

# WarpSteel Fantasy v0.5

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## General Principles

**The Most Important Rule:** Whenever a rule is unclear or does not seem quite right, use common sense and personal preference.

**Characters:** Each player controls a single Character, and uses them to play Warpsteel

**Ability Tests:** Whenever a rule states that you must take an Ability test, roll the number of dice indicated in your Primary Ability and for each Skill under that Primary Ability that the GM allows to apply, with each value meeting your Character's Quality as a Success. Then compare your Successes to that of your opponent or the test Difficulty to determine the result

**Game Master:** One player should fill the role of the Game Master (GM), designing and controlling the adventures and encounters the players face.

### Before we begin...

**Character Creation:** Each player picks a name and makes a description, and picks a Career:

Career	Type	Abilities	Exit
Exile	Lone	+2 T, +2 W	Power, Crime
Wanderer	Lone	+1 S, +1 W, +1 D, +1 T	Travel, War
Hedge Mage	Lone	+2 M, +1 T, +1 W	Arcane, Craft
Tinker	Craft	+2 I, +2 D	Arcane, Lone
Smith	Craft	+2 S, +1 D, +1 T	War, Law
Tailor	Craft	+2 D, +2 W	Power, Crime
Sergeant	War	+2 S, +2 I	Power, Law
Soldier	War	+2 S, +1 D, +1 W	Law, Travel
Berserker	War	+2 S, +2 T	Lone, Crime
Spy	Crime	+2 D, +2 I	Power, Travel
Brigand	Crime	+2 S, +2 D	War, Travel
Assassin	Crime	+2 D, +1 I, +1 S	War, Lone
Paladin	Zeal	+1 W, +2 S, +1 M	War, Lone
Cleric	Zeal	+2 W, +1 S, +1 M	Arcane, Law
Exorcist	Zeal	+2 M, +2 W	Arcane, Lone
Noble	Power	+2 I, +1W, +1 D	Arcane, Law
Advisor	Power	+2 I, +2 W	Crime, War
Lord	Power	+1 S, +2 I, +1 T	War, Travel
Wizard	Arcane	+2 M, +2I	Power, Craft
Warlock	Arcane	+2M, +1 W, +1 I	Lone, Crime
Spellblade	Arcane	+2 S, +2 M	War, Lone
Bounty Hunter	Law	+2 D, +1 T, +1 W	Lone, Crime
Banisher	Law	+2 D, +1 W, +1 M	Arcane, Zeal
Arbiter	Law	+2 I, +1 W, +1 S	Power, Lone
Merchant	Travel	+2 I, +1 T, +1 D	Craft, Crime
Sailor	Travel	+2 T, +2 D	War, Lone
Explorer	Travel	+2 D, +1 T, +1 W	Lone, Arcane

## Primary Abilities:

Strength, Dexterity, Intelligence, Will, Toughness, Magic

Each character starts with 1 Die in each Primary Ability, and then advances two of their Abilities available for their Career.

**Skills:** Players start with 1 Skill for three of their Abilities at character creation, and can have more than 1 starting Skill in the same Ability. These are named by the player when the Skill is purchased, and should be somewhat specific (eg, "Fighting" as a Strength Skill or "Knowledge" as an Intelligence Skill is too broad, but "Sword-fighting" or "Alchemical Knowledge" is fine).

Each player may have up to 6 Skills for each Ability.

**Quality:** Finally, each character starts with 4+ Quality, or 5+ with 2 Advancements (See below), or 6+ with 4 Advancements. This may result in Changing Careers depending on what was picked.

## Advancement

When the GM indicates, players can advance one of the following:

- Increase an Ability by +1, limited by your Career as noted below
- Up to 3 of the following in any combination:
  - Increase any Skill by +1
  - Create a new Skill under any Ability that has less than 6 Skills. No Skill can have more than 6 Dice in it or less than 1 die.

**Career Limits:** When increasing your Abilities, you can only increase your Abilities up to the maximum indicated for your current Career (So a Wanderer could upgrade Strength once, but not twice).

**Changing Careers:** If a player has upgraded the full four Ability increases indicated by their current Career, they must immediately pick a new Career. This career must either be of the same Type as their old Career, or in a Type indicated under their Career's Exit. You can take the same Career multiple times in a row.

**Abilities:** A player may reduce their Skills under an Ability by 5 dice total in order to increase the Ability die those Skills were under by +1. No Skill's dice can be reduced this way to less than 1, and no Ability can have more than 6 dice.

**Quality:** A character can advance their Quality to 1 better by reducing their Ability dice by a total of 6. No Ability Die can be reduced this way to less than 1, and Quality cannot be better than 2+.

## Playing the Game

Your GM will be the one to determine your story and adventures, but in general your character interacts with challenges in one of two forms, either Obstacles or Conflicts.

**Difficulty:** For an Obstacle, roll the indicated Ability Test that the GM indicates. The GM will have selected a difficulty score (D#):

Difficulty (D)	Description
1	Easy
2	Average
3	Difficult
4	Hard
5	Incredibly Hard
6	Inhuman
7	Legendary
8	Supernatural
9	Divine
10+	Ungodly

If the player fails to get at least as many Successes as the Difficulty, then the GM may have them make Wound Rolls for the consequences of the failure, counting as having a number of Wounds equal to the number they missed the Difficulty by.

**Conflicts:** In a Conflict, each character participating rolls 1d6 to determine order. Then, each participant in order may target another participant for an Attack, or may perform an

Obstacle Check as indicated by the GM to perform some other task.

Conflicts end when either every participant is dead, unconscious/comatose, or has voluntarily fled.

A character can also choose to Flee, although this means they will do nothing and leave the area on the start of their next turn.

The specifics of the Attack vary depending on what Ability and Skills are being used and the GM's discretion, but in general:

- If the attempt is to cause physical injury, the Attacker rolls to Hit using Strength, Dexterity, or Magic, and the Target rolls to Block using Toughness or Magic.
- If the attempt is not to cause physical injury, the Attacker rolls to Hit using Intelligence, Will, or Magic, and the Target rolls to Block using Intelligence, Will, or Magic.

The Blocker rolls as many dice as the Attacker had successes, plus the stat they're using to Block. The Attacker subtracts their successes (Hits) from the Target's Successes (Blocks), and any remaining Hits become Wounds.

**Chaotic Magic:** When making a Magic test, every 1 rolled in the check counts as a Hit against yourself. Roll the same Magic Ability again to determine the Blocks, and make any Wound Rolls as normal. If the number of 1s was even, it is a Physical Injury, but otherwise is a Non-Physical Injury. If every die was a 1, then the Hits are applied against all nearby players as well.

In addition, every character making a Magic Ability test can roll a number of additional dice up to their base Magic Ability, but these extra dice count as two 1s each for the purpose of Hits against you when they roll a 1.

**Wound:** For each Wound, roll 2d6 on the Wound table. For each Critical Hit result taken, roll an additional die and take the highest-two dice. If your attack was non-Physical, roll 3d6 and take the lowest 2 dice instead (Non-Physical never count Critical Hits, and death-dealing results count as the enemy automatically Fleeing).

Roll	Wound Table
2	A Mere Scratch: No damage taken
3	Rattled: -1 die to next Ability Test
4	Dazed: -1d3 dice to next Ability Test
5	Shaken: The character skips their next turn this Conflict
6	Stunned: The character skips their next 1d3 turns this Conflict
7	Serious Wound: Critical Hit
8	Deep Wound: 2 Critical Hits, -1 to one Skill (Blocker's choice)
9	Crushing Blow: 3 Critical Hits, -1 to one Primary Ability (Blocker's choice)
10	Rending Blow: 4 Critical Hits, Permanent -1 to one Primary Ability (Blocker's choice)
11	Gruesome Wound: The character cannot take any Turns, and dies at the end of the Conflict if not healed in some way (D4)
12	Fatal Wound: The character is instantly slain in a gruesome fashion

**Recovery:** As soon as Conflict ends, all participants immediately recover from one Critical Hit, if they had any. For non-physical injury Wound Roll results, it takes 1 day times the Wound Roll to recover from the Wound Roll result, and 3 days times the Wound Roll for physical injury-caused Wound Roll results. Permanent results cannot be recovered.

## Quick Combat

For faster combat, whenever you cause a Wound Roll, treat any result that grants a Critical Hit as one which kills or completely incapacitates the enemy, while ignoring any Wound Roll results that do not inflict at least one Critical Hit.

# Advanced

## Ranges

During a conflict, players start 2d3 Range away from all of the enemies, or at a distance set by the GM. Players wishing to cause physical injury must be 0 Range from their enemy to use most Attacks, or within their Weapon's Range if the weapon has an indicated range.

For most Magic-based attacks and any non-physical attacks, reduce the number of dice rolled for the attack by the Range between you and the Target. During their turn in a Conflict, a player can move 1 Range towards or away from the enemy, and then make an Attack. If they were adjacent to an enemy at any point during the turn, they cannot make a Ranged attack. A player that did not begin adjacent to an enemy can forfeit the ability to make an Attack in order to move 2 Ranges instead of 1.

## Fate and Glory Points

Over the course of the game, the GM should award Glory points when the players do something creative or roleplay especially well. Fate points should only be awarded at the end of a campaign or similar large story arc.

**Starting Fate and Glory:** Each character starts with 3 Fate and 1 Glory point.

Glory points can be used to add an additional die to any test, before rolling. Fate Points can be used at any time to do something fantastic, like cheat death, get a significant bonus to performing a difficult or impossible task, etc.

## Equipment

Each player begins the game with 2d6 Wealth Points (WP) to spend, and when in cities or similar civilized area may purchase further Equipment. Your GM may award Wealth Points later in the game as well, such as treasure or wages.

You can sell any Equipment for ½ of the indicated purchase price, rounding up.

**Hands:** Characters cannot use two-handed weapons and Shields at the same time, but may use two different one-handed weapons at once. Players wielding two one-handed weapons or a one-handed weapon and shield cannot make any Obstacle Checks that would need a free hand to perform.

Equipment	Cost	Effect
Mace, Club, Axe, Staff, Hammer	1	One Hand. +1 to Wound rolls for physical injury Attacks using Strength at 0 Range
Halberd, Flail	2	Two hands. +2 1 to Wound rolls for physical injury Attacks using Strength at 0 Range
Dagger, Whip	1	One Hand. +1 1 to Wound rolls for physical injury Attacks using Dexterity at 0 Range
Spear	2	Two Hands. +2 1 to Wound rolls for physical injury Attacks using Dexterity at 0 Range
Hand Crossbow, Throwing Knife	1	One Hand. 2 range for physical injury Attacks using Dexterity
Bow, Crossbow	2	Two hands. 4 range for physical injury Attacks using Dexterity
Sling, Javelin, Throwing Axe	1	One hand. 2 range for physical injury Attacks using Strength
Pistol	1	One Hand. 2 range for physical injury Attacks using Intelligence
Rifle	2	Two hands. 4 range for physical injury Attacks using Intelligence
Leather,	1	Ignore the first Critical

Studded, or Scale Armor		Hit each day.
Chainmail or Banded Armor	2	Ignore the first two Critical Hits each day.
Half or Full Plate Armor	3	Ignore the first three Critical Hits each day.
Shield	1	One hand. Ignore the first Critical Hit each day.
Mount	3	Double the Range your character can Move. If you suffer a Critical hit while mounted, ignore it but the Mount is slain.
Rations (One Use)	1	Reduce the time needed to recover from a Wound Roll by 1 day.
Healing Potion (One Use)	3	Recover from one non-Permanent Wound Roll result.
Pet/Familiar	2	Roll 1d6 when you make a Physical Attack: On a 4+, deal +1 Hit, but on a 1 the Pet/Familiar dies
Poison (One Use)	1	Double the Hits, if any, from your next Attack

## Location-based Armor

For each piece of Armor, you must select if it is on the Head, Left Arm, Right Arm, Torso, Left Leg, or Right Leg area when you find or purchase it. You are limited to 1 Armor of any kind per area. When you take a Critical Hit, roll 1d6 to determine where the attack landed:

Roll	Location
1	Head
2	Left Arm
3	Right Arm
4	Left Leg
5	Right Leg
6	Torso

If you have Armor on the area rolled, ignore the Critical Hit as indicated for that area's Armor, and track the Wound Rolls ignored for each area separately. The amount of Critical Hits ignored is "this Conflict" instead of "per day."

**Critical Hit Wound Rolls:** When you roll on this table after suffering a Wound Roll with a Critical Hit that your armor is not able to prevent, if the roll was for Head, increase the resulting Wound Roll by +1 (Maximum 12). If the roll was for Torso, reduce the Wound Roll by -1 (Minimum 2).

## Gradual Experience

Instead of GM-allotted Ability and Skill improvements, whenever a player makes an Ability test against an enemy with an equal or greater number of dice, or against an Obstacle with a Difficulty equal or greater than the number of dice used for the Ability Test, mark 1 XP next to the Skill or Ability. No Skill or Ability can have more than 5 XP on it at a time.

When a Skill or Ability has accumulated 5 XP, remove the XP and increase the Skill die by +1 if the XP was on the Skill, and increase the Ability by +1 or create a new Skill with a value of 1 if the XP was on the Ability and the Ability can be Advanced with your current Career. This is done in the same way as Advancement, and is restricted by Career and previously Advanced Primary Abilities as normal.

**Fate, Glory, and Magic:** Dice from these points or use of the Chaotic Magic rules do count towards whether the dice rolled versus the enemy dice or Obstacle Difficulty qualifies the Training for XP.

**Training:** A player can increase their Skill or Ability XP over time; To do so, the player must devote a number of hours each day equal to the Ability or Skill's current value, for a number of months equal to the Skill's current value or three times the

Ability's current value. After the allotted time, you gain 1 XP in that Skill or Ability.

A character cannot train for more than 8 total hours each day, but can use Train with those hours in any combination desired.

**Training Others:** You and the trainee must spend time equal to if you were doing normal Training. At the end of the Training, the trainees make a normal Obstacle check with a Difficulty equal to either their current Ability or Skill value being trained (If they do not have the Skill, treat it as a value of 1).

If they succeed, they gain 2 XP in that Skill or Ability and you gain 1 XP, or if they did not have the Skill being trained already, they gain that Skill with a value of 1 if they have less than 6 Skills under that Ability. If they fail, they only gain 1 XP in the Skill or Ability and you gain 0 XP, and if they did not have that Skill already, they do not gain that Skill.

You cannot Train anyone whose Ability is equal or greater than your Ability for the Ability or Skill being trained.

## Converting Enemies

You can also use unit entries in 1pFB or 1pFS in order to create enemies for use in WarpSteel. It's advised that approximately 5pts of 1pFS or 1pFB would be appropriate for every 2 Ability and/or Skill dice the players have to make a difficult encounter. First, if the unit comes in a larger size than 1, divide the range and melee FP by the number of models in the unit, rounding up. Each of these models acts individually in the ensuing combat.

The enemy's Quality stays the same, and they have a Primary Ability value for Strength and Toughness equal to their Weapon-based maximum Melee FP, a value for Intelligence and Dexterity equal to their Weapon-based maximum Ranged FP, and Will and Magic equivalent to the average of their combined Melee and Ranged FP (Round down, to a minimum of 1).

For each Special Rule or Trait a model has, the GM picks the most-appropriate Primary Ability, and adds the Special Rule or Trait as a Skill with a value of 1 for that Primary Ability. For outright negative Special Rules/Traits (Such as Slow or Strikes Last), these reduce the Primary Ability they effect by 1, to a minimum of 1, rather than be added as Skills. An enemy cannot have more than 6 Skills under a Primary Ability (Any additional instead increase the Primary Ability by 1 each), and no Skill or Primary Ability value can be greater than 6.

## Converting for other games

This is for using your characters in 1pFB or 1pFS:

**Size:** Your model is always a 1\* size unit.

**Quality:** The 1p40K/FB model's Quality is the same as your model's Quality

**Melee FP:** Your model has Melee FP equal to the average of their Strength, Will, and Toughness Primary Abilities. Increase this by +1 if you have a One-hand 0 Range Weapon, and +2 if you have a Two-hand 0 Range Weapon

**Ranged FP:** Your model has Ranged FP equal to the average of their Dexterity, Intelligence, and Will Primary Abilities. Increase this by +1 if you have a One-hand Ranged Weapon, and +2 if you have a Two-hand Ranged Weapon

**Range:** Your model's Range for that FP is equal to 6" for each Range indicated by their Ranged Weapon

**Magic:** Your model counts as being a Wizard(x) with X=1 if you have more than 1 in your Magic Ability, with no points to spend on Spells. You get +1 to the Wizard (x) value or +25 points to spend on Spells per point of Magic you have beyond the first two.

**Cost:** Take the average of all Abilities, rounding up. For every point of this your model costs 5 points, and for every 1 better your Quality is than 6+, it costs an additional 10 points. Finally, increase the cost by 25 per wizard level and equal to the points spent on Spells to get the final value of the model.

# WarpSteel Fantasy Character Sheet

Player Name: \_\_\_\_\_

Character Name: \_\_\_\_\_

Race: \_\_\_\_\_

Quality: \_\_\_\_\_+

Fate Points: \_\_\_\_\_

Glory Points: \_\_\_\_\_

Current Critical Hits: \_\_\_\_\_

Current Career: \_\_\_\_\_

Ability	X	Ability	X

Mark the 'X' box when you have Advanced that Ability.

Past Careers: \_\_\_\_\_

Wealth points: \_\_\_\_\_

Armor:

Location	Armor Type	Criticals Ignored
Head		
Left Arm		
Right Arm		
Left Leg		
Right Leg		
Torso		

Weapons: \_\_\_\_\_

**Strength**

XP:

**Dice**

Strength Skills:

XP:

Dice

XP:

Dice

XP:

Dice

XP:

Dice

XP:

Dice

XP:

Dice

**Dexterity**

XP:

**Dice**

Dexterity Skills:

XP:

Dice

XP:

Dice

XP:

Dice

XP:

Dice

XP:

Dice

XP:

Dice

**Intelligence**

XP:

**Dice**

Intelligence Skills:

XP:

Dice

XP:

Dice

XP:

Dice

XP:

Dice

XP:

Dice

XP:

Dice

Other Equipment:

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**Will**

XP:

**Dice**

Will Skills:

XP:

Dice

XP:

Dice

XP:

Dice

XP:

Dice

XP:

Dice

XP:

Dice

**Toughness**

XP:

**Dice**

Toughness Skills:

XP:

Dice

XP:

Dice

XP:

Dice

XP:

Dice

XP:

Dice

XP:

Dice

**Magic**

XP:

**Dice**

Magic Skills:

XP:

Dice

XP:

Dice

XP:

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