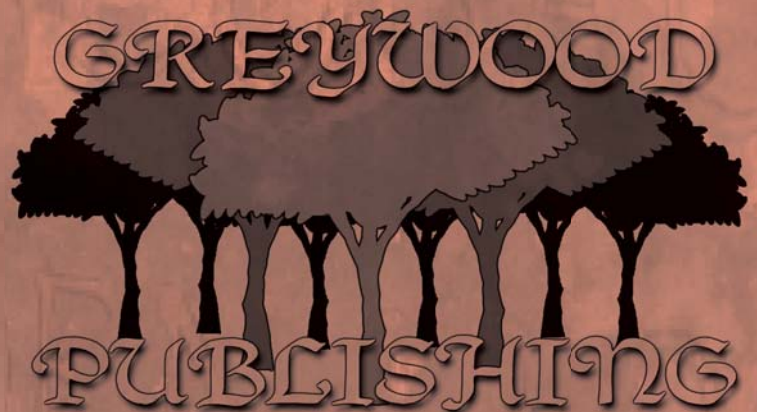




# VENGEANCE

QUICK REFERENCE GUIDE



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# DETERMINING A CHARACTERISTIC

To determine your character's INT, STR, AGI, END and PER roll the percentile dice, consult the left hand column on the table below and fill those scores in on your character sheet.

Dice Roll	Characteristic Score	Aptitude Bonus/Penalty	Characteristic Percentage	Characteristic Bonus/Penalty*
01 – 05	8	-2%	40%	-2
06 – 10	9	-1%	45%	-1
11 – 40	10	+0%	50%	0
41 – 50	11	+1%	55%	+1
51 – 60	12	+2%	60%	+2
61 – 70	13	+3%	65%	+3
71 – 75	14	+4%	70%	+4
76 – 80	15	+5%	75%	+5
81 – 85	16	+6%	80%	+6
86 – 90	17	+7%	85%	+7
91 – 95	18	+8%	90%	+8
96 – 99	19	+9%	95%	+9
00	20	+10%	100%	+10

\* This score is used for END & STR. It modifies your character's starting Life Points (LP) and damage to attacks respectfully.

Always keep your characteristic scores regardless of how low they may be. This will result in a challenge for you when trying to complete the adventure.

## CHARACTER EXPERIENCE

Character experience is a specific field of expertise that your character has specialized in. As a Ranger, you may choose ONE character experience from the list below and record the name and bonus on your character sheet.

Character Experience	Bonus
Heightened Senses	+1 to your Perception Characteristic*
Master Tracker	+10% to the Tracking Aptitude
Weapon Specialty	+10% to a single Mastered Weapon
Quick as a cat	+10% to Parry/Dodge
Tough as Nails	+10 starting Life Points

\* this bonus must not take your Characteristic score above 20

# LIFE POINTS

Life points are a measure of your health. Every time you are hit in combat your Life Points will decrease. If your Life points reach 0 or below you are dead! So take good care of yourself.

To determine your Life Points you must roll on the table below

Dice Roll	Starting Life Points
01 – 50	80
51 – 60	90
61 – 70	100
71 – 80	110
81 – 90	120
91 – 99	130
00	150

You must add your bonus for ENDURANCE to this starting score and record the result on the character sheet (see Determining a Characteristic).

# HEALING

During your adventures in the world of Thargos™ you will get hurt. This is a sad fact, but true none-the-less. Your equipment contains a small healing pack which is made up of curative salves and balms. The healing pack can be used at any point during your adventure (with the exception of during combat). A single application will heal 15 Life points but you have to make a successful Aptitude (Healing) check at +20% first. If you fail the Aptitude (Healing) check you will still use an application of the healing pack, but you WILL NOT heal any wounds. There is enough in the healing pack to heal 5 wounds so use them wisely.

# HERBALIST KIT

At various stages through your adventure you will find items than can be put into your herbalist kit. The herbalist kit can be used to replenish your healing kit, should you run out. If you find three herbalists kit items you can create 1 healing salve to add to your healing kit. To do this you must make an Aptitude (Herbalist) check at +35%. This can be done at any point during the adventure but NOT during combat.

# EQUIPMENT

Your character will start this adventure with the equipment listed on the character sheet. Each piece of equipment will grant a small bonus to the character. As your character finds new equipment, it can be pencilled in on the character sheet. You never know what items will help you on your adventure. However, your back pack will only hold six items at any one time (not including weapons and armour which are presumed carried and worn). If you find a seventh item which you wish to take, one item must be discarded from your backpack. The discarded item is then considered lost and no longer useable in the game.

# WEAPONS AND ARMOUR

There are lots of different weapon and armour types used in the Epic Adventure Game Books™. All of these weapons and armours originate from the Cursed Empire Core Rule Book and are quintessential to the game.

Weapons do static damage. This means that it always inflicts the same amount of damage (plus your character's STR bonus) every time you hit. The weapons listed on your character sheets follow this format: Weapon name (weapon's static damage)

*Examples: Dagger (2) or Two-handed sword (10)*

In the adventure the enemy stats are written like this:

## OUTLAW

Dagger	4 (2+2)	78% (7%)
Parry/Dodge		40%
Life Points		35

The dagger deals 2 points of damage plus 2 points for the Outlaw STR bonus (4 points of damage each time the Outlaw hits your character). The next figure tells you the percentage chance that the Outlaw has to hit your character in combat with the critical hit percentage in brackets.

Note: You may take the weapon from any enemy that you kill unless it is written otherwise in the text. Write the weapon and damage on your character sheet. If both of your primary and secondary weapon slots are used up you will have to put the new weapon in your backpack if you don't want to discard one.

Armour grants a bonus to your Parry/Dodge Aptitude. There is a catch though; armour is heavy and cumbersome making some Aptitudes much harder to succeed at. The Penalty for armour MUST be applied to every Aptitude with the exceptions of Mastered Weapon and Parry/Dodge. Please refer to the table below.

## Armour Table.

Armour Type	Parry/Dodge bonus	Aptitude Penalty
Shield*	+5%	-5%
Leather	+5%	None
Chain mail	+10%	-10%
Banded mail	+20%	-20%
Plate mail	+30%	-30%

\* The shield bonus is stackable with other armour bonuses. The shield cannot be used with a two-handed weapon.

# COMBAT

Not everyone you encounter within the World of Thargos™ is friendly. Monsters, wild animals, thieves, bandits and Darkuns™, to name a few, hide in waiting for the unsuspecting adventurer. You will need to engage these unscrupulous enemies and monsters in combat if you are to survive.

Combat takes place in attack rounds. Your character always attacks first (unless stated in the text) followed by the enemy. Combat follows the sequence below

1. Player character attacks - The player character looks at the mastered weapon aptitude score he has recorded on his character sheet for the weapon he is using. He must roll equal to or under this number to score a hit on his opponent. If the character hits, proceed to step 2.
2. Enemy Parry/Dodge roll - Every player character and enemy has a Parry/dodge Aptitude score. This is the individual's percentage chance to avoid being hit by either deflecting the blow with her weapon, side-stepping the blow or having it glance off a shield or armour. The enemy must roll equal to or less than its Parry/Dodge roll to avoid being hit. If the enemy fails its roll, the player character has struck a blow. Proceed to step 3. If the enemy's roll was successful it has avoided being hit and takes no damage. Proceed to step 4.
3. Enemy takes damage – The enemy loses LP (Life Points) equal to the damage of the weapon used (see the weapon listed on the character sheet) plus any STR bonus. If the enemy is reduced to 0 LP or less it has been killed and the player character may proceed with the adventure. If the enemy has at least 1 LP it may retaliate. Proceed to step 4.
4. The enemy attacks – It is now the enemy's turn to attack. The player rolls percentile dice and consults the Mastered Weapon Aptitude for the enemy. If the roll was equal to or below the number listed in the passage then the enemy has scored a hit on the character. Proceed to step 5. If the enemy missed go back to step 1 and continue until either the player character or the enemy has been killed.
5. Player character Parry/Dodge roll - The player character must roll equal to or less than his Parry/Dodge roll to avoid being hit. If the player character fails his roll, the enemy has struck a blow. Proceed to step 6. If the player character's roll was successful he has avoided being hit and takes no damage. Go back to step 1 and continue until either the player character or the enemy has been killed.
6. Player character takes damage - The player character loses LP (Life Points) equal to the damage of the weapon used (see the weapon listed in the passage). If the player character is reduced to 0 LP or less she has been killed and the adventure is over. If the player character has at least 1 LP she may retaliate. Go back to step 1 and continue until either the player character or the enemy has been killed.

# FIGHTING MULTIPLE ENEMIES

The occasion may arise when you have to fight more than one opponent at the same time. When this situation occurs follow the combat sequence above with the following additional rules:

1. The player character must choose a single enemy to attack each combat round. For example she may decide to attack enemy #1 on the first combat round, enemy #2 on the second combat round, enemy #2 again on the third combat round and back to enemy #1 on the fourth combat round.
2. After the player character has finished his attack it is the enemies' turns to attack in order. Enemy #1 will attack first followed by enemy #2 then enemy #3 etc.
3. After each enemies attack, the player character is permitted to make Parry/Dodge rolls with the following penalty: the first Parry/Dodge roll in a combat round is made as normal, the second Parry/Dodge roll in a combat round is made at -10%, the third Parry/Dodge roll in a combat round is made at -20%, the fourth Parry/Dodge roll in a combat round is made at -30% etc.

## CRITICAL HIT

It is possible for a player character or an enemy to score a critical hit in combat. If, when rolling to hit, the dice roll is particularly low then consult the table below.

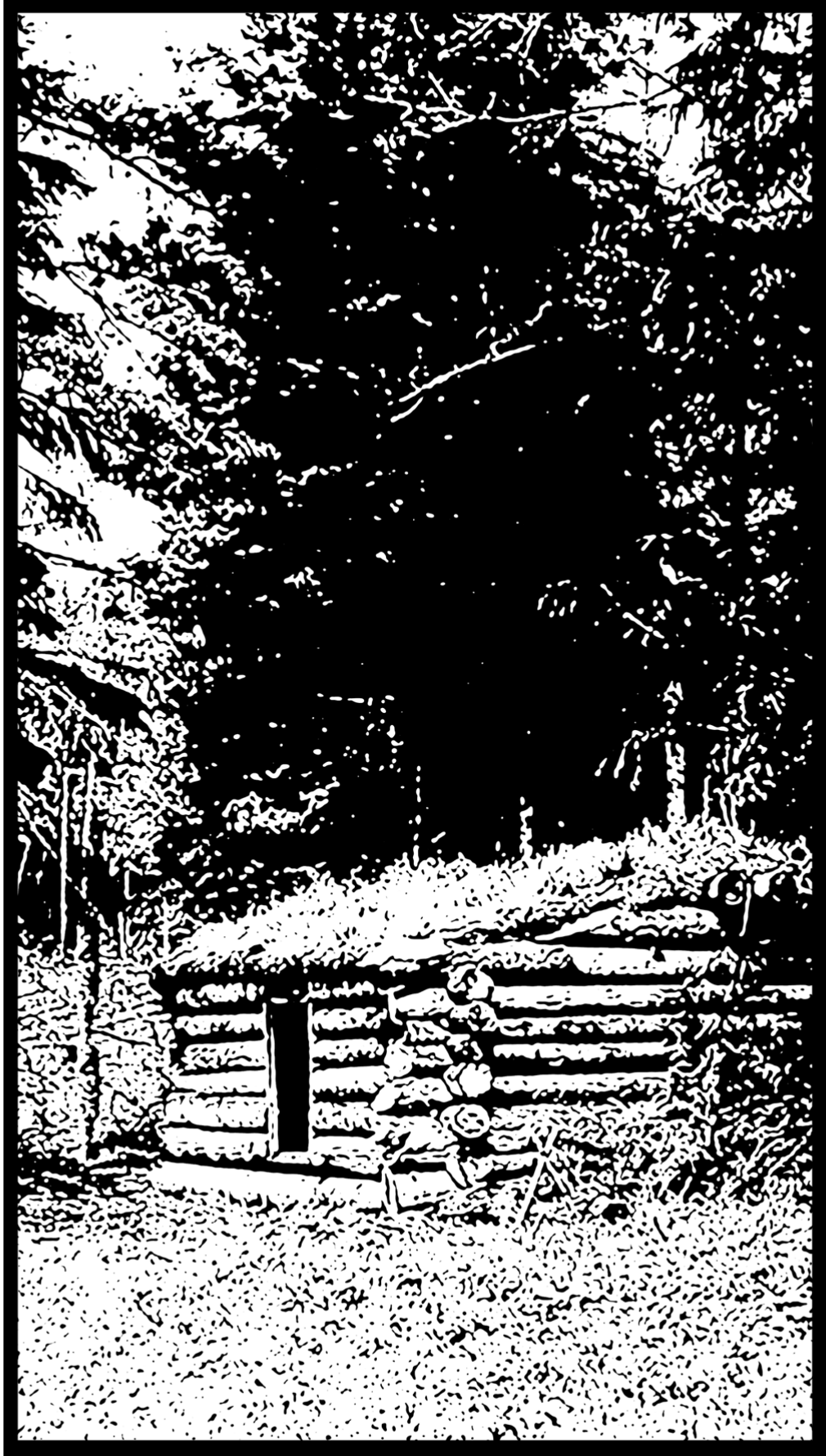
Master Weapon Percentage	Critical Hit
0 – 60%	01 – 05%
61 – 70%	01 – 06%
71 – 80%	01 – 07%
81 – 90%	01 – 08%
91 – 99%	01 – 09%
100%	01 – 10%

A critical hit scores double damage on the enemy and DOES NOT allow them to make a Parry/Dodge roll for that attack round. Of course, it is also possible for enemies to score a critical hit on you as well!

*Example:* A player character has a Master Weapon Aptitude – One handed Sword of 72%. When rolling to hit an enemy, if the roll is 01 – 07% on the dice she has scored a critical hit. The enemy is not permitted to make a Parry/Dodge roll against the critical hit and so the player character inflicts double damage. In this case the player character has a STR 14 (+4) and is wielding a one-handed sword (5 points damage). The critical hit inflicts 18 points of damage (5 sword +4 STR = 9 multiplied by 2 = 18).



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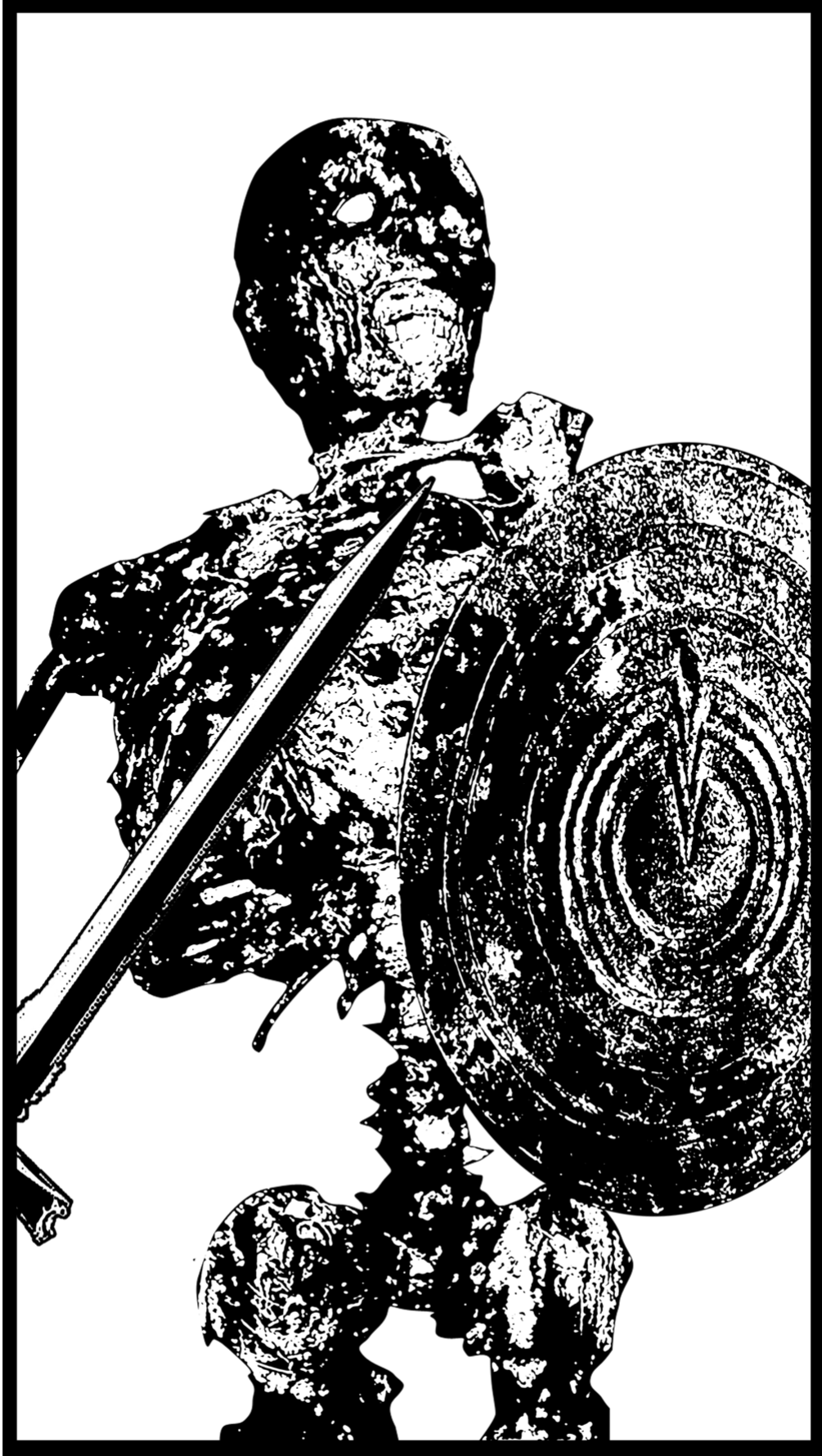
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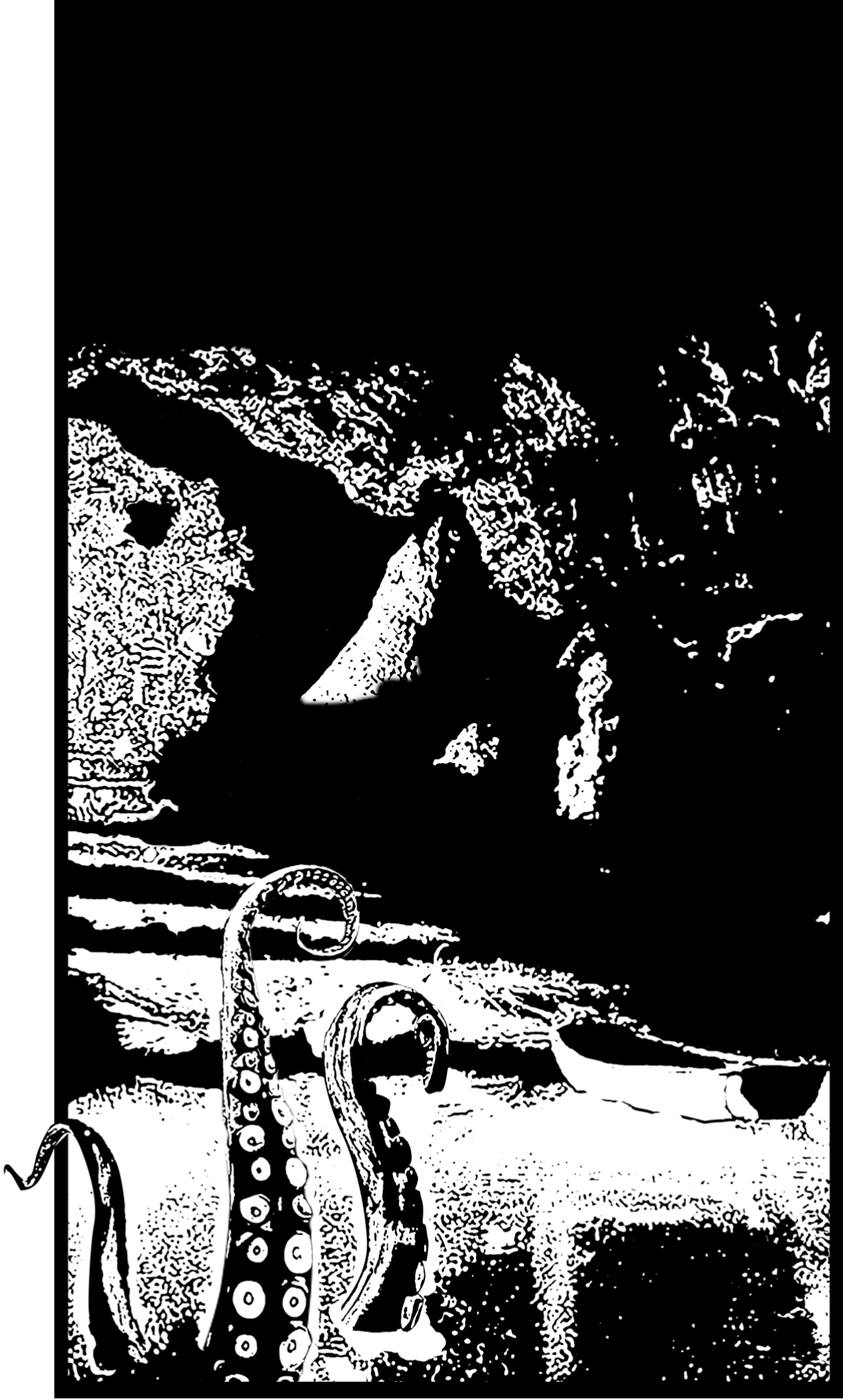
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Intelligence  
Agility  
Strength  
Perception  
Endurance

Intelligence	Agility	Strength	Perception	Endurance
dice roll	percentage	Bonus/ Penalty	Damage Bonus/ Penalty	Life Point Bonus/ Penalty
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Chosen Character Experience

Life Points

starting:

Armour Worn

Parry/Dodge Bonus

Aptitude Penalty

Shield Carried? YES / NO

Healing Kit

Herbalist Kit

Aptitudes

Aptitude	base	Aptitude Adjustment	Total
MW - One handed Sword (STR)	40%	<input type="text"/>	<input type="text"/>
MW - Dagger (STR)	40%	<input type="text"/>	<input type="text"/>
MW - Bow (AGIL)	40%	<input type="text"/>	<input type="text"/>
MW -	40%	<input type="text"/>	<input type="text"/>
MW -	40%	<input type="text"/>	<input type="text"/>
Parry/Dodge (AGIL)	50%	<input type="text"/>	<input type="text"/>
Tracking (INT)	40%	<input type="text"/>	<input type="text"/>
Healing (INT)	25%	<input type="text"/>	<input type="text"/>
Swimming (END)	25%	<input type="text"/>	<input type="text"/>
Jumping (STR)	25%	<input type="text"/>	<input type="text"/>
Moving Silently (AGIL)	20%	<input type="text"/>	<input type="text"/>
Herbalism (INT)	40%	<input type="text"/>	<input type="text"/>
Hide (AGIL)	40%	<input type="text"/>	<input type="text"/>

Equipment

Leather Armour

Herbalist kit

Healing kit

Arrow Bag ○○○○○○  
5 arrows (count as 1 item)

Weapons

1H Sword (5 + STR)

Dagger (2 + STR)

Bow (8)