of the **Worlds of Heroes & Tyrants** game system each core attribute a character has is also assigned an "Adjustment Value". The Adjustment Value is used to determine certain combat and mental capabilities as well as potential bonuses the character might receive.

The adjustment value will be determined by the current rating of the Core Attribute and is found by referencing the following table.

Core Attribute Adjustment Table:

Attribute:	1	2-3	4-5	6-7	8-9	10-11	12-14	15
Adjustment:	-1	0	+1	+2	+3	+4	+5	+6

Strength: Strength is the character's physical prowess. It represents the character's brute strength and their knowledge of how to apply that strength. A character can lift (30 x Strength) +100 pounds when his lifting is tested. Additionally Strength will allow the character to deal more damage in combat. The Strength Adjustment is added directly to the character's attack level. (See Step Four: Combat Attributes).

Health: This is the character's physical stamina and constitution. It represents their ability to withstand physical exhaustion as well as their natural defenses to sickness and disease. Whenever the character spends experience points to buy a Hit Point (see Combat Attributes), his Health Adjustment is the chance on a D6 that an additional Hit Point will be gained for free. A negative adjustment cannot cause the character to lose a Hit Point.

Awareness: This is the character's alertness; their ability to quickly notice events happening around them.

Beauty: The character's physical attractiveness and skill at flaunting it.

Charm: This is the character's charisma, persuasiveness and general leadership ability. This attribute can heavily influence the loyalty of underlings and friends the character has.

Intelligence: This is the character's ability to reason as well as their accumulation of knowledge. The intelligence adjustment is added to all spell ratings (See Spells & Spell Casting). Whenever the character purchases a Spell Point, his Intelligence Adjustment is the chance on a D6 that an additional spell point will be gained for free. A negative adjustment cannot cause the character to lose a Spell Point.

Dexterity: This is the character's agility and reaction, and run speed. The Dexterity Adjustment affects their Dodging skill rating and Initiative. It also indicates the number of times a character may attempt to dodge attacks in a single turn. Lastly, a character may only gain Weapon Mastery levels equal to his Dexterity Adjustment rating for each weapon being mastered. Though a Level one Weapon Mastery may be studied no matter how poor the character's Dexterity is.

Core Attributes Adjustment by Race

Every race varies some in what they are and are not naturally good at. This is presented by a racial modifier to some of the Core Attributes.

- ? **Dwarf:** +1 strength -1 luck
- ? **Elf:** +1 Dexterity -1 strength
- ? **Giant:** +1D6 Hit Points, +2 Strength -1 Health, -1 Dexterity, no Luck
- ? **Gnome:** +1 Intelligence -1 Dexterity
- ? **Goblin:** +1 Dexterity -1 Intelligence
- ? **Human:** No adjustment, No adjustment
- ? **Orc:** +1 Strength -1 Intelligence

? **Orion:** +1 Dexterity -1 Strength, -2 Movement

? **Rylar:** +1 Health -1 Charisma, -1 Dexterity

Using the Core Attributes

At various points during game play the character's abilities will be tested. This may be a test of knowledge, a physical challenge (jumping a stream for instance), or a social problem (gaining an informer's trust). The character's skill or attribute to be used for a given situation will, naturally, be up to the Realm Master based upon the particular circumstances at hand.

Whether it is a core attribute or a skill being tested, the method for determining the outcome is the same. The challenging action, event or opposing element is given a number based upon its general difficulty. This will be termed the Difficulty Factor or DF. An extremely easy DF would be zero. An average DF is four and a very difficult challenge would be seven or higher for the average starting character. There is no limit to the DF range.

The player rolls the d6 once and adds the characters core attribute or skill rating (whichever is being tested) to the result. If a "6" is rolled then an additional d6 is rolled and added to the first result. 1D6 is also rolled for the opposing task and is added to the DF. Again if a 6 is rolled, then an additional d6 is rolled and added to the DF. Note that continually rolling 6 will allow more d6 rolls, so with sufficient luck; there is no limit to the potential results.

If the player's total was greater than that of the Difficulty Factor's total then the character succeeded, at least marginally, in whatever was being attempted. The higher the player's total is above the total for the DF the greater the success will be. Likewise, if the DF total is equal to or higher to the player's total, the character will have failed. The greater the difference between the opponent's and character's totals, then the greater the failure.

Average Height, Weight and Lifespans by Race

Race	Average Height		Average Weight (Lbs)		Average Life Span (Years)
	Male	Female	Male	Female	
Dwarf	4'8"	4'4"	160	125	85
Elf	5'2"	4'6"	115	70	130
Giant	8'6"	8'2"	400	350	60
Gnome	4'5"	4'2"	130	130	80
Goblin	4'4"	4'7"	100	90	50
Human	5'8"	5'3"	160	120	55
Orc	6'3"	5'10"	230	185	50
Orion	6'8"	6'6"	210	180	100
Rylar	6'2"	5'0"	235	140	70

Step 3: Misc. Attributes

Miscellaneous Attributes are those characteristics that have no meaningful impact on the game rules, yet clearly add to the detail and flavor of the character.

Luck: Sometimes people just flat out get lucky, or unlucky. Every once in a while, despite excellent game play, those dice will just conspire against you. For such occasions the character can utilize a Luck Point to try and change that luck. Characters begin play with (1D6+3) Luck Points. A Luck Point is basically a "Save your butt" point. A luck point may be spent to make any die result be re-rolled. Once a Luck Point is spent, it is gone forever. Luck points cannot be used to re-roll die results during character generation.

Personality: This is a set of single word and/or short phrases that are used to describe the character's attitude, mind set, beliefs and everything psychological and philosophical. The character will receive experience points based on how accurately the player role-plays the Personality Traits chosen for the character (See Step Five: Experience).

Height, Weight, Age: These are statistics that, while important to your character's description, rarely play an integral part in game mechanics. Assign your character the necessary descriptive attributes to better describe his or her physical traits. Keep your character's Race in mind when deciding what numbers to use (See Step One: Races). The table of averages is at the bottom of this page.

Step 4: Combat Attributes

Combat Attributes are those game characteristics which are used to determine at character's combat prowess. These attributes are not usually rolled for, but are rather a tally of other factors. Factors such as: the weapon and armor the character has, his skill with the weapon, his strength, dexterity, and other combat specific skills. Each Combat Attribute and how to determine its rating is described below.

Hit Points: These represent the character's ability

to withstand physical damage. If the character gets injured they will temporarily lose Hit Points. If their Hit Points total ever reaches zero, the character will become unconscious. Once unconscious the character will regain one Hit Point per turn until they reach a total of one and become conscious again. If the character's Hit Point total falls into the negatives, with a negative total equal to or below the character's Health, the character dies.

Resting, using medicines or magic may restore Hit Points. A character regains two Hit Points per full night of rest, plus an additional number of Hit points equal to the character's Health Adjustment. Healing cannot raise the character's Hit Points above their normal Hit Point Maximum.

To determine the character's starting Hit Points, roll two six sided dice (2D6), adding the results together. Add a number of additional D6 equal to the character's Health Adjustment. Once initially determined, from that point forward the Character's Hit Point Maximum can only be raised by using Experience Points to purchase additional Hit Points or via certain magical effects.

Spell Points: Spell Points represent the character's mystical stamina. They are used to cast spells. To determine a character's number of starting Spell Points, roll 1D6. Add a number of additional D6 rolls equal to the character's Intelligence. Once initially determined, from that point forward the Character's Spell Point Maximum can only be raised by using Experience Points to purchase additional Spell Points or via certain magical effects. A character's Spell Point total will return to maximum once they have received a full night's rest. Failing to get a full night's rest would only allow the character to partially replenish spent Spell Points.

Initiative: This is how quickly the character is able to react. Initiative rolls will determine who gets to act first in combat. The character's Initiative is a combination of a number of factors. The "Base" initiative is the character's Dexterity. Added to this is one point for each Weapon Mastery level the character has with the weapon in use, or in the case of a spell being cast, plus the character's Intelligence Adjustment. Then subtracted from this number are any initiative penalties for the weapon and armor types the character is using/wearing. Finally, a D6 is rolled and the result is added to this total every time initiative needs to be determined. If a "6" is rolled on an initiative roll, then add that result to the initiative and then roll an additional D6. Repeat this process for each six that is rolled.

The character with the highest initiative gets to take the first action, the second highest gets second action and so on. In case of a tie both characters go at the same time.

Dodging: Dodging is the character's ability to avoid being hit. The character's dodging rating is pitted against the attacker's Attack Level, with both sides rolling a D6 and adding it to the result. As usual if a "6" is rolled, add the result and add an additional D6. If the character's Dodge result is higher, then the character successfully dodges the attack. If it is a tie then +2 is added to the character's Defense Level for the purpose of rolling

the Defense vs. that attack. Otherwise, the character is hit and combat proceeds to dealing damage.

The character's base Dodging rate is equal to their Dexterity Adjustment. In combat, 1D6 is rolled and added to the base Dodging rate whenever a dodge is performed. Additions to Dodging may be purchased with experience. A character may attempt as many dodges in a single combat turn as their Dexterity Adjustment. If a character is attacked and they have no Dodge attempts remaining to them that combat round, then automatically proceed to damage dealing.

Attack Level: This is a combination of the character's ability to hit an opponent and to deal damage. The character's Attack Level is equal to the Attack Level of the weapon the character was using plus any Weapon Mastery levels the character has. This is added to the character's Strength Adjustment. Like usual, 1D6 is added to the character's Attack Level whenever conducting an attack roll. The attacker and defender roll their dice simultaneously.

If the attacker rolls a "6" on the attack an additional D6 is rolled and added to the previous result as usual. Furthermore, when a six is rolled, if the attacking character has one or more Weapon Mastery levels with the weapon in use, then an additional 1D6 is also rolled for each and every Weapon Mastery level. Unlike most rolls in the Worlds of Heroes & Tyrants system, the bonus Weapon Mastery D6 rolls are NOT open ended. Which is to say, if a "6" is rolled on the Weapon Mastery bonus dice, then no extra bonus dice above and beyond the initial bonus dice are received.

Example

Dorf the fighter has a Level 2 Mastery with a Short Sword (Attack Level 2), giving him a base Attack Level of 4 (2 W.M. Levels +2 for the short sword). In addition to that, Dorf is fairly strong, with a Strength of 6, giving him an additional +1 from his Strength Adjustment. Thus Dorf has an Attack Level of 5. On any normal attack, Dorf's player gets to roll 1D6 and add his Attack Level of 5 to that die roll result. Now, if the player rolls a "6" on the initial attack roll (an 11 attack thus far: 5+6), the player first gets his standard free dice. Let's assume he does not roll another "6", and instead rolls a 3 (attack of 14 thus far: 5+6+3), and thus receives no more free dice on the base roll. Now, Dorf had two Weapon Mastery levels with a short sword. Because of that the player now gets to roll two more additional dice (2D6). He rolls them; let's say getting results of a 2 and 6. Since these are Weapon Mastery bonus dice, that "6" does not receive yet another bonus dice, so Dorf gets to add the 8 points to his rolling total (5+6+3+6+2), for an Attack roll of 22, fairly impressive.

Once the attack roll has been figured, the defender may then attempt a Dodge roll, trying to beat Dorf's attack roll of 22. That's not likely to happen, so upon failing to dodge, the defender would then roll his defensive roll (See below). If the defensive roll were greater than the attack roll, then no damage would be dealt. If the defensive roll were less than the attack roll, then merely subtracting the defense roll from the attack roll would indicate the amount of damage Dorf did to his foe. (See example below)

Defense Level: Defense Level is a combination of the character's ability to minimize the impact of an attack and the strength of their armor and other defensive items worn. Like Dodging, a result from a D6 is added to the character's Defense Level. As usual this is an Open Ended roll; meaning that on a roll of "6" the six gets added to the Defense Level and then an additional dice is rolled to be added to that result. Defensive items are most often things such as a suit of armor, but can also include a shield, perhaps a staff, or even mystical defenses.

Example

Gunger is the unfortunate fool that must face the swordsmanship of Dorf. Gunger is wearing a suit of leather armor (Def Lv 2) and is also carrying a medium shield (Def Lv 2), thus making his normal Defense Level 4 (2+2). But Gunger also has a mystical cloak that provides him an additional +1 to his Defense Level, making his Defense Level a 5. We've already determined Gunger had failed his Dodge attempt. So now its time to roll his defense, a D6 is rolled, the dice turning up a 4. So Gunger managed a total defensive roll of 9 (5+4), thus received 13 total points of damage from Dorf's attack (22 attack - 9 defense = 13 damage).

Lastly, to complete our example, page forward to "Step Six: Equipment" to read the section on Break Factors. Because Dorf had rolled a six for his attack, there was a chance that Gungar's cloak, armor, or shield would become damaged due to that attack.

Step 5: Experience

Experience Points are the primary measure of skills and abilities in the Worlds of Heroes & Tyrants RPG. All starting characters receive 50 Experience Points with which to initially purchase skills, spells, and improvements to their core attributes and select combat attributes. Players may opt to spend all of their starting Experience Points or save some of them to be applied to their character later.

Through Adventuring and training the character will earn additional Experience Points, which are a mark of the character's improvement. Experience Points may be spent to improve attributes or skills as well as acquire new skills and spells. As a character gains more Experience Points it is important that the player keep track of total Experience Points gained and total Experience Points as of yet, unspent. See the "Power Mongers" section on for more information on keeping track of Experience Points.

Gaining Experience Points

There are basically four different ways for the characters to gain experience point. These are determined by the Realm Master through the course of an adventure and awarded to the players at the end of each game session.

Personality Traits: Award 2 Experience for each Personality Trait the player accurately role-plays. This means if the player selected greedy as a personality trait, then their character will earn 2

Experience Points in any adventure where that character acts greedily.

Strength of Foe: Award 1 Point per 25 Experience Point Strength of a defeated foe. In this, a foe can be defined by anyone who has chosen to oppose the player characters, be it in direct combat, trickery, or even simply political opposition. Defeating a foe can mean anything from merely thwarting a political or business rival to physically overcoming monsters or other enemies in combat.

Hours Played: Award 1 point per hour the player participated in the game.

Realm Master Bonus: Realm Masters can award bonus Experience Points based on anything they wish to promote as good play in the games they run. This could be the honesty of the players, creative thinking, simply showing up on time, etc.

Spending Experience Points

The following is a list of all things Experience Points may be spent on. How much experience is needed to advance an attribute, skill, spell, magical ability or anything else will depend on the current rating of the field being modified. Everything that may be purchased with Experience Points is given a classification that will indicate which of the following tables will be used to chart its advancement (noted in parenthesis beside the heading). The number listed under each level rating indicates how many Experience Points must be spent to raise the field 1 point.

Example: Godfrey has a strength of 3 and wants to increase it to 4. He knows that he needs to reference Table 1 (below) in order to find how much experience must be spent. In this case, it requires 12 Experience Points to advance. This is the number listed under rating 3 on Experience Table 1, which is the table used for advancing Core Attributes.

? **Core Attributes** (Table 1): Core attributes can be raised to a maximum of 15.

? **Dodging** (Table 1): The character's Dodging Rating may only reach a maximum of 15. The base Dodging Rating is equal to the character's Dexterity Adjustment. Any additions to Dodge bought with Experience are considered bonuses to the Base Dodging Rating. A total of 9 bonus points may be purchased. When determining the character's Rating for purposes of buying additional

bonuses, add the character's current bonuses and Dexterity Adjustments together.

? **Skills** (Table 2): Skills are the character's ability to apply knowledge through any physical and/or mental means available to the individual. Skills represent the application of a character's attributes using life knowledge. I.e. attempting to lift a boulder is a use of the Strength attribute, but to throw it accurately is a skill. Simply put, if an action is not magic and the testing of an action can't be covered by one of the Core Attributes, or any other attribute, then it is the character's "Skill" pertaining to that which is being tested. See Skills & Using Skills. Skill ratings have no limit to how high they may go. Rating points must be individually purchased for each and every skill.

? **Spells** (Table 2): Spells are the use of mystical energies to accomplish a desired effect. Each desired effect must be learned by the spell caster as a separate spell. Every spell cast will require the use of a Spell Points (See Spells & Spell Casting on page). If a character does not have the required Spell Points to cast a spell, then the spell cannot be cast, or only may be cast at a power level for which the character does have Spell Points for.

? **Spell Points** (Table 2): Spell Points are used to cast spells. The number of Spell Points required to cast each spell is defined by the design elements of each spell (See Spells & Spell Casting on page). 50 Experience Points required per level rating beyond 15.

? **Initiative** (Table 3): These are bonuses to the character's initiative die rolls. A total of 6 bonuses may be purchased for initiative. When determining the Experience needed to gain a bonus point, consider only the rating of the character's current bonus, not the Dexterity Bonus (thus, it costs 8 to go from zero to one).

? **Weapon Masteries** (Table 3): These are skills which involve wielding weapons with greater than average proficiency. A separate rating must be learned for each and every weapon that is to be mastered. Weapon Masteries are then added directly to a character's Attack Level. In addition, any

attack roll of "6" rolled in combat indicates that a character not only receives the standard open ended bonus D6, but also receives additional, non open ended D6 for each level of the Weapon Mastery. A Weapon Mastery rating may not exceed the character's Dexterity Adjustment (One Weapon mastery is always allowed regardless of character's Dexterity).

? **Magic Smithing** (Table 3): This is the ability of creating mystical items. See Spells & Spell Casting for full details on the Magic Smithing skill. Magic Smithing may only be learned up to level six.

? **Permanent Magical Effects** (Special): This skill is much like that of Magic Smithing except the magic being placed into the item is permanent (see Spells & Spell Casting for full details). A character must have a rating of 6 in Magic Smithing before any ratings may be learned in Permanent Magical Effects. The experience required to advance ratings in this ability are double that listed for Experience Table 3. i.e., to go from level 2 to 3 would cost 50 Experience Points.

? **Hit Points** (Special): A Hit Point can be purchased with 5 Experience Points. Whenever experience is spent to gain a Hit Point, the character has a chance to gain another Hit Point for free. Whether or not the free Hit Point is gained depends on the roll of a D6. If the result is less than or equal to the character's Health Adjustment, the bonus Hit Point is earned.

Example: Dorf spends 5 Experience Points to go from 9 hit points to 10. His Health attribute is 7, making his Health Adjustment a 2. Thus a roll of 1 or 2 on the 6 sided die earns Dorf 2 Hit Point instead of just 1.

? **Spell Points** (Special): A Spell Point may be purchased with 4 Experience Points. Whenever experience is spent to gain a Spell Point, the character has a chance to gain another Spell Point for free. Whether or not the free Spell Point is gained depends on the roll of a D6. If the result is less than or equal to the character's Intelligence Adjustment, the bonus Spell Point is earned.

? **Luck** (Special): Additional Luck Points may be purchased for 4 Experience Points.

Experience Table 1:

Rating:	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Experience:	3	5	8	12	17	23	30	38	47	57	68	80	93	108	125

Experience Table 2:

Rating:	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Experience:	5	2	4	6	8	10	12	14	16	18	20	22	24	27	30

Experience Table 3:

Rating:	0	1	2	3	4	5
Experience:	8	15	25	40	60	100

Step 6: Equipment

Money and Valuables

Each character starts with 65 money. Use whatever money system you prefer: gold, silver, dollars, rocks, bottle caps, etc. With money the characters may buy weapons, armor, shields and other items. During the course of play characters will have the opportunity to gain more money with which to purchase additional items, weapons, etc.

Weapons & Armor

Each item has 4 listings in the tables below. They are Attack or Defense Level, Initiative Penalty,

Break Factor and Cost. Additionally, weapons and shields will have a listing that tells how many hands (1 or 2) are needed to use that item.

- ? **Attack level:** offensive power of the weapon
- ? **Defense level:** Defense power of armor or shields
- ? **Initiative Adjust.:** How much slower the character using it will be. Initiative penalties are subtracted from the character's initiative rolls.
- ? **Break Factor:** The Break Factor of an item tells the Realm Master how likely the item is to break if hit very hard. If a defender rolls a 6 in combat there is a chance that the attacker's weapon will break due to impact. Likewise, a 6 from the attacker has a chance to destroy the armor or shield (whichever absorbs most of the impact) used by the defender. To save the item from being broken, a roll on a D6 is needed. If the roll is greater than the Break Factor of the item, then it does not break.

Notes:

- ? A staff also provides its wielder with a +1 to defense.
- ? A Horseman's Lance only has an Attack Level of 2 if used as weapon by someone not on horseback.
- ? Quiver can hold up to 25 arrows or bolts and cost 5 money. Arrows and cross bolts cost 4 money per dozen. Cross Bows have a +2 initiative on any round where the crossbow was loaded prior to the start of the combat round. They have a -5 initiative on any combat round where the character must load the weapon that same round.

Fixing Damaged Weapons & Armor: Weapons and armor can be damaged in battle. For a weapon this often means that it becomes cracked or even broken in half and largely unusable. For armor the first damage done to it may simply reduce its defense level by 1, though additional damage may eventually render it useless. Broken weapons typically cannot be repaired, or repairing them cost as much, if not more than buying a new one. Armor often can be repaired, with the cost relative to the damage it sustained. Fixing armor can range in cost from a mere 10% of its original cost right up to about 90%.

Step 7: Character Backgrounds

The players should now invent a history for their character. This should include such things as place of birth, family, and any other important peoples. Players are encourage to create full and rich histories for their characters so the Realm Master can use that information as a source to provide the character both friends and ties to the world being played in and potential foes and problems from the character's past.

Armors List

Armor	Defense Level	Initiative Adjust.	Break Factor	Cost
Hides/Skins	1	0	5	8
Leather Armor	2	0	4	14
Chain Jerkin	3	-1	3	20
Full Chain	4	-2	3	25
Banded Mail	5	-3	2	55
Plate Mail	6	-4	1	80

Melee Weapons List

Weapon	Attack Level	Initiative Adjust.	Break Factor	Cost	Hands
Dagger	1	0	2	5	1
Staff	1	0	3	5*	2
Lance	2	-2	1	12	2
Hand Axe	2	-2	1	11	1
Mace	2	-1	3	10	1
Short Sword	2	-1	2	11	1
Spear	2	0	3	8	1
Long Sword	3	-2	2	23	1
Bastard Sword	4	-3	1	30	2
Horseman's Lance	4	-3	1	30*1	1
Giant Sword	5	-4	2	45	2
Great Axe	5	-4	1	55	2

Ranged Weapons List

Weapon	Attack Level	Initiative Adjust.	Break Factor	Cost	Hands	Range
Long Bow	4	-4	1	28	2	180
Short Bow	2	-1	1	15	2	55
Cross Bow	5	+2/-5	1	23	2	80

Shield List

Shield	Defense Level	Initiative Adjust.	Break Factor	Cost	Hands
Buckler	1	0	3	7	1
Medium	2	-1	2	16	1
Full Body	3	-3	0	30	2

Services and Supplies / Animals List

Services and Supplies	Cost	Animals	Cost
Dray Rations (1 week)	5	Riding Horse (Att 0, Def 1, HP 10, D 0, I 1)	50
Tinder Box	2	Medium Horse (Att 0, Def 1, HP 16, D 0, I 1)	75
War Horse Armor (Def 2)	35	War Horse (Att 3, Def 1, HP 20, D 0, I 1)	200
Rope 50'	3	Dog (Att 2, Def 0, HP 4, D 3, I 3)	6
First Aid Kit	3	Hawk (Att 2, Def 0, HP 2, D 5, I 5)	100
Stabling Fees (per day)	3	Elephant (Att 6, Def 2, HP 35, D 0, I 0)	350
Meals (per meal)	2-5	Tiger (Att 5, Def 1, HP 20, D 2, I 3)	150
Lodging (per night)	2-10	Pegasus (Att 0, Def 1, HP 16, D 1, I 2)	700

SPELLS AND SPELL CASTING

This section will cover the use of magic, from the design and effects of spells and the creation of mystical items.

Designing a Spell

Magic can achieve nearly any given task. How effective the spell is depends on the caster. Spells with greater ranges and longer lasting effects are tougher to learn and require more spell points to achieve their desired effect.

In **W.H.A.T.** players design their own Spells. In order to do so, the players determine the desired effect of a certain spell, then work with the Realm master to calculate what is required to make the spell work. All Spells start with a zero difficulty. This number is modified according to 20 special circumstances. If the spell involved does not involve any of the following circumstances, the Spell Difficulty Factor (SDF) remains zero.

- 1 Range 11-100 yards
- 2 Range no further eyesight
- 3 Unlimited range
- 4 Duration no greater than 1 hour
- 5 Duration no greater than 1 day
- 6 Duration no greater than 1 week
- 7 Duration no greater than 1 month
- 8 Duration no greater than 1 year
- 9-11 Unlimited Duration
- 12 Multiple targets (<=6)
- 13 Multiple targets (<=50)
- 14 Multiple targets (<=100)
- 15-20 Mass number of targets (<=500)

Add one DF to the spell for each one of the listed circumstances the spell needs to function, excepting Unlimited Duration which adds 3 SDF, and Mass number of targets which adds 6 SDF. The SDF cannot exceed twenty.

Spell Design Example # 1: Dorf decides to create a Fire Ball spell. He only wants it to affect 1 target, be able to launch it up to 10 yards, and have duration of only one round. This spell does not include any Spell Difficulty Factors from the above chart, thus has a Spell Difficulty Factor of zero. Dorf spends the 5 Experience Points needed to attain a level 1 Skill Level for his Fire Ball spell. He then subtracts the SDF rating of zero from his Skill Level of 1 to find he still has a Casting Ability of 1.

Spell Design Example #2: After many months of adventuring Dorf has acquired a lot of unspent Experience Points and now wishes to design an extremely potent spell. He decides on a Turn People to Stone spell which will have a duration no greater than one year (+5 SDF), range no greater than eyesight (+2 SDF), and have a mass number of targets (up to 500. +9 SDF). Dorf's Turn People to Stone spell will have a total Spell Difficulty Factor of 16. He'll need to spend a lot of Experience Points point to get a high Skill Level if this spell is

to have any hope of being cast successfully (see below). Dorf spends 368 Experience Points to get a Skill Level of 18 in his new Turn People to Stone spell. Subtracting the SDF of 16 from his Skill Level, Dorf ends up with only a Casting Ability of 2 with this spell. Still, any man potentially capable of turning 500 people to stone ought to be feared.

Players should be encouraged to design spells with as many details fleshed out as possible. For instance, how does Dorf's Fire Ball spell launch the fire ball forward? Does it simply shoot forth from Dorf's hand? Perhaps from his elbow, chest, or maybe even his foot? Or maybe the Fire Ball forms in Dorf's hand and it requires him to physically throw it. These details can be important to game play as it provides everyone a clearer idea of what is happening and allows the Realm Master to effectively judge the effects of and respond to the player's decisions on how they use the spell. Also keep in mind that Realm Masters may add additional Spell Difficulty Factors for nearly any reason, but usually for spells that attempt to circumvent the existing rules and limitations somehow.

Spell-casting

The SDF (**Spell Difficulty Factor**) of a spell is subtracted from a character's Skill Level to arrive at the Casting Ability of a spell. Casting Ability can be positive or negative numbers, or even zero. Thus, if a character has a Plant Growing spell that can affect any plant within eyesight (+2 SDF), affect up to 50 targets (+2 SDF) and last up to a day (+2 SDF) it will have a Spell Difficulty Factor of 6. Say, through spending experience points, the character advances his Plant Growing spell up to a Skill Level of 5. That would give the character a Casting Ability of -1. Also affecting the Casting Ability is the character's Intelligence Adjustment. This will either subtract one, or add from 1 to 6 to the character's Casting Ability with that spell. We'll assume the character has an Intelligence of 5, and thus an Intelligence Adjustment of +1. This +1 is added to the Casting Ability of -1 to give the character an actual Casting Ability of zero when casting the Plant Growing spell. When the spell is cast, 1D6 is rolled and the result is added to the Casting Ability of zero. In most cases when a spell is cast, weather it be at a person, or simply to gather information, the player's roll will be facing a difficulty factor rolled by the Realm Master.

Casting a spell will use a character's action for the turn and may not be done on the same turn as another action was taken (exception: see Power Mongers). Whenever a spell is cast, the player must spend Spell Points to power the spell. To cast a level 10 spell a character must cast expend 10 Spell Points. The amount of Spell Points required to cast a spell is NOT the character's Casting Ability with that spell, but rather their Skill Level with that spell. Referencing our examples above, the number of Spell Points required to cast Dorf's Turn People to Stone spell is 18; which is Dorf's Skill Level with that spell prior to the Spell Difficulty Factor and Dorf's Intelligence Adjustment modifying things to arrive at his Casting Ability.

A character does not need to cast a spell at his/her maximum Skill Level if they do not wish to. Any number of Spell Points may be spent, ranging from zero up the character's Skill Level for a particular spell, when casting a spell. The number of Spell Points used will represent the actual Skill Level when determining the Casting Ability for a spell. For instance, if Dorf were to only spend 10 Spell Points when casting his Turn People to Stone spell, the SDF of 16 for that spell would be subtracted from the Level 10 power (Because he is only using 10 Spell Points) of the spell to give Dorf a negative 6 Casting Ability if casting this spell with only 10 Spell Points. So why would a character opt to use less Spell Points than the maximum possible? Well, sometimes the maximum would simply be overkill and waste of valuable (and limited) Spell Points. If a character with a Skill Level 15 Spark Fire spell merely wanted to light a torch, he would likely only use 0, 1, or 2 Spell Points in order to cast a spell at levels 0-2 and use only that many Spell Points. If he cast it using all 15 Spell Points he would merely be wasting 12 or more Spell Points and instead of just lighting the torch, odds are he would set the entire room ablaze with such a powerful spell. If a character spends zero Spell Points to cast a spell, then the Skill Level is automatically considered to be negative 2.

Spell Casting Example #1: Dorf gets ambushed by a Thief who steals his money bag and is now running away from him. Dorf knows he is slow so decides to use his Fire Ball spell to try to stop the Thief. The Realm Master decides that since the Thief is running away and has his back turned to Dorf that the Thief should get a penalty to his Dodging. Dorf's player rolls a 4, adding that to his Casting Ability of 1 with this spell, to get a result of 5. Dorf's player remembers to subtract 1 Spell Point from Dorf's character sheet. The Thief has a Dodge of 2, which the Realm Master reduces to 1. He then rolls a 2, giving the Difficulty Level a result of 3. Dorf got lucky and hit the Thief. Since the Fire Ball spell also has the potential to do damage, the Realm Master now looks at the Thief's Defense Level of 1 (he is wearing Hides). The RM rolls a 3, adding that to the Defense Level of 1 to get a total defense roll of 4. The Thief only takes one Hit Point of damage (att 5 - Def 4 =1) and keeps on running, successfully getting away. Better luck next time Dorf.

Spell Casting Example #2: Erknar the Wizard has been studying Dorf for a while now, from afar. He checks on him every day. Erknar accomplishes this with his Far Seeing spell. Erknar has a Casting Ability of 8 with his Far Seeing spell, a true feat since it is a complex spell and can track Dorf's activities for an entire day, and at a great distance. Dorf, however, wears a magical ring with protection against scrying attempts, so Erknar's Far Seeing spell is not always successful. Erknar rolls a 4, added to his Casting Ability of 8 gives his far seeing attempt a 12. Dorf's ring gives him a level 4 protection against scrying; he rolls a 5, giving him a defense of 9 in this instance. Erknar's spell is successful today and his Far Seeing spell quickly shows him Dorf's activities for the day.

Magic Smithing:

This is the ability to create magical items. The Smith does not actually create the magic item, but rather projects magic into an item. Nearly any item can be instilled with magic in this fashion. This will be represented by magical charges. Each charge used reduces the remaining charges by one. Once used up there will be no magic left in the item.

In order to place magic into the item the smith must first be able to cast the spell that is desired to be imbedded into the item. This spell is cast as normal and the effects are projected into the item rather than functioning in the usual manner. An additional 5 Spell Points must be spent beyond the spell's normal requirement for each charge inserted in the item. However, before the Magic Smith may place magical charges into an item, he must first prepare the item. It will take 8 full hours of work for each spell level to be placed into the item, multiplied by the number of charges to be placed into the item. Hence to place a spell with a final Spell Level Rating of 7 into an item, with 6 charges (times the magic may be used), it would take the Magic Smith 336 hours to prepare the item to receive the magical charges (8 hours x LV 7 = 56 x 6 charges = 336)

Example: Roi the Magic Smith attempts to give a rope the ability to stand straight so it can be climbed at any time. He casts a telekinesis spell with a final Spell Level Rating of 5 (SDF of zero) on the rope and pays 10 spell points (5 for the spell +5 for Smithing it) per charge. He then has a magic rope.

The magical effect will placed into the item will have a maximum rating equal to either the Spell Level Rating or the Magic Smithing rating, whichever is lower. This, in the previous example, Roi must also be a level 5 Smith in order to put the spell in. If he were Smith level 4, then the embedding would still cost 10, but only install a level 4 magic into the item.

Permanent Magical Effects

This skill is much like that of Magic Smithing except the magic being placed into the item is permanent. A character must have a minimum rating of 6 in Magic Smithing before any ratings may be learned in Permanent Magical Effects. Like Magic Smithing, the rating of the magic to be installed into the item is limited to the lower of the Spell Level Rating and the Permanent Magical Effects level.

Permanent bonuses may also be added to weapons and armors. A +1 to the Attack Level of a weapon or to the Defense Level of armor may be added for every 2 points a character has in this skill.

Like Magic Smithing, placing permanent magical effects into an item is very difficult and time consuming, but even more so. It will take one month of continual work (assuming a full days work) for each level of the magic to be smithed into the item. Hence to add a permanent level 5 telekinesis to the rope would take the Magic Smith five months worth of solid work.

Skills & Using Skills

Skills are treated somewhat like spells, only they are of a non-magical nature. Skills represent the ability to accomplish certain tasks, or to know certain knowledge. Some examples of skills would be farming, blacksmithing, carpentry, cooking, hunting, tracking, first aid, tanning, basic math, geometry, architecture, etc. All characters are automatically assumed to know a few basic skills; skills such as: 1) The ability to speak the language of their birth, 2) Basic cooking, 3) The basic lore and/or religion of their people, etc. If a Realm Master is nice, he or she may even allow the characters to begin knowing how to read and write the character's native language, swim, and a few other mundane skills. Others may require players to purchase such skills with their starting experience if the player wants their character to have those skills.

Skills may not be selected in an attempt to circumvent or replace existing game attributes. For instance, the skill of weight lifting would not make the character's Strength increase, though it could become handy when lifting extremely heavy items and the Realm Master would probably grant the character bonuses to do so. The Skill of Weapon Mastery could not be studied using the Skills advancement table, as Weapon Mastery Levels are clearly purchased using Experience Table III. If a character has no Skill Level in a given skill, then they are automatically assumed to have a negative 2 Skill Level with that skill. This makes it possible, though unlikely, for a person without the specific knowledge of a particular skill, to still successfully do that skill.

Example of Skill Use #1: Dorf is traveling between towns. It is time to pitch camp for the night so Dorf selects a clearing and pitches his tent. He would like to conserve his dry food rations, so Dorf goes into the woods and tries to hunt. Dwarf has a Hunting Skill Level of 4. Dorf's player rolls the die, getting a 3, so Dorf has a hunting attempt of 7. The Realm Master decides this particular area of forest is well populated with wild animals, so sets the Difficulty Level at only 2. The Realm Master rolls a 2, giving him a total Difficulty result of 4. Dorf beat that, so looks like he'll have caught dinner. The RM decides he caught a wild boar.

Example of Skill Use #2: Dorf just finished dragging his wild boar back to his campsite. Dorf butchers the boar in preparation to cook it. He has no skill at tanning and the player decides to roll for it at a -2 would be a waste of time, so he doesn't even try. Thus Dorf will get no value from the boar's hide. That's ok, he just wanted Dinner anyway. Dorf has a Skill Level of 1 in Cooking. Dorf's player rolls a 1, adding that to his Skill Level of 1 to get a cooking attempt of 2. The Realm Master decides that Dorf has no spices and a poor campfire in which to cook the pig, so gives this cooking attempt a Difficulty Level of 4. The RM rolls a 3. (skill result 2 - difficulty result of 4, = -2) Looks like Dorf failed his cooking attempt by a long shot. That'll be some poor tasting food. Being Pork, the RM may even roll to see if it was under cooked and will end up making Dorf sick.

Power Mongers

Power Mongers are those characters that have advanced in skills and abilities so much that they are no longer mortal, having joined the ranks of the Immortals and the Overlords. Becoming an Immortal or an Overlord is NOT easy and requires a great deal of successful adventuring. It is a level of advancement that most characters will never achieve.

Immortals

Immortals are highly evolved characters that are no longer mortal at all. They have reached a state of mental, physical, and possibly magical advancement that has brought them one major step closer to becoming an Overlord. To become an immortal a character must have a 12 or higher in at least 3 core attributes and have no more than one attribute score lower than 5. The character must have accumulated at least 5,000 Experience Points and have a minimum of 150 Hit Points. Once a character has met these requirements they may spend 500 Experience Points to become an Immortal. Below are the benefits of Immortality:

- ? Immortals regain 25 Hit Points per full night of rest, plus an additional number of Hit points equal to the character's Health Adjustment. Healing cannot raise the character's Hit Points above their normal Hit Point Maximum.
- ? Immortals have tremendous willpower and this willpower will create an invisible aura of protective energy around the Immortal whenever they are conscious. This aura will provide the character bonuses to their Defense Level, with the bonus equal to the character's Intelligence Adjustment.
- ? Immortals do not age and will never become ill and can't be affected by non-magical poisons.
- ? Immortals will instantly sense the aura of another Immortal or Overlord if within a mile of that person. Immortals can also sense all magic within 100 yards and get +5 to Determine Magic skills.
- ? Immortals do not become unconscious when their Hit Points fall into negative numbers. They do not die until their Hit Points are reduced to a negative number equal to negative three times their Health attribute - (3 x Health). However, if their Hit Points fall below the negative equivalent of their Health, then they will lose 1 point to their Health attribute.
- ? In combat, both on offense and defense, Immortals get to roll an additional die whenever they roll a 5 or 6, rather than just a 6. However, after the first roll, only a roll of 6 will earn the character yet another free die.
- ? Immortals also have the potential to be partially empathic to the thoughts of others. If they spend 250 experience points they will gain the ability to always sense the true emotion that another person or animal is feeling. Additionally, once this ability has been purchased, Immortals have the potential to learn a Level 7 Weaponry Mastery skill in any weapon they already have mastered to level 6.

The Immortal must also already have 15 Dexterity before they can purchase LV 7 Weapon Mastery for any weapon. This costs 350 Experience Points for each weapon raised to level 7.

? Immortals have the potential to be much faster than normal mortals. This can allow them to have two actions per round where normal mortals only have 1. This could be used to cast two spells, attack twice, or conduct any two actions. This ability cost 500 Experience Points.

? Immortals have a number of Essence Points (see below) equal to their Intelligence Adjustment.

Overlords

Overlords are extremely powerful creatures and are as far above Immortals as Immortals are above mortals. They are often worshiped as gods by less advanced civilizations. Overlords are naturally more comfortable in the Upper Realms, a series of mystically sustained alternate dimensions, than they are in the realms of mortal men. In fact, Overlords draw substantial power from the Upper Realms and can grow weaker among the realms of men until such a time as they return to the Upper Realms.

To become an Overlord a character must have a 15 in at least 3 core attributes and have no more than one attribute score lower than 7. The character must have accumulated at least 12,000 Experience Points, have a minimum of 350 Hit Points, and already be an Immortal. Once a character has met these requirements they may spend 750 Experience Points to become an Overlord. Overlords have all the abilities of an Immortal, plus the following enhanced and/or additional skills & powers.

? Overlords regain 100 Hit Points per full night of rest, plus an additional number of Hit points equal to the character's Health Adjustment x 10. Healing cannot raise the character's Hit Points above their normal Hit Point Maximum.

? Overlords have tremendous willpower and this willpower will create an invisible aura of protective energy around the Overlord at all times. This aura will provide the character bonuses to their Defense Level, with the bonus equal to the character's Intelligence Adjustment x 2.

? Overlords may shape change into any alternate form, living or otherwise, at will. They must, however, maintain the same mass as their true self.

? Overlords will instantly sense the aura of another Immortal or Overlord if within ten miles of that person.

? Overlords do not become unconscious when their Hit Points fall into negative numbers. They do not die until their Hit Points are reduced to a negative number equal to negative five times their Health attribute - (3 x Health). However, if their Hit Points fall below the negative equivalent of their Health, then they will lose 1 point to their Health attribute.

? In combat, both on offense and defense, Overlords get to roll an additional die whenever they roll a 4, 5 or 6, rather than just a 6. However, after the first roll, only a roll of 6 will earn the character yet another free die.

? Overlords have the potential to learn a Level 8 Weaponry Mastery skill in any weapon they already have mastered to level 7. This costs 500 Experience Points for each weapon raised to level 8.

? Overlords have the potential to be much faster than Immortals. This can allow them to have three or more actions per round. A third action per round cost 1,000 Experience Points, a fourth action costs 2,000, a fifth action 4,000, a sixth action 8,000, etc.

? Overlords may teleport anywhere among the realms of men at will. They may do this an unlimited number of times. Only locations protected from teleportation with at least a level 6 magic can deny an Overlord access via teleportation.

? Overlords may learn Magic Smithing levels and Permanent Magic Smithing levels above 6. A level in Magic smithing must be attained before the equivalent level in Permanent Magic Smithing can be learned. Additional levels in Magic Smithing can be learned at a cost of 250 Experience Points while additional levels in Permanent Magic Smithing cost 500 Experience Points. Each point of magic beyond level 6 for Permanent Magic Smithing requires 6 months of constant smithing work instead of 1.

? In addition to those Essence Points they had as Immortals, upon becoming an Overlord the character receives +10 Essence Points. They also gain additional Essence Points based upon the number of mortal worshipers they have. An Overlord gets +4 Essence Points per exponent of 10 number of worshipers they have.. Thus, 10 worshippers give +4 Essence Points, 100 worshippers give +8 Essence, 1,000 worshippers +12, 10,000 worshippers +16, 100,000 worshippers +20, etc.

? Overlords can only draw the Essence Points from their worshippers while in the Upper Realms. When in the realms of men they may still use Essence Points, but a nights rest will not replenish them (see below), except for a number equal to their Intelligence Adjustment (Those they would have had as Immortals). Overlords may open a portal between somewhere in the Upper Realms and the realms of men only once per week. Overlords are the only powers capable creating such a portal. Mortals and Immortals, however, may travel to the Upper Realms if a portal is opened for them to travel through. Also, any Overlord in the Upper Realms, if they know when an Overlord in the realms of men will try to open such a portal, may utilize their weekly portal capacity to prevent the overlord in the realms of men from successfully opening a portal to the Upper Realms. This potential to be blocked from returning to the Upper Realms is of great concern to many Overlords and the primary reason most Overlords rarely venture into the realms of men.

Essence Points

Essence Points are really the power of the soul, or for Overlords, the power of many souls being channeled and shaped to their will. Essence can, like magic, accomplish nearly anything. One Essence Point may be used to "cast" a spell at rating 10, two Essence Points to cast it at level 20, 3 Essence for level 30, etc. This power is used to obtain the same effect of a spell, though it is not actual magic and cannot be prevented by things which would hinder or restrict magic. The target of such a "spell" will be able to sense an unusual power and realize it is being cast by a great entity. Essence Points are replenished just like spell points. They are used throughout the course of a day and replenish after a full night's rest. Those Essence Points above and beyond the character's Intelligence Adjustment can only be replenished by a full night's rest somewhere within the Upper Realms. Essence points can also do the following:

1. Halve damage from a single attack or spell.
2. Add 5 Attack Levels to an attack.
3. Use instead of a Luck Point.
4. Heal 1D6 x 10 Hit Points.
5. Restore 1D6 x 10 Spell Points.
6. Dispel any non-permanent mortal magic.
7. Resurrect any mortal life form. (10 Essence to resurrect any Immortal & 25 Essence to resurrect an Overlord.)
8. Read any mortal's mind.

SAMPLE NON PLAYER CHARACTERS

In the listing below each character is given two Experience Point values. The first is the total EXP value of the character and can be used to gauge how tough the opponent is in relation tot he characters. The second value represents the number of Experience Points earned by the character when defeating the non player character.

Low Experience Fighter (Human)

Strength: 5	Attack Level: 1 + W&M
Intelligence: 2	Defense Level: 2
Health: 4	Initiative: 3
Dexterity: 4	Dodging: 1
Awareness: 3	Hit Points: 11
Beauty: 2	# of Attacks: 1
Charm: 3	Luck: 4
EXP Value: 50/2	Spell Points: 0

? Long Sword (Att Lv: 3. Break: 2)

? Leather Armor (Def Lv: 2. Break: 4)

? Weapon Mastery: Long Sword: 1

? Horse Riding: 2

? Leather Working: 2

? Tracking: 1

? 1 Additional Language: 1 (RM chose)

Low Experience Thief (Elf)

Strength: 2 **Attack Level:** 0 + W&M
Intelligence: 3 **Defense Level:** 1
Health: 3 **Initiative:** 6
Dexterity: 6 **Dodging:** 3
Awareness: 4 **Hit Points:** 8
Beauty: 2 **# of Attacks:** 1
Charm: 3 **Luck:** 5
EXP Value: 50/2 **Spell Points:** 4

- ? Dagger (Att Lv: 1. Break: 2)
- ? Crossbow (Att Lv: 5. Break 1).
- ? 12 Crossbow Bolts
- ? Hides (Def Lv: 1. Break: 5).
- ? Weapon Mastery: Dagger: 2
- ? Hunting: 2
- ? Pick Pocket: 3
- ? Appraising: 2
- ? Move Silently: 2
- ? Spell: Illusion: 1

Low Experience Mage (Orc)

Strength: 3 **Attack Level:** 0 + W&M
Intelligence: 5 **Defense Level:** 3
Health: 3 **Initiative:** 0
Dexterity: 4 **Dodging:** 1
Awareness: 3 **Hit Points:** 9
Beauty: 1 **# of Attacks:** 1
Charm: 2 **Luck:** 2
EXP Value: 50/2 **Spell Points:** 9

- ? Great Axe (Att Lv: 5. Break: 1)
- ? Club (Att Lv: 1. Break: 2)
- ? Chain Jerkin (Def Lv: 3. Break: 3)
- ? Weapon Mastery: Club: 1
- ? Reading & Writing: 2
- ? Detect Magic: 1
- ? Spell: Heal: 1
- ? Spell: Detect Persons: 1
- ? Spell: Ignite Fire: 1
- ? Spell: Turn Stone to Mud: 1
- ? Spell: Binding Rope: 1
- ? Spell: Decipher Written Language: 1

Mid Experience Fighter (Human)

Strength: 6 **Attack Level:** 2 + W&M
Intelligence: 2 **Defense Level:** 8
Health: 6 **Initiative:** 5
Dexterity: 8 **Dodging:** 2
Awareness: 3 **Hit Points:** 30
Beauty: 2 **# of Attacks:** 1
Charm: 3 **Luck:** 6
EXP Value: 350/14 **Spell Points:** 0

- ? Long Sword (Att Lv: 4. Break: 1. +1 Magic Att Lv)
- ? Medium Shield (Def Lv: 3. Break: 1.+1 Magc Def Lv)
- ? Banded Mail Armor (Def Lv: 5. Break: 2)
- ? Weapon Mastery: Long Sword: 3
- ? Horse Riding: 2
- ? Leather Working: 2
- ? Tracking: 3
- ? Hunting: 1
- ? 2 Additional Language: 1 (RM chose)

Mid Experience Thief (Elf)

Strength: 2 **Attack Level:** 0 + W&M
Intelligence: 3 **Defense Level:** 2
Health: 4 **Initiative:** 11
Dexterity: 9 **Dodging:** 4
Awareness: 6 **Hit Points:** 14
Beauty: 2 **# of Attacks:** 1
Charm: 5 **Luck:** 9
EXP Value: 350/14 **Spell Points:** 8

- ? Dagger (Att Lv: 2. Break: 3. +1 Macic Att Lv)
- ? Heavy Cloak (Invisibility: 5 {4 charges}).)
- ? Crossbow (Att Lv: 5. Break 1)
- ? 12 Crossbow Bolts
- ? Leather Armor (Def Lv: 2. Break: 4)
- ? Weapon Mastery: Crossbow: 2
- ? Weapon Mastery: Dagger: 3
- ? Hunting: 2
- ? Pick Pocket: 7
- ? Appraising: 3
- ? Move Silently: 4
- ? Spell: Illusion: 4
- ? Scale Wall: 2
- ? Pick Lock: 4

Mid Experience Mage: Orc

Strength: 4 **Attack Level:** 1 + W&M
Intelligence: 9 **Defense Level:** 6
Health: 4 **Initiative:** -2
Dexterity: 4 **Dodging:** 1
Awareness: 5 **Hit Points:** 16
Beauty: 1 **# of Attacks:** 1
Charm: 2 **Luck:** 3
EXP Value: 350/14 **Spell Points:** 39

- ? Great Axe (Att Lv: 5. Break: 1)
- ? Club (Att Lv: 1. Break: 2. Unbreakable)
- ? Plate Mail (Def Lv: 6. Break: 1. Flight: 4 {2 Charge})
- ? Weapon Mastery: Club: 1
- ? Weapon Mastery: Great Axe: 1
- ? Reading & Writing: 2
- ? Detect Magic: 1
- ? Spell: Heal: 1
- ? Spell: Detect Persons: 4
- ? Spell: Ignite Fire: 2
- ? Spell: Turn Stone to Mud: 3
- ? Spell: Binding Rope: 2
- ? Spell: Decipher Written Language: 1
- ? Spell: Fire Ball: 6
- ? Heal Multiple Tagets (up to 6): 3 (DF:1)

Immortal Giant

Strength: 14 **Attack Level:** 5 + W&M
Intelligence: 8 **Defense Level:** 7 +3 Aura
Health: 12 **Initiative:** 12
Dexterity: 15 **Dodging:** 11
Awareness: 8 **Hit Points:** 220
Beauty: 2 **# of Attacks:** 2
Charm: 5 **Luck:** 10
EXP Value: 8700/348 **Spell Points:** 150
Essence: 3

- ? Great Axe (Att Lv: 8. Break: 1. +3 Magic Att Lv; Flies back to owners hand when summoned. Heals 3 Hit Points per turn)
- ? Plate Mail Armor (Def Lv: 7. Break: 1. +1 Magic Def Lv; Heals 4 Hit Points Per Turn. Mending: 2 {heals itself at the rate of 2 Def levels per turn}).
- ? Scepter of Thunder: 1) Lightning Attack: 6. Up to 100 targets. 2) Summon Major Hail. Range Eyesite. Att Lv: 6-9. 7 charges.
- ? 4 Throwing Daggers of Seeking: (Att Lv: 4. +3 Magic All Lv) 1) Phasing: Bypasses all non magical armor. 2) Poison: 10. Roll a separate, LV 10 attack for poison whenever daggers do damage. 3) If target dodges or dagger fails to strike, then dagger will fly of its own accord and strike at the target again each subsequent turn, independant of the character's actions.
- ? Helm of the Dead: 1) All people slane in battle within eyesight of the character become Skeltal Warriors under the command of the character. These Skeletal Warriors will have all the weapon masteries, attributes, and armor the original person had. But they will only have one tenth the original person's maximum Hit Points and may not use spells or Essence. Skeletons which are destroyed do not come back again.
- ? Heavy Travelling Cloak: 1) Teleportation. Unlimited Range. 8 charges 2) Flight. Long Sword (Att Lv 4. Break 1. +1 Magic Att Lv) 1) Vampire Bane. x3 Damage to Vampires.
- ? Immortal Empathy
- ? Weapon Mastery: Great Axe: 7
- ? Weapon Mastery: Hand to Hand: 7
- ? Weapon Mastery: Throwing Daggers: 6
- ? Weapon Mastery: Long Sword: 3
- ? Magic Smithing: 6
- ? Perminant Magical Effect: 6
- ? Horse Riding: 4
- ? Black Smithing: 12
- ? Weapon Smithing: 12
- ? Tracking: 7
- ? Hunting: 7
- ? 8 Additional Language: 5 (RM chose)
- ? Reading & Writing: 10
- ? Fishing: 3
- ? Sailing: 5
- ? Acid Fog: 23. Eyesite. Up to 100 Targets. (DF: 5. Casting Ability: 18)
- ? Mass Heal: 22. Eyesite. Up to 100 targets. (DF: 5. Casting Ability: 17)
- ? Turn People to Stone: 12. Eyesite. Up to 6 targets. (Df:1 Casting Ability: 11)
- ? Paralyze: 10
- ? Read Thoughts: 12
- ? Anti Ballistic Barrier: 15 (prevents all projectile items from reaching the character. Lasts 1 hour.)

W.H.A.T. Sample Creatures

Dragon

There exist a large variety of different types of Dragon. From the Frost dragons of the frozen north to the Fire dragons of the lava wastelands, dragons are feared the world over. Dragons are kings of all draconian species and live upwards of 2,000 years. The ancient dragons become emmensely powerful, both is physical size and mystical spell casting ability. Even younger dragons are fierce creature to be feared by the humanoid races. And while many draconian races are peacefully inclined, those few evil breeds cause enough terror and destruction to give all dragons a bad name and give all humanoid nightmares.

The information below details the “average” dragon breed at its young, adult, and ancient age categories. Understand that these are “generic” dragon listings and not specific to any one dragon type. The Worlds of Heroes & Tyrants Deluxe Players Guide and Creature Compendiums will contain information on a large number of draconian species.

Young Dragon: Dragons are hatched from eggs, typically in quantities of 2-10 at a time, depending on the species. Dragons are very vulnerable the first few months of thier life, during which time they are growing their killer teeth and claws and learning to fly. After the first few months they are taught how to fight and defend themselves, how to speak, fly, and even cast their first spell or two at low levels.

Strength: 8 **Attack Level:** 5/5/1/Special
Intelligence: 7 **Defense Level:** 3
Health: 8 **Initiative:** 5
Dexterity: 6 **Dodging:** 4
Awareness: 7 **Hit Points:** 20 +6D6
Beauty: 4 **# of Attacks:** 4 (see below)
Charm: 1 **Luck:** 2
EXP Value: 550/22 **Spell Points:** 5

Dragons can attack 4 times per turn. The first two are claw attacks. The third is a lashing with its tail. The fourth attack is either a bite from its massive fangs or the use of a breath weapon or spell. A Young Dragon’s bite attack would be an attack level of 6-8. Breath weapons will vary by dragon type, from fire, an ice blast, acid, etc, and have an attack 3-5 and be able to hit multiple targets nearby each other. At this age a dragon will typically know 1-3 spells at skill levels of 1 or 2. Sleep, Heal, Teleport, Read Minds, etc. The Realm Master should chose for each dragon individually.

Adult Dragon: Dragons reach adulthood after approximately 50 years, with their adulthood stage lasting for several hundred more. At this stage dragons begin to become truly capable of using their bodies as weapons and to master spell use skillfully. Most dragon breeds reach lengths of 200 feet or more as adults and can fly at speeds of over 100 miles per hour.

Strength: 12 **Att. Level:** 10/10/8/Special
Intelligence: 12 **Defense Level:** 7
Health: 10 **Initiative:** 9
Dexterity: 13 **Dodging:** 5
Awareness: 10 **Hit Points:** 150 + (2d6x10)
Beauty: 2 **# of Attacks:** 4 (see below)
Charm: 2 **Luck:** 5
EXP Value: 3750/150 **Spell Points:** 95

As adults dragons become much more efficient at dive bombing attacks, where they can fly by at high speeds and use both claw attacks and their bite/breath/spell attack, though usually need their tale for flight and thus can’t attack with it. These fast fly by attacks leave only a brief moment where persons on the ground can actually attack the dragon. Adult dragons also become very proficient in spell use, typically knowing 10 or more spells, with some learned up to skill levels of 15 or greater. They have weapon mastery levels of 4-6 in

their claw, bite, and tail attacks. Breath weapons reach attack levels of 8-10 and bite 12-15.

Ancient Dragon: Ancient Dragons can live up to 2000 years and reach lengths of 500 feet or greater.

Strength: 15 **Att.Lvl:** 20/20/15/Special
Intelligence: 15 **Defense Level:** 14+ 4Aura
Health: 13 **Initiative:** 14
Dexterity: 15 **Dodging:** 8
Awareness: 14 **Hit Points:** 350+ (6d6x10)
Beauty: 0 **# Attacks:** 4 (see below)
Charm: 5 **Luck:** 15
EXP Value: 14,000/560 **Spell Points:** 350

Ancient dragons are immune to all poison, have aura shields like Immortals and Overlords and have weapon mastery level 7 in their claw, tail, and bite attacks. Their breath weapons can reach attack level 25 or more, and bite attacks of 20-25. Ancient dragons also have a number of Essence equal to their Intelligence Adjustment x2. They know 20 or more spells with some of their best spells reaching skill levels of 35 or greater. Ancient dragons may also teleport once per turn instead of doing any attacks.



Mutants:

Mutants are very ugly, strong, dumb and smelly. They typically live in caves and hunt for food that might be available in the area. Most of the time they like to hunt living people and eat flesh without cooking it. A few will know magic (1 out of 100) and that will (most likely) be the chief of the tribe. When Mutants attack they attack as a tribe (this means that 50 to 150 attack). All but the chief will likely use clubs. Most of the time mutants will attack roving bands of adventurers and once in a great while they will attack a village or small city (Or on rare occasions a larger city when several Mutant tribes band together).

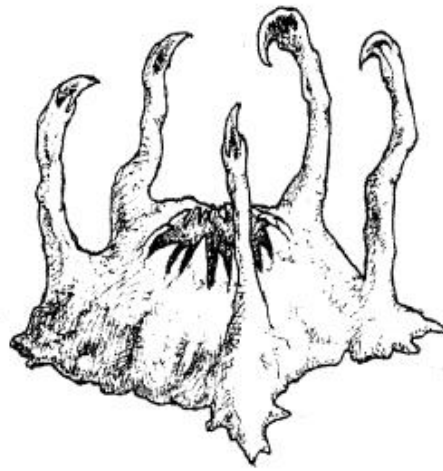
The Chiefs: The chiefs are as smart as normal humans and they lead the tribe as best they can. One becomes a chief not by fighting but besting the current Chief in a game of wits called "quo". This game is taught to young mutants that the chief says are smart. Many times the chiefs can be paid off not to attack a village or city.



Strength: 15	Attack Level: 7 +W&M
Intelligence: 1	Defense Level: 2
Health: 6	Initiative: 1
Dexterity: 4	Dodging: 1
Awareness: 3	Hit Points: 50 +(3d6)
Beauty: 0	# of Attacks: 1
Charm: 0	Luck: 1
EXP Value: 765/31	Spell Points: 1

Hole:

Holes are rather interesting creatures that live in dungeons and dark overgrown forest lands and swamps. The size of a hole is directly representative of its recent diet, so the more a Hole eats, the larger it grows, taking on its natural grayish-brown hue. As it slowly starves awaiting its next victim, it gradually shrinks and, concurrently, assumes the shape and texture of its surroundings. Using this camouflage, a Hole almost never moves, but instead waits patiently for something alive and juicy to inadvertently stumble across it, whereupon the Hole will instinctively grab hold of its meal with its clawed appendages and proceed to stuff the unfortunate passerby down its gullet.



Strength: 4	Attack Level: 6/2
Intelligence: 1	Defense Level: 2
Health: 2	Initiative: 3
Dexterity: 3	Dodging: 0
Awareness: 2	Hit Points: 2d6
Beauty: 0	# of Attacks: 1
Charm: 0	Luck: 1
EXP Value: 25/1	Spell Points: 3

Entrenched and hidden in this manner, a Hole is difficult to spot (a character must roll less than his or her Awareness on 3d6 to detect). As the Hole attacks, each character within its reach gets one Dodge attempt against an Attack Level of 12. If the character fails the Dodge, however, damage is dealt based on the Hole's normal Attack Level of 6. After this initial reflexive action by the Hole, combat proceeds as normal.

Holes have been known to attach themselves to ceilings, but are most commonly encountered spread across floors. The most interesting aspect of Hole biology is its inability to digest gold. This works out quite well for the Hole, as the gold lays exposed in its gaping maw, which sometimes has the effect of luring tasty morsels to the precise spot the Hole wants them.

Holes are sometimes kept as "pets" by the wealthy wishing to remain wealthy; these Holes are used as living traps and are bound by magical means to resist attacking their owners. Unless the treasure it protects is constantly sought after, a Hole in this environment needs to be fed approximately once a week, and are often given sheep or pigs for nourishment. This "hand-feeding", however, weakens the reflexes of a Hole (characters must roll under their Awareness on 2d6 to detect, and may attempt to Dodge against an Attack Level of 8 during the Hole's first surprise attack). A captured Hole in good condition (subdued with blunt weapons) can expect to command a price of 100-200 coins on the open market, though this sort of trading has been outlawed by a number of kingdoms.

Larve:

Larve are repulsive little magical parasites. They possess soft translucent bodies with moist skin. Their skeletal system is composed entirely of a cartilage-like material, excepting more hardened claws on their hands, feet, and fangs. Larve stand between one foot and one and a half feet tall.

Larve typically will be found in small bands of 2D6 creatures. They are very intelligent and will actively hunt any creatures that possess magical skills, spell points, or mystical items. Larve are patient hunters and will wait for the most opportune time to attack a magical creature or character with magic. They will set traps when possible, or wait to ambush the creature when it is sleeping or otherwise non attentive.



Strength: 1	Attack Level: 3/2
Intelligence: 5	Defense Level: 2
Health: 3	Initiative: 7
Dexterity: 5	Dodging: 2
Awareness: 3	Hit Points: 1d6
Beauty: 0	# of Attacks: 2 (see below)
Charm: 0	Luck: 1
EXP Value: 25/1	Spell Points: 5

Larve attack twice per combat round. The first attack is with their large fangs with which the Larve will attempt to bite onto any magical character or items. They will instinctively target a character with spell points first. If no such characters exist, then the Larve will attempt to bite into any magical items instead. If the characters have no magic whatsoever, then the Larve will have no interest in attacking them. If the Larve successfully attacks its target with a bite, they will latch onto the character or item and not let go. Each round the Larve is attached to the character or item it will drain 5 Spell Points, 1 magical charge from an item, or reduce a permanent magical item's magic level by one. This "sucking" of magic will allow the Larve to regenerate 1D6 of Hit Point damage done to them per turn. It also gives the Larve 1D6 Spell Points per turn which it may use either to power its energy claws or cast spells.

Most Larve will use their claws as their second attack. Normal these claws have an attack level of

2. If a Larve has sucked magic from a creature or item it may use 2 spell points to electrify their claws, adding +1 attack level for each 2 spell points spent in this manner. On rare occasion some Larve learn actual spells. These tend to become the leaders of a Larve clan or tribe and will possess anywhere from 5-50 spell points of their own with which to cast spells, above and beyond what they are able to drain from others. These Larve will know 1D6 spells at levels 1D6 for each spell.

Myesh:

The Myesh are Intelligent creatures that dwell among the forest canopy within tropical areas. They have their own language, culture and traditions. They are a race in tune with nature and utilize very few hand made tools, though they possess the ability to make many. Among the few such items made are weapons of war that are awarded to the warrior caste. The Myesh are a seclusive race, and while they will treat an outsider in their forest with a cautious friendliness, they are naturally suspicious of other races.

A Myesh stands approximately 4 feet tall, owning beige, brown, or reddish fur. They have exceptional vision, rivalling that of birds. The Myesh beak is extremely powerful and dense and can be used as a deadly weapon, though that usage is strictly forbidden in disputes against other Myesh.



Strength: 4	Att. Level: 3, or 1+W&M
Intelligence: 3	Defense Level: 1 or Armor
Health: 3	Initiative: 10
Dexterity: 8	Dodging: 4
Awareness: 8	Hit Points: 15 +3D6
Beauty: 1	# of Attacks: 1
Charm: 3	Luck: 1
EXP Value: 25/1	Spell Points: 0

The Myesh do not speak verbally amongst their own kind, but rather use a form of natural telepathy. This gives them an advantage in dealing with outsiders and often in communications during heated combat or war. A Myesh warrior is typically trained in the use of two weapons; those being a spear and a throwing dagger. The average Myesh warrior will hold a level 2 Weapon Mastery in each. These will be their preferred form of attack. If disarmed the Myesh will attack with their attack level 3 beaks, though Myesh in the warrior caste

will often have level 3 or greater Weapon Mastery with their beaks as well. Myesh warriors will typically wear a light style of leather armor, though it will have enchanted with a small magic to prevent it from absorbing water.

Myesh society is regimented into different caste groups. The most likely caste any outsider will encounter is the warrior caste. On rare occasions a Myesh from the merchant caste or spell caster caste will travel outside Myesh lands to interact with other races. And on even rarer occasions a Myesh will leave Myesh society to explore the world beyond. Due to their telepathy the Myesh are extremely adept a learning to languages and can become excellent translators and scribes. Myesh who leave the community in this fashion are frowned upon, an sometimes even hunted by the warrior caste. Myesh view this as a threat to their own safety and prefer their own kind to intermix with outside races as little as possible. Most Myesh societies are governed by a council of representatives from the various castes. Occassionally a powerful mage, merchant or warrior will come to rule as a dictator.

Skeletons:

Skeletons are undead creatures, typically animated by the magic of a wizard. The wizard's magic raises the skeleton, which will serve the wizard in whatever capacity it is able. Most wizards are only able to animate a skeleton for a limited period of time; not indefinitely.



Average Skeleton:	
Strength: 1	Attack Level: 0 + Weapon
Intelligence: 1	Defense Level: 0 + Armor
Health: 0	Initiative: 1
Dexterity: 2	Dodging: 1
Awareness: 2	Hit Points: 1D6
Beauty: 0	# of Attacks: 1
Charm: 0	Luck: 0
EXP Value: 25/1	Spell Points: 0

How strong an animated skeleton will be is reliant on how strong that person had been in life. An imprint of a person's spirit is linked to a person's skeleton after death and this imprint is what empowers to the animated skeleton to a certain degree. The vast majority of skeletons will merely

belong to peasants or unskilled warriors or guards. A few might have belonged to a skilled soldier or local hero, and far fewer yet to famous war lords. The more powerful the spirit imprint associated with skeletal bones, the more challenging it will be for the mage to animate and control the skeleton. The fighting skill and other skills owned by the skeleton will be equal to a portion of the skill of the person who the bones had belonged to in life. On the rarest of occasions a skeleton may be animated that is still able to cast spells, so long as those spells may be cast using physical motions alone (no verbal elements, since the skeleton will have no lips or tongue with which to speak). The animation fails once a skeleton's hit points are reduced to zero.

Skeletal Warrior:

Strength: 6	Attack Level: 2 +W+2WM
Intelligence: 3	Defense Level: 0 + Armor
Health: 0	Initiative: 4
Dexterity: 5	Dodging: 2
Awareness: 4	Hit Points: 8 +3D6
Beauty: 0	# of Attacks: 1
Charm: 0	Luck: 0
EXP Value: 150/6	Spell Points: 0

Skeletal Warlord:

Strength: 7	Attack Level: 3 + W+4WM
Intelligence: 3	Defense Level: 0 + Armor
Health: 0	Initiative: 5
Dexterity: 6	Dodging: 3
Awareness: 5	Hit Points: 15 +6D6
Beauty: 0	# of Attacks: 1
Charm: 0	Luck: 0
EXP Value: 325/13	Spell Points: 0

Werewolf:

The Werewolf is a mystical beast of great strength. They are people who suffer from the disease of Lycanthropy. This disease is mystical in nature, likely an experiment from a great mage gone completely wrong. Lycanthropy mutates its victim into a cross between their original race and some animal type. There are lycanthrop breeds of all kinds, though the Werewolf is the most commonly known and among the most powerful.



Strength: 13 **Attack Level:** 8/12
Intelligence: 4 **Defense Level:** 2 + Armor
Health: 12 **Initiative:** 10
Dexterity: 8 **Dodging:** 5
Awareness: 12 **Hit Points:** 65 +4D6
Beauty: 0/5 **# of Attacks:** 2
Charm: 0/0 **Luck:** 0
EXP Value: 2,000/80 **Spell Points:** 26d

Werewolves are their native race by day and change to become the Werewolf by night. Their original humanoid form retains all the memories of its former life. While in Werewolf form the Werewolf will be driven by a powerful need to hunt and feed...humans, cattle, wildlife, its all good. Any humanoid bitten or scratched by a Werewolf will be infected with the Lycanthrop disease and within a weeks time become a Werewolf themselves. Unlike Vampires, Werewolves rarely work or travel in groups and are fiercely territorial, especially against their own kind. The first week after a Werewolf's transformation the Werewolf will act on a purely animal instinct, killing any prey it can, regardless of any human ties the Werewolf might have had with those victims.

Lycanthropes tend to be creatures of the night, preferring the cloak of darkness while they hunt in wolf form. Older Lycanthrops begin to learn how to control when they assume Werewolf form. They still prefer night time, though can be perfectly comfortable in daytime and among people and cities. Most Werewolves prefer to fight hand to hand, using their two attacks; first with their claws, then with their powerful bite. Older Werewolves often learn and master one or more weapons in order to fit in with the local human warriors and society.

Werewolves age very slowly, at roughly 1/3 that of their humanoid race. They are immune to poisons and disease. They have extraordinary senses of smell and hearing. Werewolves are very vulnerable to silver, which will inflict tripple damage, just as wood does to a Vampire. Werewolves regenerate 4 Hit Points per turn.

Vampire:

Vampires are a form of undead creature. They are creatures of the night, due to an extreme vulnerability to yellow star sunlight. Any vampire exposed to sunlight will suffer 4D6 (roll each dice

open ended; meaning if you roll a "6", add another 1D6 for each 6 rolled) hit points of damage for each turn of the exposure. Vampires are plagued with of mystical curse of unknown origin. The Vampire curse dictates that a vampire's only form of nourishment be to drink the blood from living creatures.

Strength: 10 **Attack Level:** 4 + W&M
Intelligence: 5 **Defense Level:** By Armor
Health: 10 **Initiative:** 8
Dexterity: 5 **Dodging:** 3
Awareness: 7 **Hit Points:** 50 +6D6
Beauty: 1D6 **# of Attacks:** 1
Charm: 1D6+2 **Luck:** 0
EXP Value: 2,200/88 **Spell Points:** 10-60

Vampires are soulless creatures; the curse meant to force vampires to spend eternity hunting prey for blood, loosing any semblence of humanity over time. Vampires do not age, nor can they be killed by disease. Vampires also may not be killed from simple hit point lose. This part of the curse condemns them to feel the full impact of physical pain and torture. Vampires will regenerate 2 hit points per turn and all minor wounds, though the lose of full limbs generally won't be replaced. A vampire may only be destroyed by decapitation, a wooden stake through the heart or by prolonged exposure to sunlight. Vampires do fall unconscious when their hit points reach zero. Vampires must feed once every few days or they begin to weaken, eventually suffering great pain and face withering skin and muscles. No amount of blood stavation can actually kill a vampire, but it can leave them

completely crippled and unable to move. A vampire may turn any other living creature into a vampire by drinking their blood, but not to the point of killing the creature. Newly created vampires tend to have very strong bonds to their sire.

Vampires may not enter a household of any person without that person's permission. They cast no reflection in mirrors, water, etc. Also a Vampire may turn into a mist for up to 1 hour, travelling on the air, though may not carry any items with him as a mist. Actual damage (Not Att LV) delt to a Vampire by wooden weapons is trippled, due to a vampire weakness to wood. Vampires are very dangerous largely due to the fact that they don't age. They tend to live for very long periods, the average being a couple hundred years or greater. This allows them to gather a lot of experience, gaing weapon masteries, hit points, spells and spell points, etc, like any long lived successful adventurer.

Well, that's it. This is the complete introductory **Worlds of Heroes & Tyrants** epic adventure game rules.

Want more?

Check out the **Worlds of Heroes & Tyrants Deluxe** line of game and sourcebooks. You can also check out information on the **World of Chaos Fantasy Adventure Setting**, and **Worlds of Heroes & Tyrants** fiction.

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For questions, contact: sales@guildofblades.com
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Grunt 3rd Edition

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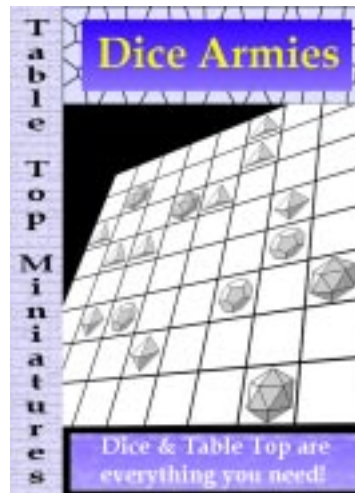
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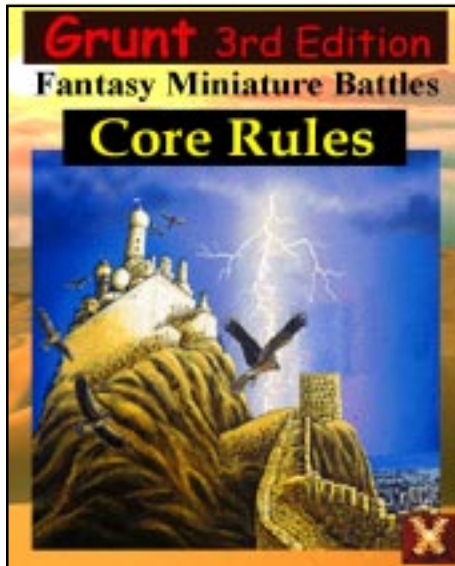
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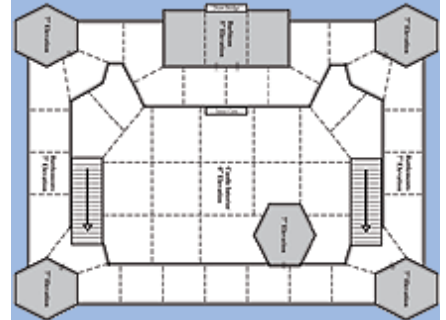
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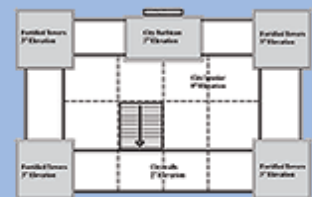
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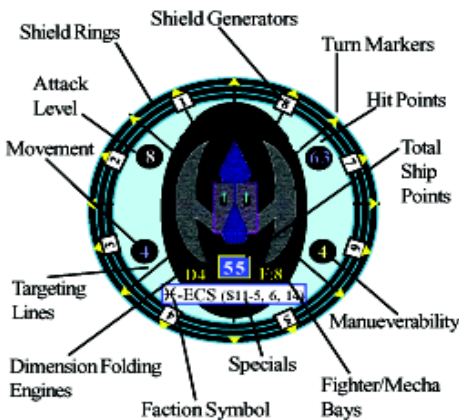
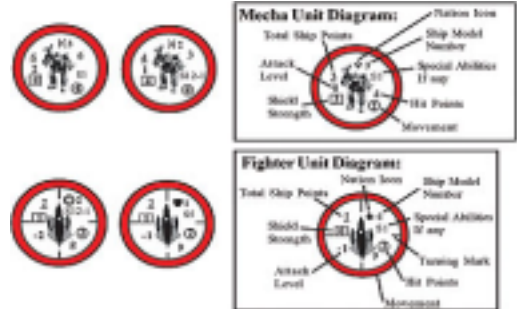
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