

The Fantasy Trip
TFT Rules Expansion

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The Fantasy Trip

TFT House Rules

I played in a TFT campaign that met twice a week for over two years. Bill Seurer was a fabulous GM. He has since moved on the GURPS (he wrote MAKECHAR), which I have as well, mostly. We had a few house rules, which I'll present here (mostly developed by Bill).

Skills/Talents

Skill Points

One of the problems with long-term TFT campaigns is that in order to get more skills, you need to get smarter and smarter. We had one skill-driven character that ended up with an IQ over 25. This seemed ridiculous, since IQ affects other things like IQ rolls and the pool of available skills. So we developed the idea of Skill Points (SP).

The number of skills and spells that may be learned is modified by a new characteristic, *Skill Points* (SP). Someone may know up to $(IQ + 2 \times SP)$ points of skills and spells. SP are gained just like other attributes. All people start with no SP and may have no more than $IQ/4$ rounded down. SP count as normal attributes for most purposes including calculating experience needed to increase an attribute. No rolls are ever made against SP, nor do SP modify IQ rolls. SP may also be considered "Spell Points".

Example: Joe the Barbarian (32 points) buys ST 11, DX 12, and IQ 9. He also buys Sword (2), Axe (2), Shield (1), Horsemanship (1), Alertness (2), and Swimming (1). After several adventures, Joe earns enough experience to get a point to spend. Since he has been studying Running, and he doesn't need more IQ to learn it, Joe decides to buy a Skill Point, instead of an IQ point. Joe is now ST 11, DX 12, IQ 9, and SP 1 with Running (2) added to his skill list.

Learning New Talents

Talents are classified in one of five categories, which determine how they may be learned. The categories ('1' through '5') have the following meanings:

1. This talent may be learned on your own with no assistance from someone already having the talent. Assistance from such a person will reduce the time needed to learn the talent by 25%.
2. This talent can be learned on your own, but will take longer. Increase the time to learn by 25%, if done alone.
3. This talent can be learned on your own, but with difficulty. Double the time to learn, if done alone.
4. This talent can only be learned with an instructor's assistance.

5. This talent can only be learned with an instructor's assistance and on-the-job training.

Examples of skill categories:

1. Running, Silent Movement, Climbing, Swimming, Acute Hearing, etc.
2. Sword, Bow, Crossbow, Horsemanship, Diver, etc.
3. Thief, Expert Horsemanship, Tactics, Armorer, etc.
4. Physicker, Literacy, Recognize Value, Fencing, Mechanician, Master Armorer, etc.
5. Seamanship, Captain, Master Physicker, etc.

You must know all prerequisites talents of a talent before you may study that talent. Thus you may not study both a skill and any of its prerequisites at the same time. For example, you may not study Sword and Fencing at the same time, since Sword is a prerequisite of Fencing.

New and Changed Skills

IQ 8

Snowshoe (1)

A person with this talent and wearing snowshoes can walk on snow as if on solid ground. A +2 DX bonus is gained when fighting foes without snowshoes in snow over knee depth. Those without this talent using snowshoes must make a 2d/adjDX roll when moving more than 1/2 MA or when making any movement in combat, including changing facing. Woodsmen may learn this talent without expending any IQ points by spending one winter (3 months) to learn it. Moving through snow without either snowshoes or skis is as for water of similar depth (with no swimming or chance of drowning).

Sign Language (1)

Those with this talent know how to communicate by signing. There are a number of different sign languages used by various people including merchants, thieves, spies, etc. Someone with this skill knows one language. For each additional IQ point spent, two more languages may be learned. A 3d/adjDX roll is required to correctly sign a complicated message. Of course, no heavy gauntlets may be worn while signing.

Military Discipline (1)

Those with this talent are trained as soldiers. They may act in unison with others knowing this talent to improve their actions during combat. If everyone in a group knows this talent, they gain +1 on all reaction rolls. Only those with this talent may form a shield wall. It takes at least 6 months of soldiering to learn this talent.

IQ 9

Willpower (1)

A person with this talent has an extremely strong will. All rolls against IQ for such things as control spells (Control Person, Geas, etc.), questioning (torture), going berserk, leading people and other similar situations are adjusted by 2 in the person's favor. Also, new skills and spells may be learned in 10% less time. Wizards may learn this talent at normal cost.

Sleight of Hand (1)

Prerequisites: adjDX 13 and no gauntlets being worn when used.

Gives the person possessing this talent the ability to make small, handheld objects "disappear" (into a pocket or sleeve) on a 3d/adjDX roll. Observers can see through the trick on a 5d/IQ roll (4d with Alertness). Thieves with this talent who pickpockets are harder to notice if their target is small enough (increase roll to notice by 1d).

Skiing (1)

A person with this talent has a +4 MA over level snow using skis. Uphill is 1/2 MA and downhill is double MA. Triple MA downhill requires a 3d/adjDX roll every turn to avoid falling, quadruple MA requires a 4d/adjDX roll, etc. A fall means 1d-1 damage at triple MA, 2d-1 at quadruple, etc. A bonus of +2 DX is gained (for these rolls only) if poles are used. Combat is at -2 DX, except for missile and thrown weapons and all spells. An extra point of MA must be used to turn more than one hexside. Those without this talent are at -2 MA and -4 DX for all these rolls and must make a 3d/adjDX roll every turn during combat to avoid falling. The Running talent has no effect on either uphill or downhill MA, but does on level snow MA.

IQ 10

Advanced Shield (2)

Prerequisites: Shield, adjDX 13.

Ability to use a shield wall and get other shield bonuses (see [Advanced Shield Rules](#)).

Pole Weapon Master (3)

Prerequisites: Pole Weapons, adjDX 14.

Talent for pole weapons as Fencing is for swords. See Fencing for other details.

Axeplay (3)

Prerequisites: Axe/Mace, adjDX 14.

Talent for axes, maces and hammers as Fencing is for swords. See Fencing for other details.

First Aid (1)

Very basic knowledge of physicking. Allows the person to heal 1 point of damage as physickers do. Those with this talent may learn Physicker talent for only 1 point.

IQ 11

Master Skier (1)

Prerequisite: Skiing.

Ability to use skis on snow to maximum advantage. On level snow, MA is doubled, uphill is 2/3 MA and downhill is triple MA. Quadruple MA requires a 3d/adjDX, etc. Falls (except during jumps) cause 1d less damage. Master skiers may ski jump when travelling downhill on a 3d/adjDX roll at double MA, 4d/adjDX at triple MA, etc. A fall while jumping adds +1 point of damage per multiple of MA.

Two Weapons (3) (modifications)

The ST required to wield the second weapon must be 1 less than the person's ST, but otherwise has no limitations. So someone with ST 11 could use any ST 10 or lower weapon for the second weapon, while a ST 14 person could use any one-handed weapon. The person must, of course, have the appropriate weapon talent. The person may choose to parry with the second weapon as per the shield parry or as in the book. The person must state before the first attack if the shield-type parry will be used, and a -2 DX penalty on that attack will occur.

IQ 14

Master Vet (2)

Prerequisite: Vet.

Works for animals as the Master Physicker talent works for people. If you already have the Master Physicker talent, you may learn this talent for 1 point, and visa versa.

Magic

Spell Points

Skill points may also be thought of as Spell Points and may be used to learn spells in the same fashion as skills. See [Skills](#) for more information.

New and Changed Spells

IQ 9

Flame Shield (T)

Similar to Shock Shield, except the wizard is sheathed in magic flame. All foes in the wizard's hex take damage as if in a magic fire hex. Costs 2 ST to cast, plus 1 ST per turn it is maintained.

Deflect Missiles (T)

Similar to Reverse Missiles, except that the attacks are simply deflected such that they miss the target. They continue past the target as if the target was missed. Costs 1 ST to cast, and 1 ST per turn to maintain.

Summon Small Animal (C)

This spell summons a small animal to follow the caster's commands. The animal summoned may be any 1-hex animal with 11 or less ST, 14 or less DX and 6 or less IQ. Some examples: wolf, dog, monkey, low render, termagent, large snake, etc. Costs 2 ST to cast, and 1 ST each turn the animal remains.

IQ 10

Complex Image (C)

Creates a complex image up to 1 hex in size. This image may not move from the spot it was created, but may be made up of multiple moving parts. It can be used (for example) to show a scene with several people in it, thus allowing an animated tale to be shown. This is a very useful entertainment spell. Costs 2 ST to cast.

Summon Myrmidon (C) (modification)

Brings a human fighter with ST plus DX equal to 24 and 8 IQ to follow the caster's commands. This fighter may have any 1-handed sword, axe/mace or pole weapon plus a

dagger for weapons, and may wear either cloth, leather or no armor, but may not have a shield. The fighter knows only basic talents necessary to use weapons. Costs 2 ST to cast, plus 1 ST per turn that the fighter remains.

IQ 11

Wall of Fire (C)

Creates a wall of magical flame that fills one hex extending 3 meters upward. This fire is similar to that created by the IQ 9 Fire spell, and its effect are almost the same. No creature of less than 8 IQ will pass through a wall of fire nor stay in it. A figure who moves through a wall of fire hex, or is in a hex when the wall is created, takes 4 points of damage. A figure which ends its movement in a hex containing a wall of fire takes 6 hits, and those ending their movement in any hex adjacent to a wall of fire take 2 hits. While in a hex filled with a wall of fire, a -4 DX penalty is suffered. There is no penalty for standing adjacent, but any attacks made through the wall are also at -4 DX. The effects of the wall are cumulative within a turn with armor and protective spells working against the total. For example, a figure moves through a wall of fire (4 hits) and stops adjacent to it to attack (2 hits). If this person were wearing chainmail, 3 hits would be stopped by armor. If the person had stopped in another wall of fire hex, instead of adjacent to it, a total of 10 hits would have been done and 7 would have penetrated the chainmail. This fire is hot enough to singe clothing and exposed hair. Costs 3 ST to cast.

Acute Hearing (T)

The subject of this spell will have the Acute Hearing talent for the next hour. Costs 2 ST to cast.

Levitate (T)

The subject of this spell can float up or down with an MA of 6. DX penalties are as for flight. Horizontal movement is difficult at best with this spell. Costs 2 ST to cast, plus 1 ST per turn to maintain.

Summon Animal (C)

This spell summons an animal to follow the caster's commands. The animal summoned may be any 1-hex animal with 20 or less ST, 14 or less DX, and 6 or less IQ. Some examples: black bear, jaguar, dire wolf, giant spider, etc. Costs 3 ST to cast, plus 1 ST per turn the animal remains.

IQ 12

Summon Warrior (C)

Brings a human fighter with ST plus DX equal to 28 and 9 IQ to follow the caster's commands. The ST must be at least 14, and the fighter always knows the Warrior talent. This fighter may have any sword, axe/mace or pole weapon plus a dagger for weapons and may wear either cloth, leather, chain or no armor and may have a shield. The fighter knows only the basic talents necessary to use the weapons and shield, plus Warrior. Cost 3 ST to cast, plus 1 ST per turn the warrior remains.

IQ 13

3-Hex Wall of Fire (C)

Like the Wall of Fire spell, but affecting any 3 connected hexes. Costs 5 ST to cast.

Summon Large Animal (C)

This spell summons an animal to follow the caster's commands. The animal summoned may be any size animal with 30 or less ST, 15 or less DX, and 6 or less IQ. Some examples: grizzly bear, tiger, lion, giant scorpion, gantua, giant lizard, etc. Costs 4 ST to cast, plus 1 ST per turn the animal remains.

IQ 14

Amnesia (T)

Makes the subject forget all or specific events of one hour duration. If questioned, subject will remember nothing for 24 hours after the spell is cast, will remember on 5d/IQ roll on the following day and on a 3d/IQ roll on any subsequent day. Subject will **not** remember spontaneously. If specific events are to be forgotten, spell will take several turns to cast. Costs 4 ST to cast, plus 2 ST per hour since the target time.

Bladeturn (T)

This spell puts a protective aura over the subject which makes it much more difficult to hit the person with a physical attack. All creatures making physical attacks on the person protected by this spell must roll 5d/adjDX to hit. This spell will not protect against spells cast at the person in any way. Costs 4 ST to cast, plus 1 ST per turn to maintain.

IQ 15

Summon Veteran (C)

Brings a human fighter with ST plus DX equal to 32 and 9 IQ to follow the caster's commands. The ST must be at least 16, and the fighter always knows both Warrior and Veteran talents. This fighter may have any sword, axe/mace or pole weapon plus a dagger for weapons and may wear either any non-fine armor or no armor and may have a shield. This fighter knows only the basic talents necessary to use the weapons and shield, plus Warrior and Veteran. Costs 4 ST to cast, plus 1 ST per turn that the warrior remains.

Control Missile (T)

Acts exactly as Reverse Missiles, except that the person protected has the option to redirect an attack on a target other than its originator. Only 1 attack may be redirected per turn, all others are simply reflected back. The attack must be from a visible foe and a 3d/adjDX roll must be made in order for the redirected attack to hit. Costs 3 ST to cast, plus 1 ST per turn to maintain.

Summon Great Animal (C)

This spell summons an animal to follow the caster's commands. The animal summoned may be any size animal with 50 or less ST, 15 or less DX, and 6 or less IQ. Some examples: cave bear, sabertooth, scimitar cat, small dinosaur, etc. Costs 5 ST to cast, plus 1 ST per turn the animal remains.

Spellturn (T)

This spell puts a protective aura over the subject which makes it much more difficult to cast spells upon the person. It also makes it more difficult for illusions and summoned creatures to hit the person. All creatures attempting to cast spells on the person protected by this spell, as well as all illusions and summoned creatures, must roll 5d/adjDX to hit. This spell will not protect against magical weapons wielded by real (non-summoned) creatures. Costs 4 ST to cast, plus 1 ST per turn to maintain.

IQ 16

Control Will (T)

Exactly like the Control Person spell, but a 4d/adjDX roll is needed to save against it. Costs 5 ST to cast, plus 1 ST per turn to maintain.

IQ 17

7-Hex Wall of Fire (C)

Like the Wall of Fire spell, but affecting any 7 connected hexes. Costs 7 ST to cast.

Magic Items

New Costs of Magic Items

Item Name	Cost	Notes	Weeks
Drop Weapon	\$1000		1
Sleep	\$3000	B	2
Stone Flesh	\$5000	B	6
Spell Shield	\$8000		6
Iron Flesh	\$8000	B	6
Magic Fist rod	\$450/point	B	2
Fireball rod	\$600/point	B	3
Lightning rod	\$750/point	B	5
Wizard's Wrath rod	\$900/point	B	8
Speed Movement	\$2500	B	

Equipment

Weapons

Great Bow

A ST 14 bow that does 2d damage. It fires every turn or twice a turn if the archer has 18+ adjDX and ST 16. It weighs 2.5 kg. and costs \$55.

Fine Weapons

Fine weapons cost 10x their base price for +1 DX or +1 damage, 20x for +1 DX and +1 damage or +2 damage and 40x for +1 DX and +2 damage.

Only axes, maces, hammers, swords and pole weapons may be made finely. Only bladed weapons may be made to do extra damage, except daggers which can only be given the +1 DX.

When a normal weapon would break, roll an extra die for a fine weapon. One that does +1 damage will break if a 5 or 6 is rolled and one that does +2 damage will break only on a 6. The Break Weapon spell has normal effect on fine weapons.

Silver fine weapons cost double their normal fine price.

Good Weapons

Better than average quality weapons cost 2x their base price. When a normal weapon would break in combat, roll an extra die. On a roll of 4, 5 or 6, a good weapon will break.

Armor

Fine Armor

Fine Chainmail

Stops 3 hits, is -2 DX and -2 MA. It weighs 12 kg. and costs \$2000.

Fine Half-Plate

Stops 5 hits, is -4 DX and -4 MA. It weighs 20 kg. and costs \$3500.

Fine Plate

Stops 6 hits, is -4 DX and -4 MA. It weighs 25 kg. and costs \$5000.

Repairing Armor

When armor has taken (20 + 10x hits stopped) hits, it will begin to fall apart. It will stop 1 fewer hits at this point. When it has taken (20 + 20x hits stopped) hits, it is in very bad shape and will stop 2 fewer hits. Extremely powerful or otherwise special blows may count as multiple hits. Cloth and leather armor are not repairable, but metal armor may be repaired for 20% of its new price (10% for fine armor). The Repair spell does not help in fixing armor (nor shields).

Shields

When shields have taken (15x hits stopped) hits, they are split asunder and useless. Small shields may be made of metal and will then take (20x hits stopped) before they split. Such a metal shield would cost \$45 and weigh 7 kg. Metal shields may be repaired as for armor, but normal shields may not.

Miscellaneous Equipment

Item	Cost	Weight	Notes
Skis (2)	\$100	3	Ski boots required.
Ski boots (pair)	\$30	2	
Ski poles (pair)	\$6	0.5	
Snowshoes (2)	\$30	3	No special shoes needed.
Light wool blanket	\$20	1.5	Rated to 0 C, -4 DX.
Heavy wool blanket	\$40	3	Rated to -20 C, -6 DX.
Light winter clothing	\$15	3	Rated to 0 C, -2 DX, stops 1 hit.
Light winter clothing	\$50	3	As above, but middle-class.
Light winter clothing	\$200	3	As above, but upper-class.
Heavy winter clothing	\$25	3	Rated to -20 C, -4 DX, stops 1 hit.
Heavy winter clothing	\$90	3	As above, but middle-class.
Heavy winter clothing	\$300	3	As above, but upper-class.
Spy glass	\$300	0.5	A simple X3 spy glass.
Good spy glass	\$800	0.5	A better X4 spy glass.

Jobs

Jobs

Each kind of job will have certain special characteristics, but a few are shared by all jobs.

Risk

A job's risk is a set of numbers written in the form x/y . A 3d roll is compared to the risk numbers. If the roll is less than or equal to the first number (x), then the PC did something special that week and earns a bonus amount of experience points as follows:

Roll	Experience Point Bonus
3	5 x total of present attributes
4	4 x total of present attributes
5	3 x total of present attributes
6-8	2 x total of present attributes
9-10	1 x total of present attributes
11+	1/2 x total of present attributes

In addition, a bonus of money may also be earned at the GM's discretion.

If the roll is greater than or equal to the second number (y), then the PC did something disastrous. A second roll is made against the PC's highest attribute. If this roll is successful, the PC take damage as listed under *Damage-Save*, otherwise as listed under *Damage-Fail*. If $2x()$ is shown, roll the amount in parenthesis twice.

Minimum Requirements

The minimum attributes and/or talents that are required for this job. Some jobs have no requirements.

Roll to Find

The roll that must be made to find the job. If the roll is failed, the PC spent the whole week looking and finds nothing.

Minimum Weeks

The minimum number of weeks that the PC must be willing to work. If variable (e.g. $1d+3$), roll after the job is found.

Pay

Base pay for the job. Often jobs will have bonus pay for certain circumstances. If two numbers are listed, the second is the maximum pay with bonuses.

Lifestyle

The lifestyle the job provides automatically. If the PC wants to arrange for lodging and food separately, add 1/3 of the total cost of the provided lifestyle to the base pay.

XP/Week

Most jobs provide a few experience points for each successful week of work.

Mercenaries

Duty	Risk	Damage Fail	Damage Save	Roll to Find	Minimum Weeks	Minimum Attributes (ST+DX)	Minimum Skills	Pay	XP / Week	Notes
Garrison	4/17	2x(2d-1)	1d+1	2d/IQ	1d	22	1 weapon	\$5 (8)	1	
Guard 1	4/17	2x(2d)	1d+2	3d/IQ	1d+1	24	1 weapon 1 combat	\$8 (12)	2	
Guard 2	5/16	2x(2d)	2d-1	3d/IQ	1d+2	26	1 weapon 1 combat	\$10 (15)	3	
Active	5/15	2x(2d+1)	2d-1	3d/IQ-1	1d+2	27	1 weapon 1 combat	\$15 (20)	3	
Caravan	6/14	2x(2d+1)	2d	3d/IQ	1d+4	28	1 weapon 2 combat	\$20 (25)	4	
War 1	11/9	3d-3 2d+1 2d	2d-2 2d	2d/IQ	2d*	22	1 weapon	\$15 (25)	8	* = total duration of the war, if war is actually occurring
War 2	12/8	3d-2 2d+2 2d	2x(2d)	2d/IQ-1	2d*	24	1 weapon 1 combat	\$25 (35)	10	* = as above

All mercenary jobs provide poor lifestyle.

Bonuses:

- +\$1 for each 2 combat skills beyond minimum.
- +\$1 if ST+DX is 5 greater than minimum, +\$2 if 10 greater.
- +\$1 if rapid fire missile weapon.
- +\$2 if Reptile Man, Gargoyle or Giant
- +\$1 if 5 or more points of armor, +\$2 for 7 points or more.
- +25% for mounted (after all other bonuses), but subtract 2 from IQ in Roll to Find.
- +50% for flying mount, but add 1d to Roll to Find.

Mercenary Officers

As above with the following changes:

Rank	Modifications
Sergeant	+25% base and max. pay, -1 IQ on Roll to Find, must have +4 Min. Attributes, 2 years of combat experience
Lieutenant	+50% base and max. pay, -2 IQ on Roll to Find, must have +6 Min. Attributes, 2 years as sergeant, Tactics
Captain	+75% base and max. pay, +1d on Roll to Find, must have +7 Min. Attributes, 1 year as Lieutenant, Literacy

Officers have low-middle lifestyle, except captains who have middle lifestyle.

Thieves

Risk	Damage Fail	Damage Save	Minimum DX	Minimum IQ	Pay	XP / Week	Lifestyle
3/17 (18)	2d	1d	11		\$4 + 1d	2	poor
3/16 (17)	2d	1d+1	12		\$7 + 1d	2	poor
4/15 (17)	2x(2d-1)	1d+2	14		\$8 + 2d	3	low- middle
4/14 (16)	2x(2d-1)	2d-1	15		\$11 + 2d	3	low- middle
5/13 (16)	2x(2d)	2d	17		\$12 + 3d	3	middle
5/12 (16)	2x(2d+1)	2d+1	18	15	\$15 + 3d	4	high- middle

In addition to the damage saving roll, if a thief fails a job risk roll, a 3d/IQ roll should be made to avoid arrest.

The risk of a thief's job may be changed and the pay increased by certain factors. Sum up all the relevant values of risk reduction listed below and drop any fractions. Add this number to the upper risk number. The modified risk number can never be higher than the number in parenthesis. The pay increase may never be greater than 1/2 of the fixed pay.

Skill / Factor	Risk Reduction	Pay Increase
Master Thief	3/4	+\$3
Detect Traps	1/2	
Alertness	1/2	
Acute Hearing	1/2	
Spying	3/4	+\$1
Literacy	1/4	
Mimic	1/4	
Silent Movement	3/4	
Climbing	1/4	+\$1
Remove Traps	1/2	
Acrobatics	1/2	+\$1
Architect / Builder	1/2	
Ventriloquist	1/4	
Disguise	3/4	
MA >= 14	1	
MA 12	1/2	
MA 8	-1/4	
MA <= 6	-3/4	
Recognize Value	--	+\$1
Assess Value	--	+\$2

Wizards

Rank	Min. Weeks	Min. IQ	Min. Attributes	Pay	Lifestyle	Title	Notes
Student	-	7	28	-	poor	Student	
Probationer	-	8	30	-	poor		
Neophyte	-	9	32	\$5	poor	Apprentice	Must know Aid
Zelator	-	9	33	\$6	poor		Must know Aid
Practicus	2 + 1d	10	34	\$10	low-middle	Journeyman	Must know Aid
Philosophus	2 + 1d	11	35	\$12	low-middle		Must know Aid
Dominium Liminus	2 + 1d	12	36	\$15	low-middle		Must know Aid
Adeptus Minor of the Outer Circle	3 + 1d	14	38	\$20	middle	Adept	
Adeptus Minor of the Inner Circle	3 + 1d	16	40	\$25	middle		
Adeptus Major	4 + 1d	18	42	\$30	middle		
Adeptus Exemptus	4 + 1d	20	44	\$40	high-middle		
Bade of the Abyss	4 + 1d	22	46	\$50	high-middle	Sorceror	
Magister Templii	3 + 2d	24	48	\$60	high-middle		
Magus	3 + 2d	27	50	\$75	high	Mage	
Ipsissimus	3 + 2d	30	52	\$100	high	Archmage	

Risk for all wizards is 4/17, XP / Week is 2, Damage-Fail is $2x(2d+1)$, Damage-Save is 2d.

As mercenaries, count 2 spells as 1 skill. Increase pay by \$1.

As thieves, count appropriate spells as 1/4 risk reductions.

Miscellaneous Jobs

Job	Risk	Damage Fail	Damage Save	Roll to Find	Min. Weeks	Pay	XP / Week	Lifestyle	Requirements and Notes
Scribe	3/18	2d-1	1d+1	2d/IQ-1		\$(IQ/2)	1	poor	Literacy
Scholar	3/18	2d	1d+1	3d/IQ		\$(IQ)	1	low-middle	Scholar
Sage	3/17	2d+1	1d+1	4d/IQ		\$(IQx2)	2	low-middle	Scholar, 5 languages, 1 other applicable talent
Chemist	3/16	2x(2d)	2d	3d/IQ-1		\$15+DX	3	low-middle	+\$5 if also Alchemist
Alchemist	3/16	2x(2d)	2d	3d/IQ-1		\$15+DX	3	low-middle	+\$5 if also Chemist
Animal Handler	4/17	2x(2d)	2d-1	3d/IQ		\$15	2	poor	+\$5 if Vet
Animal Trainer	4/16	2x(2d+1)	2d	4d/IQ		\$20	2	low-middle	+\$5 if Vet
Healer	4/17	2d+1	1d	2d/IQ		\$9+3d	3	low-middle	
Master Healer	4/17	2d+1	1d	2d/IQ		\$12+4d	3	low-middle	
Armorer	4/17	2x(2d-1)	1d+2	3d/IQ		\$15	2	poor	+\$5 if Goldsmith
Master Armorer	4/17	2x(2d-1)	1d+2	3d/IQ-1		\$25	2	low-middle	+\$5 if Goldsmith

Self-employed merchants with their own shops may increase their pay by 25% or \$5 (whichever is greater) and their lifestyles by 1 level.

Lifestyles

Lifestyle	Total	Room	Board	Notes
Bare Subsistence	\$15	\$7	\$8	slaves, some apprentices
Poor	\$30	\$14	\$16	peasants, common soldiers, unskilled workers
Low-middle	\$45	\$21	\$24	yeomen, skilled workers, sergeants
Middle	\$65	\$35	\$30	merchants, knights, guild syndics
High-middle	\$100	\$63	\$37	wealthy merchants, gentry, landed knights, guild masters
High	\$140	\$84	\$56	rich merchants, lesser nobility
Very High	\$200	\$126	\$74	nobility

Combat

Charge Attack

A charge attack is defined as a movement of 3 or more hexes in a relatively straight line ending with a foe in a front hex. On a hex grid, it is sometimes difficult to move exactly straight, so *sideslipping* is allowed.

If a person moved at least half their MA on the previous turn, they may continue that movement another 1 or 2 hexes and perform a charge attack, if the last 3 hexes moved were in a line. Real movement is continuous and doesn't stop for the end of the turn.

Pole Weapons

When used in a charge attack or to receive a charge attack, a pole weapon does an extra 1d+1 damage, not double damage as in the original rules. Thus a halberd does 3d+1 in a charge.

When a foe moves into the front hex of a pole weapon user who has not moved or turned, the user will attack at +2 DX, if attacking that foe. This is known as setting a pole weapon against an attacker. If a foe shifted into a front hex from a side hex, no bonus is gained.

The extra damage done by a fine pole weapon is **not** added to the damage done when charge attacking.

Double or Triple Damage

Doubling and tripling damage of weapons when a 3 or 4 or a Fencing hit is rolled makes them far too deadly. Instead of actually doubling damage, ignore armor and shields the foe has. Treat triple damage the same way, but also add an extra 1d of damage. The Warrior and Veteran talents have their normal full effect. Creatures with natural armor or people using the Stone or Iron Flesh spells stop half as much (rounded down). When striking a foe with no armor or shield (or just Warrior or Veteran) for double or triple damage, reroll all 1s rolled for damage. Whenever double or triple damage is mentioned, treat it in this fashion, unless otherwise noted.

Weapon Master Skills

There are now skills equivalent to the Fencing skill for axe/maces and pole weapons. Collectively, people with any of these skills will be called *fencers* or *weapon masters*.

Archery

Good Bow Shots

Highly skilled archers may take *good* bow shots that are treated just like fencing hits for the purposes of damage. If a 3 or 4 is rolled, triple damage is done. If a 5, 6 or 7 is rolled, double damage is done. The range of the target must be 23 hexes or less, and the archer's adjDX to hit the target must be at least 10. The archer must state that a good shot is being taken before any rolls are made.

Archers who can shoot twice per turn and have the Missile Weapons talent may give up their second shot and take a good shot instead. The attack takes place at the normal time for their first shot.

Archers using the sling may take good shots by waiting 1 turn and taking no other action. They must state that they are waiting to take a good shot when their attack would normally happen on the first turn. The good shot occurs at their normal time on the second turn. This is **not** considered to be waiting for an opening, and none of that options bonuses apply.

Archers not meeting either of the above restrictions and all crossbow users may not take good shots.

Long Range Shots

A person with Missile Weapons talent firing a missile weapon or using a missile spell suffers the following DX penalties at long range.

Out to 30 hexes, normal DX penalty (-1 DX/6 hexes).

31-42 hexes, -6 DX

43-54 hexes, -7 DX

55-66 hexes, -8 DX
67-90 hexes, -9 DX
91-114 hexes, -10 DX

Each additional 24 hexes is another -1 DX. See page 25 in Advanced Melee for additional rules on long range shots. At more than 30 hexes, if an archer who can shoot twice a turn does so, the normal DX penalty is used, rather than the above chart.

Opportunity Fire

An archer may aim at an area where no foes presently are visible. If the archer has been waiting at least one full turn and a target presents itself in the area aimed at, a shot may be fired immediately, *during movement*. All DX bonuses for waiting apply, but no good shot may be taken. This is the classic situation of waiting for foes to peek around the corner or run across an open doorway.

Waiting For An Opening

A person may opt to not attack for one or more turns and gain a bonus when finally attacking. This is known as waiting for an opening. Archers may not move while waiting for an opening, and people who are engaged may only shift one hex and/or Defend or do nothing.

For each turn that the person waits, a +1 DX is earned. However, no more than +2 DX may be gained no matter how many turns are waited.

A person may choose to increase the chances of rolling double or triple damage instead of gaining a DX bonus. For each +1 DX that would have been earned, a person may instead choose to take a -1 DX penalty and raise the rolls needed for double or triple damage by 1. Thus someone striking a normal blow who waits for 2 turns would have a -2 DX penalty and strike for triple damage on a 3, 4 or 5 and double damage on a roll of 6. A weapon master or someone taking a good bow shot who waits 1 turn would do triple damage on rolls of 3, 4 or 5 and double damage on rolls of 6, 7 or 8.

Dagger Marksmanship

Actually double the damage done if a successful hit is scored (this is an exception to the Double and Triple Damage rules above).

The extra point of damage done by halflings is added after doubling the roll.

Rolling to Miss and Multiple Rolls to Hit

Each figure that an archer, thrower or spell caster rolls to either hit or miss reduces the adjDX of any further rolls by 1. So, if you roll to miss a friend, roll to hit a foe (and miss) and then roll to hit a second foe, your adjDX will be reduced by 2 on the third roll in addition to other adjustments.

Advanced Shield Rules

Shield Bash

A person using a shield may attempt to hit a foe with it and either knock the foe down or reduce the foe's DX for the foe's next combat action.

If a successful roll to hit is made, the foe must make a DX roll to remain standing. The roll is:

- 2d/adjDX, if the foe is stronger,
- 3d/adjDX, if the foe has the same ST or up to 4 lower,
- 4d/adjDX, if the foe's ST is 5 or more lower, and
- 5d/adjDX, if the foe's ST is half the attackers ST or less.

If the roll is failed, the foe is knocked to the ground. If the roll is exactly the attacker's adjDX, the foe will be at -2 DX for the next turn.

An attacker with Advanced Shield talent is given a +3 ST bonus when comparing ST.

Shield Rush

This is an attack similar to a shield bash, but is done at the end of a charge attack. Treat the attack as a shield bash with the attacker's ST effectively raised by 3, or 5 if the attacker has the Advanced Shield talent. This is not like a pole weapon charge and occurs during the normal attack sequence.

Shield Wall

A group of soldiers with the Military Discipline talent may form a shield wall. The shields of people who form a shield wall effectively stop 1 extra hit for each person adjacent to them also forming the shield wall. Thus those on the ends stop 1 extra hit and all those in the middle stop 2 extra hits.

Parrying and Defending

In order to remove all confusion about the terms *parry* and *defend*, the following rules now supercede all previous rules and definitions. A person must state if they are parrying or defending.

Parrying

Parrying is the act of using ones weapons or shield to partially turn a blow while still retaining the ability to attack. Generally, either a shield or a second weapon is used to parry while attacking with the primary weapon.

Parrying with a main gauche is as per the rules in Advanced Melee on page 13.

Parrying with a second weapon while attacking with the first results in a -4 DX penalty on the attack. 2 hits are stopped in addition to any other armor the person may have. Those with the Two Weapons talent suffer no DX penalty while parrying in this fashion. Parrying with a shield while attacking with a weapon results in a -3 DX penalty on the attack if a small shield is used and a -4 DX penalty if a large shield is used. Tower shields may be used to parry blows, but no attack may then be made. The shield stops 2 additional points of damage. Those with the Advanced Shield talent have a 1 point lower penalty while parrying in this fashion. Parrying with either two weapons or a weapon and a shield is allowed. Four additional points of damage are stopped, but no attack may be made.

Defending

Defending is the act of using ones weapons or shield to prevent an attacker from landing a blow. While defending, all attackers (from the front) must roll an additional die to strike the defending person. This usually means that 4d/adjDX must be rolled to hit the defending person.

While defending with either a weapon or shield, no attack may be made with a second weapon, except as described below. If a second weapon is in use, it may be used to parry. A person may change weapons in the free hand while defending.

Those with the Two Weapons talent may defend with a weapon and still attack with a weapon in the other hand. The attack is at -2 DX.

Those with the Advanced Shield skill may both defend with the shield and attack with a weapon in their other hand. The attack is at -2 DX if a small shield is used and -3 DX if a large shield is used. A tower shield may be used to defend, but no attack may then be made.

Reaction to Injuries

The charts in the In The Labyrinth book and on the Fantasy Master's Screen are superceded by the following chart:

ST Range	Hits Taken For -2 DX	Hits Taken To Knockdown
1-19	5	8
20-29	7	12
30-39	10	16
40-49	12	20
50-59	15	24
60-69	17	28
70-79	20	32
80-89	22	36
90-99	25	40
100-109	27	44
...

Knockdown

When a creature takes 8 or more cumulative points of damage from any source during one combat round, that creature is knocked off its feet. For creatures without feet, play as is appropriate to the situation. For creatures with 20 or more ST, see Reaction to Injuries above.

When a blow from an extremely strong foe hits a creature, there is a chance that the creature is knocked down even if less than 8 points of damage is done after counting for armor. If a creature is struck by an attacker with a ST of 30 or greater, no matter how much damage is done, that creature must make a 3d/ST roll to avoid being knocked down. If the attacker's ST is 50 or greater, the roll is 4d/ST. ST 80 or more is a 5d/ST roll.

When a very powerful blow lands on a creature, there is a chance of the creature being knocked down no matter how much damage is done, even after counting for armor. If a blow not covered under Reaction to Injuries above lands on a creature and does more damage before armor than the creature's ST, a 3d/ST roll is required to avoid being knocked down. This roll is 4d/ST if more than 14 points of damage is done, 5d/ST if more than 18 points was done, etc.

Someone with the Acrobatics talent may choose to make the above two rolls against their adjDX instead of their ST if they so choose.

Hand-to-Hand Combat

An attempt may be made to enter HTH combat at two times: either during movement or as a combat option. If done as a combat option, it is considered to be a normal attack as far as ordering of actions goes, and the person attempting HTH must have moved 1/2 MA or less.

Roll 2d and compare it to the following chart to determine the result of the attempt to enter HTH combat:

Roll	Result
2 or less	Attacker knocked back and down to the ground.
3-5	Attacker knocked back.
6-8	HTH is initiated, defender has time to ready a dagger.
9-11	HTH is initiated, defender doesn't ready a dagger.
12 or more	HTH is initiated, defender stunned and at -2 DX next turn.

Modifiers to the above roll:

-2	Attempted from crawling position.
-2	Attempted during movement.
-1	Defender has higher MA.
-1	Defender has higher UC skills.
+1	Attacker has higher UC skills.
+1	Attacker leaping on defender from above.
+1	Attacker moving from defender's side.
+1	Defender is backed against a wall.
+2	Attacker moving from defender's rear.

After initiating HTH, the attacker may strike the defender on the same turn only if HTH was initiated during movement and the attacker moved 1/2 MA or less. The defender may attack if no other combat action has been taken this turn.

Leaving HTH may be attempted on a 4d/adjDX roll. The +4 DX bonus does not apply. If the roll is successful, the person ends up in any adjacent hex in a crawling position. If the other person has not yet taken a combat option, they may choose to again initiate HTH or to also rise to a crawling position.

Fleeing

A person who is engaged may choose to flee during movement. This allows all foes adjacent to the person one free attack at +4 DX in addition to whatever other combat options they may take.

Death and Dying

Death and Dying

People die very easily in TFT. It is difficult to put a lot of effort into a character if you know that he'll die quite easily. Therefore, the following system will be used.

A character who has 0 ST left is unconscious and badly wounded. But the character may survive without assistance. Someone with *negative* ST left is unconscious and dying, but might survive if helped by a friend.

Someone with 0 ST left, or someone with negative ST assisted by a friend, must roll an 8 or better on 2d in order to survive. The roll is modified as follows:

- Subtract 1 from the roll for every ST point below 0.
- +2 if a physicker is assisting the person, +3 for a master physicker, and +1 for a person with First Aid talent.
- +1 if a second physicker is assisting the person, +2 for a master physicker.
- +1 for every 2 Healing potions (maximum of 4) used while trying to save the person. These potions will not restore any ST.
- -1 for every minute the person has not been helped.
- Modify for original ST as follows:

ST	Modifer
1-8	-1
9-11	0
12-14	+1
15+	+2

A roll of 2 always means death. There is no automatic save.

Assisting someone takes 5 uninterrupted minutes.

A person who makes the roll will remain unconscious for several hours. When they do wake up, they will be extremely weak (0 ST) and unable to do most tasks (-5 DX).

- A person who makes the roll will take at least 5 weeks to recover totally, even if all ST is restored before then. The -5 DX penalty will drop by 1 every week the person rests, so after 5 weeks the person is considered to be completely recovered.

Riding and Mounted Combat

There are severe problems with the riding rules of TFT, especially those dealing with mounted combat. The following rules replace those in the TFT books where appropriate. These are intended to be rules for normal 2-hex mounts, such as horses and camels.

Turning

Most mounts move much more quickly than normal creatures. However, they usually are not as maneuverable as smaller creatures. To simulate this, every change of facing for a mount costs it an extra movement point. Thus, to turn around 180 degrees would involve moving either the front of the rear of the mount 3 hexes while pivoting on the opposite hex. This would cost a total of 6 MA.

Running

While running, mounts have even more trouble turning. While moving 8 or more hexes, a mount must move at least 2 hexes before each change of facing or sideslip. While moving 16 or more hexes, it must move at least 3 hexes. A mount which turns ("wheels about") before moving forward does not count this toward the 8 or 16 MA above. Any non-missile/non-thrown weapon used when a mount moves more than 8 hexes in a relatively straight line does an extra 2 points of damage.

Stopping

A mount which moved 8 or more hexes the previous turn must move at least 3 hexes this turn. If it moved 16 or more hexes last turn, it must move 4 hexes this turn. The limitations on turning are still in effect as if the mount were still moving at the speed it was last turn.

Carrying Capacity

The values computer using the formulae given in ITL just don't work very well. Use the following formulae instead:

Weight Carried (kg.)	MA Penalty	DX Penalty
Up to STx1.5	-2	0
STx1.5 up to STx3	-4	0
STx3 up to STx4.5	-6	0
STx4.5 up to STx6	-8	-1
STx6 up to STx7.5	-10	-1

A mount may carry STx7.5 or more, but only at a walk (MA 4). If the mount is made to run with such a load, it will tire extremely quickly, taking 1 point of fatigue damage a turn for each ST/2 (rounded up) kg. over the limit.

A mount may move quickly than the above chart indicates. It may move with up to 1/2 the penalty less, but will tire when doing so, taking 1 point of fatigue damage a turn. This is cumulative with the fatigue taken from carrying too heavy a load.

Example

Sir Robin has an average riding horse (he's been saving to get a warhorse, but times are tough ...) with a ST of 23. He weighs 80 kg., his chainmail and small shield 20 kg., his weapons 15 kg. and his other equipment 5 kg. for a total of 120 kg. His horse is carrying 5.2 times its ST. This means its MA is only 16 (from 24) and its adjDX is 11.

Robin is running down some orcs that attacked him. One may get away into the trees unless his horse moves faster than 16 MA. He decides to run it at its maximum which would be 20 (with 1/2 the MA penalty). This will cost the horse 1 fatigue per turn.

Robin discovers the orcs have been causing a damsel some distress. He decides to ride past, sweeping the damsel off the ground onto the saddle in front of him. She weighs 60 kg., and when he picks her up, the horse will be carrying 7.8 times its ST. That means that if Robin decides to outrun the orcs, the horse's MA will be 14 and it will take 1 point of fatigue for every turn he moves faster than 4. If he notices the crossbows they are loading and decides to leave even faster, the horse will move at up to 19 MA (with 1/2 the penalty) and will take another point of fatigue (for a total of 2) each turn.

Lance and Pike Rules

The lance and pike rules stated in Advanced Melee make them the deadliest weapons in the game. While they are quite devastating when used in the correct situation, they are not as terrible as the rules state. Knights don't always die when struck by a lance. The following rules supercede those given in Advanced Melee.

The lance is a ST 13 weapon. It jabs for 2d-2 and in a charge does 2d damage doubled. This doubling occurs only if the target is directly in front of the mount. If the rider hits, the target must make a 4d/ST roll or be knocked down. The rider must also make a 3d/ST or 3d/adjDX roll (whichever is lower) to avoid dropping the lance.

The pike is simply a huge spear. It jabs for 1d+1 and receives ground charges for 2d+2 damage. Pike users may not use charge attacks themselves, not throw their pikes, the pike is too clumsy for such attacks. Against a rider, the pike does 1d+3 doubled when receiving a charge. Note that most pikes were longer than most lances.

Options for Mounted Figures

- Don't move mount and:
 - Dismount and move 1/2 MA.
- Move 1/2 of mount's MA or less and:
 - Jump off (Save vs. DX).
 - Have your mount attack (horsemen only).
 - Have your mount dodge (horsemen only, counts as rider dodging also).
 - Attack with any weapon or spell.
 - Change weapons.
- Move mounts full MA or less and:
 - Attack with any non-missile weapon or spell.
 - Dodge (rider, not mount).
 - Attack with any missile weapon or spell (expert horsemen only).
 - Change weapons (expert horsemen only).