

THE FANTASY TRIP

Character Creation, Skills, and Clarifications (v 6.0.1) Compiled by the Raving Gamer

The Fantasy Trip (*a.k.a.*, TFT) is an excellent game, and in some ways arguably ahead of its time when first released in the late 1970s. Over the passage of time, however, newer systems have been introduced, with what many would call more detailed, objective ways to address tactical elements as well as the intricacies of role-playing. Without a publisher, TFT was unable to keep up with the gaming trends of the '80s, '90s, or the new millennium. Nonetheless, the little game that could (and did!) still has a lot of merit, and with a few alterations remains relatively as simple as it always has, yet better able to capture of the innovations of latter systems.

With that preface out of the way, it is imperative to give credit where credit is due. Many of the inspirations for the changes in this document come from existing games – most notably TFT's successor, Steve Jackson Games' GURPS, as well as HERO Games' HERO System and R. Talsorian Game's FUZION, not to mention a slew of playing groups who suggested and tested these changes throughout the decades.

At the end of the document several rule suggestions are list as optional. Note that this entire guide was initially drafted to capture the house rules of our group (and over time, groups), not to dictate how other gamers should play TFT. Thus, the document presumes everything above the section on optional rules is in place by default, leaving each GM (*i.e.*, FM) in charge of selecting any and all optional rules used. Certainly, however, for anyone else considering adopting these suggestions, all of the rules here can be considered optional. (But please be aware that some rules presume others are in force, so apply or disregard carefully.)

ATTRIBUTES

Luck:

For both wizards and heroes, ST, DX, and IQ are determined normally. However, a fourth attribute, Luck, has been added. While it is not an attribute in the conventional sense, in that points are not allocated to it during character creation and no actions are based on it, Luck is treated as an attribute in the rules because it behaves as other attributes do – defined entirely by a number against which dice are rolled, rather than as a descriptor of capabilities.

Luck serves a valuable purpose. In a hostile world, death is a common occurrence, and often the resolution of conflict is violence. Of course, the ever-present fear of death is part of what makes a campaign exciting. At the same time, a good story can be ruined by an untimely death at the hands of a random encounter. Luck is used to allow a character a second chance. It is not designed to guarantee survival, but it will reduce the likelihood that a well-played character will die as a result of an unfortunate critical hit or unexpectedly over-competent foe.

Any time a character dies and the GM does not feel the death was "justified" (meaning, the player either played intelligently, or at least role-played well [for characters who aren't particularly intelligent]), the GM may allow a 4D roll vs. Luck. If the roll fails, the character remains dead. If the roll is made, however, the character is merely in an unconscious state (considered to be hovering somewhere between 1 ST and 0 ST). Even if the character is alone, it is assumed that whatever killed the character leaves him/her alive, though possibly as a prisoner and likely with fewer possessions. Furthermore, the character's Luck is reduced by one point. After all, it's possible for everyone to run out of luck at some point!

A character's starting Luck is based on the character's number of starting points, as follows:

Base 32-35 pts. = 3d6	Base 36-40 pts. = 2d6 + 6	Base 40+ pts. = 2d6 + 8
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Once the character has begun adventuring, Luck may be purchased at the rate of one point per 100 exp., but it may never be purchased to a level above 16 (although a good initial roll means that a character's starting luck may be higher than 16).

The effects of Luck are overriding, and should be handled creatively by the GM. For example, a player cannot slay his comrade and then, in an effort to counteract a successful Luck roll, completely sever the head. Instead, fate intervenes, preventing the final blow (perhaps someone else interrupts the action).

Appearance:

Many players want to have an objective rating of their character's appearance. Appearance for player characters ranges from 2 (as unattractive as they come) to 12 (as beautiful as possible). Appearance is determined by choosing the default set by the GM (usually 7 or 8) or by rolling 2d6 – the player must decide before making the roll (it is not permissible to roll first and then choose the default if the roll is unsatisfactory). Note that rolling does not depict an accurate sample of the population (*i.e.*, there are, arguably, fewer than 1 person out of 36 who can be categorized as an example of the most beautiful people). However, part of the fun of the game is playing out one's fantasy, so the ratio of attractive heroes should be higher than in the general population. GMs

wishing for a more realistic representation of the population should consider having the players roll 4d3 for their character's appearance (the minimum is higher but the average appearance will actually be closer to what it should be).

Also note that there are ways to alter appearance. A Glamour spell can make the subject appear more attractive, and shape-changing spells can actually adjust the Appearance score. However, in such cases, assume the maximum result is really an 11+ – almost, but not quite a 12, for nothing can replace natural beauty. In addition, the GM can rule that certain skills increase one's effective appearance in certain, relevant situations (perhaps adding +1 for Sex Appeal, and +2 if both Sex Appeal and Charisma are used by the character).

SKILLS

To acquire skills (i.e., Talents) and spells, a pool of points called Skill Points (SP – sometimes also called Talent Points) has been added to the rules. While IQ still determines the maximum level of talents and spells a character may know, SP determines the number of points a character may "spend" for them. SP is equal to the character's IQ plus the average of ST and DX (round up only during character creation). This also applies to earned experience: every IQ point adds one SP, but it takes *two* points of ST and/or DX to add *one* SP.

Note that even with the addition of these rules for SP no character may know more spells than (s)he has IQ. Should a character reach that limit, (s)he may only learn new spells by adding points to IQ.

SPs were added to the rules to alter the way in which IQ alone controls the quantity of skills a character may learn. With SP, IQ still plays a strong role, but experience can now also be a strong factor in one's breadth of knowledge. However, another key reason for adding the SP rules was to encourage players to allocate a few skills that might reflect more rounded backgrounds, even if those skills don't appear blatantly to be quite as useful in a labyrinth. Therefore, it is recommended for heroes, and usually mandatory for wizards, that players spend approximately ¼ of their SPs on the following types of skills: Languages, mundane skills (including skills such as seamanship or diving), knowledge skills, and personal interaction skills (e.g., diplomacy, business sense, etc.). Ask your GM to be sure whether it is required to spend some SPs on these skills.

Talents:

The number in parentheses refers to the page number where a talent is described in ITL. An asterisk means that the talent is described later in this document. Note that only the costs and page numbers are presented here; prerequisites are found with the descriptions.

<p>IQ 7: Ax/mace - 2 (12) Bow - 2 (12) Crossbow - 1 (12) Knife - 1 (12) Pole weapons - 2 (12) Shield - 1 (12) Sword - 2 (12)</p>	<p>IQ 8: Weapon Talents Blackjack - 1 * Blowgun - 1 (12) Bola - 1 (12) Boomerang - 1 (12) Cestus - 1 (12) Lasso - 2 (12) Naginata - 1 (12) Net and trident - 1 (12) Nunchuks - 1 (12) Quarterstaff - 1 (12) Sha-ken - 1 (12) Spear thrower - 1 (12) Whip - 1 (12)</p>	<p>IQ 8: General Talents Boating - 1 (12) Farming - 1 (12) Fast draw - 2 * Guns - 2 (12) Horsemanship - 1 (12) Languages - 1 (16) Literacy - 1 (12) Running - 2 (12) Seamanship - 1 (12) Sex appeal - 1 (12) Swimming - 1 (12) Thrown weapons - 2 (12)</p>
<p>IQ 9: Acute hearing - 3 (13) Alertness - 2 (13) Animal handler - 2 (13) Bard - 2 (12) Charisma - 2 (13) Climbing - 1 (13) Detect traps – 2 (12) Diving - 1 (12) Driver - 1 (13) Knowledge skills - 1 * Missile weapons - 3 (13) Mundane skills - 1,2,3 (13) Priest - 2 (12) Recognize value - 1 (13) Silent movement - 2 (13) Warrior - 2 (13) Veteran - 3 (13)</p>	<p>IQ 10: Acrobatics - 3 (13) Armourer - 2 (14) Business sense - 2 (13) Diplomacy - 1 (13) Engineer - 2 (14) Fencing - 3 (13) Mimic - 2 (14) Naturalist - 2 (13) New followers - 2 (13) Remove traps - 1 (13) Sleight of hand – 2 * Specialization - 2 * Thief - 2 (14) Tracking - 1 (13) Unarmed combat I - 2 (14)</p>	<p>IQ 11: Architect/builder - 2 (14) Courtyl graces - 1 (14) Detective - 2 * Detect lies - 2 (14) Expert horseman - 2 (14) Gambling - 2 * Goldsmith - 2 (14) Mechanician – 2 (14) Monster followers I - 2 (14) Physicker - 2 (14) Shipbuilder - 2 (14) Tactics - 1 (14) Two weapons - 3 (14) Vet - 2 (14) Woodsman - 1 (14)</p>

IQ 12: Ambush/assassination - 2 * Assess value - 1 (15) Captain - 2 (15) Cryptography - 3 * Escape Artist - 2 * Expert naturalist - 3 (15) Master armorer - 2 (15) Master thief - 2 (15) Monster followers II – 2 (15) Spying - 3 (15) Unarmed combat II - 2 (15) Ventriloquist - 2 (15)	IQ 13: Chemist - 3 (15) Eidetic memory - 3 * Master mechanic - 2 (15) Mathematician - 2 (15) Scholar - 3 (15) Strategist - 2 (15)	IQ 14: Alchemy - 3 (16) Disguise - 2 (15) Interrogation - 3 * Master bard - 2 (16) Master physicist - 2 (15) Theologian - 2 (16) Unarmed combat III - 2 (16) Unarmed combat IV – 2 (16) Unarmed combat V - 3 (16)
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New Skill Descriptions:

Ambush/assassination*

Blackjack*

Cryptography*

Detective*

Eidetic memory*

Escape artist*

Fast draw – On a 3d6 roll vs. DX, the character can draw a melee weapon and attack with it on the same round. A failed (but not critically failed) roll means that the character may still attack that round, but at a DX penalty equal to twice the amount by which the character missed the roll. Note that this skill is usable with the Two Weapons skill.

Gambling*

Interrogation*

Knowledge – These skills are usually associated with areas or aspects of society, but may apply to any bit of trivia not covered by another skill. By making a 3d6, 4d6, or 5d6 roll vs. IQ (depending on how esoteric the information is), the character will know about specific people, places, or habits. Unlike any other skill, this one may be increased by "levels." For every additional point added to a particular knowledge skill, the character can add two to his/her IQ for the purposes of making a roll against that specific knowledge skill. This talent costs the same for heroes and wizards.

Sleight of hand*

Specialization (previously called Swordsmanship) – Prerequisite: DX 13+, weapon skill. This skill applies to any melee weapon with which the character is skilled. Use of the skill adds a +1 to the damage done by an attack. The character must be wearing leather, cloth, no armor or have an AdjDX of 13+ to gain the bonus. Note that the weapon type for which this skill is chosen must be specified when learned. It is permissible to learn this skill for more than one weapon, but only once per weapon.

*From *The Space Gamer*, issue # 65, pp. 22–23.

ITL Talent/Skill Clarifications and Additional Notes:

Scholar (IQ 13): This skill grants a +1 to IQ for rolls against all known knowledge skills.

Strategist (IQ 13): The roll to determine the enemy's plans is reduced by one die, to become a 4d6 roll vs. IQ.

Two weapons (IQ 11): If the character has the base 13 DX necessary to learn this skill, but an AdjDX of less than 13, the character may still use both weapons normally if attacking with both or parrying with one. However, if

the character chooses to parry with *both* weapons (i.e., to prevent four points of damage), (s)he must roll 3d6 vs. DX to parry successfully with the second weapon. A failed attempt means that only two points of damage are stopped (by the primary weapon).

Astral projection (IQ 15 spell): This spell may be cast on willing subjects other than the caster.

New Spells:

Heal (S) (IQ: 12): For every 5 ST spent, this spell heals one point of physical wounds. If combined with the Priest skill (and if deities exist that grant special powers to their worshippers), the spell may perform better. For a priest to reap the benefits of his/her deity's influence, a 4D roll vs. IQ is required (to show favor with his/her deity). Success results in 1-6 ST being healed; failure means the entire spell fails. If the caster knows the Theologian skill, (s)he rolls only 3D vs. IQ. The caster may pray for 15 minutes to earn a +1 IQ for the roll, or 30 minutes for a +2. A failed attempt to cast this spell costs 1 ST.

The (Rather Long and Growing) List of Assorted Additional TFT Changes:

Combat:

- A player may roll to miss an enemy as long as the roll to miss does not *increase* the character's chance of striking that enemy.
- A figure is considered engaged only if (s)he is in the front hex(s) of someone who has the option to attack that turn. The GM has final ruling on this, as a beginning warrior standing in front of an unarmed foe is still in danger if that foe happens to be a giant, while an armored knight in front of a small, angry child is not likely in enough danger to be considered engaged.
- A target's facing *does* affect the chance to hit when using a missile weapon, as the modifier arguably factors in the target's sense of danger.
- Range and facing adjustments for DX *do* affect when an attack occurs. More challenging shots tend to require more time to aim, even if just fractional differences.
- Range is determined by counting only the number of hexes *between* the attacker and the target.
- For a pole weapon attack to be considered a charging attack, the following conditions must be met:
 - 1) The attacker must be running,
 - 2) The attacking character's final hexes of movement must be in a straight line (i.e., no facing changes during or after), and
 - 3) The attacking character's final hexes of movement must be for at least three hexes.When setting to receive a charge with a pole weapon, however, the attacker *can* change facing, but the charging target must still have been running in a straight line for the final three hexes of movement.
- When making a sweeping blow, roll for each attack separately.
- When hand-to-hand is initiated from behind and the defender rolls a 6, do not re-roll the die. Instead, treat the result as if the defender had rolled a 5.
- When berserk characters recover, they take one point of fatigue for each round that they were berserk (as though they had used their ST to cast a spell). If the character expends more fatigue than (s)he has available, the remainder is taken as a real wound. This supersedes the rule in *Advanced Melee* that berserk characters take two points of damage when they recover.
- *Bolas*: A target struck in the legs gets a 3d6 roll vs. DX to avoid falling down, and the roll is required only if (s)he chooses to move in some way (e.g., move, attack, dodge, change facing). As long as the bola remains wrapped around the target's legs, the character must roll each round (s)he attempts to move while standing.
- *Lassoes*: A target hit on the body with the intent to be pulled to the ground gets a roll vs. DX to remain standing. If the attacker is stronger, the roll is on 5 dice; 4 dice for the same ST; 3 dice if the attacker is weaker; and 2 dice if the attacker is only half as strong as the target. Regardless of the roll to keep his/her footing, the target is still captured by the lasso.

- Wood Flesh, Stone Flesh, and Iron Flesh spells and magic items do not combine bonuses with armor of any type (just as one cannot wear multiple armor types). However, the various "Flesh" spells *do* stack with non-magical shields.

Spells:

- When a wizard casts a spell, the ST cost is subtracted immediately, and affects the wizard like wounds do in terms of shock. Therefore, a 5 ST fireball will give the caster a -2 DX to hit with that spell; an 8 ST spell will also knock down the caster (assuming the caster doesn't have particularly high ST). This applies only to spells cast while in combat or similarly dire or urgent situations.
- Due to the considerable energy yanked abruptly from the user when casting missile spells of more than four dice of damage, greater concentration is required to muster the will to complete the spell. To reflect that, an extra roll is required before the roll the hit. This roll is against IQ -2, with an additional point subtracted from IQ for each additional die of damage (e.g., 5D attack is -2. 6D is -3, 8D is -5, etc.).
- Fatigue for a wizard is treated as a completely separate characteristic from wounds. Therefore, a wizard may use up to his/her ST in fatigue and still have full ST for purposes of wounds. In addition, a wizard who runs out of fatigue may still cast spells by using two "wound" ST for every one ST point required by the spell. This wounding is real, and heals at the normal rate of 1 pt. every two days. Note that it *is* possible for a wizard to cast himself or herself to death when powering spells directly with "wound" ST.

Races:

- Races that require double the number of experience points to increase in abilities need only 150% of the normal number points rather than the listed 200%.
- Gargoyles may fly with an MA of 16. However, each turn spent in the air costs a point of fatigue, treated as though casting a spell. If the gargoyle continues to fly once all fatigue has been expended, the gargoyle takes one point of actual damage per turn spent flying. Please see the revised rule for Fatigue, under *Spells*.

Errata from The Space Gamer, issue #29, July 1980.

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In the Labyrinth

- Page 6. A correction for WOODSMAN was pasted at the end of GADGETEER. Just delete the last four lines under GADGETEER.**
- Page 7. Omitted word. Should read "WIZARDLY THIEF. He'll have a high DX, and a few thievish talents . . ."
- Page 12. A paragraph appears to have been omitted from the SWIMMING talent. Should read "General swimming ability. This talent also increases your chances of surviving a fall into water, even in armor. If you fall into water make a saving roll vs. adjDX: 4 dice for a non-swimmer, 2 for a swimmer. A figure with the Diving talent (see below) succeeds automatically."
- Page 13. Typo. Fencing talent, last line, should read "you do DOUBLE damage on any "to hit" roll of 7, 6, or 5 . . ."
- Page 13. Business Sense talent (clarification): A figure with this talent cannot swindle another figure who also has the Business Sense ability. Note that almost all merchants have Business Sense.
- Page 14. Inconsistency (my fault!) Line 3 of the Thief talent should read "This skill is of less use against magically locked doors (see DOORS, pp. 44-45) . . ."
- Page 16. Clarification (this is supposed to be under Talents, but I can't find it. Possibly I omitted it from the final draft.) "It takes a minimum of 3 months of study to add a talent requiring 1 IQ point. A 2-point talent takes 6 months, a 3-point talent 9 months. These times double for wizards."
- Page 19. Clarification: Last line should refer the reader to GUNPOWDER WEAPONS in *Advanced Melee*.
- Page 21. "Narrow Tunnel." Clarification: Note that a multi-hex creature COULD travel through a 1-hex tunnel, IF it is only 1 hex wide itself.
- Page 25. JOBS. Clarification: Magic items (except Charms) do NOT help on the job-risk roll. Omission (may have resulted from my own error - whatever the source, it's important to play balance): ". . . give him enough experience points to raise one attribute, or 1,000 experience points, whichever is less."

- Page 30. Thieves' Guild: It takes a minimum of 6 months to learn DETECT TRAPS, 3 for REMOVE TRAPS - not the other way around. My mistake. Clarification: You pay no extra fee to learn the Thief or Master Thief talents, but you must be a member in good standing (whatever that is) of the local underworld during the time you are "studying."
- Page 37. Reaction Rolls. Omission - fairly important. The modifiers to a reaction roll CANNOT give a character or party better than a +3 bonus.
- Page 54. WRAITHS - clarification. For an explanation of "insubstantiality," see the spell of the same name in *Advanced Wizard*.
- Page 60. Apparent pasteup problem. The last paragraph under OTHER MAMMALS is a duplicate of an earlier paragraph; delete it. The next-to-last paragraph refers to the section on HORSES and should be the last paragraph in that section.
- Page 63. Hymenopteran workers can carry 250+ kg - not 500. My mistake - I was thinking in pounds.
- Page 66. Clarification: Slimes ARE vulnerable to all kinds of combat magic, though they cannot sense illusions. They die if exposed to daylight, which is why they are normally found only underground.

Advanced Melee

- Page 10. Omission. The fifth line in the second column should read, ". . . half-destroyed armor can be repaired for somewhat less than the cost of new gear."
- Page 12. The notes to the ARMOR AND SHIELDS table should include a reference to *Advanced Wizard*, "Iron, Silver, and Magic," to explain the DX penalty here.
- Page 18. Clarification: In REACTION TO INJURY, a figure that takes 8 or more hits one turn, and is knocked down, could take option I.h, crawling, rather than standing up or remaining prone.
- Page 20. AUTOMATIC HITS. Second to last line should read "'to hit' roll when he feels it's necessary . . ."
- Page 21. Pasteup error. A correction line has been put in the wrong place, making the next-to-last paragraph of COMBAT WITH BARE HANDS very confusing. It should read something like this, starting with the fourth line: ". . . fighter does 1-2 damage. A fighter with an UNARMED COMBAT talent does extra damage when fighting bare-handed: one extra hit for UCI, 2 for UCII, 3 for UCIII and above. See TALENTS in ITL.
- Page 23. Clarification. A torch will stay lit if you drop it intentionally, but will go out if you drop it because you rolled 17.
- Page 24. Clarification. The blunderbuss affects a triangular area 15 hexes in size. Its apex is the hex the blunderbuss is pointed into, adjacent to the user. The blunderbuss hits that hex, two in the next line, three in the next, four in the next, and five in the fifth.
- Page 26. SWEEPING BLOWS. Clarification: The attacker rolls separately for each figure being attacked. All rolls are made at the time of the lowest adjDX applicable to any of them.
- Page 27. Line 3 should read ". . . Example of Play, given in Section IV-B of ITL."

Advanced Wizard

- Page 9, second-to-last paragraph. Clarification: "cannot use another wish to insure a roll of 3 or 4."
- Page 10, starting from the top: Pasteup problem. Should read: "of the failed IQ rolls, it wouldn't work. He would lose the wish to no effect. Pentagrams will not protect the wizard in this battle of wills - though a good pentagram would prevent the wizard from smashing everything else. . ."
- Page 12. Clarification: A "good hard Magic Fist" might be 4 hits or more.
- Page 14. The last sentence of the LIGHTNING spell is inconsistent with DESTRUCTION OF MAGIC ITEMS on p. 38. I suspect I failed to correct this problem before turning in the final copy, though I remember noticing it. At any rate, delete the last sentence of LIGHTNING. P. 38 is correct.
- Page 15. A paragraph is missing from the EXPLOSIVE GEM spell. I cannot say for sure what was there originally. The following rules will be playable:
 - "The Explosive Gem spell costs 5 ST for every die of damage the gem will do when it detonates - maximum 8 dice damage. Unlike most magic items, a gem may be made instantly if the ST is available. Once must begin with a gem worth at least \$50. Once a gem is rendered explosive with a given power, it cannot be enchanted again to make it stronger. If this is attempted it will explode with the combined power of both spells."
- Page 16. Clarification: The TRANCE may not be attempted more than twice per day.
- Page 26. Clarification: Gold, bronze, etc. weapons may also be carried by a wizard, but edged weapons of such materials will do less damage than silver or steel.
- Page 27-28. Put a "B" after Trip, Blur, Slow Movement, Sleep, Freeze, Fireproof and Stone Flesh. Put an "A" after Detect Life and Detect Enemies (double cost for each additional MH) and a "C" after Drop Weapons (double cost for ST 20+).
- Iron Flesh should require \$16,000, B, 5 weeks, 450 ST/day, \$1600/week. ST battery (1 point) should require \$1,000, B, 2 weeks, 20 ST/day, \$40 ci/week (no potion).

- Page 29. Two clarifications, courtesy of Draper Kauffman. Footnote B: "Furthermore, some items, like Trip, Sleep, Fireproof, etc., affect only one hex in their basic forms. A basic Trip would not trip a giant; you would need either a triple-powered Trip (3 wizards, or one wizard and 6 weeks) or 3 normal Trip items. If you want to fireproof your horse, you could use a double-power Fireproof item, or two basic items. If you wanted to put a 14-hex dragon to sleep, you could do it with a 14-power Sleep item (\$14,000!)"
- Footnote C: "The basic Drop Weapon item works on figures with ST less than 20; the 2-power version works on any ST."
- Page 30. My "cost of magical items" example is misleading. It was a calculation of the price the wizards would have charged for their work. However, it was NOT the "fair market value" of the coronet. Fair market value assumes the wizards worked in the most efficient way - and these did not.
 - Fair market value would be correctly figured thus: Jeweled coronet: \$15,000. Add Telepathy spell: \$20,000. Add Iron Flesh, doubled cost \$32,000. Subtotal with two spells: \$67,000. Add 20% of this, since Control Person is an "E" spell: \$13,400. Add Control Person (quadrupled cost): \$40,000. Add Reversed Missiles (octupled cost): another \$40,000. Total value: \$160,400.
- Page 31. Apparent pasteup error. If the "Multiply Enchanted Item" rules is read at the beginning of page 30 the rules are more clear.
- Page 34. Some lines have been omitted from the WORD OF COMMAND explanation. Starting with the fourth line from the bottom, try "ALREADY unaffected by the Word, merely to tip it over or turn its face to the wall."
- Page 38. Usually when an arrow is enchanted, the actual spell is cast only on the arrow-HEAD. Otherwise the spell could be nullified merely by breaking off the arrow shaft.
- Page 39. Apparent pasteup error. The last paragraph, "Thrown Spells," is a duplicate of a paragraph in *Advanced Melee*, p. 14. The two paragraphs above it, RECOVERING LOST STRENGTH, duplicate paragraphs on p. 25 of that booklet. If it was intended that these rules be repeated (maybe not a bad idea, at least for the ST rules), another location would have been clearer.

Optional Rules:

While the rules above are considered in effect by default, the following section contains several options a GM may wish to incorporate into a particular scenario or session. A GM may wish to ignore all of these, incorporate a mix, or apply all of them (note, however, that optional rule g supersedes optional rule f). Players please note: Unless the GM specifies otherwise, assume none of these apply.

a. Character Creation Points

Instead of allocating points among the three attributes, and then using the totals to determine Skill Points, this method uses a common pool (called Character Points, or CP) from which the player may buy attributes, skills, and spells as desired. This system allows for more realistic and rounded characters who may be highly skilled without having high ratings in their physical attributes, or vice-versa.

In this system, spells still cost one (character) point, skills cost their listed value, and attributes have a character point cost based incrementally on the total attribute points possessed by the character.

Attribute Total	Character Point Cost Per Attribute Point
0 - 36	1
37 - 40	2
41 - 44	4
45 - 48	8
49 - 52	16

For every four attribute points thereafter, double the previous character points required.

For example, Steve wants a ST of 14, a DX of 16, and an IQ of 9 (for a total of 39). This costs a total of 42 character points (CP) – one each for the first 36 attribute points, and two each for the next three attribute points. Any remaining CPs John's character has can now be spent on skills and spells.

Experience works in a similar manner. Every 125 experience points may be traded in for one CP, which may be used to buy new skills, spells, or attributes. (Note that an additional luck point still costs only 100 exp., not 125 exp.)

The following chart provides some comparison CP totals to use when deciding how powerful beginning characters should be.

Original Method	Character Point Method
32 points	54 CP
34 points	57 CP
36 points	60 CP
38 points	66 CP
40 points	70 CP
42 points	80 CP
44 points	90 CP

Note that IQ still determines what level of skills and spells may be learned. In addition, intelligence-based skills that previously did not require a roll vs. IQ (e.g., diplomacy, charisma, naturalist, etc.) now do. Thus, to earn a reaction bonus for being charismatic while chatting up the local tavern wench, the character must first make his/her IQ roll.

Please keep in mind that the "Original Method" above factors in the use of Skill Points, described under *SKILLS* elsewhere else in this document. However, the CP method replaces the use of Skill Points (SP).

b. Defending and Dodging

These rules replace the ITL rules for using 4D when attacking a defending or dodging character.

When a character elects to defend or dodge, his/her DX is subtracted from 8. The result is the penalty assigned to the attacking character's chance to hit (always at least a penalty of -1). Note that unlike most other modifiers, this penalty applies only to the chance to hit, *not* to the attack order.

c. Parry and Riposte

A character with an AdjDX of greater than 11 who is using a melee weapon may elect to combine his/her attack with a parry against a melee attack. To do this, the character reduces his AdjDx for that round (no lower

than 11), and subtracts the same amount from his/her opponent's attack roll. Note that while the parrying character's actions are all performed at the reduced DX, the only action of the opponent's that is affected is the attack roll (e.g., the penalty does not affect when the attacking character makes his/her attack). This option can be taken only against a single opponent in the character's three front hexes who is wielding a melee weapon. However, if facing multiple opponents, the character may parry a different opponent than (s)he attacks.

d. Thrown Spells

All thrown spells that directly affect another character (e.g., *trip*, *freeze*, etc.) now get a saving roll vs. the relevant attribute. This replaces any maximum attribute requirements (e.g., it is now possible to put someone with a ST greater than 20 to sleep if the target fails his/her roll vs. ST).

Spell	Saving Roll
Command	7D vs. IQ
Drop Weapon	4D vs. ST
Freeze	7D vs. ST
Sleep	5D vs. ST
Trip	4D vs. DX

e. Armor and AdjDx

The DX penalty for armor is two lower than listed, meaning it is *less* restrictive. Note that it is not possible to have armor grant a DX *bonus* for wearing it. Only the DX penalty is reduced; the effects of weight and MA are unchanged.

f. Sectional Armor and Random Hit Locations

Note that use of this optional rule tends to make for a bloodier game.

Table f.a

Armor Weight	DX-	MA-	Total Defense	Material
0.1 to 7 kg	-1	0	1	Cloth
7.1 to 8 kg	-2	-2	2	Leather
8.1 to 15 kg	-3	-4	3	Chain
15.1 to 20 kg	-5	-4	4	Plate and Chain
20.1 to 25 kg	-6	-4	5	Plate

Note that the DX penalty is based on the penalty listed in *ITL* and *AM*. Reduce all of these by two if you are also reducing the DX penalty for full suits of armor (i.e., optional rule e above).

Table f.b, Sectional Armor

Penalty	Roll	Location	1	2	3	4	5
-6	3-5	Head	.7	.8	1.5	2.0	2.5 kg
-4/-6**	6-8	Arms*/Hands*	1.2	1.3	2.5	3.3	4.2 kg
0	9-13	Torso	2.1	2.4	4.5	6	7.5 kg
-4	14-18	Legs*	2.8	3.2	6	8	10 kg

*Roll randomly to determine which arm, leg, or hand.

** The penalty to target an arm that is holding a shield is -6.

The effects of damage to specific body parts are described in *Advanced Melee*, p. 20.

Table f.c, Cost of Sectional Armor

Locations	1	2	3	4	5
Helmet	6 SP	11 SP	22 SP	35 SP	60 SP
Vambraces*	9 SP	17 SP	35 SP	55 SP	85 SP
Cuirass	22 SP	45 SP	85 SP	130 SP	250 SP
Chausses*	16 SP	30 SP	65 SP	95 SP	160 SP

* Gloves are included with vambraces, and boots are included with chausses.

To use the above charts when selecting armor, find the area to be protected on Table f.b and determine the number of points to be subtracted from damage to that area (i.e., the Defense). Each number corresponds to

a particular material (i.e., 1 point is equal to cloth, 3-point material is chain mail, 5-point material is plate, etc.). Cross-reference the amount of the protection with the selected area. The result is the weight of that armor type for that area. Using Table f.c, do the same to determine the cost in silver to protect that area. Once this has been done for every location to be protected, total the weight and use Table f.a to determine the resulting penalty to DX and MA.

To use the charts to determine hit location, use Table f.b. The number in the first column refers to the penalty an attacker applies to his/her AdjDX when specifically targeting that body part. In addition, the GM may use the second column of Table f.b to determine randomly the location of all non-targeted attacks.

Note that Fine Plate is sold only as an entire suit of armor – use the listed stats.

g. Variant Random Hit Locations

Note that use of this optional rule tends to make for a much bloodier game.

For added realism, substitute the table below for table f.b above.

Sectional Armor

Penalty	Roll	Location	1	2	3	4	5	Notes
-10	3	Eyes	.7	.8	1.5	2.0	2.5 kg	a
-8	4	Neck	"	"	"	"	"	b
-6	5	Head	"	"	"	"	"	c
-5	6,7	Weapon arm	1.2	1.3	2.5	3.3	4.2 kg	
-4 (-6*)	8	Off-arm	"	"	"	"	"	
0	9-13	Torso	2.1	2.4	4.5	6	7.5 kg	
-4	14	Thighs	2.8	3.2	6	8	10 kg	d
-4	15-18	Legs, Feet	"	"	"	"	"	

" This part of the body is covered by the armor of the preceding location.

* The penalty to target the off arm becomes -6 if the arm is holding a shield.

a) In addition to normal head damage, penetrating damage of more than 1pt. causes the loss of an eye (DX -4, recoverable to DX -1; loss of that side's front hex). Penetrating damage of more than 3 pts. causes the loss of both eyes (permanent DX -8, permanent blindness).

b) In addition to normal head damage, penetrating damage of more than 3 pts. causes the loss of vocal cords. Penetrating damage of more than 8 pts. instantly kills the character.

c) Penetrating damage of more than 8 pts. causes permanent damage to the brain (permanent IQ -2).

d) In addition to normal leg damage, penetrating damage of more than 5 pts. causes lameness (permanent MA -2).

h. Damage Reserves

This rule was lifted directly from a homegrown option intended for Troll *Lord's Castles & Crusades* (although apparently actual credit may go to Jonathan Tweet), but it makes for a wonderful option in TFT: With Damage Reserves, characters have a pool of reserve ST, applicable only to damage taken, that equals their actual ST. These points convert to ST when the character is not in combat, effectively replenishing ST lost in combat. They recover at the same rate as Fatigue, though regular ST must be fully healed before any Damage Reserves are regained. While this doesn't affect any single combat, it will increase the chances that characters will survive lengthy labyrinth crawls without have to head back to town after every other battle.

j. Disadvantages

In addition to writing a personality (and, in many campaigns, a background origin story), during character creation a player may select specific disadvantages that have a concrete impact on the character during play. The GM has several options when generating a list of viable disadvantages. Two articles from *The Space Gamer* cover precisely this topic: *Handicapped Characters in TFT* and *More Handicaps in TFT*. Moreover, many contemporary role-playing games use disadvantages or some variant. In particular, GURPS disadvantages translate well for use in TFT. Simply review each one with the GM to confirm how the disadvantage will affect the character and divide the point value by 10 (whether to round up or down – or even to require two 5-pt. disadvantages for 1 TFT point – is up the GM).

Check with your GM about whether disadvantages may be selected for your character and, if so, which ones and how. No more than four additional points may be gained through disadvantages, and they do not add to the total number of character points when determining the number of experience points necessary to increase ST, DX, or IQ.

TFT Reference Tables v1.1

Spell	Saving Roll
Command	7D vs. IQ
Drop Weapon	4D vs. ST
Freeze	7D vs. ST
Sleep	5D vs. ST
Trip	4D vs. DX

Table f.a

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Table f.b, Sectional Armor

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*Roll randomly to determine which arm, leg, or hand. ** The penalty to target an arm that is holding a shield is -6.

The effects of damage to specific body parts are described in *Advanced Melee*, p. 20.

Table f.c, Cost of Sectional Armor

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Sectional Armor

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-8	4	Neck	"	"	"	"	"	b
-6	5	Head	"	"	"	"	"	c
-5	6,7	Weapon arm	1.2	1.3	2.5	3.3	4.2 kg	
-4 (-6*)	8	Off-arm	"	"	"	"	"	
0	9-13	Torso	2.1	2.4	4.5	6	7.5 kg	
-4	14	Thighs	2.8	3.2	6	8	10 kg	d
-4	15-18	Legs, Feet	"	"	"	"	"	

" This part of the body is covered by the armor of the preceding location.

* The penalty to target the off arm becomes -6 if the arm is holding a shield.

a) In addition to normal head damage, penetrating damage of more than 1pt. causes the loss of an eye (DX -4, recoverable to DX -1; loss of that side's front hex). Penetrating damage of more than 3 pts. causes the loss of both eyes (permanent DX -8, permanent blindness).

b) In addition to normal head damage, penetrating damage of more than 3 pts. causes the loss of vocal cords. Penetrating damage of more than 8 pts. instantly kills the character.

c) Penetrating damage of more than 8 pts. causes permanent damage to the brain (permanent IQ -2).

d) In addition to normal leg damage, penetrating damage of more than 5 pts. causes lameness (permanent MA -2).