

# The Fantasy Trip Rules Summary

## ARMOR AND SHIELDS

	AD	DX Adj	Cost	Enc	MA	Notes
Cloth Armor	1	-1	\$50	7	10	
Leather Armor	2	-2	\$100	8	8	
Chainmail	3	-3	\$200	15	6	
Half-plate	4	-4	\$300	20	6	
Plate Armor	5	-6	\$500	25	6	
Pack on Back	1	-1				Stops 1 hit from rear only
Small Shield	1	0	\$30	5	-	
Spike Shield	1	0	\$40	6	-	As weapon, 1d-2. adjDX -4
Large Shield	2	-1	\$50	10	-	
Tower Shield	3	-2	\$70	15	-	
Main-Gauche	1	--	\$20	.3	-	See Weapon Description

## WEAPONS

SWORDS/KNIVES	Damage	ST	Cost	Enc	Notes
Dagger*	1d-1	--	\$10	i	Can be used in HTH
Main-Gauche	1d-1	--	\$20	i	Can be used to defend
Rapier	1d	9	\$40	1	
Saber	2d-2	10	\$50	1	
Shortsword	2d-1	11	\$60	1	
Broadsword	2d	12	\$80	1	
Bastard Sword (1H)	2d+1	13	\$100	2	
Bastard Sword (2H) <sup>†</sup>	3d-2	13	\$100	2	
2-Handed Sword <sup>†</sup>	3d-1	14	\$120	3	
Great Sword <sup>†</sup>	3d+1	16	\$150	3	

### AXES/HAMMERS/MACES

Club*	1d-2	--	\$10	i	Can be used in HTH, 2-hand Dmg 1d
Hatchet*	1d	9	\$15	i	
Hammer*	1d+1	10	\$25	1	
Mace*	2d-1	11	\$40	1	
Small Ax*	1d+2	11	\$30	1	
Military Pick	2d	12	\$60	2	
Morningstar	2d+1	13	\$100	2	
Great Hammer <sup>†</sup>	2d+2	14	\$110	2	
Battle Axe <sup>†</sup>	3d	15	\$130	3	

### MISSILE WEAPONS

Thrown Rock	1d-4	--	--	i	
Sling	1d-2	--	\$7	i	
Short Bow <sup>†</sup>	1d-1	9	\$20	2	2 shots/round, if adj DX = 15+.
Horse Bow <sup>†</sup>	1d	10	\$30	2	2 shots/round, if adj DX = 16+.
Longbow <sup>†</sup>	1d+2	11	\$40	2	2 shots/round, if adj DX = 18+.
Light Crossbow <sup>†</sup>	2d	12	\$50	2	Fires 1/2, or 1/1 if adj DX= 14+.
Heavy Crossbow <sup>†</sup>	3d	15	\$60	5	Fires 1/3, or 1/2 if adj DX = 16+.

### POLE WEAPONS

Javelin*	1d-1	9	\$20	1	Too short for 2-space jab.
Spear*	1d	11	\$40	2	2-2.5 meters
Halberd <sup>†</sup>	2d	13	\$70	2	2-2.5 meters
Trident*	1d	10	\$30	2	Too short for a 2-space jab.
Pike Axe <sup>†</sup>	2d+2	15	\$100	3	5 meters. Normally used grounded

### SPECIALTY WEAPONS

Quarterstaff <sup>†</sup>	1d+2	11	\$10	1	
Net*	1d-3	10	\$20	1	
Cestus	1d-1	--	\$15	i	
Whip	1d-1	8	\$25	1	
Boomerang*	2d	11	\$15	1	
Nunchuks	1d+1	8	\$30	1	
Torch	1d-2		\$1	i	See FIRE in Special Attacks
Molotail*	V	--	\$20	i	See FIRE in Special Attacks
Bola*	-	9	\$15	i	See Weapon Description
Sha-ken*	1-2	--	\$3	i	See Weapon Description

\*This weapon may be thrown. <sup>†</sup>This is a two-handed weapon.

## EQUIPMENT

Most of the equipment listed below is self-explanatory. Items which require elaboration include:

**LABYRINTH KIT.** This is what every adventurer should carry with him — a small pouch of standard gear, including 10 meters of rope, a hooked grapnel, a collapsible 2-meter pole, flint and steel, a hammer, and five spikes for scaling walls or closing doors.

**PHYSICKER'S KIT.** Necessary for a Physicker, and useful for a Master Physicker, when wounds are to be healed.

Item	Cost	Enc
Labyrinth kit	\$30	2
Physicker's chest	\$50	2
Belt pouch	\$ 5	i
Torch	\$ 1	i
50' rope	\$20	1
10-m rope ladder	\$50	2
Collapsible 10' pole	\$10	1
Crowbar	\$10	1
Miner's pick	\$50	2
Saddle and bridle	\$50	3
Cart	\$150	100
Backpack	\$20	1
Rations/ 1 week	\$ 5	1
Wine, average	\$ 2	1
Water-skin - 1 liter	\$ 5	i
200 coins or large gems	V	1
Scroll (or similar object)	V	i
Book (or similar object)	V	i
Wizard's grimoire	\$50	1
Wizard's chest	\$2,500	5
Clothing: upper-class	\$200	i
middle-class	\$50	i
lower-class	\$10	i
Lantern	\$20	i
Arrows (20)	\$20	1
Quarrels (20)	\$20	1
Sling Pellets (20)	\$2	i
Cranequin	\$30	i
Healing Potion (4ST)	\$960	1
Blur potion	\$1120	1
ST Battery (1 point)	\$450	i
ST Battery (5 point)	\$4,500	i
Weapon Enchant +1	\$1300	i
Fireball rod (1 ST)	\$1920	i

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## CHARACTER ATTRIBUTES

**STRENGTH (ST)** reflects a figure's physical prowess and resilience. It governs:

- How many hits a character can take. When ST reaches 0 a figure falls unconscious; when ST goes below 0, it may die (see Damage and Death).
- How many Spells a wizard can cast. Each Spell has a ST cost. This is the number of ST points a wizard expends casting the Spell. This is Stamina loss to the wizard, rather than an injury, but it is treated just as though the wizard had taken hits, and marked against his ST.
- How much Encumbrance a figure can bear, and how heavy a weapon it may use.
- How resistant to poison the figure is, how easily it can resist being knocked down, grabbed, or otherwise physically mistreated
- How much damage you can cause in combat. While weapon damage remains static, ST modifies the damage.

**DEXTERITY (DX)** is a figure's fleetness of foot and overall athletic ability. It governs:

- The order in which figures act each round after movement.
- How likely a figure is to successfully cast a Spell, hit an enemy with a physical attack, etc.

- How likely a figure is to avoid falling and other dangers.

Certain Talents require a minimum DX before they can be learned. Dexterity can be adjusted by a number of circumstances like wounds, heavy armor, and the environment.

**INTELLIGENCE (IQ)** is a reflection of a figure's mental capabilities. IQ determines:

- How many Spells and Talents a figure can know, and how complex these are. The number of Spells a wizard can know is limited by his IQ, as is the list of Spells they have to choose from. Similarly, a hero must assign a certain number of IQ points to gain each of his Talents, and cannot learn any Talents requiring a higher IQ than they have.
- How likely it is that a figure will notice something (whether he is looking for it or not), and how likely it is that he will recognize something he sees.
- Resistance to Illusions and Control Spells.

### SECONDARY ATTRIBUTES

**MOVEMENT (MA)** is DX divided by two. MA determines how many five-foot spaces a figure can move in a single round. Heavy equipment and armor may lower your MA.

**ARMOR DEFENSE (AD)** is a reflection of your defensive abilities to shrug of potential damage. Armor, shields, the tough scales of reptile men and the Toughness talent can all add to your AD.

**MANA (M)** is magical strength stored in a wizard's staff. It can be used to cast spells as if it was fatigue. A point of stored Mana can be replaced by spending 5ST in fatigue or by a half-day of contemplation

### ST DAMAGE

ST	HTH Dmg
ST8 or less	1d-4
ST9 or 10	1d-3
ST11 or 12	1d-2
ST13 or 14	1d-1
ST15 to 16	1d
ST17 to 20	1d+1
ST21 to 24	1d+2
ST25 to 30	1d+3
ST31 to 40	2d
ST41 to 50	2d+1
ST50+	2d+1

## Common DX Adjustments

### Attacker's Status

Striking from behind (melee/thrown)	+4
Striking from side (melee/thrown)	+2
Pole weapon set vs charge	+2
Attacking upward	-2
Attacking downward	+2
2nd attack w/o 2-Weapon Talent	-6
2nd attack with 2-Weapon Talent	-4
Striking with a single cestus	-2
Striking with 2 cestus	-4
Using main-gauche defensively	-1
Dazzled by spell	-3
Took 5 or more hits since last action	-2
Bound by rope spell	-2
Aiming/Waiting for opening	+1
Two space jab (pole arm)	-2
In Shadow space	-6
In Fire space	-2
In water over knees	-6

### Attacker's Environment

In Shadow space	-6
In Fire space	-2
In water over knees	-6

### Armor

See armor chart (opposite)

### Target's Environment

In Shadow space	-4
Each additional attacker	+1
Invisible	-6
Blurred	-4
Large (per space)	+1

### Target's Status

Water over knees	1/2MA
Water up to ankle deep	-2MA
Water over knees	1/2MA
Water from knees to neck	2MA (total)
Pick up dropped weapon	3MA
Swim (3/ST w/o Talent)	2MA
Throwing range (per space)	-1
Missile range (per 3 megahexes)	-1
Attacker half hidden	-2
Target half hidden or prone	-4
Target showing only head/shoulders	-6
Crossbow on support	+2
Crossbow prone	+1

### Ranged Attacks

Share hex with body	-2DX
Water over knees	1/2MA
Water from knees to neck	2MA (total)
Pick up dropped weapon	3MA
Swim (3/ST w/o Talent)	2MA

### Movement Modifiers

Crawling	2MA
Stand from prone	3MA
Jump over body or hex	3MA
Jump 2 hexes 5/ST+DX	4MA
Jump 3 hexes 8/ST+DX	5MA
Share hex with body	-2DX
Water over knees	1/2MA
Water up to ankle deep	-2MA
Water over knees	1/2MA
Water from knees to neck	2MA (total)
Pick up dropped weapon	3MA
Swim (3/ST w/o Talent)	2MA

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## ROUND SEQUENCE

### 1) ROLL FOR INITIATIVE

The GM and one of the player rolls a die. The winner may choose either to move their figure(s) first that round. Certain factors, such as surprise and the Tactics talent, give an advantage to securing initiative.

### 2) RENEW SPELLS

Each caster who wants to renew one or more continuing spells must now subtract from his SA to power those spells. All spells that are renewed will last until the end of the round, or until the wizard dies or loses consciousness. All continuable spells that are NOT renewed end immediately, before movement.

NOTE: some spells are not renewable, but last a stated number of rounds after casting. The round such a spell is CAST is always counted as the first round.

### 3) MOVEMENT

The first side to move chooses ONE option for each figure, and executes the MOVEMENT ACTION (if any) of that option for each figure. The other side then chooses options and moves all their figures.

### 4) ACTIONS

All attacks, spell-castings, etc., are carried out. Figures act in the order of their adjDX, highest first; ties are resolved by die roll.

NOTE: many times a figure's DX will change during the course of a round, due to spells or wounds. After the figure with the highest DX acts, the figure which goes next is the one with the highest adjDX AT THAT MOMENT.

Damage (whether physical or by spell) is reduced by the target's Armor Defense (AD) before being applied to ST. Figures that take 5 or more hits since their last action have an AdjDX of -2

If any figure is killed or knocked down BEFORE its turn to act comes, it does not get to act that round.

### Combat Order Of Resolution

- Pole weapon attacks against charges.
- All normal combat actions.
- Additional missile fire (ROF>1).

### 5) FORCE RETREATS

Any figure which inflicted hits on an enemy with a PHYSICAL attack and took no hits itself that round (from any source) may push that enemy one space to any vacant space and EITHER advance into the space vacated by the enemy OR stand still (thus possibly becoming disengaged).

### 6) POST-TURN DAMAGE

From things like Shock Shield.

## ACTIONS

### ENGAGED or DISENGAGED

Facing determines which figures are ENGAGED. A one-space figure is engaged an armed enemy is in one of its front spaces. If a figure is directly behind a foe, the front figure is engaged, but the rear one is not.



Figures may only attack front-facing spaces.

Attacks from side spaces are made at +2adjDX.

Attacks from rear spaces are made at +4adjDX.

Crawling or prone figures consider ALL of their adjacent hexes as rear hexes.

An ENGAGED figure can only move one space, unless they choose to disengage. .

A DISENGAGED figure can move up to their full MA per round. Or, they can move up to half their MA, and still take an action in a round. In addition, they can make a number of movement actions:

### ACTIONS FOR DISENGAGED FIGURES

A figure which is not engaged with an enemy when its turn comes to move may perform any one of the following options:

**MOVE** up to its full MA.

**CHARGE ATTACK.** Move up to half its MA and attack with any weapon except a missile weapon, or HTH. (A figure can never attack if it moved more than half its MA.)

**DODGE.** Move up to half its MA while dodging (see p. 117).

**DROP.** Move up to half its MA and drop to a prone or kneeling position.

**READY NEW WEAPON.** Move up to 2 hexes, re-sling (not drop) its ready weapon and/or shield, and ready a new weapon and/or shield, or pick up and ready a dropped weapon and/or shield in the hex where movement ends or an adjacent hex.

**MISSILE WEAPON ATTACK.** Move up to 1 hex and/or drop to prone/kneeling position and/or fire a missile weapon.

**STAND UP.** Rise from prone, kneeling, or knocked down position at the end of the combat phase, or crawl 2 hexes; take no other action. A figure must take a turn to stand up before attacking, running, etc.

**CAST SPELL.** Move one hex or stand still, and attempt any spell.

**DISBELIEVE.** Move one hex or stand still, taking no other action, and attempt to disbelieve one figure.

### OPTIONS FOR ENGAGED FIGURES

A figure which is engaged with an enemy when its turn comes to move may perform any one of the following options:

**SHIFT AND ATTACK.** Shift one hex (or stand still) and attack with any non-missile weapon.

**SHIFT AND DEFEND.** Shift one hex (or stand still) and defend (see p. 117).

**ONE-LAST-SHOT MISSILE ATTACK.** If the figure had a missile weapon ready before it was engaged, it may get off one last shot.

**CHANGE WEAPONS.** Shift one hex (or stand still) and drop ready weapon (if any), and ready a new non-missile weapon. (An engaged figure cannot ready or reload a missile weapon.)

**DISENGAGE.** Shift one hex away from enemy in movement phase, and move another hex during actions.

**ATTEMPT HAND-TO-HAND ATTACK.** During the movement phase, the figure stands still or shifts; when its turn to attack comes, it moves onto the hex of any adjacent enemy, and attempts to hit with bare hands or (if it was ready) its dagger.

**STAND UP.** Same as for disengaged figures.

**PICK UP DROPPED WEAPON.** "Bend over" (without moving), drop your ready weapon and/or shield (if any), and pick up and ready a dropped weapon in your hex or an adjacent hex.

**CAST SPELL.** Shift one hex or stand still, and attempt any spell.

**DISBELIEVE.** Same as (i) above.

### OPTIONS FOR FIGURES IN HTH COMBAT

**HTH ATTACK.** Attempt to hit an opponent in the same hex with bare hands or, if dagger is ready, with the dagger.

**ATTEMPT TO DRAW DAGGER.** Roll 3/DX to succeed.

**ATTEMPT TO DISENGAGE.** Disengaging while in HTH combat is not automatic; figure must succeed 4/DX test to stand in an adjacent free hex

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## ROLLING TO HIT

Roll	Result
3	All weapons automatic hit: 3X damage Missile Spells: 3X damage Thrown, Creation Spells: automatic hit and 3X effect
4	Same as for 3 above, but 2X damage or effect,
5	Automatic hit
6-15	If less than or equal DX, then hit
16	All weapons: automatic miss Missile Spells: target missed, Spell continues in line Thrown, Creation, Special Spells: 1 ST, no effect
17	Unarmed/natural attacks: miss, 1d damage to self All weapons: miss, drop weapon Missile Spells: full ST and Spell fails Thrown, Creation Spells: 1 ST, no effect
18	Unarmed/natural attacks: miss, 1d damage to self All weapon: miss, weapon breaks Missile Spells: Full ST cost, no effect, and caster falls prone

## ROLLING TO MISS

Roll	Result
3	Automatic miss
4-13	If less than your DX, you missed. If equal to your DX, you missed. If more than your DX, full damage if figure is a friend.
14	Automatic hit
15	Hit and 2X damage
16	Hit and 2X damage
17	Hit and 3x damage
18	Hit and 3x damage

## NPC REACTIONS

Roll	Kind of Reaction
1	Hostile
2	Unfriendly
3	Neutral
4	Neutral
5	Friendly
6	Very Friendly

Note: Modifier may never be more than 3.

## TIME REQUIRED (ACTIONS)

Rounds	Action
6	Search for hidden trap, door, etc
12	Attempt to remove trap
1	Spring a trap
1	Ready, light, and throw molotail (torch must be ready)
2	Remove backpack
6	Get item out of backpack (not currently on your back)
6	Light a torch
1	Kill a helpless figure
1	Ask a question or say something

Note: 12 rounds equals 1 minute

## COMMON CHECKS

Activity	Roll	Talent
Spot Ambush	3d/IQ 3d/IQ 2d/IQ	Naturalist Alertness Both
Climb Walls	4d/DX +2adjDX	Climbing
Climb Rope	2d/DX +2adjDX	Climbing
Force Door		
Crowbar	3d/ST	
Kick	5d/ST	
Locked	+1d	
Notice		
Contact Poison	5d/IQ	
Food Poison	3d/IQ +1adjIQ +1adjIQ +2adjIQ	Alertness Detect Traps Both
Trap	3d/IQ +1adjIQ +1adjIQ +2adjIQ	Alertness Detect Traps Both
Hidden Figure	4d/IQ	Acute Hearing
Invisible Figure	4d/IQ	Acute Hearing
Pick Pocket	5d/DX 3d/DX +1adjDX	Thief w/Distracton
Recognize Spell	5d/IQ -1adjIQ	Spell IQ above reader's
Run		
Broken ground	3d/DX-2	
Darkness	3d/DX	
Both	4d/DX	
Slippery Floor	3d/DX	
Moving	4d/DX	

## CASTING SPELLS BY TYPE

**Missile Spells (M)** adjDX -1 for every two megahexes between caster and target. If spell misses, it continues in straight line until its stopped, hits something or travels spaces equal to caster's base SA.

**Note:** Figures between caster and target require Rolls to Miss.

**Thrown Spells (T)** adjDX-1 for each space between caster and target. For multi-space spells, use center of area for distance.

**Creation Spells (T)** No adjDX for distance. If roll fails, nothing appears and caster loses 1 ST.

**Special Spells (S)** Any rules on range or adjDX are listed in spell description.

## PRECISE ATTACKS

**THROWN** An "accurate" throw may be attempted with a single dagger, a single throwing star, or a whip strike, as follows:

Area	DXadj	Effect
HEAD	-6	No AD, 2X damage
BODY	-	All "normal" attacks
HAND	-6	Normal damage and target drops item in hand, no shield defense or armor lighter than chain.

## OTHER ATTACKS

Area	DXadj	Effect
HEAD	-6	More than 2 hits, knocks target out
BODY	-	All "normal" attacks
WEAPON HAND	-4	3+ hits drops weapon, 6-7 loses use of hand until treated, 8+ disables hand,
SHIELD ARM	-6	3+ hits loses use of shield 6-7 loses use of arm until healed and -2adjDX from shield bulk until dropped, 8+ disables arm.
LEG	-4	3+ hits, drop to a kneeling position for at least two rounds. 5+, lose use of leg. MA 0 in combat and MA 3 with a crutch until treated.
WING	-4	4+ hits, target loses flying ability for the 3 combat, 8+, the wing is useless until treated.