

# LAMPLIGHT FANTASY ROLEPLAYING GAME – CORE RULES THIRD EDITION

## +INTRODUCTION+

We believe that roleplaying is more important than rules-playing. So, we have condensed these rules into two pages. The cardinal rule is: if there isn't a rule for it then make it up as you go along. Have fun!

## + THE LAMPLIGHT SETTING +

Since the death of the King **Tislas I** and most of his Great Knights, the land of Albion has been plagued with many ancient terrors.

The characters have banded together to search out and destroy the terrors surrounding and below the mining village of Lamplight. The locals and miners are happy to see them and are supporting them with what little they have.

## +HERO CREATION+

### Attributes

New Heroes have ten points to divide between the four attributes below. Each attribute must be given between one & four points.

Strength	(STR)	Dexterity	(DEX)
Intellect	(INT)	Spirit	(SPT)

### Skills

**Skill Level** = Aptitude + Training + any Professional Modifier.

Skill	Aptitude	Examples
Agility	DEX x 2	<i>Climb, Leap</i>
Craft	DEX + INT	<i>Design, Make, Fix</i>
Fighting	STR + DEX	<i>Kill/maim up close</i>
Lore	INT x 2	<i>What you know</i>
Manhandle	STR x2	<i>Lift, Push, Drag</i>
Perception	INT + SPT	<i>Spot, Hear, Smell</i>
Persuasion	SPT x2	<i>Charm, Con</i>
Ride	STR + DEX	<i>Ride horses</i>
Shooting	DEX + INT	<i>Kill/maim at range</i>
Stealth	DEX + SPT	<i>Sneak, Hide, Stalk</i>
Toughness	STR + SPT	<i>Grit, Courage</i>

### Training

New Heroes are Competent with one skill, Trained in two skills, and Familiar with three others of their choice. The remainder are considered Untrained.

Training level	Bonus
Untrained	-1
Familiar	+0
Trained	+1
Competent	+2
Experienced	+3
Mastered	+5

### Task Check

A Task Check is carried out by rolling 2d6, adding the two dice together.

If the total is equal to, or less than, their Skill Level, modified by equipment and the situation (as decided by the GM) it is a success. Scoring more is a failure.

A roll of **double one** is an automatic success and a roll of **double six** is an automatic failure.

### Profession [choose one]

**Artificer:** The master of elemental crafting, who can imbue virtues into objects.

*Craft +2, Imbue*

**Apothecary:** Often the only one holding body and soul together. Their healing ability is vital.

*Lore +2, Healing*

**Hunter:** Reconnaissance and survival expert. Able to track and stalk the enemy.

*Shooting +1, Double Tap, Survival.*

**Thief:** The party member who open locks, find and disarm traps, and value the loot.

*Stealth +2, Burglary*

**Knight:** Well armed & armoured the Knight or Lady is often the leader of a party of Heroes.

*Fighting +2, Double Trouble*

### Professional Abilities

**Burglary:** Able to use the Perception skill to find traps, and the Craft skill to disarm them and open locks.

**Double Tap:** Can shoot twice in a round if they have not moved.

**Double Trouble;** Can fight twice in a round if they have not moved.

**Healing:** Can diagnose and treat injured or ill comrades using the Lore skill. Can brew potions.

**Imbue:** Able to use their Lore skill to imbue up to [INT] virtues per day onto weapons or armour.

**Survival;** Can use Perception to track animals or enemies, and Lore to find food, shelter, and water.

### General abilities

A new Hero can pick two of the following:

**Acrobat:** Gets +2 when making Agility task checks.

**Assassin:** Gets +2 to hit an enemy in close combat if the enemy is distracted or in combat with another.

**Aware:** Has acute senses and they get +2 when making relevant task checks.

**Blessed:** Gets +1 to attacks against undead & demons.

**Brawler:** Gets +2 to task checks when fighting unarmed or with an improvised weapon.

**Charming:** Gets +2 to relevant task checks when dealing with people. Especially those in authority.

**Clever:** Has a sharp mind and gets +2 when making relevant task checks.

**Courageous:** Gets +2 to task checks to resist fear-based attacks.

**Fast:** Is very quick and gets +2 to movement speed.

**Fortunate:** may reroll one task check per day.

**Hawkeye:** Ignores modifiers for cover when shooting at a foe.

**Master:** Gets +2 when making Craft task checks.

**Miner:** Can use Lore and Perception task checks to navigate and recognize hazards when underground.

**Scholar:** Gets +2 to Lore task checks in a specific area of knowledge (agree one with GM).

**Sense of Direction:** Can use the Perception skill to avoid getting lost.

**Shadow:** Knows how to move unseen and unheard and gets +2 when making relevant task checks.

**Sixth Sense:** Cannot be taken by surprise and the Assassin ability does not work against them.

**Strong:** Has a muscular physique, so gets +2 when making relevant task checks.

**True Grit:** Ignores the first wound in an encounter.

### Improving Heroes

After a mission, the Heroes divide the loot between them equally. They can then spend some of this on training to improve themselves.

Cost	Improvement
500	Improve Attribute by +1
100	Increase a Skill's training level by one
200	Learn a new general ability.

Costs are in silver Guilders.

### Starting equipment

All new Heroes begin with clothes and fifty silver Guilders. In addition, they start with:

Profession	Equipment
<b>Artificer</b>	Staff, dagger, Toolkit
<b>Apothecary</b>	Mace, healing kit, 3 potions
<b>Hunter</b>	Bow, dagger, light armour
<b>Thief</b>	Short sword, dagger, toolkit
<b>Knight</b>	Broadsword, dagger, medium armour, shield

The party is also given room and board by the village. As they succeed merchants will gather to buy their loot and sell them more equipment and supplies. Others will be able to offer training in skills, abilities, and attributes.

## +RULES OF PLAY+

When things get interesting the game is played in *rounds* of about ten seconds in length, during which everyone gets the chance to act.

Each Hero and opponent rolls 1d6 and add your DEX. The sequence of play runs from highest to lowest. Reroll any ties. When it is their turn to act, they can choose two of the following actions:

### 1. Move

They can move up to 6 inches/squares, -1 if in Medium armour, -2 if in Heavy armour.

They cannot move through a solid object over waist high or another figure (unless they allow it).

They can climb over or up an object/surface, but this is at half speed. Swimming & Stealthy movement is also at half speed.

This takes one action, and the Hero can use both actions for movement.

**To move through a square adjacent to an enemy without giving them a chance to hit you is at half speed. Move at full speed and they get one attack.**

### 2. Shoot

If they have a ranged weapon and a target in line of sight and range, they can shoot at it. The target may benefit from cover. This takes one action and can only be done once per round unless they have the Double Tap ability.

### 3. Fight

If they have a fighting weapon, they can attack an adjacent opponent with it. This takes one action and can only be done once per round unless they have the Double Trouble ability.

If there is more than one attacker attacking a single opponent in close combat, each attacker gets +1 to their Skill Level.

### 4. Use a skill

Use any other skill. The GM will decide if this will take one or two actions.

### Armour

This reduces the attacker's skill level as seen in the Armour table on the second page. The effect of armour and a shield are cumulative.

### Fate Points

A GM may award characters Fate Points for cool play. These can then be spent to get a reroll.

Only one reroll per round per Hero is allowed.

### Wounds, Incapacitation & Death

If a combatant is hit, they must make a Toughness task check modified by the weapon's Harm factor.

If they fail, then they are *wounded*. Until they are healed in some way their skill level for all subsequent task checks will be at -1.

If they fail a second Toughness task check, then they are *seriously wounded*, and task checks are at -3.

A third failure means that the combatant is incapacitated, and a fourth that they are dead.

### Healing

An **Apothecary** can attempt to heal their wounded comrades. They must be in contact with their comrade and make a Lore task check. If they have a healing kit, their skill level is increased by +1.

Success means they reduce their comrade's wound state by one level per successful attempt. So, from incapacitated to seriously wounded, from seriously wounded to just wounded, and from wounded to unwounded.

**Note:** any person can take a *Potion of Aqua Vitae*. This will heal the Hero of all wounds. Drinking a second Aqua Vitae potion within an hour can have serious side effects (see table on next page).

*Wound salve* can be used repeatedly without risk.

Any person can also use *Cure-all* or *Purgative* potions. You need the former to counter venom from creatures such as snakes or wyverns, and the latter for poisons you have ingested.

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## +EQUIPMENT+

All equipment is costed in silver Guilders. 1 Guilder=12 Shillings or 144 Pennies

Weapons	Range	Harm	Cost	Notes
Unarmed	-	0	Free	Fisticuffs
Club	-	1	Free	Cut it from a tree
Mace	-	2	12	Includes Morningstar
Warhammer	-	3	20	
Staff	-	1	Free	Two-handed
Javelin	30'	1	5	Can be used to stab
Spear	20'	2	10	
Dagger	20'	1	5	6-12" blade
Shortsword	-	2	15	13"-24" blade
Broadsword	-	3	30	25"-36" blade
Greatsword	-	4	75	Two-handed
Hand Axe	30'	1	10	
Battle Axe	-	2	20	
Poleaxe	-	4	60	Two-handed
Sling	60'	0	Free	Can be made
Bullets, 12		^	2	Small lead shot
Bow	80'	1	12	Two-handed
Arrows, 12		^	3	
Crossbow	80'	2	20	Two-handed
Quarrels, 12		^	5	
Elven Bow	120'	2	50	Two-handed
Arrows, 12		^	5	

Weapon ranges are the effective accurate range, not the maximum. Shooting at targets beyond that range will attract negative modifiers to the Shooting skill. Orichalcum weapons have the Silvered virtue all the time and cost 10 x as much.

**Artificers** can imbue weapons with virtues. Each one lasts for one hour.

Weapon virtues	Effects
Dragon Flame	If it hits it causes two wounds to living creatures
Holy	If it hits it causes two wounds to undead & demons
Illuminated	Lights up area as a lantern
Silvered	Allows weapon to hit incorporeal & were creatures
Frosted	If it hits it halves the victim's movement for 3 rounds

Armour Type	Effect	Cost	Notes
Leather jacket	-1	25	Light
Quilted Tunic	-1	25	Light
Brigandine	-2	75	Medium
Chainmail	-2	75	Medium
Plate & mail	-3	200	Heavy
Shield	-1	15	Add to armour bonus

Orichalcum Chainmail has an effect of -3, Plate & Mail has -4, and a Shield -2. Orichalcum armour and shield cost 10 x as much.

**Artificers** can imbue armour with virtues. Each one lasts for one hour.

Armour virtues	Effects
Dragon scale	Makes wearer immune to flaming attacks
Holy	Increases effect of armour by -1
Lighten	Armour is counted as Light, even if medium or heavy
Reflective	Turns curses back at their casters
Troll hide	Gives wearer the True Grit ability

Basic Equipment	Cost	Description
Backpack	5	To carry all this kit in
Belt pouch	1	To carry smaller kit in
Flask	1	Holds ½ day's water for one person
Folding ladder	10	Folds out to 12' to climb or bridge gaps
Grapple	3	Steel with three spikes
Hammer & pitons	3	Metal hammer and 12 pitons for climbing
Lamp oil	½	A flask of oil lasts one hour
Lantern	5	This illuminates an area 15' radius
Mining Pickaxe	3	For breaking through stuff
Mirror, small	12	Silvered copper
Parchment	1	12 sheets for mapping and notes
Pen & Ink	1	Permanent writing and drawing
Pencil	½	Erasable writing and drawing
Rope, hemp 60'	5	If knotted to become 40' long
Sack, small	½	For carrying loot
Thieves' tools	25	A roll of interesting tools
Torch, pitch	½	This lasts 30 minutes and lights 15' radius
Waterskin	2	Holds one day's water for one person

Anyone can take a potion, but only **Apothecaries** can make them. Between adventures they can make up to **[INT]** potions, at half the listed cost below.

Potion/scroll	Cost	Effects
Aqua Vitae	200	Drink to cure all the wounds on one person.
Balefire	50	This burns through almost anything and causes an automatic wound to anyone it touches.
Cure-all	100	Drink to cure any one venom or disease.
Fairy Dust	100	One pinch of this snuff will allow the user to float in the air for one hour.
Goldeneye	25	Allows a person to see in dark up to 60' for one hour. These drops must be applied to the eyes.
Holy Water	25	Causes an automatic wound to undead & demons.
Mermaids' Tears	50	Drink to allow a person to breathe underwater for 1 hour.
Pixie Dust	100	Sprinkle on someone to shrink them to 1/10 <sup>th</sup> of their normal size for 10 minutes.
Purgative	25	Drink to cure an ingested poison.
Purifier Tablet	5	Turns up to a gallon of dirty, infected water into pure drinkable water.
Troll Mucus	25	Smear around the nostrils it allows the user to ignore toxic fumes and gases for one hour.
Wound Salve	25	This cures a single wound. It is a paste that must be smeared on the wound.
Wyvern Venom	100	This is a deadly poison that can coat a single blade or three arrows/darts/quarrels. The victim is at -4 on their Toughness task check.

## +OPTIONAL RULE - RACES+

A player may choose a race for their character from the following list. Each has the benefits listed below but may be restricted on their choice of professions.

Origin	Benefits	Allowed Professions
Human	+1 SPT, Brawler ability, a Shield	All
Elven	+1 INT, Hawkeye ability, Elven Bow	Hunter, Knight
Dwarven	+1 STR, Miner ability, a Warhammer	Artificer, Thief
Gnomish	+1 INT, Clever ability, a Crossbow	Apothecary, Artificer
Halfling	+1 DEX, Shadow ability, a Sling	Hunter, Thief

## +OPTIONAL RULE - POTIONS+

Taking two different potions within an hour of each other, except wound salve, can lead to complications. Roll on the table below and apply the results:

2d6	Effect
2	Neither potion works. Roll 1d6: 1-3 change gender. 4-6 change race. Both effects are permanent.
3	Only 2nd potion works. Become invisible and silent for ten minutes.
4	Only 1st potion works. Float upwards at 5' per round for 2d6 rounds (DM rolls secretly)
5	Gain double the effects of both potions.
6	Both potions work, but Hero burps loudly for ten minutes
7	Both potions work as expected
8	Both potions work, but Hero farts loudly for ten minutes
9	Gain effects of neither potion. They cancel each other out.
10	Only 1st potion works. Roll 1d6: 1-5 turn purple for a day. 6 turn purple forever.
11	Only 2nd potion works. Hands are on fire. This does not harm character, only what they touch, for ten minutes.
12	Neither potion works. Make a toughness roll against poison

## +OPTIONAL RULE - SECRETS+

The Hero may have a secret from their past that may catch them up one day. Roll on the table below with the GM and apply the results:

2d6	The Secret
2	The Hero has a Royal birthmark, but not royal parents (adopted?)
3	The Hero has a large bounty on their head
4	The Hero was once a goblin that drank two potions (see table above)
5	Roll 1d6: 1-4 the Hero has six toes on each foot, 5-6 a short tail
6	The Hero has a small bounty on their head.
7	The Hero has no secret, but they can pretend they have
8	The Hero has a prison brand on their shoulder
9	The Hero is in love with one of the other Heroes (choose one)
10	Under the full moon, the Hero turns into an animal: Roll 1d6: 1-3 a cat, 4-5 a wolf, 6 a hawk. Turns human again at dawn.
11	The Hero once sold their soul to a devil to save a friend
12	The Hero has two secrets, roll again twice and ignore 12's