



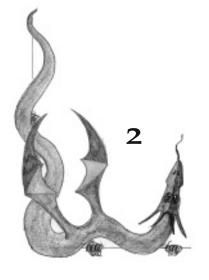
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Dark Dungeon 2nd Edition - Free Starter Kit Sample © 2013 Jaap de Goede, Sangreal Games, Netherlands



You are holding the free sample of the Dark Dungeon Fantasy Role Playing Game Starter Kit.

This is not a complete game, but it does contain all you need to build a hero. All except your imagination.

If you want to play your hero, you need someone who knows or owns the Dark Dungeon game. Also, you'll want one or more ten-sided dice. Ten-sided dice may seem a bit odd, but you can buy them in most hobby stores. Paper and pen also come in handy.

Dark Dungeon is not a game of winning and losing, but just one of having fun together. Together you dream up stories of epic heroes, mysterious creatures, and dastardly villains. It's a game of make believe.

You can purchase the full Starter Kit at DriveThruRPG.com, at Lulu.com, and at Bol.com - or perhaps even at your local hobby store.





An Introduction to Role Playing

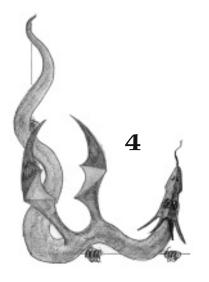
Blade and Greystar shuffled around the corner of the ledge. They were now more than fifty meters high, on the accursed Nostrodomus Cathedral, hunting for John Ryder, the evil high priest of the Y-Rune sect. Perhaps the most dangerous man alive. Or actually, he was already dead. But that had never stopped him from returning to wreak havoc. He was

And he could be around every corner.

back in town, ready to plunge another six hundred and sixty six

Including this one.

souls into hell.



Fantasy Role Playing is a hobby that evolved in the 1970s in the USA, and quickly spread around the world. There are different kinds of role playing, but all have their roots in wargaming, improvisational theatre, and - believe it or not - psychotherapy.

Unlike other games, Fantasy Role Playing is not really about winning or losing. Instead it is about cooperatively telling a heroic story. It is about weaving a

h uman drama or comedy in your imagination together, and about experiencing the fun, fear, and excitement of your own personal hero. Games can last a few hours, or for days on end, and some play their favorite heroes for many years. Some players even like to dress up and run around in the forest at night, waving swords at each other. Usually however, players just sit around a table picturing the action using only their imaginations.

So What is Role Playing Like?

To understand what a game is like, try to imagine a group of three to six people sitting in a quiet living room, weaving a story together. One of them is the Storyteller or Game Master, who thinks up the boundaries of the world, tells what happens to the heroes, and plays the adversaries and supporting cast. He or she describes the basics of the story as it unfolds.

The other people are players, each acting out a specific role or Character, heroes as it were - and they choose what their hero wants to do, and say what their hero says.

Cowboys and Indians with a Referee

To make decisions about fights (who wins or not), or about whether the heroes succeed in specific tasks, the players sometimes roll dice. The higher the outcome, the more likely is the succes. How much must be rolled, and what specific heroes are capable of is laid down by the Rules of the Game System used, and the judgement of the Game Master. Remember playing cowboys and indians when you were a kid? This is very much like it, except that you now have rules to avoid the conflict of 'Bang, you're dead!' and 'No I'm not! You missed!'

The Dark Dungeon 2nd Edition game is designed to play fast and easy, and feel both realistic and heroic. Also, it's fairly easy to learn. You can make a new character in ten minutes even if you know little about Role Playing Games (RPGs). We think this is one of the very best RPG systems around, having playtested it for several thousand games. If you want to test our assertions, just try this version of the rules. If you like them, don't hesitate to spread the word!

Game Master:

Okay, let's begin. You are in the city of Heartbay, a small town in Dominio. Dominio is a little like Renaissance Italy. Heartbay is a pirate harbour somewhere in the north. Albert your hero, Blade, just arrived in the Black Seagull Inn, looking for a place to sleep. You see your old friend Cyrion sitting in the corner.

Rinze:

That's me. I'm Cyrion, the knight. I have black chain mail armour, and I'm drinking a beer. (Rinze waves at Albert) Hey! Blade, old friend! Long time no see pal!

Albert:

Hey Cyrion! What brings you here, in this hell hole?

Rinze:

Looking for trouble. What else?

Game Master:

Actually, Cyrion is not alone. He is here together drinking with a redhaired lady. That's you Tiny.

Tiny:

I'm playing the redhead. She's quite pretty, wearing leather armour. There is a huge mace standing next to her chair. (Shakes hands with Albert) I'm Rafaella. Cyrion helped me with a little trouble on the road, now we travel together.

Albert:

Blade smiles and kisses your hand. Blade is actually quite handsome. Much more handsome than Cyrion. Rinze: Hey! Watch it.

Tiny:

Can I offer you guys another drink?

Game Master:

As you wave at the Innkeeper, you suddenly hear shouting outside. The door bursts open and a girl comes in, rolling over the floor. She gets up on her feet and runs to your table, shouting: "Help me! They're trying to kill me!"

Tiny: I get my mace.

Albert:

Whoa. Is she pretty?

Game Master:

Yes she is pretty, but also pretty young. About ten or eleven you think. The door bursts open again, and three ugly looking men come in. As they see the girl, the first one draws his sword.

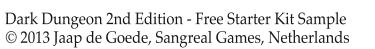
Rinze:

Looks like this is gonna be a fight. I step in front of the girl.

Game Master:

5

The first guy says: "Nobody interferes with Thargan. You better hand her over. She's insane anyway." His two companions also get their swords. The other guests now hide behind their tables.





A Small Dictionary of Cerms

LARP

or Live Action Role Playing

These are games in which players actually dress up as their heroes, go into the forest with as many fellow gamers as possible, and bash each other with Styrofoam weapons. Dark Dungeon could be played as a LARP, but it was not written for it. Dark Dungeon typically is played in your living room or at the kitchen table, without much dressing up. You just imagine what happens, collectively.

Game Master or 6M

The storyteller and referee for a role playing game. He or she shapes the world and the adventure, and plays all the characters and creatures that are not played by the other players. You can compare a Game Master with a film director or a story writer on a small scale.

Players

The other players each play the role of one single important character in the story. They build this role by themselves, and improvise how their hero reacts and acts as the story unfolds. In this respect, players are star actors on a small scale.

Character or Bero

The persona or role a player plays in the game. This could be a wizard, a knight, a princess, or anyone or anything else in the game world.

Character Sheet

A piece of paper on which you write down the character's abilities, skills, name, description, and possessions. Sometimes you may also record a capsule history of the character on the sheet.

Session

A game session. Typically one session lasts between two and eight hours. Usually, there are one to six players involved, and one Game Master.

Adventure

A complete story with a start and finish. An adventure usually takes one to four sessions, but may take more.

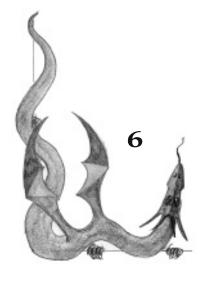
Campaign

Several connected adventures, much like a miniseries. A campaign may last just a few sessions, or many realtime years.

Role playing, like most hobbies, has its own jargon. If you're new you'll find a few terms you may not understand at first. So here's a short list to bluff your way into your first game.

Fantasy Role Playing

A type of game where the players take on the roles of heroes in a fantasy tale. Together they then spin a tale by telling what they do, and imagining what happens in their story. These tales might be in the style of Lord of the Rings, Conan the Barbarian, or any fantasy book or movie you can think of. Games are typically cooperative, and usually not sexual in content - even if that's what you might think when hearing the term.



Game World

The imaginary world in which the adventures of the players' characters take place. The original fantasy world of Dark Dungeon is called Yaddrin. Yaddrin is a medieval Earth where magick is real and dragons and other monsters exist. Yaddrin is only an example, though. Imaginary worlds may take any form. They may be set in a Science Fiction future, a historic or fantastic past, or an alternative version of today's reality with paranormal and occult influences.

Game Cime vs. Real Cime

Game time is the time the characters experience in the game world, real time is the time the players are actually playing. These times do relate, but are not necessarily the same. The players may skip a two week journey of their characters by describing it in a single sentence.

Game Rules or Game System

A set of rules to describe characters in the game world, and resolve the results of their actions. It is a tool to help the Game Master and the players spin their stories and adventures.

Dark Dungeon 2nd Edition is such a set of rules, especially written to be both realistic and quick and easy to use.

10-sided Dice or d10

The Dark Dungeon Game uses a very particular kind of dice. It doesn't have six sides like the ordinary variety, but it has ten sides! These sides are numbered from 1 to 9, plus a 0, which must be read as 10 (ten!). In the game, it's always good to throw as high as possible, so 7 is better than 3, and 10 is better still. You can buy ten-sided dice in most game stores and toy shops. Often a tensided dice is written down and pronounced as d10.

OSR or Old School

Renaissance

The very first commercially available fantasy role playing game was Dungeons & Dragons. It has gone through many incarnations since the 1970s. Some gamers longing for the feel of D&D and other role playing games before 1985 or so, loosely banded together to form the OSR movement. Many of their pastiches, games, and adventures can be found on the internet. Dark Dungeon 2nd Edition is not a true OSR game, but its rules have not changed substantially since 1993, and most OSR material would be adaptable to this game.

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Miniatures

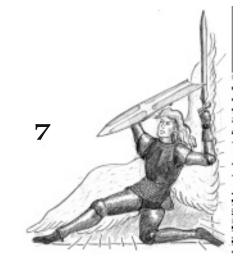
Miniatures are small scale models cast in lead or plastic. They represent heroes, monsters, and sometimes vehicles or terrain to be moved around on a game table. They may be painted and become

Dungeon does not need miniatures, as

most of the game takes place in your imagination.

Dungeon

A Dungeon is an underground setting where an adventure might take place - not necessarily just a prison or castle tower. Older games typically had sprawling dungeon complexes stocked with traps, monsters, and treasures. Although dungeons may appear in Dark Dungeon, as the name implies, they are not an integral part of this game.

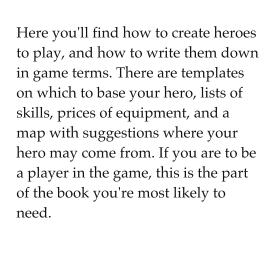




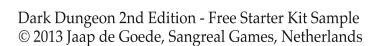


The Making of a Thero

Being a Player in the Game



Jug 11







how to Create a Character

What is the stuff that adventurers are made of? Nobody knows for sure. But Kadzjim was definitely made of it. He was a full-blooded Arab male, six and a half feet tall (which is huge among his folk), with a strong and supple body. He was good at fighting, especially at boxing and at throwing knives, and he was very nimble too. He loved to travel, and his curiosity was second to none. But maybe even more peculiar to him was his excellent sense of smell.

The first thing to do when you want to play a game of Dark Dungeon, is create a Character. The Character is the role you are going to play in the adventure (at least if you are a player, and not the Game Master of this particular game). You can be almost anything you want, as long as it is within the bounds of the game setting, and as long as it is not a too powerful character. You cannot be the very best, all powerful, all knowing super hero as of yet - because the game would not be so much fun then (where's the point in playing, if you already have everything?). Get out a piece of paper and a pen or pencil to jot down what your character is like. You may use a character sheet like the one in the back of the book, but any piece of paper will do.

Choose a Cemplate

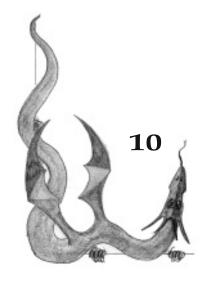
In Dark Dungeon you can basically be any sort of person in a fantasy setting: a knight, a sorceress, a thief, a priest, a wizard's apprentice, a mercenary warrior, a courtesan, a noblewoman, a barbarian clan member, and so on. Usually, characters will be humans, but some may be elves, half-elves, or dwarves too. The first thing to decide is which of these sort of role you'd like to play. You'll find a number of templates from page 16 onward. Once you have decided on one, you can start building up your character and flesh it out.

Distribute Fifty Skill Points

The first next step in creating your character, is deciding on the abilities and skills of the character, and how good he (or she!) will be at them. Both abilities and skills are measured in points, and you have a total of fifty points to distribute among them.

Hbilities

The abilities are Strength (also abbreviated as STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Willpower (WIL), and Appearance (APP).



An average ability in any of these is rated 0 (zero). For every point you want above 0, you have to pay two skill points (that's because abilities are hard to train). An ability of 3 is high, and an ability of 5 is very high. Five is also the highest level of ability you may start with, but in the course of many games you may increase your abilities up to 10, which is an almost superhuman level.

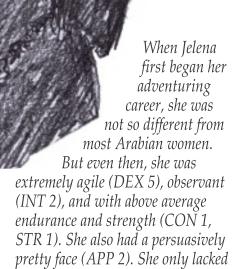
You may also have below average abilities. For every point you go below 0, you gain two skill points that you may use elsewhere. A score of -2 is very low, and -4 is extremely low - the lowest you may have (but you should not go this far). We advise you to use about 20 skill points for your abilities, and leave the rest for your skills.

Skills

Whereas all Characters have all six abilities (even if they only have them at an average 0), not all Characters have the same skills. There are many different skills, ranging from horse riding and swimming, through fighting with certain kinds of weapons, to disciplines of magick. You only have a skill if you invest in it. If you do not have a skill, you cannot use it, unless you are instructed, or the task is very easy.

Skills cost only one point per level, and you start counting at level 1. (Zero level skills can't be bought: you either have a skill, or you don't). Skill 1 is beginner level, 3 is average, 5 is high and very skillful. Five is also the maximum you may start with, but you may raise your skills up to 10 over the course of many games. Skill levels 7 through 10 are truly masterful. Only top professionals have such high scores. There is no limit to how many skills you can buy, except the number of points you can spend. You can choose any skills from those listed in your template, and choose additional ones from the list on pages 28-29.

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a little in courage (WIL -1; making a

total of 20 skill points).

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Shimrod was a typical wizard in his early days. He had high intelligence and a very strong will (INT 3, WIL 4), both essential for learning magick. Of course *he was well lettered (Read & Write 3),* and versed in the Latin language (Latin 3), which was the language of magick. Only because he had all these prerequisites was he able to learn his many magick skills. Skills like turning himself, or anything else, invisible (invisibility 2 - better than a beginner), conjuring up fireballs and flames (evoke and control fire 5 - maximum level to start with), and charming people into doing all sorts of things (charm magick 3 - pretty good at it - totalling 30 pts)

But Shimrod was good at some other things too. He was very dextrous and fast (DEX 4), and wielded a sword like a professional (sword 4). He could sneak like a thief, and knew a lot about healing (stealth and sneaking 3, first aid 3). (Together this is 18 pts making a total of 48). And... Shimrod had a certain charm (the player uses his last two points to give Shimrod an APP of 1). Naturally, Shimrod also knew his native language: Anglian, as any native Briton would (Anglian 5, free skill).



Special Skills and Free Skills

Some special skills are especially hard to master. You'll need a minimum DEX, STR, INT, WIL, and/or minimal writing or language skills before you can buy these skills. You can recognise these skills by the requirements listed behind them in parentheses. To learn Archery with a longbow, you must be strong enough to use it (STR 3), for example.

In addition to the skills a character buys, he or she will also have some very common skills. The character will have level 5 in his or her native language and if desired also level 3 in the common language of the world.

Eguipment and Money

The typical character will have 50 to 100 silvers in spare cash, a knife, clothes, and all the tools of his or her trade. If you use one of the templates on page 5, you will have the equipment listed on the template. If you thought up your own Character's profession yourself, ask your Game Master what you can have, or buy all of your equipment for a maximum total of 25 gold instead. You can find an equipment list on pages 30-31.

Appearance and Personality

Now it is time to name your character. Choose a name you like, a fantasy name. Then decide what your character looks like, your character's background, and his or her personality. These are actually the things that will give your character life - so think them through! You will not have to decide everything at once though, your ideas may grow as you play, and you can fill in many details later

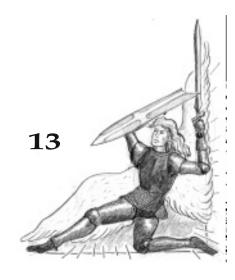
Try to visualize what your character looks like. Is your character tall, short (high STR is often tall), what color of eyes, what kind of build, what sort of hair and hair color, any birthmarks, what type of clothing, which colours? Does he or she look like a movie star you know (high APP)? Can you draw a picture of him or her?

Also think about your character's personality. Is he or she brave (high WIL), or cowardly (low WIL)? Is the character observant (high INT), or a bit slow witted (low INT)? Outgoing or not? Obnoxious (low APP) or a charmer (high APP)? How does he or she react to problems? What does your character want out of life? What does he or she like to do, and who would they befriend, or even fall in love with? You don't have to decide everything yet: maybe you will find out most of what your character is like when you play!

Where You Came From

And then, what is your character's background? First decide from which country you came. If your Game Master uses the Yaddrin fantasy world common for Dark Dungeon, you can find some countries on pages 32-33. Did your hero come from a rich or a poor family? Brothers and sisters? Are the parents still alive? What kind of shaping events happened during childhood? Any important teachers, enemies, promises, lost or unrequited loves? Did you come from the countryside or did you grow up in a city? Were you in a war, or did you experience a natural disaster such as a flood? How old are you now? Most starting heroes will be between fifteen and twenty-five, but you may play an older or younger adventurer too.







Cyrion Raven was a tall, handsome man. Blonde, with piercing blue eyes, and an athletic body (STR 3, APP 2). (In fact, he looked somewhat like a young Rutger Hauer in the movie Ladyhawke.) He wore black chain mail, a crossbow, and a long sword on his side.

Cyrion had several dark secrets. He came from a rich family in the west of Dominio. But he seldom talked about it. That was because his family had done horrible things in his eyes. Especially his mother, the Witch. He had left them at a young age to travel the world. And soon he fell in love with a princess, a beautiful elf, Arwena. He even wanted to marry her. But he was brutally attacked by her father's henchmen just before the marriage, and left in a pit with wolves to die. When he finally recovered, many months later, she had left without a trace. She was embittered, they said, and might have killed herself. Her father had become such a wreck because of it, that he was not worth Cyrion's vengeance any more.

A Dark Secret

Ask your Game Master to sit with you and think up a dark secret. This is something that happened to your hero, which shaped him or her, and is very important. It could be that the hero was the witness to a murder, but that the murderer is too powerful to betray. Perhaps the hero committed a crime once, or is the child of a known criminal. You may have a secret love life or have had a past affair with an important person. You may have lost a child, or gave one up for adoption. You may have been unable to stop a terrible injustice. Or perhaps you plot violent revenge for wrongs done to you. Perhaps you belong to a secret organisation that has sworn to rid the world of vampyres. You might be a spy. Whatever your secrets are, they can make play very interesting. Just imagine yourself playing someone who is wrongfully accused of killing someone and is on the run for justice, and for the real killers!

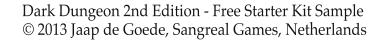
Initially you should not share your secret with the other players, but the Game Master may use the secret to lure you into an adventure.

Choose a Friend

Your hero should know one or two of the heroes played by your fellow players. Pick at least one other player and decide together how you know each other. Maybe you both fought in the same unit in the war, or maybe one has worked for the other. Maybe you are childhood friends. Or maybe you worked together before, in a past adventure you can make up together. You could even decide that there is some rivalry between you, but also respect, so that you'll work in the same mission anyway.

Talk with your fellow players and make sure you can form a team. You probably won't survive as a loner, and it's more fun to work together too.

Well, that's it, looks like you're set for adventure! Show your sheet to your Game Master for a last check and ask where your first real story begins.







Cyrion still feels the pain when he thinks of her. So often he appears to be a brooding and silent man. He will travel in search of Arwena until he finds her, and would truly go to the ends of the Earth if necessary (WIL 3). And underway he will help others who are thwarted in their true love. Because he recognises the injustice they go through. One day, he hopes, he too shall find happiness for himself again.

But Cyrion has two friends (fellow player characters). One is the young thief Moranis, who is his loyal page since he rescued him from the Black Guard that tried to hang him. The other is Kuller, the bounty hunter, who also hates Arwena's father for his own reasons. Together they travel toward their next adventure.

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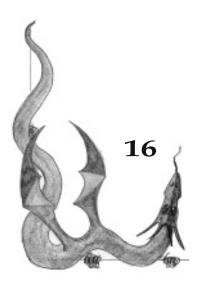
Character Templates

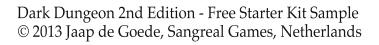
Below are eleven examples of typical professions for a new adventurer. All can be both women and men. For example, you can either play a female knight or a male one, whatever you like best.

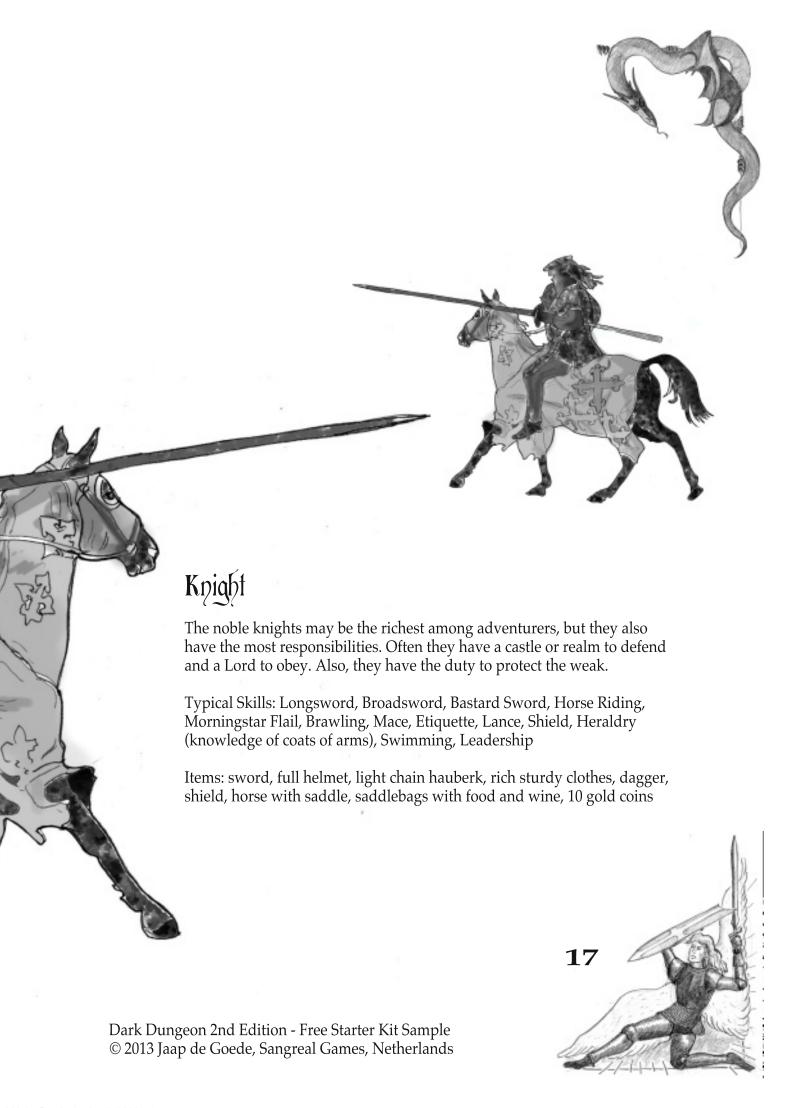
Just pick any template you like and invest points in the skills you want. You may always take additional skills, and raise any of your abilities, as long as the total costs no more than 50 points.

Skills and abilities listed in bold face are mandatory, because they are needed for other skills listed. If you want a skill with an ability in parentheses, you must also have that ability at the level listed. You can find skill descriptions later in the booklet (p. 40-45, 65-68 and 75-76).

The template also lists the equipment and money your hero has. When it says you have a "trained weapon", that means you have the weapons you chose to have skill in.









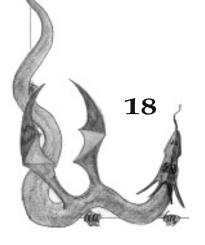
Dwarf

Dwarves are sturdy, four feet tall, grumpy, and have enormous beards. They love to work in their tunnels, and are often greedy for gold, gems, and beer. Also, they like to fight.

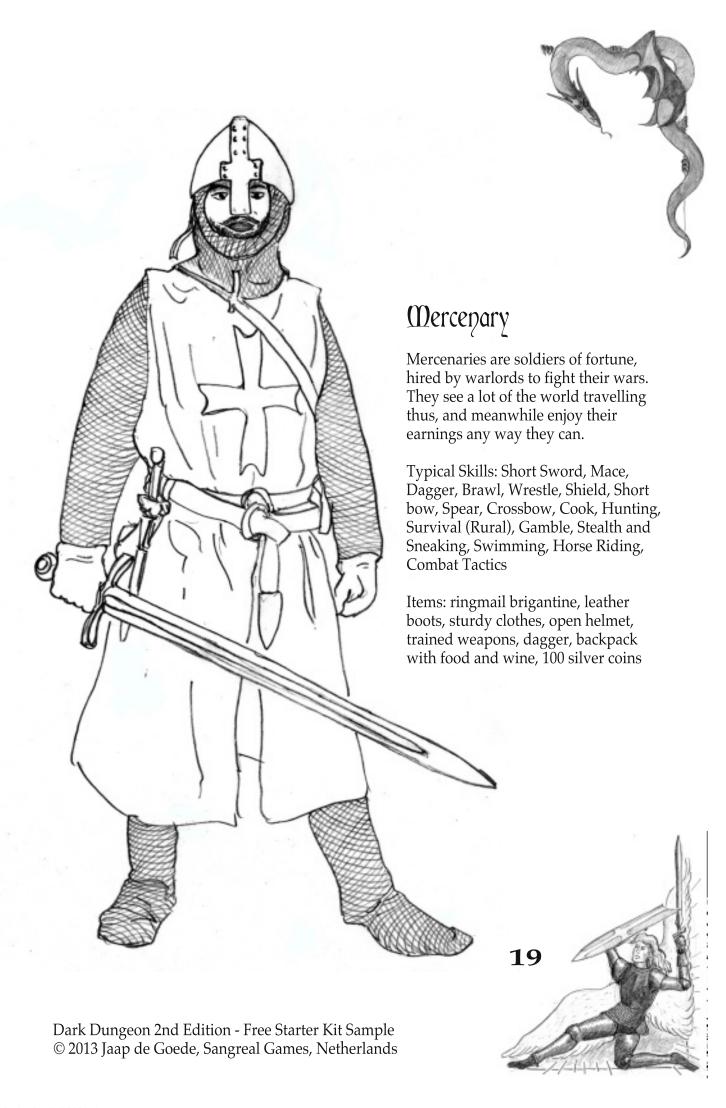
Typical Skills:
Battle Axe, Shield, Dagger,
Brawling, Searching,
Mining and Tunneling
(craft), Weaponsmith skills
(craft), Goldsmith skills
(craft), Rock Climbing
(DEX 3), Night Vision

Items:

helmet, chain hauberk, sturdy clothes, axe, dagger, shield, backpack with food and beer, 50 silver coins









Grey Friar

The Grey Friars have sworn an oath to tend to the wounded and the sick, and save lives wherever they can. They shun violence, but are often very helpful in a party of heroes.

Required Skills: Read & Write 3, Latin 3, INT 3,

Typical Skills: Poison Lore (knowledge), Disease Lore (knowledge), Faith (St. Raphael of Healing), Faith (St. Gabriel of Visions), Crosstian Ceremony, Preaching, Theology (knowledge of the bible), Herb Lore (knowledge), Psychology, First Aid, Swimming

Items: grey robes, simple clothes, crucifix, bible, bandages, healing herbs, candles, pouch with food and wine, 50 silver coins

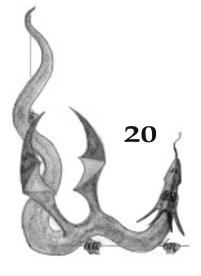
Exorcist

Exorcists and Inquisitors travel the world to rid it of demons, devils, undead, and other unnatural evils. They are fervent believers in St. Michael, and fight both with their pure faith and their physical weapons if needed.

Required Skills: Read & Write 3, Latin 3, INT 3,

Typical Skills: Crosstian Ceremony, Theology (knowledge), Preaching, Faith (St. Michael of Demon Smiting), Faith (St. Gabriel of Visions), Mythology (knowledge), Demon Lore (knowledge), History, Mace, Horse Riding, Swimming

Items: black robes, leather cuirass, crucifix, bible, vial with holy water, ritual candles, mace, pouch with food and water flask, 50 silver coins











Courtesan

Courtesans (male: Minstrel) spend their adventurous lives travelling, making music, and seducing the opposite sex. They love pleasure as they know life is short enough as it is.

Typical Skills: Seduction, Etiquette, Acting, Read & Write, Horse Riding, Swimming, Psychology, Gambling, Singing, Dancing, Throw Dagger, Brawling, Sleight of Hand and Picking Pockets (DEX 3)

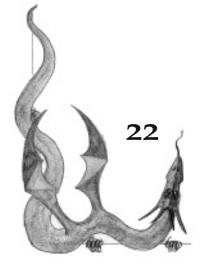
Items: seductive clothing, rich clothing, dagger, trained weapon, perfumes, fancy jewelry, musical instrument, backpack with food and wine, 50 silver coins

Rogue

Rogues are bandits, outlaws, and thieves. Their whole life is an adventure, and even if it is hard to trust them, they are the best in covert missions.

Typical Skills: Stealth and Sneaking, Intrusion and Picking Locks, Sleight of Hand and Picking Pockets (DEX 3), Acrobatics (STR3, DEX3), Rock Climbing (DEX 3), Brawling, Dagger, Club, Throw Dagger, Hunting, Searching, Horse Riding, Swimming, Survival (Rural)

Items: leather jack and boots, cloak, dagger, trained weapon, lockpicks, rope, pouch with food and waterskin, 50 silver coins









Witch

The witch (male: warlock) is often shunned by normal people, but she knows very powerful secrets. Often she can see where no one else can, and thus she may be invaluable to the success of any venture.

Required Skills: Read & Write 3, Latin 3, INT 3, WIL 3,

Typical Skills: Charm Magick, Clairvoyance, Flight and Levitation, Shapeshifting into Animals, Telepathy, Herb Lore (knowledge), Animal Lore (knowledge), Psychology, Monster Lore (knowledge)

Items: mystical or simple clothing, dagger, book of spells, fancy jewelry, mage's amulet, various herbs, pouch with food and water flask, 50 silver coins

Wisard

The wizard (female: sorceress) is versed in the magick arts, and spends most of his life studying. But sometimes he feels that venturing in the world is needed, for example to change history, or to find new knowledge.

Required Skills: Read & Write 3, Latin 3, INT 3, WIL 3,

Typical Skills: Charm Magick, Evoke and Control Fire Magick, Evoke and Control Lightning Magick, Invisibility, Telekinesis, History, Occult Lore (knowledge), Alchemy (knowledge)

Items: impressive mystical clothing, dagger, book of spells, fancy bracers, mage's staff, magickal powders, pouch with food and wine, 100 silver coins

25



Elves are creatures of the forest, slender, agile, and taller than men. They are magickal in nature and seldom meddle with other races. But sometimes they join an adventure for their own mystical reasons.

Required Skills: Read & Write 3, Latin 3, INT 3, WIL 3,

Typical Skills: Charm Magick, Clairvoyance, Telepathy, Survival (Rural), Animal Lore (knowledge), Archery (short bow), Staff, Swimming, Hunting, Singing, Dancing, Excellent Hearing

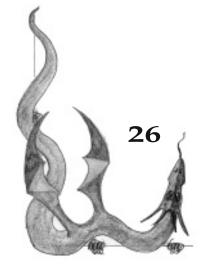
Items: beautiful clothing, green cloak, leather cuirass, leather bracers and boots, short bow and quiver with twelve arrows, staff, pouch with elven bread and elven wine (very tasty and nourishing). Elves carry no money, because they do not (want to) understand its use.

Elfling

Elflings are no taller than human children of ten or twelve. They have pointed ears, come from nature, are very curious, and love adventure. Elflings live at least twice as long as humans, and hardly seem to age both in appearance and character.

Typical Skills: Archery (short bow), Dagger, Short Sword, Swimming, Singing, Dancing, Cooking, Excellent Hearing, Night Vision, Survival (Rural), Stealth and Sneaking, Searching, Hunting

Items: sturdy green clothing, leather jacket and boots, short bow and quiver with twelve arrows, dagger, backpack with food and wine, 50 silver coins







Acrobatics (STR 3, DEX 3)

Acting

Combat Tactics

Cooking

Dancing

Excellent Hearing

Etiquette

First Aid

Gambling

History (INT 3, Read & Write 3)

Horse Riding

Hunting

Intrusion and Picking Locks

Leadership

Night Vision

Preaching

Psychology (INT 3)

Read & Write

Rock Climbing (STR 3)

Sailing

Searching

Seduction

Singing

Sleight of Hand and Picking Pockets (DEX 3)

Swimming

Survival, Rural

Stealth and Sneaking

Trading

ANY CRAFT (define: e.g. woodcraft, blacksmith skills, farming)

ANY KNOWLEDGE SKILL (define: e.g. alchemy) (INT 3, R&W3)

ANY LANGUAGE (define: e.g. Anglian, Latin, Castellan)

Expanding the Cemplate

Templates are just a starting point. If you feel your hero would have other skills too, skills not in the template, then you can use the lists on these pages for inspiration. As long as you have points to spend, and do not raise any skill above five, you are ok. If a skill is unusual, try to make up a story where, why, and how the character learned it.

You can find descriptions of general skills on p. 40-45, magick disciplines on p. 65-68, and saints on p. 75-76.







Faith & Ceremony

Faith in St. Michael, Archangel of Demon Smiting and Justice

Faith in St. Gabriel, Archangel of Visions and Divine Messages

Faith in St. Rafael, Archangel of Healing and Protection

Faith in St. Mary, Lady of Forgiveness and Protection

Crosstian Ceremony (Latin 3, Read & Write 3)

Magicks

(all need INT 3, WIL 3, Latin 3, Read & Write 3):

Charm Magick

Clairvoyance

Conjure and Bind Demons

Evoke and Control Fire Magick

Evoke and Control Lightning Magick

Flight and Levitation

Invisibility

Telekinesis

Telepathy

Shapeshifting into Animals

Meapon Skills

Archery (longbow) (STR 3)

Archery (short bow)

Axe (two handed battle axe) (STR 3)

Brawling (or boxing)

Club

Crossbow

Dagger

Lance (horseback)

Mace (steel club)

Main Gauche (left handed dagger) (DEX 3)

Morningstar Flail

Pole Arm (like a halberd, two handed)

Rapier

Shield (small)

Shield (medium)

Spear (two handed)

Staff (two handed)

Sword (short)

Sword (long)

Sword (left handed, short) (DEX 3)

Sword (two handed, bastard) (STR 3)

Throw Dagger

Throw Spear

Whip





Equipment Price List

In Yaddrin, the most used coin is the silver piece. Its value is roughly equivalent to five dollars (or euros) in our time. You also have the gold piece (= 20 silvers), roughly a hundred dollars, and the copper piece (5 copper = 1silver), worth one current dollar. Remember that you can't buy everything everywhere. In a city you probably can get most things, but in a village or a hamlet of a few farms it's unlikely that you can buy, for example, a sword. You may purchase an axe, or maybe a spear, but not a sword. On these pages you'll find lists with average prices. Quality items, rare items and custommade items will be more expensive. Low quality items may sell for a bit less.

When you equip your new hero, you already have what is listed in your template. You can buy other things from the list with the spare money you have.

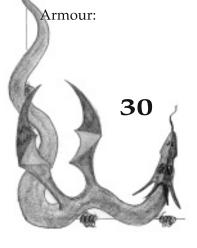


Torch or Candle	1 copper
10 meters of climbing rope	10 silver
Leather Backpack	25 silver
Canvas Pouch	5 silver
Paper, Ink and Pen	10 silver
Cloak or Blanket	1 gold
Simple Clothes	10 silver
Rich Clothes	5 gold

Simple Meal	1-2 silver
Rich Meal	10 silver
Good Rations for a day	5 silver
Wine (jug) or Beer (pint)	2-8 copper
Bread or Pastry	1-2 copper
Stay at an Inn, one night	2-10 silver
Stay at a Quality Inn, one night	1 gold or more

Typical (Net) Wages: Waitress or Laborer Craftsman Scholar

1-10 silvers per full day 3-20 silvers per full day 5-50 silvers per full day









weapons.	
Mace	10 silver
Dagger	10 silver
Rapier	4 gold
Short Sword	3 gold
Long Sword	9 gold
Bastard Sword (two handed)	12 gold
Short Bow	5 gold
Longbow	8 gold
Crossbow	4 gold
Bolt or Arrow	1 silver
Shield, iron banded	2 gold
Shield, small wooden buckler	10 silver



T 7	
\ /	21101161
v	arious:

15 gold
100 gold
5 gold
30 gold
100 gold

31

Anglia resembles England of the middle ages. The England of King Arthur and Robin Hood. Seven kingdoms are spread across the isle in the far Northwest, where kings and queens of Celtic heritage rule from their castles, advised by mystical wizards and Anglican priests. Only Lundinium, York, Wintanceaster, and Canterbury are relatively advanced cities, with thousands of inhabitants and a cathedral.

Keo is in many respects like
France, but in a strange mix.
Paradys, the capital city with
nearly three hundred thousand
inhabitants is the largest city in
Yaddrin and resembles Paris
during the Revolution. Except
that there hardly are guns, but
there are vampyres and masqued
balls. The south is closer to the
late middle ages, Normandy is
early medieval, and Bryttony is
like Celtic Gaul. Keo is often at
war with Anglia and Ferdan for
the fertile border lands they share.

There are you From?

You also have to decide where your hero was born, and where he or she grew up. Was it in a city, or more likely, in the countryside? In which country was it? What was that like? What languages have you learned? Have you travelled? Did you serve in an army or sail with a ship?

If your Game Master agrees, you may choose a country from this partial map of the World of Yaddrin. Together you can then make up some further details, like the exact name of the place you came from, where you live now, and the like. The sample adventure in this book is set near Heartbay.

Avignon is the seat of the Pope, the head of the Crosstian church. It is the main city of the Papal states and it is guarded by angelic protection, so that it can only be found and entered by persons of good heart.

maun



Class Reach Weapon Skills

Skills

Abilities	Level
STRength DEXterity CONstitution	
INTelligence WILlpower APPearance	000

Magick & Faith Level

						-	,,	and the same of	
On	a hit	roll	of 11	choose	best :	armour	ed	location	1

	\mathcal{B}	L	£	S	S	C	
Неаб	0		5		10		SQ.
Guts	-1		4		9		Z
_ Chest	-2		3		8	5	3
Legs	-3		2		7	10	¥°
Legs Arms	4		1		6		
	\mathcal{B}	\mathcal{B}	L	L	5	C	
1000	0	-1	-2	-3	-4	5	≥_
10000	5	4	3	2	1	10	ΖĘ
The state of	10	9			6		AS.
West State							
Lnck		1	1				

Savings & Cash

Coppers		(\$1)
Silvers	=5c	(\$5)
Gold		(\$100)

the very best of the world. If you do not have a skill you attempt to use, you get a -3. For combat: level 6+ is black belt. Level Level

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Equipment

Birthdate

14

12



Abilities	Level		
STRength DEXterity CONstitution			
INTelligence WILlpower APPearance	000		

An ability of 0 is average, -2 low, -4 abyamal, 3 is high, 5 is very high (maximum for beginning characters), 7+ is extreme.

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Equipment

Very Easy Easy Hard	3 6 9	Very Hard Extreme Near Impossible	15	Disarm/Stun	12
.,		ARMOL	JR		



Magick &	Faith	Level
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	UU
On a hit roll of 11	choose best armoured location

	\mathcal{B}	L	L	S	S	C	
Head	0		5		10		28
Guts	-1		4		9		Ze
Chest	-2		3		8	5	7 8
Legs	3		2		7	10	₹°
— Legs Arms	-4		1		6		_
	\mathcal{B}	\mathcal{B}	L	L	5	C	
Ac-	0	-1	-2	3	4	5	≥.
	5	4	3	2	1	10	Z
	10	9	8	7	6		₹c

On each Critical, roll 9+ on CON or WIL to survive On first Severe Wound, roll 6+ CON or go knock out On first Severe Sanity, roll 6+ WIL or lose your mind

Savings & Cash

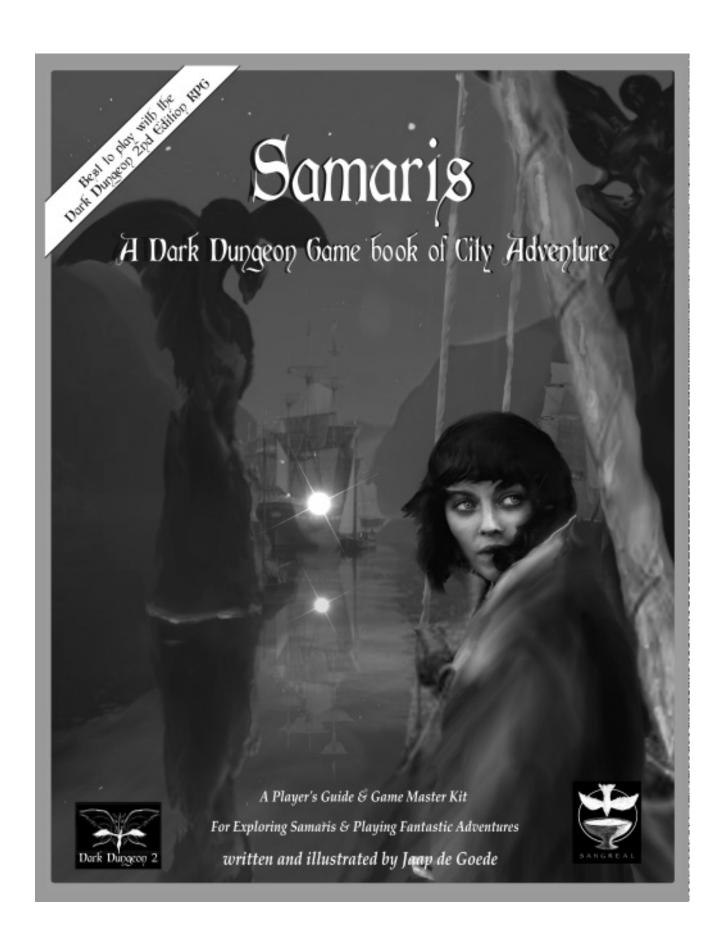
Coppers		(\$1)
Silvers	=50	(\$5)
Gold	= 20s	(\$100

9+ is among the very best of the world. If you do not have a skill you attempt to use, you get a -3. For combat. level 6+ is black belt.

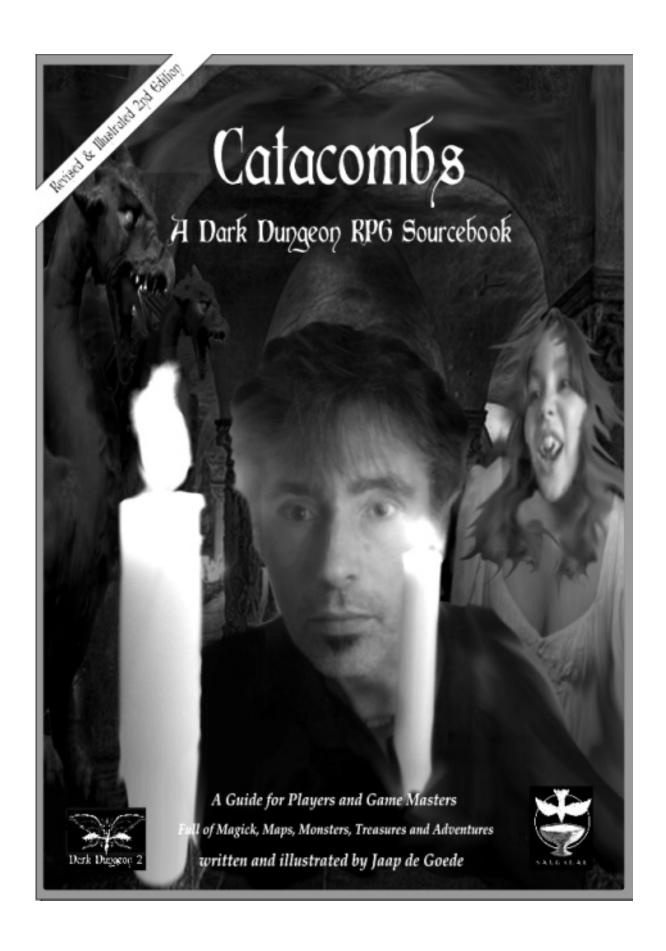




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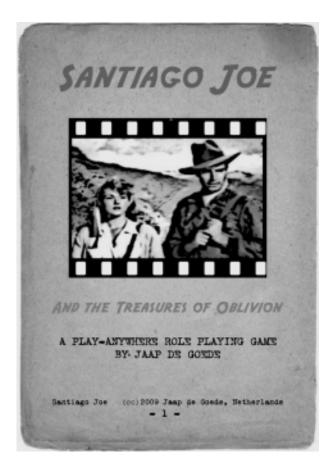
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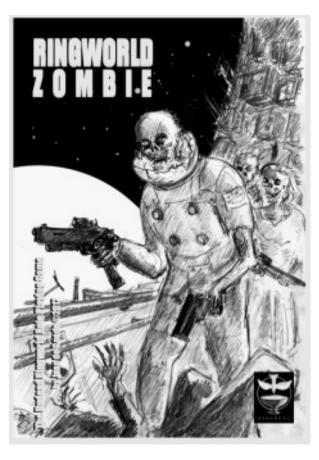
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