

Glossary and conventions

St – Affects damage and sets hp
Dx – Skills that require dexterity
Iq – Skills that require intelligence
Ht – Affects resistance to poison and unconsciousness

d6 means one die, 3d6 means 3 dice

Rounding – If you divide something and end up with a fraction, always round up.

Critical success and failure – a 3 on 3d6 is a success and an 18 is a failure regardless of the target roll.

Tasks and skills

To perform a task or skill roll 3d6. On a roll no greater than the target roll then you succeed otherwise you fail.

The target roll is always based on one of the following skills. Start with your **Dx** or **Iq** and then add your skill level * 2. If you have nothing in that skill then it's -6.

Nobby (Dx 10) tries to steal a coin from the petty cash. He uses slight of hand (level 3) so he needs to roll

under 17 to get away with it.

Armor user Dx – Special see Combat **Unarmed fighting Dx** – Combat skill - Punch, kick, bite
Slashing weapon Dx – Combat skill – Swords, axes etc **Blunt weapon Dx** – Combat skill – Staff Club etc **Aprasil Iq** – What's something worth **Crossbow Dx** – Ranged combat skill **Bow Dx** – Ranged combat skill **Shield Dx** – Special see Combat **Acrobatics Dx** Ability to run, jump, swim and climb **Stealth Iq** – Move silently, hide etc **Perception Iq** – Passively notice things **Investigation Iq** – Actively look for things **Slight of hand Dx** – Steal, fine detailed work **First aid Iq** – Help with injuries **Haggle Iq** – Talk to shop keepers **Faith Iq** – Talk to priests/deities **Persuade Iq** – Convince others **Tracking Iq** – Hunt people/animals

Advancement

If the GM Awards advancement points they can be spent in this way: For each point you may Raise **St**, **Dx**, **Iq** or **Ht** by 1 or raise the level of any skill by 1

Combat

Per round take 1 action:

Move – Run from range to melee or melee to range or from range to fleeing

Defend – You take a defensive stance, your opponent must take your full Dx instead of half if hitting in melee and you gain half your Dx in defence against range.

Melee Attack – You attempt to hit with a melee skill and appropriate weapon. Work out your skill roll as normal but subtract half of your enemies **Dx** For example, *Angua (Dx 10) Bites (Unarmed fighting 2) the drunk (Dx 8) 10 + 4 – 4 = 10 Angua rolls a total of 7 on 3d6 so she moves on to the next section to calculate her damage.*

Ranged Attack – You attempt to hit with a ranged skill and appropriate weapon. Don't take the enemies Dx into account. Instead: Unaware -0, in combat -2 Fleeing -6 For example *the assassin (Dx 12) fires her hand crossbow (Crossbow 4) at the fleeing diplomat as his bodyguards are moving up to her 12 + 8 – 6 = 14. Unfortunately, she rolls a triple 6 which is a catastrophic fail, her crossbow jams*

Dealing Damage

Melee – Damage is based on **St** stat Damage is half a dice for (**St** points -6) /2 For example *Detritus (St 16) lands the punch 16 – 6 = 10 / 2 = 5 so rolls 2d6 + half of 1d6*

Ranged – Ranged weapons tell you their damage on their profile (*masterwork crossbow 2d6*)

Armour/Shield

If you are wearing armour and/or wielding a shield then you reduce the incoming damage by 1 for every point in that respective skill. If the armour or shield has a bonus in the item description then it is added. *Vimes is hit by an arrow dealing 5 points of damage. He has 2 in armor user and is wearing chainmail (+1) as such he takes 5 – (2+1) = 2 damage.*

Reacting to damage

If your current **hp** is between your **hp** and 1 : start the round as normal. If you are between 0 and -**hp**: roll against your **Ht** to stay conscious. If you go below -**hp** then you immediately fall unconscious and roll against your **Ht** or die.

Equipment

An AM\$ is 100 pennies, a shilling is 10 pennies.

Armour

Leather Armour (0) – 1 AM\$

Chain Mail (+1) – 3 AM\$

Plate Armour (+2) – 10 AM\$

Round shield (0) – 1 AM\$

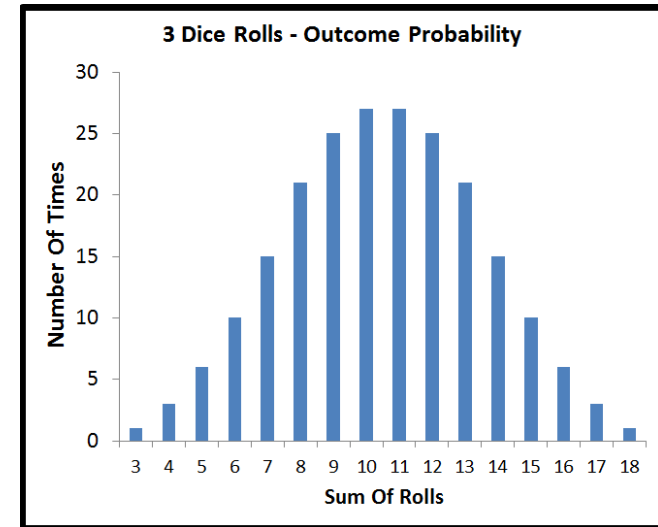
Wankel sheild (+1) – 3 AM\$

Tower shield (+2) – 10 AM\$

Weapons

When buying a melee weapon it is up to the player what they would like it to be (i.e. a sword, axe, mace, hammer)

Slashing weapon (0)	5 AM\$
blunt weapon (0)	5 AM\$
Masterwork Slashing weapon (+1)	10 AM\$
Masterwork Blunt weapon (+1)	10 AM\$
Enchanted Slashing weapon (+2)	20 AM\$
Enchanted Blunt weapon (+2)	20 AM\$
Hand Crossbow (1D6 /2)	5 AM\$
Masterwork Hand Crossbow (1D6)	15 AM\$
Bow (2 handed) (1D6)	3 AM\$
Masterwork Bow (2 handed) (2D6)	7 AM\$
Crossbow (2 handed) (1D6)	5 AM\$
Masterwork Crossbow (2 handed) (2D6)	15 AM\$



Items

First aid kit	Adds 1 to First aid skill	1 AM\$
Holy symbol	Adds 1 to Faith skill	1 AM\$
Lock Picks	Adds 1 to Slight of hand skill	1 AM\$
Caltropes	A bag of caltrops	3 shillings
Smoke bomb		3 shillings
Rope	40ft hemp rope	1 shilling
Latern		2 Shillings
Ababcus	Adds 1 to Aprasil skill	1 AM\$
Musical Instrument		5 shillings
Tinderbox		1 Shilling
Clothes (common)		5 Shillings

Building your character

When setting up your character you have 2 choices, you may either build a character from scratch or pick a pre generated one and just assign them a name. In either case the story will begin with the players being assigned as new watchmen.

Building a character

Every character starts with 10 points in **St**, **Dx**, **Iq** and **Ht** (equivalent to an average human) and has 5 advancement points. You can also gain back advancement points by reducing these primary stats and gaining the advancement points that you would have had to spend in order to raise them that amount. However, you are not allowed to lower an attribute to below 8 or above 16. The watch has SOME standards!

Example characters

Christine	Rocksmacker	Hilda	Alabastro	Duncan	Mathew	Samson	Vincent	Greta
St 10 Dx 10 Iq 10 Ht 10 Perception 1 Bow 2 Armour user 1 Tracking 1	St 12 Dx 9 Iq 9 Ht 12 Unarmed fighting2 Haggle 1	St 10 Dx 10 Iq 12 Ht 10 Investigating 2 Tracking 1	St 16 Dx 8 Iq 8 Ht 12 Blunt weapon 1	St 10 Dx 10 Iq 10 Ht 10 Slight of hand 1 Aprasil 1 Stealth 2 Acrobatics 1	St 10 Dx 10 Iq 14 Ht 8 First aid 2 Faith 1	St 13 Dx 10 Iq 8 Ht 11 Crossbow 3	St 15 Dx 9 Iq 9 Ht 10 Aprasil 2	St 8 Dx 13 Iq 12 Ht 8 Shield 1 Persuade 1
Christine is a human huntress who has skills that would help her a lot in the wild.	Rocksmaker is a beer swilling bar brawling dwarf. His high Ht means he could drink a lot before passing out.	Hilda is a werewolf who has fantastic investigation skills due to her keen senses.	Alabastro is a troll who doesn't really have many skills other than smashing things. Hard.	Duncan is an ex member of the theives guild used to climbing	Mathew is bound by his faith to be a chaplain for Offler the crocodile God.	Samson is a human with high strength and size. He's well adverse with a crossbow from hunting rats.	Vincent could have been a barbarian with a keen eye for treasure and strength that gives him a high amount of Hp	Greta is an ex merchant, although she's not very strong she keeps herself alive with her wits and sheild use

Equipmentwise you start with a weapon of your choice worth no more than 5 AM\$, standard issue leather armour, city watch permit and a notebook. You also have 1 AM\$ and 5 shillings. You may purchase anything you like from the shop before the adventure starts. Good luck!