An Arduin FAQ

By Roy Mikesell and Paul Mosher

1. It seems that the weapon tables take mass into account when computing damage.

Your supposition is indeed correct, the target mass is taken into account via the HP size computation. A mouse only has 1 or 2 HP, thus the effect of a 2-handed sword is realistically reduced accordingly. And versus an Ibathene or such the same weapon (magic pluses aside) is reduced to the comparable effectiveness of you or I being stuck with a needle or an Exacto blade - generally non-lethal and more of an annoyance in combat. The creature in question is generally so large and massive it may well not even register the first couple of attacks. The HP chart is designed to reflect that. NOTE; no one is constrained to utilize the rule. Its there as an option as are the totality of the Arduin rules. It does make a certain amount of sense though...

2. How are Hit Dice figured for PCs?

You'd divide whatever the HP total number is by 8 for how many Hit Dice he/she/it has, the old method being HD = D8 for characters (e.g. 40 HP / 8 = 5 HD).

3. Are there any other weapons/weapon charts beside the one in AG I?

I don't really think so, though you might cross reference off of the CA charts; there *might* be a couple of different ones there.

4. Did Dave keep the original EXP system in AG I or move to the CA EXP system in his games?

David used, for the most part the CA EXP system. No Experience Points record need be kept and it gives the GM a freer hand in adjudication regarding level and expertise vis a vis the Character. These are found in CA, pp103.

5. How does weapon length come into play?

As per the grimoire combat rules, in general a character with a longer weapon strikes first per the CF/Dex difference guidelines in most cases. The Weapon Length rule in CA, pp127 cleans it up nicely and is essentially the same as the Grimoire rule.

6. Did Dave use stat mods to improve the chance of a save...i.e. did a high CON get a bonus to saves vs. poison and so on or was level and class the only factor?

No modifiers to Saves due to high Stats unless the GM was seized by some whim. Higher HP per the EL and Class as a rule was considered enough of a bonus, generally.

7. Why do some races apply their race saves over their class saves?

Some races are more "magical" than others or are more resistant etc; "Kind as opposed to type" as it were, so it does make a good deal of sense.

8. What is the base chance of impalement?

I've always adjudicated the base percentage chance of impalement *starts* at 10%. This is adjustable of course by the GM depending upon circumstances. For instance there's a difference in thrusting with a spear, charging downhill in a phalanx and setting a spear or pike to receive the charge of a foe or large creature.... In my games, any thrusting/piercing type of attack via spear, pike, mounted lance etc that does 1/2 to full damage potential has a base 40% chance to impale with +5% per STR point over STR 15 to a maximum of a 60% impalement chance. Remember that impalement does double weapons damage. Also there is a flat 50% chance that a weapon that impales gets "stuck" in the target where it does automatic random damage until freed or the target dies.

9.Does the AG III HP system apply to non-PCs and did Dave apply the CON bonus to them?

No, the mundane HP remains static at the aforementioned range. Additionally the Con bonus never applied to them so far as I know. Of course as a GM if you wish to toughen the mundanes up by adding one, that's each GM's purview. Overall though, the HP rules in AG/AA/CA are and always have been for PC's as **they** are the adventurer's, a cut above, tougher and luckier than the everyday foe/person etc. If you give a mundane higher HP via your decision to do so, that mundane perforce *becomes* an NPC and thus tougher/luckier etc than a normal/mundane. Also note that the 4 published dungeons reflected a "tougher" sort of NPC/Monster on the whole. This reflected more clearly the cross-genre/game aspect of Arduin (at the time) as "that other game's" PCs had (and still do) tons of HP and many players showed up at David's table with just such PCs. Thus a "balancing" effect via HP was emplaced.

10. Why would a human with a HD of 3 and one with 5 take different damage using a weapon such as a 2-handed sword?

Let's take your example and kind of extrapolate from it in conjunction with the theories of what HP represent *in addition to* looking at the weapons damage range possibilities and what *they* represent in a Game Reality Context.

First) I would submit that perhaps the two humans in question may be the same height and weight in a physical sense; however one may have greater bone density and muscle fiber thickness than the other, thus increasing his "mass" or density even though weight and height etc are identical. More on this later 😃.

Second) Look at the total HP each one has by the computation and compare them to the respective Maximum damage possibility of via the weapon's damage range; we see that the 3 HD (24 hp) character, if struck by a 2-handed sword, takes a range of 1-12 HP damage. Thus (<u>without</u> including STR bonuses) the possibility of one blow doing 50% or more of his remaining HP total arises. The same thing goes for the 5 HD (39 hp) character. Half of his HP total is roughly (close enough for Gov't work anyway) equivalent to the damage range shown for his HD size for that weapon.

Now we take a look at the weapons damage vs. HP from the perspective of what HP represent and your specific game reality, comparing them <u>both</u> to what we know would happen in real life were a normal human to be struck by a two handed sword (remember, your PC is a Hero and thereby a cut above mundane normal folk). If even your Hero were to take 50% or more damage from a single blow, I submit that would BE (or has a very high percentage Chance *of* being) a Random Critical Hit. And that is again **without** including STR bonuses.

The whole point is that the Weapons Damage Charts reflect differences in HP size as well as HD size due to mass and the overall theory of what HP represent in a game reality. IE, HP equal actual physical damage and a certain amount of luck. The game mechanic of reflecting how much actual physical damage one can take is represented through HP and one of the factors in computing HP is the Con score (how tough a person is physically and mentally). Let us not forget the "luck" factor of the HP theory either.

As noted above, I'll theorize with you that BOTH fellows involved are identical in every respect except those noted. Same height, weight...hell let's make them twins. But ONE is "luckier" than the other, thus more HP; bigger HD. It makes no difference at all when comparing them. The balancing factor is built in via the HP/HD range and the Weapon Damage variable! At the end, the bottom line is that while one may have more HP/HD, the potential damage maximum for EACH of them remains the same (50%). 12 vs. 14 and 18 vs. 39 (again, that's roughly if not exact).

And in MY campaign at least, that equates to Extreme Danger, Will Robinson.

11. How are the charts on page 54 of AG I used?
(Note: The following answers are based off of portions of the "Steps" in the Votext Article File on Arduin Guild)

Step 7) The area in question comes into play when an attack occurs upon the character or the NPC from the direction (s) shown on the chart. It also applies when the character or NPC wants to attack beyond the parameters shown on the diagrams, turn in a different direction, determine the penalty to the character/npc for fall % adjustment depending upon direction of the attack being recieved etc...utilizing the CF rules simplifies the chart usage and makes it easier and clearer to grasp, I think. Don't forget to use the noted Misprint reference as well. Appropriate adjustments are as follows:

Defense Capability equals a reduction in Adjudicated AC depending upon direction of attack,

Attack Capability increases your To Hit number depending upon the direction of your attack, ie if you normally need a 12 to hit then attacking over your shield without turning means you need a 13 to hit. Note also, I would make appropriate adjustments on this diagram depending upon what weapon was being used for attacks to the rear. The diagram says **Can Never Attack** to the specified areas. As a GM, I believe (as is my prerogative) that it IS possible to attack to the rear, depending upon what weapon you're using and the situation, something I learned directly from David (see **#18**, below)....

Movement Cost in Feet for Turning deducts from your base movement allowance should you turn and move in different directions,

Fall Penalty for Agility Rolls is shown in percentages. Changing to CF this means that each 5% shown = -1 to CF depending upon the direction of the attack. IE -10% = -2 to your PCs CF if the attack comes from the oblique shielded side, while it would be -7 to CF (35%) coming from the rear oblique unshielded side. Roll the resultant CF or fall/get knocked down.

Visual Sighting Capability is what the character/NPC can or cannot see depending upon which direction he's facing.

Emergency Turn Chance of Fall is a base percentage chance of the possibility of falling down when quickly turning in place (emergency turn). IE, an attacker approaches from the rear, you hear him and decide to turn to face him. You have a base 35% chance of falling. If you roll 35% or under, you must make a CF roll or fall down.

Step 8) Applied in play it would be under the areas of parrying a specific attack or having a specific attack parried; the chance of dropping your weapon would be adjudicated via the computation. It can also apply to moments of clumsiness or surprise in different situations. It has been pretty much supplanted by CF rolls in my games. Common sense here...

12. Could Phraints wear armor in Dave's campaign? A couple of pics in the various books hint at this or is this just creative license?

Funny you should mention it as it was a sore point David couldn't defend with the CA Battle Factor rules. I pointed out to him that since Armor was so highly rated in the BF system that it would be illogical for a Phraint to eschew the use of plate mail. All he'd have to do would be to go to Multiversal and have it enchanted to be unencumbering. He could then still hop and leap about, lose nothing off CF/Dex and be virtually invulnerable under the BF rules. David didn't like it much, but them's the breaks.

To answer your question more directly in regards to Original Arduin, Phraints didn't wear armor. They *would* use precious metals like Mithril, Adamantium etc to inlay their chitin in "decorative" patterns. The illustrations you refer to are reflections of this practice. Depending upon GM fiat, this could and often did have the effect of adding a bit to their AC.

13. Please explain the alternate stat generation system using a d20. For example: When rolling stats using a d20, if a roll was below racial parameters did Dave raise the score up to the minimum? For example, a human male has a INT range of 7-16, if a 5 was rolled on a d20 would the score be raised to 7?

If you rolled below the range on a D20, you got to re-roll a maximum of two more times to get the minimum or better. If after that you didn't get the minimum Dave would indeed raise it to the minimum.

Conversely If the die roll on the D20 *exceeded* the Character Guideline he would allow you a second die roll to equal or exceed that first roll. Only in this manner would a beginning character be allowed in play with statistics beyond the guideline. IE if you rolled 19 for a stat limit of 16, you needed to roll 19 or better a <u>second</u> <u>time</u>. Otherwise you got only the stat limit of 16. Also that roll to exceed the stat would only increase said stat to one over the original (16 became 17 if successful) in any case. Otherwise the only stat increases came from Special Abilities or Body Type charts ect.

He also allowed other methods as per the Converting Arduin article I wrote/updated.

14. Did Dave enforce the cleric reaction for healing in AG II p.53 on player characters or was this strictly for NPCs?

Yes. Clerical types will heal those of thier own religion 100% of the time (unless they do something naughty that angers the cleric or the deity, see chart, AG III, pp 53-54). For all others use the save/resurection charts in conjunction with the rules shown for +'s etc.

15. How much damage does a martial artist cause in weaponless combat?

See Vol. I, pp56 Weapons Damage chart, bare hand. Don't forget to add STR bonuses for high STR.

See Vol. II, pp 16, very top of the page, Foot attacks do 50% more damage than hand attacks etc. Don't forget to add STR bonuses for high STR.

Also, use the Non-Weapon Attack Matrix, pp27 of the same volume.

16. So did Dave enforce level limits via pp 5 of AG 1?

He enforced the "level limits/character parameters" rules insofar as a *beginning* character went. As Arduin is a game of entropic change, the level limits were general guidelines. It was and is always possible to exceed these limits due to circumstances, magikal or otherwise. That's the way David played. Additionally these rules were also there (as the totality of the Arduin rules are) as optional rules the GM could engage if he so desired as a reign on certain player types (if you know what I mean).

17. I think it is interesting to note that the formulas for mana computations vary a great deal between the original and CA systems. In the AG system, a 1st El human mage with an intelligence of 12(which seems about average) has 4 points of mana (12 int x 1(lev) / 3 (the Int 12 modifier).   On the other hand, the same mage in CA will have 35 mana (assuming an EGO and CON of 10, INT 12 + El x 3). Now this is over a 700% increase in spell power. My mage went from casting 4 mystic darts to 35 mystic darts (at basic power). Why is there a large discrepancy between the mana formula between AG and CA systems?

Ah, Magik! The stuff of dreams, the stuff of nightmares. Boon of the Gods, Curse of Chaos. How we love it and use it in our games at every opportunity. It's....Magik!

Regarding Magic, Mana et al, let me clear something up here while I'm thinking about it...for ME...90+% of CA IS the original Arduin rules, cleaned up and formatted nicely. Dump out the Battle Factor crap and reinsert the Original or AA combat rules and you've got a great game system.

I also *like* the CA Magic system. Truth be told I personally think the Arduin Magic rules presented in CA insofar as how Mana points are generated, placing magik on target (SAF), creation of items etc, etc, are simply wonderful and convey a very realistic approach to the cause and effect of "Magik" in a game reality sense.

BUT!!! It's probably just me, but I don't **care** which mana system formula a player chooses to use for creation of a Mage etc. It makes no difference whatsoever! They're all close enough in execution and intent that they are, to me as a GM interchangeable.

Remember that over time David expanded and changed quite a few rules for Arduin, leaving behind all that you have seen and experienced at your own gaming tables. Isn't it amazing that even with all the differences, the systems still work and remain compatible with each other? But I digress..

My opinion of the differences are as follows; the Original system had its roots in DnD and those rules reflect the thoughts, concepts and ideas of the time. Thus we see references to "memorizing spells", "X level mage can only cast Y level spells" , "X level mage must have Y INT score to cast Z level spells" etc. Yet there were differences as well; Mana points, Fumbles, Splash to name a few. All of these were, at the time, cutting edge and were among the first rules to delineate a viable system for running Magik in a "realistic" manner.

Over time the system undewent changes and revisions, most of which were covered in succesive Grimoires and Arduin Adventure. By the time CA came about, David had hit upon the SAF system for combat magik. After years of play and playtest it is my considered opinion that the Magik system presented in CA is one of the simplest, most realistic and fun systems to this very day. It also retains many of the features of the original system within its boundaries and presents a whole and thoughtful approach to running Magik and Magik users.

There are a couple of things about using it though that players should be aware of; **1)** Use the ENTIRE system, not just part of it, *at least until you understand it*. **2)** There are typos that make a difference in how well it plays. Using the entire Magik system gives the GM greater control over just how wild and wooly the game gets Magik-wise and makes players much more thoughtful as to how and when they use their magik. Read thru the entire magik section in CA, pp 147 thru 159 and you'll see what I mean. This system is purty damn complete in and of itself and again, retains many of the aspects of the old system.

12. Which formula is best for the use of supermagic?

To address your question..well…either one works! 😃 Its what YOU as GM feel gives you a better sense of reality and how magic in YOUR campaign should work. The thing to remember is that your mage has a certain amount of mana that powers his spells. Each time he uses a spell, that mana gets drained and for him it is an actual physical thing he can feel happening. Also remember that magik is hard to learn and hard to come by and isn't to be wasted. As you pointed out they have a limited amount of this "power" to draw from. The act of "up gunning" a spell such as Mystik Dart does indeed result in a very powerful result (we used to call it **The Telephone Pole of Glory**). And when cast, it all gets sucked out in one fell swoop. The results are spectacular for observers, devastating for targets and (GM adjudicated) physically debilitating for the caster. Just some things to think about 😃.

13. What is the correct SAF formula?

Typos as well as possible mistakes in transcription are areas that need to be addressed. One glaring typo is under the SAF section itself where it gives the formula for determining the placement of a spell on target (SAF). The formula that is given is **SAF = (CF X2) + (EL X 3) + Special**. This formula is incorrect! __**The actual formula**__ you should be using (and the one David used in all his games) is **(CF X 5) + (EL X 3) + Special**.

BUT! You say; This means the chance for a mage to place his spell on target is greatly heightened simply due to his CF!

I reply; So what's your point? The mage in question is simply getting the bonuses commensurate with his ability *that any other PC gets* and is completely fair within the overall context of the Arduin Rules systems. It's also more realistic that way. After all, in Arduin Speed Kills and sometimes it works to a <u>dis</u>advantage as well 😈

The second area of concern is one of more interesting note as it may *not* be a typo OR a mistake. The <u>really</u> interesting thing is that the formula works (though on different levels) regardless of how you wish to use it!

Here's what I'm talking about: in CA, pp95 we have the formulas for computing Mana (spell points). Sticking with mages, we see the computation is **Ego+Con+Int+(EL X 3)**. Thus an EL 1 Mage with 12 Ego, 12 con and 15 Int would have 42 Mana points with which to work. A fairly large number given the mana point cost of spells as listed in any of the Arduin resources. Now, I don't have a problem with that number or computation when used in conjunction with the rest of the Magik System in CA. It allows the PC to double and triple spells <u>and</u> run the risks associated thereof in his quest for more power. That's absolutely fine and dandy with me as it's just one more way to feed him more rope. 😃

However I *believe* the system as presented <u>is</u> a mistake/typo/call it what you will. I believe David intended for the formula presented to be determined as an <u>AVERAGE</u> **(X+Y+Z) / 3 + (EL x 3)**.

Thus using <u>this</u> formula and the example above, (EL 1 Mage with 12 Ego, 12 con and 15 Int) we find that the mage in question has but **14** mana points! This number, I think you'll agree, is much more in tune with the Original Grimoire concepts AND more in line with Mana Point cost for Spells listed, regardless of source! Consequently the mage/player in question must be even MORE careful and thoughtful as to how he conducts business before blowing himself to kingdom come with a fumble or other mistake. AND this system works with the SAF concepts and the rest of the Magik system seamlessly as well!!

So there you have it; my ideas and reasoning on the transition of the Original Grimoire Magik sytems over time to the resultant CA SAF/Magik System and why it makes little difference in the end which one you use. Regardless of which system you use or which formula, if you utilize the entire setup, it'll work just as smooth as a piece of glass.

And like glass it can cut the unwary or unthinking mage soul deep and soul lost. Ain't it Grand? 😈

14. What do you think about healing the undead?

Healing as a general rule applies to the living and living tissue that has been damaged.

I would guess that 99.9% of any priests of any of the "faiths of light" would and do find undead to be abominations that at the very least need to be put to rest. Undead are undead, not living etc. Makes no difference if they were "good", "bad" or "indifferent" while alive.

It makes absolutely no difference insofar as "good or evil" goes. A sufferer of undeath doesn't have to be evil, yet Undeath is still a curse of Darkness. As such it conveys certain parameters and constraints upon the bearer of the curse. Some of these are an aversion to those of "Faith", changes in nature (eating of live flesh, drinking of blood, Life Force draining, etc, etc). As well, most clerics will believe and be **taught as tenets of their faith** that it is their duty to lay the Undead low wherever possible. IF it can be done via a high enough level ritual (provided it was an "innocent" victim in the first place), that's fine. I submit however that if the Undead are along the lines of Dracula, removing the curse would not change the nature of the being, just return him/her to the land of the Living.

Of course the same thoughts and such apply to "undead" who are the victim of some sort of "plague" or "virus". They as well are neither good nor evil; they just are what they are. Any who succumb to the infection are no longer of this vale and must be put down permanently. Ain't life grand?

15. Define the difference between AGI and DEX.

AGI equates to movement while DEX equates to hand speed/nimble fingers etc. The CF number is derived from both to represent overall bodily reaction time and movement coordination etc. While its a very smooth system for simulation of combat it does contain one weakness insofar a realism goes; I've seen many people in real life with very fast reflexes and incredible hand speed that couldn't run for crap. I'm sure you have also, LOL...I think David opted to simplify the CF in the current manner just for game clarity. I also think he left the option up to the GM through the overall compatibility with the original rules.

For instance you *could* allow a PC to have TWO or THREE basic CF scores depending on what he's doing! Example: **Buffalo Bucky the Barbarian** has a DEX 17, AGI 12. Under normal CF rules his CF is 15 (29/2 and rounded to the nearest whole number). That CF number governs how far he can move in a melee round (150 feet) and how many CF options he gets (3). Under this CF option idea, his CF for hand-to-hand etc would be 17 (4 CF options), his CF for running would be 12 (120 feet per M/R) and his CF for climbing or actions using the whole body would be 15. Thus such concerns could be adjudicated. You'll also note inherent in this idea/proposal WHY I believe David opted for simplicity as opposed to *total* accuracy in the rule idea vis a vis realism.

16. What does the "to hit " roll represent?

The roll to hit is a roll to penetrate the AC, and cause damage to the wearer. 2) The effectiveness of the armor in protecting the wearer is accounted for via that attack roll.

17. What constitutes a miss?

I've always adjudicated it thus:
1) Any successful die roll or better that is needed to hit does damage to the PC. GM adjudicates **if he chooses to** whether the armor takes damage and/or how much. I seldom write this sort of thing down, preferring to keep a running general total in my head.

2) When a die roll fails to hit I look at the number rolled. Anything rolled within 5 of the required attack strikes the armor but does no damage. For instance if you need a 15 or better to hit but roll a 10-11-12-13 or 14, your blow hit the armor, failed to penetrate and the armor took no damage/did its designed job. Any other number rolled indicates a reflexive shield or weapon parry or a complete miss.

18. How did Dave rule on two-weapon fighting?

David allowed the ability, though it was rare that anyone attempted it. Why? Dunno aside from the fact that it's rare. As a GM he would let a player try a whole range of things in dire staights. It depended on the players skill and his ability to relate to the GM (David in this case) exactly what he was trying to do. David would let a 2 weapon fighter make an occasional "double" attack at their CF count; sometimes at different targets!

One situation that comes to mind is a thief with 2 sabres being attacked from front and rear by two orcs who were a tad slower than the thief. David allowed the PC to slash at the one in front and do a sort of reverse thrust at the one behind.

While only one attack "worked", it allowed the PC to get out of the situation via wounding the attacker in front, making the one in the rear take a step back to avoid the thrusting blade and for the PC to step to the side, thereby putting a wall at his back.

There were penalties for the rear attack as opposed to the main attack and a couple of CF rolls involved. All in all very simple AND very realistic. And it worked.

19. How did Dave rule on a Deodanth's time slip and mesmerizing abilities?

Deodanth Time Slip Ability; A lot of folk don't understand the Time Slip ability and for good reason. David never wrote down exactly how it worked/happens. LOL...but here's how he explained it and how you can envision it working for using it in your game. First, how it "looks" to observers; if you've ever seen a REALLY REALLY **OLD** television (black and white tube) get turned off, remember how one moment you have a picture and the next moment the picture kind of "shrinks" to a pinpoint of light then disappears? Well the view of the Deo Time Slipping is kind of like that only in 3 Dimensions. It's very fast taking perhaps one half of a CF *count* from beginning to end. However, when they come out of the Time Slip their reappearance is instantaneous and they can and usually have changed position/location!

The Deo is slipping forward in time, 6 to 18 seconds, during which he's getting an accurate (90%) reading of what his enemies are doing during that time. As a result he's able to accurately predict the best attack or defense position or posture to assume when he comes out of the Time Slip, including changing location by up to 15'.

From the Deo's point of view it's kind of like a strobe light of pictures he sees as he moves through the Time Slip; a second by second view as his enemies move etc so he'll know what they're doing or planning to a certain extent. HIS reaction to this knowledge is instinctual and instantaneous, performed pretty much without conscious thought, though it's usually to his advantage if what he's "seen" is accurate (10% chance he'll be wrong though).

A good way to envision it from a GM/Player aspect is some of the newer X-box or PlayStation games where in the middle of combat the player can punch in the right button and the game sssllllooowwwsss wwwaaayyy dddoooowwwnnn or even stops in mid-frame while the Player changes weapons or attack modes to better deal with the situation; once done he pushes the button again and resumes the fight with better weapons or tactics for the situation. A powerful ablity? You damn well betcha! And here's the scary thing; for the Deodanth this is a Natural ability. BUT they were/are also a Space faring race and their ships were also able to time slip forward! Thus someone amongst them found a way to technologically (AND probably Mystikally) duplicate the ability for their World Fleet Raiders and Attack vessels....still wanna go hunting them??? 😺

Deodanth Mesmerising Ability: Being a sort of Vampire-like ability, the Deodanth usually attempts this in one of two ways. **A)** He'll try to engage an unsuspecting victim in "friendly conversation" and at some point will try to subtly use his gaze to transfix and hypnotize the victim into submission whereby the Deo gets to play all sorts of games. **B)**
On occasion *while in combat* a Deodanth will put forth a massive effort to subvert the will of the opponent, causing the victim to drop his guard or freeze in position for a full second, thus being dead meat for the Deo if successful. *This mode is in lieu of any other attack or defense* for the Deodanth and the defender gets a basic save chance. IF the defender makes his save he is instantaneously aware of what just happened and has a chance to counter-attack with his weapon! Thus the Deodanth is VERY careful when he attempts this...

20. How prevalent was split-classing in Dave's campaign?

Split Classes; Split class PCs were a dime a dozen in David's games. He had no restrictions for the most part due simply to the nature of the Gates and Arduin itself where change is constant. Whatever a player wanted to run was, for the most part, what David would allow. The only basic stricture was that it had to be fairly well in line with what the other players were running (except for Con games; then it was Katy Bar the Door). But Split Classes were ok with David so long as they made sense. Most such were Elves of course, due to their nature. Interestingly, the Split Class that *survived* most often was the Trader/Assassin IF the PC was role-played well. A couple of very good players I know ran this type of Split Class quite often; their secret? NEVER let anyone but the GM know you're running an Assassin AND

21. Did Dave ever use a hit location system?

David's point of view was that in a melee things are fast and furious and while you may *aim* at a specific target, said target has a tendency to move in unexpected and often unfriendly ways. The Arduin system replicates combat as more of a *"you get what you can while the gettings good"* philosphy reflecting the true Chaos of hand to hand combat. Much of it was also based upon David's experience with Hand to Hand combat training in the service and in the SCA with armor/shields etc.

Having said that I also believe that Hit Location systems *can* have their place in an Arduin game. Warhammer FRP has always had such a system built in and its players and fans are as fanatic about it as we are about Arduin. Same can be said for Rolemaster and any numvber of others. I think there are times that its important to be able to say *"So n So has taken X points of damage to his Left Leg. It can no longer support his weight and he falls to one knee."*

I can adjudicate such things quite easily *provided* the players involved tell me what they are attempting AND how they are responding. I'd base it off of CF and Attack rolls and we'd see how it worked out. I don't think I'd do it as a matter of course, but rather in specific situations important to the story line; ie the target of such an attack is a rogue Nobleman the PCs want to take <u>alive</u> in order to garner a reward or gain information. I can see using a Hit Location system in such cases.

But for regular everyday Arduin combat? It simply isn't necessary when you take into account the dreaded Critical Hit. Get one of those and you've pretty much had your fill of Hit Location if you're on the receiving end 😃..

22. Did Dave use DEX as a modifier to AC?

When the original rules were devised, this wasn't a concern David gave much thought to at the time. However by the time Arduin Adventure was done he had, as you noted addressed it after a fashion. With AA, pluses were provided for PCs depending upon their Dex/CF. Anything over 12 was +1 per number up to the maximum of +8 as an additional bonus to their armor class. The thought was that armor may slow movement but still doesn't affect reflexes (which are most often utilized in combat/defense etc). Thus, depending upon the armor the character's movement WAS affected while he was rewarded defensively for his higher reflexes. This of course was carried over to CA with the Battle Factor thru counting the entire CF into the equation.

Thus if you wish to provide such a bonus you are perfectly in line with Arduin canon to do so. I, however, have moved away from the rules as written in this regard over the years. As you know, I've always interpreted the roll to hit **as** a roll to penetrate AC. Only if you penetrate the AC do you do damage.

In my view, Characters with higher CF have more opportunities to perform combat actions including parries, dodging, attacks etc than slower characters. I'm sure you're familiar with the reach and speed rules so no need to go into any depth here; the upshot is in my opinion, in view of the CF rules and the combat rules as originally written, there's no real reason to count the PC CF/reflexes number as any sort of bonus to the Armor Class. Such bonus being accounted for already with the combat options available. The other thing to remember is that any CF bonus that IS granted is generally of a <u>non</u>-magical nature.