Forge Engine *Lite*

Forge Engine *Lite* is a free introduction to the role-playing system called the Forge Engine. It is a reduced and simplified version of the game engine, which is designed to introduce new concepts to the role-playing world.

The suite of settings that take place in a mythical 11,000 BCE ice age world are collectively called Precursor. Precursor uses a unique and focused system of play called the Forge Engine for the game so that players of all levels can enjoy the experience of role-playing. The Forge Engine has been presented in Forge Engine *Lite* with some adjustments, but remains mostly intact so that users of the system can 'test drive' the Forge Engine system without commitment.

Why am I doing this? Because I know that this system is unique enough to offer this free 'test drive' and still keep interest. The base system included with Forge Engine *Lite* just scratches the surface. The full game system includes several unique features including tying skills and experience to character age, a simple combat and skills system with numerous options to add complexity as desired, and a large number of Precursor settings offering unique environments, special effects, and beasts, just to name a few.

So enjoy Forge Engine *Lite* and check out the complete Precursor Rules and Settings Book when it is released.

Sincerely,

Dustin Evermore
Creator And Author

Forge Engine *Lite*

Game System

The Stats

Every character in this game system has six basic Stats:

Intelligence This is a general rating of the character's ability to absorb information. It can be abbreviated as 'IN'.

Willpower This is a general measure of a character's will. It can be abbreviated as 'WI'.

Spirit This Stat measures the basic spiritual or psychic power of a character. It can be abbreviated as 'SP'.

Strength The Strength stat measures raw physical might. It can be abbreviated as 'ST'.

Constitution This is a measure of overall health and resiliency. It can be abbreviated as 'CO'.

Dexterity This is a measure of a character's reflexes and speed. It can be abbreviated as 'DE'.

The average human being has a rating of 0 for any Stat, making it a simple matter to see how one being measures to another. The lowest rating possible for a human to have in any Stat is -3. A character may spend points awarded when creating the character to any or all of the Stats. A starting character typically has **12 points to spend on Stats**. Up to 6 points may be placed in any Stat to get that same value for it. To gain a Stat at a value of 7 or more costs twice as much, however. *For example, if you wanted an Intelligence of 7, it costs 8 points. An Intelligence of 8 costs 10 points.*

To fully describe your character, we also have several Secondary Stats that are based upon the Stats described above.

Secondary Stats
Hits

These are a general measure of how much damage a character can take. In fact, they are usually divided into four equal parts for use in measuring the severity of damage taken by a character. A character can take damage twice at each level before. These levels are described as Minor, Major, Severe, and Mortal. *For instance, if a character has 24 hits then if he takes 6 or more hits of damage, he'd be considered to have a Minor wound. If he takes 12 or more hits, he has received a Major wound. At 18 hits of damage he has suffered a Severe wound, and at 24 hits of damage, he has suffered a mortal wound.*

Each time a character takes damage, the level of damage should receive a check. After two such checks, the next time damage of that level is taken, the check is applied to the next more severe wound level. If the character has already taken one Mortal wound, that character is dying. If the character takes two Mortal wounds, the character is dead.

(See the combat section for the effects of damage on your character.)

For example, if Chada has already taken two Major wounds and receives another, then he must check off one Severe wound level. If he has already taken two Severe wounds, then the check is bumped down still further and he must take a Mortal wound level.

You can use the following formula to find your character's Hits, or use the chart if you'd rather not do math.

Maximum Hits = (Constitution + 4) x 6

	Injuries				
Constitution	Mortal/	Severe/	Major/	Minor	Approximate Weight (lbs)
-3	6	5	3	2	75
-2	12	9	6	3	100
-1	18	14	9	5	125
0	24	18	12	6	150
1	30	23	15	8	200
2	36	27	18	9	250
3	42	32	21	11	300
4	48	36	24	12	400
5	54	41	27	14	500
6	60	45	30	15	600
7	66	50	33	17	800
8	72	54	36	18	1,000
etc.					

Endurance

This is a measure of a character's ability to keep going -- their stamina. A character, during times of energetic stress such as long runs or extended periods of combat, may be required to make an Exhaustion roll. Do this by rolling 2d6 and comparing the total to the character's Endurance score. If the roll is greater than the Endurance score, the character will collapse in exhaustion and be able to go no further.

You can use the following formula, or just look it up on the chart if you'd rather not do the math. The highest possible Endurance score is a 12.

Endurance = (STrength + COnstitution)/3 + 6

4

ST+CO	Endurance	ST+CO	Endurance
-6	4	6	8
-5	4	7	8
-4	5	8	9
-3	5	9	9
-2	5	10	9
-1	6	11	10
0	6	12	10
1	6	13	10
2	7	14	11
3	7	15	11
4	7	16	11
5	8	17+	12

Speed

This is the character's running speed in miles per hour. You can use the following formula to calculate the speed of your character, or simply look it up on the Speed and Leap chart.

$$Speed = (Dexterity + 3) \times 2$$

Dexterity	Speed (in m.p.h.)	Leap	Swim (in m.p.h.)
-3	0	0	-1
-2	2	1	0
-1	4	1	0
0	6	2	1
1	8	2	1
2	10	3	2
3	12	3	2
4	14	4	3
5	16	4	3
6	18	5	4
7	20	5	4
8	22	6	5
9	24	6	5
10	26	7	6
etc.			

Leap

This is how far a character can jump (provided he has room to run or dive to the ground). This can often be useful for such things as escaping explosions, avalanches, or a stampeding herd of wild animals. In stressful situations such as combat, the Game Master may call for a Dexterity test versus a Success Number of 8 (2d6 + Dexterity must total greater than '8') to ensure the character has not stumbled before allowing a character to Leap out of harm's way. You may use the following formula to calculate the character's leap, or simply look it up on the chart above.

$$Leap = Speed / 4$$

Swim

This indicates the maximum speed at which the character can swim. It is possible to have a Swim Stat less than zero. This means the character will drown without assistance. A

Swim of 0 means the character may, with effort, keep himself afloat for a while. Swim uses the following formula:

Swim=Speed / 4 - 1

- or -

Swim = Leap -1

Trying to swim against a current or undertow can be very difficult. To reflect this, a Game Master may apply a -1 or more penalty to the Swim Stat. If the Swim Stat is reduced to 0, no headway can be made. If the Swim Stat is reduced by the penalty to less than 0, she is swept along in the case of a river, or pulled under in the case of a strong undertow.

Purity & Corruption Pools
Purity and Corruption are equal parts of a special pool that represents the spiritual life energy of a character. It is used to enhance special racial and spiritual abilities that a character may start with, and allows the addition of future new abilities as the character progresses in a game. Purity and Corruption rules are not included in Forge Engine *Lite*. For the detailed rules for Purity and Corruption pools and their use, refer to the Forge Engine Rules Book.

Skills

Buying Skills
The *Lite* version of this game assumes adventurers of average, perhaps between 20 and 34 years of age. The full game system allows for the use of characters of any age from ten and older. Characters between the ages of 20 and 34 years have 15 points to spend on skills at the time the character is drawn up.

In addition, a starting character may begin with up to a maximum of 4 points in any one skill.

Forge Engine *Lite* Skills

A list of some of the skills available in Forge Engine is shown below. Skills marked with an asterisk (*) are technical skills that can only be learned in an advanced culture. These cultures typically have permanent settlements and cities. The following 30 skills and their descriptions are small sample of what is available in the complete version of the Forge Engine for Precursor settings.

Artistry (IN or DE)
Musician [Type]
Tattooing

Awareness (IN or WI)
Hunting
Tactics
Tracking

Combat (DE)
Archery
Axe/Club/Hammer
Dodge
Knife
Spear
Sword

Knowledge (IN)
Fishing
Herbalism
Language [Type]
Medicine
Religion [Type]

Physical (DE)
Climbing
Escape
Riding [Type]
Stealth

Social (SP)
Intimidation
Leadership
Persuasion

Tech (IN)
Armory
Mining*
Navigating*
Seamanship*
Smithing*
Stone Craft*
Weapon Smithing

Skill Descriptions
Archery
This combat skill allows the use of bows in combat, competition and target practice.

Armory
This skill reflects the character's ability to design and build armor from leather, bone, and metals.

Axe/Club/Hammer

This combat skill covers the use of unbalanced weapons. Use the Throwing skill to throw axes.

Climbing

Naturally enough, this skill is used when attempted to scale walls, cliffs, mountains, and other steep inclines. It may include the use of ropes and grapples to assist.

Dodge

Use this skill to avoid incoming ranged attacks such as javelins, arrows, spears, and energy blasts from an orichalcum staff, as well as all forms of close combat. This does take one of the character's actions, but the total rolled is applied to all incoming attacks..

Escape

This skill is used when attempted to get out of bonds. The GM should apply penalties to the skill check depending on the strength and effectiveness of the bonds. It can also be used to try to slither out of someone's grasp. See the Grab maneuver in the Combat section for further details.

Fishing

This skill reflects the ability to catch fish using nets, or hooks and lines, harpoons, spears, or bows.

Herbalism

This is used to find and use plants for beneficial purposes.

Hunting

Use this skill to track and kill game animals. It includes knowledge such as gutting, skinning, and preserving the meat.

Intimidation

Roll a Skill Check versus 8 plus the target character's SPirit Stat and refer to the Success Chart. A Marginal success indicates the target is merely impressed. A Basic success will cause the target to loose an action. A Good success will cause a target in combat to use an action to back away or disengage. A Superior or better success will cause a target to flee in terror or try to surrender rather than fight the Intimidating character.

Knife

Knife fighting can often be refined to an art and this skill reflects that. Knives are a favorite among thieves, assassins and nobility since they can be easily hidden but are deadly in the skilled hands.

Language [Type]

Every character may begin with knowledge of their native language for free (costs 0 points). Speaking other languages is a skill, and the higher it is, the more fluent a character can be. Level 1 is conversational, 2 is fluent, 3 is fluent with only a little accent, and 4 allows a character understand other dialects within the same language. The character must choose what other language she speaks at the time the skill is taken. This skill obviously may be taken multiple times.

Leadership

A strong leader can keep even a group of rebellious rabble in line. When matters of morale come up, a Leadership Skill check may be made to stem or turn the course of action. For instance, if the leader was with a group of soldiers who had taken losses in

combat with a fearsome (or lucky) enemy, the leader may be able to rally his troops with a successful Leadership check. Leadership may also be used to persuade a group of people to follow a course of action the leader recommends

Medicine

This skill represents knowledge of the human body and how it reacts to the environment. Low levels of skill reflect the ability to apply first aid and help the body heal from injuries. Higher levels of skill enable the character to find remedies for common diseases using herbs and drugs.

Mining*

This skill is used to mine for metals, gems, and other valued things from the earth. It encompasses more than just picking stuff up off the floor of caves or riverbeds. It also means the character knows how to shore up the walls of dug mines to keep them from collapsing, where to find strong veins of ores, etc.

Musician [Type]

A musician knows how to play at least one type of instrument. When taking this skill, the musician should specify what instrument he is playing. This could be anything from drums, to flutes, to stringed instruments. A musician may know any number of different musical instruments. Each one requires a separate Musician skill, however.

Navigating

This skill is used to plot a course to a destination based on the character's current position (see Positioning) using maps, star charts, and other navigational tools. The base Success Number in navigating is 8 +1 for every thousand miles distant from the character's homeland and may be further modified by natural hazards.

Persuasion

This skill is the ability to convince someone to come around to your point of view or to take a course of action you want him or her to take.

Religion

This skill allows the character knowledge of a particular religion. This includes legends about their gods, knowledge of when and why festivals are held, etc.

Riding [Type]

This is the ability to ride a domesticated animal. The character must choose what particular type of animal he has learned to ride. In Atlantis, there are domesticated Mastodons. Amazons and some tribes in Hyperborea have domesticated horses which can be ridden.

Seamanship

There is a lot that goes into taking care of and running a boat or ship. This skill encompasses these things.

Seduction

This skill is used much like persuasion, but instead of trying to intellectually convince someone of something, this skill uses a more emotional or physical tactic.

Smithing

This is the skill of building tools and implements from metal. It normally requires a forge.

Spear
This combat skill is used with for attacks with spears. It can also be used with a javelin if it must be used in hand to hand instead of thrown. This skill is also used with tridents.

Stealth
This skill reflects the character's ability to move and hide without being heard or seen. Like in Shadowing, characters must beat a Stealth Skill check total with a Perception check in order to spot someone using Stealth. The GM, depending on the situation, may apply bonuses or penalties to either the Stealth Skill check or the Perception check.

Stonecraft
This is more than just the ability to set one rock on top of another. This also includes how to cut stone, move it, and place it so that tall structures may be built that will not fall over or collapse.

Sword
Use this skill to attack someone with a sword.

Tactics
Use this skill to get an edge on your opponents. By taking a Round in a battle situation to understand what the enemy is doing and take in the environment, a character can be allowed a Tactics check. A successful check allows the character to make tactical decisions and bark orders to those who are willing to follow him. For each level of success achieved, characters following the tactician's orders gain a +1 to all attacks and defense for the next three Rounds. The bonus also applies to the tactician.

Tattooing
This is the art of applying paint and ink to the human body.

Tracking
While Hunting is used to track and kill game animals, tracking is the skill used to hunt humans. You may also use this skill in opposition to trackers to try to make them loose your trail.

Weaponsmithing
This is the skill used to build weapons of metal or stone and wood.

Faults

Faults are a way of rounding out your character by providing personality quirks, duties or obligations, and various other "coloring". Each Fault has a listed value that can be used to purchase Benefits (see the following section). The points gained from Faults may also be used to spend on skills.

This list of Faults has been condensed to general groups rather than specific faults. For a complete list and detailed description of all of the faults available for Forge Engine, refer to the full version.

Bad Habits

These are socially unacceptable habits the character has. It might be unpleasant, such as spitting (1 point each), or gross, such as nose picking. (2 points each)

Fears

The character has a fear such as heights, spiders, water, and so on. (2 points each)

Lack Of Control

The character suffers from a lack of self-control over their actions. These can include minor issues such as uncontrollable laughter, constant talking, jealousy, or lecherous (1 point each) or more dangerous actions such as being enraged or going berserk (2 points each).

Social Barriers

The characters is often held back by some social status or condition, such as poverty or race. (2 points each)

Physical Barriers

These are physical limitations the character may have, such as blindness, missing limbs, a physical deformity, or a disabling wound. Minor barriers would include such things as missing some but not all fingers on a hand, and major barriers would be things like missing a leg or blindness. (Minor - 1 point each) (Major - 2 points each)

Benefits

Benefits are the opposite of faults and can only be purchased with points gained from Faults. As with the Faults, the benefits listed with Forge Engine *Lite* have been generalized and the list shortened. For a complete list refer to the complete Forge Engine Rules book.

Physical Benefit

The character has a physical trait which comes in handy, such as being ambidextrous or attractive. (2 points each)

Social Benefit

Social benefits are character advantages for things like status and wealth. (2 points each)

Connections

The character has friends and other sources to call upon to aid them. (2 points each)

Special Abilities

Characters, if allowed by the GM, may be able to start with a special ability or power that is available to their race or civilization. These special abilities are specific to the different settings books available for the Precursor world.

Game Mechanics

The basic game mechanic in Precursor is simple. When a Skill Check is called for, the player rolls 2d6 and adds them to the value of the Skill and Stat she is using. The Skill to use should be self-evident depending on the task. Most of the time, knowing which Stat to use is equally clear but when in doubt the Game Master should make a ruling. For general Skill Checks, the Success Number is 8. By Success Number, we mean this is the number your Skill Check should equal or exceed in order to succeed. Here's the formula:

2d6 + Stat + Skill   Must be equal to or greater than 8.

In a situation where there could be a contest of Skills between two characters, then the same 2d6 + Stat + Skill formula is used, but the Success Number is that total rolled by the opposing player.

Critical Success and Failure

If a character is lucky enough to roll a natural 12 on 2d6, then another 1d6 may be rolled and added to the total. If this secondary roll scores a 6, then the die may continue to be rolled and added to the total until the player finally fails to roll a 6.

If a character is unlucky enough to roll a 2 on 2d6, then it is treated as failure, no matter how high the character's Skills or Stats might be. In addition, the GM may narrate the particular misfortune that has befallen the character, if appropriate.

Success Chart

Sometimes it is useful for a Game Master to rate a character's success level in order to determine how well she did. This can serve as a guide for the GM to determine the quality of the success and in combat it can directly influence how much damage may be done. To use the chart, subtract the Success Number from the amount rolled and locate the correct row below:

Success by	Description
0-2	Marginal Success. Multiply damage done in combat by x1 before armor is applied.
3-5	Basic Success. Multiply damage done in combat by x2 before armor is applied.
6-8	Good Success. Multiply damage done in combat by x3 before armor is applied.
9-11	Superior Success. Multiply damage done in combat by x4 before armor is applied.
12-14	Excellent Success. Multiply damage done in combat by x5 before armor is applied.
15+	Incredible Success. Multiply damage done in combat by x6 before armor is applied.

Perceiving Things with Perception Checks

In The Forge Engine, a character needs to occasionally make checks to see if he has noticed things going on around him. For instance, if someone is lying in ambush, the GM might give the hero a chance to notice something was wrong before springing the trap.

For Forge Engine *Lite*, such checks are based on the character's IN score. The player rolls 2d6 and adds the result to the IN stat. A grand total of 8 or better allows the character to notice most basic things. In cases where one character is trying to notice another character, then the spotting character must equal or exceed the skill total rolled by the sneaking character.

The full Forge Engine system has an expanded perception section that enhances this

basic method of doing perception checks. For these enhanced rules, refer to the Forge Engine Rules Book.

Combat

Running a Forge Engine-style combat is reasonably straightforward. The following steps summarize what needs to be done:

1) Determine Initiative for the next 3 Rounds of combat

2) Statement of Intent
3) Resolve Actions

4) Repeat steps 2 & 3 for each character until every character has had a chance to do something. After three Rounds, determine Initiative again and repeat the process until combat has ended.

Initiative

Rolling 2d6 and adding the character's Dexterity Stat determines initiative. If there is a tie, then the character with the highest Dexterity Stat wins. If it's still tied, the winner of initiative is the one with the highest Spirit Stat. If it's *still* tied, then roll 1d20 until someone rolls a higher number than the other.

Action!

On the player's initiative point, she should decide what her character will. If a player wants her character to wait to see what happens, she may do so, but all Skill Checks for that round are made with a penalty of -1. Characters may perform up to three actions during a round, but each action after the first suffers a -2 cumulative penalty to any Skill Check involved. In addition, this penalty applies to the character's defense. See Resolving Combat below.

Since each round represents about 3 seconds, the Game Master may rule actions that would obviously take longer than a moment may not be done in the same Round. The following is a suggested, but by no means comprehensive list of actions that may be done in a Round of combat.

Attack   You may strike an opponent with a weapon. A character may take up to two Attack actions in a round.

Dodge   The character dives out of the way of incoming ranged attacks like arrows, sling bullets and other objects which may be thrown or fired at you. It may also be used to dodge attacks made in close combat. Make a Dodge Skill Check. The total rolled here becomes the new base Success Number any attack must meet or exceed in order to hit the character. A character may perform this action even if it is not her Initiative. Note that a character can spend points from her Pool to improve the total rolled. This new total affects all incoming attacks – only one Action need be spent.

Grab   The character lunges and tries to grapple her opponent. A character may attempt a Grab based straight off DE (no bonus, penalty, or Skill Levels allowed). If trying to grab an armed opponent, the character is at a -2 to her attack and defense until her next action (cumulative with any other penalties incurred during the round).

If using the optional hit location rules with the complete Forge E system, the character may also try to grab specific body parts by taking the appropriate penalties to attack. For complete rules on grabbing an opponent using the optional hit location rules, refer to the Forge Engine Rules Book.

Once grabbed, the victim may attempt to escape on his turn. To do so, the victim must make a DE or ST roll (defender's choice) vs a SN of 8 + 1 for every level of success of the initial attack. Thus, if an attacker grabbed her opponent and score a Good Success (a third level success), the defender may only escape if he makes a successful DE or ST roll vs. a SN of 11. If the defender has the Escape skill, he may apply any levels in that skill to the roll. Only one escape attempted may be tried each Round.

Summary: Grab, -2 to attack armed opponents. May apply 2d4+ST damage, or attack with weapon at +2 to skill (if hands are free). Roll 2d6 + DE or ST + Escape vs. SN 8 + Level of Grab success to get away.

Run   Move the character a number of yards equal to twice their Speed Score. A character may perform only one Run action per round, but may combine this activity with other actions.

Resolving Combat

To make an attack, a character makes a Skill Check just like any other. However, the Success Number in the case of close combat is the Opponent's Dexterity + Combat Skill + 8 OR Dexterity + Dodge + 8, whichever total is better. If the character has attempted more than one action in a round, then the success number to strike them in combat is lowered by an amount equal to the final action penalty. Thus, if a character had taken two actions, the Success Number to hit them would be Dexterity + Combat Skill + 6, since 8 minus 2 (the penalty for two actions) is 6. If they had taken three actions, it would be Dexterity + Combat Skill + 4, and so on. This number will remain the Success Number to hit the character until the character's action on the next Round. Ranged attacks are resolved against a Success Number of 8 unless the target is Dodging. In this case the ranged attack is resolved against a Success Number of Dexterity + Dodge + 8. If the character chose to take a Dodge action the total rolled on 2d6 + Dexterity + Dodge is the total all attacks must beat.

If the Skill Check equals or exceeds the Success Number, refer to the Success Chart listed earlier and note the damage multiplier. To find how much damage is done, look up the base damage of the weapon used, add the character's Strength Stat, and multiply it by the damage multiplier you just referred to. The recipient of the damage then subtracts whatever resistance his armor may provide, if any, and the rest is compared to his Damage Levels. He puts a check by the highest damage level equal to or exceeded by the amount of damage done as discussed in the section describing Hits.

Modifiers to Combat related Skill Checks
    Striking from behind: +1
    Striking from ambush (a surprise attack): +2
    Attack as Second Action: -2
    Attack as Third Action: -4
    Using a ranged attack against a fast-moving (running) target: -2
    Throwing a ranged attack while running (spear, javelin, boomerang): -2, but add +1

damage for every 5 points of Speed.
Firing a bow while running: -8

Modifiers to Defense
Took two actions: -2
Took three actions: -4

Attacking Things of a Different Size
Very small things (under one foot in size, body parts like the head, neck or gut): -4
Attack small things (under three feet in size, including body parts like legs and arms): -2
Human-size things (around 6 feet in size): 0
Large things (around 12 feet in size): +2
Very large things (24 feet in size or bigger): +4

Modifiers for Ranged weapons:
Up to 10 yards: -0
Up to 20 yards: -1
Up to 30 yards: -2
Up to 60 yards: -3
-1 for every 30 yards thereafter.

Weapons

Weapon	Damage*	Attack Mod.	Defense Mod.	Range	Notes
Unarmed Combat					
Punch	2d4	0	-2		Can Grab
Kick	1d10	-1	-1		
Stone & Wood Weapons					
Axe	2d6	0	0	20+(Strengthx5) yards	
Club	2d6	0	0		
Huge Club	2d10	0	-2		2h
Large Knife	2d6	0	-1	20+(Strengthx5) yards	
Spear	2d6	-1	+1	20+(Strengthx5) yards	
Staff	2d6	0	+1		
Maxatec	2d8	0	0		breaking
Bronze Weapons					
Axe	2d8	0	0	20+(Strengthx5) yards	
Knife	2d6	0	-1	20+(Strengthx5) yards	
Long Spear	2d10	-1	+1		
Short Sword	2d8	0	-1		
Spear	2d8	-1	+1	20+(Strengthx5) yards	
Sword	2d8	+1	+1		
Trident	2d10	0	+1		2h
War Hammer	2d8	0	0		
Ranged Weapons					
Boomerang	2d4	0	-2	40+(Strengthx5) yards	Will return when thrown.
Bow	2d6**	+1	-2	50+(Strengthx5) yards	
Hunting Boomerang	2d6	0	-2	40+(Strengthx5) yards	
Javelin	2d6	0	0	30+(Strengthx5) yards	
Orichalcum Staff	3d12***	0	+1	70 yards	
Sling	2d4	-1	-2	40+(Strengthx5) yards	

Other Weapons

Net	None	-1	+1	Strength x 5 yards	Can Grab
Whip	1d4	-1	-2	4 yards	Can Grab

*Add the Strength Stat to your die roll. Then multiply that total by the amount given by the level of success to find the total amount of damage done.

** The weapon does 2d8 if using a metal edge instead of a stone one. In addition, bows are rated per the amount of Strength required to draw it. For instance, if you have a Strength 3 bow, and you have a Strength Stat of 2, you could use it as if it were simply a Strength 2 bow and add that amount of Strength to your damage before multiplier. If you were a Strength 5 person, though, you could get only the benefits of a Strength 3 bow. Building exceptionally strong bows is an advanced art and different civilizations may be able to build bows only to a certain Strength rating.

Barbarian bows can be up to Strength 2.
Atlantis and similar civilizations can construct up to Strength 3 bows,
The Amazons can build up to Strength 5 bows

*** Do not add Strength to the damage done. Each electrical blast costs the user 1 Purity or Corruption point. (Atlantean Weapon Only)

Notes
2h   These weapons require two hands to wield.

Can Grab These weapons are often used to bind up a foe instead of doing damage. Make the attack as normal. If the target is struck, they become entangled. Each round the victim may make one attempt to escape by rolling a Dexterity Check versus a Success Number of 8 + 1 for every level of success the attacker had when striking his foe. The attacker may disentangle an opponent at any time.

Combat Option: Random Hit Location

At the Game Master's and Players' choice, a location for a hit may be determined randomly for a bit more of a realistic flavor. Random Hit Location is not included with the Forge Engine *Lite* Rules.

The Effects of Armor

Warriors and nobles, to reduce the chances they might be killed or seriously injured in combat, popularly wear armor. However, in many societies armor is also worn to denote rank and achievement.

Armor for the complete Forge Engine rules, has two ratings. These two ratings cover how well the armor can absorb or deflect damage, and the other is how much damage the armor can take before causing the wearer damage. By using two ratings rather than one, the full Forge Engine system allows for a unique method of determining damage.

For Forge Engine *Lite*, the second rating, how much damage the armor can take before causing the wearer damage, is the only rating used. For a description and rules for using both ratings, refer to the Forge Engine Rules Book.

A listing is included below for all of the Armor Choices available for Forge Engine *Lite*. The number following the armor is the damage the armor can absorb. These armor groups have been combined into a single armor type for Forge Engine *Lite*. For the complete Forge Engine system, these simple types are broken down into individual items that protect

different body areas and parts. This allows for the use of the optional hit location rules and allows players to purchase armor for only parts of their bodies. For instance, boiled leather armor would be broken down into four separate clothing pieces; boiled leather shirt, greaves, cap, and vambraces.

Cloth Armors
Cloth Shirt 2

Leather Armors
Soft Leather 4
Boiled Leather 5
Bone and Leather 6
Studded Leather 7

Metal Armors
Wearing metal armor is both hot and heavy. This tends to tire a character much more quickly than lighter armor does. For all Endurance or Survival checks, apply a +1 penalty to the die roll.

Bronze Chain 10
Bronze Plate 10

Shields are also usually used, especially large ones. Although the use of very large shields tends to tire a character out (+1 to Endurance checks), they still provide the best defense. The generally aid defense, meaning that there is typically a bonus to the weapon skill used in close combat in terms of defense, only. Note that weapons requiring two hands to use disallow the use of any shield. Primitive shields usually do not have the sturdy construction of bronze-age shields and tend to shatter under a determined attack. They may be targeted at a penalty of −2 and any attack doing 15 or more points of damage to them will destroy them.

Primitive Small Shield (Hide and Wood)	+1 to Dodge and defensive skills
Small Shield (Wood & Bronze)	+1 to Dodge and defensive skills
Medium Shield (Wood & Bronze)	+2 to Dodge and defensive skills
Large Shield (Wood & Bronze)	+3 to Dodge and defensive skills, +1 to Endurance checks.

Pain, Death and Dying
When a character takes a wound at a Severe level or greater, she must make an Endurance Check. This is modified downward one point per check mark in Severe and Mortal. If this check fails, the character collapses unconscious for the duration of the battle, waking at the Game Master's discretion. This check must also be made before each action the character wishes to make.

If a character has taken a mortal wound and has failed this check, the character is dying and will be dead in a number of Rounds equal to their Endurance Stat. If they receive first aid before this time is up, the character will live if care is continued.

Healing
After combat, characters may tend their wounds and spend some time recovering.

All injuries are healed one at a time, from least to greatest. The healing time depends on what the character is doing and who is looking after her. If the character is being looked cared for by someone with medicine skills, the time is reduced as noted under the Resting w/Care column.

Time to Heal

Injury	Traveling	Resting	Resting w/Care
Minor	2 days	1 day	1/2 day
Major	4 days	2 days	1 day
Severe	6 days	3 days	2 days
Mortal	12 days	6 days	3 days

Gaining Experience

At the end of every session, the Game Master should review the performance of the various players. How well the character was played will determine how many experience points should be given. Experience points are what allow the character to improve skills.

When assigning Experience Points, the Game Master should begin by considering how much the Player Characters, as a group, have achieved. Points may be assigned for:

Points	Deed
1	Attended the session
2	Successfully completed an important adventure goal
1	Survived an unusually difficult circumstance
2	Survived an especially deadly adventure

Individual Awards may be based on the following guidelines:

Points	Deed
1	Used skills or abilities wisely
2	Used skills or abilities brilliantly
1	Roleplayed well
2	Roleplayed extremely well
2	Came up with good ideas that helped move the game along or create an interesting subplot
1-5	Made a character sketch or full-color drawing
2-4	Keeping a journal
3-4	Painted Miniatures

A particular game session should see between 4-8 Experience Points awarded to Player Characters, although major sessions may provide 7-13 Experience Points.

Purity or Corruption points may also be awarded as experience if using the full Forge Engine Rules.

Improving Skills

The most common use for experience is to improve Skills. Doing so requires a week of time, Experience Points, and a die roll. After spending the requisite week studying under a teacher who has a higher Level in the skill, the character gains a chance to improve the skill in question. The cost in Experience Points is equal to the level of skill desired. No skill may be improved more than one level at a time. *For example, if a character wished to improve her Dodge skill after a week in training with an expert warrior from level 2 to level 3, it costs 3 points for a chance to learn it.*

After spending a week and the amount of experience necessary, the character may roll 1d8. If the desired level or higher is rolled, the skill has been improved. Otherwise, the Experience Points are lost and the character must save up more Experience Points and work another week to improve the skill.

A character may attempt to improve his or her skills on her own, but she must spent twice as much time to do so.

Learning New Skills

To learn a new skill, the character must find a teacher or a book to learn from. Skills

may not necessarily be spontaneously learned from thin air! Gaining the first Level in a Skill requires only one Experience Point, but the character does need to find a teacher unless the player can provide a good reason how the character could learn the skill on her own. After spending one week training the new pupil, the *teacher* rolls 1d8 and if he scores his Level *or less,* then the student may spend the Experience Point and write down the skill at level 1 on his character sheet.

Improving Stats

Improving Stats is handled a little differently and it is based on the number of new skills learned or improved that are based on that Stat. Learning or improving at least three skills all using the same Stat is required before a Stat may be improved. Once this is done, the Stat may be increased if 3x the new Stat level in Experience Points is paid. Thus, a character wishing to move a Stat from 3 to 4 must pay 12 Experience points. If this total is equal to or greater than the level desired, the Stat may be raised. However, even if the roll is failed, the Experience is still spent for the roll. Some physical Stats (specifically ST and CO) are not used in conjunction with skills, so only months of regular exercise can improve them. Assume 2 months of regular exercise to be required to improve Constitution (aerobic exercises) or Strength (muscle-building exercises). Dexterity must be improved the same way as the other Stats.

Note that increased stats may affect the Secondary Stats. These should be re-calculated as necessary.

Gear

The following is a list of the common gear used in the Forge Engine Gaming System. This list is an abbreviated list. The full list of all gear can be found in the Forge Engine Rule Book.

The value of the materials here represents a relative amount. In the many places, wealth can be made portable by converting into valuable crystals and gemstones. In other places, coinage may be used.

All values given here are for a new item. Used items generally have half the given value, although poor or good quality used items may decrease or increase the relative value. Very well made items, or items made of highly prized materials may double, triple, quadruple, or otherwise increase the value of the item.

Clothing	Value
Belt	
Leather	15
Rope	5
Boots	
Ankle, soft leather	35
Ankle, hard leather	70
Knee, soft leather	60
Knee, hard leather	120
Hip, soft leather	120
Cap or Hat	15
Cape	
Wool	40
Leather	50
Cloak	
linen	40
wool	60
leather	75
fur	100
Cloth	
Bolt of linen	30
Bolt of wool	40
Dress	120
Shirt, linen	25
Kilt	
wool	40
leather	60
Long skirt, linen	25

Edibles & Provisions	Value
Ale or beer	
one pint, poor quality	1
one pint, avg quality	2
one pint, excellent quality	3
one keg, poor quality	60
one keg, good quality	120
one keg, excellent quality	180
Bread, 1 loaf	1
Flour	
10-lb sack	2
20-lb sack	4
Grain	
1 horse-sized animal/day	5
Jerked Meat, 10 lbs.	50
Wine, 1 quart	
Good quality	30
Watered	10

General Items	Value
Gems	300+
Jewelry	Any
Crystals	10+

Livestock	Value
Dog	
Hunting	100
Guard	150
Goat	40
Ox	500
Sheep	30

Miscellany	Value
Barrel	25
Basket	
Small	5
Large	10
Blanket	
Linen	20
Wool	40
Fur	60

Brush	30
Candle	
Tallow	1
Wax	5
Chain	.5/foot
Comb	
Bone	1
Ivory	5
Grappling Hook	15
Grindstone	10
Ink	20
Keg	25
Knucklebone Dice	2
Lantern	30
Lamp Oil, 1 quart	5
Mirror	50/square foot
Pack, leather	50
Paper Scroll (6' long)	100
Pouch	
Small	5
Large	10
Quill Pen	2
Quiver	
12-arrow	12
20-arrow	20
Rope, 50 feet	20
Sack	
Small	5
Large	10
Scabbard	40
Sheath	20
Skin, for water/wine	15
Torch	1
Whetstone	2

Musical Instruments	**Value**
Drum	
Small	50
Medium	200
Large	400
Flute	60
Gong	120
Lute	300
Pipes	80

Weapons	**Value**
Stone & Wood Weapons	
Axe	50
Club	10
Huge Club	20
Large Knife	12
Spear	25

Bronze Weapons	
Axe	100
Knife	24
Long Spear	80
Short Sword	130
Spear	50
Sword	200
War Hammer	80
Ranged Weapons	
Bow	
Strength 1	100
Strength 2	150
Strength 3	300
Arrows	
Stone tipped	0.5
Bronze or Tin tipped	2
Iron tipped	4

Armor	**Value**
Cloth Shirt	40
Soft Leather Armor	550
Boiled Leather Armor	1,305
Bronze Studded Leather Armor	1,550
Bone and Leather Armor	1,550
Bronze Chain Armor	3,100
Bronze Plate Armor	3,600
Primitive Small Shield	20
Small Bronze and Wood Shield	80
Medium Bronze and Wood Shield	120
Large Bronze and Wood Shield	200

The Wild Lands

The Wild Lands hold not only dangerous fauna, but they are also the home of many strange and wild creatures. These are the untamed lands of the Precursor world and are vastly larger than any tamed and civilized areas. They contain great beasts and very dangerous conditions for a human traveler.

These lands are described in more detail, along with a large number of animals that inhabit them in the Precursor sourcebooks. Below is a sample of some of the animals that inhabit these areas.

Some Animals Of The Wild Lands

Mastodon
IN −3
WI 2
SP 0
CO 18
ST 18
DE 5

Hits 132/99/66/33
Endurance 12
Speed 25
Leap --

The brownish-gray colored mastodon masses between four and six tons, stands six to ten feet tall at the shoulder, and stretches a length of 15' from the base of the trunk to the tip of the tail. Mastodons usually weigh from 4 to 6 tons, but much more massive individuals often arise. It inhabits North and Central Atlantica, as well as Africa and Eurasia and enjoys a 60 year average life span. These creatures prefer woodlands and live either alone, or in a family group consisting of a mother and her offspring with perhaps one young bull mastodon. These creatures, with their broad, flat backs, are the favored heavy lifters and movers for Atlantean construction teams and warriors and can often be found domesticated in Atlantean kingdoms. When threatened, a mastodon can trample or kneel on its foe for 2d6+18 damage. Like mammoths, mastodons have an improved sense of hearing and smell.

Sabertooth Cat
IN −2
WI 4
SP 0
CO 5
ST 10
DE 5

Hits 54/41/27/14
Endurance 11
Speed 25
Leap 6

These hunting cats are different from both lions and tigers. While larger than the African lion, they have relatively short limbs and are also characterized by a short tail. Sabertooths

   average around 440 lbs. They tend to have a mottled dark brown and tan coat, allowing them to blend into the brush easily, where they will often wait in ambush for prey. These hunting cats are extremely strong and are equipped with huge, eight inch fangs. They consider any animal potential prey, regardless of size and when moving in packs as they often do, they are a major threat to any animal. They roam both North and South Atlantica. These cats sport claws which can inflict 2d6+10 damage, but their most fearsome weapon are their saber teeth which can inflict 2d10+10 damage. These teeth are usually used on soft, vulnerable areas such as the neck or belly (Gut) of their prey. Sabertooth cats have improved hearing and smell as well as night sight.

Short Faced Bear
IN −3
WI 4
SP 0
CO 15
ST 15
DE 9

Hits 114/86/57/29
Endurance 12
Speed 33
Leap --

These bears are the largest carnivorous predator in North Atlantica. The are five and a half feet to the shoulder, but stand up to a towering 11 feet and an reach with their long limbs to a height of 14 feet! Unlike most bears, they are well equipped to walk on the hind feet to intimidate, attack, or reach food as necessary. They mass over 1500 pounds. Unlike cave bears, these bears are highly aggressive and will kill and eat anything it can catch. Which is to say, nearly anything it wants; and it greatly prefers meat over scavenged vegetation. Thankfully, these bears tend to be solitary and avoid congregating. They are capable of delivering 2d6+15 damage with claw or tooth. In addition, they are equipped with improved smell and hearing and their night sight leaves them well equipped to hunt at night if they must.

Forge Engine Lite Reference

Success Chart
Success by Description

0-2	Marginal Success. Multiply damage done in combat by x1 before armor is applied.
3-5	Basic Success. Multiply damage done in combat by x2 before armor is applied.
6-8	Good Success. Multiply damage done in combat by x3 before armor is applied.
9-11	Superior Success. Multiply damage done in combat by x4 before armor is applied.
12-14	Excellent Success. Multiply damage done in combat by x5 before armor is applied.
15+	Incredible Success. Multiply damage done in combat by x6 before armor is applied.

Combat Actions

Attack	However, if you use your head to strike someone, you will take half the damage you inflict. A character may take up to two Attack actions in a round, but if the character holding a weapon in each hand, she may attack a third time as well.
Dodge	When Dodging, perform a Dodge Skill Check. The total rolled here becomes the new base Success Number an attack must meet or exceed in order to hit the character.
Grab	The character attempt to grab their opponent. An unarmed person attempting to seize an armed person suffers a -2 to the Attack check.
Run	Move the character a number of yards equal to twice their Speed Score. A character may perform only one Run action per round, but may combine this activity with other actions.

Combat Modifiers
Striking from behind: +1
Striking from ambush (a surprise attack): +2
Attack as Second Action: -2
Attack as Third Action: -4

Modifiers to Defense
Took two actions: -2
Took three actions: -4

Attacking Things of a Different Size
Very small things (under one foot in size, body parts like the head, neck or gut): -4
Attack small things (under three feet in size, including body parts like legs and arms): -2
Human-size things (around 6 feet in size): 0
Large things (around 12 feet in size): +2
Very large things (24 feet in size or bigger): +4

Modifiers for Ranged weapons:
Up to 10 yards: -0
Up to 20 yards: -1
Up to 30 yards: -2
Up to 60 yards: -3
-1 for every 30 yards thereafter.

Healing Times
Time to Heal

Injury	Traveling	Resting	Resting w/Care
Minor	2 days	1 day	1/2 day
Major	4 days	2 days	1 day
Severe	6 days	3 days	2 days
Mortal	12 days	6 days	3 days

XP Awards

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1	Rolled a critical failure
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2	Roleplayed extremely well
2	Came up with good ideas
1-5	Made a sketch or full-color drawing
2-5	Keeping a journal
3-5	Painted Miniatures