Fantasy Imperium

An Interactive Storytelling Game

Fantasy Imperium
An Interactive Storytelling Game (ISG)

Role Playing Games

A Role Playing Game (RPG) is a type of game that involves one's imagination, much like a movie or novel. There is usually no game board or playing pieces, and most of the action takes place in the minds of the participants.

Playing a Role Playing Game is just like reading a book, except that you, as a player, are actually participating in the story, which is told by a *Storyteller* (who is also called a Dungeon Master, Game Master, Referee, etc.).

The way it works is that one person (the *Storyteller*) creates the story, and the rest (the players) create the characters in the story.

The *Storyteller* will decide on a setting for the story, and will create the characters to be found in the adventure, including the villains.

The *Storyteller* then "runs" the adventure (story) by describing what your character sees, hears, smells, and experiences.

The *Storyteller* will direct the action of everyone in the setting and will interact with the main protagonists, which are the characters that are "run" by the players.

The players decide what they want their characters to do, based on how they think their characters would react to the places and events described by the *Storyteller*.

Most RPGs do not encourage *Storytellers* to create a structured story, since it has been thought that a heavy emphasis on a structured plotline interferes with the player's ability to choose their actions. This has been referred to as "railroading" the players, or forcing them to do what the *Storyteller* wants.

As a result, most RPGs are run like an ongoing collaborative narrative, with the *Storyteller* deciding on the fly what happens, reacting to what the characters do.

Interactive Storytelling Games

An Interactive Storytelling Game is a type of role playing game, but there is more emphasis on telling a story in an ISG.

Typically in a RPG, there will be only a single plot point in a game session, while an ISG will have several plot points occurring in every game session, making it possible to tell an entire story in a shorter time span. In order to have more plot points in a game session, ISGs need to have a more structured plotline.

An ISG will use advanced storytelling techniques to create an entire story, often to be told in a single gaming session.

An ISG will use a system of scripted scenes written by the *Storyteller* to create the plot, while the characters will react to the events of the plot, and will direct how it will play out. Writing this list of scenes is similar to writing a plot outline for a story.

Playing *Fantasy Imperium* is like playing the part of an actor in a story, and also like playing a wargame.

The goal of the game is to complete the quest created by the *Storyteller*. If a player's character dies, he loses the game (unless it was a heroic death). If the goal is completed, then all of the surviving players win the game.

Games typically take from one to four sessions to complete. Each session should last about 4 hours.

Fantasy Imperium can be played like any other RPG of course, but when a more structured plotline is used, complete stories can be enjoyed in a shorter time span.

An Interactive Storytelling Game will have a list of scenes to check off. The main tool used to create a structured story is the *Scene Outline Worksheet*.

Fantasy Imperium
How to Play

Roles: Storyteller & Protagonists

Interactive Storytelling Games are just like reading a book, except that you, as a player are actually participating in the story, which is told (or run) by a *Storyteller*.

The way it works is that one person creates the story (the *Storyteller*), and the rest of the players create the heroes, who are also referred to as the main characters (or main *protagonists*) for the story. Each role (*Storyteller* and *Protagonist*) requires a different style of play.

The **Storyteller** will create a story in the form of a scene outline, and will draw out maps of the locations used in the story.

The *Storyteller* will create a **story goal** and will also create the **main villain** of the story.

The *Storyteller* will also decide on where and when the story takes place (the setting).

During the game the *Storyteller* will describe each scene, will run combat, and will decide what happens next.

The **protagonists** are acted out by the rest of the players, who will react to the events of the plot as they are presented by the *Storyteller* and will direct how the story is played out.

While the main **plot** of the story is created by the *Storyteller*, the **story** is created by the *protagonists*, who are in charge of creating their individual character arcs.

A **character arc** is a process by which a character experiences emotional change of some kind during a story. *Character change* is what makes a story interesting.

To create a character arc, the player will need to choose an **inner need** and a **main character flaw**. These two elements will create internal conflict.

During the story, a character will learn to overcome his character flaw, and when he changes, he will attain what he truly needs.

Telling an Interactive Story

Telling an interactive story isn't as hard as it seems. The *Storyteller* will open up the game with a bit of exposition (something read aloud) or with a description of the opening scene.

The *protagonists* will then react to the events in the scene, describing to the *Storyteller* what they do. The players will also perform their characters like the actors in a play.

The *Storyteller* will then choose actions for the main villain, deciding his next course of action. Usually this will be predetermined by the scene outline, but it can change based on the actions of the *protagonists*.

The *Storyteller* will also perform for the rest of the minor characters in the story. There are two main approaches to how a *Storyteller* can direct the scenes:

Third person *(he goes, she goes)* is where everyone refers to their actions and events with a bit of distance. This is used when the *Storyteller* wants to cover a lot of ground quickly.

First person *(I go)* is where everything you say is what your character says. This is used for more intimate role playing.

The *Storyteller* will also give out a map of the scene for the players to study and will then draw out the location where the main action takes place on a mat. Combat and other game mechanics are directed by the *Storyteller*.

Often, the *protagonists* in the story will want to go in a different direction that what has been anticipated by the *Storyteller*, and when this occurs, the *Storyteller* may simply skip a scene, run the scenes out of order, or will even write a new scene based on the ideas and actions of the players. In this way, the *Storyteller* can use a scripted scene list without railroading the players, while at the same time preserving freedom of action for the players.

Fantasy Imperium
The Storyteller

Creating a Story

All stories have a protagonist (main character), the quest (goal), trials (opposition) and the resolution, positive or negative. Many variations are possible within this format, but the basic structure is the same.

When designing an adventure, keep these things in mind: The **characters**, the **story goal**, the **conflict**, and the **climax**.

A **scene** is the basic building block of a story, and a collection of scenes will form the basic structure that is used to tell a tale. The most important thing to remember is to **start to think in scenes**.

A story is about a character that is trying to solve a problem. In every case, there will be some sort of opposition, interfering with his success. So every scene should contain both a **goal** and a source of **conflict**.

The format used to create a scene:

Title: The title of the scene should be something that stimulates your imagination.

Goal: Every scene should have a goal, such as to cross a bridge, obtain an item, etc.

Opposition: This could be an evil knight, a monster or an environmental element like a fire.

Setting: The location where the scene takes place could be a castle, a garden, a village, etc.

Tie-in: This is something that points to the next scene, such as a map or bit of information.

Here is how to create a plot outline:

1. First choose a setting.
2. Create a story goal and a villain.
3. Then create a plot (a list of scenes).
4. Then make maps of the scenes.

In this way, an adventure should take about 30 minutes to 2 hours to create.

Expect to complete one scene every 1-2 hours of game time. An entire story should be completed in one to four gaming sessions.

Telling the Tale

Your most important job as a Storyteller is to **provide a story goal**.

The players will need to care about the story, so you need to **motivate** them properly. Don't hire them to do a job. Instead, kidnap their girlfriend. Murder their brother, etc.

Another important thing is that your stories are **believable**. Your presentation must be logical and the story must make sense.

Also, the story needs **clarity** in order for the players to understand what is going on. If your story isn't crystal clear, nothing will happen.

As a *Storyteller*, your job is to immerse the players into the world of the adventure.

Research will help you to know your setting so that when something unexpected happens, you can deal with it.

Presentation methods are primarily verbal, but you should also use visual aids such as maps and miniatures. Use all of the senses in your descriptions.

Acting in first person (I go) is the best way to bring the players into the story. You will need to become an actor, performing every important character that is encountered in the story.

Always give the players the feeling that they have complete freedom, but keep them motivated by making the goal of the story personal.

Ten rules for running games:

1. Tell a story.
2. Be fair minded.
3. Apply common sense to the situation.
4. Give every player a chance to play.
5. If they want to split up, let them!
6. Use miniatures & maps.
7. Run more than one scene every game.
8. Use minor characters to ground the players.
9. Don't have random deaths occur.
10. Keep number of players down to six or less.

Fantasy Imperium
Combat Essentials

Every round of combat:
1. **Roll initiative** for everyone, giving all of the antagonists a generic -6 and 65% skill.
2. Place a die or **write the initiative numbers down** next to the miniatures.
3. The **highest initiative** chooses an action first.
4. **When someone is attacked**, they may go immediately, no matter what their initiative roll was. Usually, a defense is chosen.

When a player gets hit, he has three options:
1. **Parry** with a shield or weapon (weapon parry is one half the skill plus "parry").
2. **Dodge** (forfeit ability to attack next round).
3. **Parry & Attack** (counterattack). Both suffer a penalty of -25%.

Important things to remember:
1. Combat actions are **not** simultaneous. Also, you can only defend if you know an attack is coming!
2. Only **one action** may be chosen each round (attack or defense).
   - You may choose to do **both (Attack & Parry** or **Parry & Attack)** at a -25% penalty to both actions.
   - You may choose to **Attack, and hold a parry** for later in the round, but you still suffer the -25% penalty to both actions.
   - Most players choose the Parry & Attack, or the Attack & Parry (when going first).
3. **If attacked after you have taken an action**, you may borrow a dodge maneuver from next round (forfeiting the ability to attack for two rounds).
4. **After someone has been attacked**, anyone else trying to attack that same person will suffer a penalty of -25% to hit.

If an attack is aimed at the head, the defender gains +25% to parry.
5. Don't worry about the total hits an antagonist sustains.
   Instead concentrate on **wound levels:**

Wound Levels

Hits	Location	Result	w/Failed Shock
1-4	Any	-	Stun 1 round
5	Any	-25%	Stun 1d3 rounds
10	Head	Knock Out	-
20	Head	Kill	-
10	Body	Stun 1 round	Stun 1d6 rounds
15	Body	Stun 2 rounds	Stun 2d6 rounds
20	Body	Stun 3 rounds	Stun 3d6 rounds

6. If a **5 point wound** is sustained, the person will suffer -25% to all actions.
7. **Fatigue** is usually not calculated for small battles, since it will most likely be over before anyone gets too tired.
8. **Trauma** is usually not calculated for the antagonists, unless fighting a special kind of adversary that is hard to take down (like an armoured knight or an ogre).
9. **Bloodloss** is calculated after combat.
10. Ask what the player is aiming for **(head, body, arm, leg)** when attacking.
11. If you move, you suffer a penalty to attack, parry & dodge:
    3" -10%   4" -20%   8" -30%
12. **5 Luck points** should be used to save a character's life if he is killed.
13. **Waiting** will give you a bonus of +5 to your initiative in the following round.
14. **If you roll too low**, you will damage your weapon (-1d6 after this attack).
    If you damage a weapon, there is a 25% chance it will break if it is *iron*, and a 10% chance if it is *steel*.

If you roll too high (over 95%) when shooting a bow, you will break your bowstring (90%) or bow (10%).

When a hit is scored:
1. Roll percentile dice for the exact location to determine extra damage.
2. If a missile weapon was used, then don't choose a general location and roll twice on the hit location table (p398).
3. Roll the number of dice indicated for the weapon, adding the extra dice (of another colour) indicated for the location of the strike.
4. Subtract the armour value from the hits, and if penetration occurs, add the extra dice of damage.
5. Determine what kind of wound it is and apply the results (stun, knock out or kill).

Dodging:
1. When a character dodges, he can dodge all attacks aimed at him during the round.
2. Roll once for all of them, unless the attacks occur far apart in real time (and you forgot what you rolled).
3. If you dodge, you cannot attack in the next round (you can still defend).
4. If you have already taken an action and want to **borrow a dodge from the following round**, then you **can't attack for the next two rounds**, since **next round you will be considered to be dodging.** If someone attacks you next round, you can dodge.
5. You can make separate dodge rolls (one for each attack), if you want, instead of rolling once.

For example:
One person attacks my character, rolls a 43% (since his skill is 65% he hits). I decide to dodge. I have to roll under 43%. If at a later time in the combat round, someone else attacks me, I can dodge again with a different roll (unless I remember what I rolled). Otherwise, let's say two people attack me right after each other. One person rolls a 43, and the other rolls a 57. I roll once to dodge them both, and if I roll under both, I dodge them both. If I roll between the numbers, one of them hits me.

Notes:
1. **You can control how fast a combat will be** by what kinds of **equipment** you give the antagonists. For instance, if you want a fast engagement with many opponents, then don't give them any armour or helmets! If you want an important villain to have resilience, then give him some decent armour and a helmet.
2. **Shield skills** are very important in the game, since you can last a long time by simply parrying attacks aimed at you with your shield.
3. **Choose your actions wisely.** You can use tactics to win a fight. For instance, if you wait for an opponent to attack you can then try a counterattack (Parry & Attack), aiming at his head. Since he has already taken an action, his only option will be to borrow a dodge from the following round.
4. If you want to **disable an opponent** without killing him, simply aim for his arms or legs. You can also try a Disarm maneuver.

Magic

Anyone that is willing to risk *burnout, insanity* or *demon possession* may practice Magic.

There are 13 disciplines (skills) of magic divided into 4 categories. Once the appropriate skills are learned, spells may be cast as often as desired. To cast a spell, a person needs to roll less than or equal to their modified skill in that discipline. The roll is modified by subtracting the power level of the spell from the skill.

For instance, if a Deceiver with a skill of 72% casts a Phantasm spell (10 spell points), he would need to roll 62 or less.

Characters accumulate fatigue and trauma each time a spell is cast.

* Fatigue: 10 fatigue points per spell level.
* Trauma: 1d6 damage per spell level.

For instance, a 10th level spell will cause 100 fatigue and 10d6 trauma damage.

Trauma damage is generic damage and wound levels do not apply.

If a person uses too much fatigue, they will die. The three levels of fatigue are *Winded, Exhausted, and Burnout.*

When *winded*, all of a person's skills are halved, along with his movement rate. When *exhausted* (endurance x 2), a person may not move, fight, or use any skills. When *burnout* (endurance x3) occurs, the person will die.

Spell Points (Power) will negate these fatigue & trauma affects. So if a person has 5 spell points and casts a 10th level spell, he will use 5 spell points and will acquire 50 fatigue and 5d6 trauma damage.

Professional Mages or Priests begin with 10 Power, and Dilettante's (those not practicing Magic as a profession) begin with 5 Power.

If a failure occurs while casting a spell, the person rolls 1d6-3 and multiplies the power (spell point) loss by this number. This could cause burnout (death).

Spiritual Warfare

A separate combat system is used to simulate spiritual warfare, which is the war over the souls of mankind fought between the forces of God and Satan. The two characteristics of *Piety* and *Spirit* are used in spiritual warfare.

Piety is a representation of a person's devotion to the will of God, expressed as a percentage number. It is a reflection of a person's faith, and their ability to receive divine intervention through prayer.

Sprit represents God's natural protection for a person, forming a barrier to spiritual attacks. When a person's spirit score reaches zero, their soul dies and at this point they are susceptible to demonic influence or life drain from evil spirits.

Fallen Angels seek to corrupt the souls of mankind in order to prevent humans from inheriting their place in Heaven.

Evil spirits (ghosts) seek to destroy a victim's *spirit* and then drain away their life.

Fallen Angels & Evil Spirits use spiritual attack dice, and inflict spiritual wounds.

If a victim becomes unconscious from a spiritual wound or if their soul dies (when the *spirit* score reaches zero), the next attacks will drain a characteristic (usually strength). When a characteristic reaches zero, the person dies.

Making the sign of the cross will give 5 points of spiritual armour, and these points are subtracted from spiritual damage.

Spiritual Wound Levels

Hits	Effect	Result	w/Failed Shock
5	Chilled	-	-25% to actions
10	Numbed	-25%	Stun 1 round.
15	Paralyzed	Stun 1 round	Stun 1d6 r
20	Frozen	Stun 1d6 r	KO 1d6 min.

* Death of the soul causes unconsciousness.
* Unconscious persons are subject to **Life Drain**.
* **Non-corporeal spirits** cannot be parried, but may be dodged, if they are visible.

Fantasy Imperium
The Main Protagonists

Creating a Character

The main activity during the first game session will usually be taken up by the players creating their characters, who will serve as the main protagonists in the story.

There are several ways to approach the making of a character. Some players like to create the background and then build everything up around it. Others take a more direct approach, going through the basic mechanics of rolling up characteristics, and allocating skill points first, and then creating the background of the character. Here is an example of how to make a character:

1. Generate Characteristics

Roll percentile dice (d100) for each of the ten characteristics. High rolls are better.

Example:

Strength:	72
Endurance:	89
Dexterity:	26
Intuition:	55
Self Discipline:	44
Reasoning:	79
Ego:	47
Awareness:	63
Presence:	47
Attractiveness:	74

One re-roll and one switch are allowed.
Example:
Re-roll Dexterity (26) = 46.
Switch Dexterity and Reasoning.

2. Determine Skill Points (100+ d100).

Example: Roll of 89 = 189 Skill points.

3. Personal Development.

The player wants to raise Dexterity a bit and spends a Skill Point for a roll, which must be higher than the current number. The roll was 23 and the point is lost. Spending another point, he rolls a 84 and so the characteristic will increase by 1d6. The roll is a 5 so Dexterity is now 84%. Skill points spent: 2

Final Result:

Strength:	72
Endurance:	89
Dexterity:	84
Intuition:	55
Self Discipline:	44
Reasoning:	46
Ego:	47
Awareness:	63
Presence:	47
Attractiveness:	74

4. Extra Damage & Speed Bonus.

Based on a Strength of 72 and a Dexterity of 84, the bonuses are +1 Extra Damage and +2 Initiative bonus.

These numbers are taken from the charts on pages 32 and 21 of the book.
ST: 70 =+1, 80 =+3, 90 =+5 100 =+7
DX: 66=+1, 76=+2, 86=+3, 96=+4, 101=+5

5. Combat Factors.

Hits:	ST+EN =	161
Stun:	Hits/3 =	54
Morale:	(SD+EG)/3 =	30
Winded:	EN =	89
Exhausted:	ENx2 =	178
Burnout:	ENx3 =	267
Power:	Dilettante	5
Fate:	1d6 =	4
Luck:	3d6 =	13
Special Talents:	1d3 =	2

6. Piety & Spirit.

Spirit is a roll (d100) = 68.
Piety is based on the Character's background and attitudes (see page 56):

Believe in God	(10)	Yes	10
Obey Ten Commandments	(10)	Yes	10
Pray Regularly	(5)	Yes	5
Study Scripture	(5)	No	0
Attend Church	(5)	Yes	5
Sacrament of Baptism	(5)	Yes	5
Sacrament of Confirmation	(10)	Yes	10
Generous	(5)	Yes	5
Humble	(5)	No	0
Loving	(5)	Yes	5
Repentant	(5)	Yes	5
Righteous	(5)	Yes	5
Sacrament of Holy Orders	(25)	No	0
Vow of Chastity	(25)	No	0
Vow of Poverty	(25)	No	0
Vow of Silence	(25)	No	0
Crusader's Vow	(25)	Yes	25
Quest	(25)	No	0
Fasting	(10)	No	0
Sacrifice	(10)	No	0
Service	(10)	No	0
Works of Charity	(10)	No	0
Works of Mercy	(10)	Yes	10
Prideful	(-25)	Yes	-25
Greedy	(-10)	No	0
Lustful	(-10)	Yes	-10
Angry	(-10)	No	0
Gluttonous	(-10)	No	0
Envious	(-10)	No	0
Lazy	(-10)	No	0
Cruel	(-50)	No	0
Practices Witchcraft	(-100)	No	0
	Total:		**65%**

Devotions and Blessed Artifacts are used for temporary bonuses and do not figure into the base score.

7. Magick Resistance.

These are determined by adding two characteristics together and dividing by 10.
Black Magick is equal to the worst of the three previous numbers.

Ceremonial:	IN+SD (55+44)/10 =	10%
Natural:	RE+EG (46+47)/10 =	9%
Extrasensory:	AW+PR (63+47)/10 =	11%
Black Magick:	Worst number is 9 =	9%

The player now elects to raise these numbers with Skill points. Up to 10 can be spent on each category.

Ceremonial:	10+0 skill points	=10%
Natural:	9+10 skill points	= 19%
Extrasensory:	11+5 skill points	=16%
Black Magick:	9+10 skill points	=19%
	Skill points spent:	25

8. Social Class, Profession, & Skills.
Social Class
Using the chart on page 6, the player rolls a 26 and so the character is Poor (1).

Social Class:

1-50 Poor (1)	91-95 Upper Class (4)
51-75 Low MC (2)	96-98 Wealthy (5)
76-90 Middle Class (3)	99-100 Rich (6)

However, every character gets **3 extra rolls** that may be applied to anything while making a character and the player elects to use all three on extra social class rolls. He first rolls a 26, which is no change. So he tries again and rolls an 83, which makes the character Middle Class. Trying one more time, he rolls a 14, which would be Poor, but the player is allowed to take the highest roll, so the character is now Middle Class (3).

Fantasy Imperium
The Main Protagonists

Choosing a Profession

The player decides his father is a **Miller** (social class 3 or lower) and so chooses the same profession. In addition, the character joins the town guard as an **Archer**.

At a later time, the character decides to change his profession and become a **Herald**, which is social class 4.

To acquire the new profession, the player must spend 5 Skill points.

Also, to gain access to a profession above his social class, he must pay 10 skill points for every level of difference. So in this case, he pays 10 skill points (4-3=1) x10 = 10.

Acquiring Skills

The player now spends all of his skill points on skills.

One skill point is equal to 10% of skill. So if 2 points were spent, it would equal 20% of skill.

Characters may purchase any skill, but the spending limit is only 3.

When a character practices a profession, he will be able to spend up to 5 skill points on the skills used by a profession.

Based on his three professions, the character may spend 5 skill points on these skills:

Miller (40 points if all are bought up to 5)
Administration, agriculture, animalcraft (oxen), business, carpentry, engineering, mathematics, milling.

Archer 45 points if all are bought up to 5)
Ambush, first aid, fletching, foraging, heraldry, survival (forest), weatherlore, short bow, and one military skill (axe, short sword or mace). He chooses short sword).

Herald (70 points if all are bought up to 5)
Acting, administration, drawing, etiquette, foreign languages, forgery, heraldry, intrigue, mythology, eloquence, painting, script (reading & writing), other scripts, storytelling.

The player then places a small mark next to each of these skills on his character sheet. Duplicates do not allow characters to acquire more than 5 points. To speed everything up, the player chooses all of the skills listed, buying them all up to 5 points. The total points spent are 145 (45+40+60=145). Note that two of the skills were duplicates.

Total skill points spent include:

Personal Development:	2
Magick Resistance:	25
Skills:	145
1 Magick Category	10
Ritualism	3
Total:	185

The character had 189 skill points and has 4 points left to spend on other things.

Note that the player did not have to buy his professional skills up to 5, and if he thought some skills not listed for the profession should be included based on his unique background, he may add them with the approval from the *Storyteller*.

If the desired profession is not listed in the book, the player can simply invent it by choosing the appropriate skills that would be used (with the approval of the *Storyteller*, of course).

Basic Skills

Each character has some ability to accomplish most tasks without training. This is referred to as the basic skill. A basic skill is equal to a characteristic divided by 5. So the number will be between 1 and 20% for every skill. The characteristic used to calculate this is listed on the character sheet next to the particular skill.

When skill points are spent on a skill, add the number to the basic skill to determine the final percentage chance to accomplish that skill.

For Example:
Jumping is based on strength. This character's basic jumping skill is 14% (72/5=14). If 2 skill points were spent on jumping skill, the final number would be 34% [14+(2x10)=34%].

The player need not write down all the numbers for basic skills until it is needed.

Here are some of this character's final skills
Note that 5 skill points = 50% (5x10=50):

Administration	RE (46/5=9) +50% = 59%
Agriculture	EN (89/5=18) +50%=68%
Animalcraft (oxen)	SD (44/5=9) +50%= 59%
Business	RE (46/5=9) +50% = 59%
Carpentry	EN (89/5=18) +50%=68%
Engineering	RE (46/5=9) +50% = 59%
Mathematics	RE (46/5=9) +50% = 59%
Milling	RE (46/5=9) +50% = 59%
Etc.	

Basic Skills for Magick

Characters do not have any basic skills in magick.

To acquire an ability to use magick, 10 skill points must be spent on the category of magick desired (there are 4 in total).

Once these 10 skill points have been spent, the character will gain basic skills in all of the disciplines of that category (usually there are 4 different skills).

Basic skills in magick are equal to the sum of two characteristics divided by 10.

Note: This is the same number as is used to calculate the starting magick resistance.

For example:
The player decides that his herald has become very devout and has learned some basic priestly magick. Since he is not a priest by profession, he will begin with 5 spell points (power) for being a dilettante. He spends 10 skill points acquiring ceremonial magick, and now has basic skills in alchymy, conjuration, ritualism and spiritualism:

Ceremonial: IN+SD   (55+44)/10 =10%

He may now spend skill points on these four skills, although he may only spend up to 3 on each, since he is not a professional priest or mage.

Note that if he were to acquire any skill other than ritualism, his piety would be reduced by -100% for practicing witchcraft. So the player spends 3 skill points on ritualism.

9. Income & Savings.

Based on the income charts on page 182, the character's three professions make:

Profession	Income	Savings
Miller:	26£	6£
Archer:	12£	2£
Herald:	40£	5£

The current profession is Herald, so this would be the character's current yearly income.

The character begins with 1d6 x savings, and rolls a 4. So his starting money is 20£ (1d6=4. 4x5=20).

Equipment & Possessions

All monies are expressed in terms of pounds (£), shillings (s) and pence (d). 1£=20s. 1s=12d.

The character now may spend his savings buying equipment. He spends 15s on a gladius, 1£ on a Norman bow, 1s on a quiver, 1s on a dozen arrows, and 6£ on a leather armour package (page 344). He buys a wooden buckler, reinforced with binding for 16s, and spends 2£ on a riding horse.

The total cost is 10£ 13s.
15s+1s+1s+16s=33s   (count the shillings)
=> 33s= **1£ 13s**
1£+6£+2£= **9£**   (count the pounds)
9£+1£ 13s =**10£ 13s**   (add the two together)
Remaining money is 9£ 7s
(20£-10£ 13s).

10. Initiative Penalty.

Initiative penalty is determined by what weapons and armour are used in combat.

In this case, the character would probably have a gladius (-1) in his right hand, a buckler   (-0) in his left, and he is wearing leather armour (-1). Otherwise, he would use the leather armour (-1) and his bow (-3). So his total initiative penalty is -2 when fighting hand to hand, and -4 while using a bow. There is a small chart on the character sheet to help keep track of this.

Note that the speed bonus is not calculated into the basic initiative penalty. When rolling initiative, subtract the initiative penalty and then add the speed bonus (if any).

11. Starting Spells.

Because the character only has a single category of magick (ritualism), he begins with 30 levels of spells. He may acquire any spell up to 10th level. So he may get 6 spells of 5th level, or 30 spells of 1st level, or 3 spells of 10th level, or any other combination.

In this case, the player chooses: Light (1), Heal (5). Exercise Spirit (2), Free Spirit (2), Bless (5), Holy Water (5), Restoration (10).

Categories	Levels	Categories	Levels
One	30	Two	20
Three	10	Black Arts	0
Professional Mage: +20 levels			

12. History, Appearance.

Now the player and the Storyteller decide on a history and appearance for the character.

13. Background.

Now the most important part of creating a character begins: Choosing a background. Many players start with this step, using the ideas developed here to guide the rest of the character development.

Actions

A character is defined by what he does, how he behaves towards others. Is he helpful? Is he argumentative? Is he shy?

Goals

Every character should have a goal, and these will influence what he does. Behind every goal will also be a **motivation**, or a reason he wants what he wants.

Inner Needs & Character Flaws

Every character should also have a secret desire or need. A character may not even be aware of what it is himself. It could be a need for friendship, love, a need to become powerful, or a desire to settle down on a farm.

Then the character must also have a **main character flaw**, which prevents him from attaining his inner need.

This character flaw will rub against the inner need and will create internal conflict, which should be role played while acting out the character in the story.

Basically, a character begins a story "broken" or lacking something. It could be a dead relative, it could be a trait like anger, vengefulness, or it could be a phobia (fear of the water, etc) or perhaps an ailment of some kind (missing a limb, an alcoholic, etc).

During the story, the character should undergo a change because of the events of the plot and will have to make a choice of some kind. This choice will directly involve his internal conflict between his inner need and main character flaw.

The character should choose to overcome his flaw and this will result in his attaining what he really needs. This change is what people most enjoy about stories. However, it should be noted that not all stories involve this kind of change in a character. Some stories are *plot driven* instead of being *character driven*.

Basic Task Resolution

In order to perform a task such as climbing a tree, the player will need to roll under their skill, which is expressed as a percentage number.

For instance, to open a lock (without a key), the player would have to roll under their locksmith skill. If the skill is 83%, then he would have to roll 83 or less on percentile dice.

Difficult Tasks

Some tasks that the *Storyteller* decides are difficult may require a roll at half the character's skill. Also, if a task is extremely difficult, the Storyteller may require the player to roll under on quarter or even one tenth of their skill.

For instance, if a person wanted to open a lock without a key or lockpick tools, the *Storyteller* may require that he make a difficult roll (at half or one quarter ability, depending on how simple the lock is). If his skill is 83%, he might succeed on a 42% or even a 21% or less.

Skill Contests

These rolls are used when two people are competing against one another. To win a contest, each person rolls percentile dice and adds their skill. The higher roll wins.

For instance, if two people are arm wrestling, they both roll percentile dice and add their Strength characteristic. The higher roll will win.

Characteristic Rolls

Often, the Storyteller will require the player to make a check against one of their characteristics, such as Dexterity (for slippery surfaces, etc) or Awareness (to spot hidden objects, etc). These checks are simple percentile rolls less than or equal to the appropriate characteristic.

Fantasy Imperium

Scene Outline Worksheet

Story Title:

Story Goal & Opposition
Story Goal:
Main Villain:
Villain's Allies:

Genre, Time, Setting & Mood
Genre:
Time Period:
Setting:
Mood:

Backstory

Fantasy Imperium

Scene Outline
1. Scene Title: **Introduction – Inciting Incident**
Goal:
Opposition:
Setting:
Tie-In:
2. Scene Title: **Rising Action – Significant Event**
Goal:
Opposition:
Setting:
Tie-In:
3. Scene Title: **Complications – Plot Twist**
Goal:
Opposition:
Setting:
Tie-In:
4. Scene Title: **Crisis – Decisive Moment**
Goal:
Opposition:
Setting:
Tie-In:
5. Scene Title: **Climax – Confrontation**
Goal:
Opposition:
Setting:
Tie-In:
6. Scene Title: **Resolution – Outcome**
Goal:
Opposition:
Setting:
Tie-In:
Notes:

Hit Probability Chart

Basic Chance to Hit

Character	Weapon Skill
Peasant	25%
Militia	35%
Yeoman	50%
Man at Arms	65%
Mercenary	60%
Knight	75%
Gladiator	variable: 25-85%
Animal	Attack Rating or 65%
Monster	Attack Rating or 65%

Melee Combat

Target Size	Modifier
Tiny	− 50%
Small	− 25%
Medium	0
Large	+ 25%
Huge	+ 50%

Weapon Type	Modifier
One Handed: Two-Handed Sword	− 35%
One Handed: Hand & Half Sword	− 20%
One Handed: Two-Handed Polearm	− 35%
One Handed: Hand & Half Polearm	− 20%

Situation	Modifier
Flank Attack	+ 15%
Rear Attack	+ 25%
Surprised Target	+ 25%
Fast Drawn Weapon	− 25%
Left-Handed Weapon	− 50%
Underwater (thrust only)	− 35%
Cannot See Target	− 50%
Rider Attacking on the Move	− 25% / attack
Confusion Factor (multiple attackers)	− 25%

Combat Actions	Modifier
Feint (Attacker / Defender)	− 10% / −25%
Strike & Parry or Parry & Strike	− 25%
Strike & Dodge	− 25%
Multiple Parry (cumulative)	− 10% each
Parry Head Strike	+ 25%
Movement Penalty	0 to − 30%

Basic Initiative Penalties

Armament	Modifier
Weapon	− 3
Weapon & Shield	− 6

Shooting

Target Size	Modifier
Tiny	− 50%
Small	− 25%
Medium	0
Large	+ 25%
Huge	+ 50%

Weapon Type	Modifier
Handgonne (no aiming is possible)	− 25%
Blunderbus at Point Blank Range	+ 25%

Cover	Modifier
Arrow Loop	− 90%
Battlements	−75%
Window	−50%
Door	− 25%
Man, Kneeling	− 5%
Man, Prone	− 15%
Shooting into Melee	− 25%

Range	Modifier
Short	0
Medium	− 25%
Long	− 50%
Extreme	− 75%

Aiming	Modifier
Aiming (+25% maximum)	+5% / round
Selective Aiming (missiles only)	− 15%
Specific Location	− 25%
Rapid Firing (quick shooting without aim)	− 25%

Atmospheric	Modifier
Shooting at Night	− 50%
Shooting at Dawn, Dusk	− 25%
Shooting through Fog, Dust Cloud	− 25%
Shooting at source of light	+ 10%
Shooting into darkness	− 25%
Movement Penalty	0 to −30%

Size Charts

Tiny (*Less than 12" tall*)

Hits	Severity
1–2	Minor
3–5	Light
6–8	Serious
9–11	Critical
12+	Terminal

x 1/4 weapon & falling damage
x 1/4 blood loss

Small (*Half the size of a human*)

Hits	Severity
1–3	Minor
4–7	Light
8–11	Serious
9–11	Critical
12–15	Terminal

x 1/2 weapon & falling damage
x 1/2 blood loss

Medium (*Human sized*)

Hits	Severity
1–4	Minor
5–9	Light
10–14	Serious
15–19	Critical
20+	Terminal

Normal damage & bloodloss

Large (*Elephants, Giants*)

Hits	Severity
1–12	Minor
13–24	Light
25–36	Serious
37–49	Critical
50+	Terminal

x2 weapon & falling damage
x2 blood loss

Huge (*Dragons, Balrogs*)

Hits	Severity
1–24	Minor
25–49	Light
50–74	Serious
75–99	Critical
100+	Terminal

x 5 weapon & falling damage
x5 blood loss

Movement

Speed	Distance	Inches	Bonus	Fatigue*	Penalty
Walk	10 feet	2"	0"	0 (1)	–
Jog	15 feet	3"	± 1"	1 (2)	− 10
Run	20 feet	4"	± 1- 2"	2 (4)	− 20
Sprint	40 feet	8"	± 1- 4"	5 (10)	− 30

* The second number is the rate while encumbered.

Horse Movement

Gait	Riding Horse	War Horse	Race Horse	Fatigue*
Walk	3"	3"	3"	0 (0)
Trot	6"	5"	8"	1 (2)
Canter	9"	8"	12"	2 (4)
Gallop	18"	16"	24"	5 (10)
Back Up	2"	2"	2"	0 (0)

* Rider fatigue. The second number is for encumbered riders.

Armour Values

Material	Value
Linen	1
Gambeson	2
Leather	3
Ring	4
Studded	5
Cuir-Boulli	6
Scale, Iron	9
Scale, Steel	11
Brigandine, Steel	9
Banded, Steel	13
Mail, Iron	8
Mail, Steel	10
Reinforced Mail, Iron	10
Reinforced Mail, Steel	12
Fine Mail, Iron	12

Material	Value
Fine Mail, Steel	14
Splint, Steel	16
Articulated Plate, Iron	16
Articulated Plate, Steel	18
Plate, Iron	18
Plate, Steel	20

Layering Armour

Cloth Layer (+2 layers max)	+1
Metallic Layer (+1 layer max)	+3

Layered Armour Values

Plate, Iron + Mail	21
Plate, Steel + Mail	23
Plate, Iron + Mail + Cloth	22
Plate, Steel + Mail + Cloth	24

Hit Location Chart

1 GENERAL LOCATION

Roll (d100)	Location
01–15%	Head
16–60%	Body
61–80%	Arm
81–100%	Leg

PROCEDURE

– Missile Weapons roll for General Location, then roll for Specific Location.
– Melee Weapons choose a General Location, then roll for Specific Location.

Selective Aiming:
– To choose General location (missiles): –15% to hit.
– To choose a Specific location: –25% to hit.

2 SPECIFIC LOCATION

Missiles	Roll (d100)	Location	Edged			Blunt			Point*		
01–15%	**Head**										
			I	T	B	I	T	B	I	T	B
	01–40%	Skull	+2d6	x2	x2	+2d6	x2	–	+2d6	x2	x2
	41–45%	Eye	–	–	–	–	x2	–	+3d6	x3	–
	46–50%	Ears	–	–	–	+1d6	–	–	–	–	–
	51–65%	Nose	+1d6	–	x2	+2d6	x2	x2	+1d6	x2	–
	66–75%	Face	+1d6	x2	x3	+1d6	x2	x2	–	–	x2
	76–80%	Mouth	+1d6	–	x2	+3d6	x2	x3	+2d6	x2	x3
	81–85%	Chin	–	–	–	+1d6	x2	–	–	–	–
	86–90%	Throat	+3d6	x3	x10	+1d6	x2	–	+1d6	x2	x3
	91–100%	Neck	+2d6	x2	x5	–	–	–	+1d6	–	x2
16–60%	**Body**		Edged			Blunt			Point*		
			I	T	B	I	T	B	I	T	B
	01–05%	Collar Bone	+1d6	–	–	+2d6	–	–	–	–	–
	06–25%	Chest	–	–	–	–	–	–	+1d6	–	–
	26–30%	Chest, Heart	+4d6	x3	x3	+1d6	x2	–	+3d6	x3	x3
	31–35%	Chest, Lung	+3d6	x2	x3	+1d6	x2	–	+4d6	x2	x3
	36–40%	Chest, Artery	–	–	x5	–	–	–	+1d6	–	x2
	41–60%	Abdomen	+2d6	–	x2	+3d6	x3	x3	–	–	–
	61–65%	Abdomen, Kidney	+1d6	x2	x2	+2d6	x2	x2	+2d6	x2	x2
	66–70%	Abdomen, Liver	+2d6	x2	x2	+1d6	x2	x2	+2d6	x2	x2
	71–75%	Abdomen, Spleen	+1d6	x2	x2	+1d6	x3	x2	+2d6	x2	x2
	76–95%	Hip	+1d6	–	–	+2d6	x2	–	+1d6	–	–
	96–100%	Groin**	–	–	–	–	x2	–	–	–	–
61–80%	**Arm**		Edged			Blunt			Point*		
			I	T	B	I	T	B	I	T	B
	01–30%	Shoulder	+1d6	–	–	–	–	–	+1d6	x2	–
	31–35%	Shoulder, Artery	+2d6	x2	x2	+1d6	–	x2	+1d6	x2	x2
	36–40%	Shoulder, Armpit	+1d6	–	–	+1d6	–	–	+2d6	x2	–
	41–55%	Upper Arm	+1d6	x2	–	+1d6	x2	–	–	–	–
	56–60%	Upper Arm, Inside	+1d6	x2	x2	–	–	–	–	–	x2
	61–70%	Elbow	–	–	–	+2d6	x3	x2	+1d6	x2	–
	71–80%	Forearm	–	–	–	+1d6	x2	–	–	–	–
	81–85%	Wrist, Artery	+1d6	–	x3	+1d6	x2	x2	+1d6	x2	x2
	86–100%	Hand	–	–	x2	+1d6	x2	–	+1d6	x2	–
81–100%		**Leg**	Edged			Blunt			Point*		
			I	T	B	I	T	B	I	T	B
	01–35%	Thigh	+1d6	–	–	–	–	–	+1d6	x2	–
	36–40%	Thigh, Artery	+1d6	–	x3	–	–	x2	+1d6	–	x2
	41–55%	Knee	+2d6	x2	x2	+2d6	x3	–	+2d6	x2	–
	56–75%	Shin	–	x2	–	+1d6	x2	–	–	–	–
	76–85%	Calf	+2d6	–	x2	+1d6	x2	x2	+1d6	–	x2
	86–100%	Foot	–	–	x2	+1d6	x2	–	+1d6	–	–

† = Extra damage is: Injury, Trauma, & Blood loss.
* = For Point attacks, extra Blood loss occurs only after missile is removed.
** = Roll only half the character's STUN rating (men).

Fantasy Imperium

Name:		Player:	
Profession:		Income / Savings:	

Characteristics		Combat Factors		History		Appearance	
Strength		Hits		Nationality		Sex	
Endurance		Shock		Social Class		Age	
Dexterity		Morale		Siblings		Height	
Intuition		Winded		Birth Date		Weight	
Self Discipline		Exhausted		Birthplace		Skin	
Reasoning		Burnout		Residence		Hair	
Ego		Power		Religion		Eyes	
Awareness		Fate		*Movement*	*Encumbrance*	*Saving Throws*	
Presence		Luck		**0** Walk	Light	Ceremonial	
Attractiveness		Piety		**1** Jog	Medium	Natural	
Extra Damage		Spirit		**2** Run	Heavy	Extrasensory	
Speed Bonus		Initiative		**5** Sprint	Extreme	Black Magic	

Possessions

			Wealth:

Fantasy Imperium

Melee Weapons

Weapon	Skill %	H	Throw	Wt.	Mat.	Break %	Sharp.	I	F	Parry	Parry %	Damage

Missile Weapons

Weapon	Skill %	Ammo	Wt.	Pull	Load	I	F	S	M	L	X	Damage
									–0%	–25%	–50%	–75%

Armor

Name & Material	Wt.	Hits	Damage	Location	Value	Location	Value
				Skull		Shoulder	
				Eye		Armpit	
				Ears		Upper Arm	
				Nose		Inside Arm	
				Face		Elbow	
				Mouth		Forearm	
				Chin		Wrist	
				Throat		Hand	
				Neck		Thigh	
				Chest		Knee	
				Abdomen		Shin	
				Back		Calf	
				Hip		Foot	
				Groin			

Shield	B S E	Wt.	Material	I	F	Turn	Missiles	Hits	Damage	Parry	Parry %

Total	

SP	Skill	Base	%
	Acrobatics	DX	
	Acting	SD	
	Administration	RE	
	Agriculture	EN	
	Alchymy Script	RE	
	Ambush	AW	
	Animalcraft	SD	
	Astrology	IN	
	Astronomy	RE	
	Bargaining	PR	
	Brewery	RE	
	Bribery	IN	
	Business	RE	
	Candlemaking	AW	
	Carpentry	EN	
	Cartography	AW	
	Ceramics	DX	
	Chemistry	RE	
	Climbing	EN	
	Cooking	IN	
	Counterfeiting	AW	
	Cryptography	RE	
	Dancing	PR	
	Disguise	AW	
	Diving	DX	
	Drawing	AW	
	Eloquence	PR	
	Embalming	SD	
	Engineering	RE	
	Etiquette	PR	

SP	Skill	Base	%
	First Aid	RE	
	Fishing	IN	
	Fletching	DX	
	Foraging	AW	
	Fortunetelling	IN	
	Forgery	DX	
	Gambling	SD	
	Glassworking	DX	
	Heraldry	RE	
	Herbology	RE	
	Hideworking	SD	
	History	RE	
	Interrogation	IN	
	Intrigue	AW	
	Juggling	DX	
	Jumping	ST	
	Legerdemain	DX	
	Locksmith	DX	
	Masonry	EN	
	Mathematics	RE	
	Metallurgy	RE	
	Milling	RE	
	Mineralogy	RE	
	Mountaineering	EN	
	Mythology	RE	
	Painting	AW	
	Perfumery	AW	
	Physician	RE	
	Piloting	AW	
	Reconnaissance	AW	

SP	Skill	Base	%
	Religion	IN	
	Riding	IN	
	Sculpture	DX	
	Seamanship	SD	
	Seduction (PR)	AT	
	Sensuality	IN	
	Sewing (hand)	SD	
	Shipwright	RE	
	Singing	PR	
	Skiing	DX	
	Song Lore	RE	
	Stealth	SD	
	Storytelling	PR	
	Streetwise	EG	
	Strategy	RE	
	Survival:		
	Arctic	RE	
	Desert	RE	
	Forest	RE	
	Jungle	RE	
	Marine	RE	
	Steppe land	RE	
	Swimming	EN	
	Tactics	RE	
	Textiles	RE	
	Timberwright	ST	
	Tracking	AW	
	Trapping	DX	
	Weaponcraft	RE	
	Weatherlore	AW	

SP	Languages	Base	%
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	

SP	Writing	Base	%
		RE	
		RE	
		RE	
		RE	
		RE	
		RE	
		RE	
		RE	
		RE	
		RE	
		RE	

SP	Music	Base	%
	Drum	PR	
	Dulcimer	PR	
	Flute	PR	
	Harp	PR	
	Lute	PR	
	Lyre	PR	
	Mandolin	PR	
	Pipes	PR	
		PR	
		PR	
		PR	

SP	Miscellaneous	Base	%

SP	Miscellaneous	Base	%

SP	Miscellaneous	Base	%

SP	Edged Weapons	Base	%
	Knife	DX	
	Hand Axe	DX	
	Axe	ST	
	Short Sword	DX	
	Saber	DX	
	Sword	ST	
	Hand & Half S.	ST	
	Two-Handed S.	ST	
	Rapier	DX	
	Cut & Thrust S.	DX	

SP	Non-edged Wpns	Base	%
	Ball & Chain	DX	
	Club	ST	
	Staff	DX	
	Mace	ST	
	Warhammer	ST	
	Whip	DX	

SP	Polearm Wpns	Base	%
	Bill	DX	
	Guisarme	DX	
	Halberd	ST	
	Lance	SD	
	Military Flail	DX	
	Military Fork	DX	
	Partisan	ST	
	Pike	ST	
	Poleaxe	ST	
	Spear	DX	

SP	Missile Weapons	Base	%
	Aclys, Dart	DX	
	Axe	DX	
	Hammer	ST	
	Javelin	DX	
	Knife	DX	
	Spear	DX	
	Spearthrower	DX	
	Sling	DX	
	Staff Sling	DX	
	Shortbow	ST	
	Longbow	ST	
	Composite Bow	ST	
	Crossbow	SD	

Experience Points

SP	Moving in Armour	Level
	Leather (–1 initiative)	
	Ring (–2 initiative)	
	Scale (–3 initiative)	
	Mail (–4 initiative)	
	Plate (–5 initiative)	

SP	Shield Parry	Base
	Buckler	DX
	Round Shield	DX
	Heater	DX
	Oval Shield	ST
	Viking Shield	ST
	Kite Shield	DX
	Legionaire	ST
	Tower Shield	ST

SP	Unarmed Combat	Base	%
	Boxing	ST	
	Wrestling	DX	
	Street Fighting	ST	
	Close Combat	ST	
	Groundfighting	ST	
	Unarmed Cmbt	DX	
	Restraints	DX	
	Falling	DX	

SP	Firearms	Base	%
	Handgonnes	SD	
	Arquebus	SD	
	Wheel-Lock P.	SD	
	Flint-Lock P.	SD	
	Muskets	SD	
	Blunderbus	SD	
	Bomb, Grenade	DX	

SP	Siege Weapons	Base	%
	Battering Ram	ST	
	Oxybeles	RE	
	Catapult	RE	
	Ballistae	RE	
	Trebuchet	RE	
	Trebuchet (cp)	RE	
	Greek Fire	RE	
	Cannons	RE	
	Sapper	RE	

Notes

SP	Ceremonial	Base	%
	Acquisition	*(10 points)*	
	Alchymy	IN+SD	
	Conjuration	IN+SD	
	Ritualism	IN+SD	
	Spiritualism	IN+SD	

SP	Natural	Base	%
	Acquisition	*(10 points)*	
	Deceiver	RE+EG	
	Enchantment	RE+EG	
	Elementalism	RE+EG	
	Sorcery	RE+EG	

SP	Extrasensory	Base	%
	Acquisition	*(10 points)*	
	Mysticism	AW+PR	
	Psychic	AW+PR	
	Seer	AW+PR	
	Talismanic	AW+PR	

SP	The Black Arts	Base	%
	Acquisition	*(10 points)*	
	Black Magic	Best	

Weapon Expertise

Initiative		
Location	Item	- / +
Left Hand		
Right Hand		
Armour		
Mounted		
Initiative Rating:		

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Magick					

Discipline	Skill %	Discipline	Skill %	Discipline	Skill %

Spell	Time	Level	Spell	Time	Level	Spell	Time	level

Discipline	Skill %	Discipline	Skill %	Discipline	Skill %

Spell	Time	Level	Spell	Time	Level	Spell	Time	level

Fantasy Imperium

Actions – *How does he/she act towards & treat others?*   ***A character is defined by what he does.***

Goals – *What does he/she want?*   ***Desires will affect a character's actions.***

Goal:

Motivation:

Inner Need & Main Character Flaw – *What is he/she missing?*   ***The flaw will block a character's need.***

Inner Need:

Character Flaw:

History – *What happened in the past?*   ***Where is the character from?***

Reputation & Stereotypes – *What do others think of him/her?*   ***These affect how others treat the character.***

Special Talents, Habits, & Preferences – *What does he/she like?*   ***Favorite things.***

Appearance – *What does he/she look like?*   ***Physical traits, distinctive features, clothes.***