Amazons of Atlantis

Barbarians of Lemuria with d8s

Task Resolution and d8s

Always use d8s and never d6s.
Task Resolution is 2d8 against a target number of 10.
Automatic Failure is 4 and under. Automatic Success is 14 and over. (Just remember: 4 and 14.)
Multiple Bonus Dice stack, allowing you to roll up to 4 dice at once and keep the highest 2. Multiple Penalty Dice also stack, while Bonus Dice and Penalty Dice cancel each other out.

Mighty Success and Calamitous Failure

A Mighty Success or Calamitous Failure occurs when you roll doubles. Which one it is depends entirely on whether your roll is high enough to succeed or not.
The severity of a calamitous failure can be judged by how low the roll is. Typically, only double 1s and maybe double 2s should have serious consequences like weapon breaking, falling flat, etc.
With a Mighty Success, you down a number of Rabble equal to half your damage roll (round *up*). With a Legendary Success, you down a number equal to your full roll.
If you use Goons (see enemies, below), you down half as many as you would Rabble. So ¼ your damage roll for Mighty Success and ½ for Legendary Success (round *up* in either case).
Against other enemies, inflict +8 damage on a Mighty Success, and +16 damage on a Legendary Success. (Halve these bonuses for unarmed attacks.)
The above rules preserve the power of Mighty Successes, but since they occur roughly twice as often, you may wish to weaken them a bit to compensate. Here are a few ways to do that.
—Mighty Success does +4 damage; Legendary Success does +8. Apply this increased damage vs. Rabble & Goons, but if one dies, apply any remaning damage to the next one, and the next…
—Instead of increasing damage, Mighty Success gives you a bonus hurried turn (move only ½ as far as normal, -2 to rolls), while Legendary Success gives you a bonus full turn.

Peripheral Careers (Thresholds)

When a Career is only somewhat related to a given task, do not add the full rank of the Career to your roll. Instead, use a threshold of to determine whether or not you can add a single point.
The default threshold is 2. If your Career is 2 or over, add 1 to your roll. Otherwise, you receive no bonus.

Lifeblood

Maximum Lifeblood = 16 + twice Strength.
Characters die at -8 LB instead of -6. (This is easy to remember, as you are now using d8s instead of d6s.)
In general, adjustments to LB and damage remain unchanged, except for things that modify a character's maximum LB (like Hard-to-Kill or Delicate), which should be doubled.

New Stats

Add **Reflexes** as an Attribute. It adds to your defense, reducing your enemy's chance to hit you. It, not Agility, increases initiative and covers any roll where speed is the overwhelming factor.
Split Defense into **Dodge** and **Guard**, which cover ranged and melee attacks, respectively. Dodge might work vs. melee if you don't attack, or if you are fleeing, or running past your attacker.

Allocating Your Starting Stats

You get 5 points to put into your Attributes, which must range from 0 to 2, except as follows. You can reduce 1 stat to -1 to get an extra point. You can raise 1 stat to 3, but this costs 4 points.
Combat Abilities are allocated using exactly the same method as for Attributes.
You start with 4 Careers and 4 points to put into them. You can discard 1 Career to get an extra point. You can raise 1 Career to 3, but this costs 4 points.

Advancement Cost

This table shows how many advancement points you have to spend to raise a stat to the indicated level (from the one below it).
You should give out 7 advancement points per saga (plus or minus 3 points), if you want characters to progress at roughly the same rate as in the original rules.

Level	Attribute	Ability	Career
0	10	6	4
1	10	6	4
2	10	6	4
3	20	12	8
4	30	18	12
5	50	30	20

Enemies

Type	Lifeblood	Average Stat	Careers	Stat Allocation
Rabble	5	0	1 Career at most	maybe 1 or 2 points overall to put into stats, if any at all
Goon	8 + Strength	¼	1 Career, maybe 2	1 point toward each category of stats, and maybe a spare point to add somewhere
Agent	12 + Strength	½	probably 2 Careers	2 or maybe 3 points in each category of stats
Champion	16 + twice Strength	1	3 or 4 Careers	made like PCs: 5 points in Attributes, 5 in Abilities, 4 in Careers
Overlord	24 + thrice Strength	2	upwards of 4 Careers	maybe 10 points in each stat category (3s cost 4, 4s cost 7, 5s cost 12)

Rabble are typically noncombatants or poorly-trained warriors. They are thoroughly unimportant.
Goons are typically henchmen or trained warriors of low to modest ability. They are not very important.
Agents are typically well-trained warriors of significant ability. They are somewhat important. (They may have a villain point.)
Champions are typically expertly-trained warriors of great ability. They are very important. (They may have several villain points.)
Overlords are typically legendary warriors of the highest skill and ability. They are extraordinarily important. (They may have half-a-dozen villain points.)

Melee Weapons

Category	Examples	Damage	Notes	Minimum Strength	Throw Range	Alternate Damage	Alternate Damage
Unarmed	punch, kick, elbow, knee	d4	add only ½ Strength to damage	—	—	d4	d4
Knives	knife*	lower of two d8s	concealable and not provacative	—	short	d8-1	d6
Light	shortsword, hatchet*, club, staff	d8	staff is not provocative, others easy to use in confined spaces	—	short	d8	d8
Standard	sword, axe, mace, warhammer, spear*	higher of two d8s	spear is hard to use in confined spaces	0	short+	d8+1	d10
Heavy	greatsword, greataxe, maul, polearm	higher of two d8s +2	two handed, very provocative, hard to use in confined spaces	2	—	d8+3	2d6
Giant	giant sword, giant axe, etc.	higher of two d8s +4	need giant weapons boon (requires being a giant & Strength 3)	3	—	d8+5	2d8

*Indicates that some varieties are throwing weapons (throwing knife, throwing hatchet, javelin).
Add your full Strength to the damage of thrown weapons.
When used in melee, throwing weapons inflict only +4 damage on a Mighty Success, and +8 on a Legendary Success (like an unarmed attack).
Most non-throwing weapons can be thrown at a penalty to your roll to hit (maybe -1 for a weapon that has a throwing variety, -2 or worse for others).
The penalty for failing to meet the optional minimum Strength requirement for a weapon is left to the GM. Some possibilities:
—You cannot take advantage of the weapon's added damage and instead roll as if you were wielding the heaviest weapon whose Strength requirements you meet.
—You get a -2 penalty to hit for each point your Strength falls short of the listed requirement.
You may want improvised weapons like bottles and chairs to inflict knife damage, but suffer a penalty to hit. Perhaps they rely on Brawl instead of Melee, or even whichever score is lower.

Missile Weapons

Type	Damage	Range	Notes	Minimum Strength	Alternate Damage
Bow	d8+1	long	—	0	d10
Longbow	d8+2	long+	—	2	d12
Crossbow	d8+3	long	takes 1 turn to load, snapshot possible	—	2d6
Heavy Crossbow	d8+5	long+	takes 1 turn to load	1	2d8
Sling	d8	long	add Strength or Reflexes to damage, whichever is less	—	d8
Giant Bow	d8+3	long+	need giant weapons boon (requires Str 3, gigantism)	3	d12+1

Except for slings, you do not add your Strength to the damage you inflict with these weapons.
The penalty for using a weapon without the mandatory minimum Strength requirement is left to the GM. Some possibilities:
—For the sake of simplicity, you cannot use the weapon at all.
—You suffer a -2 penalty to hit if your Strength is 1 point shy of the requirement, and cannot use the weapon at all if it is more than 1 point shy.
—Use one of the above penalties for bows & longbows, but heavy crossbows take an extra turn to load if Strength is 1 point shy, and also suffer a -2 penalty to hit if Strength is 2 points shy.
Snapshot — If your Strength is 2 or higher, you can shoot a crossbow (but not a heavy crossbow) the same turn you load it, suffering a -2 penalty to hit.

Ranges

Increment	Distance	Penalty To Hit	Turns to Cover Range	Turns to Reach Target
Short	50'	-1	1	1
Medium	100'	-2	1	2
Long	200'	-4	2	4
Extreme	300'	-6	2	6
Distant	400'	-8	2	8

Weapon Range	Conventional Equivalent
Short	20'
Short+	30'
Long	50'
Long+	60'

Somebody who is just outside of melee range (up to maybe 20' or 25') is considered to be "close", and you incurr no penalty to hit him.
"Turns to Cover Range" indicates how many turns it takes a running man to reach the next range increment. "Turns to Reach Target" is how many turns it takes to get all the way to you.
Longshot — A ranged weapon can go 1 range increment further than the one listed in its stats, but at an additional -2 penalty. So a knife can be thrown at medium range, but at a -4 penalty to hit.
Note that the penalty to hit is -1 for every 50' increment, so if you want to ignore the named range increments and just go by that, you can.
Weapons with range+ go a bit further. It's up to the GM how to handle this. Some possibilities:
—Ignore it for the sake of simplicity.
—Give the weapon the benefit of the doubt when near range boundaries.
—Allow longshots without penality (which is functionally identical to increasing the weapon's range to the next increment, but disallowing longshots).
—Increase the weapon's range to the next category (short+ becomes medium, long+ becomes extreme).

Armor

Type	Protection	Agility Penalty	Reflexes Penalty	Max Agility & Reflexes
Minimal	1	-1*	—	4
Light	2	-1	—	3
Moderate	3	-1	-1*	2
Heavy	4	-1	-1	1

Penalties to Agility and Reflexes are applied to the person wearing the armor.
Your armor's protection is subtracted from the damage of each blow you take, but damage cannot normally be reduced below 1.
The optional rules for maximum Agility and Reflexes are applied only after those scores have already been reduced by your armor's Agility and Reflexes penalties.
*At the GM's discretion, these penalties can be ignored if a specific condition is met. Some ideas on what this condition might be:
—The attribute in question is ½ or less of the maximum allowed by your armor (Agility of 2 or less for minimal armor, or Reflexes of 1 or less for moderate armor).
—Your Strength is higher than the attribute in question.
—You are travelling lightly and have very little weighing you down.

Type	Defense	Notes
Shield	+1	when holding, you get a penalty die on any Agility rolls it might impede (does not affect rolls to hit)

Melee Fighting Styles

As GM, you may rule that a PC must have a point in related career to benefit from a style—otherwise, they can use the style, but gain no advantage from it (or they incur an offsetting penalty). Using the optional strength requirements, it takes Strength 2 to weild a great weapon. You may wish to rule that two-weapon fighting has a similar requirement (perhaps Agility of 2).

Two-Weapon Fighting — Must use light or very light weapon as secondary weapon. Get +1 to hit, but if you roll the exact number you need, you hit with your secondary weapon.
You lose this bonus when performing maneuvers that give you extra attacks.
Shield Fighting — A shield grants you +1 to your defense, but you must take a penaty die on any Agility checks your shield might impede (but attacks suffer no penalty).
Great Weapon Fighting — Great weapons inflict additional damage, as shown on the weapons table.
Freehand Fighting — If you heroically fight with a hand free for most of a battle, the GM might restore a spent hero point (maybe roll 1d8 vs. the approximate # of turns you fought freehanded).

Maneuvers

These maneuvers are more guidelines than rules. As a GM, you should not be limited by them and should feel free to alter them according to the situation or improvise new ones entirely.

Take Any Opening — Gain a +2 bonus to hit, but inflict -2 damage. (Halve damage penalty for unarmed attacks.)
Aim for the [Vitals] — Suffer a -2 penalty to hit, but inflict +2 damage. (Halve damage bonus for unarmed attacks.)

Fight Defensively — Suffer a -2 penalty on rolls to hit (and most other rolls associated with you taking action), but gain a +1 bonus to your defense until your next turn.
Fight Aggressively — Gain a +1 bonus to hit in hand-to-hand combat, but suffer -2 to your defense until your next turn

Careful Aim — Spend this turn aiming with your ranged weapon to get a bonus of +2 to hit and +2 damage on your next turn.
Defend Yourself — You can take no other actions on your turn, but gain +3 to your defense until your next turn

Snapshot* — If your Strength is 2 or higher, you can shoot a crossbow (but not a heavy crossbow) the same turn you load it, but at a -2 penalty to hit.
Attack with Both Weapons* — When holding 2 weapons, you can make an attack with each, but they both suffer a -2 penalty to hit. (This doesn't stack with the bonus from two-weapon fighting.)
Attack Twice / Strike in Rapid Succession* — Make two melee, thrown or bow attacks, but suffer a -3 penalty to hit with them. (You can't combine this with two-weapon fighting.)

**As GM, you may rule that a character must have at least a point in a related career to be able to use these maneuvers.*

Alternate Initiative (Individual Initiative)

Everybody rolls a d8.
If you roll a 1-4, you fail your initiative check, and your initiative rank equals your Reflexes.
If you roll a 5-8, you make your initiative check, and your initiative rank equals your Reflexes + 10.
All ties are resolved in favor of one side over the other. If there are no situational reasons to prefer one side, roll randomly to see which it is.
Once you have determined your initiative rank, it remains constant throughout the battle.
Thus, everybody who makes their check goes before everybody who doesn't, and everybody's rank is easy to remember because it's always either their Reflexes or their Reflexes + 10.
You can hold your turn (returning to your normal initiative rank next turn), but if you wait to see what somebody else does, and try to interrupt them, you only have a 50% chance to go first.
—If you fail your check to go first but are willing to take a hurried turn (½ move, -2 to rolls), the GM might let you roll again.

Alternate Initiative (Group Initiative)

Roll	Result	Explanation
0-3	no turn*	cannot act
4-5	hurried turn	move only ½ as far as normal, -2 to rolls
6-9	full turn	a regular turn
10+	bonus turn*	a hurried turn in addition to a regular turn (taken in either order)

All of one team goes, then all of the other team.
If one side has a situational advantage in regards to initiative, it goes first. Otherwise, roll randomly.
Each individual rolls 1d8 + Reflexes on the table above to determine what they can do on their first turn. All successive turns are full turns.
The team that goes first must take the lower of 2 rolls, while the team that goes second gets the better of 2 rolls. This puts them on roughly even footing.
—In situations where you want the first team to have an advantage, simply have both teams roll a single d8.
*The GM may rule that the first team to go can never get more than a full turn, and that the second team to go can never get less than a hurried turn.
This method gives you the simplicity of one team going at a time without the first one getting a marked advantage, and it preserves the importance of Reflexes.

Shoring Up Brawl

If Brawl seems weak in your campaign, here are some different options you could use to boost its power.
—Add your Brawl to your Strength score when determining your bonus to unarmed damage (and divide that number by 2, as always).
—Lifeblood = 15 + Brawl + twice Strength
—Use Brawl for improvised weapons, and allow characters to treat any weapon as an improvised weapon, reducing its damage to that of a knife (lower of two d8s) when they do so.
—Drop Brawl as a stat and have Melee cover unarmed combat. If you do this, reduce by 1 the number of points player characters get to put towards their Combat Abilities.

2d8 vs. a target of 10

While these rule modifications address a number of different issues, the most fundamental change is a move from d6s to d8s. The reason for this is that 2d8 has a significantly larger range than 2d6. Using the standard rules, it's far too easy to push things up against the ceiling of the dice range. If you start with a 3 defense, for instance, rabble will have to roll a 12 to hit you, something that only happens 1 out of 36 times. Using 2d8 and a target number of 10 will give you twice as much room on the high end. A 3 defense will mean that rabble have to roll 13s, which they'll manage better than 1 out of 6 times—still not good odds, but not nearly the long shot it was before. (Additionally, a d8 gives you a bit larger of a range for weapon damage, and correspondingly for the protection values you can assign to armor without them getting out of hand.) Meanwhile, the amount by which a point in an attribute, ability or career affects a roll is still quite significant, so the move to 2d8 does not undermine the stat system which forms the basis of the game.

Put simply, Barbarians of Lemuria has too small of a dice range to properly contain the numerical variance inherent in its core mechanics, something that switching to d8s helps to remedy. So wherever the rules tell you to roll d6s, roll d8s instead, and use a target number of 10 rather than 9. The stats for weapons and armor have been reformulated to work with this system, and tweaked in various ways with an eye towards improving play. Additional rule changes are listed below.

Mighty Success and Calamitous Failure

Instead of simply happening when you roll maximum or minimum, these now occur when you roll doubles. Whether a set of doubles indicates a Mighty Success or Calamitous Failure depends entirely on whether the roll was high enough to succeed. When rolling 3 dice, the only dice that matter are the 2 you keep, and you have no choice in this. You *must* keep either the 2 highest or lowest, as determined by the boon, flaw or situation in question.

Since the chance to get a Calamitous Failure is roughly doubled by this system, it is recommended that it not always result in something as major as a broken weapon or a character falling flat on their face (at least not unless there are other factors at play). Most of the time, it should be enough to have the character end up off-balance or with their guard open (maybe incurring a small penalty to their defense for the round, or instead to whatever action they take on their next turn). If you don't want to let circumstances decide for you how bad a calamitous failure is, you could judge it by how low the doubles are, with a double 1 falling into the weapon-breaking range, and a double 4 being something comparatively minor.

With a mighty success, a character inflicts +8 damage against non-rabble opponents. For a legendary success, it's +16. A character defeats a number of Rabble equal to only half their damage roll, rounded up. For a Legendary Success then, they would defeat a number of Rabble equal to their full damage roll.

Note: when making unarmed attacks against non-rabble opponents, add only half the damage bonus listed above (yielding +4 for Mighty Success and +8 for Legendary Success). Also note: if you use Goons (see the Enemies section), you drop only half as many as you would Rabble (¼ your damage roll for a Mighty Success, and ½ your damage roll for a Legendary Success, round up in both cases).

If you want to reduce the power of a Mighty Success, which occurs more often under this system, there are a few ways to do that. You could halve the bonus it gives you, so that a Mighty Success does +4 damage, while a Legendary Success does +8. Apply this damage against Rabble and Goons as if they were any other kind of enemy, but if you manage to drop one, carry over any remaining damage to the next (no roll to hit needed), and the one after that, and the one after that, so long as there are more Goons or Rabble, and more damage to apply.

Alternately, you could have a Mighty Success give you a bonus turn (a hurried turn where you get ½ normal move and -2 to rolls) rather than imparting a bonus to damage. In this case, a Legendary Success would give a full bonus turn (a regular turn with no penalties).

Automatic Failure and Success

The boundaries for automatic failure and success can be adjusted according to your personal preferences, but I like personally like 4 down and 14 up. "4 and 14" is easy to remember and gives you a roughly 1 in 10 chance to automatically succeed, and an equivalent chance to automatically fail. This is helpful for a system like Barbarians of Lemuria, where even with the larger range provided by 2d8, it's still relatively easy to push things up against the dice ceiling from time to time. (Note that you could not similarly extend the range of automatic success on 2d6, because if you dropped the threshold to 11, any bonus over 2 would be rendered superfluous.)

If, however, you want automatic failure and success to be a little harder, you could go with 3 and 15, which reduces the chance of each to a bit less than 1 in 20. Honestly though, automatic success is more important than automatic failure, and will come into play much more often, so automatic failure could be dropped to 2, or discarded entirely, regardless of where you mark the boundary for automatic success.

Please note that however you fix the numbers, given the proper circumstances, there is nothing preventing you from declaring an action a success or failure without even rolling. So you needn't fret if, for instance, you feel the range of automatic failure is giving a character an unrealistically large chance of screwing something up that he should really have down pat.

Peripheral Careers

Sometimes you have a career that is a bit related to a certain task, but applying the full stat to your roll would be overdoing it. What can you do about this? Set a threshold. If the character in question has at least X points in the Career, then he gets a bonus of a single point towards the roll. As GM, you can vary this threshold to fit each individual circumstance, but it's not a bad idea to have a default that you use most cases, and the ideal number for this is 2. Why 2? A threshold of 1 is too low. Almost all Careers would qualify and it would give anybody with a Career of 1 their full bonus, while ignoring any progress beyond that. Meanwhile, a threshold of 3 is too difficult to meet. There's a good chance that a character won't have any Careers that high at all.

Example: The rulebook says that mercenaries might receive a career bonus to their combat rolls if they are well paid, but it seems a bit ridiculous to give somebody with 3 points in Mercenary a +3 to all his attacks. That's a huge bonus and might even double his chances of hitting. Instead, you can award a peripheral bonus. Anybody with at least 2 points in Mercenary gets a +1 bonus when well paid. That's significant, but it doesn't break the bank.

If you want to get fancy, you can rule that when using a threshold of 2, Careers with 4 or more points in them add 2 to peripheral tasks. This would mean that a character is effectively adding half their Career to their dice rolls.

Lifeblood

As weapon damage has grown, so should the amount of Lifeblood you receive. Each player character gets 16 Lifeblood + twice his Strength score. Characters die at -8 LB instead of -6 (which is easy to remember, as you are now using d8s instead of d6s). In general, adjustments to Lifeblood and damage are unchanged, except as detailed on the weapon tables included here. The exception to this is that anything that modifies a character's maximum Lifeblood should be doubled. Thus, the Hard-to-Kill boon increases maximum lifeblood by 4, while the Delicate flaw decreases it by the same amount.

New Stats

In order to address deficiencies in the rules, I suggest increasing the number of Attributes and Abilities to five apiece. In this scheme, Reflexes would be added to Attributes, and Defense would be split into two separate Abilities: Dodge and Guard.

In the rules as written, as characters gain experience, it becomes harder and harder for them to miss somebody with the same level of skill. Attack rolls are increased by both Agility and the appropriate Combat Ability, and are only resisted by Defense. So if a character gains enough experience to raise all his stats by 1, his offense nets a +2, but his defense only +1. To prevent this from happening, and to somewhat check the power of Agility, I suggest introducing Reflexes as a fifth Attribute. Reflexes are added to a character's Defense, are used in place of Agility for initiative, and cover rolls where reaction speed is the *overwhelming* factor. However, most career and coordination-based rolls remain under Agility, as do attack rolls. It's up to the GM as to where to draw the line between the two Attributes, but when there is doubt as to which one applies, you should default to Agility (for example, in situations where a mix of speed and coordination are important).

While there are 3 different Combat Abilities covering attacks, there is only one covering defense. Because of this, Defense is too important. You can neglect one attack Ability to focus on another, but you'd be a fool to similarly neglect your Defense. For this reason, I propose splitting Defense into Dodge and Guard. Guard is used against hand-to-hand attacks, while Dodge is used against ranged attacks. Your defense, then, becomes a general term for whichever one of these applies to the attack at hand. At the GM's discretion, your Dodge can be substituted for your Guard (if beneficial) in situations where you forgo your attack to focus on defending yourself, or where you are fleeing or running past your attacker (even if you are running past him to attack somebody else). The bulk of Melee and Brawl attacks will, however, be made against your Guard.

Starting Stats

The systems for determining your starting stats and for increasing your stats through experience are inconsistent. As a result, there are good and bad ways to arrange your starting stats from the standpoint of costing yourself less experience later on. *For instance, when making my character, I have 3 points left to divide between Strength and Agility, but I'd like to have Strength 1, Agility 3 in relatively short order. If I start my character off with Strength 0, Agility 3, it'll only cost me 1 experience point to get to where I want to be. But if I start my character off with Strength 1, Agility 2, it'll cost me 5.*

I'd like to modify the systems so that they are consistent, and also mend the experience system to do away with nonsensical results (going by the book, you will actually *gain* an experience point if you raise an Attribute from -1 to 0, because the cost is equal to its current value plus the value you are raising it to).

When making your character, you have 5 points to allocate to your Attributes. The resulting scores must range from 0 to 2, with the following exceptions. You can reduce one Attribute, and only one Attribute, to -1 in order to get an extra point to put elsewhere. You can raise one Attribute, and only one Attribute, to 3, but this costs one more point than normal (a total of 4 points instead of 3).

Combat Abilities are determined using exactly the same system.

You start with 4 Careers and have 4 points to allocate to them. These Careers must range from 0 to 2 with the following exception. You can raise one Career, and only one Career, to 3, but this costs one more point than normal (a total of 4 points instead of 3). Additionally, you can drop one Career to gain a point to add elsewhere, but you can only do so once.

Note that all of this assumes that you are increasing the number of Attributes and Abilities to 5 each (by adding Reflexes and splitting Defense into Dodge and Guard). If you are not, then give characters only 4 points to put into each category. Then, let them choose to receive either 1 bonus point to put towards Attributes, or 1 bonus point each towards Combat Abilities *and* Careers.

Increasing Stats

The costs indicated on the Advancement Cost table are the number of advancement points you need to raise a stat to a given level from the one below it (or the cost to pick up a new Career, in the case of Career 0).

While the comparative cost of advancement varies from level to level, this system is about 3 to 4 times as expensive as the original rules in the range where you'll see the most action (raising a stat to somewhere between 1 and 4). Converting the number of advancement points per saga that the book recommends, we end up with 7 points, plus or minus 3 to 4 points for a story that is impressive or lackluster. Let's simplify that to 7 ± 3 advancement points per saga.

An average of 7 advancement points per saga actually works out pretty well. It means that at the end of one saga, you have enough advancement points to increase a low-level Combat Ability or Career, or to get most of the way towards raising a low-level Attribute. After two sagas, you have enough to increase 3 Careers, 2 Combat Abilities, an Attribute and a Career, or a Combat Ability and 2 Careers (again, assuming they're all low-level).

If you wanted to get a little fancier, you could award 1 advancement point at the end of every adventure (or maybe every session, if you're pacing things rapidly), and an additional 4 ± 2 at the end of each saga. If a player wanted to raise a stat in the middle of a saga, you might rule that it has to be something he could've picked up during the course of actual gameplay, as his character lacks the downtime he normally has at the end of a saga.

Enemies

This is a revised and somewhat expanded list of NPC stats to use with this system. The given stats are guidelines only, and you should not feel restricted by them. Play around with things a little. Vary LB by a point or two to keep things from being too predictable. Give a Rabble a 3 in his career if you want somebody who is very skilled at what he does, but who will still go down like a punk.

Melee Weapons

With weapons, I've tried to retain the single die-type aesthetic of the original rules. However, I find it a bit untidy to have a bunch of +1 and -1 modifiers that you then have to stack with your Strength score, so I instead opted to vary damage by rolling multiple dice and taking the higher or lower result (which raises or lowers your average damage by approximately 1 ⅓ points). This isolates your weapon damage dice from the adjustments your Strength imparts, and should therefore reduce the number of careless math errors that arise when you change weapons. However, I've included two variant damage systems in case you prefer the approach the book takes, or would rather use a full range of dice instead of just d8s. Note that while these systems yield approximately equivalent results, they are not identical, so you should probably pick one and stick with it.

Another thing I tried to do was to group the weapons into broad categories in order to make them easier to reference. Except where noted, all weapons within a category are identical, mechanically speaking. Narratively, of course, this isn't the case. After all, a mace and an axe are quite distinct, and this will affect people's descriptions of their use, as well as any situational modifiers the GM may apply.

I've included optional Strength requirements to prevent weak people from flocking to great weapons in order to overcome their otherwise substandard damage output. It doesn't make a lot of sense to me to have a world where the weaker you are, the more likely you are to use a great weapon. Note that while polearms are listed as Heavy Weapons, you might want to lump lighter versions in with spears or axes, making them Standard Weapons.

Ranged Weapons

With the exception of slings, you do not add your strength to the damage of ranged weapons. Instead, each has a minimum strength required for effective use. With the goal of making the game more interesting, damages have been rebalanced so that no weapon is completely overshadowed by another.

Ranges

I attempted to simplify and standardize ranges. You no longer have to calculate range separately for each weapon. Long range is long range, regardless of the weapon you are holding. It's just that some weapons are short-range weapons and can't hit somebody at distances like that. If you prefer the conventional way of doing ranges, simply use the conversion table I provided.

Armor

As indicated by the red text, Minimal and Moderate are considered optional types of armor (unless you reduce their penalties under certain circumstances, they are strictly inferior to Light and Heavy armor, respectively). The optional rules for Maximum Agility and Reflexes prevent nimble characters from overwhelming a modest armor penalty with sky-high Reflexes and Agility scores (after all, you don't want plate armor to be most suitable for acrobats). Shields give you +1 to your defense (increasing both Guard and Dodge). However, holding a shield can impede your movement, and you may have to take a penalty die on some Agility checks (rolling three dice and dropping the highest).

Melee Fighting Styles

I've tried to make it so that each style of fighting is viable and not completely overshadowed by another. A shield gives you a bonus to your defense, a great weapon gives you a bonus to your damage, and fighting with two weapons gives you a bonus to your chance to hit. But what do you do about fighting with one hand free? Well, you're a bit more free in your movement, and can use your hand to grab things or support yourself, but that probably doesn't amount to much in your typical battle. And while it would be realistic to say that fighting with one hand free is simply inferior to, say, holding a shield, you probably aren't going for gritty realism in a game like this.

Well, fighting free-handed is plenty heroic, so maybe it could give you an opportunity to earn spent hero points. If you fought free-handed for most of a battle, maybe the GM could roll a d8 vs. the approximate number of turns he thinks you fought that way, and if the roll is less, then you get a hero point. This might be a bit overly generous though. Maybe he could just give you a hero point every other battle, or mark your progress to a hero point (maybe you need 4 marks to gain a hero point, and earn 1 mark for a short battle, 2 for a medium one, 3 for a long one, and 4 for a very long one).

Personally, I think it might not be a bad idea to split hero points. Give everybody twice as many hero points, but require twice as many to do the same things. What does this accomplish? Well aside from being able to give people who fight free-handed a hero point for each battle without it being so powerful, it would also allow you to spend a single hero point on something relatively minor.

Shoring Up Brawl

If there are a lot of fistfights in your adventures, then there probably isn't a problem, but I suspect that Brawl will end up being something of a dump stat in many games, where lethal combat is far more common. If you feel Brawl doesn't measure up to the other Abilities in your games, there are a few different options that can address the issue.

First, you can simply have Brawl make a bigger difference in fistfights. It might not come into play very often, but when it does, pow! One idea on how to accomplish this is to use your Brawl score to enhance your Strength when it comes to determining damage in unarmed combat. To determine how much damage to add to your die roll, simply combine your Brawl and your Strength, and divide the resulting number by 2 (because you only add half your Strength to unarmed damage; see the weapon table). So if you had Brawl 2 and Strength 4, you would do 1d4+3 damage when you punched somebody.

Second, you can make a character's Brawl score have an impact outside of fistfights. One idea is to have it affect the amount of Lifeblood a character has, because people with a high Brawl know how to take punishment. In this case, I'd suggest you reduce the base amount of Lifeblood characters receive by a point or two, but allow them to add their Brawl score to it. For instance, you could rule that Lifeblood = 15 + twice Strength + Brawl.

Finally, if you feel that Brawl is vastly underpowered in your games, you could subsume it into Melee, reducing the number of Combat Abilities by one. If you do this, you should give people one less point to put into Abilities during character creation.

Regardless of which, if any, of these options you decide to try, you may want to make a character use Brawl instead of Melee when attacking with improvised weapons. In fact, if you do this, you might want to let him choose to wield any melee weapon as an improvised weapon, attacking with Brawl, but only inflicting improvised weapon damage.